

The Kit Handbook



The Kits listed below have been approved from the following handbooks; Thieves, Bard's, Priest's, Druids, Fighters, Paladins, Rangers, Wizards, Skills & Powers, Dwarves, Elves and Gnomes & Halflings. See Section 6 of The Handbook for a list of those kits that are not allowed to be used from these handbooks and other sources. Kits from books not listed here require DM's approval.

Kits that have recommended Nonweapon and Weapon proficiencies and Traits cost 1/2 CP less than listed, minimum of 1.



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Any changes made to The Kit Handbook that increase a race, class, or kit character points (CP's) will allow for characters so affected to make purchases, respectively, for the difference. Decreases of race, class or kit CP's will not affect PC's in play. Changes to listed abilities (Race, Class, Kit, NWP, Traits, Disadvantages and WP's) take effect immediately!!! Characters created prior to 1 May 2002 are "Grandfathered" in respect to Race, Class, Kit, NWP's, Traits, Disadvantages and WP's effects.

The most current copy of The Kit Handbook will be posted on the website www.HuntersInn.yolasite.com; it overrules/overrides any previous versions.

Errors found are worth a flat 100 EXP to a single Player Character (PC) of the player's choice as granted by the DM, typos are worth 5 EXP.

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Advanced Dungeons & Dragons®

Player's Handbook **2nd Edition** Rules Supplement

The Complete **Priest's** Handbook



TSR, Inc.



Priest Kits

Amazon Priestess

Description: Amazons are women warriors in a world where most cultures are male-dominated or ruled more or less equally by men and women. The Amazon civilization is different from the cultures of the rest of the world in that women occupy all the most important occupations and positions in their society; men are either second-class citizens, or are all kept as slaves, or are exiled from the culture altogether. Amazons continually have to defend themselves from the efforts of surrounding civilizations to "return them to normal," and therefore they are very good at war.

Such civilizations often have one or two specific patron gods. (The deity does not have to be female; in classical mythology, for instance, the Amazons' patron was Ares, the very male god of war.)

The priestesses of this god interpret the god's will for the Amazons, fight alongside them in times of combat, perform the usual service of guidance (and even marriage, if this is still a function of this specific Amazon society); and sometimes travel through the outer world in an effort to learn what they can of the world of men in order to protect themselves from it, or to educate themselves and the outer-worlders to reduce misunderstandings between the cultures.

There are no special ability-score requirements to be an Amazon.

To abandon this kit, the PC would have to renounce her Amazon citizenship... meaning that she would have to identify herself more strongly with another culture.

Barred: The DM will decide which gods act as patrons for the Amazon civilization; most Amazon priestesses will serve those specific gods. However, not all Amazon priestesses *have* to serve those specific gods. An Amazon culture could have as its patron the gods of War and Moon, for instance, but a specific Amazon priestess could serve another god. (Since each attribute has its own role to play in any civilization, few gods are really inappropriate.) Note, though, that no Amazon priestess can serve the gods of Disease or Peace. Also, since Amazon warriors must know the use of the spear and long bow, an Amazon priestess who cannot use those weapons will be looked down upon, and won't command the respect of priestesses who can. Therefore, an Amazon will command less respect *unless she is a priestess of one of the following gods:* Community, Competition, Elemental Forces, Good, Hunting, Light, Mischief/Trickery, Moon, Oracles/Prophecy, Race (Human), Sky/Weather, Sun, War, Wind, Wisdom.

Role: Among the Amazons, the priestess-types listed immediately above are as highly-regarded as the warrior, and the warrior is the most-admired type of Amazon. Outside the Amazon lands, among male-dominated civilizations, the priestess is looked on as an even more unnatural sort of unnatural woman. In cultures where men and women are approximately equal in influence, the Amazon is looked on as a curiosity, and may even (at the DM's discretion) be looked down on as a representative of a race that hasn't yet come to the conclusion that neither gender should oppress the other.

Among PC adventurers, the Amazon-priestess is likely to prove herself to be a doughty fighter and an effective spellcaster. If the priestess PC starts out suffering a bit of discrimination when she's introduced into the campaign, that may be normal according to the culture but the DM shouldn't encourage this attitude, especially after she's proven herself in dangerous situations. Even if the campaign's main culture is discriminatory, the PCs should demonstrate a little more flexibility in their attitudes based on their adventuring experiences.

Weapon Proficiencies: Required: None. Recommended: Spear, long bow; if possible, various axes and swords.

Nonweapon Proficiencies: Bonus Proficiencies: Riding (Land-Based), Animal Training. Recommended: (General) Animal Handling, (Warrior) Animal Lore, Armorer, Bowyer/Fletcher, Hunting, Running, Survival, Tracking.

Equipment: When an Amazon PC is first created, she must buy her armor from among the following choices only: Shield, leather, padded, studded leather, brigandine, scale mail, hide, banded mail, bronze plate mail. Once she has adventured elsewhere in the world, she may purchase other types of armor according to her priest-class limitations.

Special Benefits: Male opponents from cultures where women fighters tend to be rare will be amused, rather than cautious, the first time they confront an Amazon. Therefore, in a fight where such a warrior runs up against an Amazon for the first time, the Amazon gets a +3 to hit and +3 damage on her *first blow only*. This reflects the fact that her opponent's guard is down.

This bonus doesn't work on any Warrior PC of fifth level or higher, or a PC of any other class at 8th level or higher; in spite of any prejudices he might bear, this PC is too seasoned an adventurer to let his guard down that way.

At the DM's discretion, he can give a wary, suspicious NPC an Intelligence check; on a successful check, he will see the attack coming and deny the Amazon the bonus.

The bonus won't work on any male fighter who comes from a culture where women do regularly fight, or who has had fighting-women comrades or faced fighting-women opponents before, or even who has seen the Amazon hit someone else with this bonus earlier.

It doesn't work on PC unless the player is role-playing honestly enough to admit that his PC would underestimate the Amazon.

Once the Amazon hits a PC with this bonus, the target (if he survives) will never fall for it again. It can only be used successfully once per victim, ever. But if the Amazon misses a target with this blow, she continues to receive it against this target until she hits him once.

Special Hindrances: The Amazon receives a -3 reaction roll adjustment from NPCs from male-dominated societies. PC's do not have to demonstrate this hostility unless they want to do so for role-playing purposes, and even then it should fade as they come to respect her.

Wealth Options: The Amazon gets the ordinary 3d6x10 gp as starting money.

Notes: Dwarves would substitute battle axe and warhammer for their weapons and swine for their preferred mounts. Gnomes would substitute throwing axe and short sword, and would ride ponies, and would have Tracking and Survival as their Bonus Nonweapon Proficiencies. Halflings would substitute javelin and sling for their weapons, and Endurance and Set Snares for their Bonus Nonweapon Proficiencies.

Barbarian/Berserker Priest

Description: This priest is the priest of a culture halfway between what we think of as civilized and savage. His people live at the very edge of or beyond the borders of the edges of the campaign's main civilization. They tend to be very warlike, fighting battles with neighboring tribes and with intruding imperial troops. Their fighters aren't soldiers; they are warriors, and tend to be deadlier in one-on-one fighting but poorer at formation combat than those of the "civilized" nations. These warriors may, in fact, be berserkers. They are still more in touch with nature and the world than the people of civilized lands. They may have very different customs from civilized folk.

Priests of this community perform the same functions as priests of civilized lands. However, barbarians have more respect for the gods than civilized folk, and priests also are well-respected. Kings and war-chiefs of their culture listen to their counsel. In their culture, those who disagree with them do not insult them or their guidance, and it is forbidden for a warrior to attack a priest of his culture (though defending himself from attack is all right... if he can prove that it was defense, not aggression).

There are no ability requirements to be a priest of a barbarian or berserker tribe. The warriors of the tribe must have Strength 15, and priests will be most impressive if they can approximate or match that score... but it's not a requirement of the kit.

As with the Amazon, abandonment of this kit means that the PC renounces his allegiance to his tribe or clan and accepts citizenship in some other culture. This means that he must now perform his priestly duties in the fashion of the priests of that culture.

Barred: Barbarian tribes tend to have one or two patron gods, and most of their priests will serve those gods. These tend to be gods of natural forces (Agriculture, Animals, Darkness/Night, Earth, Elemental Forces, Fertility, Hunting, Lightning, Metalwork, Nature, Sky/Weather, Thunder) or other barbarian attributes (Strength, War). Gods of the "softer" attributes (Arts, Love, Music, etc.) would be represented but their priests would be much rarer. No priesthood is barred among the barbarians, however scarce.

Role: In the campaign, the barbarian priest is a spooky, dangerous figure. Like barbarian warriors, he'll be grim and a little alien to his allies from civilized lands. First and foremost, he's a defender of his people, and he'll most often be found wandering in lands other than his own because of some quest set him by the gods or some mystery he's encountered that requires him to travel in order to solve it. When he finds his own tribesmen captured or enslaved in the outer world, which might be a common occurrence, he must do his utmost to free them and return them to his own land, which can imperil other goals he and his PC allies have... but as a leader and protector of his culture, this is a duty he cannot refuse. (If he were to do so, the god would take it as a betrayal of goals; see the Role-Playing chapter.)

Weapon Proficiencies: Required: None. Recommended: Battle axe, sword/bastard, bow (any), sling, warhammer. Naturally, the priesthood may limit the priest's choice of weapons and not allow him to learn all these.

Nonweapon Proficiencies: Bonus Proficiency: Endurance. Recommended: (General) Animal Handling, Animal Training, Direction Sense, Fire-Building, Riding (Land-Based), Weather Sense, Blind-Fighting, Hunting, Mountaineering, Running, Set Snares, Survival, Tracking, Herbalism, Jumping. (Some of these are outside the priest's Nonweapon Proficiency Group Crossovers and will cost twice the listed slots if taken.) The DM may require this priest to take a proficiency in the tribal specialty (Fishing, Agriculture, etc.).

Equipment: With his starting gold, the barbarian priest cannot buy armor heavier than splint mail, banded mail, or bronze plate mail. Once he has adventured in the outer world, he can buy any type of armor his priestly requirements allow him to use. With his starting gold, he can buy only weapons appropriate to his tribe (usually battle axe, bows, club, dagger/dirk, footman's flail, mace, or pick, hand/throwing axe, sling, spear, and swords); naturally, priestly restrictions may prevent him from taking some of these, depending on which god he serves.

Special Benefits: Barbarians are imposing and dangerous-looking. This tends to make others respect them or at least wish not to make enemies of them. Therefore, barbarian/berserker priests receive a +1 reaction adjustment bonus when encountering NPCs. This becomes a +3 among members of his own culture.

If the priest's culture has many Berserker warriors, the priest has an additional special ability. Berserkers normally take ten rounds to go berserk; in the presence of one of their own priests, then can do it in five. Additionally, if the priest, as part of his priestly class, has the *incite berserker rage* granted power, then berserkers of his culture in his presence can go berserk in *one round*. The priest is not required to use his power for this to take place; it just happens.

Special Hindrances: The barbarian/berserker priest has a problem in civilized lands: He doesn't respect the authorities and they have learned to be cautious of him. (This sort of priest keeps freeing his enslaved brethren, and, even if he worships a god known to this culture, he does so in a different way that the locals consider wrong.) Therefore, the barbarian/berserker priest receives a -3 reaction adjustment penalty when encountering NPCs in positions of power: Rulers, government officials, etc.

Wealth Options: No special requirements; this priest gets the usual 3d6x10 gp as starting money.

Nobleman Priest

Description: This priest was a member of a noble family and entered a priesthood. But even as a priest he keeps his opinions about the superiority of the ruling classes and his tastes for the finer things in life; he doesn't abandon his love of good food, good furnishings, comfort, the arts, intellectual stimulation, and so forth.

The Nobleman Priest prefers the company of nobles and is often appointed as an advisor to a noble family, a ruler, an important local governor, etc. He has less concern for the lives and welfare of commoners. When pressed, he will perform any and all priestly duties for commoners, but he usually seeks to avoid these duties; when he is a low-level PC, he'll keep himself away from common folk as much as possible in order to avoid these inconveniences, and when he is higher-level he will assign a subordinate or a follower to attend their needs.

The Nobleman Priest is not necessarily evil or a bad person. In fact, he often adheres to a code of chivalric behavior much like a knight's. But he does have strong social prejudices which color his thinking.

Important note: A nobleman can become a priest and not take the Nobleman Priest kit. This sort of priest lives more frugally, like other priests, and does not have to have a disdain for the lower social classes; Nobleman Priests do not count him among their ranks.

There are no special requirements to be a Nobleman Priest.

If a Nobleman Priest PC ever decides that he is wrong in his attitudes (which can occur in especially dramatic fashion if he is affected by the self-sacrifice of a commoner who has saved him, or if he falls in love with a PC of the common social classes), he may choose to abandon this kit. If he does this, he will be ostracized by most of the nobles who were previously counted as his friends (the DM can have one or two more broad-minded nobles still count him a friend, and the PC's can make up their own minds on the subject); he may even be exiled from his own family. As with any kit abandonment, he loses all other benefits and hindrances of the kit.

Barred: None.

Role: In the campaign, the Nobleman Priest is an aggravating snob (though he might not be aware of his snobbery). He is a fun role to play, but he'd better have some redeeming features if the other PCs are to continue to associate with him. If he does have redeeming features, it's very likely that some PCs will try to "reform" him to their own way of thinking.

Weapon Proficiencies: Required: None. Recommended: Long sword, bastard sword, lance, flails (all), maces (all), if allowed by the priest's actual priest class.

Nonweapon Proficiencies: Bonus Proficiencies: (General) Etiquette, Heraldry, Riding (Land-Based). Recommended: (General) Animal Training, Dancing, (Warrior, double slots unless the priest class has a nonweapon proficiency group crossover including the Warrior group) Gaming, Hunting, (Priest) Local History, Musical Instrument, Reading/Writing.

Equipment: The Nobleman Priest may spend his gold as he chooses # but he has certain minimum standards he cannot violate. Before starting play, he must buy:

(1) A suit of armor (if he is permitted to by his priest-class . . . and, unless his class limits him to lesser armor, he cannot buy armor less protective than brigandine or scale mail).

(2) At least one weapon larger than a dagger (again, if his priest-class so permits him).

(3) A horse (at least a riding horse), riding saddle, bit & bridle, horseshoes and shoeing, halter and saddle blanket.

Special Benefits: The Nobleman Priest starts with more gold than other priests; see below under Wealth Options.

The Nobleman Priest receives a +3 reaction from any noble of his own culture, and a +2 from nobles of other cultures. The DM can ignore this if there is a cultural hatred between those people and the priest's culture or the priest's god.

When travelling, he can demand shelter from anyone in his own land; he can demand shelter for two people multiplied by the priest's experience level (if he's eighth level, he can demand shelter for himself and a retinue of fifteen more people).

Special Hindrances: The Nobleman Priest is expected to live well. If he has enough money to do so, he may only buy high-quality goods, and so must spend at least two times the minimum necessary money for anything he buys. If a basic long sword costs 15 gp, he won't buy one worth less than 30 gp; the extra money goes into quality, engraving, etc. (He can't save money by having a friend or follower buy cheaper things for him; he's just not satisfied with anything less than good-quality merchandise.

If the priest is broke and cannot spend this extra money, he can then settle for lesser goods . . . but the other nobles of his culture, if they see him with shabby accoutrements, will mock him, and he does not get his reaction bonus until once again all his goods are high-quality goods. In fact, if his gear and possessions look sufficiently shabby (DM's discretion), people may not believe him to be a nobleman at all, and may refuse him the shelter he could ordinarily demand. (This happens most often if a nobleman priest is robbed of all his clothes and goods and left to fend for himself.)

As he can demand shelter of others, other Nobleman Priests can demand shelter of him. This can be expensive if they decide to stay for awhile. This is also a good way for the DM to bleed extra money from the priest if he seems to have too much.

Wealth Options: The Nobleman Priest begins play with more gold than other priests. He gets 225 gp plus the standard 3d6x10 gp. But he must spend a good portion of that on the Equipment required of him. If the priest abandons this kit, that money doesn't magically "go away," but as part of his social ostracization the PC should suffer some sort of financial loss, equal to at least 225 gp, as determined by the DM. (Perhaps a malicious ex-friend destroys some of his property; perhaps a petty-minded business acquaintance betrays him on a business deal.)

Outlaw Priest

Description: This priest has decided to become part of some sort of outlaw community and serve that community's religious needs. The trouble is, for the PC to take this kit, this group or community must be sufficiently outlawed that the priesthood in question does not approve of it. Alternatively, the priest may have decided that the god's priesthood is not serving him in an appropriate way, and he will have decided to create his own priestly order serving the same god. In this case, too, the regular priesthood does not approve of him. In either case, the priest must believe that he is still serving the god in a fashion that the god approves of. (The DM, obviously, must agree.)

Friar Tuck, the cleric who tended to Robin Hood's Merry Men, is the classic example of this type of priest.

This priest, in the pursuit of his duties, is opposed by other priests serving the same god. In addition, if he's identified himself with an outlaw or pirate band, he'll be wanted by the authorities as a member of that band.

There are no special ability-score requirements to be an Outlaw Priest.

A priest abandons this kit by leaving the outlaw band or opposing/disbanding the new religious order, whichever is pertinent. Additionally, by role-playing in the campaign, he must answer all the charges pressed against him by the authorities (he might do this by being tried and going to prison for a time, or paying reparations, or accepting tasks of penance from his temple); if he does not, he will continue to be opposed by his temple and wanted by the authorities.

Barred: Priests of the gods of Community may not take this kit. Priests of no Philosophy or Force may take this kit. (They can associate themselves with pirate or outlaw bands, but there is no censure within their orders because of it, and therefore no disadvantage to belonging to such a band.)

Role: This sort of priest has one of two roles, depending on the situation.

(1) With the first situation mentioned above, the priest has joined an outlaw or pirate band. In the campaign, then, he's the rogue priest who has decided that the band deserves his priestly guidance, and that this is more important than the demands of his priestly order. The priest either agrees with the band's outlaw activities or ignores them; his concern is that they receive the blessings of his god. Perhaps, too, he thinks that they'll be a more ethical group with him around; he may be present to keep them from performing acts of brutality or rapine, which they might undertake were he not present.

(2) In the second situation mentioned above, the priest is a rogue visionary who thinks that he must serve his god in a way not approved of by the normal priesthood. This PC is probably someone who went through the temple's normal priestly training, decided that there was something wrong or lacking in it, and set out to found his own order. A classic example of this is the situation where a priesthood has become corrupt and lazy, and a reformer priest has appeared to try to return the worship of the god to its former honorable state; the corrupt priests naturally wish to maintain the *status quo*.

Weapon Proficiencies: Required: None. Recommended: If Pirate, cutlass, belaying pin, bill. If Outlaw, weapon choices appropriate for the outlaw band.

Nonweapon Proficiencies: Bonus Proficiency: Religion.

Recommended Proficiencies (Pirate Priest): Pirate's Bonus Proficiencies: (General) Rope Use, Seamanship, Swimming, Weather Sense, (Warrior, double slots unless priest-class dictates otherwise) Navigation, (Priest) Engineering (for shipbuilding), Reading/Writing (for mapmaking), (Rogue, double slots unless priest-class dictates otherwise) Appraising, Set Snares (in association with Rope Use skill), Tightrope Walking, Tumbling, (Wizard, double slots unless priest-class dictates otherwise) Engineering (for shipbuilding), Reading/Writing (for mapmaking).

Recommended Proficiencies (Outlaw Priest): (General) Direction Sense, Fire-Building, Riding (Land-Based), (Warrior, double slots unless priest-class dictates otherwise) Animal Lore, Bowyer/Fletcher, Endurance, Hunting, Running, Set Snares, Survival, Tracking, (Priest) Healing, Herbalism, Local History, (Rogue, double slots unless priest-class dictates otherwise) Disguise.

Equipment: No restrictions. Within the context of the campaign, if this is a pirate or outlaw band, it's a bad idea to wear metal armor (banded, brigandine, bronze plate, chain, field plate, full plate, plate mail, and ring mail). Metal armor drags pirates down to their deaths when they fall overboard; and it's noisy when worn by outlaws trying to ambush their prey. But this is just a factor the DM needs to remember, not a restriction on the kit.

Special Benefits: The main benefit of this kit is that the priest does not have any superiors. He takes orders from no superior religious authority (unless the god himself chooses to issue some).

Special Hindrances: The outlaw priest is opposed by the normal priestly order serving his god. When they hear of his plans, they try to thwart them (break up religious meetings, disrupt building of his temple, etc.). This priest never gets to build a temple at cut-rate prices; he must always spend the whole amount to build his temple. (If he ever abandons his kit, the regular priesthood may accept his temple as one belonging to the priesthood, but will never recompense him half the money it took to build it.) If the outlaw priest is part of an outlaw or pirate band, he is sought by the same authorities that seek that band, and will pay the same penalties under the law as they do if he is caught.

Wealth Options: Outlaw priests get the standard 3d6x10 gp for starting gold.

Pacifist Priest

Description: This priest is devoted to the cause of peace. He is a champion of passive resistance, of achieving one's ends without resorting to violence of any kind.

There are no special requirements to be a priest of this sort. Nor are there special rules for abandonment of the kit, if the PC eventually feels that he needs to be wielding force to achieve his ends.

Barred: Priests of the following gods, forces and philosophies may not be Pacifist Priests: Disease, Evil, Justice/Revenge, War.

Role: In a campaign, this priest can be a real aggravation to the more combat-oriented PC's. Therefore, the DM should allow this priest in only the following situations:

(1) When he's an NPC, so that the DM doesn't have to work to contrive to keep him with the party all the time (they'll have an easier time of abandoning him if they wish);

(2) When he's part of a specific quest or mission (i.e., they must accompany him and guard him throughout the quest or it will automatically fail); or

(3) When all the PCs are pacifists (this would be a very unusual campaign or quest, indeed...).

Note, though, that just because the priest demands peacefulness of all around him, his allies don't have to obey. However, it is inevitable that in combat situations the player of the pacifist priest will feel left out (he can't fight); additionally, he'll feel compelled by his philosophy to argue with the other PCs, to chide them for their violence, which will get on their nerves. Therefore, the DM should keep such quests short, so that the pacifist priest doesn't drive the other PC's to the point that they'll kill him.

Weapon Proficiencies: The Pacifist Priest may not know any Weapon Proficiency except bow and dart, and may know them only if his true priest-class allows them. The priest may only use these weapons in competition, as described below under "Special Hindrances." The priest still receives all his Weapon Proficiency slots, and if he ever abandons this kit may "spend" them at a rate of two slots every experience level.

Nonweapon Proficiencies: Bonus Proficiency: Etiquette. Recommended: Languages (Modern), Languages (Ancient), Ancient History, Singing, Musical Instrument, Reading/Writing.

Equipment: This priest may not buy any armor, and may not buy any weapon except dagger or knife (for eating only), and bow and dart (if he has proficiency with them).

Special Benefits: This priest is a very compelling personality. He receives a +2 to his Charisma score (his Charisma cannot exceed 18 from this bonus), and, in addition to any reaction bonus that his heightened Charisma gives him, he receives a +2 reaction from anyone who is not utterly opposed to his philosophy. (Beings opposed to his philosophy include priests and devoted adherents of the gods, forces and philosophies mentioned above under "Barred," and certain warlike nonhuman races like orcs, ogres and trolls.)

Special Hindrances: This priest may never wear armor, and may never use weapons, spells or any other tactics to harm a human, demihuman, nonhuman, or monster. If he ever violates this decree, his *god* will not punish him (because the pacifist's oath is one he took for himself, not for his god), but his own guilt will deprive him of all magic spells for the span of one month. (If the DM wishes, if the priest is a follower of the god of Peace, the god can instead punish him as a "Betrayal of Goals" from the **Role-Playing** chapter.) Naturally, if he later abandons the kit, he can resume the wearing of armor and use of weapons according to his priest-class.

Wealth Options: This priest gets the usual 3d6x10 gp.

Peasant Priest

Description: The Peasant Priest is the antithesis of the Nobleman Priest above. He's a champion of the common man, and prefers serving the commoner to any association with nobles. He has taken a vow of poverty; he believes he should sacrifice his worldly goods to the glory of his deity.

Note that the Peasant Priest need not have been born a peasant; he could have been born a nobleman and later abandoned that lifestyle and the privileges of his class.

There are no ability-score requirements to be a Peasant Priest.

There are no special rules for abandonment of this kit.

Barred: Priests of the following gods, forces, and philosophies may not take this kit: Evil, Good, Prosperity.

Role: In the campaign, the Peasant Priest devotes himself to the needs of the common man. If he's part of an adventuring party, he won't support any plans which endanger or exploit the peasants or serfs, and will try to recommend plans which advantage them. (For example, if the party wants to use the locals to help lure the dragon out of its cave, so that the locals will be the first ones flamed and eaten, the priest will object. But if the locals are to be along as support troops, and have information and chances of success and survival at least equal to the PC's, he won't have any such objection.) He'll insist that treasures be shared with the locals of the area where the treasure was found. (Assuming that the treasure is split into even shares among party members, he'll insist that the local peasant community receive two shares, for example.) In a greedy or tight-fisted party, the party might refuse his requests, which doesn't mean the priest has to attack them or steal from them... but this will inevitably result in the priest becoming disillusioned with the party.

Weapon Proficiencies: The player may choose his PC's weapon proficiencies, subject to the limitations of the priest's actual priest-class. The DM may insist that the PC start out the campaign only with proficiencies appropriate to a peasant, such as short sword, spear, bow, footman's weapons and the like; long swords (and bigger blades), horseman's weapons, exotic polearms, lances, tridents and the like are not. This should only be a restriction when the PC is first created; afterwards, he can learn any weapon his priest-class allows him.

Nonweapon Proficiencies: Bonus Proficiencies: Agriculture *or* Fishing (player choice), Weather Sense *or* Animal Lore (player choice). Recommended: Any of the General proficiencies.

Equipment: The Peasant Priest has restrictions on the way he spends his money. Other than weapons, with which he has no monetary limitation, he may own only one object worth as much as 15 gp, and other than that one object may own nothing worth more than 10 gp. He may never own more than 75 gp worth of (non-weapon) property at any one time. If he receives money or gifts which put him above that limit, he must give away money and possessions until once again he is within the 75 gp limitation.

Special Benefits: The Peasant Priest always has shelter when he's in his own community; his own people will shelter him even from the land's rightful authorities. Among peasants of other communities, he cannot count on this benefit, but he receives a +2 reaction adjustment from all peasants.

Special Hindrances: The Peasant Hero's great limitation is described above under "Equipment."

Wealth Options: The Peasant Priest gets the standard 3d6x10 gp starting money. Of the money he receives, no more than 75 gp may be spent on goods other than weapons.

Prophet Priest

Description: A prophet is one who receives signs, dreams, or clues about the future from his god. Priests of the god of prophecy are prophets, but they aren't the *only* prophets. Priests of other gods can receive and pass along prophecies. However, since this is rarer, the DM has the right to approve or disapprove any PC taking this Priest Kit.

To be a Prophet Priest, the PC must have a Wisdom of 15 or better.

A PC may not abandon this kit. As long as he is a priest, he is a Prophet Priest.

Barred: Priests of the god of Prophecy may not take this kit. All other priests may. (Priests of philosophies or forces don't receive their prophecies from a god; their prophecies are more like psychic impressions.)

Role: In the campaign, the Prophet Priest is partly a tool for the DM; the DM can use the PC to supply clues and even red herrings to the PC's. His is often a thankless job, and he is often a bit alienated from the normal folk (see "Special Hindrances" below).

Weapon Proficiencies: Required: None. Recommended: Any that the priest's actual priest-class permits.

Nonweapon Proficiencies: Bonus Proficiency: Weather Sense. Recommended: None special.

Equipment: No special restrictions.

Special Benefits: The PC receives the Medium Granted Power "Prophecy" from the Designing Faiths chapter. However, it's more limited than the Prophecy which is granted to priests of the god of Prophecy. With this power, priests may receive visions from the god at any time the DM decides, but may only deliberately sink into a trance in order to receive a vision once per day.

Special Hindrances: It's not normal for anyone but priests of the god of Prophecy to be prophets. Therefore, normal people are a little edgy around other prophets, and react to them at a -2 reaction adjustment. (This adjustment may never result in a reaction worse than Cautious, however.)

Wealth Options: This priest receives the normal 3d6x10 gp starting gold.

Savage Priest

Description: This is a shaman of a savage tribe. This PC is a member of the tribe. The tribe itself is a technologically and culturally primitive one (by the standards and in the opinions of more "civilized" cultures), but is also one which is attuned to the natural forces of the world. The Savage Priest interprets the will of his god and acts as an advisor or leader to the members of his tribe.

This PC might be an animal-totem shaman who assigns all the tribal warriors their animal totems. He might be the witch-doctor who insists on the deaths of the adventurers from the outside world. Take a priestess of a nature-god and give her the Savage Priestess kit, and you end up with something very like a nymph. Whether the Savage Priest is good or evil, filthy or clean-limbed depends on the nature of the tribe itself; the DM decides what the tribe is like.

To be a Savage Priest, a PC must have a minimum Strength score of 11 and a minimum Constitution score of 13.

In abandoning this kit, the PC is renouncing his membership with the tribe and accepting citizenship in some other culture. This frequently happens with Savage Priests who join adventuring parties, stay with them in travels through the world, and learn so much of the outside world that they no longer feel like part of their tribe.

Barred: Priests of the following god and philosophies may not take this kit: Disease, Divinity of Mankind, Evil, Good.

Priests of the following gods are *most* appropriate to this kit: Animals, Earth, Elemental Forces, Fire, Hunting, Nature, Sky/Weather, Vegetation.

Role: In a campaign, this PC usually plays the role of the primitive who finds his world-view shattered by his experiences in the outer world... but who might teach his "civilized" companions something about simple truth and justice as he adventures with them. The DM should insist that the PC role-play his tribal origins in the first four or five experience levels, until the PC is more used to the outside world; this priest will be baffled by "high-technology" inventions (iron and steel weapons, boats made out of more than a single log, hourglasses, anything more sophisticated than the tools of his tribe), by civilized morals and ethics, and especially by the strangeness and unfairness of the laws of civilized men.

Weapon Proficiencies: The Savage Priest is limited to the weapons his actual priest-class permits him, and is further limited (when he is first created) to the following set of proficiencies: blowgun, long bow, short bow, club, dagger, javelin, knife, sling, spear. After he has adventured in the outer world, the PC may learn other proficiencies.

Nonweapon Proficiencies: Bonus Proficiencies: (General) Direction Sense *or* Weather Sense (player choice), (Warrior) Endurance *or* Survival (player choice). Recommended: (General) Animal Handling, Animal Training, Fire-Building, Fishing, Riding (Land-based), Rope Use, Swimming, (Warrior, double slots unless the priest-class dictates otherwise) Animal Lore, Bowyer/Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking, (Priest) Healing, Herbalism, Local History, Religion, (Rogue, double slots unless the priest-class dictates otherwise) Jumping, Tightrope Walking, Tumbling, (Wizard, double slots unless the priest-class dictates otherwise) Herbalism. The Savage may *not* take Etiquette *or* Heraldry when first created.

Equipment: The Savage gets no gold (0 gp) with which to purchase his weapons and equipment. Instead, he may take up to four "natural" weapons bows and arrows, staves, clubs, sling and bullet/stone etc. He may assemble an equipment list of up to ten additional items, subject to the DM's approval, which he will have accumulated during his years with the tribe; they must be items which members of a savage tribe could have made (things such as pouches, clothing, food, rope, fishing gear, sheathes for weapons, and so forth—no mirrors, lanterns, iron cooking pots, and the like.) With the DM's permission, if the tribe is a river-tribe or a riding tribe, he may have either a riding horse (with saddle-blanket, halter, bit and bridle) or a small canoe.

Special Benefits: The Savage Priest has a special *Detect Magic* ability, resembling the spell of the same name, which he may use once per day per experience level he has (i.e., a 5th-level savage could use his ability five times per day). The rules for this power are:

Detect Magic. The Savage Priest is in tune with nature and can feel when there is something magical in the vicinity. As with the first-level Priest spell, he has a 10% chance per experience level to determine the sphere of the magic.

Special Hindrances: The Savage Priest is imposing and strange, and he worships his gods "all wrong" (i.e., civilized folk and priests recognize that his rites are different, unlike theirs). Therefore, he suffers a -2 reaction adjustment from all civilized folk (NPCs, that is; PCs can decide for themselves how they react to him).

Wealth Options: The Savage starts out with only 3d6x5 gp. After the campaign starts, he will encounter money, and the player may decide either that he likes the stuff or rejects it as a stupid city-human idea.

Scholar Priest

Description: This PC is a researcher. He's most at home when he's poring over books, scrolls, papyri, clay tablets and other old writings. He's not forbidden from fighting, but is more likely to try to straighten out a bad situation with reason, personal charisma, or even trickery than with a weapon. His life is dedicated to the assimilation of knowledge (and, usually, the transmission of that knowledge to new generations).

A scholar priest must have an Intelligence ability score of 13 or better.

This kit cannot be abandoned. A scholar can break off correspondence with other scholars, can choose not to teach, can decide not to do any studying or writing for as long as he likes, but he can always re-enter the academic world.

Barred: Priests of the following gods, forces and philosophies cannot take this kit: Competition, Fertility, Life-Death-Rebirth Cycle, Strength, and War.

Priests of the following types are most appropriate for this kit: Arts, Crafts, Culture, Divinity of Mankind, Literature/Poetry, Music/Dance, and Wisdom.

Role: In the campaign, this priest is motivated by his desire for knowledge. He'll often be tempted by adventures where he's likely to be able to learn something. If an adventuring party is going to a ruin where a famous library once stood, he'll eagerly join on the faint hope that some scrap of that library still survives. He'll be part of expeditions to visit famous sites or ancient beings who might tell him stories of the past or solve old mysteries. He might be part of an adventure just so that he can chronicle it and preserve its events in history.

Weapon Proficiencies: Required: None. Recommended: Any appropriate to the priest's actual priest-class. Note: See "Special Benefits," below.

Nonweapon Proficiencies: Bonus Proficiency: Reading/Writing.

Recommended: (General) Artistic Ability, Etiquette, Heraldry, Languages (Modern), (Priest) Ancient History, Astrology, Languages (Ancient), Local History.

Equipment: The scholar-priest must always have writing material, quill and ink with him. If ever he loses them, he must regain or replace them as soon as possible, and in the meantime will be recording his experiences in any fashion he can find. Other than that, this kit makes no demands on the way he spends his money.

Special Benefits: The Scholar Priest can "spend" any of his Weapon Proficiency slots on Nonweapon Proficiencies instead. He doesn't have to; he can adhere to the normal pattern of proficiency choice that is appropriate to his priest-class. But if he wishes he may turn Weapon Proficiency slots into Nonweapon slots and thereby become a very skilled PC. Also, the Scholar receives a +3 reaction bonus from other scholars, admirers of scholastic concerns, writers, journalists, and people who imagine that they are scholars. Because of this, when the party thinks it is in a situation when no one is willing to help, it may turn out that the mousy clerk, antagonistic king or homely witch they met is an admirer of or even correspondent with the Scholar Priest and will help them.

Special Hindrances: Many scholars are egotistical, and debates between scholars can become very heated and personal. Whenever the DM rolls a reaction check from another scholar, he should first roll 1d6. On a 1, the PC scholar gets a -6 reaction adjustment instead of a +3, because at some time in the past (or even the present) he argued or disagreed with this scholar's pet opinion and offended him completely.

Wealth Options: The Scholar Priest gets the standard 3d6x10 gp starting gold.



Priesthoods

Agriculture

Agriculture concerns Man harvesting Nature. The god has shown man how to plant, grow, reap, and utilize crops; man, in turn, worships the god as thanks for this bounty. The gods of agriculture is different from the other gods of nature and natural forces in that he represents the elements of growing that man utilizes and can control.

The priesthood of this god is principally interested in making sure that mankind continues to appreciate the agricultural god. An angry god of this sort can decide that crops fail, either on a local level or even worldwide, resulting in mass starvation and (eventually, if the god is not appeased) a destruction of civilization; man would return to a hunter-gatherer culture, living in small nomadic tribes and following herds of beasts, if this were to take place.

A god of Agriculture doesn't have to be the god of all agriculture. He could be the god of a specific crop (especially wheat, barley, corn, vines, olives, and other principal crops) or of a specific, lesser attribute of agriculture (sowing, reaping, brewing, etc.).

Most agricultural deities are female.

The priests of this god are on good terms with Druids and the priests of Community, Earth, Fertility, Fire, Life-Death-Rebirth Cycle, Nature, Seasons, and Vegetation.

Alignment: The deity is true neutral. His priests may be true neutral or neutral good; most are neutral good. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 11, Constitution 12. Wisdom or Constitution 16 means +5% experience; Wisdom and Constitution 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Agriculture. Nonweapon Proficiencies Recommended: Local History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Observation of annual celebrations at the start of winter and start of spring. Vigilance against any threat to the community's ability to grow its food, including magical blights and droughts brought on by evil magicians or priests, artifacts or enemy gods.

Weapon and Armor Restrictions: Weapons Permitted: Bill, flails (both), hand-throwing axe, scythe, sickle. Armor Permitted: All non-magical non-metal armor, all non-magical (non-metal) shields. All together, these constitute Poor combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Creation, Divination, Plant, and Summoning (can only use *wall of thorns*, *weather summoning*, and *creeping doom* from this sphere). Minor Access to Animal, Healing, Protection, Sun, and Weather. This does not give the priest all the spheres indicated for a priest with Poor Combat Abilities, so he'll also have more than one Granted Power.

Powers: *Analysis*, *Detection*, *Identification* (as described in the Designing Faiths chapter) of any sort of domesticated grain or garden plant; the priest can look at a field and tell what's being grown, how far along it is in the harvest year, what the state of the crop is (healthy, diseased, drought problems, etc.), and even what species is growing it (this can be handy when the party is sneaking up on the dwelling of an unknown monster and there is a garden nearby, for instance).

Create Food & Water: The Priest can cast this spell once per day in addition to all other spells that he can cast.

Immunity: The Priest is immune to the harmful effects of spoiled vegetable or fruit substances; he will never be laid low by normal food poisoning. (He's not immune to deliberate poisoning of food, or of food poisoning in meats.) **At 8th Level:** The Priest can cast the *heroes' feast* spell once per day in addition to all other spells that he can cast.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, one third-level priest, one second-level priest, and ten first-level priests, all of the same god, plus one second-level warrior and eight first-level warriors to act as guards. The priest may take the following on adventures: Three priests and two warriors of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must act as a central source of information about agricultural techniques for the farmers of the area; the priests must not turn away farmers who come for advice.

Possible Symbols: Sickle, scythe, sheaf of wheat.

Notes: The weapons chosen for this priesthood are those which have some bearing in agriculture.

Ancestors

This is a god devoted to man's communion with and honoring of his dead ancestors. As such, this is a god of civilization and learning, even of courtesy.

The priests of this god keep the deeds of ancestors and heroes in the minds of the population. They commune with and honor the dead, and are also devoted to learning from them # not just reading their writings, but communicating with them magically, even exploring alternate planes to understand the meaning of life and death.

They are also devoted to the protection of new generations, whom they teach to appreciate the previous generations of this race.

This priesthood places a high value on truth.

Priests of the god of ancestors *hate* the undead, regarding them as a mockery of true and noble death. These priests seek to eradicate the undead whenever encountered.

Lesser gods of this attribute would be devoted to subsets of the broad field of Ancestors. Such subsets include: Ancestors of a particular race, of a particular city, of a particular extended clan; all male ancestors, all female ancestors, all warrior ancestors, all scholar ancestors, etc. It would be appropriate for a civic deity (see **Community**, below) also to be a god of the city's ancestors, for instance.

Ancestor deities are not inclined toward either sex.

The priests of this god are on good terms with the priests of Birth/Children, Community, Divinity of Mankind, Fate/Destiny, Race, and Sites. The priests of this god dislike the priests of Disease.

Alignment: The deity is neutral good. His priests may be chaotic good, neutral good, or lawful good. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 12.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Local History. Nonweapon Proficiencies Recommended: Reading/Writing, Heraldry, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Education: These priests must teach new generations the value of veneration of ancestors, and are therefore also repositories of a lot of historical knowledge.

Missions: To investigate old mysteries, find out what really *did* happen to famous ancestors who disappeared or perished mysteriously, sort out the truth from old legends of the city's heroes, etc. **Prophecy:** Listening to the omens whispered by the dead.

Weapon and Armor Restrictions: Weapons Permitted: Club, dagger/dirk, dart, knife, quarterstaff. Armor Permitted: None; no shields. All together, these constitute Poor combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Astral, Creation, Divination, Guardian, Necromantic, Protection. Minor Access to Charm, Healing. This does not give the priest all the minor accesses to spheres indicated for a priest with Poor combat abilities, so he'll also have some Granted Powers.

Powers: *Detection* (as described in the Designing Faiths chapter) of graves and undead. The priest can detect graves where remains lie, and the presence of undead, within 60'; he can tell the difference between the truly dead and the undead, but has no other analytical ability (i.e., he cannot tell that the undead detected is a vampire); through wooden or thin stone walls, he can only detect them at a distance of 30', and through thick stone or the earth can only detect them at 10' distance. (Therefore, when he walks over a grave, he will only detect its presence if it is 10' or less down.) *Immunity* (as described in the Designing Faiths chapter) to the charm abilities of undead creatures such as the vampire. Turn undead (same as the Cleric ability). *At 8th level: Prophecy* (as described in the Designing Faiths chapter); the priest cannot actively try to prophesy; when receiving prophecies, he is hearing the voices of the dead advising him.

Followers and Strongholds: The followers are received at 8th level, and consist of five third-level priests and fifteen first-level priests, all of the same priesthood. The priest may take the following on adventures: Five priests, no more than two of whom may be chosen from the third-level priests. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must also act as a genealogical library for the surrounding communities, and will constantly be visited by scholars looking for information on families and ancestry (or who come with information to contribute).

Possible Symbols: Tree.

Animals

This god is the protector of animals. He could intend to protect animals from all harm, and thus be the enemy of all hunters, rangers, and carnivores of all descriptions. Most often he's primarily interested in keeping animal species intact, not allowing them to be hunted to extinction, etc., and thus allows a reasonable amount of hunting and trapping to take place.

The priests of this god also work hard to keep excess hunting and trapping in check, and to remind the flock that the god will avenge abuses. Typically, this god is content to be counted as one of many gods and almost never insists on being the primary deity worshipped by the flock.

A lesser type of animal-god is one who is the protector of a single species or group of species. Such a deity might be the lion-god, or the god of all felines, or the god of elephants, or the god of porpoises and dolphins. In a primitive society, all members of a nomadic tribe might worship the god of the herd animal the tribe hunts (bison, for example).

Animal deities are often male.

The priests of this god are on good terms with Druids and the priests of Earth, Fertility, Hunting, Life-Death-Rebirth Cycle, Nature, Oceans/Rivers (only if priesthood has some association with aquatic animals), and Race (Elven).

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 9, Charisma 13. Wisdom or Charisma 16 means +5% experience; Wisdom and Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Animal Handling. Nonweapon Proficiencies Recommended: Animal Training, Riding (either or both), Reading/Writing, Religion, Animal Lore, Tracking. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage. Vigilance: Protection of animal life against unnecessary slaughter, especially by humans and other sentient races. Missions: Acts of war against those who do harm to the animal world or to the priest's totem animal. (Normal and recreational hunters do not incur this sort of attack, but those who hunt or trap in mass quantities and threaten the survival of whole species in an area do.)

Weapon and Armor Restrictions: Weapons Permitted: Bill, cestus, club, dagger/dirk, knife, mace, main-gauche, stiletto, swords (all), warhammer. Armor Permitted: all non-metal armor; no shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Animal, Charm, Divination, Protection. Minor Access to Combat, Creation, Healing, Plant.

Powers: *Identification* (as described in the Designing Faiths chapter) of any natural monster or animal the priest sees. (A "natural" monster or animal is one which exists as a species, within an ecological niche, spawns and rears its young, and has so existed as a species for at least five years. Newly-created animal species, fiends, constructs, and similar monsters do not fall into this category; when the priest sees them, he will only be able to identify them if he has encountered them before.) *Language/Communication* (as described in the Designing Faiths chapter): The priest can communicate with three specific animal species (for example, lion, raven, wolf) or one category of animals (for example, all felines, all canines); the DM decides which ones based on the god's attributes, but if the god's attributes do not dictate specific choices the DM can give the choice to the player. *Soothing Word* (as described in the Designing Faiths chapter, but only usable on "natural" monsters or animals). *At 5th Level: Shapechanging* (as described in the Designing Faiths chapter; again, the DM decides which shape or shapes are changed into according to the god's attributes, or can give the choice to the player).

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, one third-level priest, and twelve first-level priests, all of the same order, plus one third-level ranger and seven first-level rangers. The priest may take the following on adventures: Three priests and two rangers of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. The temple acts as an animal hospice, a "hospital" for sick or injured animals brought in by the rangers; many scholars also visit these strongholds in order to learn, from the rangers, more about animals and monsters in their natural habitat.

Possible Symbols: Any animal; claws.

Notes: The weapons allowed for this priesthood were chosen for their similarity to animal attacks. That's why there are lots of weapons with piercing and slashing attacks, but no ranged weapons or cleaving attacks.

Arts

This god celebrates the arts, particularly the visual arts (such as painting and sculpture).

The priests of this god are devoted to encouraging the visual arts of every sentient race; and though they seem to be devoted to a non-violent cause, they have to learn so many different types of magic (especially Divination, to learn, and Creation, to create), they are very powerful magically, even in combat situations.

Lesser gods of this attribute would be devoted to specific arts: A God of Sculpture, for example.

Gods of the arts are equally likely to be of either sex.

The priests of this god are on good terms with the priests of Community, Crafts, Culture, Divinity of Mankind, Light, Literature/Poetry, Metalwork, Music/Dance, and Sun.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 13, Intelligence 12. Wisdom or Intelligence 16 means +5% experience; Wisdom and Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Artistic Ability (DM can choose which art form, or can let player choose). Nonweapon Proficiencies Recommended: Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Encouragement of people, even those not in the flock, who exhibit artistic abilities. Participation in semiannual events where artists' works are displayed (in shows, or before the local rulers, or in displays in the marketplace). Punishment of those who defile or destroy great works of art. Vigilance: Art often shocks the sensibilities of those who do not appreciate certain of its forms, so these priests must be vigilant against censorship.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all). Armor Permitted: None; no shields. All together, these constitute Poor combat abilities.

Other Limitations: Priests of the Arts gain only 6-sided hit dice, not 8-sided.

Spheres of Influence: Major Access to All, Astral, Creation, Divination, Elemental, Plant, Protection, Sun. Minor Access to Healing, Necromantic. This gives the priest one extra major access and four too few minor accesses, for a priest with Poor Combat Abilities; this is nearly balanced, but he'll also have some Granted Powers.

Powers: *Identification of and Immunity* vs. (as described in the Designing Faiths chapter) certain spells. Because of the priest's superior insight into creativity and art, he is Immune (receives an automatically-successful saving throw) to all first-level wizard Illusion spells for which a saving throw is possible, and gets a +2 saving throw vs. all other Illusion spells for which a saving throw is possible (he can't make a saving throw against someone else's *invisibility*, for instance). Additionally, even when he fails a saving throw or a saving throw doesn't apply, he can still tell when the following spells are being used (if he can see the area affected by the spell): *change self*, *spook*, *Leomund's trap*, *fear*, *hallucinatory terrain*, and *vacancy*. This ability does not allow the priest to tell which spell is being used. Also, this does not make the priest immune to the effects of the spell (for example, he'll still be scared by *spook*), but he'll know it was an illusion.

Followers and Strongholds: The followers are received at 8th level, and consist of five third-level priests and five first-level priests, all of the same order, plus twenty Normal Men and Women with artistic Nonweapon Proficiencies. The priest may take the following on adventures: Four priests (no more than two of whom may be third-level) and four Normal Men and Women. The priesthood will pay for half of the cost of stronghold construction at 8th level. The priest must act as a patron of the arts for the surrounding area, and must work to make his stronghold a center for the teaching of those who show artistic promise.

Possible Symbols: Chisel, pallet, paint brush.

Notes: The bow, the only weapon allowed for these priests, was chosen because it is a symbol representing inspiration.

Birth, Children

This god's interest is in the safe and successful birthing of children and, subsequently, their protection and nurturing.

His priests take those interests to heart, and, because of the god's protective aspects, tend to learn fairly powerful combat magics.

One lesser god of this attribute would be the god of Youth, representing children and youths of all ages from birth to the verge of adulthood.

Gods of birth, children, and youth tend to be female.

The priests of this god are on good terms with the priests of Ancestors, Community, Fertility, Healing, Love, Marriage, and Race. The priests of this god dislike the priests of Death, Disease.

Alignment: The deity is neutral good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 10.

Nonweapon and Weapon Proficiencies: Non weapon Proficiencies Required: Healing. Non weapon Proficiencies Recommended: Herbalism, Reading/Writing, Religion. Weapon Proficiencies Required: None. Non weapon Proficiency Group Cross overs: Priest, General.

Duties of the Priest: Guidance, Marriage. Education: Teaching medicine, especially the arts of midwifery, to the flock. Vigilance, in some areas of the world, against the type of monsters who prey on babies and children: Dark elves, who sometimes steal human children and leave *changelings* (baby dark elves) in their place to be raised in their steads; or night-spirits who snatch away the breath of babies and kill them (treat as vampires).

Weapon and Armor Restrictions: Weapons Permitted: Lasso, net. Armor Permitted: None; no shields. All together, these constitute Poor combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Astral, Charm, Creation, Elemental, Healing, Protection, Summoning, Sun. Minor Access to Animal, Combat, Divination, Guardian, Necromantic. This priesthood has two extra major accesses and is only short one minor access; therefore, it is far superior in magical power.

Powers: *Turn undead* (same as the Cleric ability); the priests of this faith, which is symbolic of life, are therefore enemies of and have some power over the undead.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests, all of the same order, plus one third-level paladin and seven first-level fighters to act as guards and soldiers. The priest may take the following on adventures: Two priests and two fighters of his choice, and the paladin. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must act as a maternity hospital for the local community, and may turn away no woman who is close to having her child.

Possible Symbols: Cradle.

Notes: This is a nonviolent order, which is why no damaging weapons were included in its choices.

Community

When a god's principal interest is in one city (its growth, defense, and prosperity), he's called a god of community or, more commonly, a *civic deity*.

The priests of the civic deity are responsible for making sure that the god receives worship from the city's inhabitants, and promote all sorts of plans and efforts to improve the city: Civic improvement plans, improvement of the city walls and army, etc.

One god may be the civic deity of several cities, or each city could have its own, lesser god.

The DM may not wish for there to be so many gods in his campaign world. If this is the case, then a civic deity should also (and primarily) be the god of some other attribute, and would be a given city's civic deity in addition. For example, in Greek mythology, Athena was primarily the goddess of wisdom, and had secondary attributes as a goddess of war, of crafts, and of the city of Athens.

Civic deities are just as commonly male as female.

The priests of this god are on good terms with the priests of Agriculture, Ancestors, Arts, Birth/Children, Death, Guardianship, Marriage, Messengers, Peace, Prosperity, Race, Rulership/Kingship, Sites, Trade, and War.

Alignment: A deity whose sole attribute is that he is the protector/patron of a single community has an alignment appropriate to that community. Most are true neutral; their interest is in the survival of the community by any means, whether by law, chaos, good, or evil. Their priests may be of any alignment, but evil priests gather in one cult, neutral priests in another, and good priests in a third; at the DM's discretion, they don't have to get along. The flock may be of any alignment. The DM can decide that a particular civic deity is neutral good, in which case there will be no evil priests or flock; or that he is neutral evil, in which case there will be no good priests or flock.

Minimum Ability Scores: Wisdom 10, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Local History. Nonweapon Proficiencies Recommended: Etiquette, Heraldry, Ancient History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Education: The priest must preserve the history of the city, teach it to the young of his flock, and never let it be forgotten. Vigilance: Against any threat to his city. This is why priests of community deities often wander the wider world: They are acting as an intelligence network for the city, keeping their ears open for any hint of threat or danger to the city from outside.

Weapon and Armor Restrictions: Weapons Permitted: Dagger/dirk, knife, and any two from the following list (the DM decides based on which weapons are most representative of the city in question; at least one weapon should be in the 1d8 or greater damage range): Battle axe, bows (all), crossbow, flails (both), harpoon, lance, mace, morning star, net, polearm, quarterstaff, spear, sword/bastard, sword/cutlass, sword/long, sword/rapier, sword/sabre, sword/short, sword/two-handed, trident, warhammer. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: Priests of a civic deity must always wear clothing indicating their priestly status when appearing in public.

Spheres of Influence: Major Access to All, Creation, Healing.

Minor Access to Combat, Protection. These choices don't give the priest access to very many spells, so this priesthood will have good Granted Powers. Note that the DM may wish to substitute some other choice for the Major Access to Creation and the Minor Access to Combat if the civic deity that he has created has secondary attributes not reflected in this listing.

Powers: *Incite Berserker Rage*. *Soothing Word*. *Turn Undead* (the Community is a gathering of the living, and so priests of this sect are no friends to the undead).

Followers and Strongholds: The followers are received at 7th level, and consist of three third-level priests and six first-level priests, of the same order, and one third-level fighter and twelve first-level fighters to act as guards. The priest may take the following on adventures: Two priests and three fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold must be built within the city, and it must act as a library specializing in the history of the city and the arts and literature created by important artists and writers from the city.

Possible Symbols: Whatever is used as the symbol for the community also serves as the symbol for this priesthood; if the civic symbol is a lion, so is the god's.

Competition

This is the god of competition, especially of athletic competition. This god stresses fairness, impartiality, and truth in his followers. He is also a proponent of health, exercise, and physical self-improvement.

His priests follow the same goals, and support these goals by conducting regular athletic exercises and games, and by acting as impartial judges for those games.

Gods of lesser parts of the Competition attribute might be gods of specific events; for example, to be the god of Boxing or Wrestling might be a very honorable thing. It would be far less dramatic to be the god of the Broad Jump or the god of Synchronized Swimming, however.

Gods of competition are usually male.

The priests of this god are on good terms with the priests of the Divinity of Mankind, Fortune/Luck, Justice/Revenge, Peace, and Strength.

Alignment: The deity is lawful good; so must be his priests. The flock, who tend to turn to the god only in times or events of competition, may be of any alignment.

Minimum Ability Scores: Wisdom 12, Intelligence 10. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Endurance. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Gaming. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage. Judgement: Priests of this god are asked to be judges at all athletic events, to help ensure fairness in the sport. (A given event won't necessarily have *only* priests of this god as judges, but the later rounds of events, and especially the finals, will be judged only by these priests.) Vigilance: Against unfairness. Priests of this god loathe unfairness and dishonesty above all other human traits. This isn't just unfairness in the sports arena: They also oppose unjust rule. Additionally, when two forces of basically equal honor and righteousness clash, these priests, if they choose to become involved, tend to support the weaker side, the underdog.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), crossbow, dagger/dirk, hand/throwing axe, javelin, knife, lance, spear, sword (DM chooses *one* sword type from following list; choice should be the type of sword most commonly used in organized competitions in the campaign culture: Bastard, cutlass, khopesh, long, rapier, sabre, short, two-handed). Armor Permitted: All non-magical armor and non-magical shields. All together, these constitute Good combat abilities.

Other Limitations: A priest of the god of competition may use magical items in normal combat and warfare *but* he may not use them in competition matches, and he may not use them in challenge matches with enemies unless he declares their presence to the enemy in question. If he violates this rule, he offends his god!

Spheres of Influence: Major Access to All, Divination, Elemental. Minor Access to Combat, Healing.

Powers: *Analysis, Detection, Identification* of cheating in athletic competition and challenge fights. If the competition is set up with rules in advance, the priest of this sect, if he is watching the fight or competition from within 60', will always be able to detect when the rules are broken, and be able to tell whether it was deliberate or accidental; they are also 100% accurate when telling whether someone stepped out of a boundary, telling who reached the finish line first, etc. (This power is the principal reason that these priests are always asked to judge events.) *Bless:* The priest can cast this spell three times per day in addition to all other spells he can cast. At eighth level, he can cast it six times per day in addition to all other spells he can cast.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests, of the same order. The priest may take the following on adventures: Three priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must include athletic fields, and youthful athletes from the local communities must be admitted regularly so that they might use those fields.

Possible Symbols: Laurel wreath.

Crafts

This god represents the crafting and creation of all sorts of non-metal goods: Wooden art objects, furniture, textiles, clothing, leather goods, glassware, porcelain ware, and so forth. He may also be the god of engineering and stonemasonry.

This god's priests try to support and aid young craftsmen, to encourage the exchange of ideas and techniques between different cities and different guilds, and to improve the state of sophistication of all crafts and related arts.

Lesser gods of this attribute would be gods of specific craftsman arts. One might be the God of Woodworking; one might be the God of Leatherworking.

Gods of crafts are equally likely to be male or female.

The priests of this god are on good terms with the priests of Arts, Community, Culture, Divinity of Mankind, Light, Literature/Poetry, Metalwork, Music/Dance, Race (Dwarven), Race (Elven), Sun, and Trade.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 10, Dexterity 12. Wisdom or Dexterity 16 means +5% experience; Wisdom *and* Dexterity 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Any one from this list; Carpentry, Cobbling, Engineering, Leatherworking, Pottery, Seamstress/Tailor, Stonemasonry, Weaving, Appraising, Gem Cutting, Bowyer/Fletcher. Nonweapon Proficiencies Recommended: Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

Duties of the Priest: Guidance, Marriage. Education: Teaching of craftsmanship to the flock; promotion of all sorts of craftsmanship in the community and society. Must participate in semiannual events where crafts are displayed and promoted (before the throne or in market). Investigation: These priests are keen on history and seek to re-discover lost craftsman techniques and arts; this often leads them into old ruins and lost cities on expeditions of discovery. Vigilance against any enemy, ruler or private enterprise who seeks to suppress learning, especially of craftsman learning. (However, these priests encourage competitive thinking between guilds, or between the craftsmen of different cities; though this results in hard feelings sometimes, it does advance the state of craftsmanship.)

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), club, crossbow, quarterstaff, sling, staff sling. Armor Permitted: All non-metal armor, all shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Creation, Divination, Healing. Minor Access to Combat, Elemental, Guardian, Plant, Protection, Sun. This priesthood has one too few major accesses, and two extra minor accesses; we'll consider it balanced.

Powers: *Analysis* of workmanship quality in crafted goods. The priest will be able to tell whether a crafted good is of poor, average or superior quality. This gives him a +2 to his Appraising proficiency check if he has that nonweapon proficiency, but does not give him the ability to rate crafted goods as to their gold piece value if he does not have that nonweapon proficiency. *Detect Secret Doors* (same as Elf ability: Success on roll of 1 on 1d6 when passing within 10', 1-2 on 1d6 to find secret doors and 1-3 on 1d6 to find concealed portals when actively searching; elven priests of this order have success on a roll of 1-2 when passing within 10', 1-3 to find secret doors and 1-4 to find concealed portals when actively searching).

Followers and Strongholds: The followers are received at 7th level, and consist of three third-level priests and six first-level priests of the same order, one third-level fighter and two second-level fighters to act as guards, and twenty Normal Men and Women, each with a craft-related Nonweapon Proficiency. The priest may take the following on adventures: Three priests, only one of whom may be third-level; plus two fighters, and four Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold must provide workshops for its craftsmen, including the Normal Men and Women.

Possible Symbols: Loom, Pottery Wheel, Drop-Spindle, Needle.

Notes: The weapons chosen for this priesthood were chosen because they are weapons that can be made by craftsmen instead of smiths, especially by woodcraftsmen.

Culture (Bringing Of)

This god's interest is in the education and "improvement" of other cultures... especially those considered "lesser" cultures by the principal culture of the campaign.

The priests of this god are charged with the education of the population in whatever subjects the god espouses. If the god wants everyone to be literate, the priests teach Reading/Writing, free of charge, to as many students as they can teach at a time.

However, if the god is simply of the opinion that one whole culture is the best culture of all, then his priests are charged with turning every other culture into this best culture. Consequently, the priesthood invades other nations, peacefully if possible, setting up missions and trying to convert the population wholesale to the worship of this god, and to the cultural behavior of the god's favorite civilization.

When peaceful intrusion is not possible, the priesthood agitates for war with the other civilization; if the civilization can be conquered, they move in to convert is population by force. In these situations, we see mass destruction of the temples and sanctuaries of the "lesser" gods of this culture, elimination of their priesthoods, and ruthless suppression of the cultural elements which the culture-god's priesthood wants to change.

Not all culture-gods have to be racist or contemptuous of other cultures. Sometimes they're just education-minded gods who want to bestow *godly* cultural elements on the human population; in such cases, the priesthood is not one that proposes war or holds inquisitions to suppress other sects.

Culture-gods are most likely to be male.

The priests of this god are on good terms with the priests of Arts, Crafts, Literature/Poetry, Marriage, Metalwork, Music/Dance, Race, Rulership/Kingship, Trade, and War.

Alignment: The deity is lawful neutral. His priests can be of any lawful alignment. The lawful evil priests' sect is separate from the sect of lawful good and lawful neutral priests. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Reading/Writing. Nonweapon Proficiencies Recommended: Ancient History, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Missions: Conquest of new lands and education of the conquered population in the one true way to think and behave. Vigilance: The priests must be ever alert to the sign that old, bad ways and customs are re-emerging in the conquered population (or, if conquest was not involved, in the flock).

Weapon and Armor Restrictions: Weapons Permitted: Dagger/dirk, javelin, knife, lance, polearm, spear, stiletto. Armor Permitted: All armor; no shields. All together, we consider that this priesthood has Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Divination. Minor Access to Combat, Creation.

Powers: *Inspire Fear*, *Soothing Word*.

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests, of the same order, and one fifth-level fighter and five second-level fighters to act as soldiers. The priest may take the following on adventures: Two priests and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Book, Quill, Scroll.

Darkness, Night

This god is a god of some forces that humans fear. However, this doesn't mean the god is evil. Generally, he's not. He's just the embodiment of darkness, including all its benefits and all its dangers. The god of Darkness and Night would be the god of sleep, of dreams, of nightmares, and of nocturnal predators; some of these traits are considered good, some ill.

The priests of this god are interested in making sure that man regards Darkness and Night with a reverential awe at making sure that the sentient humanoid races appreciate the virtues of night while still respecting or fearing its more frightening aspects. These priests tend to be more aloof from the common man than priests of many other gods.

Lesser gods of this attribute would be gods of only one of these factors. One might be the god of Sleep, and another the god of Nightmares. In these cases, the DM can choose to vary the god's alignment; the god of Sleep, much beloved of men, could be lawful good, while the god of Nightmares, hated by men, could be chaotic evil.

Gods of darkness or night are most likely to be female.

The priests of this god are on good terms with the priests of Dawn, Death, Elemental Forces, Hunting, Light, Magic, Moon, Oracles/Prophecy, and Sun. Some DMs may be surprised that the gods of Darkness and Night are not listed here as being opposed to those of light and sun. It's because they don't have to be; in Greek mythology, for instance, the sun-god, moon-goddess, and dawn-goddess were all siblings who never opposed one another. Naturally, the individual DM can decide for his campaign that the deities of darkness and light, moon and sun are enemies.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 11, Intelligence 11. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Astrology. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), crossbow, dagger/dirk, dart, knife, stiletto, sword/rapier, sword/short. Armor Permitted: All non-metal armor; no shields. All together, we consider this priesthood to have Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Divination, Necromantic, Summoning, Sun. Minor Access to Animal, Elemental, Guardian, Protection. This priesthood has one extra major access.

Powers: *Darkvision* (same as the Elf ability; an elfen or half-elfen priest of this faith has *Darkvision* of doubled range, to 120'). True neutral and neutral good priests can *turn undead*; neutral evil priests can *control undead* (same as the Cleric ability).

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and twelve first-level priests of the same order, and one third-level fighter and six first-level fighters to act as guards. The priest may take the following on adventures: Three priests, only one of whom may be third-level; plus three fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Black banner, owl, wolf.

Dawn

The god of dawn represents the border between Night and Day, Darkness and Light, Moon and Sun. He's a friend of mankind, a bringer of inspiration, an enemy of dark things.

The priests of this god work mostly to keep the flock appreciating the god's virtues. These priests, like their allies, the priests of the god of the Sun, are also enemies of the undead.

Deities of the dawn are mostly likely to be female.

The priests of this god are on good terms with the priests of Darkness/Night, Elemental Forces, Fire, Healing, Hunting, Light, Magic, Moon, Oracles/Prophecy, and Sun.

Alignment: The deity is lawful good. Priests may be of any good alignment; the flock may be of any good or neutral alignment.

Minimum Ability Scores: Wisdom 10, Charisma 13. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Direction Sense. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Vigilance against evil creatures of the night, especially undead.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all). Armor Permitted: None; no shields. All together, these constitute Poor combat abilities.

Other Limitations: Priests of the god of Dawn earn 6-sided, not 8-sided, dice for hit points.

Spheres of Influence: Major Access to All, Charm, Divination, Elemental (only spells involving heat, fire, or air; earth and water spells may not be used), Healing, Summoning, Sun. Minor Access to Animal, Creation, Necromantic, Plant, Protection, Weather.

Powers: *Charm/Fascination* (as per the Designing Faiths chapter, cannot be used in combat). *Immunity* to experience level drain from undead creatures. *Turn Undead* (same as the Cleric ability). *At 10th level, chariot of Sustarre*; the priest can use this spell once per day in addition to his other spells.

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus one third-level mage and two first-level mages to act as consultants and one third-level ranger and two first-level rangers to act as guards and soldiers. The priest may take the following on adventures: Three priests, one mage, and one ranger of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Chariot; pattern of rosy colors.

Notes: The bow was chosen as this order's only weapon because it is representative of light (shafts of light being equivalent to arrow-shafts).

Death

The God of Death is, naturally, a terrifying figure whom man regards as an enemy, an unavoidable doom.

But this doesn't mean that death-gods are evil. Most, in fact, are true neutral. A death-god can be the King of the Land of the Dead, the Grim Reaper who cuts down the living, or the Guide of the Souls who helps the departed spirit on to its reward or next existence.

Priests of the death-god are often agents who must "help" people on to the afterlife, especially if such people have successfully thwarted Death in the past. This duty may take the form of assassination, or of mercy-killing. In some campaigns, spirits sometimes escape the afterlife and return to the land of the living; the death-god's priests must hunt them down and capture them for return to their proper place.

Death-gods are equally likely to be male or female.

The priests of this god are on good terms with the priests of Ancestors, Community, Darkness/Night, Disease, Justice/Revenge, Life-Death-Rebirth Cycle, and Time. Priests of this god are sometimes (at individual DM discretion) allies of the priests of the philosophy of Evil, but this is actually not common, regardless of how scary the god of Death might be. The priests of this god dislike the priests of Fertility and Healing, and (at the DM's discretion) Strength.

Alignment: The deity is usually completely neutral. His priests may be of any alignment: Some will be evil-doers who serve him by sending souls to him as fast as possible, while others could be good priests guiding their followers to their inevitable destiny. The flock can be of any alignment, but the evil ones will specifically be followers of evil priests.

Minimum Ability Scores: Wisdom 9.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Reading/Writing. Weapon Proficiencies Required: Scythe. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance. Vigilance against any being which is unnaturally keeping Death at bay. The key word here is *unnaturally*, meaning in defiance of the gods. Wizards using *potions of longevity* are okay, until they reach an age of three hundred or so, at which time these priests become their enemies. Healers who cure injury and disease are accepted, unless they stumble onto some technique or magic that allows them to imbue immortality. Even priests who can *resurrect* or *reincarnate* are acceptable, because if the gods didn't want them to be able to, they wouldn't have given them the ability to do this.

Weapon and Armor Restrictions: Weapons Permitted: Battle axe (usually styled as a headman's axe), dagger/dirk, knife, lasso (often tied in the fashion of a noose), scythe, sickle, stiletto, sword/khopesh, sword/short. Armor Permitted: None; no shields. All together, these constitute Medium combat abilities.

Other Limitations: Priests of the god of Death must remain celibate. They need not remain chaste.

Spheres of Influence: Major Access to All, Astral, Charm, Divination, Protection. Minor Access to Guardian, Necromantic, Sun, Weather. Option: Evil priests can substitute major access to Healing for major access to Protection, but can only use the reversed versions of the Healing spells.

Powers: *Inspire Fear* (Designing Faiths chapter). *Command Undead* (same as the evil Cleric ability). The priest of the Death-god does *not* have to be evil in order to use this power. This is a rare exception to the rule that only evil priests can command undead.

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus special agents whose class is determined by the specific aspect of the god; these agents consist of one fifth-level PC, two third-level PC's, and four first-level PC's. If this is a fearsome, terrifying god of death, these agents will be thieves who act as assassins. If it is a god of the collection of the dead, one who escorts the dead souls to their final rewards, the agents will be specialist wizards: Necromancers. If it is a god of rulership, one who presides over the afterworld, they will be fighters. The priest may take the following on adventures: Two priests and three agents of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Gates, Gravestone, Scissors, Scythe, Shroud, Skull.

Disease

This is an evil god which dislikes mankind and other sentient races. It creates new and ever-more-terrifying illnesses to inflict upon the sentient races.

The priests of this god spread illness and ignorance. They carry infected victims and rats infested with disease-bearing insects to new ports. Through their actions, they deny their victims an honorable death and can sometimes topple entire civilizations. This is not a PC class for PCs to take unless the campaign is very unusual.

Lesser gods of disease would be gods of specific ailments. It's entirely appropriate, for instance, for the Black Plague to have its own representative god. Gods of disease are just as likely to be male as female.

The priests of this god are on good terms with the priests of Death and Evil. The priests of this god dislike the priests of Birth/Children, Fire, Healing, and Strength.

Alignment: The deity is neutral evil. So must be his priests and their flock.

Minimum Ability Scores: Wisdom 9, Constitution 15. Wisdom or Constitution 16 means +5% experience; Wisdom and Constitution 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Herbalism. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Ancient History. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Missions: To bring illness to communities which are too healthy and joyous.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), dart, scourge, scythe, sickle, whip. Armor Permitted: All non-magical armor, all non-magical shields. All together, these constitute Medium combat abilities.

Other Limitations: Priests of the god of Disease must remain celibate and chaste.

Spheres of Influence: Major Access to All, Animal, Healing (reversed forms of spells only), Summoning, Weather. Minor Access to Combat, Divination, Necromantic (reversed forms of spells only), Protection (reversed forms of spells only, where applicable).

Powers: *Immunity* to all diseases. *Laying On of Hands* (same as the Paladin ability, but reversed - it does damage, rather than curing damage).

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, and ten first-level fighters. The priest may take the following on adventures: Three priests (only one of whom can be third-level) and three fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. In most cultures, to keep the priesthood safe from the wrath of the people, the priests will have to keep the location of the stronghold secret; it must either be built in the wilderness, or may be built in a community if it is disguised as some other facility (for example, the front rooms may ironically be a healer's guild, while the back rooms are where the real temple activities take place).

Possible Symbols: Mice, Rats.

Divinity of Mankind (Philosophy)

This is not a god, but a philosophy, and one so compelling that it generates magical energy which priests of the philosophy can tap like a true god's priests are granted energies by the god.

This philosophy states that mankind (specifically, the human race, including half-elves reared among humans, but excluding dwarves, elves, gnomes, halflings) is nearly a divine being, and should do as much as he can to achieve perfection - physical, mental, and emotional perfection, always and in all ways. The philosophy encourages men to strive for the physical ideal and to learn as much as possible of the world.

So that's the idea that the priests promote. They cooperate in all sorts of educational, artistic, and competitive enterprises, seek to counsel people in every aspect of living their lives, and provide sanctuaries for people to meditate on the priesthood's teachings.

The priests of this philosophy are on good terms with the priests of Ancestors, Arts, Competition, Crafts, Literature/Poetry, Metalwork, Music/Dance, Good, Love, Race (Human), Strength, and Wisdom. The priests of this philosophy dislike the priests of Evil.

Alignment: The philosophy is true neutral. Priests may be lawful good or lawful neutral. The flock may be of any Good or Neutral alignment.

Minimum Ability Scores: Wisdom 12, Strength 12. Wisdom or Strength 16 means +5% experience; Wisdom and Strength 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Reading/Writing. Nonweapon Proficiencies Recommended: Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Encouragement of the flock (and of mankind in general) always to improve itself spiritually and physically.

Weapon and Armor Restrictions: Weapons Permitted: Dagger/dirk, knife, stiletto, swords (all). Armor Permitted: All armor, all shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Healing. Minor Access to Combat, Creation, Divination, Protection. This priesthood has two extra minor accesses and so will not have especially strong Granted Powers.

Powers: *Soothing Word*.

Followers and Strongholds: The followers are received at 8th level, and consist of one third-level priest and seven first-level priests of the same order, one third-level paladin and seven first-level paladins, and one third-level and seven first-level bards. The priest may take the following on adventures: Two priests, two paladins, and two bards of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must include large discussion rooms or halls, where priests and those interested in debating the subject may convene and discuss their philosophy, and meditation chambers where visitors may meditate in peace.

Possible Symbols: Human silhouette.

Earth

This deity is the manifestation of the world in all its aspects. He's not just a god of growing things, plants and animals; he also represents weather, volcanoes, earthquakes, flood, and many other powerful natural forces. Many earth-gods are also makers of monsters.

This god's priests are a vigorous sect who insist that everyone worship the god, for without the god all creatures on the face of the world could not exist.

Lesser gods of this attribute would represent only one aspect of the earth. One might be a god of earthquakes, one a god of stony mountains, one a god of caves and caverns. The gods of Agriculture, Animals, Nature and Vegetation can also be considered lesser gods of the Earth attribute.

Lesser gods are as likely to be male as female, but the comprehensive god of all the earth is probably female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Animals, Fertility, Life-Death-Rebirth Cycle, Nature, Seasons, Sky/Weather, and Vegetation.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Any one from the following list-Agriculture, Brewing, Mining, Stonemasonry. Nonweapon Proficiencies Recommended: Ancient History, Ancient Languages, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Club, dagger/dirk, knife, mace, maul, morning star, picks (all), scythe, sickle, sling, staff sling, stiletto, warhammer. Armor Permitted: All non-magical non-metal armor, all non-magical non-metal shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Creation, Elemental (the priest may only use spells dealing with dust, stone, rock, mud, and earth, plus *transmute metal to wood*), Plant, Summoning. Minor Access to Animal, Divination, Healing, Protection.

Powers: *Detect grade or slope* in passage on 1-5 on 1d6 (same as Dwarf ability; dwarf-priests and gnome-priests of this faith will detect slopes automatically when they try). Determine *approximate depth underground* on 1-3 on 1d6 (same as Dwarf ability; dwarf-priests and gnome-priests of this faith succeed on a 1-5 on 1d6). *Immunity* to all snake venoms.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus one third-level fighter and seven first-level fighters to act as guards. The priest may take the following on adventures: Three priests (only one of whom can be third-level), plus two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Snakes; stones.

Notes: The weapons chosen for this order come in three types: Agricultural/harvesting type weapons (such as the scythe), those which sometimes use stones (such as slings, or primitive maces and axes), and those which simply suggest heavy beating, pounding, or the earth (picks and mauls, for example).

Elemental Forces (Force)

This force is a representation of all pure, natural power, including forces of nature (such as waterfalls) and magical energies.

The priests of this force learn as much as they can of magic and try to pass that learning along. They also don't like to see natural forces extensively channelled by man; they often destroy dams, for instance.

Because they are devoted to powerful natural forces, priests of this force tend to be magically powerful.

Lesser attributes of the Elemental Forces could be represented by actual gods. The gods of Darkness, Fire, Light, and Lightning might be considered lesser gods of this attribute.

The priests of this god are on good terms with the priests of Darkness/Night, Dawn, Fertility, Fire, Light, Lightning, Love, Magic, Seasons, Sky/Weather, Sun, Thunder, and Time.

Alignment: The forces being worshipped and protected are chaotic in nature, so all its priests must be chaotic; they may be chaotic good, chaotic neutral, or chaotic evil. Each branch has its own cult, so good priests don't have to be friends with evil ones. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10, Intelligence 13. Wisdom or Intelligence 16 means +5% experience; Wisdom and Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Spellcraft. Nonweapon Proficiencies Recommended: Fire-building, Astrology, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

Duties of the Priest: Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning. Missions: These priests often go on voyages to observe phenomena and learn more about the forces that bring them about. Vigilance against any beings that might interrupt, divert, or channel great natural forces for those beings' own gain.

Weapon and Armor Restrictions: Weapons Permitted: Battle axe, bows (all), cestus, club, hand/throwing axe, harpoon, javelin, mace, net, picks (all), scourge, scythe, sickle, spear, trident. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Combat, Elemental. Minor Access to Creation, Sun, Weather. This priesthood has access to many powerful spells and to one extra minor access, so it will not have much in the way of Granted Powers.

Powers: *Immunity* (as per the Designing Faiths chapter- +2 to all saving throws) to all priest spells of the Elemental sphere.

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same priesthood, plus one third-level mage and two first-level mages to act as consultants, and five first-level fighters to act as guards. The priest may take the following on adventures: Two priests, one mage, and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. Part of the stronghold must be a library devoted to elemental magics and the elemental planes, and scholars interested in these subjects will visit the stronghold in order to learn from the library or contribute to it.

Possible Symbols: Fire, Lightning.

Everything

This deity represents all godly attributes. He is usually the god of a monotheistic culture, and is either (a) the creator of all the world and the only true god in existence, or (b) a powerful god who demands that everyone accept him as the only real god and intends to demote all other gods to the status of lesser demons, devils, or servants-beings.

Priests of this god seek to convert all the world to the worship of this god. They persuade whole populations that all other gods are false, or lesser beings. They sometimes agitate for and initiate wars so that conquered populations may be reeducated in this doctrine. In such times, they are much like priests of Culture.

This god is just as likely to be male as female. If male, he'll probably have some sort of sky aspect; if female, she'll have an earth aspect.

The priests of this god can, at the DM's discretion, be on good terms with the priests of the philosophies of the Divinity of Mankind and Good, for these are philosophies and not gods. The priests of this god dislike the priests of all other gods, and also hate priests of the philosophy of Evil.

Alignment: The deity is lawful good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 10.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Religion. Non-weapon Proficiencies Recommended: Reading/Writing, Ancient History. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Missions of conversion and education in populations which don't believe in this god's supremacy. Vigilance against evil and decadence.

Weapon and Armor Restrictions: Weapons Permitted: Belaying pin, club, flails (both), mace, mancatcher, maul, morning star, net, quarterstaff, sling, warhammer. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: Priests of the God of Everything must wear their priestly vestments whenever they appear in public.

Spheres of Influence: Major Access to All, Creation, Healing. Minor Access to Divination, Protection.

Powers: *Soothing Word*. *Turn Undead* (same as the Cleric ability).

Followers and Strongholds: The followers are received at 8th level, and consist of one third-level priest and two first-level priests of the same priesthood, plus one fifth-level fighter, two third-level fighters, and twelve first-level fighters to act as soldiers, plus four Normal Men and Women with the Reading/Writing nonweapon proficiencies to act as scribes and recorders. The priest may take the following on adventures: One priest, three fighters, and two Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Staff, Sceptre.

Notes: This priestly order is very similar to clerics (though with reduced magic); if you decide to remove clerics from your campaign, you may wish to recommend that players who still want to play clerics take this priest-class instead.

Evil (Philosophy)

All evil thoughts and deeds generate negative energies, and priests of the Philosophy of Evil can tap into those energies, much as a "real" priest receives energies from his god.

The goal of these priests is to spread as much evil as possible throughout the universe. They especially delight in causing suffering among the sentient races (humans, elves, dwarves, etc.). They kidnap, torture, murder, steal, humiliate, and degrade in the name of their philosophy.

The priests of this philosophy are on good terms with the priests of Disease. They are sometimes (at the DM's discretion, based on the nature of his campaign) allies of the priests of Death and Mischief/Trickery. The priests of this philosophy dislike the priests of Divinity of Mankind, Everything, Fortune/Luck, Good, Healing, Love, Redemption, and Wisdom.

Alignment: This philosophy is evil, and its priests may be of any evil alignment (chaotic evil, neutral evil, lawful evil). All belong to the same sect, so the lawful, neutral, and chaotic priests have to cooperate. Members of the flock may be of any evil alignment.

Minimum Ability Scores: Wisdom 9.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Missions: These priests are dedicating to spreading evil and misery across the world, and their whole lives are spent in missions against happiness, goodness, contentment, and beauty. Vigilance against the doings of any good priests, especially priests of the Philosophy of Good.

Weapon and Armor Restrictions: Weapons Permitted: Bill, crossbow, dagger/dirk, dart, knife, net, picks (all), polearm, scourge, scythe, sickle, stiletto, sword/long, sword/rapier, sword/sabre, sword/short, whip. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Necromantic. Minor Access to Animal, Protection (may only use reversed forms of the spells).

Powers: The priest can cast the *detect good* spell (the reversed *detect evil*) three times per day in addition to all other spells. *Inspire Fear*. *Control Undead* (same as the evil Cleric ability).

Followers and Strongholds: The followers are received at 9th level, and consist of one third-level priest and two first-level priests of the same order, plus one fifth-level fighter, three third-level fighters, and six first-level fighters to act as soldiers, and one third-level thief and two first-level thieves to act as special agents; all will be of the exact same alignment as the priest they follow. The priest may take the following on adventures: Two priests, two fighters, and one thief of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. Temples of Evil typically have torture chambers and dangerous, trapped dungeons as part of their construction, but this is a tendency, not a requirement of the order.

Possible Symbols: Skeleton.

Notes: It is easy to make this into the priesthood of a specific god of evil. You don't need to change any of the requirements and abilities of the priest; the only difference is that the priest of a god of evil will receive orders from the deity all the time, instead of being always able to cook up his own schemes of destruction.

Fate, Destiny

This god cautions the mortal races to accept whatever fate that the gods or even a higher Destiny have in store for them. This is the god of acceptance, of resignation, of coping without struggling.

Priests of this faith believe that everything that happens is predestined. They preach a doctrine of acceptance of the will of the gods, including gods other than their own. When two gods are in opposition, these priests do not interfere in the mortal doings resulting from that struggle (unless one of the gods is the god of fate/destiny, in which case they support him); but when a single god is pursuing a goal and mortal beings are trying to oppose him, these priests work on behalf of the god and against the mortals. This takes place even when the god is evil; these priests take the side of gods against mortals regardless of the god's motives. In short, this is a very strange priesthood, one that is philosophical but joyless.

Lesser gods of this attribute might be gods of specific future events: The war that destroys all the gods, for instance. Such gods will strive to make sure that the events they represent do take place, and their priests will dutifully help.

The god of this attribute is as likely to be male as female.

The priests of this god are on good terms with the priests of Ancestors, Fortune/Luck, Oracles/Prophecy, and Time.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 13.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Astrology. Nonweapon Proficiencies Recommended: Ancient History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance (doctrine of acceptance of the will of the gods). Missions against those who defy the gods. Vigilance against those who defy the gods.

Weapon and Armor Restrictions: Weapons Permitted: Dagger/dirk, knife, lasso, mancatcher, net. Armor Permitted: All armor and shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Divination, Guardian, Protection, Summoning. Minor Access to Combat, Necromantic, Sun, and Weather.

Powers: The priest can cast the *commune* spell once per month, even at first level, in addition to all other spells (obviously, at first level, he can only ask one question per application of the spell). *Soothing Word* (Designing Faiths chapter).

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and 16 first-level priests of the same priesthood. The priest may take the following on adventures: Three priests (only one of them may be third-level) of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Book, Pen/Stylus, Chains.

Notes: This order uses the net and lasso because those weapons represent the inevitability of fate and destiny.

Fertility

This god represents the fertility of beasts, crops, and sentient races. He represents new generations of each species, defiance of death, and sexuality.

Priests of this god conduct rituals which are supposed to interest the god in the fertility of the celebrants, their fields and animals. Through the rituals of the priests, childless couples pray for children, farmers pray for good crops, ranchers and animal handlers pray for their herds to grow fast and strong. In addition to routine prayers, the priests conduct great, semiannual celebrations (usually at the start of the planting and the harvesting season).

Lesser gods of this attribute would be gods of the fertility of specific species or groups of living things; one might be the god of cattle fertility, one of human fertility, one of elf fertility, one of wheat fertility. The god of Agriculture could be considered a deity of one specific part of the fertility attribute.

Fertility gods are as likely to be male as female. Those representing animal life are more likely to be male, those representing plant life more likely to be female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Animals, Birth/Children, Earth, Elemental Forces, Life-Death-Rebirth Cycle, Nature, Seasons, Sky/Weather, and Vegetation. The priests of this god dislike the priests of Death.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom and Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Herbalism. Non-weapon Proficiencies Recommended: Agriculture, Animal Handling, Brewing, Dancing, Musical Instrument, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. These priests are bound to conduct ceremonies which celebrate and promote fertility in all living beings; these ceremonies occur at the start of spring and at harvest-time, and in some places are PCized by orgiastic behavior. Vigilance against the doings of the priests of death, whom they regard with suspicion and dislike.

Weapon and Armor Restrictions: Weapons Permitted: Javelin, polearm, spear. Armor Permitted: Hide armor and leather armor (normal or magical), all non-metal shields. All together, these constitute Medium combat abilities.

Other Limitations: Priests of the god of Fertility are not allowed to remain chaste.

Spheres of Influence: Major Access to All, Healing, Necromantic, Plant, Summoning. Minor Access to Animal, Charm, Creation, Divination, Protection, Weather. This priesthood has two extra minor accesses; it will not have very strong Granted Powers.

Powers: *Charm/Fascination* (as per the Designing Faiths chapter, but never in combat, and only once per day). *Incite Berserker Rage*.

Language/Communication: The priest may choose one species of animal with whom he can communicate, from the following list: Cattle, goats, horses, rabbits, sheep, snakes. (This does not give him any control over the animal; he may merely talk with it.)

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same alignment, plus fifteen first-level fighters. These fighters act as guards during the more somber of the god's rituals but participate in the more chaotic rituals. The priest may take the following on adventures: One priest (it may not be the fifth-level priest) and six fighters. In some sects, the fighters are all women of any chaotic alignment, and they are called *maenads*. For others, the DM can substitute intelligent wood-beings such as satyrs, centaurs, dryads, and nymphs, up to 10 HD of them, and they can accompany the priest on woodland adventures. (Nymphs are identical to dryads with these exceptions: They are not bound to specific trees, and can voyage in any forested realm; and when they *charm* victims, there is no chance that the victims will disappear forever; after a day in the company of the nymph, the victim can choose to stay as long as he and the nymph collectively wish, or to leave whenever he wants.) The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Bull, Corn, Cow, Goat, Pine-cone, Ram, Snake, Wheat.

Fire

This god is the deity of fire in all its aspects: The spark of civilization, the cleanser of sickness and evil, the terrifying natural force, the special gift of the gods to man, the principal force behind some sorts of magic.

The priesthood is devoted to celebrating fire and honoring the god of this most useful gift. They make burnt sacrifices to the god and learn as much as they can of fire-magic.

Lesser gods of this attribute will be gods of just one aspect of fire. One might be a god of forest-fires, one a god of the fires used by metalworkers and pottery-makers, one a god of the hearth-fire that represents home and shelter.

Fire-gods are as likely to be male as female.

The priests of this god are on good terms with the priests of Dawn, Elemental Forces, Justice/Revenge, Light, Lightning, Magic, Metalwork, Race (Dwarf), and Sun. They are not that fond of, but also not *enemies* of, the priests of Oceans/Rivers. The priests of this god dislike the priests of Disease.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10, Intelligence 10. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Fire-building. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Bill, dagger/dirk, knife, stiletto, swords (all). Armor Permitted: All metal armor, all metal shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Elemental (the priest may only use the spells whose names include the words Fire, Flame, Heat, Pyrotechnics, and the spell *chariot of Sustarre*), Sun. Minor Access to Charm, Divination, Healing, Necromantic, Protection, Weather. This priesthood receives extra minor accesses because its two major accesses are limited in significant ways: Its Elemental sphere is limited to fire-spells and the Sun sphere has only six spells to start with.

Powers: *Defiance of Restriction/Obstacle*: The priest can pass unharmed through any *wall of fire* spell. *Immunity*: The priest gets a +2 saving throw vs. all priest spells of the Elemental sphere and vs. all wizard spells of the Alteration and Evocation schools with the words *fire*, *burning*, *flaming*, *pyrotechnics*, and *incendiary*.

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus five first-level fighters to act as guards, one third-level mage and two first-level mages acting as consultants, and ten Normal Men and Women, half with Reading/Writing proficiency and half with Fire-Starting proficiency, who act as temple functionaries. The priest may take the following on adventures: Two priests (only one of whom may be third-level), two fighters, one mage, and two Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Torch.

Fortune, Luck

This is a god of the good fortune and good luck that all sentient beings hope will come their way. This is not a god of bad luck or ill fortune.

The priests of this god are practical, common-sense people. They'll help the flock pray for luck. But they also recognize that a lot of luck is self-made. They try to analyze the situations of supplicants who seem to have bad luck all the time, and suggest ways for them to change their lives so that good luck is more likely to shine on them. They even meddle to give luck a little push; they'll contrive so that two people who can help each other accomplish a mutual goal will meet, for example.

Lesser gods of this attribute will be gods of one particular type of luck. The most popular gods of this type would be gods of gambling luck or luck with romantic affairs.

Gods of luck are most likely to be female.

The priests of this god are on good terms with the priests of Competition, Fate/Destiny, Mischief/Trickery, and Trade. The priests of this god dislike the priests of Evil.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Astrology. Nonweapon Proficiencies Recommended: Gaming, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

Duties of the Priest: Guidance, Marriage. Missions to bring luck to the unlucky: Priests are often required to go to communities and places which seem to be suffering a series of bad-luck events and improve matters there. (Some priests of this sect adopt a "fairy godmother" attitude and try to improve peoples' lot through mischievous meddling.) Vigilance against the deeds of priests of disease or the philosophy of evil, who are always bringing bad fortune to the people.

Weapon and Armor Restrictions: Weapons Permitted: Club, lasso, net, quarterstaff, sling, staff sling. Armor Permitted: None; no shields. All together, these constitute Poor combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Divination, Elemental, Healing, Protection, Summoning. Minor Access to Animal, Creation, Guardian, Plant, Sun, Weather.

Powers: *Charm/Fascination*.

Followers and Strongholds: The followers are received at 7th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Three priests (only one of whom may be third level) of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level.

Possible Symbols: Cornucopia, Rudder, Wheel of Fortune.

Notes: This order's weapon choices reflect "weapons of opportunity," the sort of weapons PC's can make from things found on the road. A priest of this order doesn't have to find his weapons on the road, but the weapons permitted him are the sort of things he could make from found items.

Good (Philosophy)

Just as evil thoughts and deeds create evil energies (see Evil, p. 57), good thoughts and deeds create good energies, resulting in priests of the philosophy of Good.

The goal of these priests is to counter the spread of evil throughout the universe. They work primarily to anticipate the deeds of evil beings, head them off, and counter them whenever possible. They may or may not believe in Law; some of them, chaotic good priests, break all sorts of laws and restrictions of society in order to realize their good intentions.

The priests of this philosophy are on good terms with the priests of Divinity of Mankind, Everything, Peace, Race, Redemption, and Wisdom. The priests of this philosophy especially dislike the priests of Evil.

Alignment: This philosophy is good. Its priest may be of any good alignment (chaotic good, neutral good, and lawful good); they all belong to the same sect, so the chaotics, neutrals, and lawfuls must all get along together. The flock may be of any good alignment.

Minimum Ability Scores: Wisdom 9.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage. Missions: Priests of this philosophy spend most of their lives in ongoing missions against priests of the philosophy of evil, not to mention the plots of evil men, priests of the god of disease, etc.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), dagger/dirk, hand/throwing axe, javelin, knife, lasso, polearm, spear, staff sling, stiletto, swords (all). Armor Permitted: All armor and shields. Oriental Campaigns: Also daikyu, katana, wakizashi. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Healing, Protection. Minor Access to Charm, Divination.

Powers: The priest can cast the *detect evil* spell three times per day in addition to all other spells. *Turn Undead* (same as the Cleric ability). *Permanent +1 to hit and damage* vs. all evil enemies, above and beyond all other bonuses.

Followers and Strongholds: The followers are received at 9th level, and consist of one third-level priest and two first-level priests of the same order, plus one fifth-level paladin, three third-level paladins, and six first-level paladins to act as soldiers, and one third-level mage and two first-level mages to act as special agents; the priests and mages will be of the exact same alignment as the priest they follow, while the paladins will automatically be lawful good. The priest may take the following on adventures: One priest, two paladins, and one mage of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. Such strongholds are often built with hospitals and libraries as part of their construction, but this is not a requirement of the order.

Possible Symbols: Ray of light, Ankh.

Guardianship

This god is the protector of causes and endangered individuals. He's an appropriate deity for bodyguards, other guardsmen, martyrs, and heroes who espouse lost causes.

Priests of this god meddle in politics, stand up for noble causes, aggravate kings and viziers, supply troops to the underdogs of certain fights and wars, and often provide bodyguards for famous public figures (especially those who are championing causes) who need them. (This is a great way to get priest-PCs into interesting adventures.)

Whether or not this god is more likely to be male or female depends on the culture; if there are few women warriors, then the god is probably male, while if women are often warriors, the god is just as likely to be female as male.

The priests of this god are on good terms with the priests of Community, Healing, Strength, and War.

Alignment: The deity is neutral good; at the DM's discretion, he may be chaotic good or lawful good. His priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 10, Strength 12. Wisdom or Strength 16 means +5% experience; Wisdom and Strength 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Set Snares. Nonweapon Proficiencies Recommended: Riding Land-Based, Healing, Reading/Writing, Religion, Blind-fighting. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage. Missions: A priest of this god is almost always on some sort of mission, a simple one - to protect a specific person, place, or thing. The priest might have chosen his current mission, or might have been assigned to it by his priesthood. That mission might change between adventures, but he's almost always on one. Note: Priests of this sort do not maintain temples for small communities; they spend most of their time on mission. Only when they reach eighth level do they build their own temples and send subordinate priests out on missions.

Weapon and Armor Restrictions: Weapons Permitted: Battle axe, dagger/dirk, javelin, knife, polearm, spear, swords (all). Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Necromantic, Protection. Minor Access to Guardian, Healing.

Powers: *Darkvision* (same as the elf ability; an elfen or half-elfen priest of this faith has Darkvision of doubled range, to 120'). *Laying On of Hands* (same as the Paladin ability).

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus five third-level fighters to act as temple guards. The priest may take the following on adventures: Three priests (only one of whom may be third-level) and two fighters. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold *must* be built in the fashion of a castle or fortress, even if it is in a city: It must be constructed so that it can easily repel invasion.

Possible Symbols: Crossed Swords; Crossed Polearms; Shield.

Notes: This priesthood represents a god who is a defender, not an aggressor; therefore, the priesthood can use or make no ranged weapon attacks. The priests may not even throw their spears, javelins, daggers or knives.

Healing

This god is the champion of doctors, medicine and other healing functions. He cures the sick and passes on his healing knowledge to his mortal doctor/priests. He is the enemy of disease and injury, and no admirer of war.

The priesthood is devoted to healing and are not allowed by their order to turn away a patient in need; if they can help him, they must.

Lesser gods of this attribute are gods of specific types of healing. One might be a god of combat injuries, one a god who heals illnesses of the mind. The god of childbirth could be considered a lesser god of healing.

Healing gods are as likely to be male as female.

The priests of this god are on good terms with the priests of Birth/Children, Dawn, Guardianship, Light, Love, Peace, and Sun. The priests of this god dislike the priests of Death, Disease, and Evil.

Alignment: The deity is lawful good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 10, Intelligence 10. Wisdom or Intelligence 16 means +5% experience; Wisdom and Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Healing. Nonweapon Proficiencies Recommended: Herbalism, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Curing the sick and injured. Education: Teaching the flock, indeed anyone who is interested, the arts of medicine, sanitation, and healing. Missions to sickness-infested lands to help in the healing process. Vigilance against the activities of the priests of the god of disease.

Weapon and Armor Restrictions: Weapons Permitted: Lasso, mancatcher, net, quarterstaff. Armor Permitted: All non-metal armor; no shields. All together, these constitute Poor combat abilities.

Other Limitations: Priests of the god of Healing must wear a symbol indicating their calling whenever they appear in public. They may not ever deliberately take sentient life.

Spheres of Influence: Major Access to All, Creation, Divination, Healing, Necromantic, Protection, Summoning. Minor Access to Animal, Charm, Guardian, Plant, Sun, Weather.

Powers: *Immunity* to all poisons and diseases, but the priest only gets a +2 to his saving throw. *Laying On of Hands* (same as the Paladin ability). Soothing Word. *Turn Undead* (same as the Cleric ability). *At 3rd Level: Analysis, Identification* of diseases and poisons; on a Intelligence check (which the DM may modify according to the commonness or rarity of the ailment), the priest will know what sort of disease or poison afflicts his patient.

Followers and Strongholds: The followers are received at 7th level, and consist of three third-level priests and six first-level priests of the same priesthood, plus thirty Normal Men and Women, all of whom must have the Healing nonweapon proficiency, who act as surgeons (doctors) and nurses. The priest may take the following on adventures: Two priests (only one of whom may be third-level) and two Normal Men and Women. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold must act as a hospital for the nearest community, and may turn away no patient who has suffered a life-threatening injury or disease.

Possible Symbols: Snakes, Staff.

Notes: Priests of this order are supposed to use nondamaging weapons. However, since the staff is their symbol, many of them end up learning how to use one as a weapon, and the god gives his assent to this knowledge by not punishing them for using the staff in a damaging way.

Hunting

This god is a patron of the hunter, and is a provider of foods and furs; thus he is a god much loved of woodsmen. Though he hunts animals and encourages his flock to do likewise, he is usually a wise hunter; like the god of Animals, he is often a patron of animals and their protector from needless destruction at the hands of too-greedy hunters and poachers.

The god's priests, too, are hunters, and their mission is to teach the flock sound principles of hunting: Not killing mothers with young, not depopulating the wilderness of whole species, etc.

An alternate aspect of the god would be a god of Fishing.

The god of hunting is as likely to be male as female.

The priests of this god are on good terms with the priests of Animals, Darkness/Night, Light, Moon, and Sun.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10, Dexterity 12. Wisdom or Dexterity 16 means +5% experience; Wisdom and Dexterity 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Hunting. Non-weapon Proficiencies Recommended: Direction Sense, Fishing, Reading/Writing, Religion, Animal Lore, Mountaineering, Running, Set Snare, Survival, Tracking. Weapon Proficiencies Required: Bow. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Blowgun, bows (all), crossbow, harpoon, javelin, lasso, net, sling, spear, trident. Armor Permitted: All non-metal armor; no shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Divination, Guardian, Protection, Summoning. Minor Access to Animal, Healing, Plant, Weather.

Powers: Permanent +2 to hit with bows, above and beyond all other bonuses.

Followers and Strongholds: The followers are received at 9th level, and consist of one third-level priest and two first-level priests of the same priesthood, plus one fifth-level ranger, three third-level rangers, and six first-level rangers to act as "forest rangers," and ten Normal Men and Women, all of whom have the Veterinarian nonweapon proficiency. (Which is identical to the Healing proficiency, except it can only be used to heal animals and monsters.) The priest may take the following on adventures: One priest and two rangers of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. The stronghold can be built in a city or in the wilderness, but must work principally to protect the animal-life of the surrounding wilderness. (This does not mean to stop hunters if the hunting is carried out at a level that does not threaten the animal population. But any factor which does endanger animal species - such as drought, excess hunting, deforestation, etc. - will bring on the wrath of the priesthood.)

Possible Symbols: Bow and arrow crossed.

Notes: The harpoon and trident may only be used by priests whose god includes attributes of the sea or fishing. If the god is devoted to land-hunting, the priests cannot use the harpoon or trident.

Justice, Revenge

This god brings revenge on those who deserve it, rights wrongs, punishes the wicked, and avenges those who cannot avenge themselves.

Normally, the god acts through his priests. Priests of this god are approached by those who have been wronged, and must learn what they can of the situation, decide who's right and who's wrong, and take steps to punish the guilty party. They must make the punishment fit the crime (a theft does not warrant the killing of the thief in most cases, for instance).

Since these priests are often approached to punish those whom ordinary laws can't touch (for instance, to punish a rich man who can bribe his way out of any charge or punishment), they frequently have to perform their missions secretly, so that the local authorities cannot learn of them. These vigilante priests are not appreciated by local governments.

Lesser gods of this attribute could be devoted to only one kind of crime or revenge. One might be the god of the Revenge of Spurned Lovers. One might be a god of Lawful Trials, and must always go through the legal system. One might be the god who punishes those who forswear themselves, and another a god who punishes those who kill their own kin.

The deity of revenge is more likely to be female than male.

The priests of this god are on good terms with the priests of Competition, Death, Fire, and War. (Individual DMs might consider this priesthood to belong to Good or Evil camps. But Good sects consider this one to be too "tainted" to be truly good, while Evil sects don't like the fact that this sect punishes the wicked.) The priests of this god dislike the priests of Peace.

Alignment: The deity is lawful neutral. His priests may be of any alignment but lawful good. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12, Strength 12. Wisdom or Strength 16 means +5% experience; Wisdom and Strength 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Tracking. Nonweapon Proficiencies Recommended: Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage. Missions to achieve justice when justice has been thwarted. Vigilance: The priests must keep their ears open and keep track of those who try to avoid the consequences of their actions.

Weapon and Armor Restrictions: Weapons Permitted: Dagger/dirk, knife, lasso, scythe, sickle, spear, stiletto, sword/bastard, sword/khopesh, sword/long, sword/rapier, sword/sabre, sword/short. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: Priests of this god may not refuse to investigate when the story of an injustice is brought to them (unless they've already investigated this same complaint). To investigate, find that there has been an injustice, and then to refuse to act on it is a similar betrayal. However, it is not a betrayal to discover an injustice and then take the time to make sure the priest has enough influence and force to effect revenge; he does not have to effect revenge *immediately*.

Spheres of Influence: Major Access to All, Divination, Necromantic. Minor Access to Elemental, Guardian.

Powers: The priest, even at first level, can cast the *detect lies* spell three times per day in addition to all other spells. At 3rd Level: *Inspire Fear*.

Followers and Strongholds: The followers are received at 9th level, and consist of three third-level priests and six first-level priests of the same order, plus one third-level fighter, one third-level mage, one third-level illusionist, one third-level thief, and one third-level bard who act as consultants. The priest may take the following on adventures: Three priests (only one of whom may be third-level), the fighter, the mage, the illusionist, the thief, and the bard. The priesthood will pay for half of the cost of stronghold construction at 9th level. In the construction of the stronghold, its builders must include a courtroom and an execution chamber or field (the method of execution is up to the priests).

Possible Symbols: Scales (of Justice); Headsman's Axe.

Life-Death-Rebirth Cycle (Force)

This cycle is most likely to exist in campaigns which *don't* have gods of birth, death, fertility and rebirth. In campaigns which do feature such gods, the forces of fertility and death are opposed, while in campaigns where this cycle is the primary force, fertility and death are part of the overall cycle. Therefore, if the DM has gods of death and fertility in his campaign, he may not have this cycle; if he has this cycle, he may not have those gods.

Followers of this force believe that living things are born, live, and die, and then reincarnate in a continuing cycle. Perhaps the cycle is endless; perhaps its purpose is to give the soul of the living thing enough experience that he can achieve a greater level of being.

In campaigns where this cycle does exist, it provides enough magical energy for its priests to cast spells. The priests' duties include education of the flock in the beliefs of the cycle, comforting the flock with the knowledge that death is merely a point in the cycle and not the end, and protection of the world from forces which might disrupt the cycle. Because undead beings have been removed or removed themselves from this natural cycle, the priests are their sworn enemies.

The priests of this force are on good terms with Druids and the priests of Agriculture, Animals, Death, Earth, Fertility, Nature, Seasons, Sky/Weather, and Vegetation.

Alignment: This force is true neutral in alignment; its priests must also be true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Herbalism, Reading/Writing, Animal Handling. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. These priests conduct ceremonies at summer and winter solstice, spring and autumn equinox, in celebration of the cycle. Vigilance against any beings who wish to tamper with this cycle (i.e., priests of the philosophy of evil, or, if appropriate, against mad gods of death who won't rest until everything is dead forever); vigilance against despoilers of nature.

Weapon and Armor Restrictions: Weapons Permitted: Dagger/dirk, knife, scythe, sickle. Armor Permitted: All non-metal armor; no shields. All together, these constitute Poor combat abilities.

Other Limitations: Priests of this sect may not eat animal flesh; they are vegetarian. To violate this limitation is a minor offense from the "Priests and Punishment" section of the "Role-Playing" chapter.

Spheres of Influence: Major Access to All, Divination, Healing, Necromantic (Special Note: These priests cannot use resurrection spell; they use reincarnate instead), Plant, Summoning, Weather. Minor Access to Animal, Charm, Creation, Elemental, Protection, Sun.

Powers: *Incite Berserker Rage*. *Turn Undead* (same as the Cleric ability).

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Three priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Unbroken circle; snake swallowing its tail.

Light

This is the god of all forms of light: Sunlight, moonlight, firelight, etc. The god is a friend of life, a patron of magic, a proponent of logical thought, and an enemy of the undead.

The priesthood of the god is devoted to celebrating these aspects of the god and to promoting positive forces such as healing.

Lesser gods of this attribute would be gods of one aspect of light. One god might be the god of Reason, another the god of Inspiration, etc.

This deity is as likely to be male as female.

The priests of this god are on good terms with the priests of Arts, Crafts, Darkness/Night, Dawn, Elemental Forces, Fire, Healing, Hunting, Literature/Poetry, Magic, Metalwork, Moon, Music/Dance, Oracles/Prophecy, and Sun.

Alignment: The deity is neutral good. His priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 12, Intelligence 12. Wisdom or Intelligence 16 means +5% experience; Wisdom and Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Direction Sense. Nonweapon Proficiencies Recommended: Healing, Navigation, Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

Duties of the Priest: Guidance, Marriage. Vigilance against dark, evil forces such as undead.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), crossbow, dagger/dirk, dart, javelin, knife, sling, spear. Armor Permitted: All non-metal armor; no shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Divination, Healing, Sun. Minor Access to Animal, Creation, Necromantic, Plant.

Powers: *Darkvision* (same as the elf ability; an elfen or half-elfen priest of this faith has Darkvision of doubled range, to 120'). *Turn Undead* (same as the Cleric ability). At 3rd Level: *Laying On of Hands* (same as the Paladin ability). At 5th level: *Charm/Fascination*. At 9th level: *Prophecy*.

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus one third-level mage and two first-level mages to act as consultants and one third-level fighter and two first-level fighters to act as guards. The priest may take the following on adventures: Three priests (only one of whom can be third-level), one mage, and one fighter of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Light-rays.

Notes: The weapons chosen for the sun-god's priest are all weapons which can be used at range, representing the god's ability to strike from afar with inspiration... or stroke.

Lightning

This is a bold, powerful, primitive god whose aspect is the thunderbolt. He represents the destructive power of the sky and is a favorite god of warriors. Because lightning sometimes hits trees and sets them ablaze, he has some minor associations with fire and trees (especially oaks). He is also a god of storms.

However, the god himself is little concerned with the doings of mortals; he has no objection to them worshipping him, and does grant some of his power to his priests, but otherwise does not meddle much in mortal affairs.

His priests promote worship of the lightning-god for his power and his indomitability. They encourage worshippers to emulate the god and his strength. The lightning-god is male.

The priests of this god are on good terms with the priests of Elemental Forces, Fire, Nature, Race (Dwarf), Sky/Weather, Strength, and (especially) Thunder.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10, Strength 12. Wisdom or Strength 16 means +5% experience; Wisdom and Strength 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Weather Sense. Nonweapon Proficiencies Recommended: Reading/Writing, Religion. Weapon Proficiencies Required: Warhammer or Hand/Throwing Axe (player choice). Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Battle axe, dagger/dirk, dart, hand/throwing axe, javelin, knife, spear, warhammer. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Elemental (the priest may only use the spells whose names include the words Air, Wind, Fire, Flame, Heat, Pyrotechnics, and the spell *chariot of Sustarre*), Weather. Minor Access to Divination, Plant.

Powers: The priest can cast a *call lightning* spell once per day, in addition to all other spells, even at 1st level (of course, at 1st level, the spell lasts only 1 turn and does 2d8 damage). *Inspire Fear*.

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same priesthood, and one fifth-level warrior, two third-level warriors, and four first-level warriors. The priest may take the following on adventures: Three priests (only one of whom may be third-level) and two warriors of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Bolt of Lightning; Double-Bitted (Battle) Axe.

Literature, Poetry

This god is very much like the deity of arts, but concerns himself with reading, writing, recitation, the chronicling of history, and the teaching of youth. Lesser gods of this attribute would involve themselves with only one of the above aspects.

The god's priesthood is primarily interested in the education of the young in reading and writing, and the promotion and support of writers and poets in their culture.

The god of literature and poetry is as likely to be male as female.

The priests of this god are on good terms with the priests of Arts, Community, Crafts, Culture, Divinity of Mankind, Light, Metalwork, Music/Dance, Sun, and Wisdom.

Alignment: The deity is neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 10, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom and Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Reading/Writing. Nonweapon Proficiencies Recommended: Artistic Ability (Composition), Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Education: These priests must encourage and support members of their flock (or of the general population) who show signs of talent with prose or poetry.

Vigilance: Literature and Poetry often offend those who do not understand them or those who disagree with the attitudes expressed in those works of art, and so these priests must be vigilant against the very human forces of censorship and repression.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), dart. Armor Permitted: None; no shields. All together, this constitutes Poor combat abilities.

Other Limitations: These priests receive six-sided dice for hit points, not eight-sided.

Spheres of Influence: Major Access to All, Charm, Creation, Divination, Protection, Summoning, Sun. Minor Access to Animal, Elemental, Guardian, Healing, Necromantic, Plant.

Powers: *Charm/Fascination. Language/Communication:* Every level from 1st to 8th, the priest receives one extra language which he may choose; the languages chosen may only be those of sentient humanoid races. *Soothing Word.*

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus one third-level fighter and two first-level fighters to act as guards, and twenty Normal Men and Women, each of whom has either Reading/Writing or an appropriate Artistic Ability nonweapon proficiency. The priest may take the following on adventures: Three priests (only one of whom may be third-level), one fighter, and four Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must act as a meeting-place for writers and poets to exchange ideas; therefore it must be built with meeting rooms or even lecture halls dedicated to these, instead of priestly, doings.

Possible Symbols: Books, Scrolls, Pens.

Love

This god is the patron of love in all its aspects: Romantic love, desire, affection, lust, infatuation, the love between husband and wife, the love shared between close friends, and so on.

Priests of the god of love are charged with promoting love whenever possible - especially by removing obstacles to it. When star-crossed youths wish to marry, priests of this sect interfere to convince their families of the rightness of it. When a marriage collapses under the weight of distrust or disinterest, the priests try to counsel the spouses into a reconciliation. When one of the faithful falls in love with someone who doesn't reciprocate that love, the priests use every means at their disposal (from trickery to *charm* spells) to make the disinterested party fall in love with the more devout PC.

Lesser gods of this attribute will be gods of only one of the above aspects. One god might be the god of Desire, another the god of Romance, a third the god of Infatuations.

A god of all the aspects of love is likely to be female. A god of just one of the aspects is as likely to be male as female.

The priests of this god are on good terms with the priests of Birth/Children, Divinity of Mankind, Elemental Forces, Healing, Marriage, and Peace. The priests of this god dislike the priests of Evil.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be chaotic good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 10, Charisma 13. Wisdom or Charisma 16 means +5% experience; Wisdom and Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Herbalism. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Dancing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage, Vigilance: Priests of this sect believe in marriages of love, not of convenience or politics, and so conspire to keep young lovers together when those lovers might be parted by their families' wishes or by the prejudices and responsibilities of their social classes.

Weapon and Armor Restrictions: Weapons Permitted: Bow (short), club, lasso, mancatcher, net. Armor Permitted: None; no shields. All together, these constitute Poor combat abilities.

Other Limitations: Priests of this sect receive four-sided dice for hit points, not eight-sided. Also, unless (at DM's discretion) this god is a deity of pure and platonic relationships, a priest of this sect may be unmarried when he enters the priesthood (1st level) but must have been wed by the time he reaches 8th experience level # to do otherwise is to deny the god his due.

Spheres of Influence: Major Access to All, Animal, Charm, Healing, Necromantic, Protection, Summoning. Minor Access to Creation, Divination, Guardian, Plant, Sun, and Weather.

Powers: *Charm/Fascination. Incite Berserker Rage. Inspire Fear. Soothing Word. Turn Undead* (same as the Cleric ability).

Followers and Strongholds: The followers are received at 7th level, and consist of three third-level priests and six first-level priests of the same order, plus one third-level mage and two first-level mages who act as consultants, one third-level fighter and two first-level fighters who act as guards, and ten Normal Men and Women, each with a Nonweapon Proficiency which is of use to the temple's functions (Etiquette, Local History, and Reading/Writing especially). The priest may take the following on adventures: Three priests (only one of whom may be third-level), one mage, one fighter, and four Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold *must* act as a sanctuary for young lovers who come here fleeing the retribution of angry families. For this reason, these strongholds are often built with secret chambers and quarters for those who take sanctuary.

Possible Symbols: Girdle (the woman's belt of the ancient world, not the modern accoutrement).

Notes: The weapons chosen for this order were chosen based on the appearance of these weapons in stories about mythological love-gods, or because of their usefulness in capturing mates.

Magic

This god is the patron of magic in all its forms. At the DM's discretion, he could be the source of all magical energies used by the world's mages; or, he could just be the god responsible for teaching the most important spells and rituals to mortal mages. Either way, he is as beloved of mages as of any other class of PC's.

Priests of this god, in addition to encouraging worship of the god, act as scholars of magic. They help preserve libraries of magical information and encourage correspondence and the exchange of ideas (and spells) between mages.

Every school of magic or priest sphere of influence could have its own, lesser god: There could be a god of Necromancy, a god of Enchantment, etc.

Gods of magic are as likely to be male as female.

The priests of this god are on good terms with the priests of Darkness/Night, Dawn, Elemental Forces, Fire, Healing, Light, Moon, Oracles/Prophecy, and Sun.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12, Intelligence 13. Wisdom or Charisma 16 means +5% experience; Wisdom and Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Spellcraft. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Ancient Languages. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

Duties of the Priest: Guidance, Marriage. Education: These priests cooperate with magicians to educate in the ways of magic.

Weapon and Armor Restrictions: Weapons Permitted: Belaying pin, dagger/dirk, dart, knife, quarterstaff, sling. Armor Permitted: None; no shields. All together, these constitute Poor combat abilities.

Other Limitations: Priests of this sect receive four-sided dice for hit points, not eight-sided.

Spheres of Influence: Major Access to All, Astral, Charm, Divination, Elemental, Healing, Protection, Summoning. Minor Access to Animal, Guardian, Necromantic, Plant, Sun, Weather. This priesthood has an extra major access, which helps make up for its reduced hit points.

Powers: *Inspire Fear. Language/Communication:* from 1st level to 8th, the priest receives one extra language per level; the priest may choose the language of any sentient race known to him, or may choose to communicate with any animal species, with each of these choices. *Turn Undead* (same as the Cleric ability; if evil, Control Undead instead). *At 3rd level: Darkvision* (same as the elf ability; an elf or half-elf priest of this faith has Darkvision of doubled range, to 120'). *At 8th level: Shapechanging.*

Followers and Strongholds: The followers are received at 9th level, and consist of three third-level priests and six first-level priests of the same order, plus one fifth-level mage who acts as consultant, and one third-level fighter and seven first-level fighters to act as guards. The priest may take the following on adventures: Three priests (only one of whom may be third-level), one mage, and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Brazier, Book.

Notes: This priest is close in aspect to mages, so the weapons permitted him are similar to those permitted to mages.

Marriage

This god is a deity of the bond of matrimony. Whether marriage is considered to be a holy alliance or merely an important contract, this god represents marriage in all its aspects: Affection, love, jealousy, argument, home, children, development, and compromise.

The priesthood of this god promotes marriage as a way of life. They approve of lovers, but not lovers *staying* lovers without ever being wed. They act as "marriage counselors" for any couple who asks their help in working out marital problems.

The god of marriage is as likely to be male as female.

The priests of this god are on good terms with the priests of Birth/Children, Community, Culture, Love, and Race.

Alignment: The deity is neutral good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 9.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Local History, Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Club, lasso, mace, net, quarterstaff, warhammer. Armor Permitted: All non-magical armor, all non-magical shields. All together, these constitute Medium combat abilities.

Other Limitations: Priests of this sect must be married by the time they are fourth level.

Spheres of Influence: Major Access to All, Charm, Divination, Healing, Protection. Minor Access to Combat, Elemental, Guardian, Sun.

Powers: *Laying On of Hands* (same as the Paladin ability). *Soothing Word*. *Turn Undead* (same as the Cleric ability).

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Three priests (only one of whom may be third-level) of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must be built with a large hall or chapel where very large weddings may take place.

Possible Symbols: Finger-Ring, Short Length of Cord.

Notes: The weapons chosen for this order represent capturing, as in capturing one's mate, and weapons often used in the sudden defense of one's home.

Messengers

This god is the messenger of the gods. When the rulers of the gods want an order conveyed to lesser gods, it is given to this deity.

And so this god's priests are also messengers. They are trained in diplomacy and are often charged with the duty of conveying important messages (whether letters, verbal messages, codes, or threats) from one person to another... usually from one ruler or nobleman to another. The priests take great pride in their role as neutral conveyers of information, and for the reputation for accuracy and honesty they enjoy.

This god is also a favorite god of heralds, spies, and bards, all of whom have to perform messenger-duties at one time or another.

Messenger-gods are as likely to be male as female.

The priests of this god are on good terms with the priests of Community, Mischief/Trickery, Peace, Rulership, Trade, and War.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12, Charisma 10. Wisdom or Charisma 16 means +5% experience; Wisdom and Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Reading/Writing. Nonweapon Proficiencies Recommended: Etiquette, Heraldry, Modern Languages, Navigation, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Missions: These priests are often asked by rulers and required by their temples to go on missions of communication, where they are supposed to convey important letters or verbal messages to others. Often, they are asked to act as negotiators between two warring groups or nations.

Weapon and Armor Restrictions: Weapons Permitted: Club, javelin, mace, maul, polearm, quarterstaff, spear, trident. Armor Permitted: All non-metal armor and all shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Divination, Protection, Sun. Minor Access to Elemental, Guardian, Necromantic, Plant.

Powers: *Language/Communication:* From 1st level to 8th, each level the priest receives one additional language; the language chosen must be of a sentient humanoid race. *Soothing Word.* At 8th level: *Charm/Fascination.*

Followers and Strongholds: The followers are received at 8th level, and consist of five third-level priests and five first-level priests of the same order (most act as messengers, too), one third-level bard and one third-level thief (who act as fact-finders and agents), and eight Normal Men and Women, all of whom have the Reading/Writing nonweapon proficiency. The priest may take the following on adventures: Two priests, the bard, the thief, and two Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must be built with a large library, where the accumulated correspondence and diplomatic writing of the order accumulates.

Possible Symbols: Winged Creatures, Wings.

Notes: When on duty, priests of this order must always carry sceptres, staves, poles, or banners/flags on poles indicating their status. When carrying messages in their official capacity, these priests carry no obvious weapons at all. However, they can use a sceptre as a club and a staff or pole as a quarterstaff if they are attacked.

Metalwork

This god is the forger of weapons and armor, and also the craftsman of gold and silver treasures. He is worshipped by metal-craftsmen across the world, and sometimes visits inspirations for beautiful metal goods upon lucky craftsmen.

The priests of the god try to advance the art of metalwork at the mortal level. They do this by acquiring as much information as they can about smithcrafting and other metalwork, collecting it in libraries, and distributing it to students and metalworking apprentices.

Lesser gods of this attribute will be gods of specific types of metalworking. One might be the god of armoring, another the god of swordmaking.

The god of metalworking is male.

The priests of this god are on good terms with the priests of Arts, Crafts, Divinity of Mankind, Fire, Literature/Poetry, Music/Dance, Race (Dwarf), Strength, and War.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 10, Constitution 12. Wisdom or Constitution 16 means +5% experience; Wisdom and Constitution 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Any one from the following list - Artistic Ability (Jewelwright, Goldsmith, Silversmith), Blacksmithing, Armorer, Weaponsmithing. Nonweapon Proficiencies Recommended: Any of the others from the above list, plus Fire-building, Reading/Writing, Religion. Weapon Proficiencies Required: Warhammer. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage. Education: Teaching of metalworking to the flock; promotion of weaponmaking, armor-making, goldsmithing, jewelry-making, and all other sorts of metalwork in the community and society. Must participate in semiannual events where metal goods of all sorts are displayed and promoted (before the throne or in market). Investigation: These priests seek to re-discover lost metalwork techniques; this often leads them into ancient sites on expeditions of discovery. These priests also encourage competitive thinking between guilds, or between the metalworkers of different cities.

Weapon and Armor Restrictions: Weapons Permitted: Club, mace, maul, morning star, warhammer, whip. Armor Permitted: All metal armor; all shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Elemental (the priest may only use the spells whose names include the words Fire, Flame, Heat, Pyrotechnics, and the spell *chariot of Sustarre*), Sun. Minor Access to Combat, Divination.

Powers: *Analysis* of workmanship quality in metal goods. The priest will be able to tell whether a metal craft-good is of poor, average or superior quality. This gives him a +2 to his Appraising proficiency check if he has that nonweapon proficiency, but does not give him the ability to rate crafted goods as to their gold piece value of he does not have that nonweapon proficiency. *Defiance of Restriction/Obstacle:* The priest can pass unharmed through the *wall of fire* spell. *Inspire Fear.* Permanent +2 to hit and damage with Warhammer, above and beyond all other bonuses.

Followers and Strongholds: The followers are received at 7th level, and consist of two third-level priest and four first-level priests of the same order, one third-level fighter and seven first-level fighters to act as temple guards, and twenty Normal Men and Women, each of whom has an appropriate and helpful nonweapon proficiency (especially Blacksmithing, Fire-building, Mining, and Reading/Writing). The priest may take the following on adventures: One priest, one fighter, and four Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold must be built with numerous smithies and workshops, enough at least for the priests who do metalwork, as well as the temple's Normal Men and Women.

Possible Symbols: Anvil, Hammer.

Mischief, Trickery

This god delights in trickery for trickery's sake. He loves fooling people, animals, other gods # to show them how much more clever he is, just to see the looks on their faces, for just about any reason.

Naturally, this god is the favorite of rogues, especially thieves. But don't think that he's a god of cowards: To pull off the best tricks and plots, his followers must be brave indeed. However, many cowardly rogues do worship this god anyway, in admiration of his ability to get out of rough spots without resorting to combat.

His priests, in addition to extolling this god's virtues, also love demonstrating cleverness. Some perform harmless pranks for comic relief. Others become polished military tacticians for armies. Others learn nonweapon proficiencies that let them become proficient trapsters or stage magicians.

To be a priest of this god, a PC does not have to be nasty or mean to others. The priest might demonstrate his cleverness through sleight of hand or by executing clever plots that straighten out problems rather than cause them. On the other hand, some priests of this god are just sly troublemakers who create problems for everyone. That's a choice left to the player of this type of priest.

The god of mischief is male.

The priests of this god are on good terms with the priests of Fortune/Luck, Messengers, Race (Gnome), Race (Halfling), Trade, War, and Wisdom. Priests of this god are sometimes allies of the priests of the philosophy of Evil; this decision is up to the DM, based on how he perceives his campaign world. The priests of this god dislike the priests of Strength.

Alignment: The deity is chaotic neutral. The priests may be chaotic evil, chaotic neutral, chaotic good, neutral evil, neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12, Intelligence 12. Wisdom or Intelligence 16 means +5% experience; Wisdom and Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Disguise. Nonweapon Proficiencies Recommended: Dancing, Etiquette, Modern Languages, Reading/Writing, Religion, Forgery, Reading Lips, Set Snares, Ventriloquism. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

Duties of the Priest: Guidance, Marriage, Missions: Priests often choose to go on adventures where they will have the opportunity to participate in some great plot or caper; it can be a deadly serious mission, so long as the priest gets to be involved in intricate planning and clever tactics. Vigilance against forces (mostly of society) that make people too responsible too young, that mature them too quickly.

Weapon and Armor Restrictions: Weapons Permitted: Blowgun, bows (all), crossbow, dagger/dirk, javelin, knife, lasso, net, quarterstaff, spear, stiletto, sword/bastard, sword/long, sword/rapiere, sword/sabre, sword/short. Armor Permitted: All non-magical non-metal armor; no shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to Charm, Divination, Protection, Summoning. Minor Access to Animal, Elemental, Guardian, Plant.

Powers: *Charm/Fascination*. *Detect Secret Doors* (same as Elf ability: Success on roll of 1 on 1d6 when passing within 10', 1-2 on 1d6 to find secret doors and 1-3 on 1d6 to find concealed portals when actively searching; elfen priests of this order have success on a roll of 1-2 when passing within 10', 1-3 to find secret doors and 1-4 to find concealed portals when actively searching). At 8th level: *Shapechanging* (as per the Designing Faiths chapter; DM chooses the three animal forms, or can allow the player to make the choice).

Followers and Strongholds: The followers are received at 9th level, and consist of one third-level priest and seven first-level priests of the same order, one fifth-level thief and one fifth-level bard (who act as assistant mischief-makers and accompany the priest everywhere), and one third-level fighter and seven first-level fighters who act as guards. The priest may take the following on adventures: One priest, the thief, the bard, and one fighter of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Fox.

Moon

This deity is a god of inspiration, magic, and mystery, and is closely related to the god of Darkness (see above).

His priests celebrate the magics and light granted by the moon.

In a fantasy setting, there could be numerous gods of the moon... one for each of several moons the planet possesses.

Most moon-gods are female.

The priests of this god are on good terms with the priests of Darkness/Night, Dawn, Hunting, Light, Magic, Oracles/Prophecy, and Sun.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Navigation. Nonweapon Proficiencies Recommended: Astrology, Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage, Education: These priests help in the promotion and teaching of magic. These priests must participate in celebrations of the god, which take place once each moon (different temples may celebrate on the full moon or the new moon, at the DM's option).

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), dagger/dirk, dart, javelin, knife, sling, spear. Armor Permitted: All non-metal armor; any shield that is circular or crescent-shaped. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Divination, Summoning, Sun. Minor Access to Animal, Elemental, Healing, Necromantic.

Powers: *Charm/Fascination*. *Darkvision* (same as the elf ability; an elfen or half-elfen priest of this faith has Darkvision of doubled range, to 120'). At 5th level: *Inspire Fear*. At 10th level, *chariot of Sustarre*; the priest can use this spell once per day in addition to his other spells.

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, one third-level mage and two first-level mages who act as consultants, and one third-level fighter and two first-level fighters who act as guards. The priest may take the following on adventures: Two priests, one mage, and one fighter of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Chariot, Moon (in any phase but new).

Notes: The bow, chosen as the weapon for this order, represents the inspiration of light-shafts.

Music, Dance

This god represents the performing arts - vocal and instrumental music, traditional and interpretive dance, even stage tragedy and comedy. He is closely related to the gods of arts and of literature/poetry, and is the favorite god of bards.

His priests are devoted to the advancement of music and dance in the population. They organize events where music is played, dances are performed, and plays are enacted. Sometimes they tour as part of theatrical companies, among bards and other performers. Their quest is to bring light to others through the performing arts.

Lesser gods of this attribute concentrate on only one of his aspects. One god might be the deity of vocal music, another the deity of wild, frantic dances, another the god of ballet.

A god who encompasses all the aspects of music and dance is probably going to be male. Gods of individual aspects are more likely to be female.

The priests of this god are on good terms with the priests of Arts, Community, Crafts, Culture, Divinity of Mankind, Light, Literature/Poetry, Metalwork, and Sun.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 12 and either Charisma or Dexterity 14. If Wisdom or second ability is 16, PC gets +5% experience. If Wisdom and second ability are both 16, PC gets +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Any one from the following list # Dancing, Singing, Musical Instrument. Nonweapon Proficiencies Recommended: Any of the others from the list above, plus Artistic Ability/Composition, Ancient History, Local History, Reading/Writing, Religion, Juggling, Jumping, Tumbling. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

Duties of the Priest: Guidance, Marriage. Education: These priests must encourage and support members of their flock (or the general population) who show signs of talent with dance or music.

Weapon and Armor Restrictions: Weapons Permitted: Dagger/dirk, javelin, knife, lasso, quarterstaff, spear, stiletto, sword/long, sword/rapier, sword/sabre. Armor Permitted: None; no shields. All together, these constitute Medium combat abilities.

Other Limitations: Priests of this sect receive six-sided dice for hit points, not eight-sided.

Spheres of Influence: Major Access to All, Animal, Charm, Summoning, Sun. Minor Access to Divination, Elemental, Healing, Plant.

Powers: *Charm/Fascination*. *Soothing Word* (5th level can use the power six times per day instead of three). *Turn Undead* (same as the Cleric ability).

Followers and Strongholds: The followers are received at 7th level, and consist of three third-level priests and six first-level priests of the same order, plus five first-level fighters to act as temple guards and twenty Normal Men and Women, each of whom has a Nonweapon Proficiency appropriate to the temple (Artistic Ability, Dancing, Singing, Musical Instrument). The priest may take the following on adventures: Three priests (only one of whom may be third-level), two fighters, four Normal Men and Women. The priesthood will pay for half of the cost of stronghold construction at 7th level. One of the elements of the stronghold must be a hall, including a stage, where musicians and dancers from the surrounding area may congregate to practice their arts.

Possible Symbols: Any musical instrument.

Notes: The weapons permitted to this priesthood are the weapons best suited to inclusion in dances.

Nature

This deity is related to the gods of agriculture and fertility. He's most similar to the gods of the Earth, but is less concerned with earthly powers (like volcanoes) and more with weather and its effects on all living things.

The priesthood teaches the population to worship the deity of nature, and to fear him. It stresses the fact that man is a small, insignificant thing next to the grandeur of nature and must recognize that the sentient species are just elements, ingredients, of nature. This philosophy doesn't sit well with most of the sentient species, except the elves, who are in accord with it.

Nature-gods may be male or female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Animals, Death, Earth, Fertility, Life-Death-Rebirth Cycle, Lightning, Race (Elf), Seasons, Sky/Weather, Thunder, and Vegetation.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 9.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Agriculture. Nonweapon Proficiencies Recommended: Animal Handling, Fire-building, Fishing, Weather Sense, Healing, Herbalism, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Vigilance against any forces, gods, or mortals that threaten nature: If a god of fire has gotten too happy and is burning up great tracts of plain or forest during an overlong summer, if a mortal civilization is destroying wilderness by exploiting it or expanding into it, priests of the god of nature are commanded (by their temple or by their god) to go forth and do something about it.

Weapon and Armor Restrictions: Weapons Permitted: Club, scythe, sickle. Armor Permitted: All armor and shields. All together, these constitute Medium combat abilities.

Other Limitations: Temples operated by these priests must be built outside city walls. Such priests can sleep within city walls (especially when travelling, when the city is under siege, etc.), but his permanent residence must be outside the city limits. To have permanent residence elsewhere is a minor offense, as described in the "Role-Playing" chapter under "Priests and Punishment."

Spheres of Influence: Major Access to All, Animal, Elemental, Plant, Protection. Minor Access to Divination, Healing, Sun, Weather.

Powers: *Analysis, Identification:* The priest has no special detection powers, but when he sees a plant or animal he can identify its species and whether or not it is normal for this area. He can only identify non-magical animals and plants; those with any magical powers, including breath weapons, are beyond his power. *Turn Undead* (same as the Cleric ability). *At 5th level: Inspire Fear. At 8th level: Shapechanging;* the DM can decide whether the priest can turn into one animal or three, and what species he may turn into. He may opt to let the player make that choice.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus two third-level rangers and four first-level rangers to act as guards. The priest may take the following on adventures: Two priests and two rangers of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Mistletoe.

Oceans, Rivers

This god is a god of large bodies of water. He doesn't concern himself much with mortal doings; sailors pray to him for mercy, and he shows them mercy when he feels like it, and shows them death when he prefers. He is also a storm-god, the deity of storms upon the sea, and sailors fear him.

His priests pray to him for good winds and good harvests of the sea, and make sacrifices to him to keep him happy and calm. They also use their powers to save the creatures of the sea, especially creatures such as mermen and dolphins, from needless death at the hands of overzealous fishermen. They are also great explorers of the sea, and when a priest of the ocean-god decides to hide from other men, only another priest of the same order or an experienced mage can find him in his underwater haven.

Lesser gods will be gods of individual rivers, lakes, and seas. In some lands, each of the continent's thousands of rivers will be the domain of a lesser god or goddess.

Sea-gods are just as likely to be male as female.

The priests of this god are on good terms with the priests of Animals (aquatic animals only) and Sky/Weather.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 9.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Swimming. Nonweapon Proficiencies Recommended: Fishing, Rope Use, Seamanship, Weather Sense, Navigation, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Belaying pin, bill, harpoon, javelin, net, scourge, spear, sword/cutlass, trident. Armor Permitted: None; all shields permitted. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Animal, Divination, Elemental, Weather. Minor Access to Charm, Combat, Plant, Protection. Special Notes: Within his Animal sphere, the priest can only cast spells dealing with sea animals; he can only make friends with, become invisible to, charm, speak with, hold, or summon sea-life, and cannot use the insect-related spells at all. Within his Elemental sphere, the priest can only use spells with the word "water" in the name; he can also use the *earthquake* and *transmute rock to mud* spells; additionally, he can take a spell identical to the 6th-level *conjure fire elemental* spell which conjures water elementals instead.

Powers: The priest can cast the *water breathing* spell on himself only, once per day, in addition to all other spells; at eighth level, the duration of the spell when cast on himself becomes 24 hours, and he is then able to cast an extra *water breathing* on others (as per the normal rules for the spell) in addition to all other spells; the *water breathing* spell he casts on himself may not be dispelled, and at 8th level automatically renews itself at the end of the 24-hour period if the priest is still underwater and asleep, unconscious, etc. *Determine approximate depth underwater* on 1-4 on 1d6 (similar to the Dwarf ability concerning depth underground). *Darkvision* (same as the elf ability, but only works underwater; an elfen or half-elfen priest of this faith has Darkvision of doubled range, to 120', only underwater). *At 5th level: Language/Communication;* from 5th to 8th levels, the priest receives one extra language or communication (or nonweapon proficiency slot usable only for languages) which can only be taken for aquatic beings (aquatic elves, porpoises, mermen, etc.). *At 8th level: Shapechanging;* the DM may choose for this to be one animal or three, and which animals it is (or can give those choices to the player), but they must be marine animals.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests from the same order, plus five mermen and mermaids (total). (The DM may substitute any other intelligent aquatic race, as appropriate, anywhere from 5 to 10 total HD of them: aquatic elves, water-nymphs, etc.) The priest may take the following on adventures: Two priests of his choice. On waterborne adventures, he can take three of the mermen and mermaids (or up to 6 HD of the substituted aquatic races). The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Dolphin, Fish, Octopus, Trident, Ship, Wave.

Notes: The weapons usable by this priesthood are the weapons of sailors and sea-gods.

Oracles, Prophecy

This is a god who delivers broad statements about the future to his followers. He's distinct from the god of Fate/Destiny in that he doesn't preach a doctrine of acceptance; he just passes on the visions he has of the future, and lets his followers and those who beg his visions act on them accordingly.

Priests of this god act as intermediaries between the oracular god and visitors who come to receive his prophecies. See the paragraph below on Followers and Strongholds for more on this.

The oracular god is as likely to be male as female.

The priests of this god are on good terms with the priests of Darkness/Night, Dawn, Fate/Destiny, Light, Magic, Moon, Sun, and Wisdom.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 9, Charisma 11. Wisdom or Charisma 16 means +5% experience; Wisdom and Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Astrology. Nonweapon Proficiencies Recommended: Ancient History, Ancient Languages, Local History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage, Omen-Reading. Missions: Having passed on a prophecy, the priest may choose to accompany those who received the prophecy. The priest may just want to see how reality matches the vision he received; however, if the prophecy included options, visions of different ways the situation could resolve itself, the priest may be tagging along to help the preferred outcome take place.

Weapon and Armor Restrictions: Weapons Permitted: Choose two from the following list (DM chooses based on other attributes or Characteristics of the oracular god): Bows (all), crossbow, dagger/dirk, dart, hand/throwing axe, harpoon, javelin, knife, lasso, net, sling, spear, staff sling, stiletto, whip. Armor Permitted: None; no shields. All together, these constitute Poor combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Divination, Elemental, Healing, Summoning. Minor Access to Charm, Creation, Necromantic, Sun.

Powers: *Language/Communication*; from 1st level to 8th, the priest receives one extra language per level (or one extra nonweapon proficiency slot which may only be used for taking languages); these languages may only be those of sentient humanoids. *Prophecy*.

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus five second-level fighters who act as guards. The priest may take the following on adventures: Three priests (not including the fifth-level priest, and may only include one third-level priest) and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. Part of the stronghold must be an oracular chamber or area where visitors may meet with the priests and receive oracles; the temple may charge a fee of money or goods for this service, so the stronghold must also have large, commodious storerooms for these goods.

Possible Symbols: Bow, Brazier.

Peace

This god is devoted to the cause of peace. He prefers for all conflicts to be settled non-violently.

His priests, in turn, work to keep things peaceful. They intercede between nations which are on the brink of war. They suggest compromises and nonviolent ways of settling important issues. They do their best to keep things calm and civil.

Remember, though, when role-playing such priests, that they don't have to be played as stupid. Nor do they have to presume that every fight can be avoided; when it's obvious that a situation will descend into violence regardless of their best efforts, they don't have to continually badger other PC's into not fighting. They *do* have to try to preserve peace when it *can* be preserved, and to prevent unnecessary violence when possible. A player who takes a peace-priest PC would do well to become party spokesman; this will allow him to do all the party's negotiations and thus head off combat situations on a more frequent voice.

A god of peace is as likely to be male as female.

The priests of this god are on good terms with the priests of Community, Competition, Good, Healing, Love, Messengers, Prosperity, Race (Halfling), and Rulership/Kingship. The priests of this god dislike the priests of Justice/Revenge and War.

Alignment: The deity is lawful good. The priests may only be lawful good. The flock may not be chaotic or evil, but may be of any alignment not including those elements.

Minimum Ability Scores: Wisdom 10, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom and Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Etiquette. Non-weapon Proficiencies Recommended: Modern Languages, Singing, Local History, Musical Instrument, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Missions: The priest often accompanies parties of war or groups of adventurers to try to bring about peaceful solutions to as many situations as possible. Vigilance against forces or individuals who seem to stir up trouble continually and needlessly.

Weapon and Armor Restrictions: Weapons Permitted: Lasso, net. Armor Permitted: All non-magical armor and shields. All together, these constitute Medium combat abilities.

Other Limitations: Priests of this sect receive six-sided dice for hit points, not eight-sided. Whenever they appear in public they must wear clothing or badges which display their status as priests of the god of peace.

Spheres of Influence: Major Access to All, Charm, Creation, Divination, Protection. Minor Access to Animal, Guardian, Healing, Necromantic.

Powers: *Charm/Fascination. Language/Communication*; from 1st level to 4th, the priest receives one extra language per level (or one extra nonweapon proficiency slot which may only be used for languages); the language chosen must be that of a sentient humanoid race. *Soothing Word* (Designing Faiths chapter). At 5th level: *Laying On of Hands* (same as the Paladin ability).

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Two priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Dove, Olive Branch.

Prosperity

This is a god of riches and wealth. He may be a god of rich treasures from under the ground, or of riches of herds, or of any sort of prosperity.

The god's priests spend a lot of time dabbling in trade and teaching the children of noble families how to manage their money wisely, to build businesses from the ground up, to improve their communities through the careful, studied application of money. They are not priests of greed and avarice, though the occasional priest will end up being a greedy man.

The god of prosperity is male.

The priests of this god are on good terms with the priests of Community, Peace, Race (Halfling), and Trade.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 11.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Appraising. Non-weapon Proficiencies Recommended: Mining, Modern Languages, Reading/Writing, Religion, Gaming, Gem Cutting. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

Duties of the Priest: Guidance, Marriage. (Note: The priests of this sect do not encourage members of their flock to marry for love if it means alienating the families and living in poverty.)

Weapon and Armor Restrictions: Weapons Permitted: Bill, harpoon, javelin, lasso, mancatcher, net, picks (all), spear, trident. Armor Permitted: All non-magical armor and non-magical shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Animal, Creation, Plant, Summoning. Minor Access to Guardian, Healing, Necromantic, Protection.

Powers: *Detection* of treasure and objects of value; the priest can detect treasure when he is within 10' of it, even when it is concealed (5' if it is behind a thin wall, or 2' if it is behind a heavy wall or buried); however, he cannot divine its direction through this power, and must move around to get a fix on the treasure. The power does not tell him what sort of treasure it is, and even if it's of a type he does not desire (such as a small bag of coins) it will alert him to the treasure's presence. The power is next to useless when the PC is among allies (their coin-pouches will set it off), so he must walk alone to be able to use it. *Determine approximate depth underground* on 1-3 on 1d6 (same as Dwarf ability; dwarf-priests and gnome-priests of this faith succeed on a 1-5 on 1d6).

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, two third-level priests, and four first-level priests of the same order, plus one fifth-level fighter (bodyguard), one fifth-level bard (the priest's personal bard), and ten Normal Men and Women (good-looking, high-charisma men and women with no perceivable skills or source of income who are attracted to the priests of fortune and luck). The priest may take the following on adventures: Two priests, the fighter, the bard, and all the Normal Men and Women. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Bull, Chest.

Notes: The weapons chosen for this priesthood were chosen based on association with the earth, as the source of precious metals, and those which can grab, capture, harvest the bounty of the seas, etc.

Race

This god is the mentor of a specific sentient race (dwarf, elf, gnome, halfling, and human, and even half-elf if there enough half-elves that they are recognized as being an actual species). Usually, the god is the one who, in the legends, created the race in question - or at least nurtured and educated the race in difficult years.

Naturally, there is a separate race-god for each race.

The gods' priesthoods are dedicated to staving off threats against the race, persuading members of the race to achieve their maximum potential and destiny, and to preventing members of the race from betraying the race (or, for that matter, the world, or all life on the world).

A race-god is as likely to be male as female.

The priests of this god are on good terms with the priests of Ancestors, Birth/Children, Community, Culture, Good, and Marriage. Also: (Dwarves) Crafts, Fire, Lightning, Metalwork, Thunder. (Elves) Animals, Crafts, Nature, Race/Half-Elven. (Gnomes) Mischief/Trickery. (Half-Elves) Race/Elven, Race/Human. (Halflings) Mischief/Trickery, Peace, Prosperity. (Humans) Divinity of Mankind, Race/Half-Elven.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 12.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Ancient History. Nonweapon Proficiencies Recommended: Local History, Reading/Writing, Religion. (Dwarves) Blacksmithing, Armorer, Mountaineering, Weaponsmithing. (Elves) Animal Handling, Animal Lore, Bowyer/Fletcher, Dancing, Running, Tracking. (Humans) Riding Land-Based, Navigation, Heraldry. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage. Vigilance against enemies of the race and their plots.

Weapon and Armor Restrictions: Naturally, Weapon and Armor Restrictions vary from race to race. Broken down by race, they include:

Dwarves: Weapons Permitted: Battle axe, club, crossbow, flails (both), hand/throwing axe, mace, maul, morning star, picks (all), warhammer. Armor Permitted: All armor and all shields. All together, these constitute Good combat abilities.

Elves: Weapons Permitted: Bows (all), dagger/dirk, javelin, knife, lance, quarterstaff, spear, sword/short, sword/long. Armor Permitted: All non-metal armor; any metal armor made by elven craftsmen; all shields. All together, these constitute Good combat abilities.

Gnomes: Weapons Permitted: Bows (all)/short, crossbow/light, hand/throwing axe, javelin, sling. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Half-Elves: Weapons Permitted: Bows (all), dagger/dirk, knife, lance, lasso, swords (all). Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Halflings: Weapons Permitted: Club, dagger/dirk, dart, hand/throwing axe, javelin, knife, sling, staff sling. Armor Permitted: All armor; no shields. All together, these constitute Medium combat abilities.

Humans: Weapons Permitted: Bows (all), dagger/dirk, knife, lance, spear, sword/long. Armor Permitted: All non-magical armor and shields. All together, these constitute Good combat abilities.

Other Limitations: Whenever they appear in public, these priests must wear clothing or badges which indicate their status as priests of the race. Important Note: There is no limitation on whom these racial priests can heal. A dwarf-race priest can heal anyone he chooses - humans, half-elves, gnomes, halflings, even elves. Of course, racial prejudice might prompt the priest to deny healing to those of another race... but that's his individual choice, not a requirement of his faith.

Spheres of Influence:

Dwarves: Major Access to All, Combat, Protection. Minor Access to Divination, Healing.

Elves: Major Access to All, Plant, Summoning. Minor Access to Healing, Sun. The DM may, at his sole discretion, substitute Major Access to Animal sphere for the Major Access to Summoning sphere; alternatively, he may give the player the option of choosing Animal or Summoning.

Gnomes: Major Access to All, Plant, Protection. Minor Access to Divination, Healing.

Half-Elves: Major Access to All, Healing, and player's choice of one from the following list: Animal, Plant, Protection, or Summoning. Minor Access to Divination, Necromantic.

Halflings: Major Access to All, Creation, Divination, Guardian, Protection. Minor Access to Charm, Healing, Necromantic, Sun.

Humans: Major Access to All, Divination, Healing. Minor Access to Necromantic, Sun.

Powers: *Incite Berserker Rage. Inspire Fear. Soothing Word. At 5th level: Laying On of Hands* (same as the Paladin ability). *At 8th level: Turn Undead* (same as the Cleric ability).

Followers and Strongholds: The followers are received at 8th level. The priesthood will pay for half of the cost of stronghold construction at 8th level.

For **Dwarf** priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level dwarf-fighters who act as bodyguards; and twenty first-level dwarf-fighters, each with a Nonweapon Proficiency appropriate to the temple (blacksmithing and mining especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For **Elf** priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level elf-fighters who act as bodyguards; and ten first-level elf-fighters, each with a Nonweapon Proficiency appropriate to the temple (animal lore, bowyer/fletcher, hunting, set snares, and tracking especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For **Gnome** priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level gnome-fighters who act as bodyguards; and ten first-level gnome-fighters, each with a Nonweapon Proficiency appropriate to the temple (mining, set snares, and tracking especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For **Half-Elf** priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level half-elf-fighters who act as bodyguards; and ten first-level half-elf-fighters, each with a Nonweapon Proficiency appropriate to the temple (reading/writing especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For **Halfling** priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level halfling-fighters who act as bodyguards; and ten first-level halfling-fighters, each with a Nonweapon Proficiency appropriate to the temple (agriculture and reading/writing especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For **Human** priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level human fighters who act as bodyguards; and ten first-level human fighters, each with a Nonweapon Proficiency appropriate to the temple (ancient history, local history, and reading/writing especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

Possible Symbols: (Dwarf) Axe, Warhammer, Anvil; (Elf) Tree, Bow; (Gnome) Throwing Axe; (Half-Elf) Crossed Bow & Sword; (Halfling) Low Hill With Windows; (Human) Crossed Sword & Shield or Spear & Shield.

Notes: The DM can create many more racial priesthoods based on the above examples, to reflect variations within races. He could have a racial priesthood for the Aquatic Elf, similar to that of the Elf but using the weapons which the priests of oceans and rivers can use. He could have another for the desert-dwelling human where sabres, horse-back riding, desert survival and no armor are the order of the day.

Redemption

This god takes the stand that all opponents to a specific cause are evil and must be converted, redeemed... or destroyed. There could be more than one god of redemption, one for each different cause sufficiently important to warrant one. In this respect, they are much like the gods of Culture (and their priests much like priests of the gods of Culture), but are primarily soldiers for their cause.

The god of redemption is male.

The priests of this god are on good terms with the priests of Good. The priests of this god dislike the priests of Evil.

Alignment: The deity is neutral good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 9.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Religion. Non-weapon Proficiencies Recommended: Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Missions: These priests are often dispatched on missions to persuade sinners and evildoers to repent their misdeeds. Therefore, on adventures, these priests prefer to capture the chief evildoers alive and give them the opportunity to recant and make reparations. When the evildoers are unwilling to do so, the priests are perfectly willing to let normal or even vigilante justice take its course.

Weapon and Armor Restrictions: Weapons Permitted: Lasso, mancatcher, naul, net, polearms, scourge, whip. Armor Permitted: All armor; no shields. All together, these constitute Good combat abilities.

Other Limitations: Priests of this sect must always wear clothes or badges indicating their priesthood when appearing in public.

Spheres of Influence: Major Access to All, Charm, Combat. Minor Access to Divination, Healing.

Powers: *Inspire Fear*. At 5th level: *Turn Undead* (same as the Cleric ability).

Followers and Strongholds: The followers are received at 9th level, and consist of three 3rd-level priests and six 1st-level priests of the same order, plus five 3rd-level fighters who act as guards. The priest may take the following on adventures: Three priests (only one of which may be third-level) and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Silhouette of kneeling supplicant.

Rulership, Kingship

This god is a god of authentication: He bestows his blessings on the kings of various cities or countries so that all will know the god supports that king and his family. Usually, the god provides the king with some artifact indicating his approval... and magically takes back the artifact when he withdraws his approval. (The artifact is usually a crown or a sceptre; these are two near-universal symbols of kingship.)

The god's priests are advisors to kings. They analyze politics and make recommendations. They intensively research the genealogy and history of the king's families, the better to authenticate his hold on the throne. At their god's behest, they may participate in the overthrow of a king. Many of these priests do travel, in order to acquire more information about the king or to head off plots against him.

In a male-dominated society, this deity will be male. In a female-dominated society, this deity will be female. In a more equal society, the god may be of either sex.

The priests of this god are on good terms with the priests of Community, Culture, Messengers, Peace, and War.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10, Charisma 11. Wisdom or Charisma 16 means +5% experience; Wisdom and Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Etiquette. Non-weapon Proficiencies Recommended: Heraldry, Ancient History, Ancient Languages, Local History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Missions: When a ruler sees opportunities to strengthen his throne or eliminate problems that might endanger his throne, he often asks for priests of this sect to accompany the adventurers he dispatches; the local temples usually cooperate and provide adventurer priests to accompany those parties. Vigilance: These priests are required to stay alert against forces which threaten the local thrones. This includes foreign intrigue and even internal problems; if a local king has become corrupt and tyrannical, and the local population is edging toward rebellion, these priests may put pressure on the king to shape up... or may even oppose or depose him, so that the throne will remain strong under a new, better ruler.

Weapon and Armor Restrictions: Weapons Permitted: One type of bludgeoning weapon (the DM chooses one from the following list, choosing the preferred bludgeoning weapon of the culture: Club, flails (both), mace, morning star, warhammer), and one type of sword (DM chooses one type from following list, choosing the preferred sword of the culture: Bastard, cutlass, khopesh, long, rapier, sabre, short, or two-handed). Armor Permitted: All metal armor, all shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Elemental. Minor Access to Healing, Protection.

Powers: *Soothing Word*. *Incite Berserker Rage*. At 8th level: *Inspire Fear*.

Followers and Strongholds: The followers are received at 9th level, and consist of one fifth-level priest, one third-level priest, and two first-level priests of the same order, plus three third-level fighters and six first-level fighters to act as guards; each fighter must have one of the following Nonweapon Proficiencies: etiquette or heraldry. The priest may take the following on adventures: Two priests and three fighters (only one of whom may be third-level) of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Crown, Sceptre.

Seasons

This god celebrates the changing seasons, and so is related to the gods of agriculture and time. His priests maintain the calendar and are often find astronomers.

Lesser gods of this attribute would be gods of individual seasons: the god of spring, the god of summer, the god of winter, and (where applicable) the god of autumn (not all regions recognize an autumn season).

The gods of seasons are usually female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Earth, Elemental Forces, Fertility, Life-Death-Rebirth Cycle, Nature, Sky/Weather, Time, and Vegetation.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Weather Sense. Nonweapon Proficiencies Recommended: Astrology, Agriculture, Navigation, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Club, quarterstaff, maul, polearms, scythe, sickle. Armor Permitted: All non-metal armor; no shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Creation, Elemental, Protection, Weather. Minor Access to Animal, Divination, Healing, Plant.

Powers: *Immunity* (as per the Designing Faiths chapter, automatically successful saving throws) vs. all priest spells of the elemental sphere, and all wizard spells with coldness and heat (not fire!) as one of their components or effects.

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and eleven first-level priests of the same order, plus ten first-level fighters who act as guards. The priest may take the following on adventures: Three priests (only one of whom may be third-level) and four fighters. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: (Spring) Sapling, (Summer) Sheaf of Wheat, (Autumn) Leaf, (Winter) Leafless Tree, (Entire Year) All of the Above.

Sites

These gods are much like gods of communities, but the sites they represent don't have to be occupied. A site-god could be the deity of a mountain, a cave, a plain, or a valley. These are usually minor gods, one god to a site. Generally, the sites are famous *because* they are the dwellings of gods; however, the gods seldom let themselves be seen.

Priests of these gods are protectors of the sites, and all living things which dwell there. Because of this, the priests seldom leave those sites, and so this is not usually a good choice for a PC. Only when the site is threatened by distant powers is the priest allowed to leave the site for adventures.

Site gods are as likely to be male as female.

The priests of this god are on good terms with the priests of Ancestors and Community.

Alignment: A deity who is the patron of a single site will probably be true neutral; his interest is in the survival and veneration of the site, with little interest in the doings of men. Their priests may be of any neutral alignment, but neutral evil priests gather in one cult, while true neutral and neutral good priests gather in a second; they won't be friendly to one another. The flock may be of any alignment. The DM can decide that a particular site deity is neutral good, in which case there will be no evil priests or flock; or that he is neutral evil, in which case there will be no good priests or flock.

Minimum Ability Scores: Wisdom 12, Strength 10. Wisdom or Strength 16 means +5% experience; Wisdom *and* Strength 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Local History. Nonweapon Proficiencies Recommended: Religion, Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Marriage. Missions: If the site is threatened, the priest will be dispatched to help straighten out the situation.

Weapon and Armor Restrictions: Weapons Permitted: One lesser weapon from the following list (Club, dagger/dirk, hand/throwing axe, javelin, light crossbow, mace, short bow, warhammer) and one greater weapon from the following list (Battle axe, heavy crossbow, long bow, morning star, polearm, quarterstaff, spear, sword/long). (The DM makes this choice based on the history and attributes of the holy site; often, the choices will be paired, such as dagger and long sword or throwing axe and battle axe.) Armor Permitted: All non-magical armor and shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Healing, Protection. Minor Access to Animal, Plant.

Powers: *Inspire Fear*; this power is granted by the god to help the priest keep the site clear of those who would harm or despoil it.

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus one fifth-level fighter, two third-level fighters and four first-level fighters who act as guards for the site and the chief priest. The priest may take the following on adventures: Three priests (only two of whom can be third-level) and one fighter of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: A silhouette representing the site; if it's a mountain, it would be the silhouette of the mountain, for instance.

Sky, Weather

This is a god of the atmosphere in all its manifestations, from the most clear and still to the most stormy and tumultuous. It is this god that determines how much rain will reach the soil; it is this god that occasionally goes a little crazy and storms until all the living things in the area are terrified. He is a wild and powerful god, and a very necessary one.

His priests primarily work to ensure that he receives the worship that he is due. Beyond that, they may do much as they please, serving individual communities or adventuring as they choose.

Lesser gods of the sky attribute simply embody one aspect of the sky or weather. The gods of Lightning, Thunder, and Wind described in this section can be considered lesser sky- and weather-gods.

The sky-god is almost always male.

The priests of this god are on good terms with Druids and the priests of Agriculture, Earth, Elemental Forces, Fertility, Life-Death-Rebirth Cycle, Lightning, Nature, Oceans/Rivers, Seasons, Thunder, Vegetation, and Wind.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10, Constitution 12. Wisdom or Constitution 16 means +5% experience; Wisdom *and* Constitution 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies

Required: Weather Sense. Nonweapon Proficiencies Recommended: Religion, Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Battle axe, bows (all), club, hand/throwing axe, javelin, spear, warhammer. Armor Permitted: All non-metal armor, all shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Astral, Elemental (the priest can only use spells with the words Water, Air, and Wind in their names, and the spell *chariot of Sustarre*), Protection, Weather. Minor Access to Combat, Divination, Plant, Sun.

Powers: Inspire Fear.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Any three priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Dome, Cloud, Raincloud.

Strength

This god celebrates physical strength, and nothing but strength.

His priests promote physical fitness, contests of strength (such as weight-throws and wrestling, in association with priests of the god of competition) and war.

The strength-god is male.

The priests of this god are on good terms with the priests of Competition, Divinity of Mankind, Guardianship, Lightning, Metalwork, Thunder, and War. The priests of this god dislike the priests of Death, Disease, and Mischief/Trickery.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment. don't like priests of the god of disease, which is a god of weakness.

Minimum Ability Scores: Wisdom 9, Strength 15. Wisdom or Strength 16 means +5% experience; Wisdom *and* Strength 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Endurance. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Charioteering. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage. Missions: The priest is not required to, but is almost always allowed to go on adventures where he will be able to display his personal strength and demonstrate the attributes of his god.

Weapon and Armor Restrictions: Weapons Permitted: Battle axe, cestus, club, mace, maul, morning star, picks (all), polearm, sword/two-handed, warhammer. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Combat, Healing. Minor Access to Elemental, Necromantic.

Powers: *Immunity*; the priest is immune to undead life-draining and paralysis, and to the spells *chill touch*, *energy drain*, *enervation*, *ray of enfeeblement*, and *vampiric touch*. *Turn Undead* (same as the Cleric ability). At 5th level: *Incite Berserker Rage*. At 8th level: *Inspire Fear*.

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus one fifth-level fighter, two third-level fighters, and four first-level fighters, all with a Strength score of 16. The priest may take the following on adventures: Three priests (only one of whom may be third-level) and four fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Human Silhouette Holding Up Mountain or Temple.

Sun

This god is a god of magic, healing, inspiration, and life, sometimes of madness and heatstroke. He is an enemy of dark creatures, especially the undead.

The priesthood of this god exists to promote all those traits among the flock, and to celebrate the daily blessing that the sun-god shines down upon the world.

The sun-god is usually male.

The priests of this god are on good terms with the priests of Arts, Crafts, Darkness/Night, Dawn, Elemental Forces, Fire, Healing, Hunting, Light, Literature/Poetry, Magic, Metalwork, Moon, Music/Dance, and Oracles/Prophecy.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 12, Intelligence 12. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Healing. Non-weapon Proficiencies Recommended: Herbalism, Navigation, Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

Duties of the Priest: Guidance, Marriage. Education: Priests of this sect promote the study of magic. Vigilance: The sun-god is a god of observation, of keen eyesight, of vigilance in general. Therefore, all his priests are commanded to keep their eyes open and learn as much as possible about what is going around them at all times. What they do with that knowledge, outside the context of helping their temple and preserving the worship of the god, is up to them.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), crossbow, dagger/dirk, dart, javelin, knife, spear. Armor Permitted: All metal armor and all shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Divination, Healing, Necromantic, Sun. Minor Access to Charm, Elemental (the priest can only use spells with the words fire, flame, heat, and pyrotechnics in the names), Plant, Protection.

Powers: *Detect Secret Doors* (same as Elf ability: Success on roll of 1 on 1d6 when passing within 10', 1-2 on 1d6 to find secret doors and 1-3 on 1d6 to find concealed portals when actively searching; elfen priests of this order have success on a roll of 1-2 when passing within 10', 1-3 to find secret doors and 1-4 to find concealed portals when actively searching). *Darkvision* (same as the elf ability; an elfen or half-elfen priest of this faith has Darkvision of doubled range, to 120'). *Turn Undead* (same as the Cleric ability). *At 5th level: Laying On of Hands* (same as the Paladin ability). *At 8th level: Prophecy* (Designing Faiths chapter). *At 10th level, chariot of Sustarre*; the priest can use this spell once per day in addition to his other spells.

Followers and Strongholds: The followers are received at 9th level, and consist of three third-level priests and six first-level priests of the same order, plus one third-level fighter and two first-level fighters to act as guards, one third-level mage and two first-level mages to act as consultants, one third-level bard and two first-level bards to act as personal bards. The priest may take the following on adventures: Three priests (only one of whom may be third-level), plus one fighter, one mage, and one bard of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Sun (With or Without Rays); Chariot.

Notes: The weapons permitted for this order are those which strike from afar, like the inspiration (or heatstroke) of the sun.

Thunder

The thunder-god is very similar to the lightning-god; in campaigns where they both exist, they will probably be related, even brothers. He represents the fearsomeness of nature, natural forces at their most frightening, and so is a god of terror and fear as well. Like the lightning-god, he is also a god of storms.

Also as with the lightning-god, the thunder-god is not very concerned with the affairs of mortals; he lets them worship him and grants power to his priests, but otherwise doesn't interfere much in mortal affairs. His priests promote worship of his power and fearsomeness, especially as traits which the followers wish to use against their enemies.

The thunder-god is male.

The priests of this god are on good terms with the priests of Elemental Forces, Lightning (especially), Nature, Race (Dwarven), Sky/Weather, and Strength.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 10, Strength 12. Wisdom or Strength 16 mean +5% experience; Wisdom *and* Strength 16 mean +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Weather Sense. Nonweapon Proficiencies Recommended: Reading/Writing, Religion. Weapon Proficiencies Required: Warhammer. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Club, mace, maul, morning star, warhammer. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Combat, Weather. Minor Access to Divination, Protection.

Powers: *Incite Berserker Rage*. *At 5th level: Inspire Fear*.

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus three third-level fighters and six first-level fighters to act as guards. The priest may take the following on adventures: Two priests and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Warhammer; Warhammer Across Mountain.

Time

This god is the deity of the march of time. He represents inevitability - not destiny based on the will of individual gods, but the inevitability of change brought on by time.

His priests preach the philosophy of patience to the flock, and help all the members of the flock adapt themselves to their changing bodies, lifestyles, and needs as they go through life.

The time-god is male.

The priests of this god are on good terms with the priests of Death, Elemental Forces, Fate/Destiny, Seasons, and Wisdom.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Ancient History. Nonweapon Proficiencies Recommended: Local History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Scythe, sickle. Armor Permitted: All non-magical armor; no shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Astral, Divination, Healing, Necromantic. Minor Access to Plant, Protection, Sun, and Weather.

Powers: *Identification* of the current time and day; regardless of how long the priest has been underground, unconscious, or otherwise unable to observe the passage of time, he'll know roughly what time it is (within the hour) and exactly what day of the year it is. *At 3rd level: Laying On of Hands* (same as the Paladin ability). *At 5th level: Turn Undead* (same as the Cleric ability).

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, five third-level priests, and ten first-level priests of the same order. The priest may take the following on adventures: Two priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Hourglass, Scythe.

Trade

This god loves bargaining, and loves PC's who bargain well. He also promotes the exchange of ideas between cultures through trade. And these, too, are the traits of his priests, who try to keep trade routes between nations open, free from excessive taxes, and mutually profitable.

The god of trade also likes the god of mischief and trickery, and he is a suitable deity for the worship of thieves and bards.

The trade-god is male.

The priests of this god are on good terms with the priests of Community, Crafts, Culture, Fortune/Luck, Messengers, Mischief/Trickery, and Prosperity.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 12, Charisma 13. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Appraising. Nonweapon Proficiencies Recommended: Etiquette, Modern Languages, Riding Land-Based, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Bill, dagger/dirk, dart, hand/throwing axe, javelin, knife, main-gauche, stiletto, sword/rapier, sword/sabre, sword/short. Armor Permitted: All non-metal armor; no shields. All together, these constitute Medium combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Divination, Guardian, Protection. Minor Access to Combat, Healing, Sun, Weather.

Powers: *Immunity* (automatically successful saving throw, as per the Designing Faiths chapter) vs. all spells with the word charm in the name. *Language/Communication*; from 1st level to 4th, the priest receives one extra language per level (or one extra nonweapon proficiency slot which can only be used for languages); the languages chosen must be those of sentient humanoids. *Soothing Word*.

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus three second-level bards and two second-level thieves to act as agents (eyes and ears) and one fifth-level fighter (to act as guard). The priest may take the following on adventures: Two priests, one bard, and one thief of his choice, and the fighter. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Ships, Coins.

Vegetation

This is a god of nature who is devoted specifically to plant-life. He is an admirer of vast forests and plains and all sorts of plant growth, especially that which is wild and not fettered or trimmed or tamed by mankind.

Priests of the god try to make sure that there are always tracts of wilderness in abundance for the god to admire. They work hard to keep civilization from making inroads too deep into wilderness. They do this by spreading tales of the forest as a deep and dangerous place. They often sneak around in the wilderness using their spells on travelling city-folk, or stock the forest with dangerous animals, in order to reinforce this impression. They do not impede those who know the forest (elves, gnomes, rangers, hunters, trappers, woodsmen), but will terrorize innocents and city-soft travellers.

Vegetation-gods are as likely to be male as female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Earth, Fertility, Life-Death-Rebirth Cycle, Nature, Seasons, and Sky/Weather.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 9.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Herbalism. Non-weapon Proficiencies Recommended: Agriculture, Reading/Writing, Religion, Mountaineering, Survival, Tracking. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Club, quarterstaff, scythe, sickle. Armor Permitted: No armor; all wooden shields (no metal or leather). All together, these constitute Poor combat abilities.

Other Limitations: Priests of this sect may not wear leathers or furs in their clothing.

Spheres of Influence: Major Access to All, Divination, Healing, Plant, Protection, Summoning, Weather. Minor Access to Animal, Combat, Creation, Guardian, Necromantic, Sun.

Powers: *Analysis, Identification*; the priest can identify plants of any sort with perfect accuracy. *Defiance of Obstacle*; the priest can pass through overgrown areas like the druid, but can do so at 1st level.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Two priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Single plant of any sort (except domestic grains).

War

This god is the deity of combat and warfare. He exists only to promote and participate in bloody battle.

Each nation has priests of this god, and in each nation the priests constitute a separate cult; they do not cooperate with one another in times of war, especially when their armies are opposed. They help train new warriors, teach battlefield tactics, and make records of the most valiant fights of any war or battle.

In painful times of peace, these individual sects may cooperate with one another. However, they usually only do so to conspire and start up another war.

Lesser gods of war will be gods of some secondary aspect. One might be the god of Berserker Rages, another the god of Battlefield Terror, another the god of Confusion, another the god of Tactics, another the god of Cavalry... and so on.

The chief war-god is male, but lesser war-gods are as likely to be female as male.

The priests of this god are on good terms with the priests of Community, Culture, Guardianship, Justice/Revenge, Messengers, Metalwork, Mischief/Trickery, and Rulership/Kingship. The priests of this god dislike the priests of Peace.

Alignment: The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 9, Strength 13. Wisdom or Strength 16 means +5% experience; Wisdom and Strength 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Blind-fighting. Nonweapon Proficiencies Recommended: Animal Training, Heraldry, Riding Land-Based, Healing, Reading/Writing, Religion, Armorer, Bowyer/Fletcher, Charioteering, Hunting, Running, Tracking. Weapon Proficiencies Required: No specific weapon required, but priest must choose one weapon from the list of weapons available (below) and *specialize in that weapon according to normal weapon specialization rules*. He is the only priest who can take any weapon specialization. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

Duties of the Priest: Guidance, Marriage. Missions: The priests want to and are required to accompany armies on the march of war. At every war, priests of this sect will be in attendance on the officers and rulers of both sides. Vigilance: The priests of this sect must keep their eyes open against complacency and the tide of philosophies of peacefulness; if a land is too peaceful for too long, they must shake things up and get a war, even a small one, going.

Weapon and Armor Restrictions: Weapons Permitted: Battle axe, bows (all), dagger/dirk, knife, lance, mace, maul, polearm, spear, swords (all), warhammer. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to Combat, Healing. Minor Access to Necromantic, Protection.

Powers: *Incite Berserker Rage*. At 5th level: *Inspire Fear*.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests and six first-level priests of the same order, plus two fifth-level fighters who act as guards. The priest may take the following on adventures: Three priests of his choice, and one fighter. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must include a large armory chamber.

Possible Symbols: Sword Across Banner; Polearms In Formation.

Wind

This god is related to the god of sky and weather, but he is devoted only to winds. Sailors, especially, pray to these gods, praying for good winds to take them in the direction they wish to go. Wind-gods are playful and sometimes malicious, and may choose to blow ships wildly off-course.

The priesthood of the god of winds makes these prayers for friendly winds, and tries to make sure that the wind-god gets his due of worship; but these priests otherwise are left much to their own devices, and many are adventurers and hero-sailors.

Lesser wind-gods will be gods representing specific types of winds: The cold north wind, the balmy southern wind, the terrifying typhoon or hurricane, the incredibly destructive tornado.

Wind-gods are male.

The priests of this god are on good terms with the priests of Sky/Weather.

Alignment: The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

Minimum Ability Scores: Wisdom 9, Dexterity 12. Wisdom or Dexterity 16 means +5% experience; Wisdom and Dexterity 16 means +10% experience.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Weather Sense. Nonweapon Proficiencies Recommended: Riding Airborne, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage.

Weapon and Armor Restrictions: Weapons Permitted: Blowgun, bows (all), crossbow, dagger/dirk, dart, hand/throwing axe, javelin, knife, lasso, mace, net, scourge, sling, spear, staff sling, whip. Armor Permitted: All armor; no shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Elemental (the priest can only use the spells *dust devil*, *air walk*, *chariot of Sustarre*, and *wind walk*), Protection, Weather. Minor Access to Divination, Guardian. The priest gets an extra major access to make up for the severe limitation imposed on his Elemental sphere access.

Powers: At 3rd level: *Shapechanging*, into one bird form of the DM's choice (the DM may allow the player to choose the bird form, if the DM so wishes). At 8th level: The priest can cast one *aerial servant* spell per day, in addition to all his other spells.

Followers and Strongholds: The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus ten first-level fighters to serve as guards. The priest may take the following on adventures: Any three priests and four fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Possible Symbols: Birds; Sails Filled With Wind.

Wisdom

This is a god of common sense. Wisdom is distinct from, though normally compatible with, formal education and conventional learning; but it is not the same. It consists merely of having sense enough to know what it otherwise takes experience or an education to learn. The learned man knows from experience when his words will provoke a fight; the wise man knows it intuitively, instinctively.

The priests of this god promote sensible solutions and actions on the part of the flock. They suggest compromises and alternatives. They plan future events. The look for trouble in upcoming events and try to head it off. But this isn't a god of peace, and so the priests of wisdom will often be advisors to military officers, helping them plan effective strategies.

The god of wisdom will be female.

The priests of this god are on good terms with the priests of Divinity of Mankind, Good, Literature/Poetry, Mischief/Trickery, Oracles/Prophecy, and Time. The priests of this god dislike the priests of Evil, whom they do not consider sensible.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but is probably neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

Minimum Ability Scores: Wisdom 13.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Modern Languages, Ancient History, Ancient Languages, Local History, Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

Duties of the Priest: Guidance, Marriage. Education: Priests of this sect believe in education for its own sake, and work to provide teaching to all the flock and even the general population (when possible). Vigilance: These priests try to act as advisors to rulers, in order to keep them from making decisions in a too-hasty or foolish fashion. Local rulers often *do* give them posts as advisors.

Weapon and Armor Restrictions: Weapons Permitted: Bows (all), dagger/dirk, javelin, knife, picks (all), quarterstaff, spear, sword/long, sword/short. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

Other Limitations: None.

Spheres of Influence: Major Access to All, Charm, Divination. Minor Access to Healing, Sun.

Powers: Immunity to *confusion* and *feeblemind* spells. *Soothing Word*. At 5th level: *Inspire Fear*. At 8th level: *Prophecy*.

Followers and Strongholds: The followers are received at 9th level, and consist of two third-level priests and four first-level priests of the same order, plus one fifth-level fighter, one third-level fighter, and two second-level fighters to act as guards, and one third-level mage, one third-level bard, one second-level thief, and one second-level illusionist to act as consultants. The priest may take the following on adventures: Two priests (only one of whom may be third-level, plus two fighters of his choice, and two from the following list: mage, bard, thief, and illusionist. The priesthood will pay for half of the cost of stronghold construction at 9th level.

Possible Symbols: Owl, Raven, Vulture.



Monk Orders

Deity	Monk Order	(Alignment)
	Long Death	(evil)
	Old Order	(usually neutral, sometimes good, rarely evil)
Arvoreen	Hin Fist	(neutral or good)
Azuth	Shining Hand	(neutral)
Bane	Order of the Iron Gauntlet	(evil)
Cyrrollalee	Hin Fist	(neutral or good)
Deneir	Zealots of the Written Word	(good)
Grumbar	Disciples of the Changeless Face	(neutral)
Ilmater	Broken Ones	(good)
	Disciples of St. Sollars (Monks of the Yellow Rose)	(good)
Kossuth	Disciples of the Phoenix	(good)
	Brothers and Sisters of the Pure Flame	(neutral)
	Disciples of the Salamander	(evil)
Lathander	Sun Soul	(good or neutral)
Loviatar	Disciples of the White Rod	(evil)
Luthic	Runeclaws	(evil)
Oghma	Children of the Passive Voice	(neutral)
Selûne	Sun Soul	(good or neutral)
Shar	Dark Moon	(evil)
Sheela	Hin Fist	(neutral or good)
Sune	Sun Soul	(good or neutral)
Tiamat	Serpent Guards	(evil)
Urogalan	Hin Fist	(neutral or good)
Velsharoon	Long Death	(evil)
Yondalla	Hin Fist	(neutral or good)
Yurtrus	Brotherhood of the Scarlet Scourge	(evil)

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Advanced Dungeons & Dragons®

Player's Handbook **2nd Edition** Rules Supplement

The Complete **Druid's** Handbook





Druid Kits

Adviser

As a druid, your PC can act as (or work to become) counselor to a ruler—perhaps a local knight or a high king. Think of Merlin, whom older tales cast as a druid.

An Adviser like the druid Elam tries to make himself indispensable to his lord. The class's well-known neutrality makes a ruler perceive his advice as nonpartisan, while the druid's high Charisma almost guarantees that the lord listens to his counsel. Elam can use his "eyes in the wilderness" to provide his master with timely and vital information.

At the same time, the druid subtly manipulates his master to serve his own ends. For example, Elam might encourage his lord to hunt in a beautiful forest the druid wishes to protect. Why? Because Elam knows the lord is a jealous man. Once he sees the beautiful forest and its fine animals, the lord will pass a law making the forest a royal game preserve. As a result, the lord's foresters will keep poachers away and prevent peasants from cutting the trees down. The ruler and his courtiers will hunt there only once or twice a year—not enough to threaten the animals seriously.

For similar reasons, a druidic Adviser like Elam might take over part of the education of the lord's children, ostensibly to teach them herb lore, history, survival, and similar skills. Actually, he uses the opportunity to instill in them a respect for Nature and the neutral world view—and perhaps encourage them to become druids when they grow up.

Role: As an Adviser, Elam is a man of subtlety and mystery. He rarely speaks unless he has something important to say, and he always thinks carefully before he says it. While not a fixture at his lord's court, he keeps an eye on things from a distance, often using animals to observe the ruler. He tends to pop up when most needed or least expected, stay a day or a month, then vanish into the wilds.

Always hungry for information, Elam often roams the land disguised as a common traveler (or, at high level, in animal form), listening to the gossip of peasants, traders, and innkeepers to better serve his own interests and those of his lord. As a PC, he carefully considers the purpose and long-term ramifications of each adventure and insists on careful preparation and information gathering before taking action.

Branch Restrictions: None.

Weapon Proficiencies: *Recommended*—staff.

Nonweapon Proficiencies: *Bonus*—etiquette. *Recommended*—(general) heraldry, weather sense; (priest) healing, local history, spellcraft; (rogue, double slot) reading lips; (rogue, one slot, per "Special Benefits") disguise.

Equipment: The Adviser need not spend all starting money on equipment, but can retain any leftover coinage.

Special Benefits: As an Adviser, Elam can purchase the rogue's disguise proficiency at normal rather than double cost. He stays free at the ruler's stronghold (no cost of living), and has the ear of the ruler.

The DM should establish an NPC ruler for the druid to advise. Help the DM develop a reason why the ruler trusts the PC, beyond his druidic background. Perhaps Elam is a relative (a cousin and younger son who failed to inherit and so joined the druidic order), or the apprentice of a (recently deceased) older druid who used to tutor the lord. For play balance, the DM should place a 1st-level PC as only one of several counselors to a lord of a small domain—perhaps a knightly manor or a barony. (If you, the player, really want to role-play an Adviser to a king, make it an exiled king trying to regain his crown.) It's up to the PC to increase the lord's influence.

Special Hindrances: People of the lord's domain (and immediate neighbors) easily recognize Elam as the court druid. If the lord favors him or if the populace knows him to give good advice, many will ask him to intercede for them with the lord. In addition, he may become a target for his lord's enemies or jealous rival courtiers.

On the other hand, if Elam fails to please his master, he will find himself in disfavor at court: He suffers a minimum -2 reaction penalty from the lord and court—possibly from all in the region (if his bad advice led to a spectacular failure, like defeat on the battlefield). Depending on the lord's temper, an Adviser who has fallen into disfavor may face exile or worse until he makes amends.

Wealth Options: 3d6x10 gp.

Avenger

The Avenger druid has seen Nature suffer great wrongs. Take the case of the druid Torrens. He had hoped to live as a Guardian or Village Druid. However, during his training, forces defiled the area under his protection and slew his mentor. Maybe he feels he was too gentle, too weak. It doesn't matter. He won't let it happen again.

Torrens the Avenger no longer holds the defensive. Instead, he roams the world seeking wrongs to right and foes to fight. And whether his opponent is a brutal king cutting down an ancient forest to build a fleet of war galleys, or an evil vampire menacing a peaceful halfling village, the Avenger acts to stop him. Permanently.

Role: This druid is a grim, strong, and silent warrior of the wilds. Torrens has little time for anything but his mission, although he's as patient as a spider when it serves his plans. A loner, he avoids love or friendship, fearing either could compromise his mission; if he associates with a party of adventurers, he treats them as allies, but not as friends.

The Avenger rarely speaks more than absolutely necessary to humans and most demihumans (although he may talk to animals or sylvan races like wood elves). He doesn't bother to explain or justify his actions. The Avenger dislikes remaining in one place, and frequently moves on after finishing a particular job.

Branch Restrictions: None.

Weapon Proficiencies: *Recommended*—scimitar, spear.

Nonweapon Proficiencies: *Bonus*—tracking. *Recommended*—(general) animal training; (priest) herbalism; (warrior) animal lore, endurance, set snares, survival.

Equipment: The druid should spend his initial allotment of gold pieces entirely on equipment, for he loses any unspent starting money in excess of 1 gp.

Special Benefits: The Avenger receives an additional *free* weapon proficiency slot to use for any proficiency his branch allows.

Special Hindrances: The druid's grim and silent demeanor gives the PC a -1 penalty to reaction adjustment from people in encounters. Torrens, like all Avengers, cannot have henchmen, hirelings, mercenaries, or servants until he reaches 13th level. He can have any amount of treasure, but cannot own more treasure and equipment than he can carry on his back—any excess must go to a worthy cause.

Wealth Options: 3d6x10 gp.

Beastfriend

A deep—perhaps instinctive—knowledge of the habits, actions, and behavior of animals comes naturally to a Beastfriend. Lasell, a typical Beastfriend PC, feels quite protective of animals and fiercely punishes those who inflict unnecessary harm upon them. She has nothing against people hunting for food (which, after all, animals also do) but considers hunting for sport repugnant and the use of animals in gladiatorial games a horrible crime.

Role: A Beastfriend like Lasell spends most of her time in the company of animals. In fact, she lives so much of her life around animals that sometimes she lacks social graces among humans. Many Beastfriends are gruff and hostile, preferring the company of honest natural creatures to deceitful humans, demihumans, and humanoids; others like people, but feel shy or tongue-tied around them and sometimes behave with poor manners. Lasell, like most with her kit, usually travels with one or more animal companions to whom she feels especially devoted.

Branch Restrictions: None.

Weapon Proficiencies: *Recommended*—staff.

Nonweapon Proficiencies: *Bonus*—animal lore. *Recommended*—(general) animal handling, animal training, riding (land-based), riding (airborne); (priest) healing.

Equipment: The druid should spend her initial allotment of gold pieces entirely on equipment, she loses any unspent starting money in excess of 1 gp.

Special Benefits: If Lasell, as a Beastfriend, carefully but fearlessly approaches a tamed or untamed animal, she can try to modify the beast's reaction. The druid can affect only natural animals—that is, those found in the real world (bears, wolves, snakes, etc.), as well as giant or magically enlarged versions of normal animals. When dealing with a nonhostile or domestic animal, the druid can approach and befriend it automatically.

Wild beasts or animals trained to fight (like attack dogs or war horses) get a saving throw vs. rods to resist the druid at a minimum penalty of -1. An additional -1 penalty applies for every four full levels the druid has achieved: -2 at 4th level, -3 at 8th, etc. (The druid's power is not magical, though.) If the animal fails to save, the druid may choose to shift its reaction one category either direction.

The Beastfriend receives a +4 bonus on animal lore, animal training, and animal handling proficiency checks. If she does not have the actual proficiency, she can function as if she did, without the +4 bonus.

If Lasell, as a Beastfriend, casts an Animal sphere spell on an animal, the subject saves against it at a -2 penalty.

Thanks to her knowledge of animals, a Beastfriend can recognize a lycanthrope (whether in human or animal form) on a successful animal lore check. The Beastfriend notes subtle differences in the behavior of a lycanthrope in animal form compared to a normal animal; she also notices subliminal clues in the movement and behavior of a lycanthrope in human form that point to its animal nature. The Beastfriend may make her one check only after she has been in the lycanthrope's presence for a round.

Special Hindrances: A Beastfriend does everything she can to help and treat a hurt animal or free an abused one and will kill an animal only to put a dying beast out of its misery. A Beastfriend who has come to know an animal may not harm it, allow others to hurt it, or send it suicidally into harm's way. In general, the Beastfriend does not recruit animals specifically as bodyguards; rather, she accumulates friends and pets, who may choose to do favors for her, such as scouting or defending her. In return, the druid feeds and shelters them, heals their injuries, and rescues them from captivity.

As with all Beastfriends, Lasell's lack of social grace prevents her from learning the etiquette proficiency and gives her a -1 penalty to encounter reactions with those of her own race (except another with her kit).

Wealth Options: 3d6x8 gp. Beastfriends have little interest in civilized matters such as money, and seldom venture into towns.

Guardian

Some druids establish themselves as the guardians of a particular place—the habitat of an endangered species, a stand of ancient trees, the lair of a dryad, or a sacred grove. Often the druid watches over a sacred grove with magical powers that others try to exploit for selfish or evil purposes.

The DM should decide the extent of the Guardian's responsibility—usually one druid protects no more than a few acres of wilderness—and establish why the area needs special druidic attention. For instance, a mountaintop might serve as the nesting place of a rare breed of hawks prized by nobles as hunting falcons, forcing the druid to continually guard against those who want to steal the chicks or eggs.

A druid with the Guardian kit may act as the protector of several places in a lifetime. Say the druidic order places Wazir, a low-level Guardian druid, in charge of a nonmagical grove. If he fulfills his charge (and rises to at least 3rd level), the Order may grant him the responsibility of a magical grove, while a lower-level druid takes over his old position.

In order to abandon this kit, a Guardian like Wazir has to find someone else (usually a druid of similar level) to take over his guardianship. He must abandon the kit involuntarily if someone destroys or irreparably desecrates his grove. In this case, the Guardian might become a Lost Druid or devote his life to revenge as an Avenger.

Role: A Guardian lives deep in the wilderness, away from humanity. Like most Guardians, Wazir normally feels wary of strangers, suspecting that they come to exploit or threaten the site he defends.

Some Guardians can become fiercely protective: If Wazir were to witness the near-extinction of a particular species of plant or animal, the last few examples of which now live only in his grove, he could grow into an angry and ruthless protector. Such druids may strike out without warning to frighten off or kill intruders or even may make pacts with local monsters to protect the grove.

Other Guardians are simply shy hermits who welcome good-intentioned visitors. Perhaps Wazir lives as a lonely, dedicated sentinel; he misses human contact, but his strong sense of duty prevents him from leaving his post undefended.

Frequently, a Guardian goes years without seeing another human; Wazir may have as his only friends just the animal or nonhuman residents of his protectorate. As a result, he may seem eccentric or awkward relating to humans—even other druids.

Branch Restrictions: None.

Weapon Proficiencies: Recommended - staff.

Nonweapon Proficiencies: Bonus - local history (of his guardianship). Recommended - (priest) herbalism, ancient history, religion; (warrior) animal lore, set snares.

Equipment: The druid should spend his initial allotment of gold pieces entirely on equipment, as he loses any unspent starting money in excess of 1 gp.

Special Benefits: The druid receives a +1 bonus on saving throws and attack rolls when fighting to protect his guardianship. Enemies suffer a -2 penalty to saving throws while they remain in this protectorate.

As a Guardian, Wazir receives the respect of other druids (+1 reaction adjustment) in his circle.

Although not all Guardians serve as warders of sacred or magical groves, some receive this responsibility. A low-level druid PC should watch over a grove with no more than one lesser power. In addition, the DM must come up with a good reason why a magical grove falls into the hands of a low-level druid; perhaps the original Guardian, the PC's mentor, met with an unexpected fate while still grooming the PC to take over.

Whenever a grove has any special abilities, the DM always should take care to limit the power they give the druid. For instance, a grove containing a magical pear tree with unique golden-hued fruit that gives the eater the effect of a *treasure finding* potion could unbalance a campaign. Perhaps the tree produces only one such magical pear a year—the remaining fruit is normal, although exceptionally succulent. When the special fruit ripens, the druid must turn it over to a messenger from the great druid.

Special Hindrances: The druid needs to guard a site containing something others eventually will want. The DM should encourage the player to have the PC devote some time to defending the place, setting up magical or normal traps, checking with animal spies, and so on.

If the druid, such as Wazir, fails in his guardianship, he becomes seriously depressed. He suffers a -1 penalty on all attack rolls, saving throws, and ability and proficiency checks until he recovers from his loss. He also loses standing in the Order (-2 reaction penalty from other druids in the region, instead of the previous +1 bonus). Wazir cannot recover from this depression until 1d4+1 years pass and he performs some action to atone for his failure.

For instance, if a dragon destroyed the ancient stand of elder trees Wazir guarded, he must defeat the dragon or find a way to restore the forest to life.

Wealth Options: 3d6x10 gp.

Hivemaster

The Hivemaster druid lives to foster insectoid and arachnid life wherever it exists. Most low-level Hivemasters work as beekeepers or the like.

Role: Hivemasters appear somewhat enigmatic. Many attempt to instill insectoid virtues in their followers, such as patience, hard work, and close cooperation. Some higher-level Hivemasters even attempt to influence human societies to adopt a communal pattern modeled on that of hive insects. Others—often styling themselves Webmasters—take on the patient, deadly personas of predator arachnids or insects such as dragonflies or spiders, ruthlessly hunting down (or lying in wait to trap) the enemies of the druidic order. A Hivemaster's grove usually centers around the dwelling place of the creature for which the druid has the greatest affinity—a forest covered with spider webs, a field with beehives, etc.

Branch Restrictions: None.

Weapon Proficiencies: Recommended - scimitar, staff.

Nonweapon Proficiencies: Recommended - (general) agriculture; (warrior) animal lore, endurance, set snares.

Equipment: The druid should spend her initial allotment of gold pieces entirely on equipment, she loses any unspent starting money in excess of 1 gp.

Special Benefits: A Hivemaster receives a +4 bonus to saving throws against stings or bites of poisonous insects or arachnids, including giant versions.

The druid also gains a +4 bonus on agriculture, animal training, and animal lore proficiency checks concerning insects or arachnids, and can apply the animal training proficiency to giant insects and arachnids.

A Hivemaster like Cagua may pass harmlessly through spider webs of all sorts, including webs created by the *web* spell. When she casts a *summon insects*, *giant insect*, *creeping doom*, or *insect plague* spell, the player increases her effective level by three.

Upon reaching 7th level, the druid gains the ability to shapechange into a giant insect or arachnid type once per day. She can take the form of a nonpoisonous giant ant, giant centipede, giant spider, or giant wasp. The Hivemaster may assume this insectoid form instead of one of her other shapechanging choices (bird, mammal, or reptile). For example, Cagua may choose to avoid the bird form today in favor of the insectoid form, but tomorrow she may decide not to shapechange into reptile form. The druid still can assume only three forms per day, just like the normal druidic shapechanging ability. Note: Gray druids with the Hivemaster kit may assume the insectoid form instead of any one of their usual shapechanging choices: mammal, reptile, or nonpoisonous giant spider.

Special Hindrances: The Hivemaster's *animal friendship*, *speak with animals*, and *summon animals* spells allow her to summon or communicate with only insects, giant insects, or arachnids. Hivemasters receive a -3 penalty when using animal proficiencies (animal lore, animal training, etc.) on creatures that are not insects or arachnids.

Wealth Options: 3d6-10 gp.

Lost Druid

The strangest members of the druidic order, Lost Druids find that many other druids no longer consider them kin. The Lost Druids come from lands that have been maliciously destroyed—forests burned to the ground, swamps drained, mountains ruined by mining, and so on. Rather than try to rebuild or move on, a Lost Druid such as Struma allows his heart to darken from brooding on the devastation and embraces strange magic to seek revenge.

Under extreme stress (and the DM's discretion), a druid may renounce a particular kit forever and become a Lost Druid. Druids of 2nd or higher level lose one level as a result of the change but suffer no other penalties. Note that this is an exception to the rule on abandoning kits, so the DM may wish to restrict it to NPCs.

Role: Lost Druids always feel bitter. Sometimes they go insane, their hearts filled with an insatiable, often impossible, desire for vengeance against those who destroyed their land. For instance, say Struma became a Lost Druid when he found his forest destroyed by orcs. He may attempt to plot the downfall of the entire orcs race and the death of every last orc. Most Lost Druids live solitary existences, but sometimes they group together, often within the sinister Shadow Circle.

Branch Restrictions: None.

Weapon Proficiencies: *Recommended*—scimitar, staff.

Nonweapon Proficiencies: *Recommended*—(priest) herbalism, spellcraft; (warrior) animal lore, endurance, set snares, survival.

Equipment: The druid should spend his initial allotment of gold pieces entirely on equipment, he loses any unspent starting money in excess of 1 gp.

Special Benefits: The druid gains minor access to the Necromancy spell sphere. Upon reaching 6th level, he gains an additional power, the ability to animate dead animals. Treat this power as the priest spell *animate dead*; however, the druid may use it only once per day, and it affects 1 HD of normal (real-world) animals per level of the druid.

Special Hindrances: The Lost Druid cast only the *reversed* versions of *heal* or *cure* spells.

As a Lost Druid, Struma may never attain Grand Druid status, and thus may not progress past it to hierophant rank. A PC of Grand Druid or hierophant rank may not become a Lost Druid.

All rangers and druids with other kits react to Lost Druids at a -4 penalty, usually with a mixture of pity and fear. (Other Lost Druids have only a -2 penalty to encounter reactions.) Most druids consider Lost Druids enemies and attempt to hunt, slay, or imprison them.

Wealth Options: 3d6x10 gp.

Natural Philosopher

From youth, the unbridled curiosity of Natural Philosophers has lent them a fascination about everything from the Characteristics of plants and animals to the workings of natural forces like lightning and weather, in addition to the ancient history of the druidic order. Besides the usual ability score requirements, a druid needs at least Intelligence 15 for this kit.

Role: Xenia, a typical Natural Philosopher, delights in the study of new plants and animals. She thinks nothing of venturing into a haunted forest to observe a rare circle of toadstools or visiting a dragon's den to observe firsthand the miracle of a hatching. She rarely interferes with her subject of study, preferring to observe and sketch rather than bring home specimens.

Natural Philosophers often undertake adventures out of sheer curiosity. This becomes a good role for an NPC druid: Xenia (as either a doddering old sage or a brash young student) hires a party to accompany her on a dangerous scientific expedition to visit a living island spotted in a sahuagin-controlled ocean. A party also might accompany her to study the ecology of the salamander on the Elemental Plane of Fire or to check out a rumor that a previously extinct species of giant owl now lives in the woods by a lich's castle.

Branch Restrictions: Arctic and jungle druids cannot take this kit, as their harsh home terrain forces them to devote their time to mere survival, not scientific pursuits.

Weapon Proficiencies: *Recommended*—staff.

Nonweapon Proficiencies: *Bonus*—ancient history. *Recommended*—(general) artistic ability, languages (modern), weather sense; (priest) herbalism, languages (ancient), reading/writing; (warrior) animal lore.

Equipment: The druid should spend her initial allotment of gold pieces entirely on equipment, she loses any unspent starting money in excess of 1 gp.

Special Benefits: The Natural Philosopher may use weapon proficiency slots for nonweapon proficiencies. This allows Xenia to devote multiple slots to a single proficiency (such as animal lore, herbalism, or weather sense), making her an expert in zoology, botany, or meteorology.

Special Hindrances: Remember to reflect in your role-playing the Natural Philosopher's insatiable curiosity. For instance, Xenia would rather study a new monster than kill it or run away. She finds puzzles and riddles irresistible and risks even her life to find the answers.

Wealth Options: 3d6x10 gp.

Outlaw

In a region where evil forces have triumphed and hold a position of authority, good people who resist have turned outlaw. From their exile in the wilderness, these folk conduct guerrilla warfare against the cruel victors in the fashion of Robin Hood and his Merry Men. Since the balance has swung so far to the side of evil, the druid may freely act as a military commander in the struggle to overthrow the oppressors. In some situations, the druidic order itself may be outlawed; then the Outlaw druid faces threats like widespread persecution of druid followers and burning of sacred groves.

Role: Because an outlaw band often fights in the wilderness (ambushing enemies along forest roads or defending against patrols), the druid's powers and skills naturally come to the forefront. One such Outlaw druid is Mackay. Outside combat, he proves excellent at gathering information and using his priestly curative powers. Depending on the nature and alignment of those in the group, you can role-play the Outlaw druid as just another party member or as the band's spiritual (or actual) leader.

Weapon Proficiencies: *Recommended*—scimitar, sling, staff.

Nonweapon Proficiencies: *Bonus*—set snares. *Recommended*—(general) animal training, brewing, rope use, singing, weather sense; (priest) healing, herbalism, local history, religion; (rogue, double slot) disguise; (warrior) animal lore, tracking.

Equipment: The druid should spend his initial allotment of gold pieces entirely on equipment, as he loses any unspent starting money in excess of 1 gp.

Special Benefits: None.

Special Hindrances: Local authorities are always hunting for Outlaws like Mackay. Capture means imprisonment—or worse.

Wealth Options: 3d6x10 gp.

Pacifist

The Pacifist druid believes in the sanctity of all life, but especially that of creatures with animal Intelligence or higher.

Role: The restrictions on the druid's actions (below) make this a challenging role to play, and one that works best within a party of good-aligned adventurers. To give the player of a Pacifist druid a chance to shine, the DM should design adventures in which the PC can help negotiate a diplomatic settlement of a crisis between neighboring lords or where party members sometimes can win over opponents by negotiation or moral persuasion.

For example, suppose a tribe of goblins menaces human lands. The DM alone knows that the goblins actually were displaced from their old caverns by an evil vampire and would return home if someone destroyed the vampire. A scenario like this gives a clever Pacifist druid, such as Lark (above) a chance to talk to the goblins, discover why they intruded into human land, then convince the party to ally with them against the vampire.

Branch Restrictions: None.

Weapon Proficiencies: *Recommended*—staff.

Nonweapon Proficiencies: *Bonus*—healing. *Recommended*—(general) brewing, cooking; (priest) herbalism, religion, spellcraft; (warrior) animal lore, survival.

Equipment: A Pacifist like Lark can purchase no weapons except darts or a staff. She should spend her entire initial allotment of gold pieces on equipment, as she loses unspent starting money in excess of 1 gp.

Special Benefits: The Pacifist druid can use some or all of her weapon proficiency slots to buy nonweapon proficiencies.

Pacifists such as Lark have the ability to speak soothing words to ease tempers and calm savage beasts. This power can remove the effects of a *fear* spell, calm an enraged animal, or pacify a hostile crowd. Lark can use this power a number of times per day equal to her experience level. Using soothing words accomplishes one of the following:

- Negates one *fear* spell (or similar monster ability) on a single victim;
- Halts a single creature's berserker rage; or

- Temporarily calms down a number of animals, PC's, or monsters (whose combined levels or Hit Dice total no more than twice the druid's level). A calmed group usually remains calm for 1d4+1 rounds, as long as others refrain from hostile action against them, their allies, or their property. During this time, the druid or others can attempt to escape or to negotiate a resolution to the situation.

Special Hindrances: You, the player, must role-play this druid as a strict pacifist. A PC like Lark does not totally oppose others who do harm when necessary—after all, animals kill for food. However, she never injures a person or animal herself. In addition, she encourages her companions to use the minimum required force during encounters: to ask foes to surrender before attacking them, let retreating enemies flee if she thinks they won't be a menace again, and so on.

Use of herbal brews or magic that does not permanently harm enemies is perfectly appropriate. For instance, Lark can *entangle* foes, turn them into trees, use sleeping poison, etc. However, she absolutely refuses to let harm come to captives or innocents under her care; in fact, she uses her powers and risks her life to protect them.

The Pacifist druid's code against violence does not extend to evil undead. These creatures are already dead but need help finding their rest; in other words, the druid will destroy them.

Like all Pacifists, Lark eats only vegetarian meals. (You, the player, decide whether your Pacifist PC eats fish.) She won't prevent others from eating meat, but usually expresses disapproval.

High-level Pacifists find themselves disadvantaged when attempting to advance a level, as winning a druidic challenge usually requires violent behavior. However, if Lark wanted to even up her chances in the challenge, she either could get her opponent to agree to a nonviolent contest, or she could win using harmless tricks or magic.

Finally, the player cannot roll or choose the following secondary skills: armorer, hunter, trapper/furrier, or weaponsmith.

Wealth Options: 3d6x10 gp.

Savage

This druid lives in primitive Stone Age tribe, usually in a rain forest. Haro, a typical Savage druid, differs from a savage priest, shaman, or witch doctor in that he belongs to the worldwide druidic order and, of course, to a druidic branch. Some Savage druids work and live among primitive tribes as missionaries from more civilized cultures.

Role: Rather than associate with a particular tribe—as do most shamans or witch doctors—the Savage druid adopts a neutral position, mediating intertribal feuds and handling relations between human tribes and neighboring humanoids, demihumans, or intelligent monsters. Most Savages live as hermits in the wild, although if Haro gains high rank, he could control a coalition of tribespeople, nonhumans, and animals.

If Haro joins a party in more civilized lands, he occupies the role of outsider and observer. The Savage PC should act puzzled by some aspects of more advanced civilization, impressed, amused, or disgusted by others. The Savage druid's reaction to big cities is unlikely to be favorable!

Branch Restrictions: None.

Weapon Proficiencies: Savage druids are restricted to a choice of blowgun, club, dagger, harpoon, knife, spear, or staff. After adventuring in civilized lands (advancing at least one level doing so), they can learn other weapon proficiencies.

Nonweapon Proficiencies: *Bonus*—fire-building, survival. *Recommended*—(general) direction sense, fishing, swimming, weather sense; (priest) healing, herbalism, local history, musical instrument; (warrior) animal lore, endurance, mountaineering, running, set snares, tracking.

Equipment: The Savage druid can buy no armor (though he may acquire a wooden shield) and can buy only those weapons listed above under "Weapon Proficiencies." He should spend his entire initial allotment of gold pieces on equipment, as he loses any unspent starting money in excess of 1 gp.

Special Benefits: The Savage druid's body is covered with ceremonial scars and tattoos. These eliminate the need to use the holy symbol of Haro's branch when casting spells—his tattoos and other markings are as effective as holy symbols other druids use.

Special Hindrances: Haro, like most Savage druids, has an unusual and imposing appearance. While he could alter his primitive dress easily, his strange accent, weathered appearance, tattoos, and scars mark him as a foreigner when he travels in civilized lands. These alien features give him a -2 reaction penalty among civilized NPCs.

Wealth Options: 3d6x5 gp. Savage druids begin adventuring unfamiliar with money; all their starting wealth is actually an equivalent value in goods.

Shapeshifter

Shapeshifter druids master their shapechanging powers at a lower experience level than other druids. This ability takes a special gift (perhaps a taint of lycanthropic or silver dragon blood in the druid's family tree) and intense training. But, those who persevere, such as Rimi gain unusual metamorphic powers.

Role: Shapeshifters have mercurial personalities. Although by no means chaotic, they are quick to anger, and easily moved to joy or tears. Rimi, like many Shapeshifter druids, makes an excellent spy or messenger and stands a good chance of being picked as a servant to a high-level druid, an archdruid, or a great druid.

Branch Restrictions: Only forest, plains, and mountain druids can take this kit, as druids in other branches have limits on their shapechanging powers.

Weapon Proficiencies: *Recommended*—staff.

Nonweapon Proficiencies: *Bonus*—animal lore. *Recommended*—(priest) spellcraft; (warrior) endurance, survival, tracking.

Equipment: The druid should spend her initial allotment of gold pieces entirely on equipment, she loses any unspent starting money in excess of 1 gp.

Special Benefits: As a Shapeshifter, Rimi gains her branch's shapechanging power at 1st level rather than at 7th level. However, until she reaches 7th level, the druid can assume only the form of natural creatures whose Hit Dice total no greater than half her level. (A 1st-level Shapeshifter only assumes the form of a creature with 1/2 HD or less.) Rimi can shapechange *twice as often* as her branch normally allows, which doubles the number of changes she can make daily. (Forest Shapeshifters, then, can change to animal, reptile, and bird form, each twice per day.) However, using this power more than the normal three times per day may have dangerous consequences.

At 7th level, Rimi the Shapeshifter can transform a portion of her body. Instead of turning into a reptile, she can give herself a snake's fangs, which she can use in an attack to cause 1d2 bite damage plus poison. Rather than turning into a bird, she can transform her arms into a bird's wings and fly at a movement rate of 21. Short of transforming into a bear (or other mammal), she can sprout a bear's claws from her fingers and make two attacks causing 1d3 points of damage each, plus Strength bonus. Each of these actions counts as one change for the day.

Special Hindrances: A Shapeshifter regains hit points only when resuming her human form, and then recovers only 1d4 hp. If the druid has 0 hp or fewer, she regains none with her human shape.

If Rimi uses her Shapeshifter power more than three times per day, she must make a saving throw vs. spell after each extra use. A failure locks her into her current form until the next day, when she can attempt a new saving throw. However, for each failed save, the druid's next one bears a -1 penalty. If Rimi fails three saving throws in succession, she keeps her current animal form permanently, as if she had been reincarnated as that creature. Only a *polymorph any object*, *limited wish*, or *wish* can turn her back to human or another form.

Wealth Options: 3d6x5 gp. Shapeshifters spend too much time in animal form to concern themselves with money.

Totemic Druid

The Totemic Druid closely identifies with a particular species of mammal, reptile, or bird. While Vanier, a typical Totemic Druid, stops short of worshipping his totem animal, he believes that particular animal represents his spirit. The Totemic Druid picks a normal (real-world) wild mammal, reptile, or bird as his totem. This creature cannot be larger than a bear or smaller than a mouse. Some common choices include the black bear, bobcat, eagle, owl, wolf, rattlesnake, and beaver. In addition, Vanier's totem animal must correspond to his branch; if Vanier belongs to the desert druid branch, he can select as his totem only an animal that normally lives in the desert.

Role: Totemic Druids tend to adopt Characteristics associated with their totem animal. They feel especially protective of their totem animal in the wild and want to befriend the creatures. As a Totemic Druid, Vanier acts to promote the interests of the totem species and its individual members.

Even if his totem is traditional prey (a deer, for example), Vanier never hunts the animal himself, nor does he eat its meat. While he usually does not try to ban hunting of his totem (except in the case of endangered species), he opposes cruel or wasteful hunting practices.

Branch Restrictions: None.

Weapon Proficiencies: *Recommended*—staff.

Nonweapon Proficiencies: *Bonus*—tracking. *Recommended*—(general) animal handling, animal training; (priest) healing, herbalism; (warrior) animal lore, survival.

Note that Totemic Druids have a reduced number of proficiencies.

Equipment: The druid should spend his initial allotment of gold pieces entirely on equipment, as he loses any unspent starting money in excess of 1 gp.

Special Benefits: A Totemic Druid like Vanier can shapechange into the form of his totem animal a number of times per day equal to his experience level divided by three (rounded down), plus one. So, a 3rd- to 5th-level Totemic Druid can change twice per day, a 6th- to 8th-level druid can change three times per day, and so on. This ability functions as normal druidic shapechanging, except that the druid does not regain hit points when shapechanging into or out of the totem form; the druid's spirit remains so closely bound with the totem that he fully experiences any damage the animal form took. The Totemic Druid can use this shapechanging ability *in addition* to his shapechanging granted powers.

A Totemic Druid can communicate freely with normal or giant examples of the totem animal species (as with the *speak with animals spell*). He receives a +4 bonus to any healing, animal training, animal lore, or animal handling proficiency checks related to the totem. A druid who doesn't have one of these proficiencies may behave as though he did when dealing with his totem animal, but does not apply the +4 bonus.

Special Hindrances: A Totemic Druid has one fewer nonweapon proficiencies than normal, as a result of spending so much time in animal form. So, Vanier would start with 2 fewer nonweapon proficiency PC Points than other druids.

Wealth Options: 3d6x5 gp. Totemic Druids, like Shapeshifters, have a less pressing need for money due to the amount of time they spend in animal form.

Village Druid

Kabil the Village Druid associates himself closely with a single rustic village or hamlet. As he gains experience, his influence can extend to cover a shire, barony, or entire region. However, his focus remains rural. A Village Druid always hopes to see ordinary folk live in harmony with Nature.

As a Village Druid, Kabil's aim is twofold: to keep people from exploiting Nature (by short-sighted agricultural practices, etc.) and to defend and protect villagers who follow the proper druidic path. Thus, although he will not stand idly by to see the wilderness threatened, his more vital interest lies with the local crops, domestic animals, and his own followers. Kabil uses his skills and magic to protect all living things within his village from foes, disease, drought, forest fires, or natural disasters.

Role: A Village Druid normally replaces a conventional priest or cleric in villages where most inhabitants subscribe to the druidic ethos. As well as offering protection and guidance, the druid leads the citizenry in ceremonies to observe births (of humans and animals), deaths, marriages, harvests, the changing of the seasons, and so on.

This kit suits PCs when the DM decides to set the campaign in a rural area under a threat or perhaps near unexplored ruins.

Branch Restrictions: None.

Weapon Proficiencies: *Required*-sickle or scythe. *Recommended*-staff.

Nonweapon Proficiencies: *Bonus*- agriculture. *Recommended*-(general) animal training, brewing, rope use, weather sense; (priest) healing, herbalism, local history, religion.

Equipment: The druid should spend his initial allotment of gold pieces entirely upon equipment, he loses all unspent starting money in excess of 1 gp.

Special Benefits: With the DM, decide which village a druid like Kabil protects; the druid lives in or near this village.

Locals respect Kabil highly and provide him with information about happenings in the area. He receives a +2 reaction bonus from people and domestic animals in the village-as long as he remains diligent about his duties. In addition, the villagers support Kabil at a middle-class lifestyle. This hospitality, rather than tithes, represents the generosity of a grateful people willing to provide their Village Druid with the best of everything he needs to live in their midst.

Special Hindrances: As a Village Druid, Kabil doesn't have a lot of free time. Locals ask him for help with all their problems, ranging from bandit raids to a child lost in the woods. In addition, the druid must spend at least one day each week attending to village matters: listening to grievances, mediating disputes, finding lost livestock, tending animals, offering advice on crops, curing diseases, delivering babies, etc. If he misses a week, his reaction bonus drops by 1 point (minimum 0) and his income declines a step (from middle class to poor to squalid) as people become less hospitable. The druid can avoid these penalties if he arranges with someone else (another druid or a ranger) to look after the village in his absence.

Kabil's villagers also expect him to protect them from serious harm. If he fails or if no one sees him at least making an honest effort the DM may reduce or eliminate his reaction bonus and benefits for as long as the villagers likely would feel resentful. Role-playing can win back a Village Druid's lost respect; Kabil can regain his lost reaction bonus and benefits quickly by doing a great deed to benefit the village, or slowly by simply completing his duties diligently for several months.

Wealth Options: 3d6x10 gp.

Wanderer

While most druids eventually settle in a specific locale, Wanderers travel widely, delighting in Nature's infinite variety of life. They typically have a better idea of the "big picture" in the world than other druids and usually remain on good terms with local bards and rangers. Druidic leaders often use Wanderers as messengers or missionaries.

Role: Wanderers like Fife, more gregarious than most druids, enjoy meeting and talking with people-especially rural folk. Although Fife acts carefree, this genial nature masks a keen mind and a strong interest in everything going on around her. Many Wanderers have animal companions.

Branch Restrictions: None.

Weapon Proficiencies: *Recommended*- staff, one other weapon.

Nonweapon Proficiencies: *Bonus*- direction sense. *Recommended*-(general) animal training, singing, weather sense; (priest) healing, herbalism, religion; (warrior) mountaineering, running, survival, tracking.

Equipment: The druid should spend her initial allotment of gold pieces entirely on equipment, as she loses all unspent starting money in excess of 1 gp.

Special Benefits: A Wanderer like Fife receives a +1 reaction adjustment bonus from bards, rangers and traveling folk such as tinkers and Gypsies.

When traveling over long distances, Fife covers ground at a one-third faster rate than a normal traveler would-that is, if a normal person can walk 24 miles in a day without force-marching, the druid can walk 32 miles with the same exertion. Fife, like all Wanderers, simply feels more accustomed to walking long distances than most-plus, she knows short cuts and secret trails. (This heightened speed is cumulative with the ability of many druids 3rd level and higher to travel through overgrowth or other difficult terrain without penalty.)

With a Wanderer guide, a party can increase travel time by one-sixth; thus, an unencumbered party led by a Wanderer would travel 28 miles in a day, not 24.

Special Hindrances: Constantly on the move, a Wanderer never allows herself to be burdened. Fife cannot have retainers, hirelings, mercenaries, or even servants until she reaches 12th level (but animal companions can travel with her). The druid cannot possess more treasure than she can carry; she either converts the excess into a portable form (gems, etc.) or donates it to a worthy cause, such as the druidic order.

Wealth Options: 3d6x10 gp.



Druid Branch Portraits

The following section describes the various branches of druids that might exist in a campaign world. Kits function within and in addition to branches.

Arctic Druid

Description: Arctic druids feel at home on the frozen polar tundra or on the slopes of snowcapped mountains and ancient glaciers. They even venture at times across lifeless ice fields to assist lost animals. If an Ice Age took place in the distant past, arctic druids may very well claim to belong to the oldest druidic branch, tracing their ancestry all the way back to the days when humans huddled within caves.

Glydo, a typical arctic druid, concerns himself more with animals than with plants. Guardian of caribou herds, penguins, auks, seals, polar bears, and other arctic and subarctic animals, he relentlessly pursues those who exploit animals out of desire for profit. However, he faithfully befriends hunters and trappers who respect the land and take from it no more than they need.

Minimum Ability Scores: Wisdom 12, Constitution 13, Charisma 15.

Armor and Weapons Permitted: Leather armor, wooden shield; club, dagger, dart, harpoon, knife, sling, spear, staff. Arctic druids can use metallic weapons if they find them, but mining is extremely rare in arctic areas, making such items rare as well.

Weapon Proficiencies: *Recommended*- knife, harpoon, spear.

Nonweapon Proficiencies: *Required-* (general) fire-building, weather sense; (warrior) survival (arctic); *Recommended-* (general) animal handling, animal training, direction sense, fishing, swimming; (priest) ancient history, healing; (warrior) endurance, hunting, mountaineering, tracking.

Spheres of Influence: All, Animal, Divination*, Elemental, Healing, Plant*, Weather. (The arctic druid's minor access to the Plant sphere reflects the less abundant plant life in arctic climates.)

Granted Powers: An arctic druid like Glydo has the following granted powers:

- Receives a +2 bonus to all saving throws vs. cold-based attacks.
- Learns the languages of intelligent monsters whose natural habitats are tundra, arctic, and subarctic regions. The arctic druid gains one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.). Such languages include those spoken by ettins, frost giants, ice toads, selkies, werebears, white dragons, winter wolves, verbeeg, yeti, and others.
- Ignores the effects of freezing weather upon himself at 3rd level.
- Identifies with perfect accuracy arctic plants and animals, thin ice (ice that would give way under the weight of a person or a sled), and pure water at 3rd level.
- Passes over ice and snow without leaving a trail and can move over such terrain at full movement rate at 3rd level.
- Shapechanges up to three times a day at 7th level. The druid can assume the form of a land mammal, marine mammal, or bird that dwells in arctic and subarctic climates: a caribou, penguin, polar bear, seal, reindeer, snowy owl, wolf, wolverine, and so on. The druid can't take the same animal's shape more than once each day.

Special Limitation: An arctic druid is used to a cold climate and suffers a -1 penalty to attack rolls, saving throws, and ability checks in environments with temperatures above 80 degrees Fahrenheit.

Holy Symbol and Grove: Glydo, as an arctic druid, uses as his holy symbol a bone of an arctic animal that has been carved into the shape of a knife, whistle, flute, or other instrument. If the druid dwells beyond the arctic tree line, he chooses as his "grove"-usually near a glacier-an ancient cave whose walls are covered with prehistoric paintings of animals.

Desert Druid

The deserts prove as inhospitable to most normal plant and animal life as the arctic regions. However, deserts remain vital to the worldwide order of druids.

Desert druids such as Otaq are either members of native nomad tribes or hermits who have moved to the desert to escape civilization. Valued for their abilities to heal sick animals (and people) and to find or create pure water, they normally remain on good terms with desert nomads. Although desert druids revere all the flora and fauna of a desert, from cacti and scorpions to vultures and camels, they most fiercely protect the few fertile oases, which house their sacred groves.

Desert druids also may reside in semidesert areas, hot scrub lands, and chaparral. Unless a DM sets a campaign in actual desert land, this branch best suits an NPC the party may encounter traveling through the wastes. Many desert druids live as hermits, not fond of disturbances, and can be short tempered or downright eccentric. However, no one can top their knowledge of their own desert area. If a party seeks something in the trackless wastes or finds itself lost, facing a sandstorm, or running out of food or water, a chance encounter with a desert druid like Otaq may spell salvation.

Minimum Ability Scores: Wisdom 12, Constitution 12, Charisma 15.

Armor and Weapons Permitted: Leather armor, wooden shield; club, sickle, dart, spear, dagger, khopesh, scimitar, sling, short bow, staff.

Weapon Proficiencies: *Recommended-* scimitar, short bow, staff.

Nonweapon Proficiencies: *Required-* (general) direction sense, weather sense; (warrior) survival (desert). *Recommended-* (general) riding (land-based); (priest) healing, local history; (warrior) endurance, tracking.

Spheres of Influence: All, Animal, Divination*, Elemental (air, earth, fire), Elemental* (water), Healing, Plant*, Weather.

Granted Powers: A desert druid like Otaq has the following granted powers:

- Receives a +2 bonus to all saving throws vs. fire or electrical attacks.
- Goes without water for one day per level without suffering thirst. Regaining use of this power requires the druid to have resumed a normal intake of water for a time equal to the days of deprivation.
- Learns the languages of desert-dwelling intelligent creatures (brass dragons, dragonnoses, lamias, thri-kreen, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.).
- Infallibly identifies desert plants and animals and pure water at 3rd level.

- Sees through nonmagical mirages at 3rd level and gains a +4 on any roll to save against illusions cast within a desert.
- Crosses sands and dunes on foot without leaving a trail and at full movement rate at 3rd level.
- Senses the distance, direction, and size of the nearest natural water source (well, spring, oasis, sea, etc.) if one lies within 1 mile per level. This power, gained at 3rd level, is usable once per day.
- Shapechanges up to three times per day at 7th level, once each into a normal mammal, reptile, and bird. The druid can shapechange only into animals whose natural habitat is the desert. Common desert-dwelling animals include camels, eagles, hawks, lizards, mice, rats, snakes, and vultures. Otherwise, this power functions identically to the normal shapechange ability.

Special Limitation: None.

Holy Symbol and Grove: A desert druid's grove normally lies within a beautiful oasis in the deep desert. Branch members use as their holy symbol a vial of water from a sacred oasis, filled under a full moon.

Gray Druid

The rare gray druids inhabit and tend the shadowy realms of the hidden life that exists without sunlight-fungi, molds, and slimes-and the nocturnal creatures that dwell in lightless, subterranean realms. Gray druids are more closely associated with the earth than with other elements of Nature. While many of them live in underground caves or ruins (especially in the Underdark), they are found any place fungal life grows abundantly, either above or below ground.

Gray druids tend to oppose dungeon delvers, especially dwarves, who they believe defile and exploit the underground environment. They have very good relations with deep gnomes and passable relations with drow, who they feel show more appreciation of the beauty of the Underdark than most dwarves or men.

But the gray druids don't always oppose surface dwellers. Suppose a maze of caverns has developed a complex ecology: fungi, slimes, rust monsters, subterranean lizards, purple worms, and so on. Then an evil wizard and his ogres move in and begin "clearing" the caverns, destroying the monsters in preparation to establish an underground stronghold. In this situation, the gray druid Rybna might recruit a party of adventurers-not to loot the caverns (though the PCs may take the wizard's treasure) but to defeat the wizard's forces-and in so doing, save the local ecology from destruction.

Minimum Ability Scores: Wisdom 12, Charisma 15.

Armor and Weapons Permitted: Leather armor, wooden shield; club, sickle, dart, spear, dagger, scimitar, sling, staff.

Weapon Proficiencies: *Recommended-* dart, scimitar.

Nonweapon Proficiencies: *Required-* (general) direction sense; (priest) herbalism; (warrior) blind-fighting. *Recommended-* (general) animal training, fishing; (priest) ancient history, healing.

Spheres of Influence: All, Animal, Divination*, Elemental (earth, water), Elemental* (air, fire), Healing, Plant, Weather*.

Granted Powers: A gray druid like Rybna has the following granted powers:

- Identifies with perfect accuracy pure water, fungi, subterranean animals, and all slimes, puddings, jellies and molds (including monster types) at 3rd level.
- Learns the languages of subterranean creatures (orcs, goblins, troglodytes, xorn, etc.), gaining one extra proficiency slot every three levels (at 3rd, 6th, etc.) for this purpose.
- Controls fungi, jellies, molds, oozes, puddings, and slimes (nonintelligent or of animal Intelligence) at 7th level. The druid can use this power once per day to control 1 Hit Die of creatures per level. It affects only a 30-yard radius around the druid. For instance, Rybna, a 10th-level druid, could control two 5 HD slimes or one 10 HD pudding. The creatures receive no saving throw, but remain controlled only as long as they stay within 30 yards of the druid. An uncontrolled creature reverts to its normal behavior patterns. A gray druid like Rybna will not send a controlled monster to its death unless by doing so she can protect the subterranean ecology. This power does not animate a stationary entity or grant it any new abilities. (Rybna could command a shrieker to shriek or be silent or move, but not to sing or speak.) Control lasts for one turn per level of the druid.
- Shapechanges into a normal reptile, a normal mammal, or a nonpoisonous giant spider at 7th level; the druid can assume each form once per day. The druid can change only into a reptile or mammal that dwells underground, such as a mole, badger, tunnel snake, etc.. Otherwise, this power functions identically to the normal shapechange ability.

Special Limitation: Gray druid Animal sphere spells affect only animals native to subterranean environments. So, Rybna could cast *animal friendship* on a rat, a huge spider, or a badger, but not on a wolf or horse.

A gray druid has a -2 penalty on saving throws against spells creating bright light, such as continual light.

Due to long enmity, dwarves react to gray druids at -2. (The reverse is also true.)

Holy Symbol and Grove: Gray druids use a puffball mushroom grown and harvested in complete darkness as their holy symbol. They usually take part of an underground cavern—a thriving subterranean ecosystem—for a grove.

Forest Druid

The forest druid serves as the guardian of both the great forests of the wilderness and the smaller woodlands and orchards that lie next to cultivated fields in flat lands, rolling plains, or wooded hills. Forest druids hold trees (especially ash and oak) sacred and never destroy woodlands or crops, no matter what the situation (although a druid could act to change the *nature* of a wood enchanted with evil, for instance, without destroying it). The forest druid acts as a living bridge between the wilderness and those humans—such as hunters, loggers and trappers—who dwell on its borders.

As the player, you can choose to role-play one of two kinds of forest druids: one from a temperate deciduous forest, or one from a subarctic conifer forest. The former type is better known and more numerous on most worlds; though conifer forests grow to vast sizes, they exist within often hostile environments and lack the great variety in wildlife of warmer forests.

For quick reference, the information on the temperate-forest druid branch is repeated here, along with suggested proficiencies. Unless otherwise noted, information applies to both temperate- and cold-forest druids.

Minimum Ability Scores: Wisdom 12, Charisma 15.

Armor and Weapons Permitted: Leather armor, wooden shield; club, sickle, dart, spear, dagger, scimitar, scythe, sling, staff.

Weapon Proficiencies: *Recommended*—any two of the above weapons.

Nonweapon Proficiencies: *Recommended*—(general) animal training; (priest) healing, herbalism; (warrior) animal lore, survival (forest), tracking.

Spheres of Influence: All, Animal, Divination*, Elemental, Healing, Plant, Weather.

Granted Powers: The forest druid has the following granted powers:

- Receives a +2 bonus to all saving throws vs. fire or electrical attacks.
- Learns the languages of woodland creatures (centaurs, dryads, elves, satyrs, gnomes, dragons, giants, lizard men, manticores, nixies, pixies, sprites, treants, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.). (The languages of cold-forest druids include those of the giant lynx, giant owl, pine treants, and cold-dwelling groups of centaurs, elves, gnolls, gnomes, etc.)
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Passes through overgrown areas at 3rd level without leaving a trail and at full movement rate. For instance, the temperate-forest druid Garon (pictured above) can move with ease through dense thorn bushes, briar patches, pine trees, tangled jungle vines, and so on. He also is immune to poison ivy, poison oak, and similar irritating plants. When using this power, Garon must be on foot, not riding an animal.
- Has immunity to *charm* spells cast by woodland creatures such as dryads at 7th level. The druid's immunity does not extend to *charm* spells cast by creatures who merely happen to be living in or passing through a forest, such as a woods-dwelling human mage or vampire.
- Shapechanges into a normal, real-world reptile, bird, or mammal up to three times per day at 7th level, exactly as described in the *PH*. Each animal form (reptile, bird, or mammal) can be used only once per day. The druid cannot assume giant forms.

Special Limitation: See "Holy Symbol and Grove."

Holy Symbol and Grove: The grove of a forest druid is just that: a stand of hallowed trees. Druids of this branch—such as Gatha, a cold-forest druid use mistletoe as a holy symbol. For full effectiveness, Gatha must gather the mistletoe by the light of the full moon using a golden or silver sickle specially made for this task. If a spell requires a holy symbol and Gatha only has mistletoe harvested by other means, halve the damage and area of effect (if any) and add +2 to the target's saving throw (if applicable).

Jungle Druid

The protectors of tropical rain forests, jungle druids usually grow up in tribes, as jungle pests, vegetation, and climate discourage farming, herding, and city-building. Because most tribal members live closely attuned to the natural world, jungle druids have a greater likelihood of involving themselves directly in the affairs of humans than other druids might. In fact, a jungle druid like Sima usually holds a position of power and respect, wielding great political authority.

However, jungle druids do not associate themselves with a particular tribe or people, as do most tribal priests or witch doctors. Instead, they adopt a neutral position, mediating intertribal feuds and handling relations between human tribes and jungle-dwelling humanoids, demihumans, or intelligent monsters. In some cases, a great druid becomes a virtual "king of the jungle," wielding power over a coalition of several tribes, nonhumans, and animals.

Minimum Ability Scores: Wisdom 12, Charisma 15.

Armor and Weapons Permitted: No armor, wooden shield; blowgun, club, dart, knife, spear, staff.

Weapon Proficiencies: *Recommended*—blowgun, knife.

Nonweapon Proficiencies: *Required*—(priest) healing, herbalism.

Recommended—(general) animal taming, weather sense; (priest) local history; (warrior) survival (jungle), tracking.

Spheres of Influence: All, Animal, Divination*, Elemental, Healing, Plant, Weather.

Granted Powers: The jungle druid has the following granted powers:

- Passes through overgrown areas, such as thick jungle, without leaving a trail and at full movement rate.
- Learns the languages of tropical forest and swamp creatures (couatl, lizard men, naga, tasloi, yuan-ti, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.).
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Shapechanges into a normal (not giant) reptile, bird, or mammal up to three times per day at 7th level. The druid can use each animal form (reptile, bird, or mammal) only once per day and can choose from only those animals that make their normal habitat within jungles or tropical swamps.

Special Limitation: None.

Holy Symbol and Grove: The jungle druid uses a tom-tom (jungle drum) as a holy symbol. Constructing a replacement takes two weeks. The grove is usually a circle of trees, often near a waterfall.

Mountain Druid

The mountain druid dwells in areas of rugged hills, alpine forests, and peaks and rocks above the tree line. Members of this branch, such as Dansil, wield over their environments a power gained from the element of earth and especially from stone. They also draw power from the weather, especially storms and clouds. Dansil and his fellows protect mountains and alpine flora and fauna from those who would exploit them. This role frequently brings them into conflict with miners, especially dwarves. Mountain druids often ally themselves with storm and stone giants, which further angers dwarves.

Minimum Ability Scores: Strength 9, Wisdom 12, Charisma 15.

Armor and Weapons Permitted: Leather armor, wooden shield; club, sickle, dart, spear, dagger, scimitar, sling, staff.

Weapon Proficiencies: *Recommended*—club, sling, spear.

Nonweapon Proficiencies: *Required*—(warrior) mountaineering, survival (mountain). *Recommended*—(general) animal training; (priest) healing, herbalism; (warrior) animal lore.

Spheres of Influence: All, Animal, Divination*, Elemental (earth, air), Elemental* (fire, water) Healing, Plant, Weather.

Granted Powers: The mountain druid has the following granted powers:

- Receives a +4 bonus to all saving throws vs. electrical attacks and to mountaineering proficiency checks.
- Gains a modifier of +3 to experience level when determining the effects of a spell from the Elemental (earth or air) or Weather spheres cast while in the mountains.
- For instance, say Dansil, a 5th-level mountain druid, cast the Weather spell *obscurement* while in his mountain environs. That spell, which has effects normally lasting 20 rounds (four rounds per level), has an adjusted duration of 32 rounds, as though Dansil were 8th level. Modify its normal area of effect of 50 feet - 50 feet (10 feet - 10 feet per level) to 80 feet - 80 feet.

- Senses avalanches, volcanic eruptions, and rockfalls one turn before they happen when the player rolls 1 to 5 on 1d6. This ability also enables the druid to detect deadfall traps and falling blocks on a roll of 1 to 3 on 1d6.
- Learns the languages of mountain-dwelling sentient creatures (such as dwarves, red dragons, stone or storm giants, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.).
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Shapechanges into a normal, real-world reptile, bird, or mammal up to three times per day at 7th level. Each animal form (reptile, bird, or mammal, excluding giant forms) can be used only once per day.

Special Limitation: None.

Holy Symbol and Grove: The mountain druid uses an eagle feather as a holy symbol. The grove of a druid (such as Dansil) usually lies in the higher elevations, often a glade near a beautiful waterfall on a slope or an ancient circle of standing stones on a peak.

Plains Druid

The plains druid lives on open grasslands with few or no trees: temperate prairies and pampas, hot veldts and savannas, cool steppes, and the like. Yalla is such a druid. (See illustration next page.) She often finds herself in the company of nomadic hunters and herders. Her powers and interests resemble those of a forest druid, but she has a closer interest in the weather and the health of great herds roaming her lands than in trees and crops. Second only to the forest branch, plains druids remain among the most common and best known of all druids.

Minimum Ability Scores: Wisdom 12, Charisma 15.

Armor and Weapons Permitted: Leather armor, wooden shield; club, sickle, dart, spear, dagger, scimitar, scythe, sling, staff.

Weapon Proficiencies: *Recommended*-club, sling, spear.

Nonweapon Proficiencies: *Required*- (general) riding (land-based), weather sense; (warrior) animal lore, tracking. *Recommended*-(general) animal handling, animal training; (priest) healing; (warrior) endurance, hunting, survival (plains/steppes).

Spheres of Influence: All, Animal, Divination*, Elemental (air, earth, fire), Elemental* (water), Healing, Plant, Weather.

Granted Powers: Yalla, a typical plains druid, possesses these granted powers:

- Receives a +2 bonus to all saving throws vs. fire and electrical attacks (due to this branch's need to fight such natural dangers as prairie fires, lightning strikes, etc.).
- Has a +4 bonus to any animal handling, animal lore, or animal training proficiency checks concerning plains-dwelling herd beasts or riding animals.
- Learns the languages of plains-dwelling sentient creatures (such as centaurs), gaining an extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.).
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Speaks with any land animals that humans can ride, as well as plains-dwelling herd animals, at 3rd level as though she had cast a *speak with animals* spell.
- Shapechanges into a normal, real-world reptile, bird, or mammal common to the plains up to three times per day at 7th level. Yalla can use each animal form (reptile, bird, and mammal) only once per day and cannot assume giant forms.

Special Limitation: None.

Holy Symbol and Grove: Plains druids typically wear their holy symbol: a diadem or arm band woven from prairie grass under a full moon. They often choose as their grove a circle of standing stones on the open grass.

Swamp Druid

The swamp druid's role centers around guarding marshes, fens, bogs, wetlands, and swamps, as well as the abundant plant and animal life within them. Willoo, an average swamp druid, resembles a normal forest druid, but his particular habitat makes him less socially acceptable. He opposes anyone who would drain his swamp in the name of "progress," even if such land were needed for farming or urban construction. Swamp druids often live as hermits; the more sociable among them sometimes serve as priests for outlaws hiding in the swamps or for lizard men who lack their own shamans.

Minimum Ability Scores: Wisdom 12, Charisma 12.

Armor and Weapons Permitted: Leather armor, wooden shield; club, dagger, dart, khopesh, scimitar, scythe, sickle, sling, spear, staff.

Weapon Proficiencies: *Recommended*-any two of the above.

Nonweapon Proficiencies: *Required*- (general) swimming; (priest) herbalism; (warrior) survival (swamp). *Recommended*- (general) seamanship (for small boats), weather sense; (priest) healing, local history; (warrior) animal lore.

Spheres of Influence: All, Animal, Divination*, Elemental (earth, water), Elemental* (air, fire), Healing, Plant, Weather.

Granted Powers: A swamp druid has the following granted powers:

- Has an immunity to insect-transmitted diseases common to swamps, such as malaria, and a +2 bonus on saving throws vs. any other diseases.
- Receives a +1 reaction adjustment from normal animals that live in swamps (such as crocodiles) and from monsters whose habitat is a swamp or marsh for instance, black dragons, bullywugs, and lizard men.
- Learns the languages of intelligent humanoids and monsters that inhabit the swamp (black dragons, bullywugs, lizard men, shambling mounds, will o' wisps, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.). (Note that to "speak" with a will o' wisp, a swamp druid needs a light source, such as a hooded lantern, to signal with.)
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Passes through overgrown areas and mud at the full movement rate without leaving a trail at 3rd level. The swamp druid can use this power to cross quicksand without sinking.
- Uses the *animal friendship* spell (which usually affects only normal or giant animals) at 5th level to influence semi-intelligent swamp-dwelling monsters or those of animal Intelligence. The effects on such monsters, including catoblepas, hydra, lernaean hydra, and pyrohydra, remain those of *animal friendship*. The druid has to want to befriend the monster, not use it as sword-fodder.
- Shapechanges into a normal reptile, bird, or mammal up to three times per day at 7th level. The druid can assume only the form of real-world creatures that live in swamps or wetlands (crocodile, frog, marsh bird, snake, etc.). The druid can adopt each animal form (reptile, bird, or mammal) once per day.
- Casts an *insect plague* (as the spell) once per day at 7th level. This power works only when the druid is within the boundaries of a swamp or marsh.

Special Limitation: Willoo's clothes, like those of most swamp druids, frequently look caked with mud and often drip with swamp water. He always has a faint odor of the swamp about him. His lack of cleanliness gives him a -1 penalty to reaction adjustment from most people and a -3 penalty regarding upper-class individuals, such as gentry or nobles.

Holy Symbol and Grove: The grove usually lies deep within a marsh or swamp—a stand of beautiful mangroves, weeping willows, swamp oak, or the like. Many groves are actually islands, sometimes guarded by natural traps such as quicksand. A swamp druid uses as a holy symbol a vial of water from a sacred swamp grove.

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Advanced Dungeons & Dragons®

Player's Handbook 2nd Edition Rules Supplement

The Complete Bard's Handbook





Bard Kits

Blade

Specialty: Assassin/Spy/Weapon Master.

Qualifications: Blades must have a Dexterity of 13 or more, an Intelligence of at least 13, and a Charisma of 15 or more.

Description: Blades are master artisans with bladed weapons. Everyone has seen a Blade in action at fairs and carnivals. They are the knife throwers who pop balloons while blindfolded and swallow slender sabers such as those used by lawless pirates on the high seas.

Blades also perform amazing displays of weapon skill and control as they flash various weapons all about their bodies with deadly precision. Oriental Blades are perhaps the most skilled at this particular art form. Using weapons such as the three-piece rod, nunchaku, or the katana, Oriental Blades put on amazing displays of rapid weapon movement, including offensive and defensive spins, katas, and ritual dances. Occidental Blades are also impressive, as they rapidly spin short swords, quarterstaves, or sickles about them.

Besides rapid displays of weapon skill, Blades also perform slow, elegant dances, involving incredibly precise movement and timing. These dances include thrusts, lunges, leaps, graceful arcs, etc.

If there is a showy way to wield, throw, or perform with a weapon, a Blade knows how to do it better than anyone.

Role: Blades have great reputations as the most deadly weapon masters in the land. This is generally far from the truth. Any warrior is more skilled than most Blades at successfully attacking opponents. Blades don't understand offensive and defensive weapon maneuvers, nor do they know the locations of vital body parts. Blades can be effective in many combat situations, however, as they use flash and flare to enhance their attacks.

Imagine what an orc would think if it was trapped in a cavern with only two exits and a man blocking each. One man (a warrior) wears plate mail and is calmly holding a long sword; the other (a Blade) is dressed in solid black studded leather armor and is grasping a halberd. Both men advance upon the hapless orc, but the Blade begins rotating his halberd in an ever-quickening offensive spin, demonstrating masterful control of his weapon. Which opponent he choose?

Blades are valuable aids to any party, as their amazing displays can have significant effects upon the resolve and morale of opponents.

For every Blade who leads an adventurous life, there is another who serves in the role of assassin. Blades make perfect killers, as they know how to climb walls, cast wizard spells, and use any weapon they choose. Furthermore, Blades can use their performing personae to gather information and even get themselves invited to perform within the homes of their victims.

Weapon Proficiencies: At least half of a Blade's weapon proficiency slots must be selected from the following: sword (any), dagger, knife. Blades are also limited to expending but one slot on a purely missile weapon (one that cannot be used in melee combat). This does not include such weapons as spears or hand axes, which can be thrown or used in melee.

Nonweapon Proficiencies: *Bonuses:* Reading/Writing (native tongue), Local History, Blind-fighting, Juggling. *Suggested:* Blacksmithing, Bowyer/Fletcher, Disguise, Poetry, Weaponsmithing.

Armor/Equipment: To complement their entertainment image as mysterious and fearsome men, Blades often dress in black garb, even going so far as to wear masks, facial wraps, or black headgear. Their weapons are always kept in perfect condition and highly polished for maximum effect during a performance. A man dressed in solid black, flashing gleaming silver blades, is truly an awesome sight.

Special Benefits:

Weapons Display: For this ability to have an effect, the Blade must whirl a non-missile weapon about his body. The observer must be close enough to the Blade to see the display (e.g., a *darkness* spell negates the effect). The display has no effect upon those already engaged in close combat, as they are too busy to pay attention to the show. Also, Weapons Display works only on those of Low (5) or better Intelligence, who can either use weapons or have seen them used. (It is impossible to impress green slime by twirling a dagger in your fingers.) Likewise, a highly intelligent creature that has never seen a weapon used will also be unimpressed by the Blade's display.

By whirling a melee or hurled weapon about, a Blade can affect the morale and courage of others. Such a display of skill, precision, and deadly grace lowers opponents' morale by 2 (but it does not require an immediate morale check) and inspires allies, giving a +1 bonus to allies' attack rolls.

The display must occur for a full round without interruption. During this time, any successful attack upon the Blade, or failed saving throw by the Blade, disrupts the display.

Weapons Display may be used only once per encounter; the display lasts for one round per level of the Blade. This ability requires a lot of room; it cannot be done in a narrow corridor. Specifically, the Blade must be able to stand with his arms extended while holding out the weapon and be able to move his arms in all directions without contacting any obstructions.

Handle Weapon: Blades train and perform with weapons in both hands. Although all thieves are allowed to attack with two weapons, Blades suffer no penalty to their main weapon and only a -2 penalty to the attack roll with their secondary weapon.

Blades are considered to be ambidextrous. They can shoot a bow equally well with either their left or right hand, they can wield a sword in either hand, and they can throw daggers with either hand—all with no penalties.

When a Blade tries to catch small weapons that are thrown at him, the attack roll (see the juggling proficiency) is made using the Blade's level as a bonus. **Trick Throw:** Although this ability is called "trick throw," it functions the same for both missile weapons and hurled weapons. Trick throw enables a Blade to perform called shots. The usual -4 attack roll penalty is lessened by 1 for every five experience levels of the Blade (round fractions up). Thus 1st- through 5th-level Blades suffer only a -3 penalty, 6th- through 10th-level Blades suffer only a -2 penalty, and so on.

Because Blades throw weapons blindfolded, they extend the blind-fighting proficiency to include hurled weapons and missile weapons (to a maximum range of 30 feet).

Defensive/Offensive Spin: Defensive and offensive spins are elements of a good weapon display. They have other uses as well.

A defensive spin is a specialized form of parrying in which the Blade whirls his weapon to create a deadly shell about his body. A Blade may not attack during any round in which he is performing a defensive spin. The Blade's Armor Class is increased by half the Blade's level (round fractions up) during this maneuver. In addition, any creature that makes a melee attack on the Blade must roll a successful saving throw vs. paralyzation or suffer damage equal to half the Blade's level (round fractions up; the damage is limited to the weapon's maximum damage, including any bonuses of the weapon). A defensive spin may be used only once per combat; it lasts for a maximum number of rounds equal to the Blade's Constitution. A successful hit upon the Blade disrupts his concentration and ends the defensive spin.

An offensive spin is a much more threatening maneuver. The Blade creates a fearsome-looking display of skill directed at a specific opponent. The spin must last for the entire round, during which the Blade does not attack (nor does he receive any Armor Class adjustment, as he would for a defensive spin). On the next round, the Blade makes a normal attack roll. If this hits, the victim must roll a successful morale check or it will try to stay at least ten feet from the Blade (going off to attack other members of the Blade's party or fleeing in terror if the Blade is the only available opponent). Offensive spins may be attempted only once on a particular creature. Furthermore, the Blade cannot have been damaged by that creature prior to the offensive spin attack (a creature won't fear someone it has already injured). This is a difficult condition to fulfill, as the creature gets a free round to attack while the Blade is the first round of the offensive spin. Offensive spins function only against creatures of Low (5) or better Intelligence.

If the Blade's spin is interrupted (either voluntarily or by a successful attack), the Blade does not get an attack that round.

Special Hindrances: Unlike many other bards, Blades do not gain the 10th-level ability to use all forms of written magical items. Blades study weapons, not scrolls, maps, and books.

Notes: Although Blades do not receive a single bonus to damage or attack rolls, and they fight as rogues, they are still some of the flashiest combatants you'll ever meet or play.

Charlatan

Specialty: Trickster/Con Artist.

Qualifications: Standard ability scores. Charlatans live off the fat of the land, bending all the rules and hopping through loopholes in the law. It is completely against the personality of the Charlatan to be lawful. Charlatans are limited to NG, N, NE, or CN alignments.

Description: Charlatans are masters at manipulating people. Using their high Intelligence and understanding of human nature, Charlatans prey upon the foolish, overconfident, and greedy people around them.

Charlatans often seem bold and boisterous, but they always maintain self-control. The profession of swindling others and making them feel good about it is an age-old practice and none are better at it than Charlatans.

The Charlatan's profession has its downside, too. When a Charlatan's facade is pierced, he is in grave danger, for no one likes to be conned. Then the Charlatan's quick feet may serve him better than his quick wit.

Role: Charlatans are wanderers. They go from town to town, switching from one identity to another, always a step ahead of the last person they swindled. In large cities, Charlatans may be able to live out most of their lives moving from one quarter to the next. When times are tough and no great con comes to mind, Charlatans sometimes perform sleight-of-hand tricks just to get by. Charlatans also have a knack for acquiring jobs that allow them to bluff their way through each day. Charlatans can sometimes be found masquerading as priests, healers, sages, diplomats, powerful mages, and retired heroes.

As PC's, Charlatans are most useful in town-based campaigns or when traveling across inhabited country. Their talents often support the entire party with food, shelter, and minor luxuries. Unfortunately, many of their talents have little use when exploring ruins or wilderness areas. However, they often pose as wizards, warriors, thieves, and sometimes even priests. As NPCs, Charlatans really come into their own.

Weapon Proficiencies: Charlatans must take dagger, short sword, or long sword as one of their initial weapon proficiencies, as these weapons are used in so many roles that they shouldn't be passed over. At least every second weapon proficiency gained must be one of these three until they are all selected.

A Charlatan selects the rest of his weapons to fill the needs of various roles. This way he can appear to be a skilled and tough fighter. The Charlatan always uses his proficient weapon in dire situations. If an encounter is less threatening, the Charlatan uses one of the other weapons so as to appear to be a well-rounded fighter (the -3 non-proficiency penalty is easier to hide when attacking monsters with poor Armor Classes).

Nonweapon Proficiencies: *Bonuses:* Acting, Disguise, Forgery, Gaming. *Suggested:* Appraising, Astrology, Healing, Herbalism, Juggling, Reading Lips, Religion, Rope Use, Singing, Ventriloquism.

Armor/Equipment: A Charlatan is allowed to wear any type of armor if a role requires it. Thus, a Charlatan masquerading as a paladin can wear plate mail and carry a shield. But a Charlatan is a finesse PC; heavy, bulky armor goes against the grain of his personality. No Charlatan will maintain a role that requires him to wear non-bard armor for more than a few weeks.

Special Benefits:

Charm: Charlatans are aware of their unique charm and flair. They have learned to use this gift to sway the reactions of others. However, such charm must be carefully tailored to a specific audience. Charlatans can affect only a small group of people, no larger in number than their current level.

To be charmed, a group must be in average to high spirits. (You can't charm a merchant who's just been robbed.) The Charlatan must mingle among the intended group and chat for at least 1d10 rounds. After this time, those in the group roll a saving throw vs. paralyzation with a penalty of -1 per three levels of the Charlatan. Those who succeed are unimpressed with the Charlatan and may even find him to be an irritation. If they succeed on a natural 20, they see through the Charlatan's facade.

Those who fail have been caught up in the Charlatan's tales and find him to be a most remarkable person. The effects of the charm are identical to the wizard spell of the same name. However, it is not magical in any way, and future saving throws are not made based on Intelligence and time. Rather, every time the Charlatan stresses the relationship by calling for a favor, or requesting delicate information-the paralyzation saving throw is rerolled. The DM can give bonuses or penalties depending on how much stress the request puts on the relationship.

Masquerade: The ability of masquerading requires much study, time, and effort on the part of the Charlatan. This enables a Charlatan to appear to have a specific skill. This is not a disguise, as the proficiency of that name. Rather, it is the ability to appear proficient at the chosen skill. The PC picks up the language ('buzz words'), professional mannerisms, and general techniques to help him in his endeavor.

Unlike the True Bard, the Charlatan only appears to be a jack-of-all trades. He does not study skills to use them, but for the sake of conning others into believing he has them.

The use of this ability is resolved by the DM in much the same manner as an illusion spell. If the performance is not overly suspicious and the PC's watching have no reason to disbelieve the bard's ability, then the attempt appears genuine. Otherwise, a saving throw vs. paralyzation is rolled with a -1 penalty per three levels of the Charlatan. Those who succeed realize that the Charlatan is a fraud.

A Charlatan can use his masquerade ability to fake any nonweapon proficiency or secondary skill. Furthermore, if the Charlatan rolls a successful Intelligence check with a -10 penalty, he actually functions as if he really knows the skill or proficiency (for this one check only). Thus, a Charlatan can actually succeed just enough to keep skeptics satisfied.

For example, if Tiel is masquerading as a cleric, she can claim to know the healing proficiency even though she doesn't really have it. Unless those she heals are suspicious, they will believe that the attempts are genuine (if they are suspicious, roll as described two paragraphs prior to this one). First Tiel's player rolls an Intelligence check with a -10 penalty. If that roll succeeds, she next rolls a healing proficiency check. If this check also succeeds, the patient is healed of 1d3 points of damage. If the Intelligence check fails, everyone watching rolls a saving throw vs. paralyzation (with a -1 penalty per three levels of the Charlatan) to notice that the Charlatan is a fraud. If the Intelligence check succeeds but the healing check fails, the patient and onlookers notice only that a valid attempt was made but it just didn't help.

Each time Tiel masquerades as a healer, an Intelligence check is rolled with a -10 penalty. If the check succeeds, a successful healing proficiency check will actually heal 1d3 points of damage.

Detect Fakery: Because Charlatans are so skilled at faking their personalities, lying, and concealing their feelings and reactions, they can see right through false personae and verbal trickery when others attempt them. As the old saying goes, "You can't con a con man." Any time a Charlatan player requests it, he can try to determine if someone is lying, operating under false pretenses (including a masquerade), or swindling him. A Charisma check is rolled. Success means the Charlatan realizes the deception.

Furthermore, a Charisma check with a -10 penalty enables the Charlatan to determine a person's alignment. This requires that the Charlatan speak with and observe the individual for 1d10 rounds.

Swindling: Major cons, such as duping a king into believing that you are a highly respected sage, drawing him into your inner confidence, and then relieving him of the crown jewels, should be done only through role-playing. However, Charlatans hone such skills by constantly performing minor swindles and tricks. These are far too numerous and insignificant to role-play every time. Swindling covers this aspect of a Charlatan's skill repertoire.

By performing various cons, sleight-of-hand, and other deceptions, a Charlatan is often able to walk away from a merchant with far more than a fair deal. The same is true of any common outlay of coins, such as buying meals at a tavern, paying for a room at an inn, and purchasing ordinary items. In instances like these, the Charlatan makes a pick pockets roll. If successful, the cost of the item is reduced to the percentage rolled; this is what the Charlatan pays. If the roll fails by more than the Charlatan's Charisma, the con is seen through. Swindle rolls above 95 are always detected by the victim.

For example, Tiel tries to swindle a barkeeper for a 10-gp glass of imported wine (Tiel has only six gold coins left). Tiel's pick pockets roll is a 53 and she has a Charisma of 16. She rolls a 25 and swindles her way into paying only two gold and one electrum for the wine (25% of the original cost). If she had rolled a 54-69 the barkeeper would have noticed the error and politely requested the remainder of the money. On a 70 or above the barkeeper would not only have noticed the error, but he would have realized that Tiel tried to swindle him (with unpleasant consequences for Tiel).

Swindling rolls should not be used for amounts in excess of 10 gp per level of the Charlatan. Such grand swindles require full role-playing.

Special Hindrances: None.

Gallant

Specialty: Romantic Warrior (cavalier).

Qualifications: Standard ability scores. Gallants cannot be neutral evil. Most Gallants are neutral good.

Description: There is no PC as pure and romantic as the Gallant. He travels the lands on the wings of romance and true love, stealing the hearts of the young and lightening the spirits of the elderly. A Gallant seems to be blessed with a grace and charm not given to others of his race.

Gallants are often mistaken for paladins or cavaliers. They dress and act much like heroic warriors. But they are not driven by blood lust or the desire to slay monsters for the sake of destroying evil. Gallants are romantics at heart. They defend beauty, innocence, and love.

Yet the ways of love and romance cause many a famous Gallant to end his life in tragedy. Shakespeare's Romeo would be such a Gallant.

Role: Gallants travel the lands in search of beauty and true love. Their romantic outlook is such that they can always imagine a purer life just over the next ridge. Thus, they never stay in one place for long. Because of this, most Gallants own a horse to travel the lands.

The pastime of many Gallants is the medieval tournament. Here the skills of jousting, dueling, archery, and other combat practices are honed. Such tournaments draw crowds of young men and women before which the Gallants may perform. Although the warrior classes usually win these tournaments, Gallants often win the hearts of the onlookers and steal the day's glory away from the victorious warriors. Of course, this causes a lot of friction between Gallants and jealous warriors.

When a Gallant goes on an adventure, it is likely the result of some promise to a fair maiden, to retrieve an item of beauty and love, or for some other romantic cause. In these situations, the Gallant adopts the role of a heroic fighter and charges forward regardless of the dangers that lie ahead.

Weapon Proficiencies: Gallants must select the jousting lance for use in tournaments. Being the romantic fighters that they are, it is important that Gallants always keep their weapons in perfect order and well polished.

Nonweapon Proficiencies: *Bonuses:* Dancing, Etiquette, Languages (Ancient), Poetry. *Suggested:* Animal Training, Armorer, Artistic Ability, Blacksmithing, Blind-fighting, Bowyer/Fletcher, Languages (Modern), Leatherworking, Musical Instrument, Riding (Land-Based), Reading/Writing, Singing, Weaponsmithing.

Armor/Equipment: Gallants are allowed to wear any form of armor, even those not normally allowed to the core bard. However, Gallants are more interested in quality and appearance than in the armor's actual protection. They will don a gleaming suit of chain mail instead of a dented suit of plate mail. A suit of *studded leather* +1 is more appealing to them than the gleaming chain, but *padded leather* +4 is even better (i.e., the bigger the magical bonus the better, regardless of the armor type). However, of all forms of armor, elven chain mail is most prized by the Gallant.

The same logic holds true for all of their equipment.

Special Benefits:

Essence of Purity: Because Gallants are so infused with love, beauty, and the aspirations of a romantic, they seem to hang onto life when others would allow it to slip away. Thus, Gallants gain a bonus of 1 hit point each level (in addition to any Constitution bonuses). Furthermore, if a Gallant fails a saving throw that will result in his death, the saving throw is rerolled for a second chance.

Even when a Gallant is slain, he does not immediately drop over dead. Rather, he lingers on long enough to recite one final tragic poem for those who will listen. If the Gallant is slain in combat while defending love, innocence, or beauty (including members of the opposite sex), the Gallant hangs on and fights for another 1d4 rounds or until struck for additional damage equal to his level. Then he recites his poem and dies.

The Code of the Gallant: Gallants all live by a code of ethics that has slowly evolved over the years. If a Gallant is true to this code, he gains an inner confidence and peace that results in a +2 bonus that can be applied to either his attack roll, damage roll, Armor Class, or saving throw each round. During the round, the Gallant player may decide to use the +2 bonus at any time before rolling the dice that will be adjusted. Once the bonus is used in a round, it is not available again until next round. The bonus cannot be split into two +1 modifiers.

If a Gallant breaks this code, he loses the +2 bonus until the infraction is remedied. Further, he must seek out a priest who will listen to his transgressions and cast atonement upon him (such priests will often require some form of penance).

The Code of the Gallant

The Gallant will ...

... defend lovers, the innocent, and those of the opposite sex and aid them in times of need (unless they are enemies or hostile).

... never marry nor solemnly vow to love only one person.

... never retreat from combat until allies of the opposite sex have done so first (unless they are fellow Gallants).

... never overstay his welcome at any place.

... spend at least half of his money on the innocent or romance.

... own only what he can carry with him.

Romantic Appeal: The romantic appeal of a Gallant is so strong that non-hostile encounter reactions are adjusted one level in a more friendly direction unless a successful saving throw vs. paralyzation is rolled with a -1 penalty per three levels of the Gallant. However, if the encounter includes mixed genders, those of the same sex as the Gallant will actually be adjusted one level in the opposite direction if they succeed on their saving throw (as jealousy rears its ugly head).

Poetic Charm: A Gallant who directs his attention to one person of the opposite sex can attempt to win that person's heart. This requires the Gallant to perform many subtle acts of wit and charm. Among these acts must be the recital of at least one poem concerning the person. The entire effort takes a minimum of 1d10 turns, after which the person rolls a saving throw vs. paralyzation with a -1 penalty per three levels of the Gallant. Failure means that the person is affected as if the Gallant cast a *charm* spell on him or her.

The effect is not magical and doesn't wear off over time, unless the Gallant exploits or treats the person badly. Each such abuse results in another saving throw being rolled to break the Gallant's charm. The Dungeon Master may apply adjustments based on the situation.

For example, if a Gallant asks a princess to tell him where the king's treasure is hidden, she will gain a saving throw adjusted by the degree of loyalty she has to her father. Striking the princess (something greatly out of PC for a Gallant) to gain this information is likely to result in at least a +5 bonus to break free of the Gallant's charm.

Special Hindrances: A Gallant is a wanderer who never builds a stronghold. Nor does he attract followers at 9th level. At 5th level, however, a Gallant gains a squire (a 1st-level fighter). This squire is absolutely devoted to the Gallant, maintains his equipment in top order, and accompanies him on all of his quests. If a Gallant's squire is slain, a new squire arrives as soon as the Gallant acquires two more experience levels.

Gypsy-bard

Specialty: Dance/Instruments/Singing.

Qualifications: Standard ability scores. Gypsy-bards cannot be lawful neutral.

Description: This kit defines the role of the bard in Gypsy life. Gypsies can be treated as a coherent society or as any group with a nomadic lifestyle.

Gypsies are often called "forest nomads." They travel the lands in caravans comprising carts, wagons, horses, and the Gypsy folk. These people are well known for their strange Gypsy music and dances. Some caravans survive by entertaining the communities they encounter. Not all gypsies are bards; the Gypsy-bard is only one type of PC that fills the ranks of a Gypsy band.

Gypsy ways are strange to others and poorly understood by most. They do not recognize the existence of private property. The fruits of the land belong to all. If there is not enough to go around, it is easy enough to pack the wagons and move along. Likewise, Gypsies use only what they need and do not seek wealth or possessions for their own sake, or for the influence or power that they bring. They do not have a king or queen, although sometimes they will lay claim to these titles to gain advantage in bartering (when outsiders believe this, the Gypsies take it as proof of their gullibility and stupidity).

Gypsy-bards have an entire collection of unconventional concepts that make up their philosophy of life:

- Gypsy-bards are free thinkers. For example, many do not marry, seeking companionship only for as long as both parties agree to the arrangement.
- Gypsy-bards love nature.
- Many Gypsy-bards don't worship deities (although certain deities may look over them). Instead, they worship the concepts of nature, free will, and life.
- Gypsy-bards draw their energies from their free will, their brethren, and from their natural surroundings.
- A Gypsy-bard is loyal to and protects his friends, but friendship must be earned, and it is not gained easily.
- Possession and ownership are the same.
- Money is useless unless it brings you pleasure; trade is a better form of commerce.
- You should always dress and act naturally and comfortably.
- The rigid customs and beliefs of non-Gypsies are foolish and should be ignored.

Only a fellow Gypsy truly understands the Gypsy way of life. Others wrongly classify Gypsies as thieves, beggars, carnival people, nomads, or any number of other erroneous names. If a label must be used, the most accurate is "free-men."

Role: Gypsy-bards wander the land, experiencing life as they go. They travel until they find something of interest: a beautiful glade, an interesting village, an audience to sing and dance before, or someone who wants to trade with them.

Then they establish a temporary camp and remain until their need to see more of the world overpowers their desire to stay.

An adventuring Gypsy-bard may be on a personal quest to locate some special animal or flower for the "Gypsy queen," or he could simply be out to experience the great wonders that appear along the adventuring path. In any event, a Gypsy-bard always has a purpose and philosophy to his adventuring, even if it is "to wander for the sake of wandering."

Weapon Proficiencies: Gypsy-bards must take either dagger or knife, and their first sword (if any is ever taken) must be either the khopesh or scimitar. Gypsy-bards cannot become proficient in the following weapons: battle axe, lance (any), polearm (any), trident, two-handed sword, bastard sword, or warhammer. All other weapons are available to them.

Nonweapon Proficiencies: *Bonuses:* Dancing, Direction Sense, Languages (modern-Gypsy), Musical Instrument (tambourine, violin, mandolin). *Suggested:* Ancient History, Astrology, Cooking, Craft Instrument, Disguise, Fire-Building, Gaming, Herbalism, Hunting, Juggling, Singing, Spellcraft, Survival, Tracking, Ventriloquism, Weather Sense.

Armor/Equipment: Gypsy-bards can wear only leather, padded, studded leather, hide, or elven chain mail. The other types are too noisy, bulky, and are considered to be impure and unnatural.

Both male and female Gypsy-bards love to wear gaudy jewelry. Their garments are typically loose-fitting and comfortable.

Special Benefits:

Animal Rapport: Gypsy-bards are nearly druidical in their ability to associate with animals. They automatically gain the proficiencies of animal handling, animal lore, animal training, and riding (land-based). Furthermore, their training and riding skills extend to any animal with which they become familiar.

At 5th, 10th and 15th levels, Gypsy-bards gain the ability to cause certain spell-like effects, each once per day. At 5th level, they are able to cause the effects of *animal friendship* by speaking kindly in the secret language of their own (Gypsy dialect). At 10th level, they can concentrate and gain the benefits of a *locate animals* or *plants* spell. Finally, at 15th level, they gain the *speaking with animals* ability.

Allure of the Gypsies: Certain Gypsy songs and dances are very alluring and can have powerful influences over those who willingly listen or take part. For such performances to function, a group of at least three Gypsy-bards must be performing together, or the audience must be willingly participating.

These performances take at least 1d10 turns. The effect of such performances can be identical to any one spell of the enchantment/charm school (as determined by the dance). However, at least one of the main performers must be high enough level to cast the spell. It is not required that the performer have the spell memorized, but he must have personal knowledge of it (in his spell books; roll a successful "chance to learn spell" check). The spell range, duration, and other effects that vary by caster level are determined by the eligible performer's level, as if he actually cast the desired spell.

Fortune Telling: By using any magical item suited for scrying or divining the future, such as a *crystal ball* or *medallion of ESP*, a Gypsy-bard can gain the benefits of an *augury* spell. Each day, the Gypsy-bard can ask one question per five levels of experience (rounded up). Note that Gypsy-bards can even tell fortunes by using magical scrying items that are not otherwise usable by them. For example, *crystal balls* are usable only by wizards, and not even a Gypsy-bard can gain the typical benefits of the ball. However, by looking into one and concentrating, a Gypsy-bard can ask one *augury* -style yes/no question per five levels, during that day.

Besides items suited for scrying and divining the future, Gypsy-bards are able to perform the same feat with a *deck of many things*. Additionally, when a *deck of many things* is used by the Gypsy-bard for this purpose, the cards turned never affect him for good or bad. Drawing the void or the donjon card will not cause the deck to vanish. However, the deck still functions normally when used for purposes other than the augury.

Spell like Ability: All PC Gypsy-bards have 1d3 spell like abilities. Refer to DM for determination of spell like abilities.

Special Hindrances: A Gypsy-bard's climb walls ability works best when climbing trees. They are not skilled at climbing cliffs, building walls, or cave walls; they suffer a 25% penalty when scaling these surfaces.

Herald

Specialty: Linguist/Orator.

Qualifications: Standard ability scores.

Description: Heralds make their living by uncovering hidden truths. If a royal family has a closely guarded secret, a Herald will undoubtedly discover it. In the struggle for land and power among kingdoms, the Herald is a key force. A good Herald knows who is plotting against his king and why.

Heralds are confident and well-versed in matters of social etiquette. They often gather their information at royal events, such as balls and other celebrations. They are often mistaken for nobility; thus, they can easily make their way past guards. Heralds dress in the latest and most expensive fashions of the day. They prefer silk and bright colors. Members of the opposite sex are often attracted to Heralds by their self-confident manner and slight arrogance.

One thing is certain, Heralds are some of the most competent communicators around. They can speak dozens of languages, understand sophisticated words, locate a person's home village by his dialect, and can read almost everything they get their hands on.

Role: There are two types of Heralds. One travels from place to place, relating current events across the land. They sell their tales of travel and the news they learn to those who will listen. Most medieval commoners cannot read or write, so it is up to such Heralds to relate local events.

The other type of Herald secretly serves a king. It is the royal Herald's duty to uncover plots against the king and royal family. The royal Herald is quick witted and fast talking. Heralds of this stature often have a reputation that precedes them. They are recognized and feared by their foes.

Thus, they must occasionally deal with assassination attempts at inconvenient times (for instance, a *delayed blast fireball* under the bed). Royal courts often employ them to preside over jousting tournaments, announce the arrival of important foreign envoys, and for personal counsel.

Heralds turn to the adventuring life for several reasons. Primary among them are the fantastic stories that can be related from such ventures. "News" has a very broad meaning in the campaign world, and tales of a daring band of heroes braving unknown horrors not only qualifies, but often draws a larger crowd than local gossip.

The royal Herald might be sent by his king on an undercover fact-finding mission—for instance, to investigate a rumor that Zhentil Keep is secretly funding an orc uprising in the south. Often, a Herald's communication skills will prove invaluable on such quests.

Weapon Proficiencies: Heralds are not restricted in this area.

Nonweapon Proficiencies: **Bonuses:** Etiquette, Heraldry, Local History, Reading/Writing. **Suggested:** Languages (ancient or modern), Musical Instrument (horn family). At least half of a Herald's nonweapon proficiencies must be spent in learning languages.

Armor/Equipment: Standard.

Special Benefits:

Identify Rumors: Heralds are always aware of their surroundings and have picked up the skills necessary to stay atop local events. Any time rumors are generated for PC's, Heralds learn twice as many as a normal PC. Heralds are also able to determine the validity of a rumor. A Charisma check is rolled; if it succeeds, the Herald knows whether the rumor is true or false. Even if a rumor table isn't included in a given adventure, the Dungeon Master should make up at least one rumor per three levels of the Herald and inform him of the rumors at the adventure's onset.

Local Lore: After snooping about an inhabited area, a Herald is able to learn who the important people are, what most of the buildings are used for, the quality of certain establishments, etc. It takes a Herald one day per 1,000 inhabitants to gain a good information base. Of course, a Herald could concentrate on a specific quarter of town or neighborhood and accomplish the task much faster.

Once a Herald is done scouting, he can recall the name of an important official if he rolls a successful Intelligence check. If the check is successful with a -2 penalty, he can identify the person on sight. This roll can also be used if the Herald player wants to know other local lore, such as where to go for the best food in town, what neighborhoods are dangerous at night, what time the city watch rotates, or which local sage is said to be most reliable. If the check is a 20, the Herald believes he knows the desired information, but the Dungeon Master actually makes up some false tale for the player.

This ability must be carefully judged by the Dungeon Master. Penalties should be applied based upon the information's local significance. It is unlikely that a Herald will know the name of a typical citizen in a large city (a -10 penalty might be appropriate). However, the name of the king's horse is likely a well-known fact (no penalty).

Basal Communication: As stated above, Heralds are master linguists. In fact, they can often communicate with races that are of low Intelligence or better and have a spoken language, even if the Herald does not speak that language. The Herald incorporates bits and pieces of fundamental root languages, certain universal gestures, and common expressions to get his meaning across. For the Herald to perform such difficult communication, the "listener" must be within ten feet, clearly visible, and there must be no distractions (including combat).

Success is determined by succeeding with a read languages roll (even though the communication is rarely in written form). A separate roll is needed to send or receive ideas. Thus, it is possible for a Herald to understand a being, but be unable to communicate his own ideas (or vice versa).

Persuade Crowd: A Herald can affect the mood of a crowd by telling them true (or slightly altered) local rumors and news. The Herald must be able to speak the crowd's language to use this ability.

After 1d10 minutes, those listening to the Herald's words are allowed a saving throw vs. paralyzation, with a -1 penalty per three levels of the Herald. Those who fail have their reactions adjusted one level in favor of the Herald's opinion. Those who succeed have their reactions adjusted one level in the opposite direction.

A Herald could attempt to persuade a crowd not to eat at the Skinned Dog Tavern until dragon eggs are back on the menu, to cast stones at the cruel teamster Tornack, or to go and plunder the local granaries. Of course, reactions can be altered only one level by this method. For example, if everyone is indifferent to the fact that Tornack whips his horses cruelly, the Herald will at most persuade them to be cautious about using the teamster's wagons to haul their goods.

Special Hindrances: None.

Jester

Specialty: Pantomime/Acting/Dancing/Jokes.

Qualifications: Standard ability scores, except that Dexterity must be at least 14. Jesters must be of any chaotic alignment, since no mind attuned to law and order could possibly sustain such an odd personality.

Description: Jesters are known by many names: fools, clowns, jokers, buffoons, etc. The Jester kit covers them all. Jesters are comedians at heart. They love to have a good time and enjoy sharing their mirth and merriment with others (even when they aren't welcomed). Most people enjoy having a Jester about, as they raise morale, entertain, and make great scapegoats when problems arise.

Jesters are flamboyant, outrageous, and ridiculous. Many sages believe that Jesters live in a constant state of borderline insanity. It is known that they live for attention and feel relaxed only when they are the focus of events.

Role: Jesters are often hired by noblemen for entertainment. They dance, prance, and jump about while the more civilized look on and laugh at the fools. More often than not, these noblemen are paying the price for their entertainment, as the Jester is liable to make off with a piece of gold for every laugh he hears. Other Jesters serve as clowns in traveling carnivals or circuses. And of course every community has its local fool.

Jesters rarely take up the adventuring life. (PC Jesters are the obvious exceptions.) Their motivations for doing so will have to be carefully constructed to maintain realism. A Jester may be sentenced to escort a group of heroes on a dangerous quest as punishment for a joke about the king's nose (throwing him in jail would hardly be appropriate). A Jester might be assigned to accompany a band on a grim and deadly adventure, to combat the gloom and dread that will be encountered. Whatever the reason, having a Jester in the party will certainly result in more than one good laugh.

Weapon Proficiencies: Jesters spend most of their lives entertaining others by playing the role of a fool or clown. Large weapons do not fit into this role. Thus Jesters may become proficient only in the blowgun, hand crossbow, dagger, dart, hand axe, javelin, knife, quarterstaff, scourge, sling, short sword, and whip.

Nonweapon Proficiencies: *Bonuses:* Acting, Dancing, Juggling, Tumbling. *Suggested:* Crowd Working, Disguise, Jumping, Musical Instrument, Poetry, Singing, Ventriloquism.

Armor/Equipment: Jesters may wear only the following types of armor: leather, padded, studded leather, or elven chain mail. Other types of armor do not fit the image of fools.

Jesters almost always act and dress in the most outlandish manner. Even when danger is imminent, Jesters still hop around in their flashy suits with tassels and foppish hats.

Special Benefits:

Fool's Luck: It is amazing to most that Jesters can survive in any situation. They are careless, foolish, and given to whimsical decisions. It is fool's luck that has saved many a Jester's life.

Jesters receive a +1 bonus (+5% on percentile rolls) to most die rolls. This includes saving throws, initiative, surprise, proficiency checks, thief skill checks, ability checks, and ability sub-checks (e.g., bend bars/lift gates, resurrection survival, and so on). The fool's luck also adds a +1 bonus to the Jester's Armor Class.

About the only die rolls that the fool's luck ability doesn't affect are attack rolls, damage rolls, initial PC generation rolls, and Hit Die rolls.

Jesting: Jestering is the art of projecting meaning and mood through the use of body motions. By jesting (or gesturing), a Jester may communicate a single sentence each round to anyone who rolls a successful Wisdom check with a -5 penalty. Such communication is totally silent and does not rely upon a shared language. The Jester must use his entire body for the communication; thus, he must be fully visible and within 30 feet for communication to take place.

Jesting may be done to taunt or tease. Such jesting affects only those who are within 30 feet of the Jester and who are able to fully view him. This form of jesting causes those being jested at to roll a saving throw vs. paralyzation, with a -1 penalty per three levels of the Jester. Those who fail must immediately try to physically strike the Jester for as long as the jesting continues. The effect ends when the jesting ends. Combat strategy is ignored by those who are affected. They recklessly pass by more dangerous targets in an attempt to attack the Jester. Jestering is thus a wonderful way to break the ranks of enemy forces.

Joking: The practice of creating and telling jokes has been elevated to an art form by the Jester; this skill can be used for many special purposes. Jokes are told in an attempt to alter encounter reactions. For any form of joke to function, the Jester must speak a language known by the recipient of the joke. Furthermore, the Jester must be within easy verbal range of the recipient.

Such jokes require 1d10 rounds to tell, after which the audience must roll a saving throw vs. paralyzation with a -1 penalty per three levels of the Jester. Those who fail have their reactions adjusted one level in the direction desired by the Jester. However, those who succeed take the joke the wrong way and have their reactions adjusted one level in the opposite direction.

Finally, a joke told at just the right moment can dispel the effects of fear. Such a joke requires a round to tell and enables all those affected by fear (normal or magical) to roll a second saving throw to avoid the fear (note that those affected by the fear do not immediately run away, but remain until the joke is told). If no first saving throw was allowed, then the saving throw is rolled vs. spell.

A Jester's Mind: Jesters are immune to attacks that cause insanity. Jesters also gain a saving throw bonus equal to their level vs. wizard spells of the enchantment/charm school and priest spells of the charm sphere. (A saving throw of 1 always fails, however.)

Furthermore, any attempt to read a Jester's mind has a percentage chance equal to the Jester's level of causing confusion in the mind reader (treat as if under the effect of a confusion spell).

Special Hindrances: None.

Notes: Jesters can be a lot of fun if properly played with the right gaming group. However, this PC kit can be devastating to an overly serious campaign.

Jongleur

Specialty: Juggler/Acrobat.

Qualifications: Jongleurs must have a Dexterity of 14 or more (other ability scores, standard).

Description: Jongleurs are loosely based upon the French entertainers of the same name. They are masters at manipulating small items with their hands. They can catch and juggle almost anything. On top of this they are skilled acrobats, able to traverse tightropes, turn flips, polevault, and perform any number of acrobatic feats. Their agility provides them with great defensive resources.

Role: As entertainers, most Jongleurs are typically found accompanying carnivals or circuses. A troupe of Jongleurs can put on a remarkable show all by themselves. They often perform in taverns or clubs, using their arts to draw in the crowd and captivate them long enough for the barkeeper (as well as the Jongleurs) to drain the crowd's purses. Of course, a few free-lancers work the streets out of greed or need.

Jongleurs are useful adventuring allies; their skills are invaluable when the going gets tough. They are able to squeeze into places where nobody else can go without the aid of magic. Finally, their skill at avoiding certain traps makes them excellent scouts.

Weapon Proficiencies: *Recommended:* Juggling Style. Jongleurs can use all hurled weapons. A hurled weapon is any weapon that can be thrown (this does not include bows, blowguns, or other missile weapons that are fired or shot). Otherwise, Jongleurs are restricted to the following weapons: polearms, quarterstaff, sling, staff sling, and whip. All of these weapons can be used in their performances. For example, they can juggle daggers, pole vault with polearms, and balance with spears or quarterstaves.

Nonweapon Proficiencies: *Bonuses:* Juggling, Jumping, Tightrope Walking, Tumbling. *Suggested:* Direction Sense, Endurance, Poetry, Rope Use, Running.

Armor/Equipment: If a Jongleur wears any type of armor other than leather, studded leather, padded, or elven chain mail, he cannot use any of the following special benefits. All other forms of armor are simply too restrictive or bulky for the Jongleur to properly perform.

Jongleurs tend to dress in rather flashy colors. However, they don't take this to the extremes that Jesters do. They avoid large capes, robes, and other garments that can catch or tangle during movement. Of course, this does not mean that a Jongleur is going to wear a flaming red suit that sparkles in the dimmest of lights when exploring ancient ruins. They prefer flash and fanfare, but they aren't stupid.

Special Benefits:

Extended Proficiencies: Because Jongleurs are extremely skilled at all forms of juggling and acrobatics, they gain certain special benefits to their bonus proficiencies.

Juggling:

- The Jongleur adds his level to the attack roll when trying to catch small items.
- Missile or hurled weapons too large to catch can be deflected by using the juggling proficiency.

Jumping:

- The Jongleur doubles his level for all jumping calculations.
- The PC can use poles up to 20 feet longer than himself.
- Vaults can be made with a 15-foot run. The pole need not be dropped if a second proficiency check is successful.

Tightrope Walking:

- All penalties are halved, dropping fractions (i.e., -5 for one-inch surfaces, -2 for two- to six-inch surfaces, and -2 attack roll penalty).
- Use of a balancing rod provides a +4 bonus.

Tumbling:

- The +4 Armor Class bonus applies during any round in which initiative is won, even if the Jongleur opts to attack later that round.
- No proficiency check is required to reduce falling damage. However, a successful proficiency check doubles the falling distances (i.e., no damage up to 20 feet and only half damage up to 120 feet).

Dodge: Jongleurs are amazingly agile and have very quick reflexes. This enables them to jump free of many potentially harmful situations if a successful saving throw vs. paralyzation is rolled. The only bonus allowed to the save is the defensive bonus for high Dexterity.

If the attempted dodge fails, the Jongleur suffers the full effects of the danger. No other saving throw can be rolled to avoid the threat, as the dodge takes the place of all other saving throws. The benefit of dodging is that all harm is completely avoided, whereas many successful saving throws result in half damage. Of course, the Jongleur player can opt to skip the dodge attempt in favor of any normally allowed saving throws.

Dodging does not affect missile weapons or hurled weapons, personal spells (those that affect only one person) directed specifically at the Jongleur, or spells that have no physical effect to dodge (such as *hold person*).

Situations that can be avoided include falls (into pits, through illusionary floors, down sliding stairways traps, etc.), being struck from above (by ceiling blocks, rocks, piercers, collapses, etc.), area-effect spells that can be dodged (*lightning bolt*, *web*, *fireball*, etc.), and any other situation that the Dungeon Master feels could be avoided by a sudden agile leap (possibly breath weapons). Of course, if a jump to safety is impossible, the Jongleur cannot attempt a dodge. Note that Jongleurs are also able to climb walls and might avoid certain situations by clinging to a wall.

Entertain Crowd: By juggling, performing flips, or displaying his acrobatic talents, a Jongleur can influence the reactions of an audience. This ability is similar to the True Bard's influence reactions ability.

As with that ability, the crowd cannot be attacking or about to attack. The Jongleur must perform for 1d10 rounds, after which all non-PC's viewing the performance must roll saving throws vs. paralyzation (split large audiences into groups of 10 and roll one saving throw for each group). The saving throw is rolled with a -1 penalty per three levels of the bard (round down). Those failing have their reactions adjusted one level in a more friendly direction.

Unlike True Bards, Jongleurs cannot attempt to worsen the reactions of a crowd (it is very difficult to juggle or walk a tightrope in an offensive manner). However, if the crowd saves with a natural 1, the onlookers disapprove of the Jongleur and their reactions actually worsen by one level.

Special Hindrances: Jongleurs do not gain the Scroll Use class ability.

Loremaster

Specialty: Chronicler/Historian.

Qualifications: Lore masters must have an Intelligence and Wisdom of 14 or more (other ability scores are standard).

Description: Lore masters are romantically entranced by the past. They believe in the circular nature of history and relate the lessons of ancient times to the problems of the present to help guide their people along the path to the future. As Lore masters proceed through life, they record the events of their own times for posterity.

Lore masters love to relate the lessons of history to those who will listen. However, they are often viewed as being more reclusive and eccentric than wizards. Their preoccupation with old tomes, arcane lore, ancient languages, and lost civilizations dominates their lives, when they aren't putting on an oratorical performance. From their research, Lore masters gain unique wisdom and insight, allowing them to identify certain magical items, understand ancient writings and languages, gain special benefits in the arcane lore of magic, and incite crowds to action.

Role: There is a fine line between Lore master and sage. So fine that many Lore masters call themselves sages and are rarely questioned about it. However, true sages are knowledge specialists who concentrate their efforts into mastering a specific field such as mushrooms, elven swords, and so on. Lore masters are fond of any aspect of history that makes a good story.

Many Lore masters are travelers who wander the lands searching for great historical tales and facts to relate to crowds. In order to gain the substance of their tales, Lore masters often take up adventuring. Unlike many other adventurers, Lore masters are not simply seeking gold or magic. Rather, they are searching for a new legend or tale. Lore masters are the first to open old tomes, read the runes on passage walls, and record the general events of an adventure.

Weapon Proficiencies: Due to their great interest in knowledge and their concentration on the past, Lore masters bother to learn only the lightest and simplest of weapons.

They are limited to selecting weapon proficiencies for blowgun, dagger, dart, hand crossbow, knife, quarterstaff, sling, and staff sling.

Nonweapon Proficiencies: *Bonuses:* Ancient History, Languages (ancient), Navigation, Reading/Writing. *Suggested:* Animal Lore, Artistic Ability, Astrology, Direction Sense, Engineering, Etiquette, Heraldry, Languages (modern), Local History, Musical Instrument, Religion, Spellcraft, Weather Sense.

Armor/Equipment: Lore masters spend their time studying arcane tomes and ancient civilizations. They do not bother to practice the use of heavy armor. Thus Lore masters can use only leather armor.

Lore masters generally dress and act much like wizards.

Special Benefits:

Legend Lore: Lore masters gain the same legend lore ability as True Bards. This ability works in similar fashion, with the following exception: All of the optional rules suggested for the True Bard's legend lore ability are required for the Lore master.

Arcane Lore: Through their devoted study of the past, Lore masters come across numerous texts on the arcane lore of magic. They read all of these, hoping that some great tale will be uncovered. Lore masters eventually gain a fundamental understanding of many strange magical items not normally usable by the bard class. Thus, Lore masters can attempt to use any magical item. A Wisdom check is rolled; if it is successful, the Lore master successfully uses the magical item in question. This does not mean that the Lore master fully understands the operation of the item, only that his attempt to use it in this particular way is successful.

Lore masters also pore over scrolls and spell books whenever they get the chance. This enhances their understanding of magical spells so much that they memorize and cast spells as if they were one level higher. Thus, a 1st-level Lore master casts spells the same way as a 2nd-level True Bard.

Persuasion: Usually Lore masters recite their collections of historical fables and legends to a crowd simply to entertain and educate. Although these oral performances are wonderful to hear, they do not necessarily have any direct impact upon the crowd.

When a Lore master wishes to affect the mood or actions of an audience, he uses his great skills of verbal persuasion, oratory, and rhetoric. He might relate the legend of the horrible massacre of Tothar Keep by lizard men in an attempt to incite the crowd to hate and despise lizard men.

Using such persuasion takes at least 1d10 rounds. All who are listening to and can understand the Lore master must roll a saving throw vs. paralyzation with a -1 penalty for every three levels of the Lore master. Those who fail have their reactions adjusted one level up or down (as desired by the Lore master). Those who succeed are not inspired by the tale, and those few who roll a natural 20 strongly disagree with the tale and have their reactions adjusted one level in the opposite direction.

Etymology: Lore masters can make their read languages attempt twice if the language in question is an ancient one (a language no longer spoken). They can also use their read languages ability to decipher runes, glyphs, pictograms, ideograms, or any other form of ancient visual communication.

Even though a Lore master cannot be proficient in a newly encountered ancient language, if he makes his Ancient Languages proficiency check, he understands the basics of the ancient language. Elementary use of the language is gained, allowing for written or even spoken communication at one-tenth the normal rate.

Special Hindrances: None.

Meistersinger

Specialty: Pied Piper/Animal Charmer.

Qualifications: Standard ability scores.

Description: Meistersingers wander the woodlands, mountains, and deserts, seeking out those who will listen to their songs. Unlike other bards, Meistersingers rarely perform for humankind. They tailor their music to the tunes of nature. Their audiences are the birds, the bees, and the behemoths.

Meistersingers have wandered unsettled lands since the dawn of mankind. Lore masters tell tales about how the ancient dryads and nymphs would find lost human children and teach them the ways of the forest. Others were taken in by druids. Over the years, these children of nature have evolved into a definable class of PC-the Meistersinger. Whether these tales are true or not, Meistersingers do exist.

The concerns of Meistersingers center around nature, especially animals. Lawful neutral, true neutral, and chaotic neutral Meistersingers see themselves as one with nature (although each views the structure of nature differently). They protect animals as humans protect those of their society. Neutral good Meistersingers look upon animals as innocent children who should be isolated and protected from the harsh and uncaring realms of civilization. Neutral evil Meistersingers see animals as subjects to be controlled and exploited.

They use animals as some lords use slaves. True neutral Meistersingers are closest to druids in the way they look upon animals.

Role: Meistersingers are the mortal enemies of ruthless and profiteering hunters, trappers, and fishermen. They believe such activities should occur only when the game is needed for survival and no part of the animal is wasted.

Forests, deserts, and mountains are the typical arena for the adventuring Meistersinger. Rarely does a Meistersinger adventure any where unless animals are somehow involved-as mounts, as companions, or perhaps as captives who need to be set free.

Weapon Proficiencies: The following weapons are forbidden to the Meistersinger: harpoon, lances, mancatcher, polearms, and trident.

As a hunter and woodsman, a Meistersinger must maintain a variety of weapons: those that are purely for melee, those that are purely missile weapons, and those that can be used in both melee and missile combat (hurled weapons). At 1st level, a Meistersinger must select one melee and one missile weapon. Each additional weapon proficiency slot must be spent in the following repetitive sequence: hurled, melee, missile.

Nonweapon Proficiencies: *Bonuses:* Animal Lore, Musical Instrument, Singing, Survival. *Suggested:* Agriculture, Animal Training, Blacksmithing, Craft Instrument, Dancing, Direction Sense, Fire-Building, Fishing, Herbalism, Hunting, Mountaineering, Riding (airborne), Riding (land-based), Rope Use, Set Snares, Swimming, Tracking, Weather Sense.

Armor/Equipment: Standard.

Special Benefits:

Song of Companionship: At 1st, 5th, and 10th levels, a Meistersinger can play the Song of Companionship, which lasts for 2d12 hours.

The DM and player should select six naturally occurring wild animals (not domesticated or fantasy-based) appropriate to the current terrain. A d6 is then rolled and the selected animal emerges from the nearby woods or over the next hill. The animal is a faithful companion to the Meistersinger from that day onward.

The Meistersinger and animal can communicate simple thoughts and desires. Such communication must be in the form of music or song by the Meistersinger, and a growl, caw, hiss, or some other appropriate sound by the animal. Others cannot understand the communication. The companion has hit points equal to those of the Meistersinger at his current level. The companion's hit points do not increase as the Meistersinger rises in level.

The companion gained at 1st level should be tiny or small determined by the DM. The animal transfers its primary sensory power onto the Meistersinger. This is much like the *find familiar* spell, but it is not identical and does not take the place of that spell.

The 5th-level companion should be small or medium in size. The Meistersinger gains the ability to *polymorph* his arms and head into those of this companion, for purposes of unarmed combat. Attacks are made using the Meistersinger's attack bonus, but successful attacks cause damage equal to that of the animal's natural weaponry. The Meistersinger also receives multiple attacks, if the animal is entitled to them.

The 10th-level companion should be medium or large. The Meistersinger gains the ability to *shape change* (as the 9th-level wizard spell) into this companion's form once per day.

A Meistersinger's companions are his best friends. If one is slain, the mental strain of the loss forces the Meistersinger to roll a successful system shock check or die. (Likewise, if the Meistersinger is slain, the companion animals must roll system shock checks, at 80% + 1% per hit die.) If the check is successful, the Meistersinger goes into deep mourning for 101 days, during which he does not adventure. A Meistersinger can call for one replacement companion each time he advances in level (he is not required to call for a replacement). The replacement is the same size as the lost companion and confers the same abilities upon the Meistersinger.

Song of Sanction: This song envelops the Meistersinger, creating a nearly magical barrier of good will around him. Any attacking animal or monster must roll a saving throw vs. paralyzation with a -1 penalty per three levels of the Meistersinger or ignore the Meistersinger and those within one foot per level of him for as long as the song is played. The effect of the song is ended if the Meistersinger attempts to move or if anyone in the protected area attacks (including offensive spell use).

Animal Charm: Meistersingers know a number of songs that have special charm-like effects upon animals (including giant animals).

If the Meistersinger concentrates, he can attempt to charm one animal within view by his singing. Only an animal of Hit Dice equal to or less than the Meistersinger's level can be affected. Furthermore, the total Hit Dice of all such charmed animals accompanying the Meistersinger cannot exceed twice the Meistersinger's level.

The song takes 1d10 rounds, but the animal is held temporarily spellbound during the performance, as long as no hostile advances are made upon it by the Meistersinger or his allies.

After 1d10 rounds, the monster rolls a saving throw vs. paralyzation with a -1 penalty per three levels of the Meistersinger. If it fails, it is under the effects of a *charm* spell. If it succeeds, it is unaffected and acts normally. If the roll was a natural 20, the animal is enraged and immediately attacks the Meistersinger.

Influence Reactions: Meistersingers can attempt to influence the reactions of animals that aren't attacking and that allow the Meistersinger to play for them. This ability is handled exactly as the True Bard's influence reactions ability (except that it affects only animals).

Special Hindrances: Meistersingers do not gain followers, nor do they build typical strongholds. Their animal companions serve as their followers, and they tend to build several small cottages or huts throughout the lands they patrol.

Riddlemaster

Specialty: Riddler/Intellect.

Qualifications: Riddlemasters must have an Intelligence of 15 or more. Their other ability scores are standard.

Description: Riddles, rhymes, and puzzles are the medium of the Riddlemaster. These PCs look upon life as an intricate and challenging puzzle to be solved. Their seemingly strange ways cause many a commoner to label them crazy (much like the Jester). However, Riddlemasters are exceptionally intelligent, and their minds work on a level above that of the common man.

Riddlemasters devote their entire intellect to maximizing favorable outcomes for themselves and their friends. Some believe that Riddlemasters are just extraordinarily lucky, but this is not the case. Riddlemasters are always considering the environment around them, being sure to stand in the most favorable places, socializing with the most advantageous people, asking the best questions, and so on. They seek to develop the supreme mind.

To flaunt their skills, Riddlemasters often speak in riddles or rhymes, causing others to stop and think in order to understand them. Riddlemasters love to pose questions, in the form of riddles, to everyday people. These riddles are carefully constructed and often conceal lessons or observations that apply to the Riddlemasters' audience.

Role: Each Riddlemaster applies his intellect in a different way. Evil Riddlemasters seek to demean and put down others in order to rise above them. Good Riddlemasters make their way through society attempting to educate the "less fortunate." Others simply travel around, enjoying the sport of poking fun at others while advancing their own intellectual understanding.

Traveling Riddlemasters are most common, as their unique ways often irritate others, forcing them to maintain a mobile lifestyle. Adventuring Riddlemasters enjoy the supreme tests of judgment and intelligence that must be passed in order to survive perilous quests. Besides this, their input on decisions is nearly invaluable. Of course, some party members may find their manner difficult to put up with.

Weapon Proficiencies: Riddlemasters enjoy finesse weapons over those that require simple brawn. They can become proficient in the blowgun, bow, crossbow, dagger, dart, hand axe, javelin, knife, quarterstaff, sling, spear, staff sling, short sword, or whip.

Nonweapon Proficiencies: *Bonuses:* Artistic Ability (riddles), Languages (modern), Poetry, Reading/Writing. *Suggested:* Appraising, Blind-fighting, Direction Sense, Gaming, Heraldry, Musical Instrument, Navigation, Reading Lips, Singing, Weather Sense, Ventriloquism.

Armor/Equipment: Standard.

Special Benefits:

Probable Path: Riddlemasters can use their great intellects to make analytical decisions. When a decision must be made concerning multiple options (e.g., which hallway to proceed down, which door to open first, which opponent to attack first in order to achieve some goal, etc.), the Riddlemaster can use his intellect to help make the decision. In such cases, the DM secretly rolls an Intelligence check for the Riddlemaster, with a penalty equal to the number of previous probable path decisions made that day (representing mental fatigue). If the roll succeeds, the DM tells the player all significant clues that the Riddlemaster might know or observe. If there are no clues, no information is gained- Riddlemasters aren't lucky, they're just very intelligent.

If the roll is a natural 20, the information gained is misleading.

Unless a given situation changes somehow, using this ability multiple times in the same situation gives identical results.

Riddles/Puzzles: If any adventure includes an actual riddle or puzzle that the PC's must solve, the player of the Riddlemaster can make twice as many attempts to solve the riddle or puzzle as is normally allowed. For example, an adventure might include an encounter in which the party runs into a sphinx. The sphinx may demand the answer to a riddle in exchange for safe passage. In this situation, if the Riddlemaster gives the answer, the player can actually make two guesses, and if either is correct, the sphinx is satisfied.

The same thing applies if the party comes across a room with a tiled floor that must be crossed in a specific sequence. The Riddlemaster is allowed to make one free mistake. Only on his second mistake does the PC suffer any hazardous consequences.

If a problem has a time limit, the Riddlemaster has twice the allotted time to solve it.

A special use of solving riddles and puzzles occurs when a Riddlemaster attempts to understand a newly discovered spell. The Riddlemaster has a +10% bonus to his roll to learn spells (to a maximum of 95%).

Furthermore, the Riddlemaster gains the ability to use any written magical item at 8th level, instead of 10th level.

Common Sense: To signify the common sense a Riddlemaster has at his disposal, Riddlemasters gain certain benefits. Although these benefits are similar to those of the Jester kit, they are not luck, but rather a result of intellectual calculations made by the Riddlemaster.

- The Riddlemaster has a +1 adjustment to his Armor Class.
- A Riddlemaster receives a +1 (or 5%) bonus to many die rolls, including saving throws, individual initiative, attacks rolls, damage rolls, proficiency checks, thief skill checks, ability checks, and all ability-based rolls (bend bars, system shock, etc.), except for resurrection survival.

The only die rolls that common sense doesn't affect are surprise, initial PC generation rolls, hit die rolls, resurrection survival, and monster damage rolls.

Riddling and Rhyming: By chanting certain riddles and rhymes, a Riddlemaster can influence an audience's reactions. This ability functions in all ways as the True Bard's influence reactions ability.

Special Hindrances: None.

Skald

Specialty: Viking Poet/Warrior.

Qualifications: Standard ability scores.

Description: Skalds are honored and respected members of their clans. These great poets memorize the feats of each raid and battle, setting them down in the form of poetry.

Every war party loves to have a Skald in its midst. This assures that their great deeds and mighty skills will be honored in the Skald's next recital, and thereafter immortalized for all time. Members of most bands treat Skalds with utmost respect and courtesy. It is well known that the foolish warrior who maligns a Skald will soon hear his name slandered in innumerable ballads across the land.

Poems are the form in which Skalds honor others and themselves. Poems are also used to relate the oral history of the clan. Significant ballads are passed down from one generation to another via the Skald's talents. In this way, the lessons and deeds of the past are related to those of the present so they can be passed into the future.

Role: Skalds are often supported and protected by clan nobles and kings who love to hear of great duels and mighty wars. When events are unfolded in the form of poetry, it makes the telling all the more inspiring. Such men would hear Skalds relate tales of their family's glory to visitors.

Skalds rarely perform together unless they have entered into a poetic duel.

Adventuring Skalds are common. Every Skald is easily caught up in the fervor and majesty of adventure, danger, and combat. Great quests also serve as source material for their ballads and poems.

Weapon Proficiencies: An initial proficiency slot must be spent on either the broad sword, hand axe, battle axe, or spear. At least half of the Skald's weapon proficiencies must be spent on these weapons (until they are all selected).

Nonweapon Proficiencies: *Bonuses:* Ancient History, Local History, Poetry, Singing. *Suggested:* Armorer, Blacksmithing, Blind-fighting, Bowyer/Fletcher, Crowd Working, Etiquette, Hunting, Leatherworking, Musical Instrument, Weaponsmithing.

See "Special Hindrances" concerning the reading/writing proficiency.

Armor/Equipment: Skalds lean toward warrior skills more than most bards. Because of this, they can wear any form of armor up to bronze plate, and they can even use shields.

Special Benefits:

War Chant: By chanting a war song, a Skald can inspire allies as they go forward into combat. For the chant to have an effect, the Skald must begin chanting at least three rounds before combat begins, otherwise his allies are too caught up in the events about them to benefit from this ability.

Such chanting has an effective range of ten feet per level of the Skald. The effects end as soon as the Skald receives his first wound. If the Skald does not enter the fray (and avoids being wounded), the effects end in a number of rounds equal to the Skald's level.

At 1st level, the Skald can choose only one of the following six effects per battle; at 3rd level two effects are chosen, three at 6th, four at 9th, etc. The Skald player chooses the effects, and can change them from one battle to the next.

Chanting can elevate spirits, remove concerns about danger, keep men's minds focused on combat, and fill friendly forces with a sense of being larger than life. Translated into game terms, this results in the following six possible effects for the members of the Skald's party:

- Bonus hit points equal to the Skald's Hit Dice.
- A morale bonus of 1 for every six levels of the Skald (rounded up).
- A +1 bonus to all attack rolls.
- A +1 bonus to all damage rolls.
- A +1 bonus to all saving throws.
- A -1 bonus to everyone's Armor Class.

Influence Reactions: If a Skald spends 1d10 rounds singing ballads, he can attempt to improve the reactions of an audience. Everyone able to clearly hear and understand the Skald must roll a saving throw vs. paralyzation with a -1 penalty per three levels of the Skald. Those who fail have their reactions to the Skald improved by one level. Those who succeed do not find the Skald's ballad to be particularly moving. Those who succeed on a natural 20 find the song to be offensive and their reactions worsen one level.

Battle Chant: Skalds are a bit more combative than most bards. This provides them with certain combat advantages. The Skald fights with a +1 attack roll bonus any time he is singing or chanting during combat, even a soft chant under his breath. In addition, the Skald gains a +1 damage bonus when using a broadsword, axe (any type), or spear while he is chanting, provided that he has proficiency with the weapon. These bonuses almost always apply, unless the bard is silenced, under water, etc.

Legend Lore: Skalds love legends about war and combat. Legend lore works the same for Skalds as it does for True Bards, except that Skalds can perform legend lore only upon magical items having to do with war or combat (e.g., weapons, armor, strength potions, etc.).

Special Hindrances: The Skald's society does not have a written language. Because of this, Skalds cannot take the reading/writing proficiency when created. Furthermore, they do not get the read languages ability at 3rd level if they stay in their home society. However, both of these limits are lifted once the Skald comes into contact with a culture that reads and writes. He can then pick up the reading/writing proficiency at twice the normal cost and gains the read languages ability at a 0% base (i.e., he must put points into the skill or he has a zero chance for success).

Skalds do not gain the use any written magical item ability at 10th level.

Spells are also nearly unknown in the Skald's society, and they are viewed with suspicion in any event. Thus, Skalds cannot learn any spells until they encounter a spellcasting culture. Once contact has been made, the Skald can begin casting spells when he gains his next level. At this time he is considered a 2nd-level spellcaster (providing he is at least 3rd level by this time). His spellcasting level increases by 1 every time he gains a level thereafter.

If your campaign does not have a Viking culture, but a player still wishes to play a Skald, assume that the PC left his distant homeland and has journeyed to the existing campaign setting. This PC can take reading/writing proficiency when he gains his next level, provided he has the proficiency slots available. He gains the ability to cast spells as outlined above.

Thespian

Specialty: Actor/Mime.

Qualifications: Standard ability scores.

Description: Of all the various types of bards, Thespians put the most time and energy into performances. Thespians are actors. They display their talents in plays, skits, and dramatic productions. Some even perform in streets or village squares. When a Thespian isn't acting, he is likely writing scripts or reading for upcoming parts.

Thespians are somewhat like, yet unlike, Charlatans. Where Charlatans act to deceive, Thespians act to make others believe. Because of their similar methods, Thespians have some skills in common with Charlatans.

Role: Thespians rarely travel from town to town unless they are on an acting tour. Even if they are on tour, they often return to their established home. Most Thespians belong to the local actor's guild and take part in regularly scheduled performances.

Occasionally, Thespians are secretly hired to serve as spies, or temporarily fill in for a missing person. The great Thespian Hana-lacious once filled in as the Lord Mayor of the Free City of Greyhawk for over a month while the real mayor was away on secret errands.

The adventuring Thespian is a rare person (PC's represent almost all of them). Such Thespians are often out for "field research." After all, if you want to play the part of a mighty warrior, what better practice than to go dungeoneering? Other Thespians adventure for the thrill of it all. They look upon such activity as taking a part in the "Grand Play of Life." Such Thespians often go to any length to mold the adventure into a dramatic production with themselves as the stars—often to the chagrin of their fellow party members.

Weapon Proficiencies: Since they are actors, Thespians spend a lot of time practicing with all types of weapons, in order to make their plays more realistic. This produces a unique situation. Thespians understand the showy stage methods for using most weapons, but they rarely practice with any one weapon long enough to become truly proficient at it.

As a result, 1st-level Thespians are proficient only with the dagger. At 2nd level they become proficient with the knife, and at 5th level Thespians gain their final weapon proficiency—the short sword.

This restriction is partially offset by the fact that a Thespian suffers only a -2 nonproficiency penalty (equal to that of warriors) on all other weapons because of practicing with these weapons during rehearsals.

Nonweapon Proficiencies: *Bonuses:* Acting, Disguise, Languages (modern), Reading/Writing. *Suggested:* Artistic Ability, Crowd Working, Dancing, Etiquette, Jumping, Languages (ancient), Musical Instrument, Poetry, Reading Lips, Seamstress/Tailor, Singing, Tumbling, Ventriloquism, Weaving.

Armor/Equipment: Again, Thespians are actors and don all forms of armor for their various roles. This sets them apart from the norm. As a result, they can wear any form of armor and even carry shields. However, they incur a +1 Armor Class penalty when wearing armor that is not standard for the bard PC class (their understanding of these armor types is imperfect). Thespians have no real understanding of shields; though they can carry shields, they gain no Armor Class bonus for the effort.

Special Benefits:

General Acting: Thespians are masterful actors. Using this ability, they can act as if a light blow was fatal, pretend to faint, or exaggerate their abilities. These skills are required on stage, but are also very useful during adventures.

Once, Hanalacious's band came upon a camp of six ogres. Realizing that they were outmatched, Hana leapt forward to meet the charging ogres. She acted as if the first strike against her was a fatal blow. The ogres believed this and charged on to attack the rest of the band. With the time that Hana had bought herself, she managed to unpack her fireball scroll and succeeded in roasting the ogres and saving the day.

Hana's finest performance occurred in the famous dungeons of the Greyhawk ruins. Here, she came upon Farcluun, a great red dragon. During the next four hours, Hanalacious was involved in the most dangerous role she ever played.

When she saw the great wyrm, she quickly disguised herself as Zagig Yragerne, the original founder of Greyhawk Castle. Entering the cavern of Farcluun, Hana played up her knowledge, wisdom, and magical prowess. In the end, she cowed Farcluun and actually had the dragon huddled in a corner with threats of turning its life's treasure trove into an ant hill.

Acting functions in much the same way as illusion spells. If the audience believes the act, then it works without question. If the audience is skeptical, they are allowed to roll a saving throw vs. spell with a -1 penalty for every three levels of the Thespian. If the saving throw succeeds, they realize that the Thespian is acting; otherwise, they accept the act.

Of course, acts can go only so far. It is impossible to act as if you are lifting a 700-pound boulder over your head unless you have the aid of magic (or a Strength of 20 or more).

Spell Acting: Any Thespian who has taken the spellcraft proficiency can act as if he can cast powerful spells. To put on such a performance, the Thespian must be easily viewed by all who will be affected. The Thespian then stands up, chants arcane words, gestures, and tosses "magical" powder about. During the spell acting, the Thespian directs his attention and gestures toward the intended targets of the spell. After one round, the targets must roll a successful morale check or flee in terror.

If the Thespian actually casts a flashy spell during the act (e.g., *burning hands*), the morale check is made with a penalty equal to the spell's level. Imagine what you would think if a wizard's hands sprouted flame while he chanted and made gestures of doom in your direction.

Influence Reactions: Thespians can influence the reactions of those they meet by trying to act in an appealing manner. After 1d10 rounds of such a performance, those associating with the Thespian roll a saving throw vs. paralyzation with a -1 penalty per three levels of the Thespian. If they fail the saving throw, their initial reactions are altered one level in the direction that the Thespian desires. If the saving throw succeeds, the audience realizes that the Thespian is acting and their reactions are adjusted one level in the opposite direction.

Observe Motions: As actors, Thespians are trained to observe the motions of others. Usually they use this skill to see cues from fellow actors during a performance. This ability also enables them to predict the movements of opponents during combat.

In any round that a Thespian wins initiative, he gains a +2 bonus to his Armor Class and saving throws and a +1 bonus to attack rolls.

Special Hindrances: None.



Demihuman Bard Kits

The following kits are available to the listed race or half-breed of the listed race. The listed kits are not the only bard kits available to demihumans, the bard kits listed prior to this are also selectable.

Dwarven Chanter

Specialty: Chanter/Time Lord.

Qualifications: Chanters must have a Constitution of 13 or more. However, they have no Intelligence qualification (unlike most bards). Only dwarves can become Chanters.

Description: Many times have other races attempted to analyze the phenomenal success of the dwarven race; their uncanny ability to survive incredible hardship, their dogged nature, the immense amount of work they perform, and their successful military campaigns. Always the analysis comes up short.

Much of the success of the dwarven race can be attributed to their Chanters. Throughout the ages, these special dwarves have passed along the secrets of their kind. They have learned the many mining, forging, marching, and war chants of their elders. Other races dismiss these chants as simple entertainment, but it is the power of the dwarven Chanter that has built the steel in the dwarven spine. If a skilled Chanter is present, dwarves can mine through solid granite for months without growing bored or lax.

Some chants are purely vocal, many require the use of a percussion instrument to keep the rhythm steady. Chanters often employ drums, gongs, gourds, and so on.

Role: The secret of chanting has been kept hidden from outsiders. Thus, Chanters are heavily guarded and highly regarded within the dwarven kingdom. Of all dwarven organizations, the Chanter's College is one of the most powerful. Even kings have been overruled in the past by mighty Chanters threatening to cease their rhythmic songs.

Without the Chanters, the dwarven communities would slow to a crawl and their underworld enemies would push them from their homes.

Adventuring Chanters are a great boon to any party and are even more useful in large-scale battles. They are the pace-setters and the very heartbeat of those around them.

Weapon Proficiencies: Chanters often use their weapons to beat upon an instrument, a rock, or even the ground. Because of this, they generally become proficient only in blunt weapons or stick-like weapons.

The following weapons are available to Chanters: club, flails (all), maces (all), javelin, morning star, quarterstaff, sling, spear, staff sling, and the warhammer.

Nonweapon Proficiencies: *Bonuses:* Crowd Working, Musical Instrument, Chanting, Spellcraft. *Suggested:* Ancient History, Appraising, Armorer, Blacksmithing, Cobbling, Craft Instrument, Engineering, Gem Cutting, Languages (ancient), Languages (modern), Local History, Mining, Mountaineering, Pottery, Stonemasonry, Weaponsmithing.

Armor/Equipment: Chanters can wear any armor except for plate; plate mail, bronze plate, field plate, and full plate are all forbidden. They cannot employ shields.

Special Benefits:

Counter Chant: Like all dwarven demi-bards, dwarven Chanters gain the counter spell ability defined earlier. In order to counter a spell, a Chanter must voice the proper counter chant.

In addition to the typical counter spell ability, Chanters can actually "attack" certain spells. A Chanter can walk up to a wall of force (assuming he has previously learned the spell), begin counter chanting, and if he succeeds with his "chance to learn spells" roll, he actually cancels the entire spell for a number of rounds equal to his level.

If the roll is equal to or less than the dwarf's level, the cancellation is permanent.

War Chant: Dwarven war chants are legendary. There is nothing quite so powerful and terrifying as watching a mass of heavily armed and grim-looking dwarves advancing and chanting. Their deep voices, all booming in unison, often destroy enemy morale and put fear into the heart of many a brave foe.

When a Chanter starts a war chant, he can affect up to ten dwarves per level or one non-dwarf per level. To be affected, the recipients must join in the chant (it doesn't matter if they have ever heard it or not). After 1d10 rounds of chanting, the power of the chant begins to take effect. A chanting band gains a +1 bonus to initiative, a +2 bonus to resist surprise, and a +2 bonus to all morale checks. Those combating a chanting group suffer a -1 initiative penalty and a -2 penalty to all morale checks. The bonuses for a member of the Chanter's party last for as long as both the individual and the Chanter are chanting; the penalties for the opponents last as long as the Chanter keeps up the chant.

Timing Chant: The real power of the Chanter is the numerous timing chants he knows. These chants function similarly to war chants in that they take 1d10 rounds to take effect, and last while both the Chanter and affected are chanting. But the results are quite different.

There are four common timing chants: one each for mining, forging, marching, and general labor. The purpose of each chant is to increase productivity, soothe the mind, prevent boredom, stave off sleep, and support resolve. All timing chants must be accompanied by a percussion instrument.

Timing chants by Chanters increase speed or production by 5% per level of the Chanter. A top-level (15th) Chanter can get 75% more work out of a group than it would normally produce.

Of course, such rapid work does take a physical toll, even if the mind is willing. Each hour that a person works under the effects of a timing chant, he must roll a Constitution check. A failed check results in the loss of 1d4 hit points. This damage is temporary and is recoverable at the rate of 1 point per hour of rest or sleep. Anyone reduced to 0 hit points in this way falls over from exhaustion; death results unless a Constitution check succeeds.

Trance: Obviously, if a mining crew's Chanter falls over from lack of sleep or exhaustion, the timing chant will cease. For this reason, Chanters have learned to place themselves into a self-induced trance. This takes 1d10 turns of uninterrupted meditation, during which the Chanter grumbles the words to some ancient meditative script. Once in a trance state, the Chanter will begin some set activity: chanting, combat, marching, working, studying, etc.

The trance state causes the Chanter to shut down all of his being (mind and body) that is not needed for the activity at hand. An entranced Chanter can maintain this set activity until a predetermined circumstance occurs. For example, the Chanter may have said to himself, "Awake when there are no more goblins on the field of battle," "Awake when we reach the Kingdom of Thorbardin," or "Awake after 1,000 strikes of the great drum."

Trances are not lightly entered, as they are very dangerous to the PC. During a trance state, the Chanter does not drink, eat, rest, or sleep. Every time that one of these activities should normally occur, the entranced Chanter must roll a Constitution check. A failed check results in the loss of hit points: 1d8 for drink, 1d3 for food, 1d4 for rest, and 1d8 for sleep. Furthermore, the only known way to interrupt a trance before the predetermined circumstance occurs is to reduce the Chanter to 0 hit points (i.e., knock him unconscious or kill him).

Damage resulting from food and water deprivation must be healed as if it were combat damage, but damage resulting from lack of rest or sleep is temporary and can be regained at the rate of 1 point per hour of rest or sleep. If reduced to 0 hit points by sleep or rest deprivation, the entranced Chanter falls unconscious; death results unless a Constitution check succeeds. However, if all damage is a result of food and water deprivation, the Chanter dies regardless of the check result.

Special Hindrances: Chanters do not gain the Scroll Use class ability.

Elven Minstrel

Specialty: Elven Spell Singer.

Qualifications: Only elves and half-elves can become Minstrels.

Description: Of all musicians in the world, none can play as purely as an elf. Minstrels spend their entire lives seeking musical perfection. Of course, the definition of perfection differs from one culture to the next. Elves believe that music should be simple, pure, beautiful, and natural. Furthermore, those who listen should become lost in the music, and their spirits should transcend their bodies to ride upon the sweet flow of glittering notes.

Elves are a very magical race, and this is especially true of Minstrels. It is said that Minstrels cast spells by the simple strumming of an instrument.

Role: Within elven society, Minstrels are regarded as nobles. Minstrel groups perform during annual festivals for the enjoyment of all, and kings invite them to dine in exchange for an evening's song. Outside their own culture, elven Minstrels are looked upon with envy, distrust, and some fear.

Elven Minstrels occasionally adventure out into the world. Some seek life-experience to heighten the quality of their music. Others simply wander, relishing the sensation of freedom that inspires their songs. A few Minstrels seek to purge themselves of some impure act or event.

Weapon Proficiencies: Elven Minstrels are limited to the following weapon proficiencies: blowgun, bow (any), dagger, dart, hand axe, javelin, knife, quarterstaff, sling, spear, staff sling, long and short swords, and the trident.

Nonweapon Proficiencies: Bonuses: Musical Instrument, Reading/Writing, Singing, Spellcraft. Suggested: Ancient History, Artistic Ability, Craft Instrument, Etiquette, Heraldry, Local History, Poetry.

Armor/Equipment: Minstrels can wear only leather armor, padded armor, or elven chain mail. Even studded leather is considered too harsh for a Minstrel to don.

Special Benefits:

Special Resistance: Elven Minstrels gain a +2 saving throw bonus against all magical effects based on music. If the attack does not allow a saving throw, they receive a normal saving throw, anyway.

Spell Singing: Minstrels are some of the few beings still in existence who know the ancient art of spell singing. Some sages claim that magic was originally released into the Prime Material plane by an ancient master musician. These sages maintain that music is the true catalyst for ultimate sorcery. Whether this is true or not, it is a fact that elven Minstrels cast spells through their music.

Minstrels cannot cast spells in the typical manner. When a spell calls for a somatic component, they must play an instrument. Likewise, they must sing when a spell requires a verbal component.

Material components must be carried on the Minstrel's person in a specially prepared bag (made from deer leather). The Minstrel need not reach into the bag or manipulate the material components. When the spell is cast, the components simply vanish from within the bag. If the bag does not contain the required components, the spell does not function.

Not all instruments can be used for spell singing. First of all, if a spell requires a verbal component (singing), only those instruments that leave the Minstrel's mouth free can be used. This eliminates most of the wind instruments. If the spell requires a somatic component, the instrument must support numerous, complex hand manipulations (as is true of any stringed instrument). This eliminates gongs, cymbals, drums, and most of the percussion family. Thus, elven Minstrels typically carry stringed instruments. Keyboard instruments would work but are generally too bulky to carry around.

Spells that normally emanate from the caster's hands instead radiate from the spell singer's instrument. Thus, *burning hands* produces its 120-degree arc of flame from the instrument (and not the Minstrel's hands).

Spell singing is in all other ways just like typical spell casting.

Influence Reactions: This ability works just like the True Bard's ability of the same name. However, a Minstrel can sing or play an instrument in an attempt to influence reactions. And, if the Minstrel does both, he can adjust the reactions by two levels instead of the typical one. This is not cumulative with the crowd working proficiency or the bard's reputation.

Counter Song: The last special benefit of the Minstrel is identical to the True Bard's counter song ability in every way.

Special Hindrances: Without an instrument, Minstrels cannot cast spells that require somatic components.

Special Note. Elven Minstrels may choose the *Bladesinger* as an additional kit if they are a fighter/bard, they must meet all prerequisites for kit and class. Elven Minstrel-Bladesingers benefit by using their weapon as their instrument. Elven Minstrel-Bladesingers may use two weapons at the same time and do not lose their benefits, and may use two weapons while casting spells increasing spell casting times by an additional +3 (for a total of +5 to casting times).

Gnome Professor

Specialty: Lecturer.

Qualifications: The standard qualifications for Intelligence and Charisma are switched for gnome Professors (i.e., they must have a minimum Intelligence of 15 and Charisma of 13). Prime Requisites also change to Intelligence and Charisma. Only gnomes can become Professors.

Description: Professors are an odd sort; other races have a hard time deciding whether these strange gnomes are geniuses or fools. Half of their speeches and inventions seem revolutionary. The rest of their speeches sound like endless babbling, and most their inventions are death traps that injure more gnomes than they help.

Professors are eccentric gnomes who love to tinker with things: chemicals, gears, pulleys, magic, and so on. For a Professor, gaining knowledge for its own sake is wasteful. Only when it is being used to develop "things of consequence" is knowledge worthwhile. Professors often say, "If the textbooks don't make sense, throw 'em away and approach the problem experimentally."

Above all, Professors feel that they have an obligation to educate the ignorant and provide them with mechanical wonders to help elevate their standard of living.

Role: Professors are held in high regard within gnome society. Every gnome loves to sit in on one of their frequent lectures or to have a Professor over for tea. Yet, when Professors get that odd glint in their eyes and start experimenting, even their brethren know to run for their little lives.

Adventuring Professors are often intense and fanatically greedy for knowledge. Those who are dangerous threats to other gnomes are actively encouraged to go out and help "educate" the other races. But there are certain Professors who truly possess some small spark of genius within them. These Professors often realize the potential knowledge and practical experience that adventuring can provide, and they set out to explore the world.

Weapon Proficiencies: Professors are very eccentric and love complex devices with multiple moving parts. This personality trait is evident in the type of weapons they select. Professors can become proficient in the following weapons: blowgun, bow, crossbow, harpoon, mancatcher, scourge, sling, staff sling, and whip.

Nonweapon Proficiencies: *Bonuses:* Ancient History, Languages (ancient), Languages (modern), Reading/Writing. *Suggested:* Agriculture, Animal Lore, Appraising, Astrology, Brewing, Cooking, Direction Sense, Engineering, Etiquette, Fire-Building, Gem Cutting, Heraldry, Herbalism, Local History, Musical Instrument, Navigation, Religion, Rope Use, Spellcraft, Weather Sense, Whistling/Humming.

Armor/Equipment: Professors are not overly concerned about the practicality of wearing good armor. They tend to wear something comfortable unless they are experimenting with armor functionality.

Professors wear only leather, studded leather, or padded armor on a regular basis. However, each month, a Professor can experiment with one type of armor (even shields) for up to 1d10 days. When experimenting and wearing other armor, the Professor suffers a -1 Armor Class penalty and loses all Dexterity defense adjustments.

Special Benefits:

Legend Lore: This ability is exactly like the True Bard's ability of the same name.

Profess: All Professors give frequent speeches to anyone who will listen. Although this can be entertaining and occasionally educational, such lectures have little direct impact upon play. However, if a Professor is able to examine a situation and evaluate it, he sometimes comes up with a great plan. The act of revealing such a plan is known as "professing."

When a Professor examines a given situation for 1d10 rounds, he is able to determine several good plans to deal with the situation. If the Professor communicates (professes) this information to his comrades, and they heed the information, certain benefits result.

After professing a course of action, the Professor player is able to hand out a number of bonuses equal to the Professor's level. These bonuses can be applied to any die roll (prior to the roll) that the Professor designates, as long as the affected individual is following the Professor's suggested course of action. (If the roll is being made on percentage dice, the bonus is 5%, otherwise a +1 bonus results).

As an example, imagine that an adventuring party has spied through a keyhole into a room. The gnome Professor, Nowtal, asks if he can have a look. After examining the orc-infested room for six rounds (a 6 was rolled on the 1d10), Nowtal comes up with a plan. The player then role-plays his PC, informing the other players of the plan: "Torcan, you slip around to the side door and jump into the room in an attempt to startle the orcs, then Larcon Heavy-Hand can charge the main door in hopes of breaking it down for a surprise rear attack. During the commotion, Lefty will slip over to that chest and try to make away with any interesting goods."

As the party proceeds with the plan, Nowtal's player hands out a +1 bonus on Torcan's attempt to surprise the orcs. He also boosts Larcon's bend bars attempt (to increase his chance to break down the bolted door by 5%). Since Nowtal is only 3rd level, he has only one more bonus to hand out. He could use it to improve Larcon or Torcan's attack roll, increase damage, etc. Instead he gives it to the thief, Lefty. However, Lefty's player has decided to sneak attack an orc instead of dashing over to the chest. Thus, the DM rules that Lefty isn't following the Professor's plan and Nowtal's player will have to use his last bonus somewhere else. Just then, an orc shaman casts a fireball from a necklace of missiles and the last bonus is used to help Larcon with his saving throw.

Note that these bonuses last only for one die roll. These single bonuses cannot be combined into a +2 (10%) or better bonus.

Mechanically Inclined: Of all known devices, Professors love those with multiple moving parts more than any other.

Since Professors are mechanically inclined, they can find and remove traps. The chance to succeed at this progresses just as the "find/remove traps" skill on the Thief Average Ability Table.

Since Professors approach traps from a purely mechanical standpoint, they receive no racial, Dexterity, or armor adjustments to this roll.

This same percentage chance can be used to help solve other mechanical problems—much like having a "mechanical proficiency." For example, if the party comes upon a futuristic device, such as steam-driven bellows, the Professor can examine it in an attempt to understand how it works. If the roll succeeds, the DM should inform the player that his PC understands the device. Through role-playing, the player can then tell the rest of the party how to operate it.

Invention: A Professor's most useful ability, and his most dangerous, is that of invention. Professors love to invent odd gadgets, such as sword hilts with screw-on blades that can be used as short, long, broad, bastard, or two-handed swords. Another invention might be a wagon pulled by draft horses located in the center of the wagon. This protects the animals from attack and allows the teamster to feed them as they walk.

A Professor's chance to succeed with an invention is based upon his "mechanical proficiency" (see previous paragraphs). From that base chance, the DM must assess the difficulty of an invention and apply a modifier (usually in the range of -25% to +25%). If the proper tools, raw materials, and time are available, a successful roll indicates that the invention works. If the roll is below the Professor's level, the invention is a great success. However, if the roll fails, the invention either has some major flaw or is a total flop. If the failed roll is a 95% or higher, the failure results in an injury, as determined by the Dungeon Master. A roll of 100 indicates that a fatality results unless the victim rolls a successful saving throw vs. paralyzation.

Special Hindrances: Gnome Professors are restricted to the spell selection available to illusionists.

Halfling Whistler

Specialty: Wanderer.

Qualifications: Whistlers must have a Wisdom of 13 or better. However, qualifying Intelligence is lowered to 10. Prime requisites for Whistlers are Wisdom and Charisma.

Halflings are the only race able to become Whistlers.

Description: Much like dwarven Chanters, halfling Whistlers are the unheralded heroes of the halfling race. Halflings belong to the general category of nature-sensitive races and professions. Because halflings hate to kill forest animals for food or butcher farm pets, they live by using their knack for agriculture.

Their success is largely due to the existence of halfling Whistlers. Although almost any halfling can whistle up a tune, true Whistlers are extremely rare. Each halfling community has but one or two.

Whistlers are extremely attuned to the natural environment about them. In particular, they love forest animals and all types of plant life. The very tunes of a skilled Whistler can help a garden overcome drought or blight. Whistlers can also communicate with birds to help prevent insect swarms from wiping out a village's food supply.

When Whistlers aren't tending gardens and crops, they can be found performing for the locals. Nearly every day, a comfortable crowd forms in some grassy section of the community for an evening's entertainment. Some just sit on the grass and listen to the Whistlers' tunes, while others dance about, laugh, and make merry.

Role: Whistlers are an odd mix of a farmer, forest wanderer, and entertainer. Although they are loved by everyone in the community, most of them seem a bit reclusive, often living on the edge of town or even in a small burrow just within the forest's edge. In truth, they aren't reclusive—they are simply maintaining their unique link with nature.

Weapon Proficiencies: Like all halflings, Whistlers love missile weapons, particularly those that can be thrown. At least half of a Whistler's weapons must be types that can be hurled.

Whistlers can select from among the following weapons: blowgun, short bow (either type), club, light crossbow, dagger, dart, footman's mace, hand axe, harpoon, javelin, knife, quarterstaff, sling, spear, staff sling, short sword, or war hammer.

In addition to these, Whistlers can take a special weapon proficiency: rock pitching. All halflings are skilled at pitching rocks, but Whistlers are especially renowned. A "good" rock can be pitched with the exact same effect as a dart, except that a Whistler gains a +1 damage bonus if he hits.

Of course, rocks cause blunt damage (not puncture damage as do darts). Only good rocks that are specially selected by the Whistler gain the above advantage. If just any old rock is being pitched, damage is reduced to 1 (plus any Strength adjustment) and long range becomes 3 (not 4). Good rocks have been worn round in swift rivers. Most rubble, cave rocks, and the broken rocks found in old dungeons are not good rocks. Whistlers usually carry a supply of 2d4 good rocks (thrown rocks that hit their targets can be recovered; those that miss are lost).

Nonweapon Proficiencies: *Bonuses:* Agriculture, Dancing, Spellcraft, Whistling/Humming. *Suggested:* Animal Lore, Astrology, Brewing, Cooking, Crowd Working, Direction Sense, Fire-Building, Fishing, Herbalism, Hunting, Leatherworking, Mountaineering, Musical Instrument, Poetry, Rope Use, Singing, Set Snares, Survival, Swimming, Tracking, Weather Sense.

Whistlers generally use fishing, hunting, set snares, and other such skills for the benefit of nature. They learn these skills so they can scare game away from sport hunters, spring snares and traps set by greedy furriers, and so on. Using nature when necessary is acceptable, but it should never be abused. A Whistler will resort to hunting and fishing only if there is no other way to avoid starvation.

Armor/Equipment: Whistlers wear only padded armor. They don't like the thought of wearing leather armor, as some animal had to die for it, and they find other types of armor too restricting and unnatural.

Special Benefits:

Influence Reactions: Although Whistlers use a different form of music, namely whistling and humming, their ability to influence reactions functions exactly like the True Bard's ability of the same name.

Counter Tune: As noted earlier in the demihuman bard section, halfling demibards don't cast spells. Rather, they gain a special counter spell ability. Whistlers implement this ability by humming or whistling the proper counter tune. A counter tune must be whistled to counter a spell that has a verbal component; otherwise, the counter tune must be hummed.

Counter tune functions just like counter spell in all other ways.

Chattering: Whistling is a wonderful way to express one's mood, but Whistlers take this form of basic communication a bit further. By "chattering," a process of whistling, trilling, and emitting an occasional squeak, Whistlers are able to communicate. They can carry on complex conversations with other chatterers and are even able to communicate with some animals.

Whistlers can communicate with any naturally occurring animal that can squeak, chirp, or whistle. Such communication is on a fundamental level. Basic information can be exchanged, as well as mood, feelings, etc. For example, a

Whistler could chatter with a squirrel and learn that it has a lot of nuts hidden in a nearby oak tree. Whistling with a bird might enable the Whistler to learn if it has seen any large monsters (but not if it has seen five ettin or other specific information).

Whistlers often find a forest friend that accompanies them on some of their less dangerous adventures. Ferrets and foxes are particularly fond of adventuring with Whistlers.

Stormwhistle: The phrase "whistle up a storm" was coined when a ranger once witnessed a halfling (actually a Whistler) standing out in the middle of a drought-struck potato field. To the ranger's amazement, the little fellow stuck his hands into his pockets and starting whistling. Puzzled, the ranger crouched behind a large birch and watched. An hour later, the sky had clouded over and it started to rain. After the rain was coming down quite heavily, the ranger glimpsed a satisfied-looking halfling strolling away.

It is true that halflings can't cast wizard spells. However, Whistlers are able to cast certain clerical spells. They do not receive these spells like clerics. In fact, the source of these spells is somewhat of a mystery. Most Whistlers agree that they are granted by Mother Nature herself.

In any event, Whistlers gain the ability to cast each of the following spells once per day. The usual components for these spells are ignored; the Whistler need only whistle to cast the spell. Whistlers gain the following spells at the listed levels:

1st level	<i>pass without trace</i>	9th level	<i>control winds</i>
3rd level	<i>obscurement</i>	11th level	<i>weather summoning</i>
5th level	<i>plant growth</i>	13th level	<i>control weather</i>
7th level	<i>speak with plants</i>	15th level	<i>entangle</i>

Special Hindrances: Whistlers may not cast arcane spells, nor do they gain the Scroll Use class ability.

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Advanced Dungeons & Dragons®

Player's Handbook **2nd Edition** Rules Supplement

The Complete **Thief's** Handbook





Thief Kits

Acrobat

Description: Acrobats are related to bards, as both ostensibly have the profession of entertaining others. Some would say they do this to avoid "real" work. And both PC's are wont to support themselves by unorthodox means when there's a slump in their "regular" business.

Because of the physical demands of their vocation, Acrobats must have minimum scores of 12 in Strength and 14 in Dexterity.

Role: Even Acrobats who are not inclined toward larcenous behavior are rarely looked up to by the rest of their society. People who become Acrobats or actors often were born into the middle class, though their status actually becomes lower. The middle class delights most in the entertainments. The lower classes are usually too busy struggling to survive, and may be tied to their land or profession in the manner of serfs. The nobility and wealthy people are "above" the crude entertainment of the crowd; and even if they might see a circus on occasion, it would be socially impermissible to join it.

Except in unusual circumstances, then, Acrobats will come from the middle class. A PC might be different, if a player wishes, but he will need a plausible explanation of the situation. Because of the social disgrace, it is likely that any entertainer from wealthy or noble class will be disowned.

But then, many people who seek employment as entertainers didn't leave their previous lives out of choice, anyway. A noble-born Acrobat was probably disowned (or worse) before he took up that profession, and might even have assumed a new identity. Acrobats from other backgrounds may have histories, too—things to hide, and enemies to fear. One thing they like about the circus is that nobody presumes to remove anyone else's mask or make-up.

The circus may indeed get its own history. Run by a competent swindler, a circus may make piles of money from gullible spectators. It could bring in even more by having its own Cutpurses, who are permitted to work the crowds so long as they give a percentage of their take to the circus management.

Acrobats are almost always wanderers. A small town quickly tires of its entertainers, so they must move on to the next, where their tricks and displays may be considered new and impressive.

Weapon Proficiencies: Acrobats may use any weapon normally permitted to thieves. Note, however, that they will usually avoid those that are heavy and cumbersome (see "Equipment" below).

Nonweapon Proficiencies: Required: None. Recommended: Alertness, Disguise, Fast-Talking, Juggling, Musical Instrument, Riding, Rope Use, Ventriloquism.

Skill Progression: Among the basic thieves' skills, climbing walls is the one most applicable to the Acrobat's overt profession. Their lightness of step leads to excellence in moving silently, so this skill also is likely to improve rapidly. Finally, many an Acrobat supplements his circus income by picking the pockets of the audience when he is not actually performing.

Equipment: In order to make use of their Acrobatic skills, Acrobats favor the least and lightest equipment possible. If the optional encumbrance rules are used, Acrobats should not be permitted more than light encumbrance. Acrobats may encumber themselves more in special situations (e.g., carrying a wounded comrade to safety, hauling a great hoard of treasure), but they will invariably seek to divest themselves of the excess weight at the first opportunity.

Special Benefits: The abilities of jumping, tumbling, and tightrope walking are so crucial to this kit that the Acrobat should be able to have them as special abilities even if the DM has chosen not to use the nonweapon proficiency system. Further, because of their intense training with these skills, Acrobats should get a bonus of +1 whenever a proficiency check is required. This bonus is +2 if the Acrobat is wearing no armor (and, under the optional encumbrance rules, is unencumbered).

Special Hindrances: None.

Adventurer

Description: The Adventurer is the jack-of-all-trades, the prototypical dungeon-delving thief. The Adventurer is not so much a thief as a PC who takes advantage of the general thievery skills on professional adventures into dungeon and wilderness. The Adventurer thief kit has no requirements beyond those of the thief class itself.

Role: Adventurer-kit thieves usually serve in parties of brave adventurers of various classes. Their special skills are vital in supporting any successful expedition into wilderness or dungeon.

The professional Adventurer is, furthermore, preferred by many adventuring parties, because he is much less likely than other thieves to betray or steal from his own companions. The successful Adventurer knows the value of trust and cooperation, while many a "street thief" has been raised on duplicity and (sometimes literal) sneak attacking.

Many Adventurers are neutral or lawful. Few are evil, and almost none that are chaotic evil can survive for long, let alone prosper in his ways.

Adventurers may be part of a thieves' guild for easy access to equipment and training. They tend to be independent, however, and dislike guilds that have demands beyond a simple membership fee.

Weapon Proficiencies: Any.

Nonweapon Proficiencies: Required: None. Recommended: Player's choice; among those that may be selected are Alertness, Boating, Fast-talking, Gather Intelligence, and Looting.

Skill Progression: Adventurer thieves tend to spread their skill improvements as evenly as possible, to allow them to deal with the many different challenges the adventuring life presents. If there is any concentration, it is usually on opening locks or finding and removing traps, since these skills are probably used most often.

Equipment: Adventurers are typically very gadget-oriented, delighting in new ways to bypass monsters and raid their lairs. They also may have a good bit of money, from successful ventures, to reinvest in equipment.

Special Benefits: None.

Special Hindrances: None.

Assassin

Description: In any reasonably corrupt culture, there are those who wish to eliminate someone whose very existence stands in the way of their plans. To serve them there are Assassins: trained killers whose services are for hire.

The idea of an assassin, a hired killer, has been divorced from any particular PC class. Indeed, a PC can be any class and still be an assassin; this thief kit simply shows how a thief can be converted into an efficient, discreet killer. PC's of other classes still can (and often will) be assassins, so it would be best not to let down one's guard . . .

Assassins must have the following minimum ability scores: Strength 12, Dexterity 12, and Intelligence 11.

Role: Thugs and Bounty Hunters may be seen as close relatives of the Assassin. It is important, then, to understand their differences, and what makes their roles distinct. Thugs typically serve as crude muscle, using bullying and intimidation. The Assassin, on the other hand, thrives on anonymity, on surprise—on his victim not even realizing that he is a target until it is much too late. A clever Assassin might never be seen by his victim. Here, too, the Assassin differs from the Bounty Hunter, for the hunter often seeks his quarry alive, and typically must bring back his prey (or the corpse thereof) as proof of his project's success.

Most Assassins are of evil alignment. However, it is conceivable that one might be of a neutral (but not good) alignment. PC Assassins, if they are permitted in the campaign, best fit this rare neutral description. A PC might be the agent of some monarch, paid to arrange the discreet demise of those who threaten the kingdom's safety. While this certainly is not good (in the moral sense), the PC might regard it as a justifiable evil because of the deaths the action prevents by obstructing rebellion, invasion, or whatever.

Many Assassin thieves belong to guilds. The guilds use them to serve their own needs, and act as an intermediary for outsiders who wish to take out a contract on someone's life.

Weapon Proficiencies: Because of their specialization in the art of killing, Assassins, unlike thieves of other kits, are permitted the use of any weapon. An Assassin often selects one favored weapon, such as a garotte or serrated dagger (or even something exotic, such as blowgun darts with an exotic insect poison from a distant jungle), to use for his killings. If the Assassin achieves infamy, the marks of this weapon may become known as a sort of "calling card."

Nonweapon Proficiencies: Required: Trailing, Disguise. Recommended: Alertness, Begging, Gather Intelligence, Herbalism, Land-Based Riding, Observation, Tracking, Voice Mimicry.

Skill Progression: Assassins favor the skills of move silently, hide in shadows, detect noise and climb walls. They also make occasional use of the pick pockets skill—not for lifting purses, but for similarly delicate tasks, such as slipping poison unnoticed into a target's goblet of wine.

Equipment: Assassins are familiar with and make frequent use of a wide array of deadly devices. See Chapter 5 (page 90) for details on all sorts of special items, such as blade boots, death knives, folding bows, and so forth. Equipment to help their preferred skills (see "Skill Progression" above), such as clawed shoes and gloves and camouflaged clothing, is also popular.

If the DM permits, poison is also available and frequently used by the Assassin. The Assassin may purchase poison (expensive and usually illegal), or attempt to manufacture or extract it himself (which can be dangerous as well; see the special section on poison in Chapter 7 for more information).

Special Benefits: Because of their training and experience with the use of poisons, Assassins also can identify poisons used by others. The base chance of doing so is the Assassin's level multiplied by 5%.

Assassins with intelligence of 13-15 get a +5% bonus on the attempt; 16-17, a +10% bonus; and 18, +15%. Further adjustments depend on how the Assassin attempts the identification: sight, smell, taste, or symptoms.

Sight means examination of the poison or poisoned article. Many poisons have a distinctive appearance, or they may have a corrosive or discoloring effect on metals, foods, etc. Identification by sight has a -20% modifier. Its advantage is that the Assassin needn't worry about poisoning himself in the process.

A poison may also be identified by its odor. This carries a -15% penalty. Furthermore, if it is an ingested or contact poison, there is a 10% chance that the Assassin will be affected by the poison, though at half strength (i.e., no effect if the saving throw is successful, and if it's not, normal save damage is applied).

Taste is a fairly reliable, if dangerous, method of identifying a poison. It carries a -5% penalty. After dabbing a tiny bit on his tongue, the Assassin spits it out. There is still a chance that the poison will affect the Assassin: 25% for injected poison, 75% for ingested, and 100% for contact. The poison's effects, if any, are half strength (see above).

The most certain way of identifying a poison is by its symptom (no penalty on the attempt). The drawback of this method is of course that you need a poisoned PC to examine.

An Assassin with herbalism proficiency gets a +5% identification bonus because of his knowledge of toxins extracted from plants. An Assassin with healing proficiency gets a +10% bonus in any case. These bonuses are not cumulative.

An attempt to identify a poison takes one round; be sure to keep track of time elapsed and the onset time of the poison. If one method of identification fails, the next may be tried. If none of the four produce an answer then the poison will remain a mystery to that Assassin. (The Assassin could attempt identification again after he's gained an experience level, but this is not normally of any help.)

Identification of a poison also means knowledge of its antidote (if one exists); it does not mean that the antidote is available, however. An Assassin with herbalism proficiency may attempt to make an antidote from scratch.

Special Hindrances: Because of the time they spend on weapons and poisons, Assassins advance more slowly in thieves' skills than thieves of other kits. They start with only 40 discretionary points to allocate at 1st level, and with each level gained they receive only 20 points to distribute among the skills.

Assassins are generally feared and shunned. Therefore an Assassin suffers a -4 reaction penalty with non-evil NPCs who are aware of his profession.

Bandit

Description: Travel is rarely a safe affair in the medieval fantasy setting, whether one traverses the forbidding wilderness or the pastoral countryside. Beside the dangers of nature and fantastic menaces, such as dragons and giants, there are humans who prey on their journeying kin. Almost every stretch of road near civilization is claimed by one or more bands of highwaymen, and even the far wilderness may hide the strongholds of robbers.

Bandits must be strong and hardy to withstand the harsh forces of nature, the people who seek their destruction, and even each other. Thieves must have minimum scores of 10, then, in both Strength and Constitution to be eligible for the Bandit kit.

Role: Bandits are often vicious PC's, desperate, cunning, and cruel. They are prone to fight or even betray each other, but two things keep them bound in groups: the utter necessity of cooperation in order to survive the perils of the wilderness (let alone to be successful robbers), and the strength of whoever has established himself as leader among them by force and cunning.

Some leaders manage to weld together very large groups of Bandits. There are even kingdoms of Bandits. Such things are rare, however, since few leaders have the Strength or Charisma to bind many of these thieves; or even if they do, the mob will rarely stay together beyond the leader's demise.

Bandits do not belong to guilds, as such. A large group of them, or a network of cooperating groups, may be considered analogous to a guild, however—providing some training, intimidating nonmembers who operate in their "territory" (including humanoids and the like), and so forth.

A few Bandit groups may actually have connections to a big city guild, though such ties would probably be very loose (perhaps occasional cooperation, rather than subservience).

Bandits rarely have pleasant reasons for pursuing their lifestyles. Most have a history better left behind, and many have a price (or three) on their heads in some place or another. The average Bandit would be better off outside the wilderness, but with enemies and authorities elsewhere, it is the closest available thing to a sanctuary.

Bandits can expect less than mercy at the hands of the law. As if Banditry itself wasn't punishable, most of these thieves already have a few major crimes under their belt. But, like a city guild, Bandits can work out arrangements with local military and civilian authorities. In exchange for bribes and a cut of the take, Bandits may garner information on rich targets and how best to avoid the punitive expeditions that may periodically be sent against them.

Skill Progression: The skills favored by Bandits are those useful for scouting and preparing ambushes—specifically, climb walls (for tree-climbing), move silently, and hide in shadows. Find/remove traps also tends to develop with a Bandit's knowledge of snares, pits and so forth, which may be employed on occasion to waylay travelers.

Weapon Proficiencies: Bandits are particularly partial to heavy, brutal, bludgeoning weapons. For this reason they may use the following cudgel-like weapons in addition to those normally permitted to thieves: flail, mace, morning star and warhammer. At least one of the Bandit's initial weapon proficiency slots must be filled by a bludgeoning weapon. Bandits must also take proficiency in the knife. They not only use this for fighting (some among them regard knife-fighting as a spectator sport), but as practical equipment for wilderness survival. Since this fills the two weapon proficiencies open to a thief, the Bandit is granted a third initial weapon proficiency slot, to fill with the weapon of his choice (from among those permitted to thieves).

Nonweapon Proficiencies: Required: Survival (choose appropriate terrain). Recommended: Alertness, Animal Handling/Training, Animal Noise, Fire-building, Intimidation, Looting, Riding, Rope Use, Set Snares, Swimming.

Equipment: A Bandit should be well-equipped for wilderness survival. Vital items include provisions, backpack and pouches, flint and steel (which are more reliable than a magnifying glass for starting fires—especially at night!), tinder, a blanket, and a knife.

Less vital, but often of use, are climbing equipment (crampons, pitons, etc.), fishing gear (hooks, line, net), light sources (candle, lantern, torch), rope, sewing needle and thread, sacks for loot, a signal whistle, spyglass, small tent, thieves' picks, and a whetstone (so you can sharpen your knife when there's nothing else to do).

Some Bandits, finally, like to have trained animals (dogs, falcons, pigeons) for hunting or message-carrying. To make effective use of such an animal, animal handling proficiency is needed.

Special Benefits: Because of their adeptness at ambushing, Bandits gain +1 on their attempt to surprise in a wilderness setting.

Special Hindrances: Bandits are generally despised by other PC's: Normal people hate and fear highwaymen, and other types of thieves tend to look at them with scorn, as outcasts and crude robbers. For this reason, any Bandit who is recognized as such suffers a -2 reaction penalty among non-Bandit NPCs.

Beggar

Description: Circumstances have reduced some unfortunates to such a level of poverty and helplessness that the only possible way that they can survive is by imploring their fellow beings to give them whatever meager scraps can be spared. At least, so the Beggar would wish it to appear.

For a great many Beggars this is the truth; misfortune or disability have dealt them sore blows, and they must rely on the charity of individuals and a few institutions, such as beneficent churches, for subsistence.

But there is another class of Beggar, which is really a particularly insidious variety of swindler or con artist. This PC is usually perfectly able-bodied, but has taken up begging as a career, supplemented by minor theft (pickpocketing and the like) and the gathering and selling of information to interested parties. It is with this sort of Beggar that this kit is chiefly concerned.

The Beggar has no requirements beyond those of the thief class.

Role: Thieves of this kit, professional Beggars, were usually raised into their role. This of course means a lower (indeed, lowest in many places!) class background, and meager financial resources at best. The Beggar has other resources, however: connections, street smarts, a sharp eye, and diverse skills for cajoling passers-by out of their spare cash.

Effective begging requires consummate skills of acting and disguise, so that the Beggar can present himself in the manner most likely to garner the sympathy and cash of the people he accosts.

As a matter of survival, the Beggar needs diverse sources of income. Few can avoid starvation solely by the charity of strangers in the street. They are also dealers in gossip and information (such as the movement and activities of wealthy personages), with ears ever open for any tidbit of knowledge that may help fill their stomachs with food. Beggars will also gladly hire themselves out as messengers or spies.

Beggars also are known to cooperate with other varieties of thieves, especially Cutpurses. A favorite ruse is for one or more Beggars to accost a wealthy-looking person. While they distract him with their pitiful (and more often than not, futile) pleas for assistance, a slick Cutpurse relieves the victim of his purse. Shares of the score are divided among Beggars and Cutpurse.

Many Beggars are affiliates of the local thieves' guild, surprisingly enough. The guild makes use of them as messengers and informants. It also may have a sort of protection racket going with them: Beggars must share their score with the local guild in exchange for protection from thieves of the guild itself, as well as "freelancers" and rival guildsmen. Guild-affiliated Beggars also may gain some measure of protection from the local constabulary—a useful thing if local law prohibits panhandling.

Weapon Proficiencies: Beggars begin with familiarity only with simple, inexpensive weapons. The knife is a favorite, being inexpensive, easy to use, and easy to conceal. Beginning thieves with the Beggar kit should select their two proficient weapons from among the following: club, dagger, dart, knife, sling, or staff.

Nonweapon Proficiencies: Required: Begging, Disguise, Information Gathering, Observation. Recommended: Alertness, Singing, Trailing. As mentioned under Secondary Skills, above, a Beggar with marketable skills (e.g., crafts or trades) should have some reason in his background why he is no longer able to support himself through them.

Skill Progression: Beggars become most proficient in picking pockets (to supplement begging income), and moving silently, hiding in shadows, and detecting noise (useful for gathering information and tailing people). They tend to be worst at opening locks and finding or removing traps, since these skills require technical training that is not easily available.

Equipment: The basic equipment of a Beggar is a wooden bowl or cup in which passers-by may place alms. More sophisticated Beggars have false crutches, make-up and the like to make themselves seem as desperate and poverty-stricken as possible.

Some Beggars have children with them (rented from the true parents, or borrowed in return for a share of the day's income, if they are not the Beggar's own) to arouse still more sympathy.

A more sophisticated sort of Beggar offers a service of some kind—singing a song, or playing a simple instrument—in exchange for food, drink, or a few coins.

Few Beggars can afford to purchase armor; and even if they could, they would not want to wear it, since it would suggest that they are wealthier than they would like to appear.

Beggars who rise above their circumstances may of course equip themselves as they see fit, although then they will no longer be accepted by other Beggars as one of their kind. A Beggar who appears well-off could suffer penalties, at the DM's discretion, at the following proficiencies: begging (because the PC doesn't look impoverished), information gathering (because other Beggars will distrust him), and even trailing (because the thief might not blend in as well with the city's masses).

Special Benefits: The most valuable benefits of the Beggar kit are the large number of bonus nonweapon proficiencies. These should be granted to a PC even if the campaign at large does not make use of nonweapon proficiency rules.

Special Hindrances: Beggars are scorned by most of society. Even PC's who share their wealth with Beggars tend to feel a sort of disgust or condescension, though they may try to hide it. Other thieves, however, recognize the talents and value of Beggars. For this reason, Beggars suffer -2 on reaction rolls with NPCs who aren't thieves.

Furthermore, because of their impoverished background, Beggars start the game with only 3d4 gold pieces.

Bounty Hunter

Description: The Bounty Hunter is a ruthless mercenary, worshipping little besides the price on his target's head, recognizing few laws save the contractual distinction between "kill" and "capture." He may be found serving the state, capturing criminals and bringing them to justice; or he may serve the shadowy lords of the underworld, avenging the twisted honor found among thieves and criminals. Pursuit of his quarry may take him through a thousand hostile environments, to foreign lands, even to alien planes. He is a hunter of men.

The Bounty Hunter's vocation is rigorous and demanding at every level: physical, psychological, even moral. It requires a sure hand and a stable mind.

To be a Bounty Hunter, a thief must have minimum scores of 11 in every ability except Charisma. One thing that doesn't really matter to a tough, independent thief like this is whether or not people like him.

A further requirement is that the Bounty Hunter be of a non-lawful alignment. The reasons for this are discussed below.

Role: It is important to draw a distinction between the Bounty Hunter and the Assassin, for their vocations are similar.

The Assassin is most often part of a larger network or organization—either a society of Assassins for hire, or a guild or crime family, or even a government. The Assassin is retained by that organization to discreetly eliminate its enemies; he is strictly a killer. The Assassin also is a predominantly urban figure, though his missions may take him out of that setting on occasion. Most organizations that have Assassins would deny their existence, because of the highly illegal and unpopular nature of their activities.

The Bounty Hunter, by contrast, is a loner. He may be solicited directly by an employer, but more often he simply learns of a price offered for the body (living or dead) of some person and goes after him.

While the Assassin requires secrecy and anonymity, the Bounty Hunter thrives on infamy. Fear leads his prey to make mistakes, and each such mistake brings the Bounty Hunter one step closer to success. While an Assassin is often hired to kill relatively normal, often unsuspecting people, the Bounty Hunter is tracking fugitives—people who know who's after them, and are therefore exceptionally desperate and dangerous.

Pursuit of such people may lead the Bounty Hunter to literally any place, even to other planes of existence (if the prospective reward will make the venture worthwhile), and so the Bounty Hunter becomes adept at survival and tracking in all manner of hostile environments.

Bounty Hunters do not track only fugitives. They may be hired to perform such tasks as kidnapping, freeing kidnapped persons, or (especially at lower levels, when they are still developing their skills) recovering stolen property.

The law and authorities do not always look kindly upon Bounty Hunters, though they will permit their existence so that they, too, may benefit from the manhunters' expertise. For the same reason, thieves' guilds tolerate the Bounty Hunters, despite the fact that almost no Hunter would ever join their ranks.

Secondary Skills: Any.

Weapon Proficiencies: The Bounty Hunter is permitted the use of any weapon. As part of his persona and fearsome public image, a Bounty Hunter will often gain proficiency in a rare or bizarre weapon, such as the khopesh sword or man-catcher. Non-thief weapons take up two of the Bounty Hunter's weapon proficiency slots, but he is granted a bonus slot at 1st level.

Example: Borg Tartan takes the Bounty Hunter thief kit. This means he has 3 initial weapon proficiency slots. Two he fills with a nonthief weapon, two-handed sword, and in the third he takes the hand crossbow.

Nonweapon Proficiencies: Required: Tracking. Recommended: Alertness, Animal Handling/Training, Animal Noise, Boating, Direction Sense, Fire-building, Gather Intelligence, Herbalism, Hunting, Intimidation, Observation, Riding, Set Snares, Survival, Trailing.

Skill Progression: Bounty Hunters make frequent use of almost all thief skills, except perhaps pick pockets.

Note that "pick pockets" includes all sorts of delicate feats of manual dexterity, such as slipping poison or a "mickey" into a drink. Deadly poisoning is more frequently the province of the Assassin, but a carefully placed, powerful sedative may save a Bounty Hunter a great deal of trouble. (To have access to sedatives or understand their use, a Bounty Hunter must have herbalism proficiency.)

Equipment: Besides the usual range of thievery equipment, Bounty Hunters take interest in items for killing and capturing their prey. Special items from the equipment chapter, such as blade boots, death knives, folding bows, and the like, are sometimes taken as favorite weapons. A rope for holding live prisoners is, of course, vital, and it may also be used for setting snares. Blinding powder and incapacitating poisons (paralytic ones or those that make their victim ill and helpless) may also have value.

Bounty Hunters make little use of deadly poisons—that is more the province of the stealthy Assassin. If a Bounty Hunter is out to kill a fugitive, he probably won't be worrying about how messy it will be.

Special Benefits: None.

Special Hindrances: None.

Buccaneer

Description: Buccaneers are thieves of the high seas, plying the trade lanes in search of prey. They intermix with and complement their piratical warrior cousins...to the extent that any of these scoundrels can be said to complement anything.

A hardy Constitution (no less than 10) is required to survive long months at sea and be a Buccaneer.

Role: Buccaneers closely resemble their land-dwelling cousins, Bandits. They, too, are desperate and cruel, fiendishly cunning, and likely to have a lot of internal squabbles.

Like Bandits, Buccaneers cooperate for survival and success. They also have sordid pasts—pasts which will often bind them together. Many a pirate ship used to be put to legitimate use, but its crew rose in mutiny, took the ship, killed everyone not party to the act, and turned to piracy.

Mutiny and piracy are both punishable by death, and on the high seas the warship or merchantman of any state will gladly carry out that sentence, if given a chance. Buccaneers will therefore fight to the death, against all odds, rather than face capture and inevitable summary execution.

Buccaneers do not belong to guilds; although, like Bandits, a ship of them may be considered a nonstandard guild of sorts. Sometimes groups of pirate and Buccaneer ships will even make alliances, and cooperate to raid richly-laden (and therefore well-defended) merchantmen. There may also be rivalry among pirate groups—especially when one of them carries a healthy cargo of booty that has not yet been hidden in a safe sanctuary.

Buccaneers like to have secret sanctuaries, probably in a secret cove or on a tiny island. There they rest between raids, store treasure and provisions, and plan their activities. Such sanctuaries will have the best protection available to the Buccaneers, possibly including magical defenses.

Related to but distinct from Buccaneers are Privateers. These are "legitimate" Buccaneers. Privateers have received the sanction of some nation to practice piracy on the merchantmen of another nation. Well known historical examples of this include the Privateers of Elizabethan England, captained by such illustrious personages as Sir Francis Drake. These daring "sea dogs" raided gold-laden Spanish galleons as they returned from the New World.

While Privateers are sanctioned by one nation, those on whom they prey certainly regard them as pirates and will treat them as such if they are captured.

A group of NPC Buccaneers should include not just thieves but a healthy number of warriors with the pirate kit, and perhaps a swashbuckler or two as well. Even a renegade mage might be found among them. (Privateers are even more likely to have the services of a wizard, especially one with talents in the manipulation of water and wind.)

Skill Progression: Buccaneers make much less use of the traditional thief skills than thieves of other kits. Climbing around the rigging of their ships requires some wall-climbing skill, and the delicate step needed to work high above the deck may carry over into excellence at moving silently. Finally, Buccaneers favor the read languages skill—they like to be extraordinarily adept at deciphering the strange, secret codes adorning maps, codes that may tell a sly captain the location of a rival's buried treasure.

Weapon Proficiencies: The DM may wish to make classic Buccaneer weapons, such as the cutlass, available to thieves of this kit.

Nonweapon Proficiencies: Required: Navigation, Seamanship, Swimming. Recommended: Alertness, Direction Sense, Fishing, Gambling, Intimidation, Looting, Rope Use, Tightrope Walking, Weather Sense.

Equipment: Buccaneers dress themselves as sailors (with weapons, of course), and carry about the same equipment when at sea. Also, like sailors, they will avoid armor—it gets in the way of climbing around the rigging (double penalties on climbing rolls), and also presents a problem for someone unfortunate enough to find himself overboard.

Special Benefits: Because of their familiarity with ropes, much used in the nautical arts, Buccaneers gain a bonus of +5% on climbing rolls if ropes are involved—+10% if they are ropes on a ship. (Note that the total chance of success with a thief skill, including all positive and negative modifiers, cannot exceed 95%.)

Always be sure to consider the various climbing modifiers.

Buccaneers also can fight from a rope (usually on a ship), so long as the feet and one hand can grasp it, and they are much better at this than other types of PC's. They get +1 on attack and saving throw rolls in rope combat, +2 on such rolls in shipboard rope combat. Note that these adjustments should be added to all the other modifiers—which are usually negative. For instance, a climbing PC would normally get a -2 penalty on attacks; so the Buccaneer's +2 bonus merely negates this.

Use common sense when applying the saving throw bonus for a Buccaneer in rope combat; while it would apply to dodging a lightning bolt, it would not apply to saving against a charm or hold spell.

For more information on shipboard combat, see "Learning the Ropes" below.

Special Hindrances: As their expertise lies in rope-climbing, Buccaneers suffer a penalty of -10% when they attempt to climb without one.

Learning the Ropes

Buccaneers often find themselves fighting among the ropes and masts of their ships. This section is intended to help simulate the difficulty and excitement of such a scenario. It may also be used in other situations of rope combat.

The basic modifiers in climbing combat are as follows:

- * A climbing PC loses all Armor Class bonuses for Dexterity and shield.
- * A climbing PC suffers a -2 penalty on attack, damage, and saving throw rolls.

- * A PC attacking from above gains a +2 bonus on his attack roll.

- * A PC attacking from below suffers a -2 penalty on his attack roll.

Other modifiers that often come into play are:

- * An off-balance defender is attacked with a bonus of +2. See below for more information on balance and rope combat.

- * A rear attack (e.g., against a PC trying to climb up a rope—but NOT a Buccaneer climbing and dodging at the same time, as explained below) gains a +2 bonus.

Buccaneers additionally gain a +1 on rope combat attacks (+2 if shipboard), and may be given the option of dodging (explained below), thanks to their facility and frequent practice with rope climbing.

NPC sailors, also familiar with seaborne rope climbing, should, for the purpose of these rules, have a base climbing percentage of 65%. This percentage does NOT apply to other sorts of climbing (walls, mountains, etc.); in such areas a sailor is assumed to be untrained and should be treated as such.

Remember that modifiers are cumulative!

Losing and Regaining Balance

Any PC engaged in combat on ropes runs the risk of losing his balance. A PC who is struck by a weapon, or attempts to climb in the course of combat, must make a climbing check or lose his balance.

Lost balance means that the next round the PC must either fall voluntarily or attempt to regain his balance. In either case, the PC can perform no other action. A successful climbing check means that the PC has regained his balance. A failure means the PC has fallen (and, of course, may suffer falling damage). Don't forget, all attacks against an off-balance PC are at +2.

Dodging

Thieves with the Buccaneer kit may choose to spend a round in rope combat dodging. When doing so, the thief may not attack, but he may move at half his normal rope-climbing speed. If a successful climbing check is made, the Buccaneer is able to add his Dexterity bonus (which a normal sailor would not get) to his Armor Class for that round of combat. If unsuccessful, the thief will be off-balance the next round; he must spend it regaining his balance (see below), and attacks against him are at +2.

Burglar

Description: The consummate Burglar is an expert at breaking and entering the most difficult buildings, bypassing walls, locks, traps and guardians, grabbing the best loot, and escaping unnoticed as stealthily as he arrived.

The cat Burglar requires a minimum Strength of 10 and Dexterity of 13.

Role: In many ways, the cat Burglar is the stereotypical professional thief. He probably uses more of the traditional thief skills, and more frequently, than any other kit.

Even within the ranks of Burglars, thieves often specialize even further. Some specialize by skills. A "box-man," for instance, is an expert at opening locks, especially safes and well-protected chests. A cat Burglar or second-story thief specializes in climbing walls (which can be a remarkably effective protection, especially if ground-level entrances have people around them). Teams of Burglars who specialize by skill often find the most success.

Other Burglars specialize by target. Jewel thieves in particular are the elite among Burglars; the protection found around the objects of their attention demands that their skills and cleverness be honed to perfection. Burglars of any background may be found. Even thrillseekers of the privileged classes may take up jewel Burglary as a challenging, profitable, and exciting pastime.

Almost all successful Burglars have some sort of guild affiliation. In order to get rid of the loot they take, they of course need a fence (especially if their score is distinctive—e.g., fabulous gems, valuable artwork). Guilds provide the Burglar with innumerable benefits: fencing of even the most distinctive items, connections with potential "business" partners, access to specialized equipment, and, not least of all, protection. A guild can arrange the fix (to free an imprisoned Burglar), and provide deterrence, protecting its Burglars from other guilds and powerful criminals—people who don't take kindly to being robbed themselves, and are more likely to make hasty decisions about a suspect PC's guilt or innocence.

Weapon Proficiencies: Better Burglars do not bring weapons with them on a job; it only means more serious penalties if they are caught—either legal penalties, or more immediate ones like a jumpy victim panicking and attacking them. On some jobs, however (e.g., stealing from dangerous criminals) a Burglar is wise to have means of self-defense.

Small, quiet, concealable weapons are naturally favored, though a Burglar may choose proficiency in any weapon among those normally permitted to thieves.

Nonweapon Proficiencies: Required: Alertness, Looting. Recommended: Begging, Gather Intelligence, Jumping, Observation, Rope Use, Tightrope Walking, Tumbling.

Skill Progression: The vital skills of a Burglar are open locks, find/remove traps, move silently, hide in shadows, detect noise and climb walls. As mentioned before, a Burglar may concentrate particularly on one of these, but he would probably then want to be as evenly excellent as possible in the others.

Equipment: Burglars love to use specialized hardware to increase their chances of success. For a thorough examination of some specialty items available, and their effects on thief skills, consult the equipment chapter later in this book.

Special Benefits: Burglars may purchase from the Aurora's Whole Realms catalog at any level as they can always get the specialized equipment they need.

Special Hindrances: None.

The Specialist Burglar

A broad, general range of skills is often what adventurers choose, but for the urban Burglar, specialization is the way to go. There are a number of reasons for this.

A specialized thief is simply more marketable. People in the underworld want someone excellent for a job. That may mean a high-level generalized thief, one who has been in the business long enough to be good at everything. But it's not easy for a thief to reach that level. Therefore, by concentrating on one skill, a relatively low-level thief may compete with a thief many levels higher for jobs of a certain type.

Suppose, for instance, we have a "box-man"—actually a woman—named Annelise. By concentrating as many points as possible in her open locks skill, she can have a score of 85% at only 4th level (this does not include modifiers for race, Dexterity, armor or kit). Since she can put no more than half of what she earns at each level into any one skill, she distributes her remaining points more or less evenly among the other skills. She would probably neglect pick pockets and read languages, however, since they usually are not useful to a Burglar.

Compare this to a "generalist" thief, which adventurers tend to be, you can see that Annelise's level of lockpicking skill would not be attained before 14th level.

Now imagine that a mob of jewel thieves is preparing for a job. They have diverse skills—except that they are lousy at lock-picking. They need to bring a box-man into their mob. Who would they choose? Well, first off, a 14th-level thief is pretty bloody rare.

And even if one were available and willing to work with less-experienced thieves, he would probably demand a larger share of the take. Otherwise it would not be worth his time: He has uniformly good skills, and could probably commit this robbery on his own. A job with which he would need assistance is probably well out of the range of these thieves.

Annelise, then, is a pretty attractive option. She might be able to climb little better than a fish, but that's the cat Burglar's expertise; after he's mounted the building, he can lower a rope for the less sure-footed. By offering Annelise a reasonable share of the loot, the other Burglars are almost assured that their difficult lock will be opened.

Cutpurse

Description: This is probably the most common sort of thief—the pickpocket or shoplifter who engages in small-time larceny, usually at a level of meager subsistence. He often supplements his income by working as an informant for the powerful figures of the underworld (or anyone else who's willing to pay).

The Cutpurse has no requirements beyond those of the thief class.

Role: The Cutpurse is near the bottom of the underworld hierarchy. His activities are not as risky as those of other thieves, but are they are not as profitable either.

Many Cutpurses are "freelancers," not associated with any thieves' guild. Guilds, normally harsh on non-member thieves who operate in their territory, pay little attention to Cutpurses. The profit and benefits that would accrue from their membership would not outweigh the trouble of trying to bring them into line. For this reason many chaotic thieves, who may dislike the structure and limitations of guild membership, choose the Cutpurse kit.

Cutpurses are not always uncooperative, however. Some do join guilds, which they serve primarily as informants and tipsters, ears on the streets, catching gossip and scoping out prospective targets that can then be assigned to other thieves.

Cutpurses who don't belong to a guild often form their own little mob. Such a small mob usually develops a standard *modus operandi* (way of operating), and they use the same scam on every target. They may also design special, elaborate plans for lifting a particularly heavy purse.

Cutpurses also may enlist the assistance of thieves of other kits in their operations (see the Beggar kit, above, for an example).

Suppose, for instance, that one thief has the job of accosting an affluent-looking stranger, whom the Cutpurses have guessed to be an out-of-town merchant. This first thief presents himself as a street-vendor. While he tries to sell the merchant a hot pastry, a second thief comes by carrying a large load (perhaps a basket full of dirty sheets), which he "accidentally" drops on or around the merchant. In the chaos that ensues, the first two thieves appear to help the merchant, picking up the fallen items and apologizing profusely; while a third Cutpurse does the actual job of relieving the merchant of his cash.

Like beggars, most Cutpurses are of lower-class background and are born into their station.

Weapon Proficiencies: Small, concealable weapons are ideal for Cutpurses, though they are not formally restricted any more than thieves in general.

Nonweapon Proficiencies: Required: Observation, Trailing, Recommended: Alertness, Begging, Gather Intelligence, Trailing.

Skill Progression: Cutpurses naturally specialize in picking pockets. Beyond this, they typically favor moving silently and hiding in shadows, as these may increase their pickpocketing talents.

Equipment: A few special items to aid in picking pockets. If thieves have connections, they may be able to purchase such items.

Special Benefits: The effective pickpocket is one who can choose his target carefully. He must learn to ascertain the nature of a prospective victim. How dangerous will the attempt be? What could the target do in response? And does the chance of financial reward outweigh the risks involved?

In game terms, this means that the Cutpurse has the ability to guess the class and level of another PC. If the pickpocket makes a successful observation proficiency check, he can accurately determine the target's PC class.

Another proficiency check can be made to determine the approximate level of the PC. The DM should roll this check secretly. If the check fails, the difference between the number rolled and the number needed for success is how far off the PC's estimate is.

Sometimes a Cutpurse will "check out" a PC who is in disguise. When this happens, the Cutpurse suffers a penalty of -5 on his proficiency check.

Example: Gorgar the Cutpurse is eyeing an opulent-looking foreigner. Gorgar succeeds in his first observation check, and determines that the man is a wizard. This could be dangerous, he thinks, and he tries to guess how powerful the wizard is.

Gorgar needs to roll a 13 or lower for a successful observation check. The DM rolls the dice secretly for him, and gets a 16. This means that Gorgar's estimate will be 3 levels off.

The wizard is in fact 4th level. The DM decides that, because of the mage's rich dress, Gorgar overestimates the PC's level. "You guess that the wizard is around 7th level," says the DM. (Note that PC's don't speak in terms of PC levels; the thief would have information in less precise terms; but speaking about levels is clearer for communication among players.)

If the DM wished, he could have determined randomly if Gorgar over- or underestimated (e.g., roll 1d6; 1-3: over, 4-6 under).

Special Hindrances: The main hindrance to Cutpurses is that thieves of other kits look down on them, considering them small-time thieves, just half a step above Beggars. This is something the DM should bring out in role-playing—Cutpurse thieves will have difficulty commanding a lot of respect in the underworld.

Fence

Description: The Fence is a black marketeer, a seller of stolen or otherwise illegal goods. He is almost always found in a city setting, where there are large numbers of people to serve as customers as well as prey for the thieves who supply him.

A good Fence needs a sharp mind to appraise people as well as goods, and to stay ahead of the law. To take this kit, therefore, a thief needs a minimum Intelligence of 12.

Role: The Fence is the linchpin in the complicated web of the black market. Thieves sell their illicit acquisitions to the Fence, for some amount of money below their actual value. The Fence then resells the "hot" goods on the black market. If the city in which he operates is large and the goods are minor enough (not the crown jewels of the local royalty), they may be sold directly to local buyers. If the Fence thinks they're "too hot," though, he will probably arrange to have them smuggled and sold elsewhere.

Power for Fences is rarely measured in terms of PC level. Instead, it is a matter of the breadth of the Fence's network and the reliability of his contacts. Of course, to acquire or retain an extensive network, a Fence needs much cunning and experience—which may coincidentally result in a high PC level.

The most powerful Fences keep their identities secret, and may never see their clients, neither thieves nor buyers. They coordinate things from behind the scenes, and have minor Fences to serve as intermediaries. Even a close contact may never have seen the face of a great Fence—at least, not knowingly. A Fence may secretly play the role of an underling in his own network—or even that of a rival or freelancer!

This may all start to sound familiar to those who know something about thieves' guilds. The networks of a powerful Fence look increasingly like the structure of a thieves' guild. This is no coincidence. Those who are knowledgeable in these matters speculate that the thieves' guild was originally, and in many respects still is, a black market network made into a formal entity.

Fences may be of any social background, though wealthy and noble Fences are rare. Certainly those that do exist diligently keep their identities well-hidden, for obvious reasons. The stakes must be high to claim the attention of the socially and financially elevated.

For example, a rich merchant may deal with stolen jewelry on the side. Or a baron may be the secret mastermind behind a network of thieves smuggling and selling contraband. The real world offers other examples—such as petty dictators who do not only accept bribes and turn a blind eye to drug smugglers but are in fact a drug lord themselves!

The black market network transfers information as well as goods. Fences are probably the best-informed figures of the underworld. For this reason they gain "gather intelligence" as a bonus nonweapon proficiency. (They also receive "appraising" as a bonus proficiency, since it is vital to their vocation.)

Weapon Proficiencies: Any.

Nonweapon Proficiencies: Required: Appraising, Gather Intelligence. Recommended: Alertness, Fast-talking, Forgery, Gem Cutting, Local History, Observation.

Skill Progression: Less powerful Fences (that is, those lower in the network hierarchy, with fewer contacts) may need to make use of thievery skills. Picking pockets may provide a little income when business is slow; its use for sleight-of-hand may also have value (though it is dangerous to cheat clients). Opening locks and finding and removing traps are useful skills for inspecting merchandise. It is not unknown for Burglars, unable to open a strongbox, to simply cart off the whole thing and hope their Fence can get it open. Read languages is also sometimes useful in examining merchandise. The stealth skills (move silently, etc.) have some value on the street; Fences who have direct contact with their clients may put some time into cultivating them, but more powerful Fences often neglect them.

Equipment: Most Fences own equipment for examining merchandise, to determine if the goods are counterfeit or what their value might be. A magnifying lens, for instance, may be of use here.

Special Benefits: Because of his contacts, a Fence is probably the best person for locating and hiring thieves and smugglers, especially in territory not claimed by a guild.

Also, Fences generally command a lot of respect from the underworld in their home territory. Unless a thief has a serious vendetta, he will probably court a Fence's favor for business reasons. Fences receive a bonus of +3 on reactions with NPC thieves if their profession is recognized.

Special Hindrances: Fences are relatively prominent in the underworld. And, unlike freelance burglars and smugglers who can move from place to place, the Fences' black market network requires a stable home locale, so that they can stay in touch with their contacts. (The DM may wish to keep PCs from being active Fences because of this; the Fence's life is much more business than adventure.) This also means that the local authorities may be aware of a Fence's identity and activities. These authorities may periodically harass a minor Fence, or demand bribes, or may shake him up for information every once in a while.

Investigator

Description: Though Investigators are listed as thieves, they are usually in fact the antithesis of criminals. Investigators are enforcers of law and order, the people who know the skills of the thief intimately so that they can combat him.

Role: Investigators can play a number of roles. They may be private, their services for sale. Or they may be employed by a government or organization. In each case their skills and activities are similar, but their roles and attitudes may be divergent.

An Investigator may be a vigilante, obsessed with uncovering crime wherever it may be hiding, and stopping it. Or he may be the "private eye," a mercenary sort, or retained by an individual or organization, and may be willing to sidestep laws to better serve his client.

Some Investigators are of course in the employ of some government. This does not necessarily identify them as good, however. An Investigator may be portrayed as a sort of "good guy cop," if it suits the campaign. But if the players are running thieves (especially folk hero types), the Investigator could be sinister and evil, a perfect foil to the PC thieves' capers.

The relationship between Investigator thieves and guilds is not usually that of allies. An Investigator might be employed by a guild, however; though usually a Spy, or perhaps a Troubleshooter, would do the guild's "investigating."

In fact, an Investigator might not even realize that he is employed by a guild, if his ostensible employer is a "front" business. Interesting cloak-and-dagger-style adventures could be built around an Investigator discovering, in the course of his work, that the shadow he is following actually lurks behind his own employer.

And of course, Investigators ostensibly employed by the government, like other magistrates and officials, sometimes "go bad," and are bought off by a guild, either for information, or in exchange for a blind eye turned toward guild activities.

Weapon Proficiencies: Investigators are permitted the normal range of weapons open to thieves. They will normally carry two weapons, at least one of them concealed (knife, dagger, or something similarly small, perhaps in a wrist sheath).

Nonweapon Proficiencies: Required: Information Gathering, Observation. Recommended: Alertness, Appraising, Disguise, Fast-Talking, Heraldry, Intimidation, Local History, Modern Languages, Reading Lips, Religion, Trailing.

Skill Progression: A balance of generalized skills serves Investigators well. Picking pockets is less important, of course, although you must remember that it may be useful for sleight-of-hand, which may serve an Investigator. Read language skills are a must for deciphering clues; some criminals write important information in obscure languages or secret codes, and being able to decipher it may mean success or failure for the Investigator. Other skills (lockpicking, trap detection and disarmament, and so on) are useful for penetrating and examining the hideouts and houses of suspects.

Equipment: A lot of the technological devices available to the modern Investigator (such as fingerprinting techniques, searches of computer databases for information, and so forth) would of course not be available in the medieval fantasy setting. Still, it may be possible to duplicate some of the effects of such devices with magical items; or the DM can make liberal use of anachronism. Suppose Investigators are able to dust for fingerprints, for example. A magical device that identifies fingerprints might also exist, allowing the Investigator to learn whose prints he has dusted.

Special Benefits: None.

Special Hindrances: None.

Scout

Description: A Scout is a thief, usually solitary, who operates in a wilderness setting. Besides working as a guide, spy, or saboteur for hire in the wilderness, many Scouts are involved in such illicit activities as poaching.

The Scout kit has no requirements beyond those of the thief class.

Role: One might say that Scouts are to thieves as rangers are to fighters—but they avoid the strict "silly ethics" of the ranger class. Scouts are not prohibited from being good—and in fact they are, on the whole, a good deal more dependable than thieves in general—but they have a cutthroat streak that can be dangerous and unpredictable. However, their rugged individualism and harsh practical judgement often endears them to adventurers, and many are found among such steadfast, daring companions.

Unlike Bandits (who also operate chiefly in the wilderness), the Scout usually shuns the company of other thieves, including guilds. The guilds, in turn, care little about Scouts. Their poaching and small-time thievery is seen as insignificant in the eyes of the great crime figures, especially when compared to the trouble and expense that would be required to identify and to track down the elusive Scouts, to punish them or force them to join guild ranks. If a Scout is a guild member, either it is a voluntary arrangement (whereby the Scout benefits from access to special equipment and training) or he has spent enough "professional time" in the city or other explicitly guild-controlled territory that he was "persuaded" to join.

Of the many Scouts not belonging to a guild, some have a single, consistent employer. The rest are freelance or mercenary, serving themselves or whatever employers may come along, taking the best pay they can find. Or, if there's nothing else, they steal and poach to support themselves.

Several organizations employ Scouts regularly, sometimes on a permanent basis. The military, in particular, does so; reliable Scouts, trained for reconnaissance and sabotage, are vital to any successful military operation. And the key to having reliable Scouts is to have well-trained and (most of all) happy Scouts. A common grunt soldier can be bullied into line and, if need be, forced out into battle by the spearheads of the rank behind him—but the Scout's modus operandi is to explore alone. Maltreated Scouts have more opportunities to desert or, worse yet, betray vital information to the enemy than anyone else in an army.

Military Scouts are carefully nurtured and well-nourished. They get decent pay, excellent equipment, and the best training available for their special and important activities. The training of military Scouts is at least as intense and comprehensive as that of a thieves' guild. (Sometimes, after retiring from the army, military Scouts go on to become the most illustrious and prosperous burglars and assassins of the underworld.)

A few other groups that may employ Scouts are secret societies and other paramilitary groups, thieves' guilds that have operations across the wilderness (Scouts may bolster the ranks of a smuggling party, for example), and agencies that are set up to connect clients with guides. Such agencies are normally found on the edge of vast wilderness areas that are being colonized; such areas, with frequent exploration by people unfamiliar with the region, have enough demand for guides that an agency can prosper on its percentage of the guide's fee.

As mentioned before, poaching is also an activity typical of the Scout. Animals may be protected by royal decree, written law, or the monopoly of a hunters' or furriers' guild. In medieval times, for instance, hunting was typically reserved for the noble classes. A commoner caught slaying one of "the king's deer" could be punished by death.

But when demand exceeds supply, there may be great incentive for the criminal killing and capture of animals. They may be sought for their meat, valuable pelts, ivory, feathers, magical purposes (e.g., eye of newt), or other esoteric ends. Thousands of animals in our world have been killed because some body part was believed to be an aphrodisiac. In the fantasy milieu, there may be real magical qualities, and the hunter or poacher's quarry may be fantastic. The horn of the unicorns, for instance, may be ground into powder and administered with liquid as a poison antidote.

Weapon Proficiencies: Scouts have the normal range of weapon proficiencies permitted to thieves.

Nonweapon Proficiencies: Required: Alertness, Direction Sense, Tracking. Recommended: Alertness, Animal Handling/Training, Animal Lore, Animal Noise, Boating, Fire-building, Fishing, Heraldry, Herbalism, Hunting, Mountaineering, Observation, Riding, Rope Use, Set Snares, Survival, Swimming, Weather Sense.

Skill Progression: Stealth skills are those favored most by the Scout, and members of this kit have highly trained senses. Therefore it would make sense for these skills to improve most rapidly: move silently, hide in shadows, and hear noise. Climb walls also may see considerable use (though not from climbing walls, per se, but trees, cliffs, and so forth).

Equipment: No self-respecting Scout will permit himself to go without a basic assortment of wilderness survival gear: adequate clothing, rations, fire-starting materials, etc. Special gear to assist climbing, hiding, and moving undetected are also favored, as well as devices for hindering or diverting pursuers. (What worth is a Scout's knowledge if he never reports back to his employer?)

Special Benefits: Due to their extensive wilderness experience and expertise, Scouts gain +10% on two thief skills when in the wilderness: silent movement and hiding in shadows. Scouts also have an increased chance (1 in 6 better) to surprise opponents in the wilderness, because of their stealthiness and careful attunement with their environment.

Special Hindrances: While Scouts are intimately familiar with the wilderness, they are not so comfortable in urban settings. In the city, consequently, the Scout suffers a -5% penalty on all thieves' skills.

Smuggler

Description: A Smuggler is a specialist in the illicit movement of goods, either goods that are themselves illegal (e.g., stolen) or whose movement is illegal (in some countries, for example, it may be illegal to move gold bullion; or a Smuggler might secretly move cargo to avoid paying taxes on it). The Smuggler needs a host of practical skills to evade authorities, as well as connections in diverse places to acquire and unload his merchandise on the black market.

Role: The Smuggler plays a vital role in the underworld, moving goods from place to place. Without the Smuggler, Fences could only sell to local buyers, which would mean they couldn't deal in exceptionally valuable goods. This would greatly cut the profitability of theft. Guilds themselves might not even be able to function, at least not on a large scale.

There are two general methods of protecting contraband from discovery: Either you hide the goods within the transportation, or you hide the means of transportation itself. An example of the former would be a wagon or boat built with a false floor, beneath which the cargo is hidden. Hidden transportation would include sneaking oneself over the city wall late at night, with a pack full of stolen loot to be taken to a distant Fence; or, perhaps, a simple boat traveling late at night.

Plans for hidden transportation may become elaborate. The trick is to be small and fast. Small makes it more difficult to find you; fast makes it likely that you can get through or, at least, get away, even if you are discovered. Sometimes the best smuggling routes go through treacherous territory or difficult terrain. This means that a Smuggler must be flexible. For instance, he may arrange to bring a canoe or even smaller craft to traverse a swamp or area of many small lakes and streams, portaging when necessary and leaving the canoe behind (and hidden, of course) when he has passed the natural obstacles.

If the Smugglers will pass through dangerous territory (plagued by bandits, humanoids or monsters, for instance), it is best to work out some means of protection: Either bring along a couple of thugs or mercenaries for the difficult parts, or pay "protection money" to the dangerous parties. Most bandits or humanoids, and even intelligent monsters, would be perfectly happy to let Smugglers through in return for a cut of their merchandise.

Or they may tell the Smugglers that they can pass safely through, and then renege on the deal.

For such a situation, it is best for the Smuggler to have some powerful muscle behind him—like a guild. A great many Smugglers are part of guilds. Guilds that operate in more than one urban center, or in the countryside, usually employ a number of Smugglers just to move people and items within their own networks. They may also have Smugglers who specialize in dealing with other guilds; such Smugglers should have a high Charisma, because they must serve as diplomats as well as businessmen. Finally, there are freelance Smugglers. They may operate between guilds, between guilds and freelance fences, or, on rare occasion, solely among freelance fences.

Remember that a Smuggler operates between fences; he rarely, if ever, deals directly with thieves or non-"wholesale" customers. The fence or guild works out deals with prospective buyer fences, and then hires the Smuggler to make the delivery.

Weapon Proficiencies: Smugglers have the normal range of weapons open to thieves, and are not required to take proficiencies with any in particular.

Nonweapon Proficiencies: Required: None. Recommended: Alertness, Animal Handling/Training, Animal Noise, Appraising, Boating, Direction Sense, Disguise, Fast-talking, Forgery, Gather Intelligence, Navigation, Observation, Rope Use, Seamanship, Swimming.

Skill Progression: Detecting noise is probably the most useful of the traditional thieves' skills for the Smuggler. After that, hiding in shadows and silent movement probably see a lot of use. Pickpocketing would be least utilized in smuggling.

Equipment: Two items are essential to the Smuggler's vocation: means of transportation, and means of protecting the contraband from discovery.

Transportation is usually very basic: wagon or horse for land, boat for water, and so forth. More elaborate smuggling plans in the fantasy setting may include air transportation—imagine a Smuggler who secrets stolen gems out of a city, late on moonless nights, by griffon!

Marbles (if the surface is right) or caltrops can do much to hamper pursuers, and aniseed or dog pepper can throw dogs off the trail.

Special Benefits: Smugglers must be exceptionally alert; they therefore get a +1 bonus to their surprise roll.

Special Hindrances: None.

Spy

Description: The Spy is a gatherer of information. At the lowest level, he is a common informant, an eavesdropper with his ears open for salable information. The expert Spy is hired by guilds and governments to infiltrate opponents' buildings and ranks to find vital, secret knowledge.

To take the Spy kit, a thief must have a minimum Intelligence of 11.

Role: Spies are vital in supporting any large organization such as a guild or government. Information is the key to success, whether thieves are preparing for a burglary or a nation is preparing for war, and the Spy's role is to provide that information.

Most Spies are in the permanent service of one such organization. A small number may be double (or triple) agents, but that is very risky. A few are freelance, and their main problem is this: to find employment, they must be known; but if they're known, they have difficulty being successful.

Spies may come from any background. A large percentage, in fact, are from the lower classes, close in touch with the word on the street and all the secret channels of society. A smaller number of elite Spies exist, either in permanent positions (e.g., a count who reports word on his liege's troop movements to a rival kingdom, or a treacherous castle steward). Most of these PCs would not be of the Spy rogue kit, since spying is secondary; the focus of their life is (or at least was) something else.

But there are also talented individuals ready to go anywhere, risk any danger, and encounter a lot of excitement on the way to finding the knowledge they seek. They excel at infiltration, in finding information, not just in selling what they know. Exciting Spies, and PC's, are usually of this sort.

The standard penalty for spying (if the crime is beyond the low levels of spreading rumors, eavesdropping, and scoping out potential burglary targets) is death, and Spies from one nation to another can hardly expect anything in the line of "diplomatic immunity."

Weapon Proficiencies: The normal range of weapons open for thieves' proficiencies applies to Spies as well, and they are not required to take any in particular. A Spy can use nonthief weapons (for the purpose of disguises), but cannot take proficiency in them.

Example: To help impersonate a castle guard, a Spy carries a halberd. He could use it combat, but he would suffer a nonproficiency penalty. To increase his chances of success, he would probably switch to a different, familiar weapon—even a dagger or knife—unless circumstances prohibit it (e.g., people around him would be surprised to see him not using the halberd, and might thereby see through the disguise).

Nonweapon Proficiencies: Required: Disguise, Gather Intelligence, Observation. Recommended: Alertness, Begging, Etiquette, Forgery, Heraldry, Local History, Reading/Writing, Reading Lips, Trailing.

Skill Progression: An effective Spy usually needs a fairly even distribution of thief skills, since his vocation can bring him into any number of diverse situations.

Equipment: Spies in the medieval setting don't have all the fancy gadgetry of their modern counterparts. They may equip themselves liberally with what is available, however, such as boots with hidden compartments in the soles, thieves' equipment, and so forth. See the later chapter on equipment for a host of ideas.

Special Benefits: None.

Special Hindrances: None.

Swashbuckler

Description: Part acrobat, part swordsman, part wit, and entirely roguish — this is the Swashbuckler. He is a sophisticated city-dweller, the epitome of charm and grace.

Both the warrior and thief classes have Swashbucklers, but they have certain differences. These differences serve, among other purposes, as an example of how the Dungeon Master may modify appropriate kits from one class and apply them to another.

To be a Swashbuckler, a thief must have minimum scores of 13 in Strength, Dexterity, Intelligence and Charisma.

Role: This is a happy-go-lucky thief, with ready wit and flashing rapier. His home is the city, where he can shine amidst the squalor. He is generally less interested than his warrior counterpart in poking people with his rapier, and is more involved and concerned with his wild theatrics and amazing displays of acrobatic skills. More often than not he also finds himself, justly or not, on the wrong side of the law.

The Swashbuckler is almost never aligned with thieves' guilds; he prefers to be "freelance." Swashbucklers who journey outside the cities may align themselves with bandits or pirates, however, and with their charisma and skill, they frequently assume leadership. Such responsibility ill suits the Swashbuckler, however; the details of organizing and leading a large group will invariably set him packing in short order.

Most Swashbucklers come from a wealthy or aristocratic background. Their skills of stealth and acrobatics came not from survival needs, but whim. This motivation typically remains the driving force behind the Swashbuckler's career. Most of these young rakes retire when they get older and must assume responsibilities in the communities (family, noble title, business, and so forth). Many a Swashbuckler has kept up his activities, however, in secret; his moonlighting may even be developed (usually purposely) to a point of distinguishable alter-egos. The daytime PC may be a foppish dandy, gruff businessman, or airhead noblewoman. At night the Swashbuckler emerges: a cunning, dashing, adventurous PC.

What are the goals of the Swashbuckler? For the young ones, it is usually just thrills: a chance to break into the impenetrable castle, to replace the Queen's necklace with a fake, to outwit the guildmaster of thieves . . . A few have more serious goals (and these are the ones who tend to keep up their habit). A Swashbuckler may be a vigilante, charming and witty, but driven by an obsession for justice. His enemies may be criminals or, in an unjust society (where the aristocratic Swashbuckler's alter-ego may be an unwilling part of the apparatus of oppression), the authorities themselves.

Weapon Proficiencies: The Swashbuckler receives an extra weapon proficiency slot which must be devoted to a weapon among the following: stiletto, main-gauche, rapier, and sabre.

With this, the Swashbuckler's "weapon of choice," the thief is able to fight with the attack bonus of a fighter of his experience level. Throughout his career, he must devote half of his weapon proficiencies to these weapons, until he has mastered the use of (i.e., gained proficiency in) every one.

Nonweapon Proficiencies: Required: Etiquette, Tumbling. Recommended: Alertness, Blind-fighting, Disguise, Fast-talking, Intimidation, Jumping, Navigation (if seaborne; costs 4 PC Points), Riding, Tightrope walking, Trailing. **Skill Progression:** Swashbucklers would tend to have fairly balanced thief skills. This includes pickpocketing, though that talent is more often utilized in the form of sleight of hand.

Equipment: The Swashbuckler must buy his weapon of choice, but other than that may spend his gold however he pleases.

Special Benefits: The Swashbuckler is permitted a special combat maneuver when using his weapon of choice: disarmament. To disarm an opponent, the Swashbuckler must declare his intention to do so before initiative is rolled. He then suffers a +1 penalty to his initiative roll, and a -4 penalty on his roll to hit.

If the Swashbuckler's attack is successful, he will (normally) cause his enemy's weapon to go flying out of his hand.

Roll 2d6. The number rolled is the number of feet away the weapon landed. Another roll of 1d6 determines the direction the weapon goes, relative to the disarmed PC:

1	Straight ahead	4	Straight behind
2	Ahead, right	5	Behind, left
3	Behind, right	6	Behind, right

Besides weapons, disarmament can be attempted against magic wands or other such devices held in one hand. Items worn (like jewelry) or held in two hands (including two-handed weapons) may not be affected by a thief Swashbuckler with the disarm maneuver.

Finally, being such a romantic figure, the Swashbuckler gains, as an additional special benefit, a +2 reaction adjustment with members of the opposite sex.

Special Hindrances: Trouble seeks out the Swashbuckler. This is something that the DM will have to play very carefully if the Swashbuckler is to be balanced with the other thief kits. When there's another Swashbuckler around—thief or warrior—intent on proving that he is the finest swordsman in the world, it's the PC Swashbuckler he seeks out and challenges (often in the middle of some illicit activities). When there is a lovely lady (or handsome young man, as appropriate) in distress, she or he will naturally cross the Swashbuckler's path, and pull him into the tangle. When the thief is practicing burglary on his uncle's mansion, the old man decides to return early from his journey. Life conspires to make things difficult for the Swashbuckler, and the DM should always throw just a little more good-natured bad luck at this thief type than at any other.

Swindler

Description: This is the master of deception; while burglars and pickpockets profit through stealth, and bandits and thugs garner their earnings through force, the Swindler relies on his wits. Other thieves take their booty; the Swindler cons his victim into giving it freely.

A minimum Charisma of 12 is required of a thief to take this kit.

Role: There are numerous names for the Swindler—confidence artist, con man, mountebank, quack, etc.—and the scams he employs are even greater in number.

Each con artist is unique, and develops his own mode of operation. One will specialize in selling bogus items, like medicines; while another may prepare long, elaborate scams to net the wealth of the affluent.

Swindlers must either operate in a large city, where there are many potential victims (and even then they usually target visitors to the city, especially foreigners); or they must be wanderers, ready to move on to a new place when they've made too many enemies or too much of the local populous has gotten wise to their devices.

For this and other reasons, Swindlers do not usually join thieves' guilds on a permanent basis. Out of wise deference to the "local boys," however, a Swindler that begins to operate in guild territory will make friendly overtures to it, and perhaps offer a share in his take. A most daring Swindler may even try to con the guild . . .

Weapon Proficiencies: The Swindler is permitted the normal range of weapons open to thieves.

Nonweapon Proficiencies: Required: Fast-talking. Recommended: Alertness, Appraising, Artistic Ability, Dancing, Disguise, Etiquette, Forgery, Fortune Telling, Gaming, Local History, Observation, Singing, Ventriloquism.

Skill Progression: The thieves' skills of a Swindler usually are used in preparation for a con. It is often handy for the Swindler to do some secret scouting, for instance, to observe his victim's habits.

For all of this, the stealth skills (move silently, etc.) are invaluable. Reading languages is also of more use to the Swindler than to thieves of many other kits.

Equipment: A Swindler may use special equipment as props for his scams (e.g., tarot cards for a sham fortune teller; pen, ink and paper for forgery; and so forth), but the specific needs vary among PC's, according to their plans and objectives.

Special Benefits: None.

Special Hindrances: None.

Thug

Description: The Thug is the most violent sort of thief. Assassins are killers, certainly, but they depend on refinement and subtlety. Bounty hunters also are willing to use violence, but are relatively restrained as well. The Thug, on the other hand, comes as close to the warrior class as any Thief Kit.

Because of the kit's emphasis on physique and physical prowess, a Thug must have a minimum ability scores of 12 in strength and constitution. In designing the PC's description, a Thug should be as physically imposing as possible. Furthermore, his intelligence may be no higher than 12.

Thugs are usually male, but this may be otherwise in your campaign (particularly if your world sports an Amazon tradition).

Role: Historically, the "Thuggee" were actually a cult group of murderers found in India. The term "Thug" has come to mean, however, any brutal sort of thief, such as an armed robber, hijacker, or goon (the latter specifically indicating a guild-associated Thug, an enforcer), or perhaps a kidnapper (though bounty hunters are probably better at that activity).

If one compared a guild to the human body, surely Thugs would be the muscle—the large, powerful muscles. Thugs function as enforcers, intimidating common people (especially in racketeering schemes), bodyguarding important guildsmen, and carrying out the guild's threats of violence often enough to keep people suitably afraid.

In fact, outside of the thieves' guild, the Thug really does not have a place. Most Thugs haven't the wit to become accomplished burglars or even pickpockets on their own, let alone swindlers, spies or fences. Even begging might be denied them on account of their imposing physique: A plea for alms from a huge, muscular man tends to look more like a demand backed up by a thinly-veiled threat. The guild pays them well and gives them a satisfying job: They usually need just to scare the living daylight out of people, and not even face real combat.

The few Thugs who are not guild-affiliated will be found as armed robbers or (if they are more intelligent) kidnappers or hijackers.

Weapon Proficiencies: Thugs are permitted an extra weapon proficiency slot at first level. They may choose non-thief weapons, but to gain proficiency in one requires an extra slot.

Nonweapon Proficiencies: Required: Intimidation. Recommended: Player's choice; among those that may be selected are Alertness, Endurance, Looting and Trailing.

Skill Progression: There is no uniform preference among Thugs for the distribution of points among their thieves' skills. Note, however, that they start out with fewer points to distribute than other rogues (see Special Hindrances, below).

Equipment: The Thug's equipment usually consists of the biggest, most intimidating weapon available. Otherwise, it's a matter of common sense according to the job. A kidnapper, for example, could make good use of a rope to bind his victim.

Special Benefits: Because they are better trained in combat than other thieves, Thugs receive +1 on their "to hit" rolls.

Special Hindrances: Thugs spend much of their early career learning about weapons and their use, and their initial training in the traditional thief skills suffers as a consequence.

To compensate for the extra weapon proficiency slot and combat bonus, a thief of the Thug kit has only 40 points to distribute initially among his thief skills (although he can still put up to 30 of them in a single ability, if he so chooses).

Troubleshooter

Description: The Troubleshooter, like the investigator, is often aligned against other thieves. He has all the skills of the thief, but puts them to a different use: He works chiefly as a security consultant, playing the part of the thief in order to test the worthiness of his clients' defenses.

Role: The Troubleshooter's professional role is rather narrowly defined, but this is to the rogues' liking. More than one has been known to moonlight in other, possibly illicit activities. They may range from legitimate recovery of stolen goods through genuine burglary.

As a "security consultant," a thief of this sort has a legitimate reason for his thieving skills and equipment; and the temptation for many is to use them. For this reason, officials often keep a suspicious eye on well-known Troubleshooters. More sophisticated governments may even require that they have some sort of license.

Troubleshooters are rarely guild members, naturally enough, unless they have been bought off in exchange for information on the clients they've served. Of course, few such Troubleshooters will survive long; if they give a place's security their "seal of approval," and then it is broken into with ease, the Troubleshooter's reputation will be shot, and he can expect to have more than a little suspicion placed on his shoulders.

Weapon Proficiencies: Troubleshooters are permitted the normal weapons open to thieves.

Nonweapon Proficiencies: Required: Observation. Recommended: Player's choice; among those that may be selected are Alertness, Fast-talking, Gather Intelligence, Locksmithing, and Trailing.

Skill Progression: Picking pockets and reading languages are not of much value to the Troubleshooter, but he will probably seek a fairly even distribution among the other thief skills.

Equipment: Any Troubleshooter worth his wages will augment his thieflly talents with the best available equipment. Remember, he wants to try his absolute best to break down his client's defense—as does his client—so he'll use whatever devices will increase his chances. Also, a wealthy client could even be persuaded to help the Troubleshooter acquire hard-to-find thief equipment.

Special Benefits and Hindrances: Troubleshooters have an uncanny knack for . . . well, for troubleshooting. If there's a glitch somewhere in a security system, the Troubleshooter always seems to run into it.

In a way, the Troubleshooter is a living manifestation of "Murphy's Law": "If anything can go wrong, it will." The Troubleshooter thief, of course, capitalizes on this professionally. His job is to find everything that can go wrong, so it can be fixed.

While everything going wrong has its ironic professional advantage, the downside is of course that the things that go wrong often do so to the Troubleshooter's personal disadvantage.

This is difficult to quantify, to define as a game mechanic. Instead, the DM is encouraged to bring it in at his discretion during play, for maximum excitement and role-playing fun. Fill the PC's life with astronomically improbable events and bizarre coincidences.

The DM is by and large left on his own to "wing it" with this special benefit/hindrance, but there are two questions for him to ask himself before he brings it into play: Would this further the plot of the adventure? Would it be fun? At least the second question should be answered "yes," and it is best if both are.

Furthermore, the rule to follow in deciding the specifics is: Everything should be balanced. For every freakish mishap that works in the Troubleshooter's favor, there should be a complementary one that works to his disadvantage.

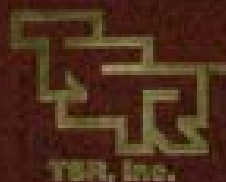
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Advanced Dungeons & Dragons®

Player's Handbook **2nd Edition** Rules Supplement

The Complete **Fighter's** Handbook





Fighter Kits

The following kits are usable by fighters and barbarians (with DM's approval).

Amazon

Description: Amazons are women warriors in a male-dominated world. Their civilization might have been created by a deity who likes women warriors; or they might have been women who rebelled from male dominations and decided to rule themselves; or they might simply have been matriarchal societies from long before recorded history.

Whatever their origin, they now live in civilizations or communities where women occupy the positions and roles traditionally held by men—and, in the campaign, that means especially the role of warriors and adventurers.

An Amazon culture may be small (a single town or island) or large (an entire country or continent), very advanced or very primitive. Some Amazon cultures keep men as servants and slaves, a stern reversal of the former status; others have no men in their communities, and take long holidays in order to visit friendly neighboring tribes of men; others perpetuate their kind by being very hospitable to adventurers passing through their territory. (In this last instance, some Amazon cultures, afterwards, may decide to kill the adventurers; others don't.) For details of exactly how the Amazon communities work in your campaign world, consult your DM. (And give him plenty of time to come up with the answers if it's not something he's thought about before.)

Traditionally, Amazons are famous riders and breeders of horses. In their own countries, they wear light armor and carry shields, spears, swords and bows. In other countries, if they are disadvantaged by their cultural weapons and armor, they quickly adapt to local weapons and armor.

Here's an important point to remember: In most campaigns, you don't *have* to be an Amazon to be a female warrior; check with your DM for other ways to play a female warrior. The Amazons are merely a very colorful and distinctive *type* of female warrior. If a player wants to have a female warrior PC, the DM should try to accommodate the player whenever possible, and shouldn't have to resort to making the PC an Amazon in order to allow her to be a warrior. In just about every real-world history and mythology, you'll find female warriors in male-dominated societies; otherwise there would be no Joan of Arc or Atalanta of Calydon.

There are no special ability-score requirements to be an Amazon.

Role: In her own society, regardless of the level of civilization, the Amazon warrior is very highly regarded. She is the defender of the whole civilization's way of life, and every Amazon girl aspires to grow up to be a warrior. But in the outer world, and in the campaign in general, the Amazon is a curiosity, often regarded as a barbarian (no matter how cultured her civilization might be), stared at, whispered about. The people of other cultures will be suspicious of her, and she will probably start out being uncomfortable around men who appear to be her social equal—in her eyes, *they* are the ones who are unnatural.

The DM will have to guide this situation carefully. Once the Amazon PC has proven herself in combat to her outer-world allies, and once they have proven themselves in combat to her, there's no reason why they cannot be staunch allies. NPCs may continue to trouble her, but *PC's should not*; and the other PCs should rise to her defense when NPCs make trouble for her; only the most obnoxious of PCs would continue to give her trouble, and the other PCs certainly shouldn't support *his* attitude.

Weapon Proficiencies: Required: Spear, Long Bow. (Amazon fighters can specialize *only* in Spear or Long Bow.) Recommended: Various axes, swords.

Nonweapon Proficiencies: Bonus Proficiencies: Riding (Land-Based), Animal Training. Recommended: General—Animal Handling, (Warrior) Animal Lore, Armorer, Bowyer/Fletcher, Hunting, Running, Survival, Tracking.

Equipment: When an Amazon PC is first created, she must buy her weapons and armor from among the following choices only: Weapons—Battle Axe, Bow (Any), Club, Dagger/Dirk, Hand or Throwing Axe, Javelin, Knife, Lance, Spear, Sword (any); Armor—Shield, Leather, Padded, Studded Leather, Brigandine, Scale Mail, Hide, Banded Mail, Bronze Plate Mail. Once she has adventured elsewhere in the world, she may purchase weapons and armor from those regions.

Special Benefits: Male warriors in a civilization where female warriors are rare tend to underestimate the Amazon. Therefore, in any fight where the Amazon confronts a male who is not familiar with her personally or female warriors in general, she gets a +3 to attack rolls and +3 damage on her *first blow only*. This is because her opponent's guard is down.

This doesn't work on PC's unless the player is role-playing honestly enough to declare that he, too, would underestimate her.

This ability doesn't work on some other types of PC's:

An NPC who is wary enough not to underestimate the Amazon might, with a successful Intelligence check, see the attack coming and deny her the bonus;

A seasoned veteran (any Warrior of 5th level or higher, or any other PC of 8th level or higher), in spite of his prejudice, will realize that she is moving like a trained warrior and keep his guard up, denying her the bonus.

If the Amazon hits an NPC with this attack, he'll never again be prey to it; if an NPC even *sees* an Amazon hit someone with it, he'll never fall for it himself. But if she misses that first strike, then the target will continue to underestimate her and she can use those bonuses again on her next strike.

Special Hindrances: The Amazon suffers a –3 reaction roll adjustment from NPCs who are from male-dominated societies. This reaction adjustment goes away for PC's who come to respect her, such as (presumably) her PC allies.

Wealth Options: The Amazon gets the ordinary 5d4x10 gp as starting money.

Races: Dwarf Amazons will have Axe and Hammer as their required weapon proficiencies; they are still Riders, but substitute swine for their mount of choice (swine are very dangerous, and the prospect of a ferocious she-dwarf on the back of a biting boar is a daunting one).

Gnome Amazons will have Throwing Axe and Short Sword as their required weapon proficiencies; their Bonus Nonweapon Proficiencies are Tracking and Survival.

Halfling Amazons will have Javelin and Sling as their required weapon proficiencies; their Bonus Nonweapon Proficiencies are Endurance and Set Snares; and you will have to presume that *these* halflings aren't as fond of ease and leisure as the more common sorts of halflings.

Barbarian

Description: This is not the barbarian of history, but the barbarian of fantasy fiction. He's a powerful warrior from a culture on the fringes of civilization. He's left his home to sell his skills and adventure in the civilized world—perhaps to amass a fortune with which to return home, perhaps to become an important figure in this so-called civilization. He's known for strength, cunning, contempt for the outer world's decadence, and for adhering to his own code of honor.

The barbarian is usually very strong; therefore, the barbarian *must have* a *Strength ability score of 15 or more*. A PC can come from a barbarian tribe and have a lower Strength than that—but he cannot have the Barbarian Kit.

Role: The typical RPG barbarian is a powerful, dangerous figure, as though he were an animal totem in human skin. In a campaign, he's a front-line fighter with some special skills and a very different outlook than the rest of the PC's; his player should always play him as someone from a different land, someone whose likes and dislikes and perceptions are based on a different culture. (If you play him as just another warrior from down the street, you lose a lot of the mystique the PC has.)

If the PC party has no real leader, he may gravitate to that role; if it has a good enough leader, he'll probably stick to being a specialist in the things he does well.

Weapon Proficiencies: Required: Battle Axe, Bastard Sword. (These are the classical fiction-barbarian weapons; the DM may decide to substitute others more appropriate to his own world.) Barbarian fighters may specialize in any weapon, but are not likely to encounter unusual weapons (like lances, quarterstaves, flails, peculiar polearms) until they reach the outer world. Recommended: Bow (any), Sling, Sword (any), War Hammer.

Nonweapon Proficiencies: Bonus Proficiency: Endurance. Recommended: General—Animal Handling, Animal Training, Direction Sense, Fire-Building, Riding (Land-Based), Weather Sense, (Warrior) Blind-Fighting, Hunting, Mountaineering, Running, Set Snares, Survival, Tracking, (Priest—costs twice the listed number of slots if Fighter or Ranger, or just the listed number if Paladin) Herbalism, (Rogue—costs double slots) Jumping. The DM is within his rights to insist that the Barbarian PC take a proficiency in the tribal specialty (Fishing, Agriculture, whatever) if the DM so wishes.

Equipment: The PC, when he spends his starting gold, may not buy armor heavier than splint mail, banded mail, or bronze plate mail. Outside his tribe, once he has adventured in the outer world, he can use any type of armor without penalty. When he spends his starting gold, he must limit himself to weapons the DM says are appropriate for his tribe—the usual group of weapons includes battle axe, bows (any), club, dagger or dirk, footman's flail, mace, or pick, hand or throwing axe, sling, spear, or sword (any).

Special Benefits: Barbarians are impressive because of sheer strength, intensity, and animal magnetism; this gives them a +3 reaction adjustment bonus in certain situations.

Whenever the barbarian PC achieves a reaction roll of 8 or less (including Charisma and racial bonuses), you subtract the modifier. That is, if the reaction is positive at all, it will be even more positive than it otherwise would have been.

Special Hindrances: All that impressiveness can work against the Barbarian, too. Whenever the barbarian PC achieves a reaction roll of 14 or more, he takes an additional -3 modifier. That is, if the reaction is negative at all, it will be even more negative than it otherwise would have been—the barbarian is scary, and the other person overreacts.

Wealth Options: The Barbarian gets the starting gold for a Warrior (5d4x10 gp), but he must spend it all (before starting play) except three gp or less; he can have some pocket change when he reaches civilization, but must be close to penniless.

Beast-Rider

Description: The Beast-Rider is a warrior in a tribe or clan (usually a barbarian tribe) which has a strong affinity for one type of animal. The animal is the totem of the tribe, and the Beast-Rider makes friends very easily with that type of animal and can train it into a riding-beast. . . even if it's a type of animal not normally considered a riding-beast.

In a campaign, the Beast-Rider is an exotic warrior who is notable for his kinship with his animal; like the Barbarian, he brings a wild, outsider's attitude into the adventuring party. His animal also has abilities which can benefit the adventuring party. However, the more unusual the animal is, the harder it is to accommodate in all situations: It's no problem to stable a horse at the inn, but just try stabling a great white wolf, a wild boar, or a dolphin!

To be a Beast-Rider, the PC must have a Charisma of at least 13. (Naturally, there are members of the Beast-Rider's tribe who are not themselves Beast-Riders; the Beast-Riders are the tribe's elite warriors.)

Role: As mentioned, in his own society, the Beast-Rider is the elite warrior, and he commands a lot of respect among his own kind. Outside his tribal grounds, however, he's very definitely an outsider. His barbarian mannerisms and his obvious and very unusual friendship with his animal set him apart from most societies. Because of this, the Beast-Rider may become especially attached to the other PC's (if they treat him as an equal and not a freak), even if he'd never admit it to them.

The DM needs to reinforce this social role by having NPCs react to the Beast-Rider's strangeness. For instance, NPCs will be leery of speaking to or negotiating with the Beast-Rider if there's a more "civilized" PC on hand to perform those functions. The DM needs constantly to use the Beast-Rider's reaction modifiers, listed below under "hindrances."

Weapon Proficiencies: Required: None. Recommended: All the weapons commonly associated with mounted warriors—Bow (composite short, and short), Horseman's flail, Horseman's mace, Horseman's pick, Lance (any, according to the size of the animal), Spear, Bastard Sword, Long Sword.

Nonweapon Proficiencies: Bonus Proficiencies: Animal Training, Riding (Land-based). The PC must declare which one sort of animal both these proficiencies pertain to. Recommended: General—Animal Handling, Direction Sense, Fire-building, (Priest) Healing (specifically veterinary), (Warrior) Animal Lore, Hunting, Mountaineering, Set Snares, Survival, Tracking.

Equipment: When he is first created, the Beast-Rider may only have Hide, Leather, or Padded armor (plus shield and helm). Later in the campaign, he may switch to more advanced forms of armor. . . as long as his mount can carry him and the armor both, of course. When first created, he may have only weapons from the list above under "Weapon Proficiencies." (The DM may change or add to this list to reflect specific cultural details of the Beast-Rider's tribe.)

Special Benefits: The Beast-Rider has an amazing rapport with one type of animal. The animal must be of a species normally strong enough to carry the Beast-Rider and act as a mount. With the DM's permission, the Beast-Rider PC gets to decide what sort of animal this is; the DM is encouraged to disallow any sort of animal that will give the Beast-Rider a great advantage in the campaign (for example, a pegasus or griffin).

The Beast-Rider gets a +5 positive reaction adjustment whenever dealing with these animals. He finds it easy to make friends with them; on a die-roll result of 9 or less, he can even persuade attacking animals of this sort to leave him and his allies alone.

Additionally, the Beast-Rider begins play in the campaign with one of these animals as his personal friend and mount. This animal is devoted to him and will risk (or even sacrifice) its own life to save the PC; and the PC is expected to behave the same way toward his mount. (If he doesn't role-play this attachment to his animal, the DM should decide that the PC has abandoned this Warrior Kit, as per the guidelines given later in this chapter.)

The Beast-Rider has a telepathic rapport with his animal. When in contact or visual line of sight with his animal, he can tell what the beast is feeling, even thinking if it has some intelligence; he and the animal can communicate with one another without appearing to. When the two are not within line of sight with one another, each will know the other's emotional state and whether or not the other is hurt; each will know the direction to travel to find his friend, and the approximate distance (a hundred yards, an hour's travel, several days' travel, for instance).

If the animal ever dies, the Beast-Rider can choose another animal of the same type as his companion. However, the DM must include this situation as part of the campaign story: The PC must seek out another such animal, and may only be satisfied with the healthiest, strongest, greatest examples of this animal (in other words, if the PC appears to be content to settle with less, the DM tells him, "You sense you won't be able to bond with this animal . . ."); then there must be some sort of bonding ritual between beast and man (for example, a physical combat where the human must be able to saddle and ride the animal in spite of its spirited attempts to throw him). Only then can the PC have his new animal.

Following is a list of many animals which are appropriate mounts for the Beast-Rider;

Bat, Huge *+ (mobat) (gnomes and halflings only may ride)	Hyaenodon
Bear	Lizard (Fire, Giant, or Minotaur)
Boar	Lobster, Giant ^
Buffalo	Pegasus *
Camel	Ray, Manta ^
Dolphin ^	Sea-Horse, Giant ^
Dragon *+ (only allowable in very high-powered heroic campaigns)	Smilodon
Elephant	Tiger, Wild
Griffon *	Unicorn (traditionally, only virgin lawful-good females may ride)
Hippogriff *	Wolf, Dire (evil PC's could bond with a Winter Wolf)
Horse	

* *Flying animals do tend to change the nature of a campaign, especially a low-level campaign, by making it easy for PC's to go long distances quickly, to avoid difficult terrain, etc. The DM should disallow any such choice if it will cause problems in his campaign.*

+ *Since many of these creatures are evil, the DM may have to introduce into his campaign a nearly-identical race with neutral or good tendencies.*

^ *This species only works if most of the campaign takes place in watery domains.*

Refer to the DM to calculate the weight-bearing abilities of these animals.

Special Hindrances: As mentioned earlier, the Beast-Rider is out of place in most societies. He takes a -3 negative reaction adjustment when meeting NPCs from any culture but his own. (The PC's do not have to be hostile to the Beast-Rider if they do not wish, however.)

Also, should the Beast-Rider's animal ever die, whether it's in the Beast-Rider's presence or far away, the Beast-Rider immediately takes 2d6 points of damage and must make a saving throw vs. spells. If he fails the saving throw, he behaves as if he were a magic-user hit with *feeblemind* for the next 2d6 hours. Even if he makes the saving throw, the player should role-play the PC's reactions—he's just felt, through their telepathic link, the death of his beloved friend, after all.

Wealth Options: The Beast-Rider gets the ordinary 5d4x10 gp for starting gold. Like the Barbarian, however, he must spend it all (before starting play) except 3 gp or less.

Berserker

Description: The Berserker is a warrior who has special attributes and abilities when he's in combat. In combat, he can achieve an ecstatic state of mind that will enable him to fight longer, harder, and more savagely than any human being has a right to. This makes him a deadly warrior . . . who can be as much a menace to himself as to his enemies. In a campaign, he's nearly identical to the Barbarian—except it's obvious from the outset that he has a truly savage and inhuman element in his personality, and he tends to disturb and unsettle other people.

Like the Barbarian, the Berserker *must have a Strength ability score of 15 or more.*

Role: In his tribe, the Berserker has a special role. He's been touched by supernatural forces, and accepted that touch so that he might better defend his people.

The idea of a Berserker Paladin is a little strange, and some DM's will prefer not to allow it. That's fine. It's not always inappropriate, though.

If the PC's tribe is deeply involved with an appropriate animal totem, such as a bear or wolverine, a paladin might even be *required* to be a Berserker, since the DM may reason that it's only the supernatural touch of the totem animal spirit that gives the paladin his other powers. But, again, that's up to the individual DM.

Weapon Proficiencies: No specific weapon proficiencies are required of the Berserker—but he may not start out play having a proficiency in a ranged weapon (no thrown axes or knives, no bows or crossbows, etc.). The Berserker lives to destroy things in hand-to-hand combat, so he cannot start play with any sort of ranged weapon proficiency. He can learn others during the course of the campaign, if he and his DM wish to allow it—but it's a little out of PC for the Berserker.

Nonweapon Proficiencies: Bonus Proficiency: Endurance. Recommended: General—Animal Handling, Animal Training, Direction Sense, Fire-Building, Riding (Land-Based), Weather Sense, (Warrior) Blind-Fighting, Hunting, Mountaineering, Running, Set Snares, Survival, Tracking, (Priest—costs twice the listed number of slots if Fighter or Ranger) Herbalism, (Rogue—costs double slots) Jumping. As with the Barbarian, the DM may choose to insist that the Berserker PC take a proficiency in the tribal specialty (Trapping, Agriculture, etc.).

Equipment: As with the Barbarian, the Berserker may not use his starting gold to buy armor heavier than splint mail, banded mail, or bronze plate mail. Once he has adventured in the outer world, he can use any type of armor without penalty. When he spends his starting gold, he must limit himself to weapons known to his tribe, and may not choose missile weapons. Good choices include battle axe, club, dagger or dirk, footman's flail, mace, or pick, hand axe, spear, or sword (any).

Special Benefits: Berserkers receive a +3 reaction adjustment bonus from NPCs belonging to any tribe that also has Berserkers—they recognize the Berserker instinctively and respect him, even if he is an enemy.

The other benefit the Berserker receives is his Berserk.

At any time, the Berserker may choose to Go Berserk. This isn't an instantaneous process—he must spend a little time to "psych himself up." It takes a full *turn* (ten combat rounds) to Go Berserk. In that time, the PC is growling, moaning, uttering imprecations . . . it's impossible to be quiet when trying to Go Berserk. He may also be fighting during that time, meaning that he can start to Go Berserk on the round the fight begins, fight for ten full rounds, and then be Berserk on the eleventh round.

Of course, when the Berserker knows a fight is coming, he can begin to Go Berserk, even if there is no fight currently going on. At the end of a full turn of preparation, he can become Berserk instantaneously. If there's no enemy in sight yet, he can hold the Berserk until combat is engaged. But if no combat takes place within five more full turns, he automatically reverts to "normal" and suffers the ordinary consequences for coming out of a Berserk (described below). The PC can come out of his Berserk once the last enemy is down (he must literally be down on the ground, even if still alive and surrendering; the Berserker will stay berserk and continue fighting so long as there are enemies still on their feet). Once the fight ends, the Berserker must come out of his Berserk state.

For these reasons, Berserking is a more appropriate reaction when the PC's are about to attack or be attacked by a foe they know about. If the PC's are, instead, jumped by a small party of orcs, it's usually not worth the effort to Go Berserk; the consequences and effort outweigh the benefits.

When Berserk, the PC has phenomenal endurance and resistance to pain and some forms of magic. Only while Berserk, he gains the following benefits:

(1) He is immune (no Saving Throw is necessary) to the wizard spells *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, *geas*, and the clerical spells *command*, *charm person* or *mammal*, *enthrall*, *cloak of bravery*, and *symbol*.

(2) He gets a +4 to save against the wizard spells *blindness*, *Tasha's uncontrollable hideous laughter*, *hold person*, *charm monster*, and *confusion*, and the clerical spells *hold person* and *hold animal*.

(3) The *emotion* spell has no effect on the Berserker, unless the caster chose the *fear* result. If *fear* was chosen, the Berserker gets a normal Saving Throw; if he makes it, he continues on as before, but if he fails it, he is prematurely snapped out of his Berserk, with all the normal effects of coming out of the Berserk (but he doesn't suffer other fear effect). The *fear* spell has exactly the same effect: If he saves, there is no effect, and if he doesn't save, he's snapped out of the Berserk. If he fails a saving throw against *charm monster*, he simply counts the caster as one of his allies; he doesn't come out of the Berserk or obey the caster's commands.

(4) Being Berserk offers no real protection from *finger of death*, except that the spell effects do not take place until the PC has come out of his Berserk. If the Berserker saves, he doesn't suffer the 2d8+1 damage until immediately after he snaps out of the Berserk. If he fails to save, he doesn't die until he snaps out of the Berserk.

(5) The Berserker, while Berserk, is immune to KO results from the Punching and Wrestling rules, and takes only half damage from bare-handed attacks from these rules.

(6) While Berserk, the PC gets +1 to attack, +3 to damage, and +5 hp.

Special Hindrances: The Berserker has hindrances as severe as all those benefits he receives.

(1) The Berserker PC receives a –3 reaction from all NPCs (except, that is, PC's from tribes which have berserkers in them, as described above).

(2) When the Berserker goes Berserk, the DM should immediately say to him, "Tell me how many hit points you currently have." From that point until the fight is done and the Berserker has returned to normal, the DM keeps track of his hit points. The player is not told how many hp he has left, nor how many points of damage he is taking with each attack. (After all, the PC can feel no pain . . . so he cannot keep track of how close he is to death.) The DM simply tells him something like: "The orc-captain hits you with his axe, a mighty blow which you barely feel . . ." It is therefore very possible for a Berserker to be nicked and dimed to death and not know it until he drops dead. The DM can also, if he so chooses, roll all Saving Throws for the Berserker, not telling the player whether they were failures or successes.

(3) While Berserk, the PC can use no ranged weapons. He kills only in hand-to-hand or melee-weapon combat.

(4) While Berserk, he must fight each opponent until that opponent is down. Once an opponent is felled, the Berserker must move to the nearest enemy and attack *him*. He can't, for instance, choose to attack the enemy leader if that leader is behind seven ranks of spearmen. The Berserker must keep fighting until all enemies are down, as described earlier.

(5) While Berserk, the PC cannot take cover against missile fire.

(6) If, while the PC is Berserk, another PC tries something he can interpret as attack (for instance, hits him to move him out of the way of an incoming attack,) the Berserker must roll 1d20 vs. his Intelligence. If he succeeds (that is, rolls his Intelligence score or less), he's dimly aware that his friend is not attacking him. If he fails (rolls higher than his Intelligence), he now thinks his friend is an enemy, and continues to think so until the fight is done and he is no longer Berserk.

(7) While Berserk, the PC is temporarily unaffected by the clerical spells *bless*, *cure light wounds*, *aid*, *cure serious wounds*, *cure critical wounds*, *heal*, *regenerate* (and *wither*). He will gain the benefits of those spells only *after* he has come out of his Berserk and suffered any and all damages which occurred then.

(8) The *taunt* spell is automatically successful, and will cause the Berserker to abandon his current enemy and rush to attack the taunter.

(9) Finally, when the PC comes out of his Berserk, bad things happen to him. He loses the 5 hp he gained when he became Berserk. (This could drop him to or below 0 hp and kill him, of course.) He collapses in exhaustion (exactly as if hit by a *ray of enfeeblement*, no saving throw possible, for one round for every round he was Berserk. He suffers the effects of any spells which wait until he's returned to normal before affecting him (*finger of death*, for instance). And only then can healing spells affect him.

Wealth Options: The Berserker gets the ordinary 5d4x10 gp for starting gold. Like the Barbarian, however, he must spend it all (before starting play) except three gp or less.

Cavalier

Description: The Cavalier is the ultimate mounted warrior of civilized cultures, especially those of Middle Ages technology and outlook. In a campaign, he's the shining knight who leads his fellows on an eternal quest for truth, justice, and the elimination of evil. To the world at large, he's a mighty hero. To his friends and allies, he's a staunch friend, a tireless cheerleader, and often an overenthusiastic pain in the neck.

This is a good Warrior Kit for paladins to take. It can be argued that paladins look something like this already, but that isn't necessarily so: Only paladins of cultures resembling medieval Europe would look like this (a paladin of a Japanese-type culture, a paladin of a Polynesian-like culture, and a paladin of a culture resembling later Renaissance Europe would all be very different from the Cavalier). Therefore, a paladin who wants to look every inch the shining knight should take the Cavalier Warrior Kit.

The Cavalier kit resembles the Noble Warrior kit (q.v.) in that both are noblemen warriors, but the Noble Warrior is primarily interested in defending the rights and maintaining the status quo of his social class, while the Cavalier pursues loftier goals.

To be a cavalier, the PC must be of any good alignment (chaotic good, neutral good, lawful good) and have at least the following minimum ability scores: Strength 15, Dexterity 15, Constitution 15, Intelligence 10, Wisdom 10.

Also, the PC must belong to the noble social class in the campaign. It's up to the DM to determine whether this is possible. If his campaign uses a random die-roll to determine who's nobility and who isn't, then the PC must first successfully roll to be noble in order to be a Cavalier.

If it's more of a role-playing exercise in the campaign, then any PC who takes the Cavalier Warrior Kit will be presumed to be of the nobility. (This doesn't mean that he has a lot of money; it's quite likely that he belongs to an impoverished noble family, one with a lot of honorable tradition but no money to speak of.)

Fighters and Paladins may be Cavaliers; Rangers may not. Only humans, elves, and half-elves may be Cavaliers.

Role: In his own and similar cultures, the Cavalier is a mighty hero who has the respect of the majority of the population (the criminal classes and evil PC's excepted). He has the good-will of the people (reflected as bonuses to his reaction rolls), but the people also make many demands of him: When there's danger, when someone is in trouble, the people turn to the Cavalier for help. This PC does not get much time for rest and relaxation.

Weapon Proficiencies: Required: Lance (any; player choice) and Sword (any; player choice). Recommended: All other Lances, all other Swords, all Horsemen's weapons, Dagger, Spear, Javelin.

Nonweapon Proficiencies: Bonus Proficiencies: Riding, (Land-based, horse), Etiquette. Recommended: Animal Handling, Animal Training, Dancing, Heraldry, (Priest, double slots unless Paladin) Musical Instrument, Reading/Writing, (Warrior) Blind-Fighting, Endurance.

Equipment: The Cavalier must start play with (i.e., spend his initial gold on) at least two weapons, including one lance and one sword, and must then buy the most expensive set of armor he can still afford. After those expenditures, whatever remains of his gold can be spent on items of his choice.

Special Benefits: The Cavalier enjoys many special benefits, including:

At 1st level, he gets a +1 to attack rolls with any lance for which he has proficiency, when using the lance from horseback. This goes up +1 every six experience levels (so he'll be +2 at 7th level, +3 at 13th, etc.).

At 3rd level, he gets a +1 to attack rolls with any one type of sword (his choice from among those he has proficiency with; most common are broad sword, long sword, bastard sword, and scimitar). This goes up +1 every six experience levels (so he'll be +2 at 9th level, +3 at 15th, etc.).

At 5th level, he gets a +1 to attack rolls with either horseman's mace, horseman's flail, or horseman's pick (his choice from among those he has proficiency with). This goes up +1 every six experience levels (so he'll be +2 at 11th level, +3 at 17th level, etc.).

These pluses to attack rolls do *not* add to damage, and don't allow the Cavalier to hit a monster that can only be hit by magical weapons.

The Cavalier is completely immune to the *fear* spell. Because he is so brave, he inspires others to courage, and so, while he is fighting, he actually radiates an *emotion* spell in a 10' radius. This *emotion* spell radiates courage (see the writeup for the 4th-level wizard spell *emotion*), but only to the extent that it negates *fear*; it does not bestow the berserk fury that the actual wizard spell provides.

The Cavalier is +4 to save vs. all magic which would affect his mind, such as the wizard spells *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, and *geas*, and the clerical spells *command*, *charm person* or *mammal*, *enthral*, *cloak of bravery*, and *symbol*.

The Cavalier starts play with a horse which he does not have to pay for. This will be either a heavy war horse, medium war horse, or light war horse (see the *Monstrous Manual Volume One* entry on Horses). The player may choose what sort of horse it is, subject to the DM's approval. It will automatically be a Charger; the DM may roll for its personality traits according to those rules. If this horse dies, the Cavalier has to acquire himself another one through the usual campaign means (buy one, be given one for noble deeds, etc.), but will not be content with any horse which is not a war horse of Charger quality.

The Cavalier receives a +3 reaction from anyone of his own culture (except criminals and PC's of evil alignment, from whom he receives a -3).

And finally, the Cavalier has the right to demand shelter. When he travels, he can demand shelter from anyone in his own nation who is of status lower than nobility. And most people of his own status or higher will be happy to offer him shelter when he is travelling.

Special Hindrances: For all these benefits, the Cavalier has some pretty hefty hindrances as well.

The Cavalier cannot attack an opponent at range if he can instead charge ahead and attack him in melee or jousting combat. Therefore, he cannot snipe on enemies with a bow or crossbow; he cannot use a polearm from behind a shield wall. He has to be on the front line, meeting his foes face-to-face. (A Cavalier could conceivably shoot an opponent with an arrow to stop that opponent from killing an innocent person; that doesn't constitute a violation of his code. But he couldn't shoot the enemy to protect a friend if his friend is fighting that enemy honorably . . . even if his friend is losing.)

In any combat, the Cavalier must attack the enemy who is the biggest and most powerful-looking. If he's held up by lesser troops, he must dispatch them as quickly as possible and then get to his "real" opponent.

He must always have the highest-quality armor he can afford. As he goes through his early experience levels, if he has the money, he'll constantly be selling his old armor and buying the next most protective set of armor. His goal is to have a set of full plate armor; the next step down from that is field plate, then plate mail, then bronze plate mail, then banded or splint, then chain, then scale or brigandine, then ring or studded. And to him, magic bonuses don't mean as much as the type of armor: He prefers a suit of ordinary field plate to a set of *banded mail* +5. The DM must rigorously enforce this limitation on the PC if the player is inclined to ignore it.

The Cavalier must also follow the very strict Code of Chivalry. His code includes these rules: He must cheerfully perform any noble service or quest asked of him; he must defend, to the death, any person or item placed in his charge; he must show courage and enterprise when obeying his rulers; he must show respect for all peers and equals; he must honor all those above his station (his social class); he must *demand* respect and obedience from those below his station; he must scorn those who are lowly and ignoble (he will not help the ill-mannered, the coarse, the crude; he will not use equipment which is badly-made or inferior; he will fight on foot before riding a nag; etc.); he must perform military service to his lord whenever asked; he must show courtesy to all ladies (if the Cavalier is male); he must regard war as the flowering of chivalry, and a noble enterprise; he must regard battle as the test of manhood, and combat as glory; he must achieve personal glory in battle; he must slay all those who oppose his cause; and he must choose death before dishonor.

If a Cavalier chooses not to follow this code, bad things happen. The first time he breaks his vows, the DM will warn the player that the Cavalier feels bad about violating his code. The second time he breaks his vows, the Cavalier loses *all* his special benefits until such time as he repents and undertakes a dangerous task to redeem himself. When performing this task, he must behave according to his code and his hindrances. Only when the task is successfully accomplished does he regain his benefits.

If the Cavalier breaks his vow a third time without repenting and undertaking that task, he has abandoned his Cavalier Warrior Kit. He permanently loses all the special benefits of the Kit. He no longer has to obey his knightly code. He receives a permanent -3 reaction adjustment from all members of his own culture (even those who do not know of his past will be put off by the air of treachery and faithlessness that now haunts the man). His horse, even if it is not the one he began play with, leaves him—either rides off into the sunset without him, or attacks him. He may never ride it again, even if he kills it trying to do so. See "Abandoning a Kit" later in this chapter.

Wealth Options: The Cavalier gets the standard 5d4x10 gp in starting gold.

Gladiator

Description: The gladiator is a showman-warrior from a society where public combat competitions are a popular sport. The gladiator is a professional warrior in this high-profile arena; for the delight (and bloodlust) of the crowds, for his own personal wealth and aggrandizement (or, if he is a slave, for the profits of his owner), he fights organized matches against human, demihuman, and even monstrous opponents.

There are no special ability-score requirements to be a Gladiator.

Role: For the Gladiator to appear in a campaign, the DM must establish that at least one culture has gladiatorial combats, and the Gladiator PC must come from such a culture. (He need not have been born there . . . but he will either have been a slave there or, if he was a freeman, will feel like a naturalized citizen there.) A Gladiator PC can be an active gladiator in the arena, one who adventures in his free time (or within some other context of the current adventure), or can have formerly been a gladiator now living the life of the adventurer.

In the campaign, the Gladiator is going to be a showy, high-profile warrior. He performs dangerous stunts in combat. He attracts the attention of crowds of admirers. He receives a lot of credit for brave deeds whether he deserves the credit or not. A Gladiator can be a callous brute, a dirty arena fighter with no interests other than killing his enemy as quickly as possible and making off with his prize; or he can be a clean-limbed, heroic figure, a hero who always fights honorably in the arena and never kills when he does not have to.

DMs take note: a Gladiator PC is not likely to be a Ranger. You can permit it if you wish, but Rangers are very wilderness-oriented PC's, and Gladiators are very urban. A Ranger could have been captured, enslaved, trained as a Gladiator, and then escaped—but still, the Ranger and Gladiator personalities don't seem to work together very well. Allow this only if you really wish to.

It's up to the DM to decide whether there are female gladiators on his world. Unless his campaign is already rigidly set up to prevent it, he might as well allow it; a she-gladiator PC could be a very interesting one.

Weapon Proficiencies: Required: short sword (gladius), trident, net. Gladiators should learn an even mix of normal and unusual weapons; the DM is within his rights to insist that the Gladiator learn one strange weapon proficiency (such as whip) for every "normal" proficiency (like sword, spear, etc.).

Nonweapon Proficiencies: Bonus Proficiencies: (Warrior) Charioteering, (Rogue) Tumbling (for the combat showmanship that PCizes arena fighting). Recommended: (General) Animal Handling, Animal Training, Etiquette, Riding (Land-Based), (Warrior) Armorer, Blind-Fighting, Endurance, Gaming, Weaponsmithing, (Priest) Healing (double slots unless Paladin).

Equipment: The Gladiator may buy any sort of non-magical weapon or combination of weapons before beginning play. However, he must choose his armor from the listing of Gladiator Armor in the *Equipment* chapter, under "New Armors."

Special Benefits: Gladiators, because of their intensive training, get a *free* Weapon Specialization (see under "Weapon Specialization" in the 2nd Edition *Player's Handbook*). This doesn't cost any of their beginning weapon proficiencies: They still get all four of those, *and* get this Specialization free. It must be chosen from one of the following weapons: bow (choice), cestus*, dagger, drusus*, lasso*, net*, scimitar, short sword, spear, trident, and whip. (The "*" indicates a new weapon found in the *Equipment* chapter.)

Special Hindrances: Gladiators tend to be recognized—as Gladiators, at least, if not by their own names—wherever they go. This makes it more difficult for them to do things in secret; some troublesome NPC is always remembering "the tall, fair-haired gladiator" who was at the scene of the action, which makes it very easy for the authorities to follow the heroes' trail. (This is something the DM will have to enforce scrupulously if the Gladiator is to have hindrances offsetting his benefits.)

Also, and this is strictly a role-playing consideration, promoters and managers are always interfering in the Gladiator's life: Trying to hire him to participate in certain-death events, to fight people the Gladiator doesn't want to fight, to force him to participate in events taking place at the exact time the Gladiator needs to be somewhere else, etc. These promoters will go to any length to get their way; they may blackmail the PC, kidnap his followers, use the time-honored bait of a gorgeous romantic interest (whom the Gladiator doesn't immediately realize is an employee of the promoter), and so forth.

To make sure this is regarded as a hindrance, the DM should make it clear that these promoters are mostly of the sleazy variety who will cheat, rob and betray him at the drop of a hat.

Wealth Options: The Gladiator gets the standard 5d4x10 gp to spend, and may spend it any way he chooses (subject to the restrictions listed in "Equipment," immediately above) or have it all unspent at the beginning of play.

Myrmidon

Description: The Myrmidon is the ultimate soldier. Soldiering is his life. He may be a high-ranking officer or a career sergeant; he may belong to one nation's armed forces or may be a mercenary. To the campaign and the adventuring party, he brings discipline and a useful understanding of military tactics; he's often rigid and contemptuous of rugged individualists or PC's who don't like to take orders, so he can cause a lot of friction in an adventuring party, too.

When first created, the Myrmidon's player must decide whether his PC is part of a standing army or a mercenary unit. If he's part of a standing army, he's employed as a soldier or officer in the army of a nation, large region, city guard, or even palace/castle guard. If he's part of a mercenary unit, he belongs to a group of freelance soldiers who hire themselves to just about anyone who can pay; or may be a personal bodyguard. The DM will have the deciding vote in what sort of force the Myrmidon belongs to; if, for instance, the DM doesn't want to have an all-military campaign, he'll probably insist that the Myrmidon be a mercenary, currently employed by a PC or NPC important to the current story.

However, in the course of the campaign, the Myrmidon's employment can change, once or several times. He may start out as a mercenary bodyguard; later in the campaign, he may find himself commanding a small mercenary force in a border war; later still, he may accept a commission in the king's army and find himself a regular officer.

The choice of whether the PC is of a non-commissioned rank (such as recruit, private, or sergeant) or an officer's rank (such as captain) is entirely up to the DM, who'll make his choice based on what works best in his campaign's current storyline.

To be a Myrmidon, the PC must have scores of at least 12 in Strength and Constitution.

Role: In the campaign's culture, the Myrmidon is a career soldier. In times of war, they're heroes to the nation. In times of peace, the common folk often look on them as parasites, living off taxes but providing no useful service. Mercenaries are often looked on as bandits and predators. Regardless of the public's opinion, though, the Myrmidon and the standing army are necessary to the defense of the nation, and so there are always Myrmidons to be found.

Weapon Proficiencies: The Myrmidon may spend his Weapon Proficiency slots any way he chooses.

Nonweapon Proficiencies: Bonus Proficiencies: Ancient History (specifically Military History), Fire-Building. Recommended: (General) Animal Handling, Cooking, Heraldry, Riding (Land-based), Seamanship, Swimming, Weather Sense, (Priest, double slots unless Paladin) Reading/Writing, (Rogue, double slots) Disguise, (Warrior) Armorer, Blind-Fighting, Bowyer/Fletcher, Charioteering, Endurance, Navigation, Set Snares, Survival, Tracking, Weaponsmithing, (Wizard, double slots unless Ranger) Reading/Writing.

Equipment: The Myrmidon may spend his starting gold on whatever sort of arms, armor, and equipment he chooses. If, when he's first created, it is agreed that he'll be part of a specific military force with specific equipment requirements, he's required to buy that equipment, but the DM must give him extra gold in the amount of half that cost.

Special Benefits: The Myrmidon has two advantages of note:

First, he gets a *free* Weapon Specialization. He must choose it from the following group: Battle axe, Bow (composite long bow, composite short bow, or long bow), Crossbow (heavy crossbow or light crossbow), Lance (choice), Polearm (choice), Spear, Sword (choice).

Second, the Myrmidon is usually in the employ of some powerful patron. The DM will have to decide what immediate benefits this grants him; they vary with the type of employer he is working for.

For instance, if he's working for a wealthy nobleman, he won't have to spend any money for room and board and will enjoy an upper-class existence.

Or, if he's part of a standing army, he may be immune to prosecution by the civilian authorities (though he can certainly face court martial for misdeeds).

Special Hindrances: The Myrmidon is instantly recognizable by his military demeanor, erect posture, disciplined mannerisms, etc. (There are plenty of soldiers and mercenaries who *aren't* Myrmidons who aren't so distinctive.) Because he is distinctive, the Myrmidon is easily remembered and described by witnesses to his adventures; this makes it easier for the enemy to identify him and follow his trail if he's trying to escape or travel through dangerous territory.

A second hindrance is his employer. Naturally, his employer makes many demands on the Myrmidon. If the Myrmidon is a bodyguard, he must accompany his employer just about everywhere, regardless of any personal goals or interests the Myrmidon has. If the Myrmidon is a common soldier, he's subject to the orders of his officers. If the Myrmidon is a military officer, he's subject to the orders of his superiors or the local ruler, and bears the added stress of having to look out for his men whenever they're engaged in military action.

Wealth Options: The Myrmidon receives the standard 5d4x10 gp starting gold.

Noble Warrior

Description: This PC is of the nobility, and theoretically represents everything the ruling class stands for. In classic medieval fantasy, this means chivalry, the protection of women (those who want to be protected, that is—it's a bad idea to try to protect a woman warrior anxious to prove herself in combat), and (especially) upholding the rights of the ruling class to rule (and upholding the rights of the other classes to serve . . .). Noble Warriors in most campaigns are called Knights or Squires, though specific campaigns may have different designations and be based on different sources than medieval European history.

To be a Noble Warrior, a PC must have Strength and Constitution scores of 13 or better—it's what comes of being forced to train in heavy plate armor for so many years.

Role: In a campaign, the Noble Warrior is a romantic ideal which most of society looks up to. The Noble Warrior is supposed to be courageous, gallant, protective of the defenseless, dedicated to honorable ideals.

But that's just what society *expects* of the Noble Warrior. Some theoretically Noble Warriors are mere brutes in shiny armor, warriors who take what they want, murder the innocent, and continually betray the oaths they took when they first won their spurs. So it's up to an individual player to decide what alignment his Noble Warrior takes and how well he lives up to the pertinent ideals.

Whether the Noble Warrior PC is a Knight or a Squire (or some other designation) depends on the campaign and its DM. From the viewpoint of convenience, it's best for Noble Warrior PC's to begin play as young knights who have just won their spurs; this will account for the fact that they have little money (they're just starting out as free-lancers) or followers, and for the fact that they're wandering around adventuring; they're anxious to prove their mettle. If the DM prefers, the starting Noble Warrior could be the squire for an NPC knight, one who is aging and needs the stout sword-arm of a young squire; but here, the DM has to run the NPC knight until it's time for the squire PC to leave his knight.

Weapon Proficiencies: Unless the campaign deals with a culture unlike medieval Europe, all Noble Warriors must take the following proficiencies: long sword or bastard sword (player choice), lance (player choice of type, usually jousting lance), and horseman's flail or horseman's mace (player choice). The last proficiency may be used for a weapon of the warrior's choice or to specialize in one of the required choices.

Nonweapon Proficiencies: Bonus Proficiencies: (General) Etiquette, Heraldry, Riding (Land-Based). Recommended: (General) Animal Training, Dancing, (Warrior) Blind-Fighting, Gaming, Hunting, Tracking, (Priest, cost double slots unless Paladin) Local History, Musical Instrument, Reading/Writing.

Equipment: The Noble Warrior may spend his gold pretty much as he chooses—but there are certain minimum standards he cannot violate. He cannot buy armor less protective than brigandine or scale mail. Before starting play, he must buy a suit of armor, a shield, at least one weapon larger than a dagger, a horse (at least a riding horse), riding saddle, bit & bridle, horseshoes and shoeing, halter and saddle blanket.

Special Benefits: The Noble Warrior starts with more gold than other Warrior Kits; see below under *Wealth Options*. The Noble Warrior receives a +3 reaction from anyone of his own culture. When travelling, he can demand shelter from anyone in his own nation who is of lower social status than he. Most people of his own status or higher will offer him shelter when he is travelling—up to two persons times the Noble Warrior's experience level. (That is, if the Noble Warrior is fifth level, the patron will offer shelter for the Noble Warrior and up to nine of his companions). In his own land, the Noble Warrior can administer low justice upon commoners—act as judge, jury and executioner for minor crimes he comes across (the definition of "minor crimes" is necessarily up to the DM of the campaign, but in general should include things like assault, petty theft, etc.).

Special Hindrances: In order to become a Noble Warrior, the PC has sworn an oath of loyalty to some greater noble. If he's squire to a knight, he has an oath to his knight. If he's a knight himself, he's sworn an oath to his king or some other noble—or perhaps to both. He'll be expected to live up to that oath from time to time: Accompany his lord into combat, provide troops to his lord, even beggar his own household in order to support his lord's needs.

Additionally, the Noble Warrior is expected to live well. After he is created, he must add +10% to the base cost of goods, equipment, and services he is buying—for each experience level he has—to reflect his noble tastes and requirements. This extra cost is *not* just a tip. The PC is buying higher-quality goods.

If the Noble Warrior is unable to spend this extra money because of lack of funds, he can settle for lesser goods . . . but his bonus to Reaction rolls will be reduced, at -1 per such incident, until it reaches +0, to reflect the fact that people are seeing that he is settling for shabbier goods and otherwise not living up to their expectations of how a noble warrior should live. At the DM's discretion, other problems may follow this: Nobles fail to offer him shelter or help because he's such a shabby specimen, he gets a reputation as a penny-pincher, etc.

To retain his bonus, when the Noble Warrior is once again in the money he must do whatever it takes to upgrade his situation (buy new clothes, go on a buying spree, etc., at the DM's discretion) and his +3 reaction will return.

If a Noble Warrior gets a bad reputation, deservedly or undeservedly, his +3 reaction becomes a -6 reaction from everybody who knows of the reputation.

And just as other nobles are expected to extend shelter to the Noble Warrior, he is expected to offer other nobles shelter when they are travelling through his territory—or when they meet on the road while he is encamped and they are not, etc. Whenever a Noble Warrior PC is getting too cocky, the DM can have him visited by a nice, large crowd of nobles to whom he is expected to offer shelter and food . . . and who proceed to eat him out of house and home.

Wealth Options: The Noble Warrior begins play with more gold than other Warrior Kits; he receives 225 gp *plus* the standard 5d4x10 gp. But do not forget that he is required to spend a large portion of that on specific items described above . . .

Peasant Hero

Description: The Peasant Hero is the "local boy done good," the home-town warrior who fights and adventures to the delight of the people in his home area. The Peasant Hero is the most common sort of fighter found wandering the land and adventuring; every village has one or has had one within living memory.

There are no ability-score requirements to be a Peasant Hero.

Role: In the campaign, the Peasant Hero is the fellow who won't forget that his roots are in the country and in the soil. He can be a rebel against the crown in lands where the peasants are especially oppressed; he can be the farmboy who becomes a mighty general; he can be the noble's child (secretly raised by peasants) who grows up to fulfill an ancient prophecy; but in every case, he remembers his origins and strives to make things better for his family and home community.

Weapon Proficiencies: The player may choose his PC's weapon proficiencies, but may not choose any that the DM feels would be unusual for his campaign-world's peasants. Short sword, spear, bow, footman's weapons and the like are all very appropriate; horseman's weapons, exotic polearms, lances, long swords, tridents and the like are not. This is only a restriction *when the PC is first created*; afterwards, of course, he can learn any weapon he receives training with.

Nonweapon Proficiencies: Bonus Proficiencies: Agriculture or Fishing (player choice), Weather Sense or Animal Lore (player choice). Recommended: Any of the General proficiencies.

Equipment: The Peasant Hero may spend his starting gold any way he sees fit, but may have no more than 3 gp left when he begins play.

Special Benefits: No matter what he's done or what anyone thinks of him, the Peasant Hero always has shelter and often has other help when he's in his own community. Unless it is known that the Peasant Hero has hurt people from his own community, he'll always find people to put him up, hide him and companions from the law, supply them with food and drink and what little weaponry can be scraped together (usually daggers), and even provide them with helpers—earnest 0-level youths who want to grow up to be like their hero.

Special Hindrances: Since the Peasant Hero is looked upon as a patron and hero by the people from his home, they will frequently come to him for help. Whenever the village is losing people to nocturnal predators, whenever a village overlord turns out to be a dangerous tyrant, whenever a local citizen is jailed and tried for something he didn't do, the citizens turn to the Peasant Hero for help. And if he turns them away, he loses their respect and earns a -2 reaction from all of the peasants in the land until he is once again in his home community's good graces.

Wealth Options: The Peasant Hero gets the standard 5d4x10 gp starting money.

Pirate/Outlaw

Description: This PC is the heroic scofflaw, the warrior who defies the laws and rulers of the land and steers his own course. Usually in the company of other pirates or outlaws, he fights the minions of the rulers he defies, and comes to be regarded as a hero by others who suffer at those rulers' hands. The Pirate, of course, is the adventurer of the high seas, who makes his living raiding other ships and seacoast communities; the Outlaw makes his home in the wilderness (often deep forest) and preys on the traffic moving through that wilderness.

There are no special ability-score requirements to be a Pirate or Outlaw.

Role: In a campaign, the pirate or outlaw can belong to one of two orientations. Either he's a "good guy," and it is the law and the rulers who are evil, or he is a "bad guy" and simply takes what he wants from those who have it. The player, therefore, gets to decide on his PC's alignment and (mis)deeds.

Note, though, that good guy pirates and outlaws tend to live by a very strict code of conduct—for example, the classic cinema code of Robin Hood and his Merry Men, where the outlaws robbed from the rich and gave to the poor, and protected the defenseless with more honor and zeal than England's supposedly Noble Warriors did.

Naturally, if a player chooses to be a good guy in a company of bad guys, or vice-versa, when his companions find out his true colors, they'll probably try to kill him or to turn him in to the law for the reward on his head.

Weapon Proficiencies: If the PC is a Pirate, he must take the following proficiencies: Cutlass, and Belaying Pin or Gaff/Hook (player choice). If the PC is an Outlaw, he can take any weapon proficiencies he chooses . . . but the DM, if he's created this campaign so that the outlaws have a special motif weapon (such as Robin Hood's Merry Men and their longbows) may insist that all Outlaw PC's take a specific weapon proficiency. Recommended to classic Merry Man-type outlaws are longbow, long sword and quarterstaff.

Nonweapon Proficiencies: Pirate's Bonus Proficiencies: (General) Rope Use, Seamanship. Pirate's Recommended Proficiencies: (General) Swimming, Weather Sense, (Warrior) Navigation, (Priest) Engineering (for shipbuilding), Reading/Writing (for mapmaking), (Rogue) Appraising, Set Snares (in association with Rope Use skill), Tightrope Walking, Tumbling, (Wizard) Engineering (for shipbuilding), Reading/Writing (for mapmaking). Outlaw's Bonus Proficiencies: Direction Sense, Fire-Building. Outlaw's Recommended Proficiencies: (General) Riding (Land-Based), (Warrior) Animal Lore, Bowyer/Fletcher, Endurance, Hunting, Running, Set Snares, Survival, Tracking, (Priest) Healing, Herbalism, Local History, (Rogue) Disguise. *Special Note:* Your DM may be a fan of the very acrobatic pirate or outlaw movies of the past, and prefer that Tumbling be one of your Bonus Proficiencies instead of one of the ones listed; check with him to see if this is so.

Equipment: Pirates and Outlaws come from widely diverse backgrounds, so there's no real restriction on what they can buy with their starting money. However, it would be foolish for either type of PC to buy metal armor of any kind (banded, brigandine, bronze plate, chain, field plate, full plate, plate mail, and ring mail). Pirates wearing such armor in naval combat will inevitably fall overboard and sink (they can't swim with such stuff on); if they're lucky enough to get it off so they *can* swim, they've lost the armor. Outlaws living out in the wild have their belongings exposed to the elements, and metal armor quickly corrodes. Therefore, it's up to the DM to keep things in balance.

If a Pirate or Outlaw buys metal armor and keeps it stowed away for special occasions (major land engagements, climactic battles, etc.), that's fine. But if they wear such stuff all the time, the DM should continually take it away from them through accidents, rust and corrosion, etc.

Special Benefits: Pirates and Outlaws do not have any intrinsic special benefits, although the DM can bestow some campaign-based benefits on them if he chooses. For instance, in many Pirate settings, there is a powerful pirate city where the PCs can go to trade their ill-gotten gains, a place where the law dares not enter; this makes it easier for them to dispose of their goods and enjoy the benefits of a home city when otherwise they wouldn't have one. As another example, in a "Merry Men" type outlaw campaign, the heroes have the dubious benefit of knowing that they're on the right side and if they can just oust the current rulers (probably restoring the proper rulers in the process), they'll have their fortunes restored or enhanced, the land will once again be bright and shiny, and everyone will live happily ever after.

Special Hindrances: The major problem with being an outlaw or pirate is that the law is always after the PC's. Though the authorities do not have to put in an appearance in every single play-session, they're always out there, plotting against the heroes. Many of them are quite clever, they probably have more money, ships and men than the heroes, and they'll continue to plague the heroes until the campaign is done.

Wealth Options: Pirate and Outlaw PC's get the standard 5d4x10 gp for starting gold.

Note: In a Pirate campaign, it could be that the PC's will eventually come to terms with the authorities and "go straight." This doesn't mean they have to abandon the Pirate Warrior Kit, however. They could instead become Privateers—who are basically pirates sailing under the papers of (permission of) their ruler, and preying on the nation's enemies. At that point, they can still behave just as they did previously, and the other nation's authorities become their specific enemy.

Savage

Description: The Savage is a tribesman, technologically and culturally far more primitive than even the Barbarian and Berserker, who is very much in tune with the natural world.

A Savage can be an honorable jungle vine-swinger raised by animals, a very dirty and primitive warrior who lives in mud-wattle huts and fights with bone weapons, a breathtakingly beautiful native princess from a culture which the PC's consider impossibly primitive and yet uncorrupted and very noble . . . and so on. In short, the tribal culture from which the Savage PC comes can be as crude or civil, coarse or noble, nasty or admirable as the DM wants it to be.

To be a Savage, a PC must have a minimum Strength score of 11 and a minimum Constitution score of 15.

Role: In a campaign, the savage PC has a couple of roles. His particular skills and benefits are of use to the average adventuring party. If he comes from a particularly noble tribe, he may choose to act as the "voice of conscience" for the adventuring party, asking why, if the other PC's are supposed to be so much more civilized than his own people, their honor and ethics seem to drag so far behind? But for the most part, he's a role-playing challenge, and should be chosen only by players willing to devote the extra effort to portraying someone from such a different culture . . . and how that PC reacts with the other PCs' culture. This is an opportunity for a lot of humor and not a little tragedy in a campaign . . . but only if the player is willing to go to that effort.

Weapon Proficiencies: The DM should define a set of weapons which the PC can choose his beginning weapon proficiencies from. A typical set, for classic "noble savages": blowgun, long bow, short bow, club, dagger, javelin, knife, sling, spear. The PC must make his first-level weapon proficiency selections from these choices. Once he begins play and begins adventuring in the outer world, he may learn any other weapon, of course . . . but it's better role-playing if he prefers to stick to the weapons of his tribe.

Nonweapon Proficiencies: Bonus Proficiencies: (General) Direction Sense, Weather Sense, (Warrior) Endurance, Survival. Recommended: (General) Animal Handling, Animal Training, Fire-Building, Fishing, Riding (Land-based), Rope Use, Swimming, (Warrior) Animal Lore, Bowyer/Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking, (Priest, double slots unless Paladin) Healing, Herbalism, Local History, Religion, (Rogue, double slots) Jumping, Tightrope Walking, Tumbling, (Wizard, double slots unless Ranger) Herbalism, Religion.

Equipment: The Savage gets no gold (0 gp) with which to purchase his weapons and equipment. Instead, he may take up to four "natural" weapons bows and arrows, staves, clubs, sling and bullet/stone etc.

He may assemble an equipment list of up to ten additional items, subject to the DM's approval, which he will have accumulated during his years with the tribe; they must be items which members of a savage tribe could have made (things such as pouches, clothing, food, rope, fishing gear, sheathes for weapons, and so forth—no mirrors, lanterns, iron cooking pots, and the like.) With the DM's permission, if the tribe is a river-tribe or a riding tribe, he may have either a riding horse (with saddle-blanket, halter, bit and bridle) or a small canoe.

Special Benefits: One of the Savage's special benefits is that he receives more bonus nonweapon proficiencies than any other type of warrior—testimony to the fact that the Savage must know more skills just to stay alive than other PC's. Another, substantial, benefit the Savage receives is this: He has a special ability, resembling a spell, which he may use once per day per experience level he has (i.e., a 5th-level savage could use his ability five times per day).

The special ability must be chosen from the list below, must be chosen when the PC is first created, and may never be changed. The special ability is not truly magic, and Detect magic will not detect it; it is an ability natural to the Savage. It does not require verbal, somatic, or material components, even if such are required from the normal spell.

The list:

(1) *Alarm (Wizard 1st Level)*. Special effects: This is only usable by the Savage when he is resting or sleeping in a quiet place. The ability does not sound an alarm like the spell; it merely alerts the Savage to intrusion (if he is already awake) or awakens him (if he is asleep). It is not cast upon a particular place; it alerts him to activity within 10 feet of the place where he lies (as if he were at the center of the 20-foot cube of effect of the actual spell).

(2) *Detect Magic (Wizard 1st Level)*. Special effects: This reflects the fact that the Savage is in tune with nature and can feel when there is something unnatural (i.e., magical) in the air. Unless the Savage is also a Ranger, he cannot determine the type of magic present (i.e., alteration, conjuration, etc.).

(3) *Animal Friendship (Priest 1st Level)*. Special effects: This ability can only make friends of an animal which is not angry or threatened. It can be used to make an angry or threatened animal calm. To make friends with an angry or threatened animal, therefore, the Savage must be able to use the ability twice that day (i.e., he must be of 2nd level or higher) and must have two uses left. To use the ability, the Savage must confront the animal, face to face, at no further away than the limits of the animal's attack range. As with the spell, the Savage must actually have no ulterior motives, for such will be detected by the animal, and the ability will fail.

(4) *Detect Evil (Priest 1st Level)*. Special effects: this is like the *Detect Magic* ability, above. Like the Priest spell, this Detect Evil cannot detect evil in a PC—only in a monster, place, or magical item.

The DM can disallow any of the four abilities given above, or introduce new ones—though he can't add anything that resembles a magical spell above 1st level.

Special Hindrances: The Savage has some drawbacks, too. He is uncomfortable in civilized clothes and armor—When wearing any sort of clothing more cumbersome and concealing than his normal tribal dress, he suffers a -1 to all attack, damage and nonweapon proficiency rolls; he's uncomfortable, and it's affecting his actions and reactions.

Likewise, he can wear any type of armor, but is so uncomfortable in it that he will suffer a -3 to all attack, damage, and nonweapon proficiency rolls while wearing any sort of armor at all. If a player blatantly decides not to role-play his PC's dislike of armor and simply wears armor continually, accepting that negative modifier, the DM should gradually increase the modifier: -3 in one play-session, -4 in the next, -5 in the next, and so on . . . with no limit. If the player asks why this is happening, the DM need merely reply that the PC is growing more and more uncomfortable in his unnatural trappings and finding it harder and harder to concentrate on the job at hand.

Wealth Options: The Savage starts out with no gold. He gets his starting weapons as described above, under *Equipment*. After the campaign starts, the PC will inevitably come across the concepts of money; it's up to the player how he reacts to them (he could either like the idea and try to accumulate the stuff as his allies do, or put it down to civilized corruption and stay away from it).

Swashbuckler

Description: The Swashbuckler is the sophisticated, witty, lightly armed and armored hero in a sophisticated city-based campaign—a la *The Three Musketeers*. He's fully capable of putting on heavy armor, picking up a bastard sword, and soldiering alongside other tank warriors—but he shines in comparison when the heroes are adventuring in the city, in light armor and with light weapons.

To be a Swashbuckler, a PC must have an Intelligence and Dexterity of 13 or better.

Role: In a campaign, the Swashbuckler is the happy-go-lucky hero with the ready wit and the flashing rapier. He's happiest when he's in the big city, but can be an imposing warrior anywhere—enemies often underestimate him because of his charming manners and don't realize that he can plate on armor and wield heavy weapons as well as anyone else. The Swashbuckler, because he's bright and well-spoken, often becomes party leader . . . or at least the leader's spokesman.

Weapon Proficiencies: The Swashbuckler receives two extra weapon proficiency slots which must be devoted to weapon proficiency with one of the following weapons: stiletto, main-gauche, rapier, and sabre. Throughout his career, he must devote half of his weapon proficiency slots to those four weapons. Once he has achieved proficiency in all four of those weapons, he may freely choose where the rest of his weapon proficiency slots go.

Nonweapon Proficiencies: Bonus Proficiencies: (General) Etiquette, (Rogue) Tumbling. Recommended: (General) Artistic Ability, Dancing, Heraldry, Languages (Modern), Riding (Land-Based), Seamanship, (Warrior) Blind-Fighting, Gaming, (Priest, double slots unless Paladin) Musical Instrument, Reading/Writing, (Rogue) Appraising, Disguise, Forgery, Juggling, Musical Instrument, Tightrope Walking, (Wizard, double slots unless Ranger) Reading/Writing.

Equipment: The Swashbuckler must buy the weapon in which he has specialized, but except for that limitation may spend his gold precisely as he pleases.

Special Benefits: The Swashbuckler has three special benefits. First, when using up his Nonweapon Proficiency slots, he doesn't have to devote double the normal number of slots when choosing Rogue proficiencies. Second, when he's wearing light or no armor (i.e., no armor, leather armor, or padded armor), he receives a +2 bonus to his AC (that is, an AC of 13 would become a 15); he's so nimble that he's very hard to hit. Third, the Swashbuckler is such a romantic figure that he always receives a +2 adjustment on his reaction roll from NPC members of the opposite sex.

Special Hindrances: Trouble seeks out the Swashbuckler. This is something that the DM will have to play very carefully if the Swashbuckler is to be as hindered as all the other Warrior Kits. When there's another Swashbuckler around, intent on proving that he's the best swordsman in the world, it's the PC Swashbuckler he settles upon and challenges. When a certain young lady is being pursued by the king's guards, who are intent on stopping her from revealing secrets in her possession, it is the Swashbuckler she stumbles across when fleeing. When a prince is too drunk to attend his own coronation, miraculously he looks just like the Swashbuckler. Life conspires to make things difficult for the Swashbuckler, and the DM should always throw just a little more good-natured bad luck at that Warrior Kit than at any other.

Wealth Options: The Swashbuckler receives the standard 5d4x10 gp starting money allotment.

Wilderness Warrior

Description: This hero represents some tribe (either civilized or barbarian) living in a dangerous, threatening, or unusual wilderness environment—such as the desert, deep in swamp territory, in the frozen North, tucked away in the jungle or tropical rain forest, or in distant mountains.

The Wilderness Warrior is different from the Barbarian. He's not automatically a menacing figure when travelling around in the campaign's normal society; he's just exotic and unusual. He can be very cultured and civilized, but, coming as he does from a different culture, will have different attitudes from the other PC's on many subjects.

For example, a desert nomad PC may be merely offended at the theft of his property but be outraged by (and demand the death penalty for) theft of his water; he may believe that women should stay in camp and leave fighting to the men (an opinion he will find himself quickly disabused from when in the outer world); he may feel the need to prostrate himself whenever he passes the church or temple of the deity he worships; and so on.

The player decides (with DM's permission) what sort of tribe and environment the Wilderness Warrior comes from. Then, working with the DM, he must determine what sort of unusual beliefs and customs the PC and his tribe possess. He may later abandon a few of these beliefs in the outer world, but should not abandon most of them; they are part of what makes him unique in the campaign.

To be a Wilderness Warrior, the PC must have a Constitution score of at least 13.

Role: In a campaign, like the Barbarian and Savage, the Wilderness Warrior is the "outsider's voice" who questions all the strange quirks and discrepancies in the PC's culture. He's also an opportunity for some comic-relief adventures, when he misinterprets some aspect of the society and it leads him into confusion and trouble. More importantly, the DM should arrange for the occasional adventure to take place in lands like those of his birth, so that he can demonstrate his skills in that environment.

Weapon Proficiencies: The Wilderness Warrior may spend his Weapon Proficiencies any way he pleases. The DM may insist that he spend one or two on weapons appropriate to his culture: A desert nomad should have Scimitar and Short Composite Bow, while an arctic warrior should have Harpoon and Spear, for instance.

Nonweapon Proficiencies: Bonus Proficiencies: Survival (in his native environment), Endurance. Recommended: Any relating to the land of his birth, such as Animal Handling, Animal Training, Dancing (his cultural dances), Fire-building, Fishing, Riding (Land-based), Swimming, (Warrior) Mountaineering, Tracking.

Equipment: The Wilderness Warrior may only spend his starting gold on items appropriate to his culture. For example, the desert nomad couldn't buy any armor at all with his starting gold, while the arctic warrior could only have leather or hide armor. (Of course, if the DM determines that his is a trading culture, he could have access to goods from all over the world.) The Wilderness Warrior *doesn't* have to spend all his starting gold before entering play. Once he begins play, there are no restrictions on what sorts of equipment he may buy.

Special Benefits: The Wilderness Warrior gets a special bonus of +5 to his Survival proficiency roll. This only applies to the Survival proficiency pertaining to environments like that of his origin; if he later takes a second Survival proficiency for another type of territory, the bonus doesn't count toward it.

Special Hindrances: The Wilderness Warrior, in his early years, is occasionally hindered by his unfamiliarity with the PC's society, but this is a role-playing consideration; the DM must occasionally enforce it until he believes the PC is sufficiently familiar with the usual culture.

Wealth Options: The Wilderness Warrior gets the usual 5d4 x 10 gp in starting gold.

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Advanced Dungeons & Dragons®

Player's Handbook

2nd Edition

Rules Supplement

The Complete Paladin's Handbook





Paladin Kits

Chevalier

Description: A gentleman warrior, the Chevalier epitomizes honor, courage, and loyalty. Modeled on the knights of the feudal age, the Chevalier serves his king (or other ruler) as a soldier in the royal military of a powerful kingdom. While primarily a fighting man, the Chevalier also performs ceremonial duties, household chores, and any other functions necessary to promote the liege's interests and secure the welfare of the state.

Requirements: In addition to the standard paladin qualifications, a Chevalier must meet at least one of the following requirements:

- He must be the son of a Chevalier, nobleman, or aristocrat.
- He must be wealthy enough to "buy" his way into paladinhood by turning over a valuable property or large treasure to his church or state.
- He must have an ability score of 15 or more in Strength, Constitution, or Wisdom.

Ministration: Government. In a theocracy, a Chevalier may take orders from the church.

Role: A Chevalier's training begins at childhood and continues throughout his career. He acquires new duties and responsibilities as he rises through the ranks. Typically, a Chevalier begins as an aide to a more experienced paladin, undertakes missions for his liege as he grows in stature, and eventually acquires a stronghold of his own.

Because Chevaliers of all ranks are considered part of the aristocracy, they command the respect afforded other members of the noble class. Tradition demands that Chevaliers remain apart from society; consequently, Chevaliers seldom socialize with anyone other than paladins. Fully aware of their privileged status, Chevaliers carry themselves with pride. They maintain an immaculate appearance, are unfailingly courteous, and behave with dignity in all situations.

A Chevalier of any level may join an adventuring party, assuming the party's goals agree with those of the state. The Chevalier's companions will find him the consummate professional. As a friend, however, he may leave much to be desired; a Chevalier often impresses others as vain and pretentious. More comfortable with taking orders than giving them, a Chevalier rarely volunteers for leadership roles, though he dutifully assumes command if asked or assigned.

Symbol: The Chevalier employs the same symbol as his liege, often a crown, an animal associated with royalty (such as a lion or eagle), or a military emblem (crossed lances or a fist clutching a sword).

Weapon Proficiencies: *Required:* Sword (any) and lance (any).

Recommended: Dagger, battle axe, horseman's flail, horseman's mace, horseman's pick, war hammer.

Nonweapon Proficiencies: *Recommended:* Armorer, Blind-fighting, Bureaucracy, Etiquette, Heraldry, Jousting, Languages (Ancient or Modern), Law, Local History, Oratory, Weaponsmithing.

Armor/Equipment: Usually, a Chevalier must buy his own equipment. At a minimum, he must purchase a mount (at least a riding horse, until he acquires a bonded mount), sword, lance, and armor (no less than chain mail). On occasion, a liege supplies this equipment for free; in such cases, the liege often charges a monthly maintenance fee (1-4 gp).

Bonded Mount: Any war horse. Airborne mounts are possible but uncommon.

Special Benefits:

Chain of Command: Chevaliers adhere to rigid chains of command. Any high-level Chevalier can give commands to lower-level Chevaliers from the same kingdom. The lower-level Chevaliers must follow these orders as if they were given by the liege. Typical commands include loaning weapons and mounts, delivering messages, and securing supplies.

Sanctuary: A Chevalier may request sanctuary in any stronghold in his kingdom, or in any lawful good kingdom with diplomatic or political ties to the Chevalier's kingdom. By custom, the owner of the stronghold must provide the Chevalier with shelter, food, and water for up to three days; the offer extends to a number of companions equal to the Chevalier's level (a 4th-level Chevalier may request sanctuary for himself and four others).

Special Hindrances:

Chain of Command: The chain of command works both ways. A low-level Chevalier must execute all of the commands of a higher-level Chevalier, as described in the Special Benefits section.

Extra Responsibilities: As part of a complex bureaucracy, the Chevalier has more responsibilities than most other paladins. He must attend state functions, participate in royal festivals, and represent his liege at tournaments.

He may be required to train young warriors, file monthly reports of his activities, and officiate at dubbing ceremonies for new Chevaliers. In general, the larger the kingdom, the more demands on the Chevalier.

State Enemies: A liege makes many enemies over the course of his career. By definition, enemies of the liege are also enemies of his Chevaliers. A Chevalier may be subject to kidnapping and assassination attempts by foes he's never met, who attack the Chevalier to avenge themselves against the liege.

Chevalier Ranks

Here is a typical career path for the Chevalier. The ranks are for game purposes only and don't necessarily correspond to any historical definitions.

Page. At 0 level, a Chevalier candidate becomes a servant on his liege's staff. He lives in the liege's stronghold or the stronghold of a military officer or noble. The page learns academic fundamentals (including history, etiquette, and religion), along with basic hunting and riding skills.

Valet. At 1st level, the page becomes a valet, assigned as an apprentice to a high-ranking paladin (usually, a Chevalier of at least 5th level). The valet acts as personal aide both on the battlefield and at home. He studies combat techniques, advanced riding skills, and theology. Should he decide to permanently assume the role of an aide, he becomes a Squire (see the Squire kit for details).

Stronghold Knight. Also known as a household knight, the valet assumes this position at 2nd level. He works primarily in his liege's stronghold, performing guard duty, custodial chores, and occasional staff supervision. He may go to war or undertake quests and missions on his liege's behalf.

Protector. A Chevalier reaches this rank at 3rd level, when he gains the power to turn undead. The protector may be sent into the field more frequently, though he still lives in his liege's stronghold and his superiors still closely monitor his actions.

Warder. At 4th level, the Chevalier becomes a warder. His liege becomes increasingly comfortable sending him on missions to distant lands. Supervision continues to decrease.

Guardian. At 5th level, the Chevalier becomes a guardian, experienced enough to supervise a valet.

Grand Knight. A Chevalier attains this rank at 6th level and may represent his liege on diplomatic missions. While still technically a member of the liege's stronghold, a grand knight is routinely granted permission to leave the stronghold for long periods of time.

Bachelor. To qualify for this rank, the Chevalier must have reached 7th level and have acquired a plot of land large enough for a stronghold. At this rank, the Chevalier becomes eligible to maintain a small home outside his liege's stronghold. Usually, a Chevalier must be at bachelor level to receive permission to marry.

Banneret. The Chevalier must be at least 9th level and must have established his own stronghold. The stronghold serves as the banneret's home base. He may maintain a small staff of his own by this point.

Lord. This is a royal title awarded by the liege to a Chevalier of at least 10th level who has successfully maintained a stronghold for a long period (typically, 5-10 years). In most cases, the stronghold must be profitable (thus benefiting his liege through taxes or levies), have withstood at least one enemy assault (to demonstrate the Chevalier's leadership skills), and employ at least 10 staff members and soldiers (to demonstrate the Chevalier's management skills).

Divinate

Description: Devoutly religious, Divinates serve as the military branch of their church and consider themselves soldiers of their gods. Their religious discipline imbues them with a clear sense of purpose; promoting the principles of their faith is not only morally correct, but a sacred duty.

Requirements: Standard. A Divinate must be a member of an organized religion. Usually, the church elders raise and train the Divinate from childhood.

Ministration: Church.

Role: Divinates were originally responsible for accompanying disciples of the church on religious pilgrimages, fighting off bandits and monsters that lay in wait. In time, church elders decided that *all* evils were potential threats to their disciples, and sent Divinates into the world to eliminate them. To a Divinate, evil is an affront to his faith; destroying an agent of evil is a holy act.

Though the Divinate becomes a raging avenger when confronting evil, he is otherwise thoughtful and compassionate. He sees himself as an advocate of the common man, a source of solace to the downtrodden and disadvantaged.

A Divinate may insist that the party share its treasure with destitute families and impoverished communities. He may offer temporary employment to a pauper too proud to accept charity. He conducts impromptu prayer services in makeshift chapels, and officiates at the christenings and burials of peasants. Though completely devoted to his faith, a Divinate respects all lawful good religions and has little interest in proselytizing.

Symbol: A Divinate proudly displays the symbol of his church on his shield, coat of arms, mount barding, and clothing. Typical symbols include a rising sun, holy symbol, blooming flower, star, or the like, often with weapons below or behind the symbol.

Weapon Proficiencies: Any.

Nonweapon Proficiencies: *Required:* Religion. *Recommended:* Artistic Ability, Etiquette, Healing, Languages (Ancient and Modern), Reading/Writing, Poetry.

Armor/Equipment: Standard.

Bonded Mount: Any.

Special Benefits:

Extra Sphere: In addition to the Combat, Divination, Healing, and Protective spheres, a Divinate may also learn spells from one of the following spheres: Charm, Guardian, or Sun. He chooses this sphere at 1st level; once chosen, the extra sphere never changes. The extra sphere has no effect on the number or level of spells he can learn.

Religious Stronghold: If a Divinate chooses to build a stronghold, it must be a monastery or other religious edifice. If the Divinate has faithfully served his church and has never committed a serious ethos violation, the church elders may officially sanction his stronghold, contributing resources and labor to reduce construction costs to half the normal price (the Divinate is still responsible for purchasing or otherwise obtaining the land). Typically, official sanction is not given to a Divinate until he reaches 12th level, so as not to offend the clerics who also seek sanctions for their strongholds.

Special Hindrances:

Extra Tithes: A Divinate must donate 20% of all income to his church. Additionally, his church requires a *minimum* monthly contribution, usually 1-10 gp (as determined by the DM). Therefore, every month he must donate either 20% of his income or his minimum contribution, whichever is greater. Failure to do so is considered an ethos violation of his tithing stricture.

Meditation: A Divinate must meditate for one full hour every day to cleanse his spirit, preferably when he rises or just before he goes to sleep. If he is interrupted or distracted for more than two consecutive rounds, he must start over. A Divinate who neglects to meditate cannot cast spells the following day.

Envoy

Description: Skilled in diplomacy as well as combat, an Envoy serves as an official representative of his government in other countries. Though he uses force when necessary to achieve his goals, he prefers compromise to hostility. He seeks friendly alliances with good-aligned governments, common ground with neutral societies, and a quick and efficient end to evil cultures.

Requirements: An Envoy must have a minimum Intelligence score of 12.

Ministration: Government.

Role: An envoy's duties range from the routine to the life-threatening. One month, he may be asked to deliver a banquet invitation to a friendly monarch. The next, he may be required to open hostage negotiations with a tribe of cannibals. He represents his country in treaty discussions, files reports about foreign military activities, and ventures into unexplored territories to scout for new trade routes. Although an Envoy rarely has the authority to make decisions on his own, his superiors take his recommendations seriously.

The Envoy prides himself on his sensible, practical approach to problems. He is thoughtful, analytical, and appeasing, the logical choice for negotiator in an adventuring party. He is the voice of reason, hesitant to engage in drawn-out, bloody wars before exploring less extreme options. Rather than engaging an evil regime on the battlefield, an Envoy prefers to work behind the scenes, perhaps engineering a political revolution or quietly dispatching the tyrannical leaders.

Symbol: Owl, raven, scales of justice, scepter.

Weapon Proficiencies: An Envoy spends less time practicing weapons than he does learning other skills. He may have only *two* weapon proficiencies in his entire career. He acquires his proficiencies at 1st level, choosing any weapons he likes.

Nonweapon Proficiencies: *Bonus:* Etiquette. *Required:* Bureaucracy. *Recommended:* Artistic Ability, Dancing, Gaming, Heraldry, Law, Local History, Oratory, Reading/Writing.

Armor/Equipment: Standard. Because an Envoy comes in regular contact with dignitaries and officials, it's important that he make a good impression. He must purchase all of the formal attire listed in the Clothing and Special Items section of Chapter 6 as soon as he can afford them.

Bonded Mount: Any.

Special Benefits:

Reaction Bonus: A master of persuasion, an Envoy receives a +2 modifier on reaction rolls from all NPCs, including those of evil alignment.

Diplomatic Privileges: An Envoy enjoys all of the following privileges in any country with which his government has established diplomatic relations:

- The host country must provide food and shelter for the Envoy as long as necessary for him to complete official business. The host country is *not* required to extend this privilege to any of the Envoy's companions other than his immediate family, though many host countries will do so as a matter of courtesy. If the Envoy is merely passing through the host country and has no official business there, the host country is not obliged to provide food and shelter; but again, many will do so out of courtesy.
- The host country must guarantee the Envoy's safety in time of war, or provide a military escort to return the paladin to his homeland.
- The Envoy is usually immune to arrest and prosecution. However, should the paladin commit a crime, he may be asked to leave the host country. In extreme situations, the host country may sever diplomatic ties with the Envoy's homeland, likely resulting in dire consequences for the Envoy when he reports to his unhappy superiors.
- The Envoy may not be taxed by the host country, regardless of how long he stays.
- The Envoy has complete freedom to practice his religion.
- Officials of the host country may not demand to see the Envoy's private correspondence with his homeland.

Special Hindrances: A Envoy's position and responsibilities often puts his life at risk. He makes a tempting target for assassins and kidnappers from rival governments, and a likely hostage in times of war. Even the most innocuous insult or slightest breach of protocol may be considered a grievous offense, punishable by both the affronted government and the Envoy's own superiors. As a gesture of good faith, an Envoy may be required to enter a hostile village alone and unarmed. Rather than eliminate an evil NPC, an Envoy may be asked to arrest him unharmed, then return him to the proper authorities for prosecution.

Equerry

Description: The Equerry is a master horseman with a natural affinity for mounts of all species. She and her steed are inseparable companions, their special bond transcending mere friendship.

Requirements: An Equerry must have a minimum Wisdom score of 14.

Ministration: Any.

Role: An Equerry often serves as a cavalryman, scout, or guide. Whatever her duties, she remains with her mount; she's reluctant to enter underground passages or any other site that her mount can't easily traverse. She prefers to sleep near her mount, staying in an inn or hospice only if no alternative is available. The mount's life means more to the Equerry than her own; without a second thought, she would give the mount her last drop of water or her last crumbs of food.

Because an Equerry spends so much time with her mount, her companions may perceive her as shy or humorless. But an Equerry enjoys human company too; with a little coaxing, she's usually open to conversation and recreation. An aggressive fighter and shrewd tactician, the Equerry makes a valuable addition to any adventuring party.

Symbol: Any symbol suggesting a horse or other mount.

Weapon Proficiencies: An Equerry begins with only three weapon proficiency slots. One of these slots must be assigned to lance (any).

Nonweapon Proficiencies: *Required:* Riding (either Airborne or Land-based, depending on her choice of bonded mount). *Recommended:* Animal Handling, Animal Training, Hunting.

Armor/Equipment: Standard. As soon as she can afford it, the Equerry should buy full barding for her mount (preferably leather).

Bonded Mount: An Equerry can choose the species of mount he prefers. Although a male Equerry can't choose a unicorn, he can choose virtually any other type of mount within reason.

Two options are open to the Equerry:

1. She may choose her mount at the beginning of her career, if the mount has 4 HD or less. Unlike other paladins, the Equerry may receive her bonded mount at 1st level.

2. If she prefers a mount with more than 4 HD, she may take an ECL equivalent to the Mount's HD.

Improved Mount Abilities. The bonded mount has all the benefits of Bonus Familiar Powers for free. As a bonded mount's HD increase, its abilities also improve in the following ways:

- When the mount gains its first hit die, it becomes the same alignment of the paladin. Its Intelligence score is also permanently boosted by an additional +2.
- The mount fights on the Monster Attack Table as a monster equal to its Hit Dice +1 at the first level gained and a +1 for every 5 levels thereafter.

Special Benefits:

Inspection. An Equerry can recognize the relative value of all horses, pegasi, griffons, and other mounts. If an Equerry spends at least 5 rounds visually inspecting a mount and makes a successful Wisdom check, she can determine if it has low value (one-third or fewer than the mount's maximum possible hit points), average value (half the maximum possible hit points), or high value (two-thirds or better of the maximum possible hit points). Any mount an Equerry selects will have +2 hit points per hit die (up to the maximum number of hit points available).

Special Hindrances:

Ethos Violations. An Equerry violates her ethos if she allows mistreatment of any kind to befall a creature of the same species as her bonded mount.

The Equerry also violates her ethos if she becomes separated from her bonded mount, voluntarily or involuntarily, for more than a week. In addition to applicable ethos violation penalties, the Equerry suffers a -2 penalty to all of her attack rolls, saving throws, and proficiency checks until she reunites with her mount.

Selling or willfully slaying the bonded mount constitutes an evil act, resulting in the permanent loss of the Equerry status, along with all special kit and paladin abilities.

Mourning. If her mount dies for any reason other than natural causes, the Equerry suffers a -2 penalty to all attack rolls, saving throws, and proficiency checks for a minimum of one month. These penalties persist until the Equerry completes a quest (determined by the DM) to avenge the mount's death.

Errant

Description: The Errant is an independent warrior who roams the countryside searching for adventure and offering his assistance to any good beings in need. Though he technically owes fealty to a government or church, he has few, if any, formal obligations. His superiors have granted him an indefinite leave of absence to pursue his own interests and make his own way.

An Errant may be granted independence because his government no longer has a need for a standing army, or because his church elders have encouraged him to explore the world outside their jurisdiction and report what he discovers. Most often, however, governments and churches grant independence for economic reasons. An Errant assumes responsibility for his own equipment and funds, freeing official treasuries for more pressing expenditures.

Requirements: Standard.

Ministration: Although he may have pledged fealty to a government or a church, an Errant essentially functions as an independent fighter.

Role: An Errant is often amiable, cooperative, and eager to ally himself with any party or individual of lawful good intention. His destiny, he believes, is with the gods, and he readily agrees to undertake all good missions that come his way, providing they promise adventure and don't compromise his principles.

Between adventures, an Errant is preoccupied with earning a living. Tournaments provide the best opportunities for income. Because an Errant doesn't depend on government or church sponsorship, he can keep his winnings for training (aside from his tithe).

When tournaments are scarce, an Errant may work as a mercenary for any lawful good government or church. The Errant receives no benefits from this arrangement, other than those specified in his contract. A typical contract includes the following terms:

- **Length of service.** This is often defined in quarter-year periods. Typically, an Errant serves no less than six months, and no more than a year. The Errant pledges temporary fealty to his employer during this time; all obligations to the employer end when the contract expires.

- **Salary.** An Errant is usually paid every quarter-year period, with the first period's payment made in advance. He usually earns 30-50 gp per period, depending on his experience, reputation, and special skills. Without the backing of a government or church, an Errant commands less of a salary than other mercenary paladins.

- **Theater of operations.** An Errant is not required to fight for his employer outside of a specified area.

- **Financial obligations.** An Errant furnishes all of his own equipment and assumes responsibility for his own food and supplies. The employer arranges transportation to and from the battlefield if the Errant has no mount of his own. An Errant is *not* allowed to use a loaned mount in battle, unless he agrees in advance to make restitution in case the mount is wounded or killed.

- **Division of spoils.** All hostages, weapons, land, and other spoils of war claimed by the Errant become the property of the employer. A benevolent employer may give the Errant a monetary bonus for such spoils, though the employer is under no obligation to do so.

- **Loaning of services.** While under contract, the employer may loan the services of an Errant to another lawful good liege, a church, or an adventuring party. The employer claims 50% of all treasure or salary obtained by the loaned Errant (because the Errant must also tithe from this money, he forfeits a total of 60% of his income).

Symbol: An Errant displays the same symbol as his church or government, or he can design a unique, personal one. Personal symbols might include his initials, a profile of a favorite animal, or a numeral (the age a parent died, the number of siblings in his family, or the day of his birth).

Weapon Proficiencies: *Bonus:* The Errant receives a free specialization in the jousting lance. *Required:* Sword (any).

Nonweapon Proficiencies: *Bonus:* Jousting. *Recommended:* Animal Handling, Bowyer/Fletcher, Endurance, Etiquette, Fire-building, Fishing, Hunting, Mountaineering, Riding (Airborne and Land-based), Survival.

Armor/Equipment: At the outset of his career, an Errant receives only 25-100 (5d4Y5) gp. In addition to his weapons, armor, and mount, an Errant must also buy a jousting lance or a lance cup as soon as possible.

Bonded Mount: Any.

Special Benefits: Usually, an Errant continues to follow the laws of his government and the tenets of his faith. However, his superiors rarely issue any direct edicts, allowing the Errant to choose his own allies, go where he pleases, and make his own decisions. He seldom has to fight wars, attend state functions, or train novice warriors.

An Errant's superiors expect him to make reports of his activities once a year or so, but this requirement is flexible. An Errant may miss his report date by several months before his superiors consider penalizing him, and even then, the penalty may be suspended if the Errant offers a reasonable excuse.

Special Hindrances: Although an Errant has few of the responsibilities of fealty, neither does he have any of the advantages. He must be totally self-supporting, supplying his own mounts, weapons, shelter, and clothing. He can't count on his church or government for emergency funds, nor can he ask for bodyguards or troops. For a stronghold, he must acquire land through conquest or purchase, as grants, charters, and benefices aren't available.

Expatriate

Description: Like the Errant, the Expatriate has no permanent home, wandering from place to place in search of adventure and acceptance. However, the Expatriate is a nomad by circumstance, not choice. A warrior in exile, the Expatriate has renounced his allegiance to the officials or institution that originally granted him his paladinhood. His government or church may have become corrupt, his superiors may have betrayed their commitment to lawful good principles, or he may have been dismissed for political reasons. In any case, his disillusionment is complete. He now makes his own decisions.

There are two points in his career when a paladin may become an Expatriate:

1. He may become an Expatriate at 1st level, taking this kit just as he would any other. Presumably, the PC was unaware of the corrupt nature of his government or church while being trained, discovering the truth shortly after taking his Oath of Ennoblement. Alternately, a political coup may have occurred early in the PC's career, replacing a lawful good regime with an evil one.

2. A PC with another paladin kit may abandon it when his superiors betray him or some other dramatic event occurs that prompts him to renounce his fealty. The PC may either become a standard paladin or—with the DM's approval—he may become an Expatriate, retaining his current level (a 3rd-level Errant who renounces his fealty becomes a 3rd-level Expatriate). The new Expatriate keeps all of his equipment and proficiencies, but drops the Special Benefits and Hindrances associated with his previous kit; he acquires the Special Benefits and Hindrances of the Expatriate kit instead.

Requirements: Standard.

Ministration: Independent.

Role: Though still lawful good, an Expatriate distrusts most formal institutions, including lawful good governments and organized religions. He obeys the dictates of his conscience and his deity only, remaining skeptical of all self-proclaimed and elected authorities. Though courteous and respectful, he no longer automatically follows the orders those holding positions of power. He weighs each request against his own principles, agreeing to a mission or favor only if completely convinced of its merit.

Expatriates are often moody, cynical, and bitter. An Expatriate may feel his good name has been permanently tarnished, a condition he struggles to correct by volunteering for demanding, even dangerous, missions. He remains loyal to his lawful good comrades but resists close friendships. He has little patience with most neutral PC's, finding their lack of commitment insipid and contemptible. He crushes his enemies without remorse.

Few governments or churches trust Expatriates enough to hire them as mercenaries. Therefore, Expatriates must rely on treasure or tournament winnings to make a living.

Symbol: If an Expatriate carries a symbol of his former government or church, he defaces it with slashes or scratches to proclaim his independence.

Weapon Proficiencies: Any.

Nonweapon Proficiencies: Any.

Armor/Equipment: Standard.

Bonded Mount: Any.

Special Benefits:

Self-Reliance: An Expatriate comes and goes as he pleases, subservient to no one. He has no edicts to follow, other than those imposed by his deity or his own principles.

Reaction Bonus: An Expatriate remains a hero to the peasants and other oppressed people of his homeland, who admire him for his integrity and sterling PC; from all those not associated with the officials of his former government or church, he receives a +2 modifier to his reaction rolls. To commoners of other lands familiar with his reputation, he also receives a +2 reaction modifier. Additionally, he will be given food and shelter from all commoners whose modified reaction is Friendly. This courtesy extends to any companions, so long as he vouches for them.

Special Hindrances:

Self-Reliance: Independence also has its drawbacks. As with the Errant, the Expatriate has no government or church to provide loans, supplies, or support. He may build a stronghold if he saves enough money, but he isn't eligible for property grants, charters, or benefices.

Reaction Penalty: Elite NPCs are reluctant to associate too closely with an Expatriate, fearing they might invite the wrath of the Expatriate's former government or church. Therefore, sensing the Expatriate's discomfort and distrust, all PC's in positions of power suffer a -2 modifier to their reaction rolls.

Fugitive Status: Officials of the Expatriate's original government or church consider him an embarrassment at best, a traitor at worst. An Expatriate is constantly hunted and harassed by his ex-employers, who may seek to punish, arrest, or even execute him.

Ghosthunter

Description: The Ghosthunter is obsessed with finding and destroying evil undead, including ghosts, spectres, liches, and vampires. To further his goals, the Ghosthunter's deity has provided him with special powers to vanquish his nemeses and resist their evil magic.

Requirements: Standard.

Ministration: Any; Independent most common.

Role: A Ghosthunter allies with any acceptable adventuring party that seems likely to encounter his hated foes. Given the opportunity, a Ghosthunter will explore every crypt, cemetery, and abandoned castle to search for undead, attacking relentlessly until the last of them fall or the party leader orders him to withdraw. While a Ghosthunter shares all paladins' hatred of evil, destroying undead is his primary objective.

A singleminded Ghosthunter may try the patience of his most sympathetic companion. Often withdrawn and grim, he prefers solitude to socializing. His reticence makes him a poor leader, as he often has difficulty focusing on the party's overall mission. A Ghosthunter may resist following orders if he disagrees with his party's strategy (if he can so do without violating his ethos) and strike out on his own ceaseless hunt for undead.

Symbol: Gravestone, broken scythe.

Weapon Proficiencies: Any.

Nonweapon Proficiencies: *Recommended:* Ancient History, Blind-fighting, Languages (Ancient), Local History, Spellcraft, Tracking.

Armor/Equipment: Standard.

Bonded Mount: Any.

Special Benefits:

Dispel Evil: At 5th level, a Ghosthunter acquires the innate ability to cast *dispel evil* once per day. The spell requires no components, but otherwise operates the same as the 5th-level priest spell of that name. The number of times he can cast this spell increases as he advances in level.

Paralysis Immunity: Ghosthunters of all levels have a 95% immunity to paralysis caused by undead. Additionally, all Ghosthunters have the innate ability to cast *remove paralysis*. The spell requires no components, but is otherwise identical to the 3rd-level priest spell of the same name. The number of times he can cast this spell increases as he advances in level.

Ghosthunter Abilities

Level	Dispel Evil*	Remove Paralysis*
1-4	-	3
5-9	1	4
10-14	2	5
15-19	3	6
20+	4	7

* Times per day.

Improved Ability to Turn Undead: A Ghosthunter turns undead as a cleric of the same level.

Holy Sword Availability: The Ghosthunter's deity might give the Ghosthunter an opportunity to acquire a sword +3 *Purifier* at some point before he reaches 6th level. The DM determines the circumstances, remember that availability does not guarantee acquisition.

Special Hindrances: The Ghosthunter has fewer of the special abilities normally associated with paladins:

- He can't restore hit points by laying on hands.
- He can't learn or cast priest spells.
- He has no magical immunity to diseases.
- He can't cure diseases in others.

Inquisitor

Description: The Inquisitor has devoted his life to finding and eliminating practitioners of evil magic. A scholar as well as a warrior, he is unyielding in his efforts to thwart the clerics and wizards who have aligned with the forces of darkness.

Requirements: An Inquisitor must have a minimum Intelligence score of 11.

Ministration: Any.

Role: To an Inquisitor, magic is a sacred force, and he detests those who use it for evil. An evil spellcaster who refuses to renounce his corrupt ways invites the Inquisitor's wrath.

The typical Inquisitor is intense and analytical, more interested in quiet reflection than small talk. Though private by nature, an Inquisitor establishes deep friendship in those he comes to trust, particularly good-aligned wizards and clerics.

Symbol: Open book, candle, flaming brazier.

Weapon Proficiencies: Any.

Nonweapon Proficiencies: *Required:* Spellcraft, Religion. *Recommended:* Astrology, Languages (Ancient and Modern), Reading/Writing.

Armor/Equipment: Standard.

Bonded Mount: Any.

Special Benefits:

Detect Evil Magic: An Inquisitor can detect magic radiating from any being, object, or location enchanted by an evil being. This ability functions at will, subject to the same limitations and restrictions as his ability to *detect evil intent*. He may also perceive the intensity of the magic (faint, moderate, strong, overwhelming). A protective spell cast by an evil necromancer upon himself could be detected in this manner, as could a magical trap set by an evil priest.

Dispel Evil Magic: At 3rd level, an Inquisitor acquires the ability to cast *dispel magic*. The spell requires no verbal or somatic components, but affects only evil spells and spell-like effects. The spell has a base success chance of 100% and is cast at the level of the Inquisitor. Aside from these qualifications, it operates exactly like the third-level priest spell. The number of times he can cast this spell increases as he advances in level.

Immunity to Illusions: An Inquisitor has an 80% plus 1%/level immunity to illusion spells of all levels. This immunity has a limit of 95%. (A 12th-level Inquisitor as a 92% immunity; a 16th-level Inquisitor has a 95% immunity.)

Frequency of Dispel Evil Magic

Level	Dispel Evil Magic*
1-2	-
3-5	1
6-8	2
9-11	3

* Times per day.

Level	Dispel Evil Magic*
12-14	4
15-17	5
18+	6

Immunity to Possession and Mental Control: Inquisitors of all levels have a 90% immunity to all possession and mental-control spells, including *charm*, *domination*, *hold person*, *hypnotism*, *magic jar*, and *suggestion*.

Special Hindrances: An Inquisitor has fewer of the special abilities normally associated with paladins:

- He can't restore hit points by laying on hands.
- He can't ever learn or cast priest spells.
- He can't turn undead.
- He can't cure diseases in others, though he himself is immune to all forms of disease.

Medician

Description: The Medician seeks to treat the sick, alleviate suffering, and save lives. Much of her training has been devoted to medical arts, and she follows a religion whose deities promote healing and compassion. On the battlefield, she is as likely to be found comforting a wounded comrade as engaging an enemy in swordplay. Though as much an enemy of evil as any paladin, the Medician has decided that she can best uphold her principles by fighting injury and disease.

Requirements: The Medician must have an Intelligence score of at least 10.

Ministration: Any.

Role: A Medician candidate undergoes rigorous training in a variety of demanding courses, including herbalism, anatomy, and diagnostics. After completing her academic studies, she must spend at least a year as an apprentice to an experienced medical practitioner. Because of the length of her training, a candidate rarely becomes a 1st-level Medician before she reaches her early-to-mid twenties.

A Medician assumes the role of healer whether at home or in the field with an adventuring party. She brews antidotes for poisons, sets broken bones, applies poultices to festering wounds, and stays up all night with ailing mounts. In her free time, the Medician experiments with new treatments, develops new diagnostic techniques, and compiles notes of past cases to share with other healers.

A Medician will never abandon or neglect wounded, diseased, or suffering lawful good PC's (or creatures). Should no lawful good patients require attention, most Medicians will apply their skills to neutral PC's and creatures. However, only in extraordinary circumstances will a Medician knowingly treat an evil PC or creature.

Symbol: A holy symbol with a heart, open hand, silhouette of an infant, cross, or drop of blood.

Weapon Proficiencies: The Medician spends so much time with academic studies that her combat skills invariably suffer. Therefore, the Medician has only *one* weapon proficiency at 1st level; this slot must be spent on either lance (any), battle axe, or sword (any). She receives a second weapon proficiency at 3rd level and a third at 6th level; she receives a total of three weapon proficiencies for her entire career. She may choose any weapon to fill her second and third slots.

Nonweapon Proficiencies: *Bonus:* Diagnostics, Healing. *Limit:* Because her mastery of the healing arts comes at the expense of other skills, a Medician may acquire no more than three proficiencies beyond her bonuses. She has only a single proficiency slot to spend at 1st level, another at 3rd level, and a final slot at 6th level. *Recommended:* Ancient History, Animal Handling, Animal Lore, Animal Training, Heraldry, Herbalism, Languages (Ancient or Modern), Reading/Writing, Religion, Riding (Airborne or Land-based). *Forbidden:* Blind-fighting, Bowyer/Fletcher, Jousting, Weaponsmithing.

Armor/Equipment: In addition to her standard equipment, the Medician must purchase and maintain a set of healing equipment. A typical set includes needles for stitching wounds, cloth bandages, tourniquets, splints, sterilizing ointments, and a selection of non-magical potions and herbs (for soothing headaches, settling stomachs, and reducing fevers; these items don't heal damage). The initial cost of a kit is 50 gp. At least once a month, the Medician must replenish her kit either by buying new supplies (1-4 gp) or scavenging them (which takes 1-4 days). Until the Medician replenishes her kit, she can't take advantage of any of the proficiency bonuses listed in the Special Benefits section. The kit weighs 1 lb.

Bonded Mount: Any.

Special Benefits: A Medician has all of the following proficiency bonuses:

- A +1 bonus to all Diagnostics proficiency checks. (If the Medician acquires the Herbalism proficiency, she has an additional +3 bonus; this brings the total Diagnostics bonus to +4)
- A +1 bonus for all Healing proficiency checks. A successful check enables her to restore 1d4 points of damage if applied within three rounds of wounding (instead of 1-3 points within one round).
- If under the care of a Medician, a patient recovers 1 additional hit point per day (2 points per day if the patient travels, and 4 points per day if the patient rests).
- If a Medician spends five consecutive rounds caring for a poisoned patient, the patient receives a +4 bonus to his saving throw (made at the end of five rounds). If the care is interrupted, the patient saves normally.

Special Hindrances: Once per year, a Medician must suspend all normal activities and spend 2-5 (1d4+1) consecutive weeks at a university, hospital, monastery, or any other lawful good institution that offers both religious and medical training. During this period, the Medician refreshes her skills through prayer and study. Failure to comply results in the loss of all proficiency bonuses listed in the Special Benefits section. As a punishment from her deity, the Medician also loses her disease immunity and the ability to heal by laying on hands. She regains all benefits and special abilities as soon as she completes a 2-5 week stay.

Militarist

Description: The Militarist is a battlefield virtuoso. War is a sacred act, he believes, and a chance for spiritual redemption. By defeating enemies in combat, he pays tribute to his gods and secures his place in the afterlife.

Requirements: A Militarist must have a minimum score of 12 in both Dexterity and Constitution.

Ministration: Government or Church.

Role: Typically, a Militarist serves as an officer in an army or other military organization. In wartime, he commands forces in the field, or engages in specialized operations, involving reconnaissance, rescue, or sabotage. He works alone or with a select group of elite soldiers. In peacetime, he protects his liege's stronghold, supervises training of recruits, and sharpens his fighting skills. He stands ready to travel to any part of the world to defend the interests of his government or church.

A Militarist commands the respect of nobles and peasants alike. Often, his reputation approaches legendary status; citizens line the streets and cheer when a renowned Militarist passes through their village. Militarists tend to bask in such adulation, pausing to exchange a few words with starstruck adolescents or kiss the hands of swooning maidens. They also enjoy the trappings of their station, eager to accept awards for military excellence and rarely refusing invitations to royal affairs.

In combat, the Militarist naturally assumes a leadership role. His companions will find him to be a shrewd and fearless commander who relishes every opportunity to engage the enemy. Off the battlefield, the Militarist tends to withdraw, maintaining a professional but distant relationship with his comrades. He has little interest in non-military activities, spending most of his free time discussing strategy and tactics with like-minded warriors, or brushing up on his combat techniques.

Symbol: Any symbol with military connotations, such as a weapon or a clenched fist.

Weapon Proficiencies: The Militarist must select one of the following to be called his *preferred weapon*: sword (any), lance (any), battle axe, horseman's flail, horseman's mace, horseman's pick. *Recommended:* Any sword, any lance, battle axe, dagger, horseman's flail, horseman's mace, horseman's pick. Because Militarists prefer mounted combat, they rarely become proficient with bows, slings, and other missile weapons difficult to use on horseback.

Nonweapon Proficiencies: Because the Militarist concentrates on military skills, he can substitute weapon proficiencies for nonweapon proficiencies (but not vice versa). He must expend half of his nonweapon proficiencies in this fashion. *Bonus:* Land-based Riding. *Recommended:* Armorer, Blind-fighting, Endurance, Jousting*, Weaponsmithing.

Armor/Equipment: Standard. A Militarist prefers plate armor, but will settle for chain mail if that's all he can afford. However, as soon as his economic condition improves, he *must* buy plate armor. A Militarist proudly displays all military ribbons, medals, and commendations on his clothing and shield.

Bonded Mount: Any war horse.

Special Benefits:

Mounted Combat Bonus: A superb rider, a mounted Militarist makes attacks as if he were one level higher; a 3rd-level Militarist, for instance, attacks as if he were 4th level. He attacks as if two levels higher when riding his bonded mount. At 19th level, he attacks at one level higher regardless of his mount. A 20th-level Militarist isn't eligible for these bonuses.

When making an attack with his preferred weapon, the Militarist has a +1 damage bonus. Damage bonuses don't apply in jousts or other tournament competitions where the intent is to dismount or disarm, not inflict damage. They do apply to nonlethal attempts to subdue an opponent.

Reaction Bonus: The Militarist receives a +2 reaction roll from all good and neutral PC's of his own culture. Evil PC's respond normally.

Honors: As he advances in level, the Militarist receives the honors. The honors presume loyal service and no significant ethos violations. The DM may withhold any honor he feels the Militarist doesn't deserve.

Militarist Honors

Level Honor

- 2 Ceremonial banquet in Militarist's honor
- 3 Receives a special crest for his helmet
- 5 Receives a ceremonial coif
- 7 Eligible to receive interest-free loans of up to 500 gp from his government or church (the DM may adjust the loan amount)
- 9 Land grant from his church of government (size and location determined by the DM)
- 10 Church or government officials screen Militarist's potential hirelings; all such employees are guaranteed lawful good (the Militarist retains the option to hire; he must also negotiate salaries and other conditions of employment)

Special Hindrances:

Regular Training: The Militarist must spend at least one hour per day practicing his combat and riding skills. If he neglects to practice, he loses his mounted combat bonuses (see Special Benefits) for the following day. The DM may exempt the Militarist from this training requirement if he's spent an hour that day (60 rounds) in actual combat.

Regular Reports. A Militarist must return to his home base at least once every six months to report to his government or church officials. The report includes the status of current military operations, observations of enemy activity, and any information requested by his superiors. The Militarist may be excused from making a report if he makes prior arrangements. Otherwise, failure to report constitutes an ethos violation.

Skyrider

Description: The Skyrider is a warrior of the air. Carried by his airborne mount, he soars through the clouds with the grace of an eagle and the precision of an arrow in flight. He serves as a defender of both the skyways and the earth.

The Skyrider owes his skills to his unusual relationship with his mount. In certain wilderness societies, tribal elders select the brightest and strongest children to be Skyrider candidates. The elders match each child with a young flying mount. The child and mount are encouraged to share much time training, playing, even sleeping together. Within a few years, their bond is so strong that the mount responds to the rider almost intuitively.

Requirements: Standard. Most Skyriders come from wilderness areas where flying mounts are more practical than land mounts. Flying mounts can monitor stretches of open countryside easier than ground mounts, and have less trouble navigating mountains and other hostile terrain.

Ministration: Any, with Mentor and Independent the most common.

Role: Though Skyriders make excellent scouts and explorers, they're particularly useful as soldiers. Their flying mounts enable them to move quickly to distant locations, irrespective of rivers, chasms, or other obstacles. They can target enemies on the ground, breach stronghold walls, and swoop around enemy forces to attack from behind. They can undertake reconnaissance missions to determine the size of enemy armies and monitor their movement.

In peacetime, a Skyrider can take advantage of his bird's-eye view to look for virgin farmland and new trade routes. He can also watch for natural disasters, such as forest fires and floods. Some teach themselves to track tornadoes and hurricanes, warning those in a storm's path to take shelter. A Skyrider can deliver supplies to isolated villages, rescue trapped explorers, and visit distant islands without a ship.

A Skyrider fulfills many of these same functions in an adventuring party, scouting ahead for signs of trouble, attacking enemies from the air, and crossing hostile terrain to deliver messages and goods. Because a Skyrider often prefers the company of his mount to that of other people, his companions may find him cold and aloof.

Symbol: Any symbol that suggests flight, such as a pair of wings or the profile of a bird.

Weapon Proficiencies: Any. Because Skyriders don't suffer the normal mounted missile fire penalties (see the Special Benefits section below), many choose proficiencies in the longbow, crossbow, or sling.

Nonweapon Proficiencies: *Bonus:* Airborne Riding. *Recommended:* Direction Sense, Hunting, Tracking, Weather Sense. *Forbidden:* Jousting*.

Armor/Equipment: Standard. Usually, the Skyrider must purchase high-quality, customized tack for his flying mount to ensure maximum comfort and maneuverability. Depending on the size and species of the mount, customized tack (including bit, bridle, halter, and saddles) costs 20-40 gp. The Skyrider should also consider full barding for his mount (preferably leather).

Bonded Mount: Griffon, giant eagle, pegasus, hippogriff, or any other type of flying mount indigenous to the Skyrider's homeland. The Skyrider acquires his bonded mount at 1st level.

Special Benefits:

Combat and Proficiency Bonuses: When airborne, all nonmissile attacks made by either the bonded mount or the Skyrider receive a +1 modifier to hit. This includes attacks made against ground or airborne targets, along with all situations covered in Aerial Combat.

Skyrider Mounted Missile Fire

Mount's Current Movement	Modifier
Hovering, less than 1/2 normal rate	+1
1/2 to 3/4 normal rate	0
Greater than 3/4 normal rate	-2

Additionally, the Skyrider receives a +2 bonus to Airborne Riding proficiency checks for feats involving his bonded mount.

Longer Relationship: Under normal conditions, a bonded mount remains with its Skyrider for 15 years.

Faster Training: The Skyrider can teach his bonded mount a trick in 2-5 (1d4+1) days, a task in 1-2 weeks. Like other bonded mounts, the Skyrider's mount can learn 9-20 tricks and tasks, in any combination.

Telepathic Communication: When the Skyrider reaches 12th level, he gains the ability to communicate telepathically with his bonded mount, sending and receiving mental messages at will. This ability's range is 10 times the Skyrider's level, in feet.

Special Hindrances:

Mourning: When the Skyrider loses his bonded mount, he feels the loss intensely. If the bonded mount was lost because of the Skyrider's actions—for instance, the Skyrider's carelessness resulted in the mount's death, or the mount left because the Skyrider was stripped of his paladinhood—the Skyrider mourns for 2-5 (1d4+1) months. If the bonded mount served its full 15 years, or the Skyrider voluntarily releases it, the Skyrider mourns for 2d4 weeks. During the mourning period, the Skyrider suffers a -2 penalty to all attack, ability, and proficiency rolls.

Squire

Description: Historically, a Squire functioned as an apprentice, serving his master both at home and on the battlefield while honing his skills. When his training ended, the Squire became a paladin himself, sometimes continuing the cycle by taking on a Squire of his own.

Occasionally, however, Squires made a career of service. By choice or circumstance, the Squire has spent his life as an aide to a high-ranking paladin, an elder of his church, or a government official. Although never quite attaining the status of other paladins, the career Squire—the type described in this kit—commands respect for his loyalty and devotion to duty.

Requirements: There are no rigid requirements for a Squire, but the player should consider why the PC would opt for this kit, which offers less status than a full paladin but demands the same adherence to an ethos. Some possibilities include:

- The PC doesn't want all the responsibilities associated with a full paladin.
- The PC lacks the noble blood required of full paladins in his culture.
- The PC's paladin ancestor committed an ethos violation so severe that his descendants were forbidden to become full paladins.

The player may also name the master his Squire will serve. The master is usually a high-level paladin, but can also be an aristocrat, a military officer, or a church dignitary. The master may be another PC, but this isn't recommended, as complications may arise if the PC master is unavailable for a particular adventure or drops out of the campaign.

Preferably, the player should select an NPC paladin to be the Squire's master, approved of and controlled by the DM. For convenience and expediency, the NPC operates "offstage"—that is, he rarely, if ever, makes an actual appearance in the campaign. The master may be infirm, permanently confined to bed in his stronghold, or perhaps his duties have indefinitely taken him to the other side of the world. Squire and master communicate through messengers or intermediaries, or they may arrange meetings between adventures. Alternately, the master may be dead; rather than finding a new master, the Squire dedicates the rest of his career to the master's memory. In any case, the Squire carries out the master's wishes, looks after his interests, and represents him in quests and adventures.

Ministration: A Squire takes orders from his master. If the master is dead, the Squire obeys the master's heir.

Role: A Squire performs household chores, cares for horses, and maintains weapons. If he has the appropriate skills, he may also cook meals, repair clothing, or do leatherwork. These functions may be part of his regular duties, or he may take it upon himself to help out; Squires are eager to pitch in when there's work to be done.

Despite their reputation for dedication and hard work, Squires lack the stature of other paladins. They are rarely invited to state banquets or other formal functions, except as waiters or chefs. They never become high-ranking military officers, nor are they eligible for the honors available to other paladins. (If a Chevalier and a Squire are equally responsible for defeating an enemy army, the Chevalier may receive a festival in his honor and a gift of a golden spurs; the Squire may have to settle for a pat on the back.) While commoners respect the Squire, open admiration is rare; unfairly or not, many believe that career Squires have some deficiency that prevents them from becoming full-fledged paladins.

A Squire's party finds him a tireless worker and supportive companion. He graciously volunteers his aid to whomever needs it; he's always willing to repair a torn tunic for a comrade who can't sew, groom the horse of a friend who's too tired to do it himself, or teach a novice the way to hold a shield. He avoids leadership roles, deferring to those in authority positions, but follows orders to the letter. No job is too menial, no request too trivial.

Symbol: The Squire adopts the same symbol as his master.
Weapon Proficiencies: Any.
Nonweapon Proficiencies: *Recommended:* Armorer, Blacksmithing, Brewing, Carpentry, Cobbling, Cooking, Etiquette, Leatherworking, Seamstress/Tailor, Weaponsmithing, Weaving.

Armor/Equipment: Standard. The master will usually supply all basic equipment at no charge, including a suit of chain mail, a short sword, a lance, a dagger, a mount (usually a riding horse or light war horse), and tack. Unless the Squire loses equipment through carelessness or ineptitude, the master will also supply replacements.

Bonded Mount: Mounts of higher intelligence, such as unicorns or pegasi, are rarely drawn to Squires, nor are unusually strong war horses, such as greater or standard paladin mounts. Medium war horses, light war horses, and riding horses are the most likely mounts.

Special Benefits:
Punishment Buffer: Technically, the master is responsible for the Squire's actions. Therefore, if a Squire commits a crime or some other indiscretion, the master may share the punishment or speak on the Squire's behalf to have the punishment suspended. In game terms, the DM has the option of reducing or setting aside punishments when the Squire commits minor ethos violations. For instance, if the Squire accidentally insults an aristocrat, the DM may let him off with a warning rather than have him perform a penance (offstage, the master has taken the punishment for the Squire, apologized on his behalf, or bargained for a reduced punishment). The Squire takes full responsibility for all serious ethos violations; the master can't—or won't—help him.

Economic Advantages: The master not only supplies his Squire with basic equipment, he also pays him a regular stipend, typically 5-10 gp per month. (The Squire must tithe from this stipend as he would any other income.) The master may also be able to supply other needed equipment for free or at a reduced cost, and loan money with little or no interest.

Special Hindrances:
No Privileged Relationships. A Squire has no special access to officials, sages, and other elite PC's, unless his master paves the way.

Subservience: A Squire can't marry, undertake a long trip, or make any other major decision without his master's permission. The master decides where the Squire's tithes go, how much treasure he may keep, and if a particular mission is worth the Squire's time. If the master is dead, the Squire must pray to the master's spirit; the master's answer will come in a dream, or as decided by the DM.

The Squire may also be required to meet regularly with the master—say, at least once a year. Failure to show up constitutes an ethos violation. If the master is dead, the Squire must visit his grave and commune with his spirit.

Additionally, a Squire must obey the orders of *all* paladins, not just his master, including those whose levels are lower than his.

No Strongholds. In most cultures, law and tradition prevent Squires from building strongholds or holding real estate. The DM may make an exception for a high-level Squire (at least 15th level) who demonstrates outstanding service (he saves the king's life or rescues a kidnapped prince). Even then, a Squire is most likely to be a trustee or regent.

Votary

Description: Like Divinates, the devoutly religious Votaries function as soldiers of their church. But Votaries are far more militant, considering devotees of "false" religions as the epitome of evil. Additionally, Votaries follow an unusually strict ethos that includes vows of poverty and chastity.

Requirements: Standard.
Ministration: Church. A Votary rarely pledges fealty to a government, unless the government is subservient to her church.

Role: The typical Votary is grim, self-obsessed, and quick to judge. She believes her church is the only true one and is suspicious of all other religions. She behaves with stony civility to priests of other lawful faiths and open skepticism to priests of neutral faiths. Followers of evil faiths, she believes fervently, deserve nothing less than death.

The Votary maintains an ascetic, ordered life. She owns few personal possessions, avoids strong drink, and even declines to eat heavily seasoned food. She disapproves of gaming, dancing, and other entertainment as childish distractions. Concern for personal grooming is a distasteful affectation (and not a requirement of the Votary's ethos). Some votaries leave their hair uncombed and beards shaggy "as the deity intended," devoting only as much effort to personal hygiene as necessary for good health and minimal courtesy. Whereas a Votary is as susceptible to courtly love as any other paladin, she would *never* consider approaching the person she desires; her passion would likely manifest as guilt and shame.

Many commoners admire the Votary for her dedication and discipline, but some see her as an intimidating, even frightening, fanatic. Her humorless outlook and self-righteousness attitude tend to discourage close friendships.

Symbol: A Votary displays the holy symbol of her church *only* on her shield. She never carries a flag or banner except on official business, nor will she attach her symbol to her armor, mount barding, or other possessions; she considers such displays gaudy and vulgar.

Weapon Proficiencies: Any.
Nonweapon Proficiencies: *Recommended:* Ancient History, Endurance, Healing, Languages (Ancient and Modern), Religion, Tracking. *Forbidden:* Brewing, Cooking, Dancing, Etiquette, Gaming, Jousting, Musical Instrument, Poetry, Pottery, Singing.

Armor/Equipment: A Votary owns no possessions aside from her weapons, armor, and the minimal gear and supplies necessary to carry out her missions. She never purchases the formal attire, nor will she decorate her armor or clothing with jewels, gold trim, or ornaments.

Bonded Mount: Any.
Special Benefits:
More Spells: Because of her intense devotion to his deity, the Votary has more spells than other paladins and learns them when she reaches 6th level.

Votary Spell Progression

Votary Level	Casting Level	Priest Spell Levels			
		1	2	3	4
6	1	1	-	-	-
7	2	2	-	-	-
8	3	2	1	-	-
9	4	3	2	-	-
10	5	3	2	1	-
11	6	4	2	1	-
12	7	4	2	2	-
13	8	4	2	2	1
14	9	4	3	2	1
15	9	4	4	2	1
16	9	4	4	3	1
17	9	4	4	3	2
18	9	4	4	3	3
19	9	4	4	4	3
20	9	4	4	4	4

Hated Faith: The Votary earns a combat bonus when fighting enemies of a particular evil faith. The evil faith must be designated at the outset of her career; only a single faith may designated, and once chosen it will never change. Acceptable choices include faiths of a particular being (such as an ogre religion) or region (a religion indigenous to a particular jungle or mountain range). A Votary earn a +4 bonus to her attack rolls when fighting priests or followers of the hated faith. The Votary must recognize the priests and followers of the hated faith in order to receive the bonus, identifying them by symbols, gestures, garb, or rituals.

Special Hindrances:
Reaction Penalty: A Votary displays obvious enmity toward priests of other faiths. Lawful good priests of faiths other than the Votary's suffer a -2 penalty to their reaction rolls; their reaction can be no better than Indifferent. Neutral priests suffer a -4 penalty; their reaction can be no better than Cautious.

Extra Tithes: A Votary must donate 50% of all income to her church.
Celibacy: The Votary must incorporate a vow of celibacy into her ethos.
No Strongholds or Hirelings: By choice, a Votary never builds a stronghold; instead, she lives in a church, monastery, or temple. Nor does she hire henchmen or other hirelings, a wasteful expense.

Wyrmslayer

Description: The Wyrmslayer is the sworn enemy of evil dragons and has devoted his life to their destruction. Battle-hardened and fiercely determined, the Wyrmslayer roams the world in search of the hated creatures. Even the mightiest evil dragons tremble at the approach of a Wyrmslayer, as few humans pose a greater threat.

Only a select few qualify to become Wyrmslayers, with the final choice up to the gods. If a candidate meets the basic physical requirements, he declares his intention to become a Wyrmslayer before he takes his Oath of Ennoblement. As part of his oath, he pledges to destroy all evil dragons, singling out a particular species as his *principal foe*. The principal foe can be a black, blue, green, red, white, or any other evil species prominent in the campaign world. Once a candidate names his principal foe, it remains the same for the rest of his career.

After completing his oath, the candidate becomes a standard 1st-level paladin. That night, a lawful good deity appears to him in a vision, giving him a quest to demonstrate his courage. Typical quests include:

- Retrieving an egg from the nest of a principal foe.
- Finding and destroying the lair of a principal foe.
- Singlehandedly defending a village from an attack by a principal foe.

The quest must be completed within a specified time limit, usually 1-2 years. If the paladin fails to complete the quest, he remains a standard paladin forever after; he can never become a Wyrmslayer, nor may he choose another kit. If he completes the quest, the deity grants him the special attributes described below; the paladin is then a Wyrmslayer. The Wyrmslayer retains the same level he had as a standard paladin; that is, if the paladin had risen to 2nd level before completing his quest, he becomes a 2nd-level Wyrmslayer.

Requirements: A Wyrmslayer must have a minimum Strength of 14, Dexterity of 10, and Constitution of 10.

Ministration: Any.

Role: Just as the Ghosthunter is obsessed with destroying undead, so is the Wyrmslayer obsessed with killing evil dragons. Nomadic and restless, the Wyrmslayer spends most of his time searching for his nemeses. Even Wyrmslayers formally affiliated with governments or churches have unusual freedom of movement; their superiors know that Wyrmslayers function best when left alone.

Though preferring to operate by themselves, Wyrmslayers will join adventuring parties if their travels take them through dragon territory. A Wyrmslayer fulfills his fealty obligations as well as any paladin, yet he may withdraw and brood if he goes too long without engaging his principal enemy. His eagerness to battle evil dragons impresses some as courageous, others as foolhardy. No one, however, doubts his resolve.

Symbol: Dragon profile, skull, claw, or wing; crossed lances.

Weapon Proficiencies: *Bonus:* Any one of the weapons from the restricted list. *Restricted:* A Wyrmslayer may be proficient in the following weapons only, all of which inflict high damage to large targets: heavy horse lance, medium horse lance, awl pike, bardiche, glaive-guisarme, spetum, long sword, two-handed sword, trident.

Nonweapon Proficiencies: *Bonus:* Animal Lore (only as applied to his principal foe; he cannot imitate its call; if the Wyrmslayer spends a slot, he acquires the Animal Lore proficiency). *Recommended:* Armorer, Direction Sense, Endurance, Healing, Hunting, Mountaineering, Riding (Airborne or Land-based), Survival, Tracking, Weaponsmithing.

Armor/Equipment: A Wyrmslayer must have at least plate mail armor, preferably full plate. He must also have a shield, at least medium in size.

When a paladin completes his quest and becomes a full-fledged Wyrmslayer, his deity enchants his shield to magically protect the Wyrmslayer against dragon breath. If the Wyrmslayer makes a successful saving throw vs. breath weapon, the breath weapon causes no damage. If the throw fails, the Wyrmslayer suffers half damage. The magic functions *only* when the Wyrmslayer wields that shield; it functions as a normal shield when wielded by other PC's. The enchanted shield counts against the Wyrmslayer's magical item limit.

Bonded Mount: Either a standard paladin war horse or a flying mount.

Special Benefits:

Dragon Languages: A Wyrmslayer can speak and understand the languages of all evil dragons.

Fear Immunity: A Wyrmslayer is immune to the fear aura of his principal foe. He gains a +4 bonus to his saving throws to avoid the effects of fear from all other species of evil dragons. His bonded mount shares this immunity, but normal mounts do not.

Damage Bonus: When a Wyrmslayer makes a successful weapon attack against his principal foe, he receives a damage bonus equal to his level. For example, if a 6th-level Wyrmslayer hits his principal foe with a long sword, the foe suffers 1d12+6 points of damage. If a Wyrmslayer makes a successful attack against an evil dragon other than his principal foe, he receives a +1 damage bonus. A bonded mount inflicts double damage against the Wyrmslayer's principal foe and receives a +1 damage bonus against evil dragons other than the principal foe.

Special Reward: If the Wyrmslayer is primarily responsible for killing, banishing, or otherwise eliminating a principal foe of Wyrms or Greater Wyrms level, his deity arranges for him to receive a special reward. The DM determines if the Wyrmslayer is eligible for the reward; for instance, the Wyrmslayer may earn the reward if he inflicted most of the damage leading to the foe's death, or if he tricked the foe into entering another plane of existence from which return is impossible. Typical rewards:

1. A grant of land large enough for a stronghold.
2. Donation of all labor and materials to build a stronghold.
3. Revelation of the principal foe's secret treasure horde, containing a fortune in gold and gems (which, of course, the Wyrmslayer donates to a charitable institution).
4. A magical gift, such as:
 - Immunity to the spells of his principal foe. If the Wyrmslayer makes a successful saving throw, he suffers no damage from these spells. If he fails his throw, he suffers half damage.

- Transformation of a normal sword into a *holy sword*.
- Permanent access to an extra priest spell sphere. The Wyrmslayer picks the sphere of his choice, or the DM provides options. The extra access doesn't affect the number or level of spells the Wyrmslayer can learn.

- Permanent transformation of the bonded mount into a young silver dragon (or any lawful good dragon of the DM's choice; the DM may also determine the dragon's age). The silver dragon serves out the rest of the mount's term; if the original mount had served seven years, the dragon will serve three more. The dragon follows all the rules for bonded mounts. However, it's not necessary to train the dragon, as it carries out instructions with the same facility as any loyal, intelligent follower.

Special Hindrances:

Reaction Penalty. Because he is unable to conceal his hatred, the Wyrmslayer suffers a -4 penalty to all encounter reactions with his principal foe.

Combat Compulsion. The Wyrmslayer seeks out his principal foe in combat situations, choosing it as the target of his attacks in preference all other potential opponents. If the party encounters a horde of goblins and a black dragon, and the dragon is the Wyrmslayer's principal foe, the Wyrmslayer attacks the dragon and leaves the goblins to his comrades. If the Wyrmslayer spots his foe's prints in the mud or hears rumors of his foe in a nearby forest, he feels compelled to track it down unless his companions forcibly restrain him or convince him of the inappropriateness of his actions.

The Wyrmslayer's compulsion doesn't necessarily interfere with his good judgment or responsibilities to his companions. If his principal foe tumbles into a fiery chasm, the Wyrmslayer won't leap in. If a comrade needs him, the Wyrmslayer interrupts his combat with the principal foe to help out, resuming his attacks against the principal foe when his comrade is safe.

Inability to Turn Undead. The Wyrmslayer has no power over any undead beings.



Paladin Orders

<u>Deity</u>	<u>Name of Paladin Order</u>		
Arvoreen	Arvoreen's Marchers	Milil	Harmonious Order
Baravar	Knights of the Shadowy Cloak	Moradin	Hammers of Moradin
Berronar	Berronar's Valkyries	Mystra	Knights of the Mystic Fire
Chauntea	Field Guardians	Nobanion	Legion of Lions (wemics and werelions only)
Gaerdal	Shields of the Golden Hills	Osiris	Order of the Risen Scepter
Helm	Vigilant	Red Knight	Order of the Red Falcon
	Eyes of the God	Siamorphe	Order of the Silver Chalice
Horus-Re	Claws of the Sun and the Ankh	Sune	Sisters and Brothers of the Ruby Rose
Ilmater	Order of the Golden Cup	Torm	Order of the Golden Lion
	Companions of the Noble Heart	Tyr	Knights of Holy Judgment
Kelemvor	Knights of the Eternal Order		Knights of the Merciful Sword
Lathander	Order of the Aster	Yondalla	Shields of Yondalla
			Wayward Wardens

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Player's Handbook Rules Supplement

The Complete Ranger's Handbook





Ranger Kits

Beastmaster

Description: A wanderer, the Beastmaster has a natural affinity for animals; in fact, he has a limited form of telepathic communication with them. This is often the result of a magical bond with the Animal Kingdom, formed either at the time of his birth or upon reaching young adulthood. Unlike other adventurers, the Beastmaster does not command, train, or control his animal companions, rather they are his friends and comrades-in-arms. Misunderstood and feared by nobles and common folk alike for his unnatural abilities with animals, the Beastmaster seldom stays in one place for long, nor is he comfortable in civilized lands.

Requirements: Standard.

Primary Terrain: Any outdoor land.

Role: Beastmasters tend to walk alone, accompanied only by the fierce natural beasts that are their friends and allies. Traveling the fringes of settled lands, the Beastmaster has small use for the trappings of civilization, but even less for the minions of evil, particularly those of a magical or priestly nature. Thus, a Beastmaster will often find himself aiding the oppressed or enslaved, and pitted against the cruelties of evil priests or wizards and their allies.

Weapon Proficiencies: A Beastmaster is initially limited to weapons that he can make himself: axe (any), club, dagger, dart, javelin, knife, quarterstaff, sling, or spear.

Nonweapon Proficiencies: *Bonus:* None, but see Special Benefits.

Recommended: Agriculture, Bowyer/Fletcher, Endurance, Hunting, Leather working, Running, Swimming, Weather Sense. *Optional:* See Weaponsmithing (Crude) in the Mountain Man section).

Barred: Armorer, Etiquette, Heraldry, Navigation, Weaponsmithing.

Armor/Equipment: The Beastmaster starts only with leather armor and weapons he has made.

Species Enemy: Standard.

Followers: None, but see Special Benefits.

Special Benefits: *Stealth:* The Beastmaster has a +5% chance to hide in natural surroundings.

Animal Henchmen: Although a Beastmaster receives no special followers at high level, he can acquire normal or giant animals as henchmen. He may acquire them at any level, and their number depends on his Charisma. If these animals are slain or driven away, they can be replaced by new animals without penalty (though this may take some time).

Animal Telepathy: The Beastmaster can establish telepathic communication with any normal or giant animal within 30', if he does nothing else in the round. The animal must have a minimum Intelligence of 1. This has the following benefits:

- The Beastmaster can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked.
- The Beastmaster can recruit an animal he has befriended as a henchman if he is not at his limit and if the creature fails a saving throw vs. rods. The saving throw is penalized by -1 for every three levels of experience the Beastmaster has earned. At the DM's option, animals may present themselves for recruitment in the same way that followers appear to other rangers.

Animal Bonding: The Beastmaster forms a mental bond with any animal he recruits as a henchman. There is no distance limit, but this ability does not cross planar boundaries. This bond has the following effects:

- The Beastmaster can communicate directly with any animal henchman to which he has a bond. This gives him the ability to directly explain tricks or tasks he wishes the animal to attempt, or to communicate needs and desires. Conversely, the animal can also communicate its needs and desires to him.
- He can see through the eyes of the animal by concentrating on the mental link. He can see through the eyes of one creature in a round (himself included).
- He has the animal lore proficiency with respect to the bonded animal. Furthermore, if he is mentally linked to the animal, success with the proficiency is automatic.
- Every time the Beastmaster gains a level, all of his current animal henchmen gain an additional hit point.

Animal Horde: At 9th level, the Beastmaster can summon a horde of wild animals to fight for him. They must come from a land that he controls, and it takes one week to gather them.

They can be brought together only for some great purpose that can be explained simply. Up to 100 Hit Dice of animals per level of the Beastmaster will come. For every 10 animals, there will be a pack leader with one additional Hit Die and maximum hit points. The horde will stay together for one week for each level of the Beastmaster. There is no record of a Beastmaster summoning more than one horde in a year.

The Beastmaster can split his experience award, giving up to half of his earned experience to any or all of his animal henchmen that played a role in the adventure. Such henchmen receiving +1 to attack rolls and +3 hit points for every level gained.

Special Hindrances:

Empathic Shock: The Beastmaster feels pain when one of his henchmen is wounded, suffering a -2 penalty to all rolls in the next round. If he is mentally linked with a henchman when it is killed, he suffers a -2 penalty to all rolls for the next 24 hours.

Unruly Allies: The Beastmaster's animal henchmen are free to come, go, or act as they will. Any attempt to arbitrarily restrict or regulate their freedom, or habitually ignoring their needs and desires, will result in resentment, sulkiness, and possible abandonment.

Outcast: The Beastmaster suffers a -1 penalty to reaction rolls by common NPCs, and a -2 when dealing with a civilized aristocracy. Further, his maximum effective Charisma when dealing with his own race is 15.

Limited Funds: The Beastmaster starts with 1d4 - 10 gp.

No Fortress: At no time will the Beastmaster build a fortress. At 9th level, he may establish himself as the protector of an area of land equivalent to a barony.

Explorer

Description: The restless spirit of the Explorer makes him the most nomadic of all rangers. His travels take him around the world, as he continually seeks new lands to investigate and new cultures to study. No region is too remote, no society too primitive to pique the Explorer's interest. An expert in communication, survival, and anthropology, the Explorer's skills are invaluable for safely navigating uncharted terrain and negotiating with suspicious natives.

Requirements: An Explorer must have a minimum Intelligence score of 12.

Primary Terrain: Any (no specialization; use for followers and species enemy only).

Role: Motivated as much by curiosity as money, the Explorer spends more of his time planning expeditions than looking for employment. Still, Explorers are in high demand as guides, mapmakers, and scouts. A reputable Explorer can demand a high price for his services. However, rumors of a lost civilization are more likely to intrigue an Explorer than the promise of treasure, and he chooses his jobs accordingly.

Though a Pathfinder (discussed elsewhere in this chapter) or similarly skilled guide plays a crucial role in leading an expedition through unexplored territory, it's often an Explorer who's actually in charge. The Explorer decides when it's best to forge ahead and when to rest. He knows that small parties travel better than large ones, as each additional member increases the likelihood of delays from injury and disease. Above all, he understands the relationship between safety and self-restraint. He discourages his companions from taking unnecessary risks whenever possible.

An Explorer balances his natural impulsiveness with healthy doses of caution and common sense. More of a scholar than a brawler, he is usually a reluctant combatant, resorting to violence only when all other options fail. But when attacking, he fights with a single-mindedness that can border on savagery. A seasoned Explorer counsels his companions to follow two rules vital to wilderness survival, particularly where primitive civilizations are suspected to exist: (1) negotiating is usually preferable to attacking; and (2) if you intend to attack, then attack to kill.

Weapon Proficiencies: Because an Explorer favors lightweight, easy-to-use weapons, his weapon proficiencies are confined to the following choices: short bow, light crossbow, dagger, dart, knife, sling, short sword.

Nonweapon Proficiencies: *Special Bonus:* Survival; the Explorer receives the benefits of this proficiency in all terrain types. Assigning additional slots to this proficiency does not enhance its use in any way. *Required:* Cartography, Reading/Writing.

Recommended: Ancient History, Bowyer/Fletcher, Camouflage, Direction Sense, Distance Sense, Endurance, Fire-building, Fishing, Foraging, Herbalism, Hunting, Languages (Ancient and Modern), Mountaineering, Navigation, Rope Use, Signaling, Swimming, Trail Marking, Trail Signs, Weather Sense.

Armor/Equipment: An Explorer has no special armor or equipment requirements. However, he rarely wears armor heavier than leather and most Explorers find shields awkward and confining.

Species Enemy: Any.

Followers: An Explorer has the normal 2d6 career limit.

Special Benefits: *Languages:* An Explorer has the capability of learning twice the normal number of languages allowed by his Intelligence score. For instance, an Explorer with an Intelligence score of 12 can learn six languages instead of the usual three. All languages still cost a proficiency slot each.

Find the Path: The Explorer can use this ability to sense the correct direction that will eventually lead to a desired geographical locale, which must be in an outdoor setting. The Explorer must have some clue, map, information, or body of research about the locale in order to use this ability. It can be used once per week, providing a day's worth of guidance (hence it is of greatest use on an expedition of weeks or months duration).

Culture Sense: This ability allows the Explorer to acquire general knowledge about the laws and customs of a tribe, village, or settlement. Once per week, the Explorer may attempt to use this ability by touching a member of the tribe or village. The villager must have the knowledge the Explorer wishes to gain; for instance, the villager can't be an infant or mentally deficient. Cooperation of the villager isn't required; touching an attacking or sleeping villager works as well.

The villager must make a saving throw vs. spells. If the throw succeeds, the Explorer learns nothing. If the throw fails, the Explorer acquires an instant understanding of the villager's laws and customs, including those applicable to related clans or tribes (such as the social etiquette pertaining to all aarakocra in the region, not just this particular group). Information learned through this ability might include local laws (no one is allowed on the village streets after dark without written permission), accepted courtesies (strangers bow to all children), and cultural taboos (hats and other head coverings are considered offensive). Successful use of this ability also gives the Explorer a +1 reaction adjustment when encountering any other members of the tribe, village, or settlement.

The DM may limit the quality and amount of information in any way he sees fit. The knowledge acquired through this ability doesn't ensure proper conduct; the Explorer's behavior (and the player's decisions) will ultimately determine the reaction of all villagers.

Special Hindrances:

Limited Animal Empathy: Because he spends little time in one place, and much of his time is spent on native cultures and geographical studies, an Explorer does not develop animal empathy to the degree of other rangers. When dealing with wild or attack-trained animals, the animal's saving throw vs. rods has a +2 bonus. Further, the Explorer must make a successful Wisdom check when trying to calm or befriend domestic animals.

Few Followers: The Explorer would travel lightly, unencumbered by followers that require his attention. Thus, he will have no more than two followers at the same time. If he already has two followers, a new follower won't arrive until one of his current followers is dismissed, lost, or killed.

No Fortifications: An Explorer has little interest in the responsibilities associated with property ownership. He will never build a castle or any other fortification.

Falconer

Description: The Falconer is an expert in the handling and training of falcons, birds of prey capable of learning an impressive range of tricks and tasks. Under the direction of a skilled Falconer, a falcon can be taught to snatch a coin purse from a victim's belt, bring down game birds in mid-flight, and fight effectively against creatures many times its size. In addition to his expertise as a bird trainer, the Falconer excels as a hunter and outdoorsman.

Requirements: Standard.

Primary Terrain: *Required:* The Falconer must choose a primary terrain where falcons are most commonly found: Desert, Forest, Hill, Mountain, or Plains.

Role: Many Falconers serve as retainers of kings or nobles. Others freelance as guides and mercenaries. Some stage public performances in rented halls or on street corners, demonstrating their birds' remarkable stunts for appreciative crowds. Regardless of how they make a living, Falconers are held in high regard by most people, who never fail to be impressed by the Falconer's amazing rapport with his birds.

As falcons are extremely sensitive creatures, most Falconers by necessity must be even-tempered, patient, and self-assured. These traits also make the Falconer a valuable asset to an adventuring party.

The Falconer's comrades will usually find him dependable and supportive, though perhaps a bit preoccupied with the needs of his bird. Sometimes falconers will have traits much like their birds—fierce, swift, and observant.

In combat, the Falconer fights aggressively, he and his falcon generally conducting their attacks against the same opponent. If his falcon and a human companion are both threatened, the Falconer will often choose to defend his falcon. To prevent misunderstandings, an honorable Falconer will make it clear where his loyalties lie before he joins an adventuring party.

Weapon Proficiencies: *Required:* A Falconer must take two of his initial weapon proficiency slots in any of the following: bow (any), crossbow (light), dagger, knife, sling, spear. The remaining slots, as well as all subsequent slots, can be used for any weapon of the Falconer's choice.

Nonweapon Proficiencies: *Bonus:* Falconry. *Recommended:* Alertness, Bowyer/Fletcher, Endurance, Hunting, Leatherworking, Veterinary Medicine.

Armor/Equipment: A Falconer has no special armor or equipment requirements. However, each falcon he trains requires a set of falconry training equipment.

Species Enemy: Any.

Followers: Unlike other rangers, a Falconer receives an allotment of 3d6 followers, determined at 1st level. The falconer immediately receives a falcon follower at this time, which counts against his allotment. This falcon will be exceptionally strong and able. The DM may use the statistics in the Falconry proficiency description for the initial falcon follower, as well as for any subsequent falcon followers.

Until 10th level, a Falconer can only have one follower, and that follower must be a falcon. If the falcon follower dies or is otherwise lost, a new falcon follower will eventually arrive. The new falcon counts against the 3d6 allotment.

A Falconer becomes eligible to receive followers other than falcons when he reaches 10th level. At 10th level and beyond, the Falconer may have more than one falcon among his followers, depending on the circumstances of the campaign and decision of the DM.

Important Note: Remember that a Falconer's follower will be a bird of rare and remarkable Characteristics and loyalty. The Falconer can also train lesser birds for himself or others, using the standard training rules.

Special Benefits: *Enhanced Training:* If a normal falcon has failed to learn a trick or task and become untrainable, the Falconer can try again after gaining a level.

Attuned Follower: Under certain conditions, a Falconer is able to establish an exceptionally strong bond with a falcon follower. The bond enables the falcon to learn more efficiently, and enhances communication between the falcon and the Falconer.

Whenever a Falconer acquires a new falcon follower, including the falcon he receives at 1st level, the falcon may be trained as a normal follower. However, once the Falconer begins to train the falcon, the falcon cannot become attuned.

Otherwise, the Falconer can forego training until he attempts to become attuned to the new falcon. The attuning attempt takes six weeks. For at least an hour each day, the Falconer talks to the bird, strokes its feathers, and engages in other nurturing behavior. The bird learns to respond to the Falconer's voice, though the Falconer refrains from teaching it any specific tricks or tasks during this time. (In combat encounters which take place in this period, the falcon will fly to safety at the first sign of trouble, then return to the Falconer's shoulder when all's clear).

At the end of the six-week period, the Falconer makes a Wisdom check. If the check fails, the attuning attempt has likewise failed. The falcon continues its relationship with the Falconer as a normal follower and the Falconer may begin to train the falcon. The Falconer can't make a second attempt to attune the falcon.

If the check succeeds, the falcon is attuned. Normally, the Falconer can teach the attuned falcon a task or trick each time he gains a level, at the same time he undergoes his own level training. Training time is half that given in the falconry proficiency. Regardless how it is trained, an attuned falcon can learn tricks or tasks in any combination, up to one per level of the falconer. An attuned falcon never becomes untrainable.

Additionally, once a falcon becomes attuned, it receives a one-time hit point bonus equal to twice the Falconer's level. For example, if a falcon becomes attuned to a 3rd level Falconer, the falcon receives a bonus of 6 hit points. This bonus remains the same, even if the Falconer later advances in level.

The following benefits apply only to a Falconer and an attuned falcon.

Fearless Falcon: When fighting on behalf of a Falconer or under a Falconer's direction, an attuned falcon never needs to make a morale check.

Falcon Species Enemy: An attuned falcon has its own species enemy. When a falcon follower becomes attuned, the DM determines its species enemy. The falcon and ranger may share the same species enemy. The falcon has all of the species enemy bonuses and penalties.

Attack Bonus: An attuned falcon receives a +2 bonus to all attack rolls, except when fighting its species enemy (when it receives a +4 bonus).

Speak With Falcon: A Falconer who reaches 10th level acquires the ability to speak with an attuned falcon follower. The ability is similar to the 2nd level priest spell speak with animals, except it requires no components or casting time, and the Falconer can do so at will.

Mental Communication: At 15th level, the Falconer can communicate mentally with an attuned falcon follower. Both the Falconer and attuned falcon can send and receive thoughts at will, up to a distance of 100 yards per level of the Falconer. Walls or other physical boundaries have no effect on this ability.

Special Hindrances: If an attuned falcon dies, or is lost for any other reason, the Falconer succumbs to grief and despair for 1-4 weeks. During this period of mourning, the Falconer makes all attack rolls and ability checks at a -2 penalty. Additionally, during this period, no new followers can be acquired, nor can the Falconer use the *animal empathy* ability.

Feralan

Description: What happens to children who wander into the wilderness and are never recovered? Or worse, children who are abandoned by their families, left in the woods to fend for themselves? Sadly, most of them eventually succumb to the dangers of the wild. But a fortunate few are taken in by animals, raised as part of a lion's brood or a wolf's litter. Cut off from civilization, they gradually take on the Characteristics of the creatures who adopted them. In the process, they become Feralans, beings who combine the savagery of a beast with the intellect of a man.

The Feralan may look like a human, but for the most part, he acts like a wild animal. He speaks the language of animals and lives in their lairs. He leads them on hunts, defends them against predators, and considers them his family. Yet, the Feralan retains vestiges of his own race, PCized by his agile mind and an unshakable curiosity about human civilization. Many Feralans have picked up enough human language to communicate with them, albeit on a limited basis.

Despite his bestial tendencies, the Feralan's moral principles are not so different from other rangers. He values the well-being of his followers as much as his own. He avoids needless killing and considers himself the nemesis of hunters who stalk game for sport. Greed and jealousy are as unknown to the Feralan as they are to the creatures of the forest.

Familial Species: At the beginning of his career, the player should choose a familial species for his Feralan, representing the type of animal that raised him. A Feralan can have only a single familial species, which never changes. The familial species must share the Feralan's primary terrain and is subject to the DM's approval. Animals suitable as familial species include wild dogs, bears (any), wolves, great cats (any), and primates (any). The DM may augment this list with additional choices if he likes; familial species can't be human, demihuman, humanoid, or of magical or supernatural origin.

Requirements: Feralans must have a minimum Constitution of 15 and a minimum Strength of 14. They cannot be of lawful alignment.

Though some humans and demihumans raised by wild animals have neutral or evil outlooks, only those with good alignments qualify as Feralans. Because Feralans have little use for the laws and regulations of the civilized world, most are chaotic good.

Primary Terrain: The vast majority of Feralans have Forest or Jungle as their primary terrain. Arctic, Hill, Mountain, Plains, and Swamp are possible but less common.

Role: Many people fear Feralans, wrongly considering them to be ferocious wildmen or savage werecreatures. Those who befriend Feralans, however, come to know them as trustworthy, noble, and even gentle. Still, Feralans remain wary of most humans and demihumans, finding their actions unpredictable and often incomprehensible.

Feralans rarely volunteer to join adventuring parties. However, because Feralans are fervent animal advocates and protectors of the wild, they are inclined to cooperate with parties who share their concerns.

While a Feralan's human companions may admire his courage and respect his instincts, they may find his beast-like behavior offensive at best, frightening at worst. After a hunt, a Feralan may drag the carcass of his prey back to the party's campsite and eat it raw, tearing off chunks with his familial followers. Personal hygiene is rarely among a Feralan's priorities, though he may occasionally lick himself clean. He grooms his animal friends by picking bugs from their fur, then cuddles up with them to go to sleep. When disturbed, he may snarl like a wolf. To celebrate victory over a predator, he may howl at the moon. He communicates in grunts, growls, and sentence fragments. He may disconcert new associates by sniffing them.

Weapon Proficiencies: *Required:* club, knife. A Feralan's remaining slots must be spent on primitive weapons: blowgun (rare), dagger, short bow, dart, hand axe, sling, spear.

Nonweapon Proficiencies: *Bonus:* Hunting or Fishing; Trail Signs. His remaining initial proficiencies must be chosen from these: Alertness, Animal Handling, Animal Lore, Blind-fighting, Direction Sense, Endurance, Fire-building, Fishing, Foraging, Hunting, Rope Use, Running, Set Snares, Survival, Swimming, Veterinary Healing, Weather Sense.

Armor/Equipment: Feralans adorn themselves in crude smocks or loincloths made of furs and hides. They wear only what is necessary to keep themselves warm and comfortable.

A Feralan wears no armor, nor does he carry a shield. His main weapons-the ones associated with his weapon proficiencies-he makes himself from bones, branches, rocks, and other natural materials. If he loses or breaks one of these weapons, he can come up with a replacement in few hours, assuming suitable materials are available. He can use weapons other than those he makes, but prefers not to.

Species Enemy: Any.

Followers: Unlike other rangers, the Feralan begins to receive followers at 5th level. At least half (rounded up) of his followers will be of his familial species. A Feralan will receive at most one human, demihuman, or humanoid as a follower, and this only at 10th level or higher.

Special Benefits: *Stealth:* The Feralan receives a +10% chance to hide in natural surroundings and a +10% chance to move silently.

Feral Rage: During melee combat, the initial wounding of an opponent may impel the Feralan into a frenzy of blood lust, increasing his fighting effectiveness. A Feralan can make one attempt to become enraged at any particular opponent. After the first round in which a Feralan inflicts damage on an opponent, the Feralan has the option of making a saving throw vs. death magic. If the roll succeeds, the Feralan goes into a feral rage for the next 2d6 rounds. During that time, the rage gives the Feralan a +2 bonus to all attack and damage rolls, and his base Armor Class improves by 2 (an unarmored Feralan's AC is temporarily raised to 12). However, all attacks must be made against the designated opponent and the Feralan must attack in every round he's able; he can't voluntarily break off an attack, or choose to attack a different opponent.

An enraged Feralan must continue to attack the designated opponent until the feral rage wears off, or the opponent dies or escapes. If the rage wears off, the Feralan may continue to attack normally, or take any other action; however, the Feralan can't attempt to become enraged again against the same opponent. If the opponent dies, the feral rage automatically ends. If the opponent flees, the Feralan will pursue for the duration of the rage.

Climbing: The Feralan has a base climbing success rate of 60%. This allows tree climbing at the Feralan's normal movement rate (cliff climbing instead if the primary terrain is Arctic, Desert, or Mountain). This ability is much more limited than the thief ability to climb walls. Climbing modifiers apply in all situations other than those given.

Speak with Animals: The Feralan can use this ability at will with animals from his familial species. The ability is similar to the 2nd level priest spell speak with animals, but requires no components or casting time.

Familial Rapport: The familial followers of a Feralan will generally do what they're asked, assuming they're physically capable of doing so, when the Feralan speaks to them in their own language. Mistreated familial followers may still abandon a Feralan.

Animal Training: The Feralan may train non-familial followers.

Call of the Wild: When in his primary terrain, the Feralan may attempt to summon familial species animals by howling at the top of his lungs for 1-6 rounds. The DM then secretly rolls percentile dice. If the result is less than or equal to the Feralan's Wisdom score plus his level (a 5th level Feralan with Wisdom 15 has a base chance of 20%), 1-4 familial animals show up within the next hour. Once they arrive, these animals act as followers for the next 1-4 hours. During this time, the Feralan may command them with his *speak with animals* ability. At the end of the 1-4 hour period, the summoned animals disappear into the wilderness. A Feralan can attempt *call of the wild* once per day.

Special Hindrances:

Limited Magic: Because of his mental predisposition and animalistic tendencies, a Feralan can only learn and cast a limited number of spells. He has access only to spells of the animal sphere and can't cast spells any higher than 2nd level.

A Feralan may use any magical item normally allowed a ranger.

Feralan Spell Progression

Feralan Level	Casting Level	Priest Spell Level*	
		1	2
8-9	1	1	-
10-11	2	2	-
12-13	3	2	1
14-15	4	2	2
16+	5	3	2

* Animal sphere only

Limited Money: A Feralan has little interest in money or gems, which for the most part are as worthless to him as rocks. He keeps only enough funds to cover training costs, equipment replacement, and basic living expenses. He usually allows fellow party members to divide the remainder of his share of treasure as they wish. (However, the Feralan still receives all experience points due him for finding treasure and fellow party members receive no experience point benefit for the Feralan's share.)

No Fortifications: Lacking extensive resources but mainly lacking the inclination, a Feralan will not build a castle or any other type of fortification at any point in his career.

Reaction Penalty: The rough manner and appearance of the Feralan inflicts a -3 penalty when encountering human, demihuman, or humanoid NPCs, including other Feralans.

A Feralan will seldom, if ever, develop any close relationship with politically powerful human, demihuman, or humanoid NPCs.

Forest Runner

Description: Wherever a corrupt or oppressive regime holds power, there's bound to be a Forest Runner. Forest Runners rise in opposition to such regimes, living on the fringes of society, usually one step ahead of the law. They're criminals only in a technical sense, as they adhere to a personal code that compels them to wage war against greedy aristocrats and unjust rulers. While the powers-that-be view the Forest Runner as a lawless troublemaker, commoners see him as hero, perhaps their best hope against a tyrannical government.

Constantly on the move, Forest Runners live by their wits and have learned to make do with minimal resources. They excel in combat and make formidable opponents. Ever active and brimming with self-confidence, Forest Runners delight in harassing authority figures, particularly the pompous and well-to-do. Many a hapless aristocrat has been left bound, gagged, and penniless after a humiliating roadside encounter with a Forest Runner.

Any time after reaching 4th level, the Forest Runner will acquire a *personal nemesis*. This is an NPC of near equal level whose campaign goal is to capture or kill the Forest Runner.

Requirements: A Forest Runner must have a Charisma score of at least 12.

Primary Terrain: Most Forest Runners hail from civilized regions in Forest, Hill, Plains, Mountain, or Jungle. However, no terrain type is excluded, providing it contains a reasonably sized and sufficiently corrupt settlement. (A Forest Runner from a primary terrain other than Forest, modifies the name accordingly, such as Mountain Runner, Swamp Runner, and so on.)

Role: The Forest Runner is usually selfless, resourceful, and roguishly charming. A loner by circumstance and not by choice, a Forest Runner readily allies with adventuring parties who share his outlook. As a champion of underdogs everywhere, the Forest Runner doesn't necessarily feel bound to his homeland, and may journey anywhere in the world to promote justice. Occasionally, he may join a party to acquire treasure for distribution to the needy. If the local authorities are putting the heat on, he may accompany a party simply to disappear for a while.

Weapon Proficiencies: The Forest Runner receives a bonus weapon proficiency slot, above and beyond those he's normally allowed. The bonus slot must be filled with one of the following weapons: long bow, quarterstaff, long sword, or dagger. He must then fill three of his first six slots with the remaining weapons on this list. Once he's met this requirement, he may fill subsequent slots with any weapons of his choice.

Nonweapon Proficiencies: *Required:* Bowyer/Fletcher. *Recommended:* Alertness, Blacksmithing, Camouflage, Disguise, Endurance, Leatherworking, Persuasion, Riding (Land-based), Rope Use, Weaponsmithing.

Armor/Equipment: Standard.

Species Enemy: A Forest Runner's species enemy should have some association with the corrupt regime he opposes. It may be the king's pet (such as a wolf or tiger), an evil race with which the monarchy has aligned itself (goblins or ogres), a symbol of the government (a snake or a hydra) or a creature the opposed officials have used in war (a dragon or a giant).

Followers: Any.

Special Benefits: *Stealth:* The Forest Runner has a +5% chance to hide in natural surroundings and a +5% chance to move silently.

Inspire: Once per day, prior to making an attack, a Forest Runner may spend 2-5 (1d4+1) rounds boosting the morale of his companions with flattering words and expressions of confidence. He can influence a number of companions equal to his level. If the Forest Runner makes a successful Charisma check afterwards, the companions enjoy a +2 bonus to their morale for the next 3-12 (3d4) rounds. Each companion also receives a +1 bonus to his first attack roll. The inspiring speech doesn't affect animals, other Forest Runners, or himself. The Forest Runner can't attempt to inspire his companions in the midst of battle or while they're occupied in any other activity.

Disguise: The Forest Runner can take the Disguise proficiency for one proficiency slot.

Reaction Bonus: In his homeland or any region where his reputation precedes him, a Forest Runner can count on food and shelter at no charge for himself and his companions from supportive commoners. A Forest Runner also receives a +1 reaction modifier from peasants of good or neutral alignment of all cultures.

Special Hindrances: Forest Runners will rarely develop a close relationship with any NPC with political power. Additionally, a Forest Runner runs a constant risk of arrest by authorities of his homeland, as well as from other regimes with which his homeland has extradition agreements. Law-enforcement authorities may plague a Forest Runner through his entire career.

Giant Killer

Description: The Giant Killer is a skilled combatant, often from humble beginnings, trained to the specific purpose of slaying giants. He has mastered combat techniques designed to fell giants, and has become an expert in their behavior and habits. A Giant Killer is nothing if not confident; a giant's immense size merely means he makes a good target.

For the purposes of this kit, giants include true giants, such as: cloud giants, fire giants, frost giants, hill giants, stone giants, and storm giants. Also included are giant-kin, such as cyclops, ettins, firbolg, fomorians, verbeeg, and voadkyn. The DM may augment this list with other giants relevant to his particular campaign.

Requirements: A Giant Killer must have a minimum score of 15 in both Strength and Dexterity.

Primary Terrain: Any terrain is acceptable, so long as some type of giant calls it home.

Role: Giant Killers have keen minds, strong bodies, and unshakable egos. Most Giant Killers tirelessly promote their own skills and accomplishments, boasting of their latest triumphs to anyone who'll listen. Not surprisingly, their reputations precede them in most civilized regions. However, reactions among residents vary. For every person who reveres the Giant Killer as a hero, there's another who dismisses him as a blowhard. But when giants plague a community, everyone welcomes a Giant Killer with open arms.

Even when their services are desperately needed, Giant Killers rarely exploit their position. Most charge only modest fees, or settle for a medal or other token of appreciation in lieu of payment. As often as not, Giant Killers seek no remuneration of any kind, fighting giants for the sheer pleasure of it.

Unsurprisingly, the mere promise of an encounter with a giant is reason enough for most Giant Killers to join an adventuring party. For the most part, a Giant Killer leaves decision-making to others. Though in principle, he may share the party's fervor for the expedition at hand, he's usually more concerned with finding giants. He may become impatient and surly if the party goes for too long without meeting one.

The Giant Killer relishes violent encounters of all kinds, if only to exercise his combat skills. Of course, he comes into his own when fighting giants, and it's a wise party that follows his lead in such situations.

Weapon Proficiencies: Because the Giant Killer faces tall adversaries, he must become proficient with missiles and hurled weapons. The first weapon slot, and every odd slot (third, fifth, and so on), must be a missile weapon: bow (any), crossbow (any), sling, staff sling, or any melee weapon that can be hurled. The even-numbered slots may be filled with any weapons of the Giant Killer's choice.

Nonweapon Proficiencies: Giant Killers pursue their interest in giants with such single-mindedness that they have little time left to master other skills. Therefore, a Giant Killer is allowed only one nonweapon proficiency at first level. This must be selected from the following: Bowyer/Fletcher, Cobbler, Cooking, Hunting, Pottery, Riding (Land-based), Running, Tailor, Swimming, Weaving.

Armor/Equipment: Giant Killers have no special equipment requirements. They often carry shields decorated with medals and ribbons awarded them from grateful communities for slaying troublesome giants. Though such shields can be used normally, they're mainly for show; Giant Killers generally put them aside before engaging a giant in battle.

Species Enemy: None; however, see Special Bonuses against giants.

Followers: Normal.

Special Benefits: *Attack Bonuses:* A Giant Killer has all the following bonuses when attacking giants:

- **Giant Killers inflict bonus damage against giants, +1 point of damage for every level of the Giant Killer.** For example, if a 7th level Giant Killer makes a successful attack with a spear, the giant suffers 1-8 points of damage from the spear, plus 7 for the Giant Killer's level.
- **Giants have a base -4 to hit when attacking Giant Killers.** A giant with an attack bonus of 10 needs a 14 to hit a Giant Killer with AC 20.

- **Giant Killers can dodge giant attacks.** If a giant with initiative attacks and hits, the Giant Killer may give up his action to dodge. If the Giant Killer saves vs. death magic, the giant's attack misses. If the Giant Killer has initiative, he can dodge instead of attacking for the round.

Infuriate: A Giant Killer can goad a giant into making careless and ill-conceived attacks. To infuriate a giant, the Giant Killer spends two rounds darting between the giant's legs, waving his hands, and hollering insults. The Giant Killer cannot make attacks or take any other actions while attempting to infuriate the giant; if interrupted (to dodge, for example), he must start over. During this time, the giant can attack the Giant Killer; however, because of the Giant Killer's erratic movement, the giant's attacks are made at an additional -2 penalty.

At the end of this period, the giant makes a saving throw vs. spells. If the throw succeeds, nothing special happens. If the throw fails, the giant becomes enraged for the next 2-12 (2d6) rounds. During that time, the giant directs all of his attacks against the Giant Killer; the giant's attacks are made at an additional -4 penalty. The Giant Killer may attack normally while the giant is infuriated.

Follower Infuriation: A Giant Killer may enhance his chances of infuriating a giant by using an animal follower that has been trained to infuriate. The follower, which must be a bird or other flying creature of small size (S), learns this trick in accordance to the Training Followers rules in Chapter 3. The trick counts against the follower's normal limit of tricks and tasks. Only a Giant Killer can train a follower to infuriate.

While the Giant Killer is executing his infuriating routine, the follower may also infuriate the giant by swooping around his head and screeching. The giant's saving throw against the infuriation is reduced by a -2 penalty for the infuriating follower. This effect is not cumulative with additional followers. An infuriated giant might direct its attacks at the infuriating follower in addition to the Giant Killer. If the giant tries to attack an infuriating follower, the follower successfully dodges the blow unless the attack roll is a 19 or 20. A follower can't attempt to infuriate alone. A follower can only augment the infuriating attempts of the Giant Killer.

Giant Lore: If a Giant Killer discovers a footprint, lair, campsite, or any other physical evidence of a giant, a successful Wisdom roll enables him to learn some general information about the giant in question. Such information may include the giant's type, approximate size, and companions. He may also learn how recently the giant was in the area and in what direction the giant traveled. The DM decides the quality and amount of information the Giant Killer receives.

Special Hindrances:

Tracking Limitation: Unlike other rangers, the tracking ability of the Giant Killer is limited to tracking giants. A Giant Killer who selects a general Tracking proficiency can track other creatures as non-ranger PC.

Because Giant Killers seldom make an effort to conceal their identities, they're often singled out for harassment. Insecure villagers may challenge Giant Killers to duels to impress their friends, or bullies may ambush Giant Killers to demonstrate their toughness.

To avenge the death of a companion, some giants may target Giant Killers for assassination. Giant tribes occasionally offer bounties for proof of a Giant Killer's death, making the Giant Killer a prime candidate for attacks.

Greenwood Ranger

Description: The rarest and certainly the most unusual ranger, the Greenwood Ranger, or Limbant, combines Characteristics of both humans and plants. The Greenwood Ranger begins life as a normal human, but through resolute appeals to the gods, he gradually acquires plant-like qualities that enhance his relationship with the vegetable kingdom and endow him with remarkable powers.

A Greenwood Ranger resembles a normal human covered from head to toe with a layer of thick brown bark, similar to that of an oak tree. The bark on the back of his head and the backs of his hands and arms is tinged with green; the green bark enables him to absorb nutrients directly from the sunlight (see the Special Benefits section below). He has no body hair, no teeth, and his tapering fingers and toes look like gnarled branches. Tangles of short roots grow from his feet and ankles.

Aside from these physical differences, the Greenwood Ranger moves, speaks, and behaves much like an ordinary human. As his human qualities are dominant, he has a +2 bonus when saving against *hold plant*, *charm plant*, and similar plant-related spells. Otherwise, the Greenwood Ranger makes saving throws, attack rolls, and ability checks as a normal human ranger.

Becoming a Greenwood Ranger: A ranger must make the commitment to become a Greenwood Ranger at 1st level, even though the Greenwood Ranger's special abilities are not acquired until 4th level. From 1st through 3rd level, he is considered to be a latent Greenwood Ranger.

A latent Greenwood Ranger operates as the standard ranger, though following the Weapon Proficiency, and Nonweapon Proficiency restrictions described below (and receiving the indicated Bonus Proficiencies). He may wear any armor allowed a normal ranger. He does not have any of the Greenwood Ranger's special benefits or hindrances at this time.

During this latency period, the ranger must spend a minimum of three hours per week in silent prayer, petitioning the gods to transform him into a Greenwood Ranger. It isn't necessary for the player to keep track of the hours spent in prayer; presumably, the PC will set aside enough spare time to meet this requirement. The gods may tolerate an occasional lapse—for instance, the ranger may be too sick to pray in a particular week—but the ranger is otherwise expected to keep up with his prayers. If the ranger intentionally neglects his prayers on a regular basis (as determined by the DM), the gods will inform the ranger in a dream that he's no longer eligible to become a Greenwood Ranger. The ranger is forced to abandon the kit, and may *not* take another.

When the latent Greenwood Ranger reaches 4th level, the gods give him a simple task to complete, involving the protection or support of plant life. Typical tasks include assisting a treant, replanting an area of forest devastated by fire, and teaching a primitive tribe how to grow and harvest their own crops. A latent Greenwood Ranger who fails to complete this task within a month must spend an additional 1-4 months praying, at which time the gods will grant a new task.

A latent Greenwood Ranger who completes the task then locates an isolated area of forest or jungle, lies on the ground, and covers himself with leaves and branches. He then falls asleep for a full day. If disturbed before 24 hours elapse, the transformation is interrupted; the ranger may try again at another time. Otherwise, upon awaking, the ranger will have transformed into a Greenwood Ranger. Once transformed, the Greenwood Ranger *cannot* abandon this kit, although actions that would normally cost a ranger his class result in the loss of spell use and other penalties determined by the DM.

Requirements: Standard.

Primary Terrain: *Required:* Forest or Jungle.

Role: Because he must sacrifice a portion of his humanity to become a Greenwood Ranger, a human drawn to this kit usually has only a tenuous link with formal society. He is an outsider, with few close friendships or family ties, capable of walking away from the civilized world without regret. Orphans, social outcasts, and eccentric personalities are good candidates to become Greenwood Rangers.

Greenwood Rangers live deep in the forest or jungle, far from urban centers. Most people tend to shun Greenwood Rangers, repulsed by their appearance or fearful of their strange powers. But their distrust is unwarranted. Greenwood Rangers are gentle-natured, thoughtful souls to whom all life is precious. A Greenwood Ranger will mourn the loss of a favorite shade tree as much as the passing of a human companion. To the Greenwood Ranger, the wilderness is a glorious, sacred place. If necessary, he will risk his life to preserve it.

In most cases, a Greenwood Ranger will align with any adventuring party who shares his affinity for nature, providing he agrees with their cause. A Greenwood Ranger tends to keep to himself, offering his opinion only when asked and deferring to the party's leader in most situations.

Weapon Proficiencies: A Greenwood Ranger's weapon proficiencies are limited to the following choices: axe (any), bow (any), crossbow (any), dagger, knife, quarterstaff, sling, spear, long sword, short sword.

Nonweapon Proficiencies: *Bonus:* Herbalism. *Required:* Agriculture. *Recommended:* Carpentry, Endurance, Foraging, Swimming, Trail Marking, Weather Sense. *Barred:* Armorer, Blacksmithing, Fire-building, Engineering, Leatherworking, Mining, Mountaineering, Navigation, Riding (Land-based and Airborne), Seamanship, Spelunking, Stonemasonry, Weaponsmithing.

Armor/Equipment: A Greenwood Ranger can't wear armor. However, his bark-like skin provides comparable protection. At 4th level, the Greenwood Ranger's skin gives him an Armor Class of 15. For every level thereafter, the AC increases by 1; an 8th level Greenwood Ranger, for example, has an AC of 19. At 15th level, the Greenwood Ranger reaches his maximum AC of 26.

Normally, Greenwood Rangers don't wear clothing aside from a cloth loincloth or simple smock. Thanks to their tough feet, shoes are unnecessary. Some Greenwood Rangers are fond of decorative pins made of gems or colorful minerals. Greenwood Rangers wear such pins by attaching them directly to their skin.

Species Enemy: Any.

Followers: A Greenwood Ranger will have at least one treant follower at some point career.

Special Benefits: *Speak with Plants:* The Greenwood Ranger can speak with plants at will. This ability is similar to the 4th level priest spell, except it requires neither components nor a casting time.

Photosynthesis: Unlike a normal human, the Greenwood Ranger has no need to drink or eat. He receives nourishment directly from the sun. So long as he is exposed to sunlight at least an hour per day, he stays healthy.

He suffers 1-2 points of damage every day he goes without exposure to the sun. Overcast days are sufficient to nourish a Greenwood Ranger.

A Greenwood Ranger satisfies his thirst by dipping his feet in any pool or puddle of fresh water for 10 minutes every other day. Exposure to a light rain or soaking his feet in a bucket will also suffice. If he goes without water for 48 hours, he begins to suffer damage at the rate of 1-2 points per day.

Buoyancy: A Greenwood Ranger requires oxygen like any other human and is subject to drowning and suffocation. However, because the Greenwood Ranger's woody skin makes him naturally buoyant, he can't drown unless he's physically held underwater.

Rooting: Upon reaching 8th level, a Greenwood Ranger can accelerate healing by *rooting*. He may attempt this once per week. To use this ability, the Greenwood Ranger must bury his feet in the earth (not sand or snow; the soil must be capable of supporting plant life) up to his ankles. He must stand stationary and silent for 1-4 hours, taking no other actions during that time. If interrupted, the rooting fails; he may try again the following week. If uninterrupted, tiny roots sprout from his feet and bury themselves into the ground, absorbing healing nutrients from the soil. At the end of the rooting period, the roots withdraw, and the Greenwood Ranger has recovered 3-12 (3d4) points of damage.

Limbing: Under certain circumstances, a Greenwood Ranger can grow an extra limb. The limb grows from the center of the Greenwood Ranger's chest and functions as a normal arm.

Only Greenwood Rangers of 10th level or higher can attempt *limbing*. A Greenwood Ranger may make an attempt once a month by lying on the ground and covering himself with leaves, branches, and earth. For the next 24 hours, he enters into a state of suspended animation, similar to that caused by a *temporal stasis* spell. If the Greenwood Ranger is disturbed during this time, the enchantment is broken and limbing will not occur. The Greenwood Ranger can try again the following month.

If the Greenwood Ranger is undisturbed, he awakens in 24 hours with a new limb extending from his chest. The new limb may be useful to the Greenwood Ranger in several ways:

- The Greenwood Ranger can wield three weapons at the same time. Attacks made with the third weapon suffer a -2 penalty. The Greenwood Ranger's reaction adjustment (based on his Dexterity) modifies this penalty, although it can't result in a positive modifier. The Greenwood Ranger gains only two additional attacks per round, regardless of the number of attacks he's normally allowed. Therefore, a Greenwood Ranger able to attack 3/2 with one weapon (once in the first round, twice in the second) can attack 7/2 when using three weapons (three times in the first round, four times in the second).
- The Greenwood Ranger with a third limb receives a +3 bonus when punching, wrestling, or overbearing.
- A Greenwood Ranger with a third limb can swim at 150% of his normal swimming speed. He receives a +20% modifier to all climbing attempts.
- The extra limb helps the Greenwood Ranger perform ordinary activities more efficiently. For instance, he can carry three buckets of water at the same time or wash dishes in half the normal time.
- The third limb improves the Greenwood Ranger's performance when using certain nonweapon proficiencies involving the hands. For example, when using the juggling proficiency to catch items, he makes an attack roll vs. AC 18 instead of AC 20. When using the weaving proficiency, he can create three square yards of material per day instead of two. The DM determines the extent of the improvement depending on the particular proficiency and the attempted task.

The Greenwood Ranger's new limb withers and falls off in 1-4 days. A Greenwood Ranger can't have more than one extra limb at a time.

Special Hindrances:

Stiff Limbs: The Greenwood Ranger has a -5% penalty when trying to move silently. He gets no Dexterity bonus to his armor class.

Vulnerability to Fire: If an opponent attempts any normal or magical fire-based attack against a Greenwood Ranger, he qualifies for a +4 bonus to his attack roll and a +1/die bonus to his damage roll. The Greenwood Ranger suffers a -4 penalty to all saving throws involving fire-based attacks. Any fire-based attacks that hit inflict +1 hit point per die of damage.

Vulnerability to Extreme Climates: Though his skin provides protection in most environments, the Greenwood Ranger risks damage from prolonged exposure to extreme temperatures. After any full day spent in a climate where the temperature is below freezing, or averages 100 degrees or more, a Greenwood Ranger must make a Constitution check. Failure results in the loss of 1-4 hit points.

Limited Magic: A Greenwood Ranger can only learn and cast spells from the plant sphere. He uses the ranger's normal spell progression.

Reaction Penalty: Because of his bizarre appearance, the Greenwood Ranger suffers a -3 reaction adjustment penalty when encountering any NPCs, with the exception of learned nobles, sages, and other high level PC's of good or neutral alignment. Such worldly PC's aren't intimidated by his appearance.

Guardian

Description: The Guardian is a self-appointed protector of the wilderness. Compelled by a strong sense of duty, he has assumed responsibility for an unsettled tract of land, doing his utmost to maintain it in its natural state and protect its animal occupants. Though he feels kindly towards woodsmen, elves, and others who share his respect for nature, he has little patience for those who would exploit the wilderness for gain or spite.

A Guardian constantly monitors the region he has sworn to protect. He scrutinizes the activity of strangers, advises travelers, and intercepts careless hunters. He keeps an eye out for fires, floods, and other natural disasters, and does what he can to comfort animals in times of crisis.

Domain: All Guardians have a specific region that they protect. The DM should establish the boundaries of a Guardian's domain at the beginning of his career. There are no fixed rules for assigning domains, but in general, a 1st level Guardian's domain shouldn't exceed a few square miles. The domain expands by several square miles each time the Guardian increases in level. By 5th level, a Guardian's domain might encompass a region about 20-25 miles across. By 15th level or higher, the domain might comprise an area the size of a small country.

A Guardian's domain should correspond to his primary terrain. The domain is typically located in an uncivilized part of the world, such as a remote mountain range or unexplored jungle. Two or more Guardians may share an especially large domain, but such cases are rare.

Requirements: Standard.

Primary Terrain: Forest, Hill, Jungle, Mountain, or Plains.

Role: A Guardian operates of his own volition, having no official sanction or title. He carries out his custodial duties as he sees fit, taking whatever steps he deems necessary to protect his domain. Despite his independence, he usually maintains good working relationships with officials of bordering lands. The relationship benefits both parties. The Guardian notifies the officials of approaching armies or other potential threats, while the officials may provide help for problems the Guardian can't handle alone. Though many governments would jump at the chance to have such able warriors in their employ, Guardians resist all such offers, and steadfastly maintain their autonomy.

An adventuring party entering a Guardian's domain has a good chance of encountering the Guardian himself. A Guardian will usually agree to guide a party through his domain and-presuming the party's intentions are compatible with the Guardian's philosophy-assist them in their efforts. Though a Guardian is reluctant to leave his domain, he may do so if presented with a compelling reason, such as the ravaging of a pristine wilderness or a threat to the ecology in another land.

Guardians tend to be self-sufficient, clear-headed, and conscientious. They make excellent leaders. Though a Guardian may develop deep friendships with other party members, he always parts company at the end of an adventure, returning to his domain as soon as he can.

Weapon Proficiencies: *Recommended:* Bow (any) or crossbow (any), dagger, javelin, knife, quarterstaff, sling, spear, staff sling.

Nonweapon Proficiencies: *Bonus:* Hunting or Fishing. *Recommended:* Agriculture, Bowyer/Fletcher, Fire-building, Fishing, Foraging, Herbalism, Hunting, Riding (Land-based), Rope Use, Set Snares, Swimming, Veterinary Healing, Weather Sense.

Armor/Equipment: Standard.

Species Enemy: Any.

Followers: A Guardian acquires at least one human or demihuman follower at some point in his career. There are no other restrictions or recommendations.

Special Benefits: *Bonus Sphere:* The Guardian has miner access to the Protection sphere.

Bonus Spells: A Guardian can cast certain spells within the boundaries of his domain. These are detect evil (three times per day), and bless and commune with nature (once per week each).

Revive Plants: This ability enables the Guardian to revitalize any type of natural plant life suffering from drought, disease, insect infestation, or other forms of non-magical trauma. Dead plants can't be affected, nor can the Guardian invigorate plants beyond their normal limits (for instance, a Guardian can't cause an apple tree to blossom in the winter).

The process requires 8 hours and can affect a square area whose sides are 10 yards times the Guardian's level (a 5th level Guardian can revive all of the plant life within a 50 yd. - 50 yd. square). The Guardian can use this ability once per month.

Special Hindrances: If a Guardian leaves his domain for any length of time, he must make arrangements for someone else to assume his duties. He may hire a caretaker, or assign temporary custody of his domain to a human or demihuman follower. There are no fixed penalties for a Guardian who fails to do this. However, should a Guardian abandon his responsibilities for more than a few days, the gods may deny him the use of the special benefits associated with this kit. If he's absent for longer periods-say, a few weeks-the gods may also deny him the use of all spells. The Guardian recovers use of his special benefits and spells as soon as he returns to his domain.

Justifier

Description: Some expeditions are so demanding and some foes so dangerous that they require the attention of a highly trained specialist whose combat skills far exceed those of the typical ranger. Enter the Justifier, a master tactician whose military instincts, fighting versatility, and steely nerves places him in the first rank of elite warriors.

Though the Justifier specializes in neutralizing monsters, his skills qualify him for a wide range of adventures. He may organize guerilla forces and lead them into hostile territories. He may stage reconnaissance operations to gather information concerning enemy strength and logistics. He may execute strikes against monster lairs, rescue hostages, or eliminate tribal leaders or spell casters. For a determined Justifier, no job is too difficult, no enemy too formidable.

Requirements: Justifiers must have minimum scores of 14 in Strength and Dexterity. They must be human and of lawful good alignment.

Primary Terrain: Any.

Role: Justifiers boast extensive training in weapon use, scouting, warding, and outdoor survival. Some learn these skills in a regular standing military, others are trained by military orders. A few highly motivated individuals are self-taught. Justifiers are in high demand by rulers as army officers, as well as by private individuals who use them as bodyguards. Many hire themselves out as mercenaries or volunteer for causes that further their own ideals.

As Justifiers thrive on action, most are eager to join adventuring parties. On occasion, freelance Justifiers may demand a retainer from a party or a guaranteed percentage of any treasure found. But more often than not, a freelance Justifier will join a party without remuneration if their task is just and promises him the chance to exercise his combat skills.

A Justifier's companions will find him disciplined, focused, and unyielding in his determination to accomplish his objectives. He socializes little, preferring instead to keep his body strong with punishing exercise and his mind sharp with quiet meditation. A natural leader in combat situations, he fights with grim intensity and fearless perseverance.

Weapon Proficiencies: *Recommended:* Bow (any), crossbow (any), dagger, sling, spear, sword (any). See Special Bonuses.

Nonweapon Proficiencies: *Bonus:* Survival; in addition to having this proficiency in his primary terrain, the Justifier receives the proficiency in an extra terrain of his choice (see also, Special Hindrances). *Recommended:* Alertness, Blind-fighting, Bowyer/Fletcher, Camouflage, Endurance, Falconry, Hunting, Mountaineering, Navigation, Riding (Land-based), Rope Use, Running, Set Snares, Swimming, Weaponsmithing.

Armor/Equipment: A Justifier has no special armor or equipment requirements. Though most Justifiers prefer light armor, such as leather, they can wear any type of armor and still hide in shadows and move silently.

Species Enemy: Any. A Justifier is more respected by his enemies than other rangers, and therefore suffers only a -2 penalty on encounter reactions with his species enemy, and no penalty if there is a formal truce.

Followers: Any.

Special Benefits: *Weapon Specialization:* Because of his extensive combat training, the Justifier must use some of his initial proficiency slots to take one weapon specialization. The weapon of specialization is taken from the list of recommended weapons.

Stealth: The Justifier receives a +5% bonus to his chance of hiding in natural surroundings and to his chance of moving silently.

Tactical Advantage: This ability allows the Justifier and his companions to gain a combat advantage by studying the enemy and exploiting their weaknesses. The Justifier must spend at least a full, uninterrupted turn secretly observing an enemy or group of enemies prior to making an attack. At the end of this period, the Justifier makes a Wisdom check. If successful, the Justifier has correctly assessed the enemy's weaknesses and is able to maximize the timing of an attack. The Justifier and his party automatically surprise the enemy and gain the initiative for the first round. A Justifier can attempt to gain a tactical advantage only once in a particular encounter.

Unarmed Combat Expertise: When fighting with his bare hands, the Justifier inflicts 1-4 points of damage on a successful attack roll. If the Justifier throws an unmodified 20 on his attack roll, the victim suffers 1-4 points of damage and must also make a saving throw vs. paralyzation. If the throw fails, the victim is stunned for 1-6 rounds.

Coordinated Attack: The Justifier can use this ability, in conjunction with a trained animal follower, to inflict maximum damage on an opponent. The animal follower must have been trained to attack on command.

To attempt a coordinated attack, the Justifier and the animal both make a single attack on the same enemy in the same round (even if one or both are normally allowed multiple attacks; the animal will use its most damaging attack). If either roll misses, then that attacker automatically loses initiative in the next round. If both rolls hit, each attack causes twice the normal amount of damage. A coordinated attack involves only one follower. A coordinated attack may be attempted at any time during a combat, but only once against any particular opponent during an encounter.

Special Hindrances:

Limited Proficiencies: The Justifier's mastery of weapons and combat comes at the expense of learning other skills. For this reason, he receives only one nonweapon proficiency slot at 1st level (in addition to his Survival bonus). He acquires additional proficiency slots at the normal rate.

Limited Spell Use: Because the Justifier devotes less time to the study of magic than to the military arts, he has less access to spells than other rangers. The Justifier doesn't acquire spells until he reaches 10th level.

Justifier Spell Progression

Justifier Level	Casting Level	Priest 1	Spell 2	Level 3
10	1	1	-	-
11	2	2	-	-
12	3	2	1	-
13	4	2	2	-
14	5	2	2	1
15	6	2	2	2
16+	7	3	2	2

Mountain Man

Description: Some people find the lure of the wild irresistible. Having tasted the pleasure of life in its purest, most primitive state, these hardy souls reject the trappings of civilization and wholeheartedly embrace the challenges of the untamed wilderness. These Mountain Men (and Women) spend their lives in relative isolation, enduring uncertain climates, hostile creatures, and chronic shortages of food and other vital supplies. They couldn't be happier.

The typical Mountain Man is robust, courageous, and uncomplicated. Book learning and formal schooling mean far less than self-reliance and common sense. Though uneducated by conventional standards, the Mountain Man has mastered all the skills needed to survive. He can manufacture his own weapons from the crudest materials, brew potent medicines from wild herbs, and doggedly persist in strenuous physical labor when others have long since succumbed to exhaustion. While hunting wild game and navigating dangerous terrain may be daunting to an outsider, it's all in a day's work for the Mountain Man.

Requirements: A Mountain Man must have a minimum Strength of 14 and a minimum Constitution of 15.

Primary Terrain: *Required:* Mountains.

Role: Mountain Men value privacy more than comfort. Accordingly, they make their homes in secluded caves or crude shacks hidden in remote mountain ranges. Many are nomadic, wandering from place to place with their possessions strapped to their backs, or carried by a bear or other loyal animal follower. They have little need for money, but occasionally procure goods from traveling salesmen or small town merchants, bartering with fur or hides.

Even the most stubbornly independent Mountain Man hankers for human companionship now and then, which is one of the reasons he might agree to hook up with an adventuring party. Faced with a problem too formidable for him to tackle alone-such as an encroachment from an enemy army or an infestation of powerful monsters-a Mountain Man may seek out an agreeable party to lend him a hand.

The Mountain Man speaks his mind openly and directly, regardless of who he might offend. Etiquette is hardly his strong suit, nor is personal hygiene. While some party members may find the Mountain Man's straightforward approach to life refreshing, or even endearing, most will probably view him as an unsophisticated brute, gruff and ill-mannered. Some Mountain Men have a crude sense of humor that compels them to play adolescent practical jokes, such as leaving bear droppings in a companion's sleeping bag.

The Mountain Man has little interest in art or philosophy, but is a natural storyteller and loves to tell outlandishly embellished tales-often of his own exploits. He approaches combat much as he does the other elements of his life, attacking with vigor.

Weapon Proficiencies: A Mountain Man must choose his initial weapon proficiencies from among the following: axe (any), bow (any), crossbow (any), club, dagger, dart, javelin, knife, quarterstaff, spear, staff sling, warhammer.

Nonweapon Proficiencies: *Bonus:* Mountaineering. *Required:* Hunting. *Recommended:* Alertness, Endurance, Fire-building, Foraging, Mining, Running, Set Snares, Signaling, Trail Marking, Trail Signs, Weather Sense. *Barred:* Agriculture, Armorer, Blacksmithing, Boating, Bowyer/Fletcher (included in the special Weaponsmithing bonus, described below), Charioteering, Engineering, Etiquette, Falconry, Heraldry, Navigation, Reading/Writing, Seamanship, Spellcraft.

Special Bonus: The Mountain Man also receives Weaponsmithing (Crude) as a bonus proficiency. He is restricted to making the weapons listed in Table 47, and can only make weapons in which he is proficient. He uses stones, wood, and other naturally available materials, so these weapons are made at no cost. This proficiency can't be improved; that is, assigning additional slots to Crude Weaponsmithing has no effect.

If a weapon made of stone or bone scores a hit, roll 1d6. A stone weapon shatters on a roll of 1; a bone weapon shatters on a roll of 1 or 2.

Crude Weaponsmithing (Mountain Man)

Weapon	Construction Time
Arrows	7/day
Axe, Battle	4 days
Axe, Hand	1 day
Axe, Throwing	6 days
Bow, Long*	15 days
Bow, Short	12 days
Dagger	2 days
Dart	3/day
Javelin	1 day
Knife	2 days
Quarterstaff	1 day
Spear	2 days
Staff Sling	3 days
Warhammer	5 days

*Seasoning the wood takes 1 year.

Armor/Equipment: A Mountain Man begins his career with any two weapons in which he has a weapon proficiency. He receives these weapons at no charge. These weapons are handmade. Once his career is begun, the Mountain Man may manufacture additional weapons in accordance with the rules for his Crude Weaponsmithing proficiency. He may also use weapons he obtains from his companions or other sources.

A Mountain Man normally doesn't wear armor. Instead, he wears a handmade suit of leather and fur which gives him an Armor Class of 12. A Mountain Man often decorates his suit with dyed porcupine quills or strings of colorful pebbles. He sometimes adds bone necklaces, elaborate leather fringes, or a hat made of beaver or raccoon skin.

Though not strictly forbidden from wearing metal armor, a Mountain Man is so uncomfortable when doing so that he suffers a -2 penalty to all attack rolls.

Species Enemy: Any.

Followers: A Mountain Man has only a 20% chance of attracting human, demihuman, or humanoid followers. Treat a roll of 81-00 as a bear (type determined by DM: usually black, brown, or cave). Any followers rolled as full elves will be dwarves instead (except for full elf mages, who will instead be gnome illusionists).

Special Benefits: *Will to Live:* Where others would submit to death, the hardy Mountain Man clings to life ferociously. This ability manifests itself in the following ways:

- If missing a saving throw vs. death magic would be fatal, the Mountain Man receives a +2 saving throw bonus.
- If a damage roll would reduce the Mountain Man to zero hit points or less, the Mountain Man makes a Constitution check. If the check succeeds, he is reduced to 1 hit point. A Mountain Man cannot use this ability if he has only 1 hit point remaining.
- If an encounter results in the death of a Mountain Man, he may not die immediately. If he makes a *system shock* roll, he fights on for another 1-4 rounds or until he suffers damage below -10 hit points equal to his level, whichever occurs first. He then drops dead.

Brew Healing Elixir: When a Mountain Man reaches 7th level, he gains the ability to brew a special healing elixir.

He must spend 1-4 hours gathering the necessary fresh herbs and mosses, usually available in any forest, jungle, or mountain region (as determined by the DM). It takes an hour to brew the elixir, which remains potent for 24 hours. The elixir acts as one dose of a potion of healing. The Mountain Man may brew the healing elixir once per day.

Special Hindrances:

Limited Stealth: The Mountain Man has a -5% chance to hide in natural surroundings and a -5% chance of moving silently.

Limited Magic: A Mountain Man lacks the patience and discipline to wield magic effectively. He memorizes fewer spells than other rangers and doesn't acquire them until he reaches 10th level.

Mountain Man Spell Progression

Mountain Man Level	Casting Level	Priest Spell Level			
		1	2	3	
10-11	1	1	-	-	
12-13	2	2	-	-	
14-15	3	2	1	-	
16+	4	2	2	-	

No Fortifications: A Mountain Man has no interest in fortifications and will never build one.

Limited Money: Other than his weapons and clothing, a Mountain Man may own only a single item worth 15 gp or more. The total value of all of his other possessions, including money and treasure, save training costs, cannot exceed 100 gp. Excess treasure and possessions are given away as the Mountain Man sees fit. (However, the Mountain Man still receives all experience points due him for finding treasure and fellow party members receive no experience point benefit for the gifts from a Mountain Man.)

Reaction Penalty: The Mountain Man's crude manner and ungainly appearance make strangers uncomfortable. He suffers a -1 reaction adjustment from all NPCs.

The Mountain Man suffers a -2 reaction penalty when encountering nobles, aristocrats, and other cultural elite, as they find him particularly unpleasant.

Pathfinder

Description: The Pathfinder has an uncanny knack for blazing trails, a skill that allows him to find the easiest routes, reduce travel time, and avoid natural hazards. His acute sense of direction minimizes his chance of getting lost. He can estimate the number of miles he's covered with startling accuracy. The Pathfinder makes an invaluable guide, helping to ensure safe and efficient passage.

Though Pathfinders come from all walks of life, most have homelands in sparsely settled or exceptionally hostile terrains where learning to find one's way can mean the difference between life and death. A Pathfinder usually demonstrates an aptitude for trailblazing early in life, but diligent practice is required to refine his skills. Often, a young Pathfinder exercises his skill by asking a companion to blindfold him, lead him into an unexplored area in the wilderness, then abandon him. The Pathfinder must find his way home using only his wits. Experienced Pathfinders engage in this game to brush up on their technique or to impress potential clients.

Requirements: Same as standard ranger.

Primary Terrain: Forest, Hill, Jungle, Mountain, or Plains.

Role: Though some Pathfinders are retainers of kings or lords, most operate independently. Pathfinders are generally regarded as honest, although their services are rarely inexpensive.

Being PC's of high principle, Pathfinders often offer their services to parties undertaking adventures to promote the common good. Rarely will a Pathfinder join a party purely for gain, though he may consider such an arrangement when business is slow.

As a member of an adventuring party, the Pathfinder usually finds himself in front, scouting the terrain ahead to ascertain the best route and spot potential hazards. Unless the Pathfinder has organized the party himself, he usually leaves the leadership role to someone else while he concentrates on trailblazing.

Weapon Proficiencies: A Pathfinder must fill an initial weapon slot with the machete (see Chapter 7), hand axe, or sword; such weapons are useful for cutting away brush and clearing paths. Subsequent slots may be filled with any weapons of his choice (see also Special Benefits).

Nonweapon Proficiencies: *Bonus:* Direction Sense, Distance Sense, Trail Marking. *Required:* Alertness. *Recommended:* Camouflage, Endurance, Fire-building, Foraging, Mountaineering, Navigation, Signaling, Trail Signs, Weather Sense.

Armor/Equipment: Because he spends a lot of time on foot, the Pathfinder favors light armor, such as leather or padded. He seldom carries a shield. Otherwise, the Pathfinder has no particular preferences or requirements.

Species Enemy: Any.

Followers: All species are eligible, though the Pathfinder is likely to attract followers with higher movement rates (12+), as he tends to have little patience with creatures that can't keep up with him.

Special Benefits: The first two benefits, *trail sense* and *overland guiding*, apply only when the Pathfinder leads the party. At least 20 feet must separate the Pathfinder from the rest of the party; the proximity of others distracts the Pathfinder, making him unable to take advantage of these benefits.

Trail Sense: The Pathfinder's chance of getting lost in any outdoor land setting is reduced by 10%. Furthermore, his base chance of getting lost in his primary terrain will not exceed 20%. This is not cumulative with other benefits, such as the one for the direction sense proficiency.

Overland Guiding: A Pathfinder is able to find the optimum trail through rough terrain, increasing the party's movement rate when traversing long distances. To determine terrain costs for overland movement when a Pathfinder leads the party, use Terrain costs below instead of the normal terrain cost. The movement costs indicate points of movement spent per mile of travel; when moving through the various terrain types, subtract the points from the total movement available to the party for that day. (Note that less rugged terrain types are relatively unaffected, as the optimum paths are usually obvious, even without the help of a Pathfinder.)

Terrain Costs for Pathfinders

Terrain Type	Movement Cost
Barren, wasteland	1
Clear, farmland	1/2
Desert, rocky	1
Desert, sand	2
Forest, light	1
Forest, medium	2
Forest, heavy	3
Glacier	1
Hills, rolling	1
Hills, steep (foothills)	3
Jungle, medium	4
Jungle, heavy	6
Marsh, swamp	6
Moor	3
Mountains, low	3
Mountains, medium	4
Mountains, high	6
Plains, grassland, heath	1
Scrub, brushland	1
Tundra	2

Marksmanship: Owing to his steady hand and acute vision, the Pathfinder has a +1 bonus to the attacks made with a favorite missile weapon. It must be one in which he has proficiency and selected as a weapon of choice.

Recognize Trail Hazard. By observing subtle changes in the terrain, the Pathfinder is able to recognize natural hazards, enabling him and his companions to avoid them. Typical hazards include quicksand, sinkholes, slippery slopes, and thin ice. A Pathfinder has no special ability to recognize man-made hazards, such as pit traps or dangerous bridges, nor does he have any special talent for anticipating encounters with hostile natives or animals.

A Pathfinder's chance of recognizing a hazard is 10% per experience level; to a maximum chance of 90% at ninth level. If the DM determines that the Pathfinder is approaching an area containing a natural hazard, he secretly rolls percentile dice. If the roll is equal to or less than the Pathfinder's chance, the Pathfinder recognizes a potential hazard. (Optionally, the DM might only describe an unusual aspect of the terrain and let the Pathfinder come to his own conclusions. For example, if the Pathfinder is approaching a pool of quicksand, the DM might say that the ground feels exceptionally spongy. If the Pathfinder nears a patch of thin ice, the DM might point out that the ice ahead is discolored and laced with tiny cracks).

Special Hindrances: By moving ahead of the party, the Pathfinder places himself in a position of risk. Separated from his companions, the Pathfinder is more likely to be the victim of enemy attacks. He runs a greater risk of drawing fire from snipers, and is more susceptible to ambushes from hostile creatures. If he fails to recognize a hazard, he'll probably be the first to become a victim.

Sea Ranger

Description: Though most rangers live and work on land, the Sea Ranger makes his home at sea. Whether sailing the ocean in a mighty galleon or riding a river's currents in a handmade raft, the Sea Ranger finds the world's waters an endless source of wonder.

A sailor and an adventurer, he guards his watery domain with vigilance, and counts many of its creatures among his friends and allies.

He has an extensive understanding of weather patterns at sea and of the behavior of marine animals. He specializes in combat, both on and under the water. He may be a member of a formal navy, an independent operator, or a mercenary. He may be charged with enforcing naval laws. Some Sea Rangers protect ports or fishing territories. Others serve as escorts for trade fleets.

Aquatic Terrain: For the purposes of this kit, Aquatic terrain includes oceans, lakes, ponds, and rivers, as well as coastlines, beaches, and small islands.

Requirements: Because a Sea Ranger must master a wide range of knowledge he requires a minimum Intelligence score of 12.

Primary Terrain: Required: Aquatic.

Role: Sea Rangers have reputations as dedicated, sharp-minded professionals. As such, they are often sought by adventuring parties in need of their special skills, particularly when an adventure takes them to aquatic environments or they expect to face opponents of oceanic origin. Though Sea Rangers generally prefer to remain at sea, they travel on land as necessary to achieve the goals of their party. As many of a Sea Ranger's followers are waterbound, he obviously has less access to them when adventuring on land, a handicap he endures graciously but without enthusiasm.

The environment has a profound effect on a Sea Ranger's attitude. On land, his party companions will find him hesitant and uncertain, following orders without comment and reluctant to offer advice. In an aquatic setting, however, he becomes a different person—confident, assertive, and commanding. Only the most stubborn or foolish parties will decline a leadership role to a Sea Ranger in watery terrain.

Weapon Proficiencies: *Recommended:* Dagger, knife, harpoon, sword (any), pole arm (any), trident; *Optional:* Belaying pin, cutlass, gaff/hook.

Nonweapon Proficiencies: *Bonus:* Boating or Seamanship; Swimming.

Recommended: Cartography, Direction Sense, Distance Sense, Endurance, Fishing, Navigation, Riding (Sea-based), Rope Use. *Barred:* Agriculture, Blacksmithing, Charioteering, Falconry, Mining, Mountaineering, Riding (Land-based), Spelunking, Stonemasonry.

Armor/Equipment: Because heavy armor interferes with swimming and makes moving around a ship uncomfortable, most Sea Rangers wear armor with an AC of 12 or less.

Species Enemy: Any aquatic creature is eligible as a species enemy.

Followers: The primary terrain of all animal followers must be Aquatic. Any full elf follower is 80% likely to be an aquatic elf.

Special Benefits: *Sea Tracking:* Because of his knowledge of prevailing winds, currents, and other general aquatic conditions, the Sea Ranger can effectively track waterborne craft and aquatic creatures. This is not so much a reading of physical signs as an instinctive deduction of the probable course and destination of the quarry. For purposes of general play, the Sea Ranger uses the normal Tracking proficiency check rules.

Land Scent: When at sea, the Sea Ranger can smell the presence of land (including islands) within 50 miles. Further, if the Sea Ranger has ever been to that land before, he has a 10% chance per level of identifying it precisely.

Sea Legs: The Sea Ranger has a fine sense of balance, which comes into play when he must fight on a narrow beam (such as a yardarm or boarding plank) or a pitching deck. Not only is he sure-footed under such conditions (avoiding any attack penalties for them), but any saving throws or Dexterity checks made to maintain his balance are made at a +2 bonus.

Aquatic Combat: A Sea Ranger suffers no penalties to his attack rolls when in water; otherwise he follows the standard rules for underwater combat.

Parliament of Fishes: When a Sea Ranger reaches 12th level, he may attempt to call a parliament of fishes. He may use this ability once per week. If successful, the Sea Ranger can demand a service of the school. Typical services include the location or recovery of small items, the provision of edible water plants, information about local monsters or conditions, and perhaps transport across a small body of water if the parliament members are large enough. Once a month this can be the equivalent of a *commune with nature* spell.

To call a *parliament of fishes*, the Sea Ranger locates a pond, lake, or any other body of water containing aquatic life. Sometime between sunset and dawn, he kneels beside the body of water and concentrates for a full turn. An attack or interruption in any other way during this time will break his concentration, and he can't attempt to call a *parliament of fishes* until the following week.

Otherwise, at the end of 10 rounds, 10-100 (10d10) fish or other aquatic creatures (as appropriate to the body of water) surface and stare expectantly at the Sea Ranger. The Sea Ranger must then toss an offering into the water; the gift may be food, a coin, or any other object of the ranger's choice.

The DM then rolls 1d10 and consults below. If the offer was reasonably generous, increase the result by +1. If the offering was exceptionally valuable, increase the result by +2. If the offering was meager (a copper piece or a chunk of bread), decrease the result by -1.

If the offering was essentially worthless (a bone or a chunk of rock), decrease the result by -2. The result can't be decreased below 1 or raised above 10.

Parliament of Fishes Results

D10 Roll Results

1-2	The fish immediately submerge; the offer is rejected. From dawn to sunrise the following day, the ranger suffers a -1 penalty to all attack rolls and ability checks.
3-7	The fish swim listlessly in circles for a few moments, then submerge; the offer is neither rejected nor accepted. The ranger is unaffected.
8-10	The fish dive and splash excitedly for a few moments, then submerge; the offer is accepted. The parliament grants the ranger a boon within their power.

Special Hindrances:

Tracking Limitation: A Sea Ranger's chance of tracking in non-Aquatic terrain is halved.

Move Silently/Hide in Shadows: The Sea Ranger has neither of these abilities, replacing them with Sea Legs and Aquatic Combat.

Seeker

Description: Devoted to spiritual awareness and self-enlightenment, the Seeker's deep beliefs affect him more than any other elements of his life. The Seeker seeks fulfillment by following the tenets of his faith and striving to understand the relationship between himself and the natural world. He views animal followers as fellow travelers on his spiritual journey.

Seekers can come from any culture, but typically originate from societies placing a premium on religion and scholarship. Many Seekers begin their spiritual quests as students of priests. Others are self-taught philosophers or restless academicians hungry for knowledge that can't be learned from books. Regardless of their background, all Seekers have felt compelled to embark on a wilderness pilgrimage that may last the rest of their lives.

No particular religion is common to all Seekers. Some worship specific gods, while others venerate nature itself as an unknowable but all-encompassing force. All Seekers, however share a reverence for life and a philosophy that embodies discipline, and personal responsibility, and self-sacrifice.

Requirements: A Seeker must have a Wisdom score of 15 or more. A particular religion may impose additional requirements, as determined by the DM.

Primary Terrain: Any.

Role: Good people of all cultures tend to look favorably on Seekers. At worst, Seekers are dismissed as useless but harmless eccentrics. More often, they're regarded as sensitive seekers of truth, admired and respected for their devotion. Priests of compatible alignment are especially deferential to Seekers; even if such a priest follows a different belief system, he recognizes that the Seeker shares his veneration of a higher power.

Though Seekers generally prefer solitude, they constantly seek opportunities to broaden their outlook and stimulate spiritual insight. For these reasons, they may join adventuring parties solely for the promise of new experiences. Moral considerations also motivate Seekers; parties can sometimes recruit Seekers by appealing to their sense of justice.

Typically, the companions of a Seeker will find him amiable, thoughtful, and comforting. Seekers aren't proselytizers-rarely are they interested in converting others to their beliefs-but they enjoy nothing more than debating philosophical issues. A companion who engages a Seeker in such a discussion may find himself listening to a detailed, scholarly discourse that may last the better part of the day.

Though Seekers usually decline to make decisions for the party, they often serve as counselors and advisors to the leaders. Non-aggressive by nature, Seekers avoid combat whenever possible, but fight fearlessly to thwart attacks against their followers or comrades. A Seeker is reluctant to take the life of another creature except to protect a companion, a follower, or himself, or to destroy his species enemy.

Weapon Proficiencies: A Seeker receives only a single weapon proficiency at first level. This proficiency must be spent on one of the following weapons: club, light crossbow, dagger, dart, knife, quarterstaff, or sickle, sling. He cannot ever use a sword of any type.

Nonweapon Proficiencies: *Bonus:* Religion. *Recommended:* Agriculture, Ancient History, Artistic Ability, Astrology, Carpentry, Cobbling, Etiquette, Languages (Ancient), Pottery, Reading/Writing, Spellcraft, Veterinary Healing, Weaving. The Seeker can take clerical proficiencies at the listed (non-doubled) costs.

Armor/Equipment: In most cases, Seekers have no special equipment restrictions beyond those normally associated with rangers.

However, Seekers worshipping particular gods or adhering to strict religious doctrines may have additional restrictions, as determined by the DM. Certain Seekers, for example, may be forbidden from using any bladed weapon or wearing any type of armor. Such restrictions should be made clear at the outset of the Seeker's career.

Seekers have little interest in material possessions. After keeping enough money to meet their basic needs, they typically give away the rest of their gold and treasure to the poor.

Species Enemy: The species enemy must be evil. Alternately, a specific evil-aligned religious group or cult may be taken, in which case members and minions of the group are considered the species enemy. Other common species enemies include ghouls (and other undead), evil dragons, death dogs, evil humanoids, etc.

Followers: All creatures are eligible as followers, except the species designated as a sacred animal (see the Special Hindrances section).

Special Benefits: *Increased Access to Spells:* Unlike other rangers, the Seeker acquires spells when he reaches 6th level. He can also cast 4th level spells. Table 51 shows the Seeker's spell progression.

The Seeker has access to spells from an extra sphere in addition to those of plant and animal. When reaching 6th level, he chooses an extra sphere from the following options: divination, healing, protection, weather. This extra sphere remains the same for the rest of his career.

Magical Staff Use: The Seeker can use any magical staff that can be used by a druid.

Seeker Spell Progression

Seeker Level	Casting Level	Priest Spell Levels			
		1	2	3	4
6	1	1	-	-	-
7	2	2	-	-	-
8	3	2	1	-	-
9	4	2	2	-	-
10	5	2	2	1	-
11	6	3	2	1	-
12	7	3	2	2	-
13	8	3	3	2	1
14	9	3	3	3	1
15	10	4	4	3	1
16+	11	4	4	3	2

Special Hindrances:

Mediation: A Seeker must spend a full hour each day in silent meditation. This hour must always occur at the same time of day, such as the first hour of dawn or at high noon; once decided, it can never be changed. If a Seeker neglects to meditate or is interrupted more than once (for more than a total of two rounds), he suffers a -1 penalty to all ability checks and attack rolls the following day.

Sacred Animal: Every Seeker has a sacred animal that symbolizes his ideals. A Seeker's sacred animal at the same time he is determined at the same time as the species enemy. The player selects the sacred animal, subject to the DM's approval; for example, if the Seeker's primary terrain is Arctic, his sacred animal might be the polar bear, the snow leopard, or the seal. A Seeker retains the same sacred animal throughout his career. He cannot acquire a follower of the same species as his sacred animal. The player may choose a sacred animal other than those listed in Table 52, so long as it's different from the Seeker's species enemy.

Sacred Animals

Primary

Terrain	Species
Aquatic	Dolphin, whale, or giant turtle
Arctic	Polar bear, snow leopard, or seal
Desert	Camel, owl, or hawk
Forest	Bear (brown or black), wolf, or small mammal (raccoon, fox, squirrel, or rabbit)
Hills	Bear (black or brown), elk, or wolf
Jungle	Elephant, lion, or chimpanzee
Mountains	Wild eagle, giant eagle, or bear (black or brown)
Plains	Falcon, horse, or raven
Swamp	Owl, raven, or small mammal (fox, otter, or mouse)

In compliance with his religious principles, the Seeker has vowed to protect his sacred animal in the following ways:

- He is forbidden from intentionally or unintentionally inflicting harm on his sacred animal, or standing by while others do.
- He is required to care for injured or ailing sacred animals.

- He must liberate captive sacred animals held against their will. This requirement excludes followers of other rangers, or domesticated animals serving as pets or mounts. However, it includes farm animals that are being raised for consumption.
- He must protect his sacred animal from hunters, trappers, and predators.

If the Seeker violates any of these requirements, as determined by the DM, he is consumed with guilt and remorse, preventing him from casting spells of any kind for the next week. If his action or inaction directly results in the death of a sacred animal, he is unable to cast spells for a full month. If he benefits from an *atonement* spell cast by a sympathetic priest, the one week suspension is reduced to four days, and the month suspension is reduced to two weeks.

Stalker

Description: At first glance, this soft-spoken, rather nondescript PC seems hopelessly out of place in an adventuring party, looking instead like an town dweller who's wandered into the wilderness by mistake. But the drab demeanor is only a facade, concealing keen senses, a shrewd mind, and remarkable insight. Only his closest friends realize the extent of his expertise in intelligence-gathering. And that's just the way he likes it.

Stalkers serve as spies, informants, and interrogators. Unlike other rangers, Stalkers are comfortable in both wilderness and urban settings. A Stalker may covertly observe a bandit camp to inventory their supplies and hostages, or eavesdrop in the corridors of an evil wizard's castle. A few innocuous questions enable him to distinguish friend from foe, and fact from fiction. His mastery of stealth makes him a deadly opponent.

Requirements: A Stalker must have a minimum Intelligence score of 14.

Primary Terrain: Any; in addition, the Stalker's primary terrain can be Urban.

Role: Stalkers tend to be introspective and reflective, valuing intellect over physical prowess. They avoid drawing attention to themselves, seldom speaking unless directly addressed, then responding succinctly and without elaboration. They avoid small talk and socializing, instead preferring the company of a good book or an hour spent examining an unusual footprint. Stalkers tend to suppress their emotions so their decisions aren't colored by what they consider to be irrelevancies.

Though most people respect Stalkers, they are also wary of them. The Stalker's stealthiness and secrecy make many people uneasy, as these are traits usually associated with thieves and sneaks. But Stalkers value honor as much as any ranger, and nobles rarely hesitate to hire one in times of crisis. A hired Stalker can be trusted to focus on the job at hand, complete it efficiently, make his report, then go his own way without comment.

Adventuring parties often hire Stalkers on retainer, though occasionally, a Stalker will join a party with no assurance of monetary reward if the adventure presents an intriguing challenge. Stalkers rarely are party leaders, though they express their opinions freely when invited to do so. In combat, most Stalkers are brave but cautious, waiting for tactical opportunities to present themselves rather than charging into the fray. They prefer to surprise their opponents, striking silently and quickly.

Weapon Proficiencies: Stalkers become proficient only with weapons they can easily conceal. Their weapon proficiencies are limited to blowgun, dagger, dart, knife, short sword, staff, and sling. *Optional:* garrote, rapier (walking stick), stiletto.

Nonweapon Proficiencies: *Bonus:* Alertness, Camouflage. *Recommended:* Blind-fighting, Etiquette, Modern Languages, Persuasion, Signaling, Trail Marking, Trail Signs.

Armor/Equipment: A Stalker prefers to carry no more gear than he can comfortably strap to his back. He wears well-made but unpretentious clothing, similar to that of a laborer or peasant, that allows him to blend in with crowds. Though he can wear any type of armor (see Special Benefits) he favors leather. Stalkers almost never carry shields, finding them awkward and restrictive.

At the beginning of his career, a Stalker receives a free "terrain suit". The terrain suit corresponds to his primary terrain (night black for Urban).

Species Enemy: Optionally, the Stalker can declare a specific thieves' guild or assassin's guild as his enemy.

Followers: Because a Stalker prefers to work unhampered, his followers are limited in number, species, and size. Though he receives a career total of 2d6 followers like other rangers, a Stalker has only one follower at a time. A new follower won't appear until the Stalker's current follower dies or is dismissed. A Stalker won't acquire a new follower even if he releases his current follower or arranges for its care elsewhere; he must sever all ties with the old follower before another will arrive.

A Stalker never accepts human or demihuman followers. Nor will he accept followers whose intelligence compares favorably with that of humans, such as pixies or aarakocra, as he fears such beings are undependable and may cause unnecessary distractions. Because he wishes to minimize the chances of attracting attention, all animal followers must be less than four feet tall (size "S" or "T").

Special Benefits:

Tracking: A Stalker has normal ranger tracking abilities in outdoor land settings. In addition, he has full (not half) tracking capabilities in urban settings.

Stealth Abilities:

- A Stalker has a +10% bonus to his base chance to hide in shadows/hide in natural surroundings and a +10% bonus to his chances to move silently.
- A Stalker has the full (not half) chance for success when attempting to hide in shadows or move silently in urban settings or in non-natural constructions such as crypts or dungeons.
- Stalkers can hide in shadows and move silently when wearing armor of AC 14 or less.
- When a Stalker successfully uses his move silently ability to sneak up on an opponent to surprise him, the opponent suffers a -3 penalty to his surprise roll. The Stalker must be 90' or more from party members without similar silent movement abilities.

Interrogation: When interrogating an NPC for any reason, a Stalker can acquire special knowledge about the NPC in one (but not both) of the following ways:

- By making a successful Intelligence check (use half the Intelligence score, rounded up), the Stalker can determine the general alignment of the NPC. If successful, the Stalker learns the good-evil component of the NPC's alignment (good, neutral, or evil).
- The Stalker can ascertain the NPC's honesty. The DM secretly makes an Intelligence check for the Stalker. If the check fails, the DM tells the Stalker nothing about the honesty of the NPC. The Stalker must make up his own mind about the NPC's reliability based on the NPC's responses.

If the check succeeds and the NPC is being honest with the Stalker, the DM tells the Stalker that the NPC is telling the truth to the best of his knowledge. A successful check in no way compels the NPC to reveal any information to the Stalker. The NPC may refuse to cooperate, but the Stalker is assured of the truthfulness of anything the NPC decides to share (note that the NPC may still pass along unreliable information that he believes to be true).

If the check succeeds, and the NPC is being dishonest with the Stalker, the DM tells the Stalker that the NPC may be lying. It's up to the Stalker to separate the truth from the lies; a successful check only tells him that he shouldn't take everything the NPC says at face value.

Photographic Memory: When a Stalker reaches 10th level, he acquires a limited photographic memory, enabling him to recall details about anything he's seen or heard since achieving 10th level. He can recall a fragment of a conversation, conjure up a mental image of a place he's visited, or remember words on a printed page. To use this ability, the DM secretly makes an Intelligence check for the Stalker, with a -2 penalty. If the roll fails, the memory is too vague to be of any use to the Stalker. If the roll succeeds, the DM tells the Stalker what he wishes to remember. If the roll is a natural 20, the DM gives the Stalker intentionally misleading information about whatever he's trying to remember (a room, for instance, is incorrectly recalled as having a locked window or mysterious claw marks on the walls). Because of the mental stress involved, this ability can be used only once per day.

Special Hindrances: Neither lawbreakers nor outlaws appreciate snoops. Typically, the harshest possible penalties are reserved for captured Stalkers. Should a band of orcs or goblins realize that a Stalker is in their midst, they're likely to chase him down and beat him mercilessly. A Stalker caught lurking in private residence will probably be prosecuted to the fullest extent of the law. An otherwise friendly NPC may be less likely to cooperate with the party if he recognizes one of the members as a Stalker.

Warden

Description: The Warden works for a noble, king, or wealthy land-owner, and is charged with managing and protecting a tract of land owned by his overlord. He keeps his overlord's land free of monsters, guards against spies and trespassers, intervenes when natural disasters occur, and sees to the welfare of the animal population. While a Warden may operate alone, making decisions as he sees fit, he ultimately answers to a higher authority.

Areas overseen by Wardens vary by size and geography, depending on their overlords' holdings and interests. A Warden may be in charge of a game reserve or oversee a parcel of farmland.

He may supervise a private park, or be responsible for undeveloped property in the mountains or desert. The size of a guarded land may range from a few square miles for Wardens just beginning their careers, to vast estates for high-level Wardens. Generally, as a Warden's experience increases, so do the boundaries of the land he supervises.

Requirements: As a representative of a greater lord, a Warden is required to deal diplomatically with a variety of people from all walks of life. Therefore, a Warden must have a minimum Charisma of 12. A Warden cannot be of chaotic alignment.

Primary Terrain: Any, though Forest and Plains are the most common. The primary terrain should correspond to the area the Warden is first assigned to supervise.

Role: In most societies, Wardens occupy positions of modest status, comparable to those of mid-level bureaucrats or well-to-do merchants. Some are members of the military, but more often, they're aides to government officials or affluent civilians. Wardens tend to hold the same job for life.

A Warden serves his lord with the loyalty of a good soldier. He tends to be fastidious in his behavior and strictly law-abiding, which also makes him a bit inflexible. To most Wardens, rules are rules, and there's not much middle ground.

When an adventuring party enters a Warden's guarded area, he may agree to assist them for the sake of expediency; the sooner the party leaves his area, the sooner things will get back to normal. Conversely, a Warden may seek out a party to help with a particularly difficult task, such as ridding the guarded area of destructive creatures or locating a treatment for a crop disease. Depending on the circumstances, a Warden may journey anywhere in the world; he is not bound to remain in his guarded area. However, a Warden will not undertake any adventure without direct orders from, or with the express permission of his overlord.

Other members of an adventuring party may find a Warden to be cordial but distant. A Warden's loyalties lie primarily with his overlord, not with his companions, and this can create stress for party members who insist on comradeship. Some Wardens are also prone to homesickness; the further an expedition takes him from his guarded area, the more anxious and sullen he may become.

Nevertheless, a Warden's dedication and professionalism can only enhance a party's effectiveness. Many comply unwaveringly with orders from the party leader, offer pointed advice when needed, and fight courageously on the battlefield.

Weapon Proficiencies: *Recommended:* Bow (any), crossbow (any), quarterstaff, pole arm (any), spear, sword (any).

Nonweapon Proficiencies: *Recommended:* Agriculture, Carpentry, Engineering, Etiquette, Falconry, Heraldry, Hunting, Languages (Modern), Reading/Writing, Riding (Land-based), Stone Masonry.

Armor/Equipment: Wardens have no special armor or equipment requirements. Depending on the affluence and generosity of the overlord, Wardens may have access to the finest equipment money can buy, such as gem-studded shields and onyx-tipped arrows. As a rule, Wardens take meticulous care of their gear, spending much of their free time honing their blades to razor-edge sharpness, and polishing their armor until it gleams like silver. Wardens affiliated with the government may wear elaborate uniforms emblazoned with medals, ribbons, and other service commendations.

Species Enemy: Any, though the species enemy is often a creature that plagues the Warden's guarded land or torments his overlord (in human lands, this is likely to be brigands).

Followers: Any.

Special Benefits:

Stipend: A Warden in good standing with his overlord receives a monthly stipend commensurate with his responsibilities and experience. Warden salaries average 30-50 gp per month, plus a monthly bonus of 10 gp times the Warden's level.

Expenses: When undertaking an expedition on behalf of his overlord, the Warden may receive a small stipend to cover his expenses. A typical stipend ranges from 100-500 gp, depending on the length of the expedition, the level of the Warden, and the generosity of the overlord. The Warden may spend these funds only on goods and services directly relating to the success of the expedition. In lieu of money, the Warden may receive loan of a mount, weapons, or equipment necessary for the undertaking.

Annual Boon: Once per year, the Warden can ask the overlord for a boon. It is traditional that this be granted insofar as the resources of the overlord (and the judgement of the DM) allow, although exceptionally greedy or ill-considered requests will reflect badly upon the Warden.

Reaction Bonus: When representing his overlord, a Warden receives a +2 bonus to his reaction checks with all good and neutral PCs of high social status (including aristocrats, government officials, and affluent citizens), regardless of their culture or whether he's met them before.

Special Hindrances:

Accountability: A Warden is held fully accountable for any actions that may reflect badly on his overlord. Should the Warden break the law, insult a noble, or otherwise behave improperly, his overlord will demand an explanation. An unsatisfactory explanation will result in a reprimand at best, and termination of his job at worst. A terminated Warden is forced to abandon this kit, suffering all normal penalties.

If a Warden receives expenses (as detailed in his Special Benefits), he must make a full accounting of his expenditures and return any excess funds at the conclusion of his expedition. Should a discrepancy be discovered, the Warden may be fined or imprisoned. If he's been given special equipment instead of or in addition to expenses, all items must be returned in good condition. Otherwise, money may be deducted from the Warden's stipend to replace them, or the overlord may confiscate an equivalent amount of the Warden's goods.

Overlord Demands: A Warden is always subject to orders from his overlord. Some orders are critical, others trivial, but all must be followed in order for the Warden to remain in good standing. Failure to comply with an order may result in a variety of penalties, ranging from fines to termination of employment.

An overlord may require the Warden to carry out a special order in conjunction with his primary assignment, or a Warden may receive burdensome duties as part of his regular job. In all cases, the DM decides when the overlord makes a special demand, the type of demand, and the penalties for violation.

Some sample demands of a Warden:

- When an expedition takes the Warden far from home, he must take along a young relative of the overlord who wants to see the world. The Warden accepts responsibility for the relative's safety and behavior.
- While on an expedition to a distant land, the Warden must make contact with a long-lost friend of his overlord and extend an invitation to visit.
- At all times and wherever he goes, the Warden must display a banner bearing the insignia of his overlord.
- In times of austerity for the overlord, the Warden must turn over some or all of the treasure he collects on an adventure.

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Advanced Dungeons & Dragons®

Player's Handbook 2nd Edition Rules Supplement

The Complete Wizard's Handbook





Wizard Kits

Academician

Description: The Academician is a learned scholar whose love of knowledge is matched only by his preoccupation with research. He is fascinated by magic in all its forms and enjoys nothing more than poring over arcane texts and experimenting with exotic magical devices.

The Academician spends so much time involved in intellectual pursuits that he tends to neglect his physical skills. He is not a particularly good fighter and avoids combat when he can, preferring negotiation and parley to violence. Still, he recognizes the necessity of combat in certain instances, and will fight valiantly when required.

Academicians can be found in virtually any culture, but they are most likely to come from large urban areas that provide ready access to libraries, museums, laboratories, and other resources.

A PC must have a minimum Intelligence of 13 and a minimum Wisdom of 11 to become an Academician.

There are no special rules for abandoning this kit. An Academician who becomes disillusioned with the academic life or loses interest in intellectual pursuits can choose to neglect his studies or research, but he is free to resume them at any time.

Preferred Schools: The Academician is intrigued by all the schools of magic, but is especially drawn to schools with a wide range of spells, including alteration, illusion, and invocation/evocation.

Barred Schools: There are no barred schools for the Academician.

Role: In his homeland, the Academician is a respected member of society, valued for his skills as a teacher and advisor as well as for his seemingly endless store of knowledge on a variety of subjects. Most likely, he will fill similar roles in a campaign.

In spite of his somewhat sedentary background, the Academician welcomes the chance to join an adventuring party. For him, it is an unparalleled opportunity to experience new cultures, acquire new devices, and acquire first-hand information about people, places, and creatures he may have only read about.

Weapon Proficiencies: Required (the player may choose from the following): Dagger, Dart, Knife, or Sling.

Nonweapon Proficiencies: Bonus Proficiency: Reading/Writing.

Recommended: (General) Artistic Ability, Etiquette, Heraldry, Languages (Modern); (Wizard) Ancient History, Astrology, Herbalism, Languages (Ancient), Spellcraft; (Priest) Local History.

Special Benefits: The Academician receives both of the following benefits:

1. Academicians maintain an extensive correspondence with scholars throughout the world. Additionally, an Academician's reputation as a man of wisdom often precedes him. When encountering an NPC who is familiar with his reputation, who turns out to be one of his correspondents, who fancies himself an intellectual, or who is an author, researcher, teacher, journalist, or fellow scholar, the Academician receives a +3 reaction bonus.

2. The Academician receives a bonus to all Intelligence Checks and Wisdom Checks. The DM has two options for assigning this bonus. He may simply give the Academician a flat +1 to his Intelligence and Wisdom Checks, or he can consult below, which takes the Academician's age and race into account; as the Academician ages, his bonuses increase. Once a method for assigning these bonuses is chosen, it cannot be changed later.

Special Hindrances: Academicians lack the training and instinct to make good hand-to-hand fighters. When attacking with any type of melee weapon, the Academician always has a -1 penalty to hit on his first blow. Subsequent blows-when the Academician has had an opportunity to size up his opponent and adjust his attacks accordingly- are made without this penalty. However, if the Academician attacks a different opponent, his first blow against his new victim is also made at -1.

Academicians tend to be know-it-alls, and unhesitatingly offer their opinions even on matters they know little about. Whenever the party needs to make a decision, the Academician should offer his opinion; for effective role-playing, the player should have his player speak his mind with unshakable confidence. If other PC's disagree, the Academician might lecture them on the error of their ways, welcome the opportunity for a spirited argument, or roll his eyes at his companion's blatant display of ignorance.

Wealth Options: The Academician receives the normal (1d4 +1) x 10 gp as starting money.

Age-Ability Check Bonuses for Academicians

Age Category	Intelligence Check Bonus	Wisdom Check Bonus
Starting to Middle	+1	0
Middle Age	+2	+1
Old Age	+3	+2
Venerable	+4	+3

Amazon Sorceress

Description: Amazons belong to matriarchal societies that thrive in a world otherwise dominated by males. Women occupy all important positions in Amazon societies- they are the rulers, artisans, soldiers, and scholars.

Most Amazon societies have existed unchanged for thousands of years, living in relative isolation from the rest of the world, but others have more recent origins. Some were established by disgruntled women who tired of their subservient roles in male-dominated cultures and decided to rule themselves, while others were created by deities sympathetic to the plight of women.

Men are second-class citizens in Amazon cultures, occupying positions of menial servitude to their female superiors. In some societies, men are kept as slaves, treated only marginally better than domestic animals. Still others have eliminated men entirely.

Amazons from totally male-free societies make occasional forays into neighboring communities to fraternize with men. Others perpetuate their civilization by being extremely friendly with male adventurers passing through their territory; when the Amazons tire of their company, the adventurers are sent on their way or killed.

An Amazon society may be as small as a single village or large enough to fill an entire continent. Because they are continually under siege from male-dominated civilizations, Amazons have mastered the art of war. Traditionally, Amazons are superior horse breeders and riders, excelling with spears, bows, and other weapons that can be wielded from horseback.

A PC must be female to be an Amazon. There are no other requirements.

To abandon this kit, the PC must renounce her Amazon citizenship, most likely because she has grown to identify more closely with a different culture.

Preferred Schools: Amazons with high Constitution tend to be drawn to the schools of conjuration/summoning and invocation/evocation; both are especially useful on the battlefield. Diviners are also common, as they make excellent administrative advisors and counselors.

Barred Schools: Amazons shun the dark forces associated with the school of necromancy. Because of its perceived uselessness in combat, they also avoid the school of illusion.

Role: Most Amazons are warriors, but the few wizards among them are held in high regard, as is any person who has mastered a difficult art. Amazon Sorceresses typically serve as seers, advisors, counselors, and administrators. Because of their formidable power, Amazon Sorceresses especially invokers and conjurers- are always welcome on the battlefield.

In male-dominated cultures, the Amazon is regarded as a curiosity at best. She is stared at, whispered about, and sometimes openly ridiculed. Well-meaning women who have accepted subservience as a cultural norm may try to convince the Amazon to change her unnatural ways, while chauvinistic men, seeing her as a threat to their masculinity, may feel compelled to dominate her in any number of ways. Even open-minded citizens will likely be suspicious of a female with such unusual attitudes.

Among her peers in an adventuring party, the Amazon Sorceress will prove to be a courageous fighter and a capable spell caster. Although the other PC's may harbor some prejudices of their own about the role of females, the DM should discourage any overt discrimination; once she has proven herself in tough situations, the Amazon should be accepted as an equal in all regards.

Weapon Proficiency: Required: None. Recommended: Spear or long bow. This is contrary to the weapons usually allowed wizards, but is typical for Amazon cultures.

Nonweapon Proficiencies: Bonus Proficiencies: Riding (Land-based), Animal Training. Recommended: (General) Animal Handling; (Warrior) Animal Lore, Armorer, Bowyer/Fletcher, Hunting, Running, Survival, Tracking.

Equipment: When an Amazon PC is first created, she must buy her weapons from among the following choices only: bow (any type), dagger/dirk, javelin, knife, spear. Once she has adventured elsewhere in the world, she may purchase other types of weapons.

Special Benefits: Male opponents who have never encountered the formidable Amazon women tend to underestimate them. Therefore, the first time such a male encounters an Amazon in combat, the Amazon receives a +3 bonus to hit and +3 to damage on her first blow only. These bonuses reflect the fact that the opponent is taken off guard by such an able female.

This bonus is not applicable in every situation. The DM should consider the following guidelines when ruling on the Amazon Sorceress's bonus.

- The bonus does not apply to opponents of 5th level or higher. Such opponents are too seasoned to be surprised in this manner.
- The bonus does not apply to opponents from cultures where females are accepted as equals and female warriors are common.
- The bonus does not apply to opponents who have fighting females as comrades, who have faced fighting women before, or who have seen the Amazon use her bonus on someone else.
- The bonus does not always apply to PC's. The DM might ask a quick, guarded question of the player to learn whether his PC would underestimate a female opponent.

Regardless of whether the Amazon's first blow hits or misses her intended victim, the victim will never be subject to the bonus again; the bonus can be used only once per victim.

The following modifications apply to the races below;

- Half-elves: Substitute either short bow or spear for the required Weapon Proficiency.
- Gnomes: Substitute throwing axe or short sword for the required Weapon Proficiency, use ponies for mounts, and substitute Tracking and Survival for the bonus Nonweapon Proficiencies.
- Elves: Substitute Endurance and Set Snares for the bonus Nonweapon Proficiencies.

Special Hindrances: The Amazon suffers a -3 reaction roll adjustment from NPCs from male-dominated societies. This reaction adjustment no longer applies once PC's come to know and respect her. Likewise, PC's need not respond with hostility toward their Amazon companion unless they want to do so for role-playing purposes.

Wealth Options: The Amazon Sorceress receives the normal (1d4 + 1) x 10 gp as starting money.

Anagakok

Description: The Anagakok is a wizard from a primitive society that occupies one of the world's most extreme climates. Primarily concerned with survival, the Anagakok uses his magical skills to help his fellow tribesmen locate food, plan for dangerous shifts in the weather, and protect them from hostile creatures and rival tribes who are in competition for the same limited resources. An Anagakok also brings good fortune to his tribe; many believe he is possessed by a guardian spirit (though there is no actual evidence of this).

The Anagakok is known by a variety of names which depend on his society of origin; other names for an Anagakok include Magian, Phylacterist, Veronican, Scarabor, and Obeahist.

Although an Anagakok can originate from any number of hostile environments, two are considered in this discussion. The first is the Anagakok from a climate where the temperature never rises above 0 degrees F., whom we call the Frigid Climate Anagakok. The second is the Anagakok from a climate where the temperature never falls below 100 degrees F., whom we call the Torrid Climate Anagakok.

To be an Anagakok, a wizard must have a Constitution of at least 13. Female Anagakok are as common as males.

Though an Anagakok can renounce his heritage and sever ties with his society, he cannot renounce this kit; the traits of an Anagakok are inborn and permanent.

Preferred Schools: The preferred schools of the Anagakok are abjuration, alteration, enchantment/charm, invocation/evocation, and greater divination.

Barred Schools: Anagakok are barred from the schools of illusion and necromancy because of their spells' relative uselessness for surviving in hostile environments.

Role: The Anagakok is serious-minded, even-tempered, and soft-spoken. Though unfamiliar with societies and cultures other than his own, he adapts quickly and is fascinated by technology in all its forms.

In a campaign, an Anagakok tends to assume responsibility for the safety of his companions; their security is always foremost in his mind. Though the Anagakok are not natural leaders (such roles are usually reserved for the strongest warriors in their tribes) they are superb and fearless combatants, quick to volunteer for the most dangerous missions.

Weapon Proficiency: Required (choose one of the following, based on the Anagakok's background): Bow (any), dagger, harpoon, javelin, knife, sling, trident.

Nonweapon Proficiencies: Bonus: Endurance, Survival, Weather Sense. Recommended: (General) Direction Sense, Fire-building, Riding (Land-based), Rope Use, Swimming; (Wizard) Astrology; (Warrior, all cost single slots) Animal Lore, Hunting, Mountaineering, Running, Set Snares.

Equipment: A beginning Anagakok can buy weapons only from those listed in the Weapon Proficiency entry above. He can buy only equipment that would normally be available in his home society; the DM has the right to veto any initial purchase.

An Anagakok must spend all his initial money. Any money not spent is lost.

Special Benefits: An Anagakok can find food in even the most barren of environments. In a 24-hour period, an Anagakok can find enough food to feed himself and a number of people equal to his level (for instance, a 4th-level Anagakok can find enough food to feed himself and four others every day).

Once per week, an Anagakok can cast a special *good fortune* spell on himself and a number of people equal to his level; the effect of *good fortune* lasts for a number of turns equal to his level (for instance, a 4th-level Anagakok can cast *good fortune* on himself and four others, and the effect lasts for four turns). All opponents have a -1 penalty on their chance to hit when attacking those under the effect of *good fortune*. This ability is innate; an Anagakok is not required to memorize *good fortune*, nor does it count against his daily spell limit. To cast the spell, an Anagakok must merely concentrate for 1 round and point to the subjects to be affected; no verbal or material components are required.

Additionally, an Anagakok has natural immunities to environmental extremes based on his background. A Frigid Climate Anagakok suffers no penalties, damage, or other restrictions in environments of extreme cold. A Torrid Climate Anagakok suffers no penalties, damage, or other restrictions in environments of extreme heat. These immunities apply to natural conditions only; for instance, a Frigid Climate Anagakok suffers normal damage from *cone of cold* and other cold-based spells, while a Torrid Climate Anagakok suffers normal damage from *fireball* and other heat-based spells.

Special Hindrances: Exposure to harsh climates gives the Anagakok an unusual appearance, such as a tough, leathery skin for the Torrid Climate Anagakok, and a head-to-toe covering of short, coarse hair for the Frigid Climate Anagakok. Because of his appearance and strange manner, an Anagakok suffers a -2 reaction penalty from all NPCs unfamiliar with the Anagakok's culture.

Just as their backgrounds provide them with natural immunities to certain environmental extremes, all Anagakok suffer penalties when exposed to environments radically different from those in which they were born. A Frigid Climate Anagakok suffers a -1 penalty to all attack rolls, damage rolls, Ability Checks, and saving throws in environments with temperatures above 100 degrees F. A Torrid Climate Anagakok suffers a -1 penalty to all attack rolls, damage rolls, Ability Checks, and saving throws in environments with temperatures below 0 degrees F.

Wealth Options: A beginning Anagakok receives only (1d4 + 1) x 8 gp as starting money.

Notes: DMs are encouraged to invent their own types of Anagakok from other extreme environments. An Anagakok who lives in the bottom of an active volcano, in the depths of the ocean, or on an island continually battered by hurricane winds are all possibilities. Use the examples above to develop appropriate bonuses and penalties for each type of Anagakok based on his background.

Militant Wizard

Description: The Militant Wizard is skilled in both magical and military arts, making him an extremely formidable opponent. They can come from aggressive, warmongering cultures bent on the conquest of weaker nations, or from cultures continually under siege from their more warlike neighbors, making military preparedness vital to their defense. In any case, the Militant Wizard considers a trained body as important as a trained mind, and prides himself on keeping his combat skills as sharp as his magical talents.

A PC must have a Strength of at least 13 to be a Militant Wizard. Though male Militant Wizards will be more common, female Militant Wizards are allowable as well, unless the DM's world specifically forbids them.

Abandoning this kit is difficult. A Militant Wizard must abstain from using both of the weapons he has chosen for his Weapon Proficiencies for three full experience levels. Once he reaches the third experience level, he loses the use of his two Weapon Proficiencies. If he then renounces his citizenship from his home culture, he can successfully abandon this kit.

For example, consider a 5th-level Militant Wizard with Weapon Proficiencies in short sword and long bow. If he abstains from using both of these weapons (and the corresponding Weapon Proficiencies), he loses his Weapon Proficiencies in short sword and long bow when he reaches 8th level.

If he then renounces his citizenship from his home culture, he can abandon this kit. If he uses these weapons before reaching 8th level, he must begin again, abstaining for an additional three levels of experience (for instance, if he uses his long bow Weapon Proficiency when at 7th level, he'll have to abstain until he reaches 10th level in order to abandon this kit.)

Preferred Schools: Militant Wizards prefer schools with an excess of offensive and defensive spells, such as abjuration, alteration, conjuration/summoning, invocation/evocation, and necromancy.

Barred Schools: Militant Wizards are barred from specializing in the schools of enchantment/charm and illusion, as their cultures tend to consider them relatively useless in combat. Though greater divination has uses on the battlefield, particularly in the area of reconnaissance, Militant Wizards are discouraged, but not barred, from divination specialization.

Role: Militant Wizards are among the most honored and respected citizens in their societies, since their powerful magic makes them exceptionally able soldiers. Depending on his background, the Militant Wizard may be a brutal, savage killer, wallowing in the violence of the battlefield, or he may be a heroic warrior, fighting with honor and taking lives only when necessary.

A Militant Wizard might have a variety of reasons for joining an adventuring party. Perhaps he shares the party's goal of defeating a force of evil, or he might be seeking treasure to finance his own army at home. He might wish to study the fighting techniques of other cultures, or he might hire on as a mercenary.

Whatever his reasons, the Militant Wizard's fighting skills should greatly benefit any party. He makes an excellent leader, but he is also capable of following orders to the letter, assuming the orders are issued by a commander he respects. The Militant Wizard tends to prefer action to inaction and combat to negotiation. He is skeptical of scholarly and philosophic types, and is unlikely to form close relationships with such PC's.

Weapon Proficiency: Required (choose one from the following): Battle axe, bow (any), crossbow (any), dagger, javelin, sling, spear, sword (any), warhammer. These are different from the weapons normally associated with wizards, but they are common for Militant Wizards. Also, see the Special Benefits section below.

Nonweapon Proficiency: Bonus: (Warrior) Endurance. Recommended: (General) Animal Handling, Direction Sense, Riding (Land-based), Swimming; (Wizard) Languages (Ancient); (Warrior; these take 4 CP's only) Blind-fighting, Tracking, (Warrior; these take 2 CP's) Mountaineering, Running, Set Snare.

Equipment: The Militant Wizard may buy any equipment he chooses, keeping whatever money he might not use.

Special Benefits: The Militant Wizard receives a bonus Weapon Proficiency free of charge; this is in addition to his normal Weapon Proficiency. This bonus Weapon Proficiency does not use any of the wizard's proficiency slots, but he must choose it from the weapons listed in the Weapon Proficiency entry above. Additionally, a Militant Wizard can acquire any of the Warrior's Nonweapon Proficiencies at the listed number of slots; for instance, if a Militant Wizard wants the Animal Lore proficiency, it costs him only 2 CP's instead of the normal 4 for a wizard.

Special Hindrances: Because a Militant Wizard devotes so much of his time and energy to the mastery of military skills, he is limited in his access to spells from various schools. The following is the oppositional schools for Militant Wizards of each specialty; the Militant Wizard is forbidden to learn spells from these schools.

Oppositional Schools for Militant Wizards

Specialist	Oppositional Schools
Abjurer	Illusion Alteration Greater Divin.
Conjurer	Alteration Greater Divin. Invoc./Evoc. Conj./Summ.
Diviner	Abjuration Illusion Enchant./Charm Conj./Summ.
Invoker	Enchant./Charm Illusion Alteration Necromancy Abjuration Conj./Summ.
Necromancer	
Transmuter	

Militant Wizard mages are likewise limited. The DM may decide which of the following limitations affects Militant Wizard mages in his campaign (choose only one limitation).

1. The Militant Wizard mage is forbidden to learn 8th-level and 9th-level spells from any school.

2. The Militant Wizard mage learns spells as if his Intelligence were two points lower than he actually has. This limitation also affects the number of languages he can learn, the highest level of spells he can cast, the maximum number of spells per level he can know, and his spell immunity. For instance, if this limitation is in effect for a Militant Wizard mage with an Intelligence score of 15, he can only know three languages, can cast spells of no higher than 6th-level, has a 55 percent chance to learn a new spell, and has a maximum of nine spells per level that he can know.

3. The Militant Wizard mage can learn spells from only five schools. To determine which schools are unavailable to him, roll 1d8 three times, where 1 = abjuration, 2 = conjuration/summoning, 3 = greater divination, 4 = enchantment/charm, 5 = illusion, 6 = invocation/evocation, 7 = necromancy, and 8 = alteration. If the same result occurs twice, roll again.

Wealth Options: The Militant Wizard receives the standard $(1d4 + 1) \times 10$ starting money.

Mystic

Description: Thoughtful, reserved, and extremely introspective, the Mystic is devoted to self-enlightenment and sees the study of magic as the key to spiritual awareness. The Mystic enjoys nothing more than spending long hours contemplating the mysteries of the universe and attempting to become more in touch with his inner self. The Mystic is not necessarily a student of religion or philosophy; he seeks an awareness that can only be found intuitively.

The Mystic is by no means a reluctant magic-user. In fact, the Mystic believes that the casting of each spell and the acquisition of each new magical technique brings him closer to perfect awareness. The mental discipline necessary for the mastery of magic is the perfect compliment to self-knowledge.

The Mystic can come from any culture, but he is usually from a society that places a high value on philosophy, art, and scholarship. His is most likely to join an adventuring party for the opportunity to broaden his outlook, discover new things about himself, and use magic in new, enlightening ways.

To be a Mystic, a wizard must have a Wisdom score of at least 13.

There are no special rules for abandonment of this kit. If the Mystic grows weary of the contemplative life or feels that he has reached a pinnacle of self-awareness, he can simply leave this kit behind.

Preferred Schools: The Mystic prefers the schools of illusion, divination, and enchantment/charm.

Barred Schools: Because the Mystic is predisposed against magic that harms other living things, he is barred from specializing in the schools of necromancy, invocation/evocation, and conjuration/summoning. He is not prevented from learning spells from these schools- he simply prefers to limit his association with them.

Role: In many societies, the Mystic is considered to be little more than a crackpot, an eccentric with an utter lack of ambition who serves no useful purpose. In more enlightened cultures, the Mystic is seen as a seeker of truth, a sensitive soul engaged in an inspiring spiritual journey.

In a campaign, the Mystic is quiet and non-aggressive. His very presence is soothing to the party, and he always has a word of comfort or encouragement for his companions. The Mystic avoids combat whenever possible, but courageously rises to the occasion when his comrades are threatened. Only in the most extreme circumstances will the Mystic intentionally take a life; however, he will kill if necessary to preserve his own life or the life of a companion.

Weapon Proficiency: Required (the player chooses one of the following): Dagger, dart, or sling.

Nonweapon Proficiencies: Bonus: Astrology, Religion. Recommended: (General) Agriculture, Artistic Ability, Carpentry, Etiquette, Languages (Modern), Leatherworking, Pottery, Seamstress/Tailor, Stonemasonry, Weaving; (Wizard) Ancient History, Herbalism, Languages (Ancient), Reading/Writing, Spellcraft.

Equipment: The Mystic may buy only the weapon associated with his Weapon Proficiency. As his adventuring career progresses, he can buy (and use) only daggers, darts, knives, and slings. He must spend all of his starting money; any leftover gold is lost.

Special Benefits: The Mystic receives one of the following special abilities from the list below. The special ability is chosen when the PC is first created and can never be changed.

1. Once per week, the Mystic can *feign death* as per the 3rd-level wizard spell; he can use this ability only on himself. The Mystic can *feign death* for up to 24 hours, awakening at any time. To use this ability, the Mystic must merely concentrate for 1 round; no components are necessary.

2. Once per week, the Mystic can transform his consciousness into a ghostly *spirit form*, leaving his physical body behind. The *spirit form* has the appearance of a misty cloud in the shape of the caster. The *spirit form* cannot attack, speak, or cast spells, but it can fly at a movement rate of 24 (Maneuverability Class B) and can pass through the smallest opening or tiniest crack. The Mystic's *spirit form* can travel an unlimited distance from his physical body as long as it remains in the same plane of existence. The spirit form is invulnerable to all attack forms, but *dispel magic* or a similar spell causes the *spirit form* to instantly return to its body.

While in *spirit form*, the Mystic's physical body remains comatose. The body is subject to all regular attacks and suffers damage normally. The *spirit form* can remain away from the body for up to 24 hours, but once it returns to its body, the Mystic revives and cannot use his spirit form for another week.

To use his *spirit form*, the Mystic must merely concentrate for 1 round; no components are necessary.

3. Once per week, the Mystic can use a special *levitate self* ability for one hour. Once initiated, the Mystic can use this ability to levitate himself straight up in the air at a rate of 10 yards per round. He can stop, hover, descend, and ascend at will, though horizontal movement is not empowered by this ability (however, the Mystic could push himself along a wall to move laterally). While levitating, the Mystic can carry as much weight as he can normally. Unlike the *levitation* spell, the Mystic using *levitate self* suffers no attack roll penalties when attempting to use missile weapons.

To use this ability, the Mystic must merely concentrate for 1 round; no components are required. As soon as a levitating Mystic touches the ground, his use of this ability is over; he can use it again in another week.

Special Hindrances: A Mystic must spend two consecutive hours per day meditating. These two hours must always occur at the same time of day; the player can decide which hours are devoted to meditation, but once decided, the time period can never change (typical meditation times are the first two hours of dawn, the first two hours after sunset, or from midnight to 2 a. m.). If the Mystic neglects to perform his meditation, is unable to perform it, or is interrupted more than once (for more than a total of 1 minute), the following day he is able to cast only the number of spells allowed to a wizard one level lower than his actual level. For instance, if a 4th-level Mystic is unable to meditate on Day 1, on Day 2 he will be able to cast only as many spells as a 3rd-level wizard.

Wealth Options: The Mystic receives only (1d4 + 1) x 5 gp as starting money.

Patrician

Description: The Patrician is a wizard of noble birth, a member of his culture's aristocracy. Born into a life of wealth and privilege, the Patrician considers himself an arbiter of good taste and a connoisseur of the finer things in life. He looks down his nose at working men and women, as well as all others he considers to be inconsequential rabble. If anything, his mastery of magic makes him even more arrogant than other members of the ruling class, since he sees his talent as clear proof of his superiority over common folk.

The Patrician may join an adventuring party out of a sense of duty to his country or to promote the common good- in spite of their snobbery, good-aligned Patricians have strong moral codes. A Patrician might have grown weary of his pampered life and sought an adventuring party to add a touch of excitement to his otherwise dreary existence. Alternately, his parents might have ordered him to join a party to teach him humility.

There are no special requirements to be a Patrician. The majority are male, but noblewomen are also included in this category (although such a PC would more correctly be called a Noblewoman or Aristocrat).

To abandon this kit, the Patrician must renounce his birthright. He will forever after be ostracized by all the nobility from his homeland and may even be disowned and disinherited by his family.

Preferred Schools: The Patrician can specialize in any school, but prefers those that he perceives as most powerful, such as conjuration/summoning, alteration, and invocation/evocation.

Barred Schools: The Patrician will not specialize in necromancy, a school he considers disgusting and repulsive.

Role: The Patrician prefers the company of nobles and other members of the upper class. Most Patricians are wealthy and have no need to earn money, but many still serve their societies as administrators, counselors, and ambassadors. Since they have access to the finest teachers and universities, Patricians are extremely well-educated and expert in a variety of areas.

Fellow PC's will rightfully perceive the Patrician to be an arrogant, condescending snob. On the positive side, the Patrician is also well-mannered and courteous, even to those he considers to be his social inferiors. Male Patricians can be extremely chivalrous to members of the opposite sex, regardless of whether they like it or not.

The Patrician is generally cooperative with the party, though he will balk at any suggestion that compromises his sense of dignity (for instance, he will never enter a filthy cavern or search the bodies of slain enemies without squawking). His first-rate education and extensive travels make him an excellent source of information.

Weapon Proficiency: Required (the player must choose one of the following): dagger, knife.

Nonweapon Proficiencies: Bonus: (General) Etiquette, Heraldry, Riding (Land-based). Recommended: (General) Dancing, Languages (Modern), Riding (Land-based), Singing; (Wizard) Ancient History, Languages (Ancient), Reading/Writing, Religion; (Rogue, double slots) Ancient History, Appraising, Gaming, Local History, Musical Instrument; (Priest, double slots) Languages (Ancient).

Equipment: A beginning Patrician must buy all of the following items: horse (must be at least a riding horse), riding saddle, bit and bridle, horseshoes and shoeing, halter, and saddle blanket. He can spend the rest of his money as he wishes.

Special Benefits: The Patrician begins with more starting money than other wizards (see the Wealth Options entry below). Additionally, he receives a +3 reaction modifier from any noble from his own culture, and a +2 reaction modifier from nobles from other cultures. When traveling, a Patrician can demand shelter from any fellow noblemen from his own culture. Such shelter is offered free of charge and is made available for the Patrician and up to two persons per experience level of the Patrician (for instance, a 3rd-level Patrician can demand shelter for himself and six others).

Special Hindrances: When making purchases, the Patrician accepts nothing but the best, whether it be a meal, a room for the night, a weapon, or even a chest to carry his possessions. Any time he buys any item, the Patrician must pay 10 to 100 percent more than the listed price. The DM will decide the price paid by the Patrician, which may vary from item to item, depending on the quality of merchandise in a particular locale. For instance, the best meal in Village A might sell for 7 sp, while the best meal in Village B might sell for 10 sp. In all cases, the Patrician will settle for no less than the most expensive item available; he always pays at least 10 percent more than the listed price.

If a Patrician lacks the funds to buy high-quality items, he can settle for cheaper goods, but he no longer receives his reaction bonus in that particular encounter or community; NPCs simply do not believe that he is a noble. For instance, if a Patrician settles for a standard 5 sp meal at an inn, all of the NPCs in the inn react to him normally, ignoring his insistence that he's a nobleman. Word will quickly spread throughout the community that an amusing fellow is pretending to be a nobleman, and soon all of the NPCs in the community will react to him normally. If a Patrician settles for shabby accoutrements, such as a normal sword or average saddle, all NPCs will react to him normally until he replaces them with more expensive items.

Just as the Patrician can demand shelter from other noblemen, so can they demand shelter from him. Note that this can get to be an expensive proposition if the NPC noblemen stay for any length of time.

Wealth Options: The Patrician receives an extra 150 gp in addition to the standard (1d4 + 1) x 10 gp.

Peasant Wizard

Description: The Peasant Wizard is a spell caster of modest means whose exceptional skills and matchless courage have made him a champion of the masses. Though his talents have set him apart and made him a legend in his homeland, he will never forget his roots. An advocate of the commoner, the Peasant Wizard devotes himself to the promotion of equality and justice. The Peasant Wizard is the most frequently encountered of all the wizards. There are no additional ability requirements for the Peasant Wizard. No special rules exist for abandoning this kit.

Preferred Schools: There are no preferred schools for the Peasant Wizard, though illusionists, abjurers, and invokers are among the most frequently encountered.

Barred Schools: There are no barred schools for the Peasant Wizard; however, there are fewer necromancers and diviners than any other specialist.

Role: The Peasant Wizard fights on behalf of the common people. He considers himself protector of the helpless, actively opposing any action from the party that threatens or exploits the peasants. For instance, he won't allow his party to recruit peasants for combat support unless they fully understand the risks involved. When a companion of the Peasant Wizard bargains with a common man for goods or services, the Peasant Wizard makes sure his companion pays the common man a fair price. When the party recovers a treasure, the Peasant Wizard demands that the local citizens receive their fair share if they helped the party in any way or if the treasure was recovered on their land.

The Peasant Wizard sees the wealthy classes as a primary reason for the commoners' miseries, so he has little respect or patience for noblemen and the wealthy. Aside from the occasional insult, the Peasant Wizard is likely to avoid associating with any Patricians in his party.

Weapon Proficiency: Required (player's choice): Bow (any), dagger, knife, spear, dart, sling.

Nonweapon Proficiency: Bonus (one of the following, player's choice: Agriculture, Fishing. Recommended: (General) Animal Handling, Blacksmithing, Carpentry, Cobbling, Cooking, Direction Sense, Fire-building, Leatherworking, Pottery, Riding (Land-based), Stonemasonry, Weather Sense, Weaving.

Equipment: The Peasant Wizard can spend his money on anything he likes, within the limitations described in the Special Hindrances entry below.

Special Benefits: When in his homeland, the Peasant Wizard will always be given food and shelter at no charge from his fellow commoners. This courtesy extends to the Peasant Wizard's companions, as long as he vouches for them. The Peasant Wizard does not receive this benefit in lands other than his own, but he always receives a +2 reaction modifier from peasants in any culture.

Special Hindrances: Aside from weapons, a Peasant Wizard may own only one item worth as much as 15 gp. Aside from this item, all of his other items must be valued at 10 gp or less. The total value of all his possessions, including money but excluding weapons, can never exceed 75 gp. Any treasure or possessions in excess of this limit must be donated to some worthy cause.

Wealth Options: The Peasant Wizard receives only $(1d4 + 1) \times 5$ gp for starting money.

Savage Wizard

Description: The Savage Wizard is the spell caster of a remote tribe, culturally and technologically primitive by the standards of the rest of the world. Although these tribes commonly maintain functional civilizations for thousands of years, their traditions, dress, and customs are so simple that most outsiders consider them unsophisticated brutes.

There are a variety of Savage tribes around the world, ranging from pacifistic societies of farmers and herders to bloodthirsty headhunters and barbarians. All, however, are sharply attuned to the natural world, sharing a deep respect for animal and plant life and an innate understanding of the mysteries of nature.

To be a Savage Wizard, a PC must have a minimum Strength score of 11 and a minimum Constitution score of 13.

To abandon this kit, a PC must renounce his membership with his tribe and become a citizen of a different culture. Since tribal roots run deep, a dramatic change such as this should be slow in coming; a Savage Wizard must have advanced at least five levels since leaving his tribe and experiencing adventures in the outside world before cutting ties with his tribe.

Preferred Schools: Because their Constitutions tend to be exceptionally high, Savage Wizards excel in the schools of conjuration/summoning and invocation/evocation.

Barred Schools: Savage Wizards lack the natural aptitude for mastering the schools of abjuration and enchantment/charm.

Role: Most tribesmen are dazzled and impressed by magic, so the Savage Wizard typically holds a position of great power in his tribe. If not the actual ruler, the Savage Wizard is a respected teacher or tribal counselor. Depending on the nature of the tribe, the Savage Wizard is known by a variety of names, among them Witch Doctor, Mundunugu, Wangateur, and Isangoma.

The Savage Wizard's power can sometimes work against him, particularly if his tribe is exceptionally superstitious or if an ambitious tribesman schemes to usurp the wizard's leadership role. If the tribe becomes convinced that the wizard is consorting with demons or otherwise stirring up dark forces better left alone, they may expel the wizard from the tribe with the threat of execution if he returns. This is one way that a Savage Wizard might link up with an adventuring party.

In a campaign, the Savage Wizard takes the role of an outsider, baffled and intimidated by the mysteries of the "civilized" world. Products of technology, such as oil lanterns and crossbows, both fascinate and frighten him. While he is at home in the darkest jungles or most treacherous mountains, he is extremely uncomfortable in cities and towns. If the Savage Wizard is from a relatively pacifistic tribe, he might serve as the conscience of his party, questioning their eagerness to kill, their obsession with wealth, their selfishness, and their inequitable system of justice.

Weapon Proficiency: Required (one of the following, representing his tribe's weapon of choice): spear, blowgun, dagger, knife, or sling. Regardless of whether the Savage Wizard eventually becomes familiar with new weapons, he is likely to prefer his tribal weapon throughout his adventuring career.

Nonweapon Proficiencies: (General) Direction Sense or Weather Sense (player choice); (Warrior) Endurance or Survival. Recommended: (General) Animal Handling, Animal Training, Fire-Building, Fishing, Riding (Land-based), Rope Use, Swimming; (Warrior) Animal Lore, Bowyer/Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking; (Priest) Healing, Local History; (Rogue) Jumping, Tightrope Walking, Tumbling; (Wizard) Herbalism, Religion. A Savage Wizard cannot take Etiquette or Heraldry when first created.

Equipment: The only weapon the Savage Wizard can purchase initially is his tribal weapon (see Weapon Proficiency). He must spend all of his remaining gold when he is created; he may not keep any unspent gold. He can purchase only equipment that would normally be available to his tribe; for instance, his tribe probably has herbs, nuts, fishing nets, and rafts available, but they are unlikely to have chains, lanterns, hourglasses, or magnifying glasses. The DM has the final word as to what equipment is available to any particular Savage Wizard.

Special Benefits: The Savage Wizard receives one of the following special abilities from the list below. The special ability is chosen when the PC is first created and can never be changed.

1. The Savage Wizard can manufacture a protective talisman once per week. The talisman is a small pouch of herbs hung on a leather cord which is worn around the subject's neck. The talisman gives *protection from evil* to the wearer, identical to the effects of the 1st-level wizard spell. The talisman offers continual protection for a full day, after which time the herbs disintegrate. *Dispel magic* or a similar spell permanently cancels the magic of that particular talisman. The Savage Wizard requires no less than one hour to manufacture a talisman.

2. Once per week, the Savage Wizard can construct a small replicant of any single victim of his choice. The replicant is about 6 inches tall, made of clay, and crudely resembles the form of the victim. It must also contain a lock of hair, a fingernail, or other small piece of organic material from the victim. A Savage Wizard requires one hour to manufacture a replicant.

Whenever the Savage Wizard cuts a piece from the replicant, sticks a pin in it, or otherwise "attacks" it, the replicant suffers 1-4 hit points of damage. The victim who is represented by the replicant suffers an identical amount of damage, regardless of the distance between the replicant and the victim (however, the victim must be on the same plane of existence as the replicant). Every type of damage on the replicant inflicts 1-4 hit points of damage; therefore, the Savage Wizard must take care not to destroy the replicant, for burning, crushing, or throwing the replicant into a pool of quicksand still inflicts only 1-4 hit points of damage. The replicant disintegrates when any of the following conditions are met:

- The replicant has suffered 10 hit points (or more) of damage.
- *Dispel magic* or a similar spell is cast on the replicant.
- A week passes since the replicant's creation.

3. Once per week, the Savage Wizard is able to forecast the general fortunes of some major undertaking by interpreting an omen from observing the natural conditions around him. To be receptive to an omen, the wizard must do nothing but concentrate for one uninterrupted turn; if his concentration is broken, he cannot attempt to interpret an omen for another week. After the turn of concentration, he studies his surroundings for an omen- a rippling pond, a gathering of clouds, a swarm of insects, or the veins in a leaf are all possible sources of omens.

A wizard usually consults an omen before starting a journey, engaging in a major battle, or embarking on some other significant task. If the DM has knowledge about the proposed action, the omen should reveal the appropriate information; for instance, if the party is considering exploring an abandoned building, but the DM knows it contains a spectre, the result should be an ill omen. In situations where the DM has no information on which to base his judgement.

Savage Wizard Omen Results

d10

Roll	Result
1-2	Ill Omen: The party should not undertake the task this day. If they ignore the omen, all party members will suffer a -1 penalty on "to hit" and saving throw rolls for the rest of the day, their chance for encounters will be doubled, and a -3 reaction modifier will be applied to all encounters
3-4	Great Danger Exists: If the party proceeds, their chance for encounters is doubled for the rest of the day and a -3 reaction modifier applies to all encounters. Opponents have a +1 applied to their chance to hit
5-7	Neutral Omen: The information is vague. No special modifiers apply
8-9	Favorable Omen: The party members' movement rate is increased by 50% for the rest of the day, and opponents have a -1 applied to their chance to hit
10	Auspicious Omen: All effects of a Favorable Omen apply; additionally, all party members gain a +1 on all saving throws made for the rest of the day

Special Hindrances: The Savage Wizard's strange appearance and manners make strangers wary of him. Therefore, he suffers a -2 reaction adjustment from all NPCs not from his own tribe (PCs can react as they wish, but they should quickly become accustomed to the Savage and accept him as an equal.)

Wealth Options: The Savage Wizard begins with only (1d4 +1) x 5 gp. As the campaign progresses, the Savage will have the opportunity to acquire more treasure, and it is up to the player whether he appreciates its value or rejects it as a worthless. (For instance, a Savage might accept gold but have a superstitious belief that requires him to reject gems.)

Witch

Description: The Witch is a wizard whose powerful magical abilities are extraplanar in origin. Though wizards typically learn the basics of spellcasting at magic academies or from learned mentors, Witches learn magical skills from entities and their minions from other planes of existence, or from other Witches.

Occasionally, these extraplanar entities contact youthful humans or demihumans for magical instruction; other times, humans and demihumans seek out the entities through arcane rituals and petition them for instruction. The entities agree to such instruction for a variety of reasons- some hope to train their students to eventually become emissaries; some hope to use them as conduits for various forces; some hope to seduce them as consorts; and some simply share their magical secrets for their own amusement.

Whatever the motives of the extraplanar entities, they exude a powerful directing influence over their students. However, a few Witches with particularly strong wills are able to maintain their own drives while using their magical skills to further their own goals. Such Witches face a life-long struggle with the forces who relentlessly strive to direct their spirits.

The requirements for becoming a Witch are higher than for any other kit. Because her training is more demanding than that received by most other wizards, she must have a minimum Intelligence and Wisdom of 13. To resist the corruption inherent from contact with extraplanar entities, she must have a minimum Constitution of 13. The vast majority of Witches are female, but male Witches are also possible, commonly called Warlocks.

The Witch kit cannot be abandoned. If a Witch manages to sever all ties with the entities responsible for her instruction (usually requiring the power of a *wish* or its equivalent), she loses two experience levels. If she still wishes to pursue a magical career, she must relearn the experience levels that she lost.

Preferred Schools: The most appropriate school for Witches is enchantment/charm. Conjuraction/summoning and necromancy are also good choices.

Barred Schools: There are no barred schools for Witches.

Role: Regardless of her actual alignment, all but her closest friends are likely to presume that a Witch is in collaboration with extraplanar spirits, and will shun her accordingly. There are few places where a Witch is welcome, and for the most part, a Witch will need to conceal her identity when traveling to assure her safety.

A Witch's PC companions need not have such fears or prejudices against her, especially after she proves herself in life-and-death situations. However, there might always be a veil of suspicion between the Witch and her companions, as if they cannot quite bring themselves to trust her completely. Any PC's with suspicious natures, particularly those with primitive or unsophisticated backgrounds, may never fully warm up to a Witch and will avoid being alone with her, sometimes even accusing her of betraying the party or bringing them bad luck. (The DM is free to encourage this type of role-playing, but not to the point of disrupting the campaign. If this distrust becomes problematic, the DM might remind the PC leader of the party that the Witch is indeed a good-aligned PC and it is his job to promote good will among his companions.)

Although a Witch learns her magical techniques from extraplanar entities, once on her own, she learns her spells in much the same way as any other wizard. Still, her techniques for casting spells may differ significantly from the standard methods. The casting times, ranges, and effects of her spells are no different from the same spells used by other wizards, but she may use different verbal, somatic, or material components, as well as meditation. These differences should make her seem even more threatening to outsiders, as well as making her seem more remote to the other PC's.

Weapon Proficiency: The Witch is not allowed an initial Weapon Proficiency, nor can she acquire a Weapon Proficiency as she advances in level.

Nonweapon Proficiency: Bonus Proficiencies: Alchemy, Herbalism, Spellcasting. Recommended: (General) Artistic Ability, Brewing, Cooking, Languages (Modern), Weather Sense; (Wizard) Ancient History, Astrology, Languages (Ancient), Reading/Writing, Religion; (Priest) Healing.

Equipment: When a Witch is first created, she must buy her weapons from among the following choices: Dagger or dirk, knife, sling, staff sling.

Additionally, the Witch can choose up to 1,500 gp worth of magical items from Potions and Oils, Rings, Rods, Staves, Wands, and Miscellaneous Magic tables. These items are free- she doesn't have to pay for them (but she cannot keep any of the leftover 1,500 gp).

Special Benefits: When a Witch is initially created, she automatically gains the spells *detect magic* and *read magic*; these spells are in addition to any spells she normally receives. As a Witch increases in level, she automatically gains the following abilities. These are all naturally acquired abilities, and do not count against the number of spells she can know or use. All of the following abilities can be used once per week (Maximum of 12 hours for those abilities not detailed with an allotted amount of time or fixed effect).

1st Level: The Witch receives a random "Dark Gift" from the Necromancers Handbook (Rolled by the PC).

2nd Level: The Witch acquires the ability to "secure a familiar". This is identical to the 1st-level wizard spell *find familiar*, except that a Witch does not need to burn 1,000 gp worth of incense and herbs in a brass brazier. Instead, the Witch must merely concentrate for one turn. If a suitable familiar is within 1 mile per level of the Witch, it will arrive within 1d10 hours. A Witch can have only one familiar at a time.

3rd Level: The Witch can brew a potion of any spell that the Witch knows and that targets a creature or creatures. Brewing a potion takes 2.5 hours. When the Witch creates a potion, they set the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Witch's own level.

The base price of a potion is its spell level multiplied by its caster level multiplied by 10gp. To brew a potion, the Witch must spend 1% of this base price in XP and use up raw materials costing 5% the base price.

When the Witch creates a potion, they make any choices that they would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Additionally the Witch learns to create the following non-magical potions without costs (GP or XP) at the listed levels;

- **Brew calmateive.** With the proper ingredients (usually available in any forest) and obtaining 4th level, the Witch can brew one dose of an elixir that has the effect of a *sleep spell* when a victim comes in contact with it. One dose is sufficient to coat a sword or any other single weapon. The elixir has no effect on victims with more than 8 HD; victims can resist the effects of the elixir with a successful saving throw. The Witch requires one hour to brew the elixir. The elixir loses its potency after 24 hours.
- **Brew poison.** With the proper ingredients (usually available in any forest) and obtaining 6th level, the Witch can brew one dose of contact poison (Onset 2d4 rounds, damage 10 (per round 'til successful saving throw is made)/0) sufficient to coat a single weapon. The Witch requires one hour to brew the poison. It loses its potency in 24 hours.
- **Brew flying ointment.** With the proper ingredients (usually available in any forest) and obtaining 7th level, the Witch can brew one dose of an ointment that, when rubbed on the skin, gives the recipient the ability to fly, as per the 3rd-level wizard spell *fly*. The dose is sufficient to affect one human-sized subject; the effects persist until the ointment loses its potency 24 hours after it is brewed. The Witch requires one hour to brew the ointment.

5th Level: The Witch acquires the ability to "beguile" any single person or monster (assuming the person is no higher than 8th-level or the monster has no more than 8 HD). Beguile is identical to the 4th-level wizard spell *charm monster* and the 1st-level wizard spell *charm person*, except that the victim is not allowed a saving throw. To cast beguile, the Witch must merely point at the victim and concentrate for 1 round; there are no verbal or material components.

9th Level: The Witch acquires the ability to inflict a "Witch's curse" on any single person or creature. This is exactly identical to the 4th-level wizard spell *bestow curse*, except that its effect is automatic; the victim is not allowed a saving throw. The effect of the curse persists for 24 hours unless the curse is dispelled by a *remove curse*, *wish*, or similar spell. To cast the spell, the Witch must merely point at the victim and concentrate for 1 round; no verbal or material components are required.

Effects of Witch's Curse

d10 Roll	Result
1-3	One ability of the victim is lowered by 3 points. Determine which ability is lowered by rolling 1d6: 1 = Strength 2 = Dexterity 3 = Constitution 4 = Intelligence 5 = Wisdom 6 = Charisma
4-5	The victim's "to hit" and damage rolls are reduced by 4 points.

- 6 The victim becomes blind, as per the 2nd-level wizard spell blindness. The effect persists for 24 hours or until the Witch's curse is dispelled.
- 7 The victim loses 1 hit point per hour for the next 24 hours. These lost hit points cannot be recovered by normal or magical means until the Witch's curse ends in 24 hours or unless the curse is dispelled. If the victim is reduced to 0 hit points or less within 24 hours of receiving the curse, or before the curse is dispelled, he dies.
- 8 The victim immediately lapses into a state of *temporal stasis*, as per the 9th-level wizard spell. The effect persists unless the curse is dispelled. Otherwise, at the end of 24 hours, the victim is reduced to 0 hit points and dies.
- 9 The subject is affected by a *Feign Death* spell without having to be willing to be affected. The effect persists until the Witch's curse is dispelled.
- 10 The subject is affected by a Polymorph Other spell. The victim is only transformed into a small natural creature (DM's choice). The effect persists until the Witch's curse is dispelled.

Special Hindrances: Because of their non-conventional training, Witches do not earn bonuses to their experience for high ability scores. Witches cannot be multi-classed or dual-classed.

Generally, outsiders are terrified of Witches. Unless an NPC is exceptionally open-minded or has extremely high Intelligence or Wisdom (13 or more in either ability), the Witch receives a -3 reaction roll. If the NPC is uneducated, comes from an extremely superstitious or unsophisticated culture, or has low Intelligence and Wisdom (under 10 for both), the Witch receives a -5 reaction roll.

Additionally, if a Witch lingers in a superstitious or culturally unsophisticated community for more than a day, she runs the risk of facing a mob of hostile citizens bent on running her out of town, imprisoning her, torturing her, or executing her.

(The DM decides the size of the mob, their intentions, and the likelihood of their accosting the Witch. As a rule of thumb, assume a 20 percent chance of a 4d6-member mob forming in a hostile community if the Witch stays for a day. This chance increases by 20 percent for every additional day the Witch remains; the size of the mob increases by 2d6 members.)

The Witch must constantly struggle with the extraplanar forces striving to direct her. The forces are so powerful that they cannot be dispelled; all the Witch can do is endure them with some effects becoming permanent. When undergoing these internal struggles, the Witch suffers penalties to her combat abilities and saving throws:

- The Witch suffers a -2 penalty to her attack rolls and a -2 penalty to her saving throws on any night with a full moon and the three nights before and after the full moon (the penalties apply to a 12 hour period from about 6 p. m. to 6 a. m.).
- The Witch suffers a -1 penalty to her attack rolls and a -1 penalty to her saving throws on all other nights of the month besides the 7 lunar nights above.
- The Witch receives three random "Prices" for their "Dark Gifts" as listed in the Necromancers Handbook (Rolled by the PC).

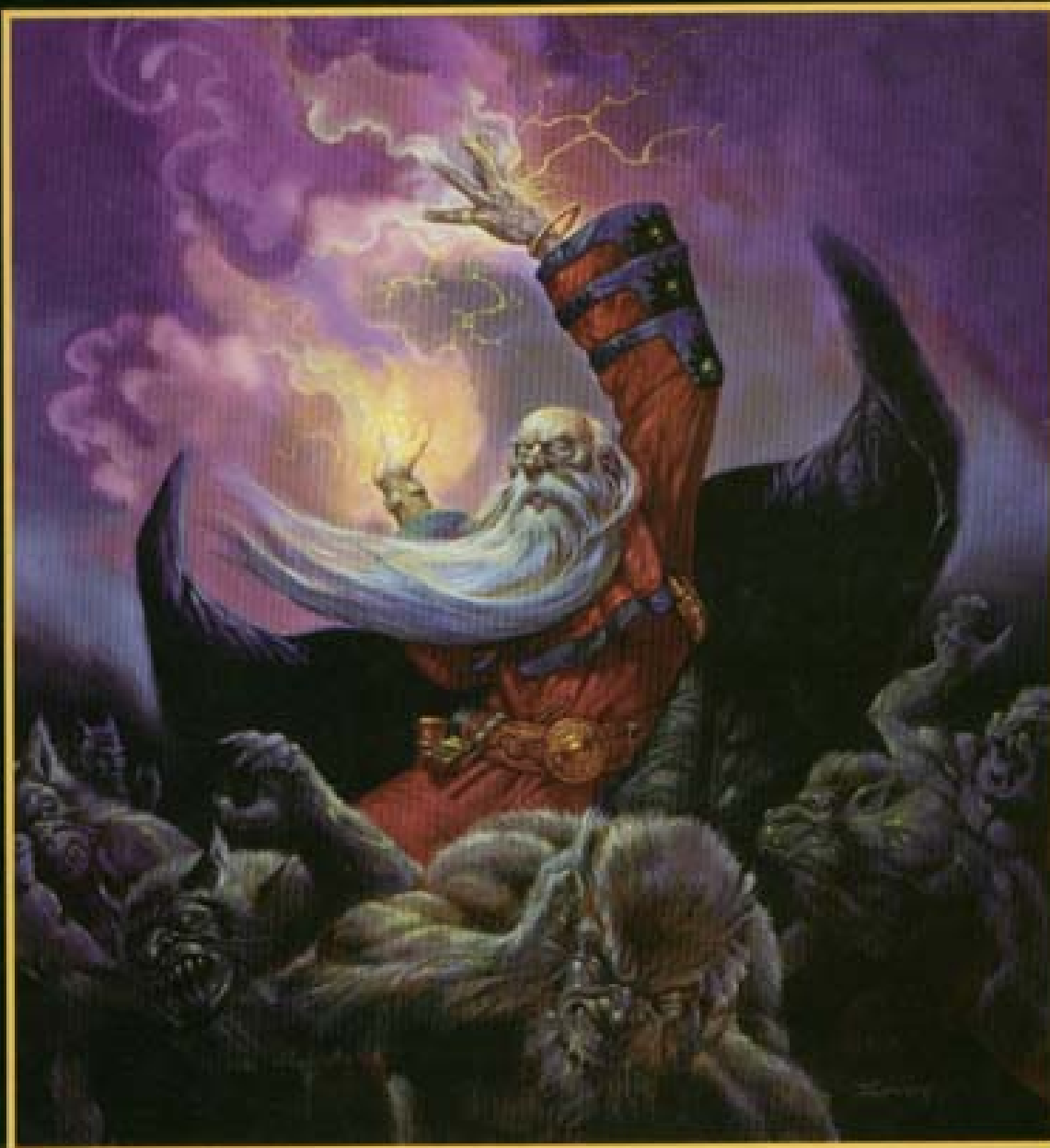
Wealth Options: The Witch receives the standard (1d4+1) x 10 gp as starting money.

Note: The Witch is among the most complex of all the kits, and many of the details are left up to the player's discretion. For instance, he may wish to design specific daily rituals for his Witch, or he may wish to expand on the Witch's relationship with the entities who originally trained her. What exactly are they? Where are they? Can the Witch contact them for favors? What exactly happens if the forces succeed in controlling the Witch? Does her alignment change? Her abilities? Her relationship to the party? There are many possible variations on the Witch kit, and the DM is encouraged to experiment, as long as he avoids the temptation to make her excessively powerful, and keeps in mind the potential disruptions in his campaign.



PLAYER'S OPTION™: Skills & Powers

Advanced **Dungeons & Dragons®** Rulebook





Skills & Powers Kits

The following kits from the Skills & Powers are for PC's of most races and classes. These kits are considered generic Geographical Kits.

Acrobat

An acrobat is a general term for performers of amazing physical feats. These include jugglers, tumblers, jesters, and tightrope-walkers. Whatever their specialty, these PC's make a living by entertaining others. Acrobats often travel in groups or with circuses or carnivals. These shows wander from town to town and castle to castle. All levels of society wish to be entertained. As such, successful acrobats find themselves in much demand.

A life on the road is not an easy one, however, and many acrobats often turn to other avenues to make money. Their dexterous skills make them valuable adventurers, especially if some larceny or petty theft is involved.

Requirements: To take this kit, a PC must have a minimum Dexterity/Balance of 14 and a minimum Strength/Power of 12.

Weapon proficiencies: Small, light weapons are preferred by acrobats, as bulky or heavy ones would hinder their agile maneuvers. Suggested weapons include the knife, dagger, short sword, club, and hand axe. Thrown weapons and those with long hafts or handles also are common choices among acrobats, as the weapons can be used to juggle or pole-vault. These weapons include: quarterstaff, dart, javelin, and spear.

Recommended nonweapon proficiencies: Disguise, juggling, jumping, musical instrument, tightrope-walking, and tumbling.

Equipment: Acrobats prefer to be lightly armed and armored to allow for the fullest range of movement.

Recommended traits: Ambidexterity, double-jointed, glibness.

Benefits: If unarmored, acrobats receive a +2 bonus to tumbling, tightrope-walking, and jumping proficiency checks. In addition, they gain a +2 bonus to Armor Class versus hurled missile weapons—provided they have room to dodge the attack and are not otherwise prevented from moving freely.

Hindrances: Any acrobat who wears armor heavier than studded leather (AC 13) suffers a –1 penalty to tumbling, tightrope-walking, and jumping proficiency checks per point of armor class better than AC 13. For example, an acrobat wearing chain mail—AC 15—suffers a –2 penalty. Note that Dexterity or magical bonuses to Armor Class do not increase this penalty. An acrobat wearing studded leather armor, a *ring of protection* +2, and having a 15 Dexterity would incur no penalty despite his AC 16 rating.

Wealth: Acrobats receive the normal amount of starting cash appropriate to their class.

Amazon

In Amazon cultures, the women are the leaders, rulers, generals, and warriors, while the men are the cooks, cleaners, homemakers, and simple laborers—if not the outright slaves or property of the women. Such matriarchal societies may be large or small, savage or friendly. Amazon women can be seen as brusque, rude, haughty, or domineering by those from male-dominated cultures. The Amazons of legend were fierce combatants and famous riders and breeders of magnificent horses. As such, many Amazons prefer light armor, weapons, and equipment.

Requirements: To take this kit, a PC must be a female PC.

Weapon proficiencies: Amazons can choose from: battle axe, bow (any), club, dagger, hand or throwing axe, javelin, knife, lance, spear, staff, sword (any). Men are allowed only one initial weapon proficiency, and it must be from the above list.

Recommended nonweapon proficiencies: Riding (land-based), rope use, engineering, navigation, endurance, animal training, animal handling, armorer, bowyer/fletcher, hunting, running, set snares, survival, tracking.

Equipment: Amazons can begin with only the following types of armor: shield, leather, padded, studded leather, scale mail, hide, banded mail, or bronze plate mail. Better armor can be had once a PC has ventured to other cities.

Recommended traits: Allure, animal empathy, keen senses, obscure knowledge.

Benefits: Amazons are fierce, eager competitors. Many male opponents underestimate them. As a result, in any melee combat where an Amazon is fighting a male opponent, the Amazon gains a +2 bonus to her first attack and damage roll. Thereafter combat is run normally.

Hindrances: Amazons suffer a –2 reaction roll penalty from NPCs of male-dominated societies. Over time, this penalty should be reduced or eliminated if the NPCs become accustomed to the strong-willed ways of the Amazon.

Wealth: Amazons begin the game with the amount of money appropriate to their classes.

Animal Master

Animal masters have an affinity with nature's creatures. They can be trainers, keepers, or guardians of animals. Good-aligned animal masters protect and care for animals, evil ones use simple creatures to their own advantage. Many animal masters spend much of their time outside with their furred, feathered, or scaled friends. Animal masters could include rangers, huntsmen, falconers, and druids.

Requirements: To take this kit, a PC must have a minimum Constitution/Fitness of 10 and a minimum Wisdom/Intuition of 12.

Weapon proficiencies: Animal masters can use any weapon appropriate to their class.

Recommended nonweapon proficiencies: Animal lore, survival, agriculture, animal training, animal handling, fire-building, fishing, herbalism, hunting, mountaineering, riding (any), swimming, set snares, tracking.

Equipment: Standard for the PC's class.

Recommended traits: Animal empathy, empathy, climate sense.

Benefits: When this kit is chosen, the player and DM must determine a suitable animal companion for the PC. There are several factors to consider: 1) the climate and terrain of the animal master's homeland, where he acquired the companion; 2) the PC's alignment, as companions are attracted only to animal masters of like demeanor; 3) the PC's race (dwarves and gnomes might attract burrowing or underground creatures, while elves would attract forest creatures) and; 4) the availability of compatible creatures. All animal companions should be size S (small). An animal companion is similar to a wizard's familiar in that it has a bond with the animal master. The master can issue it simple verbal commands, and the animal can convey its needs and emotions.

After making a list of available and compatible creatures, the player should choose one creature as a companion. DMs might prefer the animal to be selected randomly. If this is the case, roll 1d20 and consult the chart below.

Animal Companions

Roll	Companion	Roll	Companion
1	Badger	11	Raccoon
2	Dog	12	Opossum
3	Wolf	13	Fox
4	Snake	14	Skunk
5	Brush rat	15	Cat
6	Owl	16	Falcon
7	Ferret	17	Monkey
8	Raven	18	Squirrel
9	Otter	19	Hawk
10	Pig	20	Woodchuck

Hindrances: The animal master must protect his companion, not send it into dangerous areas to spring hidden traps. Should an animal master lose his companion through carelessness or by capriciously placing the animal in danger, he loses 10% of his current experience point total, and he loses his affinity to that species. No other creature of that type will serve as a companion for that animal master. No penalties are assessed if the animal dies through natural causes, accidentally, or while following orders of a reasonable nature. (However, it's reasonable for animals with combat skills to defend their masters.)

Wealth: Standard as per the PC's class.

Assassin

This kit is intended for evil aligned PC's, as the act of killing for pay cannot be justified as a good act. In any society there exists an element that wishes to dispose of rivals, business competitors, and any others deemed to be in the way. It is to this element that the assassin, a hired killer, caters. Unlike simple warriors or soldiers, the assassin relies on anonymity and surprise to earn his living. A successful assassin may not even be seen by his target. Slipping out of the darkness or a crowd of friends, the assassin does his dark deed and disappears.

Requirements: To take this kit, a PC must have a minimum Intelligence/Learning of 10 and a minimum Wisdom/Willpower of 12. The assassin kit is barred to paladins, rangers, druids and monks. The PC must have evil alignment.

Weapon proficiencies: An assassin can use any weapon allowed to his class. However, many assassins have one weapon with which they prefer to perform their acts of murder. As he grows more notorious, evidence of a particular weapon becomes the assassin's calling card.

Recommended nonweapon proficiencies: Etiquette, riding (any), healing, disguise, forgery, modern languages, tracking, reading lips. If the DM allows poison, the assassin must have the herbalism proficiency to use various toxins. Herbalism gives the PC the knowledge to use natural plants and herbs to produce a variety of poultices, salves, and toxic compounds.

Equipment: An assassin must be able to move quickly and quietly, and travel as lightly as possible. Light armor and small, easily concealed weapons are common accouterments.

Recommended traits: Alertness, ambidexterity, glibness, precise memory.

Benefits: The assassin's knowledge of poisons allows him a 5% chance per level to identify toxic substances. If the assassin has the herbalism proficiency, a +10% bonus is added to the final number. The means of identifying poisons include sight, smell, taste, or by a victim's symptoms. An assassin with the healing proficiency can treat poison victims with a +1 bonus to his proficiency check.

Hindrances: Assassins suffer a –4 reaction roll penalty whenever they encounter someone who knows their profession.

Wealth: Assassins receive 150% of the amount listed for their chosen class.

Barbarian

The barbarian is perhaps the most common fantasy-fiction archetype. Powerfully built, immensely strong, and clad in furs and skins, the barbarian often is seen as a muscle-bound bully. However, barbarians are more than that. They arrive in the campaign's setting from some distant, primitive land where people must still fight the environment at every turn just to survive. Playing a barbarian is all about working the mystique of a primitive culture into a more "civilized" world.

Requirements: Barbarians must have minimum Strength/Power and Constitution/Toughness scores of 13. The barbarian kit is barred to paladins, and monks.

Weapon proficiencies: Barbarians prefer simple, large, and dependable weapons. Suggested weapons include: axe (all), sword (all), club, dagger, knife, war hammer, mace, sling, spear, javelin, long bow, and quarterstaff. The following weapons are likely inappropriate for barbarians—at least until they are immersed in a new culture—crossbow (all), polearms (all), flail (all), lances (all).

Recommended nonweapon proficiencies: Endurance, animal handling, animal training, bowyer/fletcher, fire-building, fishing, riding (land-based), hunting, mountaineering, running, survival, tracking.

Equipment: A barbarian cannot initially purchase armor heavier than splint mail, banded mail, or bronze plate mail. Of course, once exposed to superior forms of armor in the campaign, the barbarian may choose to purchase other armor types.

Recommended traits: Alertness, direction sense, immunities, keen senses, light sleeper, weather sense.

Benefits/Hindrances: Barbarians are intense, and NPCs tend to have very strong reactions to them. People either are drawn by the barbarian's animal magnetism or repulsed by his primitive qualities. This effect comes into play when NPCs meet barbarians for the first time. If the NPC's reaction roll result is 8 or less, an additional –2 bonus is applied to the result. For example, if the PC is acting indifferently toward a shopkeeper and the shopkeeper's reaction result is a 7, the shopkeeper is *indifferent*. However, since the PC is a barbarian, the –2 bonus applies, lowering the shopkeeper's result to a 5—a *friendly* response. The shopkeeper has been won over by the barbarian's presence. However, if the shopkeeper's reaction roll was a 14 or higher, the modifier becomes a +2 penalty, resulting in a 16—a *threatening*—score..

Wealth: A barbarian begins with the standard amount of money for his class, but all of it must be spent before play begins. The DM might allow the Barbarian to retain a few silver pieces or a handful of coppers, but not much more.

Beggars

Beggars earn a living off the generosity of others. They are a raggedy lot who make others pity them or who deceive others into giving them money. A beggar might dress in rags and huddle on a street corner, calling out to strangers for coppers so he can buy food. Perhaps he pretends to be maimed, old, or senile, and begs coins from those more fortunate.

Some beggars might actually be down on their luck and in need of a generous handout. But most of them are capable of working. A few have begging perfected to a fine art. These are swindlers who create elaborate schemes to separate the wealthy from their money. Swindlers might coerce businessmen to invest in a nonexistent company, con lords and ladies into betting on imaginary horse races, and romance people into marriages that leaves the marks copperless and abandoned. Beggars adventure to get out of town if city guards are giving them too much trouble or if they want to score treasure.

Requirements: Beggars must be chaotic in alignment and have a Charisma/Leadership score of at least 10.

Weapon proficiencies: Beggars prefer small weapons that can be concealed. That way they look defenseless. These weapons include daggers, knives, saps, and slings. However, when adventuring they use any weapons allowed their PC class.

Recommended nonweapon proficiencies: Disguise, forgery, gaming, ventriloquism, seamstress/tailor.

Equipment: While begging, these PC's dress in rags or whatever other clothing is appropriate to their scam. However, when adventuring they don the best armor and weapons they own.

Recommended traits: Glibness, impersonation, inherent immunity to cold, inherent immunity to heat.

Benefits: Beggars receive one free nonweapon proficiency at the time of PC creation—if the proficiency comes from the above recommended list.

Hindrances: These PC's are not accepted into upper middle class and upper class social circles—at least in the community in which the beggar is plying his trade. This equates to a –4 reaction roll penalty if the beggar is trying to socialize with the upper crust.

Wealth: Beggars begin with the normal starting gold for their PC class.

Cavalier

This kit is appropriate only for good-aligned PC's, as cavaliers are of brave heart and honorable bearing. They are the devoted heroes of the realm. Warriors, wizards, and clerics who love their country, their sovereign, and their people can be cavaliers. Cavaliers are the noblest of nobles, but they do not use their positions in society simply to further their own ends. They strive to aid the less fortunate, protect their ruler, and save their country—whenever the need arises. Cavaliers can be independent, or they might be employed as agents of the state, perhaps taking orders from the king or queen.

Requirements: Cavaliers must have a minimum score of 13 in their class's prime requisite. Also, all cavaliers must a minimum Charisma/Leadership of 14. This kit is barred to rangers, rogues, druids, monks and wizards.

Weapon proficiencies: Cavaliers can choose any weapons allowable by their class. Swords and lances are especially appropriate for warrior cavaliers, as they are suitably noble weapons for cavaliers to carry.

Recommended nonweapon proficiencies: Etiquette, riding (any), heraldry, history (local or ancient), languages (modern or ancient), animal handling, dancing, reading/writing, artistic ability, and gaming.

Equipment: Cavaliers can equip themselves how they choose. However, a cavalier must purchase a mount as soon as he can afford one. Not only does a handsome mount increase the cavalier's noble bearing, one will likely come in very handy on his many travels.

Recommended traits: Allure, artistic ability, glibness, lucky, music/singing, or music/instrument.

Benefits: So good-hearted and strong-willed is the cavalier that he gains a +2 saving throw bonus against all mind-affecting magics. Such magics include, but are not necessarily limited to: *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *fear*, *confusion*, *geas*, *command*, *enthrall*, *cloak of bravery*, and *symbol*.

Hindrances: Most cavaliers have a strong sense of honor, meaning they will only fight fairly and chivalrously. For example, during a combat on a high cliff-top, the cavalier's foe might slip over the edge and manage to catch onto a handhold. The cavalier could not leave the miscreant to that fate, nor would he loosen his foe's grip on the cliff. Rather, the cavalier would help the foe up, and then continue the combat. Neither would a cavalier kill any enemy no longer capable of self defense or one who had surrendered in good faith. Because of this code, a cavalier can be difficult to play properly.

Wealth: Unless the cavalier comes from the lower class, he begins with 150% of the starting cash for his profession. If he comes from the lower class, he begins with the normal starting cash.

Diplomat

In any campaign that involves government and politics, diplomats and other courtiers are bound to appear. Diplomats can bring important messages to neighboring countries. They might—as adventurers—explore uncharted regions and act as emissaries. Or they could be attached to a foreign court as their lord's representative, advising the foreign ruler of the attitudes and policies of the diplomat's homeland. Diplomats also act as their rulers' eyes and ears in a distant court.

Requirements: A diplomat must have a minimum Intelligence/Knowledge score of 10 and minimum Wisdom/Intuition and Charisma/Comeliness scores of 12.

Weapon proficiencies: A diplomat can wield any weapons that fit his PC class. However, since a diplomat is usually a peaceful individual, if he wears heavy armor and carries lots of weapons he might be viewed suspiciously. Diplomats are at their best appearing inoffensive.

Recommended nonweapon proficiencies: Dancing, etiquette, heraldry, history (any), languages (any, numerous preferred), reading lips, and riding (any).

Equipment: A diplomat can equip himself however he desires. However, his possessions should be of superior quality and appearance.

Recommended traits: Allure, alertness, artistic ability, glibness, music (any), obscure knowledge, and precise memory.

Benefits: Since the diplomat's nature is to put others at ease, he receives a +2 bonus to all reaction rolls.

Hindrances: Diplomats are often far from home, essentially at the mercy of a foreign ruler. If the diplomat delivers a message that the ruler doesn't appreciate, the ruler may take out his anger on the messenger. During wartime, diplomats live especially dangerous lives, as they frequently must travel across enemy lines and battlefields to perform their duties.

Wealth: Diplomats begin with double the amount of gold allotted to their class.

Explorers

Explorers live to see what's over the next mountain or to sail beyond the countries at the edge of a map. They yearn to discover new places, people, and wonders. And their wanderlust drives them ever on. They make perfect adventurers, never staying in one town for more than a few days or weeks. And they are always eager to explore ruins, abandoned temples, and cave complexes. Many explorers are demihumans who, not fitting into human-dominated towns, turned to traveling. Others are half-breeds, such as half-elves, half-orcs, and half-ogres, who found more acceptance in the wilderness than in either of their parent's communities. Of course, there are human explorers, too, these leaving their homes simply because they had to know what's out there.

Requirements: Explorers must have a minimum of 12 for Wisdom/Willpower and Intelligence/Knowledge scores.

Weapon proficiencies: These PC's can select any weapon proficiencies allowed their adventuring classes.

Recommended nonweapon proficiencies: Direction sense, fire-building, fishing, survival, weather sense, seamanship, local history, ancient history, reading/writing.

Equipment: Explorers are practical and try to carry all of their arms, armor, and belongings with them. They prize extra-dimensional spaces and magical carts and boxes such as: *bags of holding*, *Heward's handy haversacks*, *quivers of Ehlonna*, *portable holes*, *mouse carts*, *flatboxes*, and more.

Recommended traits: Internal compass, inherent immunity to cold, inherent immunity to heat, keen eyesight, keen hearing, precise memory.

Benefits: Explorers gain the survival nonweapon proficiency at no cost, and they can choose any two terrain types to apply it to. Possible terrains are: arctic, woodland, desert, steppe, mountain, and tropical.

Hindrances: These PC's cannot stay in one place too long, calling no place home unless "home" is a ship or a covered wagon. Therefore, explorers cannot spend more than a few weeks at best in any given city or keep.

Wealth: Explorers begin with the maximum amount of gold allowed their PC class.

Gladiator

Gladiators are trained to fight people and creatures for others' entertainment. Most are flashy, outlandish showmen whose battle tactics often cater to the crowd first, their survival second. Gladiators can be slaves who are forced to fight, or they can be free men who choose to make a living this way. If this kit is used in a campaign, there must either be a culture that publicly allows this activity, or else the fights might be illegal—held in secret places and backed by society's shady element.

Legal or not, the gladiator definitely makes his living in an urban setting. If the campaign doesn't revolve around, or at least contain, a sizable city, this kit could be inappropriate.

Requirements: A gladiator must have Strength/Muscle and Constitution/Fitness scores of 13 or greater. This kit is barred to paladins, rangers, wizards, thieves and bards.

Weapon proficiencies: Only melee and hurled missile weapons—no bows, slings, etc.—can be used by such a PC, as gladiatorial combats are not about firing arrows at one another. A gladiator who kills an opponent without endangering his own life in mortal combat is not much of a showman. Possible gladiator weapons include: daggers, swords (all, but short swords are most common), scimitars, spears, tridents, polearms (all), war hammers, maces (all), scourges, nets, and whips.

Recommended nonweapon proficiencies: Blind-fighting, endurance, gaming, jumping, tumbling, armorer, weaponsmithing, healing, and rope use.

Equipment: Gladiators can have whatever weapons fit their classes. However, they are initially limited in armor types. Gladiators cannot begin with anything greater than studded leather.

Recommended traits: Fast healer, immunities, keen senses, light sleeper, lucky.

Benefits: Gladiators enjoy a +1 bonus on attack rolls with one particular melee weapon. For example, a gladiator could choose a +1 attack bonus with the short sword.

Hindrances: As gladiators are trained to make combats last a long while and to play to any crowd, they suffer a +1 penalty to their initiative rolls. They take this time to show off, display their weapon prowess, or bait their opponent.

Wealth: Standard as per the PC's class.

Jester

Comedians, clowns, jokesters, and tricksters—these make up the jester kit, and those individuals who fit this kit live to make others laugh. Jesters strive to perfect their humor—whether it be slapstick, dark comedy, or simple ribald jokes. Some dress in gaudy costumes and adorn themselves with bells and shiny buttons. Others dress like the common man and blend in with the crowd. They spend their nights in kings' courts, at nobles' parties, or in crowded taverns, and they tailor their humor to their audience. They adventure to gain wealth and friends—and to acquire material for their next performances. The most noted jesters are gnomes because of their exaggerated visages.

Requirements: Jesters must have a minimum Intelligence/Learning of 12 and a minimum Charisma/Leadership of 13. Only rogues may choose this kit.

Weapon proficiencies: These PC's can select any weapon proficiencies allowed their adventuring classes.

Recommended nonweapon proficiencies: Singing, etiquette, modern languages, reading/writing, ventriloquism, juggling, disguise, jumping.

Equipment: While adventuring, jesters outfit themselves with weapons and armor allowed their PC class. However, they are ever on the lookout for unusual clothes, props, noise-makers, and accouterments that can be used in their act.

Recommended traits: Precise memory, obscure knowledge, lucky, keen hearing, empathy.

Benefits: Jesters enjoy a +1 bonus to Charisma when they are working an audience.

Hindrances: Jesters are often not taken seriously. When trying to conduct business deals or when socializing, NPCs have a –1 reaction roll penalty toward them.

Wealth: Jesters begin with the normal amount of gold allowed their PC class.

Mariner

Mariners are devoted to the sea. They may be young, old, poor or wealthy enough to own the ship they sail. They travel the world's oceans because they love it. They live for trading, exploring, and discovering new lands.

Requirements: A mariner must have a minimum Intelligence/Knowledge score of 9.

Weapon proficiencies: Mariners can be versed in any weapons applicable to their classes. However, weapons such as spears, pole-arms, and nets are practical.

Recommended nonweapon proficiencies: Weather sense, navigation, fishing, seamanship, swimming, rope use.

Equipment: Mariners can carry whatever equipment they desire, however much of it should be useful in their trade. Further, these individuals tend to wear little or no armor, as heavy armor is not practical on a ship. They prize *rings of protection* and *bracers of defense*.

Recommended traits: Keen senses, light sleeper, lucky.

Benefits: Mariners enjoy a +2 bonus on reaction rolls from sailors, ship captains, and aquatic races. And they gain a +1 to hit bonus with nets.

Hindrances: Because mariners are so at home on the sea, they are often uncomfortable on land. When there is no water in sight, they are out of their element, and they suffer a –2 reaction roll penalty.

Wealth: Standard for the PC's class.

Merchants

Merchants are vital to any civilization, for they buy, sell, or barter the goods and services that a society demands. Merchants include local fish-mongers, street vendors, shop keepers, caravan owners, and more. Some have permanent stores established in a thriving business district. Others travel to distant lands to bring back rare treasures. Adventurers are natural merchants, as they often visit many strange and exotic places and acquire unusual and valuable goods. Merchant adventurers have an outlet to sell many of the material treasures such as tapestries, statuary, gems, and jewelry they often accumulate.

Requirements: A merchant must have minimum Intelligence/Knowledge and Charisma/Comeliness scores of 9. This kit is closed to paladins, rangers and druids.

Weapon proficiencies: Merchants can wield any weapons appropriate to their classes. However, a merchant who wears heavy armor and carries several large weapons might make their customers nervous—unless the merchant is in the business of selling arms and armor.

Recommended nonweapon proficiencies: Appraising, carpentry, cobbling, etiquette, reading/writing, modern languages, local history, forgery, tailoring, weaving.

Equipment: Merchants can carry whatever equipment they desire, however much of it should be useful in their trade. Many merchants make sure they have plenty of leather sacks and other containers to store goods they might acquire. They prize *bags of holding* and *flatboxes*.

Recommended traits: Glibness, keen senses, precise memory, alertness, obscure knowledge.

Benefits: Because they are often welcomed into communities, merchants receive a +1 reaction roll bonus in city settings. In addition, merchants with the appraising proficiency gain a permanent +2 bonus to that skill.

Hindrances: While they are initially welcomed for the goods and services they bring, not all merchants are forthright in their business dealings. Any merchant who is publicly accused of cheating his customers (whether the accusation is true), loses the reaction bonus above. Further, he suffers a –2 penalty to all reaction rolls until his innocence is proven.

Wealth: A merchant begins with the maximum amount of gold allotted to his class.

Mystic

Thoughtful and introspective, the mystic seeks to find the answers to the mysteries of the universe by traveling across the globe. Nonviolent by nature, the inquisitive mystic seeks only truth, and he avoids confrontations when possible. However, if the mystic must battle his way to enlightenment, he will do so. Mystics are usually found among cultures that place a high value on art, philosophy, and scholarship. As seekers of knowledge, mystics often become adventurers while they search for the answers they seek.

Requirements: A mystic must have a minimum Wisdom/Intuition score of 13. This kit is closed to rogues.

Weapon proficiencies: Mystics can wield any weapons appropriate to their classes. However, most prefer lighter weapons which do not weigh them down.

Recommended nonweapon proficiencies: Astrology, astronomy, religion, etiquette, languages (modern or ancient), history, (local or ancient), reading/writing, heraldry, riding (any), herbalism, healing, gem cutting, musical instrument, navigation.

Equipment: Mystics can select whatever equipment they desire and can afford. However, these PC's are known to travel unencumbered, so care should be taken in what they purchase and acquire.

Recommended traits: Artistic ability, empathy, obscure knowledge, ancient history, precise memory.

Benefits: A mystic can temporarily boost one of his 12 subability scores by +2. If the mystic is a ranger with a 18 Balance score, by meditating the score can be temporarily increased to a 20. To gain this subability bonus, the mystic must meditate, building up his body and mind for this feat. The subability score remains boosted for one-third of the mystic's meditation time. If the Mystic mediated for three uninterrupted hours, he could boost a subability score for one hour.

Hindrances: The process of meditation requires effort. While a mystic could meditate in the cabin of a ship, he could not do so if that ship were in the midst of a terrible storm. Attacks or very loud noises also disrupt meditation. The time spent in meditation does not alleviate the mystic's need for food and sleep.

So it is unlikely that a mystic could spend three days in meditation in preparation for an adventure. Further, a mystic cannot gain multiple meditation bonuses at one time.

Wealth: A mystic is interested in knowledge, not material items. As such, he cannot own more than he can carry. A mount is an exception, as such a beast is useful in taking the mystic to new places.

Nobles

Nobles are those born to the highest ranks of society. They are rich, dress well, and they usually spend money frivolously. They are the privileged few the common people idolize. And they are the symbols of what others often consider the best in the world.

This leads many nobles to believe they are better than everyone around them—not just in wealth or social standing, but in manner and abilities. This sense of superiority can manifest itself as overwhelming pride, arrogance, and condescending snobbery. These nobles use their wealth, standing, and power to take what they want from those weaker than themselves. They can be as brutal, savage, and unthinking as the horrific monsters they slay.

Not all nobles are like this, however. Some feel a certain sense of stewardship for the unwashed hordes. These nobles consider it their duty to do all in their power to better the world—as long as their lifestyles are not jeopardized. They can be chivalrous toward members of the opposite sex, and they might occasionally stop to chat with peasants. These nobles mean well, but they may be out of touch with what is important in the lives of the common people.

Nobles need not be played as brutal tyrants or out-of-touch fops and dandies, but there are plenty of wealthy individuals who fit those two archetypes.

Requirements: None.

Weapon proficiencies: Any allowed by their adventuring class.

Recommended nonweapon proficiencies: Etiquette, heraldry, riding (any), dancing, languages (ancient or modern), history, (local or ancient), reading/writing, religion, gambling, musical instrument, animal handling, hunting, and gaming.

Equipment: Regardless of his class, he must purchase a mount and tack, as no self-respecting noble would allow himself to be seen on foot when out and about. Further, all armor, weapons, clothes and accouterments must be of the finest quality.

Recommended traits: Allure, artistic ability, glibness, lucky, music (any).

Benefits: Because of his superior manner of dress, speech, and decorum, NPC nobles will recognize the PC's status and accord him the proper respect. PC nobles receive a +2 reaction roll bonus when interacting with individuals from the upper class and upper middle class.

Hindrances: Because the noble demands the finest things in life, he pays more money for meals, board, equipment, etc. In addition, many vendors recognize the noble as being wealthy and raise their prices accordingly. A noble must add 25% to the price of any item or service he wishes to purchase.

Wealth: Nobles begin with twice the normal starting gold of their class to reflect their higher level of resources.

Outlaw

These PC's spit in the face of authority and scoff at the mention of "the law." They are men and women wanted by the campaign's government officials and law-enforcement authorities.

Some outlaws are the heroic Robin Hood type. They become outlaws because they oppose an evil, corrupt, or tyrannical regime. These outlaws are more concerned with justice than the strict letter of the law. And while they willingly break laws, they do it for the common good—robbing from the rich to give to the poor, smiting the minions of the vile administration, and generally making life as uncomfortable as possible for those who've turned the law to their own wicked ends.

Other outlaws are bandits and highwaymen who inhabit the fringes of many civilizations hoping to rob innocent passersby of their hard-earned valuables. These despicable louts truly give the term "outlaw" a bad name.

Requirements: As many Outlaws must leave the comforts of civilization behind to avoid capture, they must be hardy souls. All outlaws must have minimum Strength/Power and Constitution/Toughness scores of 12.

Weapon proficiencies: Outlaws can wield whatever weapons are allowed by their class. However, they tend to favor missile weapons because they like to strike at the forces of the law from a safe distance.

Recommended nonweapon proficiencies: Rope use, set snares, survival tracking, fire-building, riding (any), animal lore, bowyer/fletcher, hunting, running, local history, disguise, tumbling.

Equipment: PC's who are on the run, such as outlaws, are apt to be lightly equipped to allow for quick, quiet movements.

Recommended traits: Alertness, internal compass, glibness, impersonation, keen senses, light sleeper, lucky.

Benefits: Outlaws have a designated hideaway, a place where they can feel safe. Possible locations include a grove in the local forest, a hidden valley, the city's sewer system, or a nearby dungeon. The DM and player should work out the specifics.

Hindrances: Outlaws always have someone out to get them—usually the collective force of the campaign's law enforcers. They might have some PC's after them, too, if the bounty on their head becomes tempting enough.

Wealth: Standard for the PC's class.

Peasant Hero

A Peasant hero is the “local kid done good.” Whatever his class, whatever his ambitions, this PC always remembers that his roots are in the soil of his home—be it a bustling village, a quiet hamlet, or a lone farm miles from the nearest neighbors. He might leave his home and become a great general, a mighty wizard, a noble priest, or a master thief—but his home will always be foremost in his heart. A peasant hero might fight against tyrannical nobles who are oppressing the common people, or he could simply yearn for the wealth of the nobles—so he can return to his village and build homes, temples, schools, and more.

Requirements: None.

Weapon proficiencies: Although a peasant hero can wield any weapon allowed by his adventuring class, favored weapons include: dagger, short sword, quarterstaff, spear, short bow, club, hand axe, knife, sickle, sling, and staff sling.

Recommended nonweapon proficiencies: Agriculture, fishing, animal handling, animal lore, blacksmithing, carpentry, cooking, cobbling, fire-building, pottery, stonemasonry, weaving.

Equipment: See “Wealth” below.

Recommended traits: Animal empathy, empathy, immunities, climate sense.

Benefits: The disadvantaged often make it through the rough times by helping each other. Therefore, in his homeland, a peasant hero always will be given shelter and any other help his fellows can give. They will hide him and his friends from an evil ruler's troops, heal his wounds, and feed and clothe him. Of course, this is conditional—if the peasant hero has given up his down-to-earth ways or mistreats his former friends, he'll find all doors in the village closed to him.

Hindrances: As he is viewed as something of a hero, a peasant hero will find the people of his homeland coming to him for assistance. If livestock are disappearing from the pens, or the village elder has been jailed for speaking against the nobles, or if another peasant is accused of crime he didn't commit, the peasant hero will be called upon to help.

Wealth: Peasant heroes begin with half the starting maximum gold allowed for their adventuring class.

Pirate

Like mariners, pirates love the ocean. However, pirates also love wealth. Evil pirates are the scum of the seas. They'll attack a ship and kill the crew to a man—unless there is a nobleman or wealthy heiress on board they can hold for ransom. These buccaneers have no lofty goals and fight for no cause other than to net the next ship full of booty.

Privateers are neutral- or good-aligned pirates who are usually commissioned by a government to prey on the shipping of that government's enemy. Privateers are often granted Letters of Marque that state they are in the employ of their king or queen. As representatives of a nation, privateers are expected to behave with a code of honor. They accept surrenders, treat prisoners well, and are always deferential to any noble captives—especially those of the opposite sex.

Requirements: A life on the sea is rigorous and demanding. Pirates must have minimum Constitution/Toughness and Dexterity/Balance scores of 12.

Weapon proficiencies: Pirates can be versed in any weapons applicable to their classes. However, rapiers and cutlasses are suggested for swashbuckling PC's.

Recommended nonweapon proficiencies: Navigation, fishing, seamanship, rope use, gambling, tightrope walking, direction sense, swimming, weather sense.

Equipment: Pirates tend to avoid large weapons and heavy armor. PC's who are weighted down have a hard time climbing around in the ship's rigging and are likely to drown if they are pitched overboard during a storm or a fierce battle.

Recommended traits: Alertness, glibness, light sleeper.

Benefits: Pirates are accustomed to the pitch and roll of a ship and have an advantage when engaged in melee on deck. They gain a +1 bonus to their attack rolls while fighting at sea. Pirates also have a designated hideaway. Such locations include deserted isles, hidden anchorages, a sea-cave complex beneath the port city, etc.

Hindrances: Pirates suffer a –2 penalty on reaction rolls when they enter a port. If a pirate behaves in a manner appropriate to the setting, this penalty may be reduced and then eliminated upon subsequent visits. Pirates often make a lot of enemies. Hence, pirates are sometimes hunted by those they plundered. Pirate PC's should never get too complacent—there's always somebody not too far away who wants the PC's loot or head to show that this sea wolf will prowl the oceans no more.

Wealth: Standard for the PC's class.

Pugilist

Pugilists are PC's who prefer to fight with their bare hands. They might make a living by fighting in a ring. Or perhaps they specialize in martial arts. They are strong, tough, and fit into any society that allows professional or street fights. Pugilists make excellent adventurers, as they have quick reflexes and are good in a brawl with monsters. Adventuring gives them an additional outlet for their physical side, and it affords them opportunities to travel to new communities and find new fights.

Requirements: Pugilists must have minimum Strength/Muscle and Dexterity/Balance scores of 14. The kit is barred to wizards.

Weapon proficiencies: These PC's can select any weapon proficiencies allowed their adventuring classes. However, they prefer to fight with their hands. Proficiency and specialization in any form of unarmed combat (punching or wrestling) is recommended for the pugilist.

Recommended nonweapon proficiencies: Blind-fighting, endurance, running.

Equipment: Pugilists prefer to fight in loose-fitting street clothes and unencumbered. They seek magical bracers and rings to make themselves more difficult to be struck. They will wear armor while adventuring—if their PC class allows it.

Recommended traits: Keen eyesight, keen hearing, keen sense of touch, light sleeper, ambidexterity.

Benefits: Normally, when a PC makes an unarmed attack against an armed opponent or a monster with natural attacks, his foe gains an immediate attack of opportunity with a +4 bonus to his attack roll. This makes it very dangerous for unarmed heroes to attack most enemies. However, pugilists are skilled at fighting armed opponents and monsters with their bare hands; they are treated as if they were armed when making unarmed attacks.

Hindrances: Pugilists are admired when they are in a ring and the crowd is cheering them on. However, people from the middle and upper class prefer not to associate with the ruffians. A pugilist's Charisma is effectively lowered by 1 when dealing with those from the middle class and by 2 when speaking to people from the upper class.

Wealth: Pugilists begin with the normal amount of gold allowed their PC class.

Rider

A rider is a PC who has developed a bond with his mount. When the PC was younger, he became friends with this animal, and the rider and his mount grew up together and grew close. They are now all but inseparable. In fact, they share such a bond they can sense each other's location and general health. Perhaps the rider is an elf who was born in the deep wilderness and who rides into the campaign's city on a giant boar. Maybe the rider is a halfling lass who—with her giant lizard mount—leaves her village behind in pursuit of adventure.

Requirements: Riders must have a minimum Charisma/Leadership of 13.

Weapon proficiencies: Riders can select any weapons that fit with their adventuring professions. Weapons designed to be used while mounted are ideal. These include: lances, bow (any), horseman's flail, horseman's mace, horseman's pick, spear, bastard sword, long sword, scimitar, morning star.

Recommended nonweapon proficiencies: Animal lore, animal training, animal handling, riding (any), rope use, charioteering, heraldry, bowyer/fletcher.

Equipment: Riders can select any weapons, armor, and other equipment that fits their adventuring class.

Recommended traits: Animal empathy, empathy, alertness, keen hearing.

Benefits: When this kit is chosen, the player and DM must determine a suitable mount for the PC. There are several factors to consider: 1) the climate and terrain of the PC's homeland, where he acquired the mount; 2) the PC's race (halflings would have a difficult time riding elephants, while half-ogres would be too big for a pony) and; 3) the availability of the mount. A rider's mount is similar to a wizard's familiar in that the pair have a bond. Each will know the general state of health of the other, the direction the other is in, and the distance by which they are separated. Depending on its degree of intelligence, the mount might be able to understand if its friend is in danger. Many a rider has escaped certain death on the back of a mount that risked its own life to save him.

After making a list of possible mounts, the player should select one. DMs might prefer the mount to be selected randomly. If this is the case, use the following method.

Roll 1d6. A result of 1–3 indicates the player should roll on the natural creatures table; 4, flying creatures; 5, giant land creatures, and; 6, underwater creatures. Then roll 1d8 on the appropriate mount table.

Mounts

Natural Creatures

1	Horse/pony
2	Bull
3	Camel
4	Buffalo
5	Mule
6	Cave bear
7	Stag
8	Elephant

Flying Creatures

1	Griffon
2	Huge raven
3	Hippogriff
4	Huge bat
5	Giant owl
6	Pegasus
7	Giant wasp
8	Giant eagle

Giant Land Creatures

1	Giant beetle
2	Giant lizard
3	Giant boar
4	Giant weasel
5	Giant frog
6	Giant badger
7	Giant goat
8	Giant skunk

Underwater Creatures

1	Hippocampus
2	Giant crab
3	Sea horse
4	Dolphin
5	Killer whale
6	Sea lion
7	Giant otter
8	Giant ray

Hindrances: If a rider neglects or mistreats his mount, the DM might declare that the mount flees—bolts during the night, kicks its way out of a stable, flies away, etc. If this occurs, the rider can never again experience an empathic rapport with a animal. Further, when the rider's mount dies, the rider immediately suffers 2d6 points of damage, due to the emotional loss resulting from the death of a close friend. This damage can be healed. However, if the mount's death occurred as a result of the rider's negligence, aside from suffering the physical damage, the rider must attempt a saving throw vs. spells. Failure means the rider operates as if he were under a feeblemind spell for the next 2d6 hours.

Wealth: A rider begins with the amount of money allowed his adventuring class. He must purchase tack and animal feed with this before using what is left to purchase weapons, armor, and equipment.

Savage

Savages are PC's from primitive societies, individuals who lived on their own or in extended families. They differ from barbarians in that they have no established villages or communities. They live off the land by hunting and foraging. They do not herd animals or establish farms. Savages find their way into adventuring groups simply by crossing paths with PC heroes. They are quick to become a part of an adventuring family, and they are comfortable traveling and exploring. However, savages are uncomfortable in towns, and they are suspicious of civilized trappings.

Requirements: Savages must have a minimum Constitution/Fitness score of 13. This kit is barred to paladins.

Weapon proficiencies: At the time of PC creation, a savage must choose from the following wooden weapons: quarterstaff, spear, bow, and club. As the PC gains in levels and adventures with others, he can pick up more civilized weapons, such as maces, swords, and daggers.

Recommended nonweapon proficiencies: Animal lore, hunting, running, set snares, survival, tracking, fishing, swimming.

Equipment: Savages begin without any metal equipment. Their weapons are limited to those listed above, and they can wear nothing greater than hide armor. All of their possessions must come from nature, such: as deerskin sacks, buffalo hide blankets, vine rope, woven baskets, clay jugs, stone arrowheads, etc.

Recommended traits: Keen eyesight, keen hearing, keen sense of touch, keen sense of taste, light sleeper, ambidexterity.

Benefits: Savages gain +1 to any three nonweapon proficiencies scores, provided they are selected from the recommended list above.

Hindrances: PC's with this kit are uneasy in cities. They suffer a –2 initiative penalty when traveling within the confines of a town or keep.

Wealth: Savages are allowed to spend up to the normal wealth allowed their PC class on the weapons, hide armor, and equipment mentioned in this kit. However, whatever is not spent vanishes. Savages begin play with no money.

Scholar

A scholar is driven by his incessant drive for knowledge about a particular topic or family of topics. Adventuring scholars might want to study underground ruins, abandoned temples, mythical beasts, giant insects, haunted woods, or monsters. When not traveling (and taking copious notes at every opportunity), he's likely to be found poring over books, maps, scrolls, and clay tablets. Scholars choose to adventure because they know they can learn more by studying something up close than by reading about it in musty libraries.

Requirements: A scholar must have a minimum Intelligence/Knowledge of 13. Fighters may not be scholars.

Weapon proficiencies: Those that fit with the scholar's adventuring class.

Recommended nonweapon proficiencies: Reading/writing, history (any), languages (any), heraldry, astrology, astronomy, herbalism, engineering, gem cutting, religion, spellcraft, brewing, etiquette, musical instrument.

Equipment: Scholars always must be prepared to record some interesting new bit of knowledge. Therefore, all scholars must carry quills, ink, scrolls, and a journal or diary with which to write down any intriguing new facts or theories.

Recommended traits: Artistic ability, keen eyesight, keen hearing, precise memory, obscure knowledge.

Benefits: Scholars gain a +1 bonus either to Intelligence or Wisdom checks (player's choice)—including proficiency checks based on Intelligence or Wisdom.

Hindrances: Since scholars spend so much time reading, theorizing, and studying, they suffer when it comes to physical combat. All scholars suffer a –1 penalty on their initiative rolls when fighting.

Wealth: Standard for the PC's class.

Scout

Scouts are those PC's who are most at home in the wilderness. They can be hunters, loggers, trappers or furriers. Or they might be employed by the campaign's military forces to patrol the country's borders and keep a furtive eye on the nation's enemies. As a rule, they are brave—even daring. Few others would voluntarily cross into enemy territory to ascertain troop movements or the locations of the monsters' stronghold. Wilderness is not limited to forests. Any geographic region that is untouched by civilization qualifies. Such areas can include the desert, arctic tundra, tropical rain forests, mountain valleys, or even natural cave complexes—perhaps leading to the Underdark.

Requirements: Scouts must be able to discern a dangerous situation from a lethal one. All scouts need a minimum Wisdom/Intuition score of 12.

Weapon proficiencies: Scouts can be proficient in any weapons that fit with their adventuring class. Since they are frequently outnumbered by foes, most scouts select missile weapons to help them even the odds.

Recommended nonweapon proficiencies: Tracking, survival, fire-building, hunting, mountaineering, rope use, set snares, swimming, carpentry, direction sense, weather sense.

Equipment: Scouts do not enter the wilderness unprepared. Scouts must purchase adequate clothing for the season, rations and water, flint and steel, rope, bedroll, a small hammer, and pitons. They can purchase any weapons, armor, and other equipment with any gold they have remaining.

Recommended traits: Alertness, fast healer, impersonation, keen eyesight, keen hearing, keen sense of touch, light sleeper.

Benefits: Scouts gain a +1 bonus to all nonweapon proficiency checks while in the wilderness or natural cave settings.

Hindrances: Scouts are ill at ease in urban or dungeon settings. They suffer a –1 penalty on all nonweapon proficiency checks when in such locales.

Wealth: Standard for the PC's class.

Sharpshooter

Sharpshooters devote their time and effort to becoming extremely proficient with missile weapons. They might be experts with thrown weapons such as the dagger or hand axe. Some make their living as trick-shot artists in carnivals and circuses. Sharpshooters may be military specialists assigned to attack and dispose of enemy officers, wizards, airborne foes, or even enemy sharpshooters. Others might be classic archers, able to split an opponent's arrow in a target or knock a foe's weapon from his hand.

Requirements: A sharpshooter must have a minimum Dexterity/Agility of 13. This kit is barred to wizards and priests (although the DM may allow some specialty priests, such as druids, to become sharpshooters).

Weapon proficiencies: More than half of a sharpshooter's initial weapon proficiencies (or at least six PC points) must be allocated on missile weapons. Expenditures for missile weapon specialization or style specializations involving missile weapons count toward the requirements.

Recommended nonweapon proficiencies: Bowyer/fletcher, hunting, heraldry, riding, weaponsmithing.

Equipment: A sharpshooter's first concern is making sure he has enough arrows or other missile weapons. After that, he can purchase whatever armor and equipment is appropriate to his adventuring class.

Recommended traits: Ambidexterity, keen eyesight, keen hearing, lucky.

Benefits: Sharpshooters gain a +1 bonus to attack and damage rolls with one particular missile weapon. The weapon must be chosen at the time of the PC's creation. This bonus does not apply to a hurled missile weapon when it is used in melee combat. For example, if a sharpshooter threw a spear at an oncoming hobgoblin, he could apply the bonus. If he waited until the hobgoblin closed to melee range, the bonus is no longer applicable.

Hindrances: Because a sharpshooter concentrates on missile weapons, he suffers a -1 penalty on initiative rolls for melee combat.

Wealth: Standard for the PC's class.

Smuggler

PC's who earn a living by fencing questionable goods and moving material about behind the backs of government officials are considered smugglers. They are opportunists who have the right connections to guide stolen or suspicious property about from place to place—at a considerable profit to themselves. Smugglers rarely steal things themselves. They consider that much more risky than transporting the goods and feigning ignorance about the goods' origins. And they rarely keep materials they believe stolen—better to move the objects on to another city. A few smugglers work as fences on the side. Smugglers love the adventuring life because it gives them the opportunity to travel and the chance to move goods. A smuggler might jump at the opportunity to delve into a dungeon when the authorities are on the lookout for a matched set of emeralds he has in his belt pouch.

Requirements: Smugglers must have a minimum Wisdom/Willpower score of 12, as they must have enough common sense to help them stay ahead of the law.

Weapon proficiencies: These PC's can select any weapon proficiencies allowed their adventuring classes.

Recommended nonweapon proficiencies: Appraising, forgery, gem cutting, ancient history, artistic ability, etiquette, pottery, ancient languages, reading/writing.

Equipment: Smugglers seek magical bracers and rings to make themselves more difficult to be struck or seen. They will wear armor while adventuring—if their PC class allows it. However, they prefer to travel in loose-fitting street clothes and unencumbered.

Recommended traits: Keen sense of touch, glibness, impersonation, lucky, obscure knowledge, precise memory.

Benefits: If a smuggler chooses the appraising nonweapon proficiency, he gains a +2 bonus to that proficiency score.

Hindrances: Smugglers on occasion run afoul of the law—or of individuals who try to pass goods via the PC. When this happens, a smuggler might have to rely on his fellow adventurers for protection.

Wealth: Smugglers begin with the maximum amount of gold allotted to their PC class to reflect the money they earn from their shady dealings.

Soldier

A Soldier is a professional warrior. He might be a field officer, a career sergeant, or a sellsword. Any PC class can be a soldier. Warriors and clerics can lead troops into battle; wizards can decimate enemy armies with their powerful, offensive spells; and rogues can infiltrate enemy-occupied positions and gain valuable intelligence. If a player is interested in this kit, he should discuss with the DM whether the soldier is a member of a standing military organization or is a mercenary. If the PC is a member of a military force, his military rank also must be decided.

Requirements: Soldiers must have a minimum Constitution/Fitness score of 12, as military life is not easy.

Weapon proficiencies: Soldiers can be proficient in weapons that fit their adventuring class.

Recommended nonweapon proficiencies: History (ancient or local, emphasis on military events), fire-building, direction sense, animal handling, cooking, heraldry, riding (land-based), seamanship, swimming, disguise, armorer, blind-fighting, bowyer/fletcher, charioteering, endurance, navigation, survival, weaponsmithing, reading/writing.

Equipment: Soldiers must spend more than half of their starting wealth on weapons and armor. They can wear any armor and use any weapons allowed their adventuring profession.

Recommended traits: Keen eyesight, keen hearing, light sleeper.

Benefits: At the time of PC creation, the soldier gains one free nonweapon proficiency, provided it is selected from the recommended list above. In addition, a soldier acquires one weapon at no cost—a gift of the military.

Hindrances: A soldier can purchase only those weapons, armor, and other pieces of equipment that can be carried on his back or on his mount.

Wealth: Standard for the PC's class.

Spy

In any campaign there is bound to be intrigue, conspiracies, and insidious plots. Uncovering these secrets is the job of the spy. As the scout crosses enemy lines and infiltrates dangerous wilderness areas to learn vital information, so does the spy wend his way through all levels of society. He attends parties or sits in smoky taverns, drinking, dancing, or gambling—all the while noting who is speaking to whom, what is being discussed, (and what isn't being discussed), who's present and who's absent, and what are the latest rumors and gossip. Spies often choose to become adventurers, as that profession is the perfect cover. Few think twice when a new group of heroes comes into town. In most campaigns, adventurers are just accepted—if not granted a few favors in case their unique talents are ever needed. This allows spies to go almost anywhere without arising suspicion.

If this kit is chosen, the player should discuss with the DM exactly who the spy is supposed to be spying on, and who the spy's employer is. It is possible that the spy is between missions, or is seeking additional income as an adventurer. Spies tend to be educated and versatile.

Requirements: Spies must be able to think on their feet and smoothly talk their way out of situations in which their cover may be blown. Therefore, all spies must have minimum Intelligence/Learning and Charisma/Comeliness scores of 13.

Weapon proficiencies: Spies are only limited in weapon choice by their adventuring class. However, depending on their cover identity, spies may be limited in the weapons they carry. For example, a spy impersonating a wizard cannot bring his favorite bastard sword along as part of the disguise. Many spies prefer small, easily concealed, or easily disguised weapons (a walking cane can double as a club or hide a thin blade). This lets spies defend themselves if they are discovered. Such weapons include: club, dagger, knife, and darts. If the campaign involves much courtly intrigue, "ceremonial" weapons such as various swords also qualify.

Recommended nonweapon proficiencies: Disguise, forgery, dancing, etiquette, heraldry, riding, local history, modern languages, herbalism, reading/writing, appraising, gaming, musical instrument, reading lips, spellcraft.

Equipment: The spy's cover identity may dictate what equipment he can carry without appearing incongruous.

Recommended traits: Alertness, empathy, glibness, impersonation, light sleeper, lucky, music (any), precise memory.

Benefits: Because of the spy's suave charm, he receives a +2 bonus for all NPCs' reaction rolls.

Hindrances: The foremost problem with being a spy is that if his cover identity is blown and he is captured, the penalty is often death. It is also possible that old foes may later determine the spy's true identity and seek revenge against him.

Wealth: Standard for the PC's class.

Swashbuckler

A swashbuckler is the lightly armed and armored hero with a flashing blade and rapier wit. Most at home in a city-based campaign (dungeons tend to ruin their expensive, foppish attire), the swashbuckler seems to have stepped right out of Dumas' *The Three Musketeers*. Swashbucklers may be dull bureaucrats, wheezing aristocrats, or meek scribes during the day—but at night they don their fanciest clothes, gird on their blades, and venture out into the darkening city for an evening of raucous revelry, flippant conversation, and a helping of derring-do. Despite a generally flippant (some might say arrogantly sarcastic) attitude, most swashbucklers have a strong sense of honor. Anyone who dares insult the swashbuckler, his comrades, or a member of the opposite sex may well find a blade at his throat.

Requirements: Swashbucklers should be witty, and they should be light on their feet for those occasions when their wit goes unappreciated. As such, all swashbucklers need minimum Dexterity/Balance and Intelligence/Learning scores of 12. This kit is closed to rangers and druids.

Weapon proficiencies: Swords are the traditional weapons of most swashbucklers, especially rapiers and sabres. However, they can use any weapons that fit their adventuring professions.

Recommended Nonweapon proficiencies: Tumbling, etiquette, dancing, riding, blind-fighting, musical instrument, appraising, gaming, tightrope walking, jumping.

Equipment: A swashbuckler can wear any armor and weapons allowed to his class, though they should be flashy and of good quality.

Recommended traits: Ambidexterity, artistic ability, glibness, music, lucky.

Benefits: When unarmored or wearing armor no heavier than studded leather, swashbucklers gain a +2 armor class bonus. This bonus is in addition to any other AC modifiers such as a high Dexterity and magical defensive items. (This is equal to the optional defensive bonus class ability, and the two cannot be combined.) Also, due to their roguish charm, swashbucklers gain a +2 reaction roll bonus from NPC members of the opposite sex.

Hindrances: As the swashbuckler seeks out adventure, so too does adventure find him. Life, and the DM, should conspire to make reality interesting for the PC. For example, if a swashbuckler is fleeing the outraged sibling of one of his paramours, his flight might carry him across the path of a defenseless peasant who is being harassed by a gang of ruffians. Or, if a swashbuckler leaps overboard to escape the buccaneers who shanghaied him, he discovers that the waters are infested with sahuagin riding sharks.

Wealth: Standard for the PC's class, plus 20% to reflect his affluent background.

Thug

This kit is recommended only for non good-aligned PC's. As the outlaw makes his home and living on the fringes of civilization, the thug makes his way in cities. A thug knows the streets and alleys, and he knows the shadowy places best. In the darkest parts of town he lies in wait for unsuspecting prey—such as travelers new to the city, those who become lost in the maze of streets and alleys, and those on their way home after having a bit too much to drink. Thugs might be street ruffians, members of press gangs, gang enforcers, or barroom rowdies. In any case, they tend to be loud, obnoxious, and prone to violence.

Requirements: Thugs must have minimum Strength/Muscle and Charisma/Comeliness scores of 10. Only warriors and rogues may select this kit.

Weapon proficiencies: Small or easily concealed weapons are the thug's favorites, as they can be carried most anywhere. These include: daggers, dirks, hand axes, knives, blowguns, and slings. However, thugs can carry any weapon that is allowed by their adventuring class.

Recommended nonweapon proficiencies: Blind-fighting, endurance, gaming, jumping, rope use, running.

Equipment: Most thugs like to wear as little armor and carry as few pieces of equipment as possible—as they like to move about unencumbered. However, some thugs prefer wearing bulky armor and carrying big weapons to intimidate others.

Recommended traits: Fast healer, keen eyesight, keen hearing, keen sense of touch, light sleeper.

Benefits: Due to their rough-and-tumble lifestyle and penchant for street brawls, thugs gain a +1 bonus to all damage rolls.

Hindrances: Thugs are often wanted by the local law enforcers. In a relatively confined area such as a city, a thug can never relax. Around the next corner might be a member of the constabulary—or the thug's next victim.

Wealth: Standard for the PC's class.

Weapon Master

A weapon master is a PC who, regardless of class, has chosen to devote most of his combat training to a single weapon. A weapon master's goal is to blend weapon and self into one whirling, deadly union—one lethal entity. Weapon masters might display their prowess as part of a circus or carnival show—knocking lit cigars out of unsuspecting peoples' mouths—or juggling three short swords while blind-folded. Or, weapon masters might have inherited the family heirloom weapon, and mastering it is a family tradition that the PC feels he must live up to.

Requirements: Only warriors, priests, and rogues can become weapon masters. They must have minimum Strength/Power and Dexterity/Agility scores of 13.

Weapon proficiencies: Weapon masters always choose a melee weapon to study and excel in. The PC must begin play with expertise or specialization in at least one melee weapon.

Recommended nonweapon proficiencies: Blind-fighting, juggling, weaponsmithing, bowyer/fletcher, endurance.

Equipment: A weapon master cannot wear any armor heavier than chain mail. The weapon master begins play with one weapon of the type he has mastered at no cost.

Recommended traits: Ambidexterity, double-jointed, keen eyesight, keen hearing, lucky.

Benefits: A weapon master is so skilled with one melee weapon that he can, as he enters combat, display his amazing level of skill. This causes all opponents who see the display to suffer a –2 initiative penalty for the first two rounds of combat.

Hindrances: So total is the weapon master's devotion to his weapon that he cannot become proficient with weapons of another type. For example, if the PC's choice weapon is a mace, he can only gain proficiencies in bludgeoning weapons. If the chosen weapon is a sword, he can only wield slashing weapons without suffering penalties to hit.

Wealth: Standard for the PC's class.

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Dwarves

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The Complete Book of Dwarves





Dwarf Kits

Dwarven Kits may only be used by the listed group or class.



Dwarf Warrior Kits*

Animal Master

The Animal Master has a close affinity with the animals employed to guard strongholds. He looks after and controls them, making sure they are properly fed and exercised. He trains them to act as guards and to attack on command. Animal Masters develop a deep bond with their animals and are reluctant to endanger the animals' lives.

An Animal Master must have a Wisdom of 12 or more.

Role: Well respected members of dwarf society, Animal Masters are usually welcome at any stronghold, though they are treated with wary respect. If they are willing to train others in the art, they are even more welcome.

Animal Masters are responsible for looking after a stronghold's animal guards. These are usually 2d4 brown bears or 5d4 wolves, but other animals such as giant lizards, cave bears, boars, or giant rats may be used. They may train a stronghold's cavalry mounts, if these are present.

Weapon Proficiencies: They may be proficient with any weapon.

Bonus Nonweapon Proficiencies: Animal Lore, Animal Training (chosen animal), Endurance.

Recommended Nonweapon Proficiencies: Animal Handling, Animal Training (other animal), Appraising, Direction Sense, Dwarf Runes, Etiquette, Herbalism, Hunting, Modern Languages, Rope Use, Sign Language, Signalling, Underground Survival.

Equipment: When created, the Animal Master may have any kind of weapons and equipment. He starts with one fully trained animal of his choice, which he may equip with leather or metal armor.

Distinctive Appearance: Animal Masters frequently dress in the pelts or skins of their animal charges. This helps bond him to his animals and makes them more accepting of his presence.

Special Benefits: An Animal Master gains an Animal Training proficiency. This bonus proficiency is automatically at +1. He must choose the kind of animal he is capable of training upon taking the proficiency. He may buy another Animal Training proficiency but the second does not gain the +1 bonus.

The bonus Animal Mastery proficiency allows him to train four animals at one time, instead of three. For each additional slot spent on Animal Training, one extra animal can be trained.

Because of his affinity with them, an Animal Master reduces the time it takes to train the animals by one week per slot spent on the proficiency, but it never takes less than two weeks. This extra slot includes the Animal Trainer's initial +1 bonus. He can increase the number of tasks he can teach an animal by +1 for each slot spent on Training. One who chooses brown bears as the animals for his bonus proficiency can teach four bears at one time. He can teach them 2d4+1 tricks or tasks in 2d6-1 weeks.

When working with wild animals, he gains a +4 ability modifier to his chances of taming them, if the animals are of a litter whose mother he has trained. When working with such animals, an Animal Master's commands are obeyed on rolls of 1-19 on a 1d20. Only when he rolls a 20 will the animals refuse to obey.

If an Animal Master has the Sign Language proficiency, he may direct his own trained animals with it. They must be able to see his hands for this to work.

An Animal Master with the Signalling proficiency can direct personally trained animals by using simple sound signals. When working with animals other than his own, he may direct them by making a successful Animal Training check.

Special Hindrances: Animal Masters tend to be loners, spending more time with animals than with other dwarves. Consequently, there is always a level of distrust. Most dwarves, obsessed with their crafts, have little in common with Animal Masters who dedicate their lives to creating a rapport with their animals. Other dwarves react to Animal Masters at -2. This does not mean they will be antagonistic, but that they are wary of the trainer and his animals. They will show respect, but without friendship.

Wealth Options: An Animal Master starts with only 4d4x10 gp.

Axe For Hire

An Axe For Hire is a mercenary who is willing to sell his services to the highest bidder. Usually an all-round fighter, capable of engaging in hand to hand combat, he is able to use a crossbow and other missile weapons.

Role: He is frequently a dwarf with a severe case of wanderlust and a strong desire to travel beyond his stronghold. The best way to accomplish this is to hire out as a guard or a mercenary. He may find employment with a merchant who is setting out on an expedition deeper underground, or planning to travel above. He may be working for a dwarf noble who is visiting relatives in other lands, or trying to recapture a mine from orcs or dragons. Perhaps he has traveled to aid a stronghold attacked by monsters.

He may accept employment with another race, providing the money is good enough. He wants to be paid to fight.

Weapon Proficiencies: They may choose any weapons they like.

Bonus Nonweapon Proficiencies: Endurance, Local Dwarf History, Local History.

Recommended Nonweapon Proficiencies: Alertness, Armorer, Bowyer/Fletcher, Direction Sense, Fire-building, Dwarf Runes, Survival, Underground Navigation, Weaponsmith.

Equipment: An Axe for Hire may spend his starting money on whatever arms, armor, and equipment he can afford. When he is created, if it is agreed that he is part of a military force with specific equipment requirements, he is required to buy that equipment, but at half the price.

Distinctive Appearance: These are the most individualistic of dwarves and do not conform to any single standard.

Special Benefits: Fighters receive one free weapon specialization (a hand or missile weapon). It must be one commonly associated with dwarves.

When employed, he never pays for his own upkeep. Rooms at inns, food and drink are all supplied by his employer.

Special Hindrances: Dwarves are clannish folk who distrust anyone with an independent attitude. When reacting with other dwarves in any situation other than military, an Axe for Hire suffers a -3 reaction penalty.

In addition, an Axe for Hire who is part of a military force is subject to the discipline and dictates of its commander. He is no longer free to come and go as he pleases. He is further restricted by the contract he has signed with his employer. Many of these are for a fixed duration, and require him to be available throughout the term. Disappearing before the end of the contract is likely to give him a poor reputation as a mercenary.

There is always a fear that he has been hired to undertake a suicidal mission or to act as a decoy or sacrifice, while others have more important, and safer, duties.

Wealth Options: He receives the standard 5d4x10 gp starting money.

Clansdwarf

The Clansdwarf is what most people think of whenever dwarves are mentioned. They are the majority in dwarf society, its craftsmen and militia. They are skilled in a craft and receive military training from adolescence.

Role: Clansdwarves are usually closely bound to their stronghold and only leave to conduct their craft somewhere else (at a location that is usually turned into another stronghold). They give dwarf society its particular qualities of kinship and careful optimism.

They are not restricted to the strongholds and may be found living in ghettos or on the edges of the towns and cities of another race, making a living by selling their services.

While clansdwarves are craftsmen, all dwarf settlements pride themselves on their militia. They are armed and equipped with items of their own manufacture, and train regularly in small unit and large scale tactics. Many clansdwarves are justifiably proud of being expert fighters as well as superb craftsmen.

Weapon Proficiencies: Clansdwarves may be proficient with: axe, hammer, light or heavy crossbow, mace, pick, polearm, short sword, spear.

Bonus Nonweapon Proficiencies: Clansdwarves gain two craft proficiency slots of their choice. Both must be spent on the same craft. They also receive the Dwarven Runes and Endurance proficiencies.

Recommended Nonweapon Proficiencies: Appraising, Artistic Ability, and any related to their first craft.

Equipment: Clansdwarves may buy any equipment they like.

Distinctive Appearance: The craft of a clansdwarf is readily apparent from his clothing. Each clan has a unique emblem or cut of cloth that distinguishes them from all other clans. This may be as obvious as a leather-working apron or as discrete as a small anvil badge.

Special Benefits: Clansdwarves gain a +3 reaction bonus when dealing with others of their clan. They gain a +2 reaction bonus when dealing with dwarves of other clans engaged in the same craft.

Clansdwarves are always sheltered and given aid within their own clan. Unless one is known to have injured members of his own clan, he will be fed and housed gladly.

Special Hindrances: A Clansdwarf is part of a tightly-knit society that never forgets either a misdemeanor or shoddy workmanship. He is expected to be scrupulously honest and professional in his dealings with others. Any dwarf who violates that trust becomes an outcast, no longer welcome at the hearths of his clan. News of bad behavior spreads quickly, and other dwarves, hearing of it, will react to him with a -3 penalty.

A Clansdwarf who becomes an outcast may again be accepted by his kin, but the process takes years. It is better to keep one's nose clean and do the job than to provoke trouble.

Wealth Options: A Clansdwarf starts with the standard 5d4x10 gp.

Hearth Guard

A Hearth Guard is a female dwarf who has received intensive military training. Frequently a weapon specialist, she fights as well as, if not better than, most males.

Not all strongholds have Hearth Guards. Some see fighting as a male role and do not encourage women to take up arms. In most strongholds, Hearth Guards form a respected, elite fighting force dedicated to defending the stronghold and its children from external threats.

Not all female warriors are Hearth Guards. Any of the kits can be used for female PC's, so a player is not restricted to playing a Hearth Guard PC just because she is female. No male dwarves, however, may become Hearth Guards.

Role: Hearth Guards were originally formed as a purely defensive force to defend the stronghold in case of attack. In a few strongholds, male dwarves have come to see women as superior and leave all important decisions to them.

Hearth Guards are highly regarded. They form an effective fighting force, well trained in combat and tactics. Outside dwarf society, they are a curiosity, if others are even aware of them. As a result, other cultures are suspicious of Hearth Guards, if not scathingly critical of their abilities. Any who see them in this light are in for a nasty surprise.

Although originally formed to protect strongholds, members are as free as any dwarf to adventure or travel; they are not restricted to a stronghold.

Weapon Proficiencies: Hearth Guards must be proficient in traditional weapons of battle; axe (one or two handed), spear, and light crossbow. She may only specialize in these weapons.

Bonus Nonweapon Proficiencies: Endurance, Fire Building, and Local Dwarf History.

Recommended Nonweapon Proficiencies: Alertness, Blind-fighting, Direction Sense, Dwarf Runes, Fletcher/Bowyer, Intimidation, Local Dwarf History, Rope Use, Sign Language, Signalling, Slow Respiration, Weaponsmithing.

Equipment: When a Hearth Guard is created she must be equipped with at least chain mail armor, a battle axe, a spear, and a light crossbow.

Distinctive Appearance: Hearth Guards are distinguished by red surcoats with orange fire badges embroidered on the front.

Special Benefits: A Hearth Guard fighter receives one free specialization in battle axe, spear, or light crossbow. She must pay the initial weapon proficiency, but the specialization is at no cost.

She also gains an additional +1 bonus to attack and damage when defending her stronghold. When fighting to protect young dwarves, she gains a +2 bonus to attack and damage rolls. To gain this bonus the attacker must be in a position to physically harm the young, or about to enter a nursery or home.

Special Hindrances: Within dwarf society only the most male oriented strongholds react negatively to Hearth Guards. In the male dominated societies of other races, a female dwarf wearing armor and carrying weapons is sometimes not taken seriously; NPCs react at -3 to the Hearth Guard.

Wealth Options: She receives the standard 5d4x10 gp. If this is not enough to buy the required equipment, the equipment is provided free, but the PC starts with no money.

Battlerager

The Battlerager fills a particular niche in dwarf society and culture. He is a fearless warrior, able to create an insane rage within himself which increases his fighting ability and distorts his physical features.

While enraged, a Battlerager's face becomes twisted and his teeth grind together. Spit flies from his mouth and dribbles down his beard. His eyes enlarge, bulge, and become bloodshot. Size increases (his height by an inch or more) as his muscles swell and his body expands.

His fighting ability becomes awesome, allowing him to fight longer and harder than any other dwarf. While in his rage, he is almost unstoppable. A dangerous enemy, he is a menace to friend and foe alike.

A Battlerager must have a minimum Strength of 15 and Intelligence and Wisdom scores no higher than 10.

Role: He is believed to have been touched by a dwarven deity, and is held in reverence and fear by his fellows. Madness and irrational behavior are commonly associated with Battleragers. Many believe that, if killed in battle, Battleragers return to the earth, to be reborn with more power. Therefore they have no fear of death.

While there is no Battlerager Guild, they tend to band together and occupy outlying sections of strongholds. They are given to drinking, rowdy and boisterous singing, and drunken dancing. Others prefer not to socialize with Battleragers if possible. They are quick to anger and will avenge any imagined insult with a battle axe.

In war Battleragers come into their own. Groups, and even individuals, will charge ahead of the military to attack the enemy with no regard for their own safety.

In a campaign, Battleragers are dangerous not only to others but to themselves.

Battlerager PC's must be reckless, never weighing the odds. They are argumentative, coarse, and definitely not diplomats! "If it moves, kill it!" is the likely response of a Battlerager. Most of them live short, often glorious, lives.

Weapon Proficiencies: Battleragers must specialize in battle axe (single or two-handed) and warhammer. Warhammers are thrown at enemies while charging, usually accompanied by a battle cry such as "Stitch that, Goblin!" They cannot start with any other ranged weapon proficiency, and it is forbidden to learn or use a ranged weapon. (Unthinkable! Missile weapons are coward's toys!)

Bonus Nonweapon Proficiencies: Endurance, Intimidation, Singing.

Recommended Nonweapon Proficiencies: Appraising, Armorer, Blind-fighting, Dancing, Direction Sense, Sound Analysis, Underground Navigation, Underground Survival.

Equipment: Battleragers must start play with a battle axe and a warhammer. They may wear any type of armor, but it must be slightly larger than required to accommodate the increased size when in battle rage. They usually carry wineskins containing a vile concoction of fermented goat's milk and herbs "gutshaker". They are the only creatures known to drink gutshaker without becoming violently ill.

Distinctive Appearance: Battleragers are the most distinctive of warriors. With rings through their noses, ears, and sometimes lips, they will dye their hair and beards vivid colors. They often shave their faces and heads, sometimes leaving long tufts of hair that are stiffened with lime or thick grease. Tattoos on the face and body in the form of spirals and abstract designs are a source of intense pride for all Battleragers.

Special Benefits: They excel at fighting. Not only are they specialists with battle axe and warhammer, they are able to enter a furious killing rage that endangers friend and foe alike. They have little control over it. Any time one feels insulted, threatened, or when in combat, he will bellow a battle song at the top of his lungs. After five rounds, during which time he can fight or perform other activities, he enters the rage. This lasts until there are no enemies left to slay. Whether enemies are standing to fight or lying wounded on the ground, the Battlerager will hack them apart. He will then turn to anyone left alive, even his friends. During the rage, Battleragers continue to sing, pausing only to scream insults at foes.

A Battlerager can try to come out of the rage at the beginning of each round by making a Wisdom check. If he succeeds, his rage ends and he suffers the effects below. If not, he remains enraged. He may attempt withdrawal each round, until he succeeds.

He may attempt to prevent a killing rage by making a successful Wisdom check. If he succeeds, he can control himself for the rest of the encounter. During the next five rounds, he will gnaw ferociously on his shield rim or grind his teeth together in an effort to control himself. If he fails the check, he enters the rage.

A *silence* spell will prevent him from entering a rage, but he will attack the PC who cast the spell, if he can tell who it was. If not, he will attack all who get in his way.

The Killing Rage: While in a killing rage, the Battlerager receives the following special benefits: +1 to attack, +3 to damage, +10 hp, and +1 bonus to his AC.

- Immunity to these wizard spells (no saving throw necessary) *charm person, emotion, fear, friends, hypnotism, sleep, irritation, ray of enfeeblement, scare, geas*; and these clerical spells *command, charm person or mammal, enthrall, cloak of bravery, remove fear, symbol*.
- He gets a +4 saving throw bonus, on top of his dwarf bonus, against these wizard spells: *blindness, Tasha's uncontrollable hideous laughter, hold person, charm monster, confusion*; and against these clerical spells *hold person, hold animal*.
- The *finger of death* spell kills a Battlerager instantly, if he fails to make a saving throw. If he makes his save, he doesn't suffer the 2d8+1 points of damage until his killing rage ends.
- While in the rage, he is immune to KO results from the Punching and Wrestling rules and takes only half damage from bare-hand attacks.

Killing Rage Disadvantages: A Battlerager suffers the following disadvantages while enraged:

- He is oblivious to pain. The DM takes note of the Battlerager's current hit points when the PC first enters his killing rage, reducing them as he takes damage. The player is not told how many points of damage he takes from enemy attacks, or how many he has left. He is only aware that he is enjoying himself tremendously. He is told how much damage his PC has received when he falls over dead or the rage ends.
- He must continue to fight each melee round until all opponents have been killed. He may attack any enemy within range of his weapon. If none are in range, or once he kills an opponent, he must attack the nearest enemy.
- He cannot take cover from missile attacks.
- If another PC does something that he interprets as an attack, such as hitting him to move him out of the way, he must roll an Intelligence check. If successful, the Battlerager may ignore his friend. If he fails, his friend becomes his enemy, and is treated as an enemy until the fight is over and the rage has passed.
- He is temporarily unaffected by the clerical spells *bless, cure light wounds, aid, cure serious wounds, cure critical wounds, heal, regenerate, and wither*. He only gains the benefits of these spells when he is not enraged.
- The *taunt* spell is automatically successful and causes him to abandon his current enemy and rush to attack the taunter.
- Once the rage is over, he loses all of its advantages, including the 10 bonus hit points. This could cause him to die instantly, or collapse unconscious, if he has 0 or less hit points remaining.
- After the rage subsides, he suffers a -1 penalty to his attack rolls, a -3 penalty to damage rolls, and -1 penalty to his AC. This effect remains for the same number of rounds that he was enraged.

Special Hindrances: Being a psychopathic killer with an axe is a special hindrance in itself, particularly because he is a liability to himself and all who adventure with him. Other dwarves react to Battleragers with a -3 reaction adjustment penalty. But instead of attacking, they will withdraw. Other races automatically sense the latent violence in a Battlerager and react to him with a -2 penalty, though they may not have enough common sense not to attack him.

Wealth Options: The Battlerager receives the normal 5d4x10 gp.

Highborn

Highborns are members of families who hold political power within a clan. A Highborn dwarf may belong to the ruling family of a stronghold. They are able to trace their lineage back to the beginnings of time. Highborn ancestors include the great warriors and craftsmen of legend. They tend to behave in an arrogant manner to other dwarves, believing their lineage makes them superior to their fellows. They consider themselves the epitome of dwarf culture, the finest members of their race.

Role: Highborn dwarves are the law enforcers of a stronghold. They uphold the law, insuring that they continue to benefit from the order of dwarf society. They expect to be admired and treated with much respect, if not subservience.

Highborns believe that the continuance of dwarf society rests firmly on their shoulders. It is their responsibility to ensure that life continues in a regular, orderly manner, so that clansdwarves may ply their crafts in peace and security.

Highborn dwarf adventurers are the younger sons or daughters of a wealthy family. As part of their education they are expected to travel in order to learn how other dwarf strongholds are managed, and to experience first hand the way other races organize themselves. Usually, this simply increases the highborn's sense of his and his race's importance, as he constantly compares the shortcomings of others to his own inflated opinions.

Weapon Proficiencies: Highborn dwarves must take the sword, hammer, and light crossbow proficiencies. The last proficiency may be used for a weapon of his choice, or to specialize in one of the required choices.

Bonus Nonweapon Proficiencies: Endurance, Etiquette, Heraldry, Local Dwarf History.

Recommended Nonweapon Proficiencies: Appraising, Artistic Ability, Blind-fighting, Hunting, Modern Languages, Mountaineering, Survival (any).

Equipment: Highborn dwarves must always look their best to set an example to other dwarves. They must start with at least banded mail armor. Since this is worn to reflect status, it costs at least 10% to 25% more than usual, as do the fine weapons Highborns must use.

Distinctive Appearance: Their status is apparent from the fine craftsmanship of weapons, armor, and clothing.

Special Benefits: Dwarves of lawful alignment respect Highborn dwarves and react to them with a +3 bonus. A Highborn may also demand food and shelter from other dwarves, and this is willingly provided for him and his retinue. The Highborns administer justice among members of their clan. In matters involving two clans, only the ruling family of the stronghold can make binding decisions.

Special Hindrances: A Highborn dwarf may administer justice, but his decisions may be later overruled by a Highborn clansman of greater status.

Highborns need to maintain their status by finding and purchasing the best goods available. This means that they always spend an additional 10% to 25% on goods and services. If a Highborn fails to do so, his reaction bonus drops by -1 each occurrence, until it reaches 0. He may only increase his reaction to its former level by engaging in conspicuous consumption. This means a new suit of clothes and new equipment for himself and his retainers, all purchased at 25% above the usual price. He must throw a banquet for his entire clan (costing 1,000 to 5,000 gp), giving gifts to show that he deserves the respect offered him by those of lower status. These gifts are usually craft related, such as a fine set of tools, an anvil, or a loom.

Nonlawfully aligned dwarves tend to be irritated by Highborn dwarves' superiority and react to them at -3.

Highborn dwarves are too proud for their own good, seeing themselves and their race as superior to all others. This attitude causes other races to react to them with a -2 penalty.

Wealth Options: Highborn dwarves start with 400 gp, plus the standard 5d4x10 gp.

Outcast

The Outcast is the misfit, the dwarf who breaks all the rules governing behavior; he refuses to fit easily into any niche, or to settle at one job for long. His behavior is usually so at odds with others that he is soon ostracized by his fellows. Outcasts can be found wandering deep underground or among humans, elves, gnomes, or monsters.

Role: Outcasts are typically of neutral or chaotic alignments. They may be good or evil, but the one thing they have in common is an aversion for the regimented lifestyles of their fellows. Evil Outcasts are likely to become racial traitors and lead the dwarves' enemies against them. Good-aligned Outcasts are likely to find the company of other races more in line with their own natures.

Although Outcast dwarves are normally not found in strongholds, whole communities of them have grown up at the edges of certain strongholds. They have usually been given unpleasant jobs that no one else wants, such as cleaning sewers or disposing of garbage.

Weapon Proficiencies: They often pick weapons that are not normally associated with dwarves, such as the short bow, quarterstaff, sickle, sling, or whip. They may have any weapon they choose.

Bonus Nonweapon Proficiencies: Appraising, one craft proficiency (player choice), Endurance, Survival (any).

Recommended Nonweapon Proficiencies: Animal Handling, Blind-fighting, Direction Sense, Dwarf Runes, Intimidation, Modern Language, Riding (pony).

Equipment: Outcast dwarves may have any kind of equipment.

Distinctive Appearance: Many who live among other races follow their adopted race in matters of dress. They often wear bright colors. Near strongholds they are usually poorly dressed, wearing only rags and castoffs.

Special Benefits: By paying an additional 10% experience cost to increase in level, an Outcast may Move Silently as a ranger of the same level. This ability must be taken when the PC is first created, or it is forever lost. The XP penalty must be paid at every level.

Special Hindrances: The Outcast suffers a -3 reaction penalty from all other dwarves with the exception of other Outcasts and Wayfinders.

Wealth Options: Outcasts start with only 3d6x10 gp.

Rapid Response Rider

Rapid Response Riders are the dwarves' equivalent of cavalry. Mounted on suitably sturdy beasts, they are capable of moving faster than other dwarves, and packing more punch when they attack. Ponies or mules are commonly used as mounts, but creatures such as bears, boars, and dire wolves are sometimes used. Flying creatures, griffons, hippogriffs, or pegasi, may be employed. In such cases, Land Based Riding Proficiency references should be changed to Airborne Riding.

Rapid Response Riders are found in only a few strongholds. They are not extensively used and appear chiefly in strongholds that are under constant threat of attack.

They are often quite tall, as dwarves go, and that extra height helps a lot when riding.

Role: They are well trained, but something of an anomaly in a military based on infantry units. While respected, they are considered odd by other dwarves. They stick together and consider themselves both elite and superior to other dwarves, whom they see as lowly foot sloggers.

Weapon Proficiencies: Rapid Response Riders must be proficient, and ideally specialized in, the lance (any, according to mount's size). They may use any other weapons they see fit.

Bonus Nonweapon Proficiencies: Animal Training, Endurance, Riding (Land Based). The type of mount must be noted for proficiencies.

Recommended Nonweapon Proficiencies: Animal Handling, Armorer, Blind-fighting, Intimidation, Leatherworking, Sign Language, Signalling, Tracking, Underground Direction Sense, Underground Navigation.

Equipment: They may wear any kind of armor except plate mail. They must start play with a lance, but otherwise may have any kind of weapon.

Distinctive Appearance: They will usually wear some form of leather trousers to protect their legs. They tend to select fierce looking armor, with studs, protruding hooks, or horned helmets.

Special Benefits: A Rapid Response Rider starts with a fully grown mount that has at least 75% of its possible hit points. Roll hit points normally; if they come to less than 75% of the possible total, increase it to 75%.

Their mounts are highly trained and respond to all commands given by their masters. They do not have telepathic rapport with their mounts, and if the mount is killed, they lose only the mount.

Rapid Response Riders gain a +1 to attack and damage rolls when fighting mounted.

Special Hindrances: Because of their close affinity to their mounts, most dwarves react with a B2 penalty.

Wealth Options: Rapid Response Riders start with 5d4x10 gp.



Dwarf Priest Kits*

Crafts Priest

Crafts priests are those who are dedicated to the patron deities of one of the dwarven crafts. Although they frequently will have a temple in a stronghold, they usually preside over a shrine or chapel in the workshops where their craft is practiced. They are usually members of that craft's clan.

Barred: Crafts priests usually worship the god of crafts, but they may belong to most other religions. In such cases, they are the priests who prepare ceremonial and sacrificial items. Priests of the following gods may not be crafts priests: birth and children, death, evil, disease, fertility, justice, marriage, love, mischief, trickery, and trade.

Role: Crafts priests are more concerned with their crafts than with the welfare of fellow dwarves. They will seek out the finest raw materials and are often engaged in expeditions to discover new mines or found new strongholds. Their expertise in these matters is highly sought. Rarely tied to a central temple, they are free to go where they please.

Weapon Proficiencies: They may be proficient with any of these weapons: axe, hammer, light or heavy crossbow, mace, pick, polearm, short sword, spear.

Bonus Nonweapon Proficiencies: Artistic Ability, any Craft proficiency, Endurance, and Religion.

Recommended Nonweapon Proficiencies: Appraising, Dwarf Runes, Etiquette, Local Dwarf History, Underground Navigation.

Equipment: Crafts priests must have access to the tools required for their craft. If these are large, such as a forge, the priest is not required to own one, but the DM should inform him where he can go to use one. Apart from that, Crafts priests may use any kind of equipment.

Distinctive Appearance: According to the specific religion.

Special Benefits: A Crafts priest gains a +3 reaction bonus when dealing with dwarves of his own clan, and a +2 reaction bonus with dwarves from other clans engaged in the same craft.

Unless a Crafts priest has injured members of his own clan, he will gladly be given food and shelter by his clansmen.

Special Hindrances: Crafts priests have no special hindrances.

Wealth Options: They start with 3d6x10 gp.

Pariah

A Pariah is a priest who has left his stronghold, either voluntarily or under pressure. His practice of religion was so repulsive that other dwarves expelled him. He will often worship gods of an evil alignment, but may worship chaotic good or chaotic neutral gods.

Pariahs may be priests who have turned to one of the darker gods of a pantheon, or he may be part of a group of Pariahs, within or on the fringes of dwarf society. Priests from evil strongholds are usually pariahs.

Barred: Priests of the god of community and most good aligned deities may not take this kit. However, pariahs may be priests of chaotic gods.

Role: They may be the priests for a community of Outcasts, in which case they are the spiritual leaders of such communities. These may be situated on the outskirts of strongholds or within a ghetto of another race's town or city.

Pariahs may also exist in a dwarf community, where they keep their power hidden from those who do not share their religion. They are secretive, and often fearful of discovery. Even so, their religion may have a substantial number of adherents among the otherwise lawful good dwarves. In an evil campaign, they may engage in kidnapping and sacrifice.

They may be wandering priests who join adventures for financial reward or to pursue some personal goal.

Weapon Proficiencies: A Pariah may use any weapon that is not forbidden by his religion.

Bonus Nonweapon Proficiencies: Disguise, Endurance, and Religion.

Recommended Nonweapon Proficiencies: Any.

Equipment: A Pariah must spend all of his starting funds on equipment. Any money not spent is lost.

Distinctive Appearance: Pariahs have no distinctive appearance, as they have no desire to be singled out.

Special Benefits: By paying an additional 10% experience cost to increase in experience level, a Pariah may Move Silently as a ranger of the same level.

If a Pariah is of chaotic or evil alignment, he may elect not to have any superiors.

Special Hindrances: Unless he lives in a community of Outcasts, a Pariah is not free to openly worship his deity. Priests of other dwarf religions will actively prevent him from doing so, even by imprisonment or execution. They are more likely, however, to try to persuade him of the error of his ways by engaging him in interminable religious debates.

Wealth Options: A Pariah starts with the standard 3d6x10 gp.

Patrician

A Patrician is a priest of a Highborn clan. He often acts as the voice of his family in religious matters and sees to their spiritual welfare. The priestly equivalent of the Highborn warrior, he traces his lineage to the very beginning of time.

Because of their backgrounds, Patricians often rise quickly in the hierarchy until they gain a position commensurate with the political clout of their families. They have little to do with everyday religion and have little contact with the mass of dwarves. With the exception of other Highborns, Patricians are frequently arrogant and patronizing toward others.

Barred: A Patrician is not barred from being a member of any religion. However, he will not join a religion that calls upon him to give his money away or to dress in a common fashion.

Role: Patricians can be aggravating individuals who shirk religious duties. They expect and demand respect, if not subservience. Their patronizing manner can be fun to play, but should be tempered with a willingness to heal or to aid others in times of need.

Weapon Proficiencies: Patricians may choose any weapon permitted by their religion.

Bonus Nonweapon Proficiencies: Endurance, Etiquette, Local Dwarf History, Religion.

Recommended Nonweapon Proficiencies: Appraising, Artistic Ability, Blind-fighting, Herbalism, Hunting, Modern Languages, Mountaineering, Reading/Writing, Survival (any).

Equipment: They must dress according to their station and start play with at least banded mail armor. This costs 10% to 25% more than usual, the same as for any Highborn. Patricians must also have fine weapons costing 10% to 25% more as well.

Distinctive Appearance: They are clothed in the finest regalia of their religion, even when performing mundane tasks.

Special Benefits: Dwarves of lawful alignments respect Patricians and react to them with a +3 bonus. Other dwarves willingly provide food and shelter for Patricians.

Special Hindrances: Although a Patrician is primarily a political appointee, he is sometimes asked by the high priest of his religion to undertake dangerous missions. The Patrician is expected to organize and equip a party of dwarves out of his own funds.

As a Highborn, he is expected to keep up appearances, buying only the finest equipment for the party and spending 10% to 25% more on equipment and services. If a Patrician fails to do this, his reaction bonus drops by -1 for each dwarf that he fails to adequately equip until it reaches 0. He may increase his reaction bonus to its former level by donating large amounts of money to his religion and by undertaking some hazardous mission.

Nonlawfully aligned dwarves are irritated by the Patrician's superior airs and react to him at -3.

Wealth Options: A Patrician starts with 350 gp, plus 3d6x10 gp.

Ritual Priest

The Ritual Priest is the most common priest in dwarf society. He officiates at religious meetings and insures that worship is properly conducted. He presides over marriages, deaths, and name-giving ceremonies for children.

Adept at fighting, the Ritual Priest is often willing to give his life in the defense of his stronghold.

Barred: There are no barred religions for a Ritual Priest.

Role: He devotes most of his time to the worship of his gods and the needs of his fellow dwarves. He is often called upon to intercede with his deity on their behalf. His deity may call upon him to perform some quest or he may be granted a vision. He may be ordered by his superiors to perform a special task. A party of adventurers is then formed.

Secondary Skills: He should have the Scribe secondary skill.

Weapon Proficiencies: A Ritual Priest may be proficient in any of the weapons available to priests, plus: battle axe, crossbow, hand/throwing axe, morning star, military, and warhammer.

Bonus Nonweapon Proficiencies: Dwarf Runes, Endurance, Local Dwarf History, Religion.

Recommended Nonweapon Proficiencies: Ancient History, Astrology, Healing, Herbalism, Local History, Reading/Writing.

Equipment: Ritual Priests may have any kind of armor.

Distinctive Appearance: According to his religious custom.

Special Benefits: He is always respected by other dwarves, and may ask and be granted shelter in any stronghold. He receives a +1 reaction adjustment when dealing with dwarves.

Special Hindrances: A Ritual Priest has no special hindrances.

Wealth Options: A Ritual Priest receives the standard 3d6x10 gp.



Dwarf Warrior/Priest Kits*

Champion

A Champion is a member of a religion who has been selected to undergo intensive training as a warrior. He is expected to defend his creed at all times, and may be called upon to do so in single combat against an evil monster or members of an enemy religion.

A Champion must have Strength and Wisdom scores of at least 15. He must also have a Charisma of at least 14.

Barred: A Champion cannot belong to a religion that has restrictions against violent behavior.

Role: The Champion defends his religion with his life and superior combat ability and maintains a clear head to promote it. As a defender of his creed, he must always act in its best interest, even when doing so causes him distress or physical harm.

Weapon Proficiencies: He may have any weapon proficiency. Unlike other warrior/priests, he may specialize in one weapon. This weapon must be chosen when the kit is taken and cannot be changed. He may never specialize in any other weapon.

Bonus Nonweapon Proficiencies: Endurance, Intimidation, Religion.

Recommended Nonweapon Proficiencies: Alertness, Ancient History, Blind-fighting, Dwarf Runes, Hunting, Local Dwarf History, Musical Instrument, Singing.

Equipment: A Champion is allowed one weapon specialization (this is an exception to the restriction against multi-class PC's). This weapon is specially blessed and acts in all respects as a *magical weapon +1*; it can even harm monsters that can only be hit by magical weapons. The weapon may be +2 or higher and/or have added bonuses when used to attack certain types of monsters, such as undead. The blessed weapon belongs to his church and he is charged with its care. It may never be lent and, if lost, his paramount duty becomes its recovery.

A Champion who finds a superior weapon and decides to keep it must return his blessed weapon to the main temple of his religion as soon as he is able.

Distinctive Appearance: Champions are marked by their role and have an air of superiority. They usually dress in fine clothes, unless specifically forbidden to do so by their religion.

Special Benefits: See Equipment and Weapon Proficiencies.

Special Hindrances: He may never refuse a fight related to his religion. He must defend it at all times. He may be requested to perform tasks set by his superiors. If he refuses to accept a challenge or a quest, he loses his weapon specialization and his religion will send another Champion to reclaim his blessed weapon.

Wealth Options: A Champion starts with 6d4x10 gp.

Temple Guard

Temple Guards are warrior/priests normally stationed in a religion's temple. They have a good mix of abilities from both classes, and form the elite of a religion's warriors.

Barred: Temple Guards cannot belong to a religion that has poor fighting abilities.

Role: A Temple Guard has a number of roles in a campaign. He guards the precincts of his temple, protecting its members from attack. He is the weapon instructor for priests of his religion, and it is his duty to train them in the use of the religion's chosen weapons.

He may act as a representative of his religion and may rise in its hierarchy, like any other priest. His duties, however, are concerned with organizing defenses and outfitting and leading expeditions, rather than with religious services.

Weapon Proficiencies: He must be proficient in a weapon that is representative of his religion. If he worships the god of war, his proficiency would be battle axe.

Bonus Nonweapon Proficiencies: Alertness, Religion.

Recommended Nonweapon Proficiencies: Blind-fighting, Dwarf Runes, Etiquette, Intimidation, Modern Languages, Sign Language, Signalling.

Equipment: After he has bought his weapons and holy symbol, a Temple Guard must buy the best armor he can afford.

Distinctive Appearance: Temple Guards dress according to their religion, but always have a more martial appearance than other priests. They always carry a weapon and shield.

Special Benefits: Any time the Temple Guard is fighting in defense of his temple or other holy place of his religion, he gains a +2 to attack and damage rolls and a +2 to his saving throws.

Special Hindrances: A Temple Guard is rarely a free agent and is usually given his orders by a High Priest. This may lead to long periods of temple duty, interspersed with special missions.

Wealth Options: Temple Guards start with 5d4x10 gp.

Vindicator

The Vindicator is imbued with the spiritual power of his deity. When this power is manifested, he becomes a fearless and powerful warrior. He is able to enter a rage similar to that experienced by Battleragers; his face becomes contorted and he grinds his teeth together. See Battlerager for details concerning changes in appearance.

A Vindicator must have a minimum Strength of 15, Intelligence no higher than 10, and Wisdom no higher than 14.

Barred: Vindicators cannot belong to any religion that is concerned with peace or love. They worship gods of war, death, elemental forces, lightning, fire, strength, or thunder.

Role: They are often the most potent force of a religion, expected to give their lives for their religion. Most are well aware that their lives are likely to be short, though sometimes glorious.

Weapon Proficiencies: They must be proficient in battle axe (one or two handed) and warhammer, regardless of the restrictions imposed by their religion. They cannot start play with any ranged weapon other than warhammer, and may not have any other ranged weapon proficiency.

Bonus Nonweapon Proficiencies: Endurance, Intimidation, Religion, Singing.

Recommended Nonweapon Proficiencies: Appraising, Armorer, Blind-fighting, Dancing, Direction Sense, Healing, Herbalism, Sound Analysis, Underground Navigation, Underground Survival.

Equipment: Vindicators must start play with a battle axe and a warhammer. They may wear any type of armor, but it must be slightly larger in size than normal to accommodate their increased size when in a killing rage (see Battlerager).

Distinctive Appearance: They usually have facial and body tattoos.

Special Benefits: Vindicators gain all the special benefits of Battleragers, but are not allowed to specialize in any weapon.

Because of their higher Wisdom, Vindicators are usually able to exert more control over their own actions.

Special Hindrances: Vindicators have the same hindrances as Battleragers, except that members of their own religion do not react to them with a negative penalty.

When enraged, Vindicators cannot cast any spells, but may benefit from spells cast prior to becoming enraged.

Wealth Options: Vindicators start with 5d4x10 gp.



Dwarf Thief Kits

Diplomat

Diplomats are found only in strongholds that have dealings with other races. They act as middlemen, translators, and spokesmen. They must rely on their wits to smooth the way, particularly when negotiations sour. A Diplomat's minimum Charisma is 13.

Role: Diplomats may represent their stronghold, act as interpreter for the stronghold's leader, or be employed by a dwarf merchant. Sometimes a Diplomat will be hired by humans or other races to assist making deals with the dwarves of a particular stronghold.

Many use their position to spy upon other race's defenses. Most races consider such activities as espionage, but dwarves view it as merely taking necessary precautions.

Weapon Proficiencies: Any kind of weapons normally permitted thieves.

Bonus Nonweapon Proficiencies: The Diplomat starts with any four modern languages.

Recommended Nonweapon Proficiencies: Alertness, Blind-fighting, Disguise, Gaming, Local History, Reading Lips, Sign Language, Tightrope Walking, Ventriloquism.

Equipment: Because of the sensitive nature of their missions, Diplomats should dress as unobtrusively as possible and possess easily concealed weapons such as daggers and darts.

Distinctive Appearance: Diplomats tend to look like everyone's idea of a typical dwarf. Even though different races or cultures see them in different ways, Diplomats know how to dress in order to match the preconceptions of others.

Special Benefits: Diplomats gain a +10% modifier to Detect Noise and a +5% modifier to the Open Locks ability.

They gain a +3 reaction bonus dealing with other races, except racial enemies; then the reaction bonus drops to +1.

Special Hindrances: Diplomats suffer a B10% penalty to their Pick Pockets ability.

Wealth Options: Diplomats receive 3d6x10 gp instead of the normal 2d6x10 gp.

Entertainer

Dwarves enjoy entertainment during leisure hours, although other races are surprised there are dwarves whose trade is to entertain. There are dancers, singers, jugglers and tumblers, musicians, tightrope walkers, and fire eaters. They rarely tell jokes.

To be an Entertainer, a PC has to have a minimum Dexterity of 14.

Role: Like most dwarf trades, Entertainers are governed by a guild. They are trained from an early age and are very adept at what they do.

Humans and elves often find the sight of dwarf Entertainers gamboling around a stage hilariously funny, much to the annoyance of the Entertainers and dwarves in the audience. The performance of an Entertainer is meant to display the physical prowess of the dwarves in an edifying manner. They are certainly not meant to be laughed at!

Weapon Proficiencies: Entertainers may use any weapon.

Bonus Nonweapon Proficiencies: An Entertainer may choose two of the following skills: Dancing, Juggling, Local Dwarf History, Musical Instrument, Rope Use, Singing, Slow Respiration, Tightrope Walking, Tumbling, Ventriloquism.

Recommended Nonweapon Proficiencies: All of the above, plus Alertness.

Equipment: Entertainers start with rope, juggling balls and skittles, and a musical instrument. These are provided by the Entertainers' Guild.

Distinctive Appearance: Entertainers usually dress in sober dwarven colors; dark browns or slate grays. They can easily be identified by their equipment, which they take everywhere.

Special Benefits: Entertainers gain a +1 ability modifier when using the Singing, Dancing, Juggling, and Rope Use proficiencies.

Special Hindrances: Entertainers tend to be laughed off stage when they perform outside dwarf society. This makes them reluctant to perform for any audience not made up of dwarves.

Wealth Options: Entertainers start with only 2d4x10 gp.

Locksmith

Locksmiths are masters at building and taking apart locks. These craftsmen are well respected in dwarf society. In many ways the true thief's worst enemy, locksmiths make it hard for a thief to exercise his trade.

Role: They are expert in making and opening locks. They are also expert at finding and disarming traps. Their craft safeguards homes and builds strong locks for the gates of dwarf strongholds.

To adventurers, there are many benefits to having a locksmith along. They can find and remove traps, open locks, and have all of the other skills of thieves.

Weapon Proficiencies: They usually carry axes and hammers. Practical dwarves, they know that not all locks can be picked. Sometimes it is necessary to break a door down instead.

Bonus Nonweapon Proficiencies: Carpentry, Locksmithing.

Recommended Nonweapon Proficiencies: Alertness, Engineering, Stonemasonry.

Equipment: Locksmiths should have one set each of lock making and lock picking tools.

Distinctive Appearance: No distinctive appearance.

Special Benefits: They gain a +10% modifier to their Open Locks ability in addition to that provided by the Lockpicking proficiency, and a +10% bonus to their Find/Remove Traps ability.

Special Hindrances: Locksmiths have a -10% penalty to their Climb Walls ability and a -5% penalty to their Pick Pockets ability.

Wealth Options: They start with 4d4x10 gp.

Pest Controller

Pest Controllers keep a stronghold free from rats, giant spiders, centipedes, carrion crawlers, kobolds, and other pests. They are experts at setting traps and in eradicating minor animal and monster nuisances.

Role: Pest Controllers are members of the Pest Control Guild. Through experience they learn all of a stronghold's tunnels, passages, and sewers. Although they perform an invaluable service keeping underground settlements habitable, their true worth becomes apparent when a stronghold is under attack. Then they use their expertise to rig traps along passages of expected enemy advance to slow and kill the invaders. Enemies entering a dwarf stronghold are likely to find their way beset with deadly traps.

As members of an adventuring party, Pest Controllers are useful to protect the party's camp area and to find and disarm traps set by others.

Weapon Proficiencies: Pest Controllers usually carry daggers and darts, but may use any type of weapon normally permitted to thieves.

Bonus Nonweapon Proficiencies: Animal Lore, Pest Control.

Recommended Nonweapon Proficiencies: Alertness, Blacksmithing, Blind-fighting, Carpentry, Direction Sense, Set Snares, Sign Language, Signalling, Stonemasonry, Tracking, Underground Survival, Weaponsmithing.

Equipment: Pest Controllers should equip themselves with cages and other traps. If one has the blacksmithing or weaponsmithing proficiencies it can be assumed he has built 1d4 traps before starting play.

Distinctive Appearance: Pest Controllers wear shiny black leather armor and black leather helmets.

Special Benefits: They gain a +5% bonus to their Move Silently and Find/Remove Traps abilities.

Special Hindrances: They have a -10% penalty to their Pick Pockets ability. Other dwarves, except Vermin Slayers and Wayfinders, consider them to be unsavory PC's and react to them with a -2 penalty.

Wealth Options: They start with the standard 2d6x10 gp.



Dwarf Warrior/Thief Kits*

Ghetto Fighter

Ghetto Fighters live in the ghettos of nondwarven towns or cities. Generally from poor families, they have had to look after themselves from an early age. The typical Ghetto Fighter has a hardbitten, self-centered attitude, developed in order to survive the rigors of the ghetto.

Ghetto Fighters may come from dwarf strongholds. In such cases they would be from poor clans with bad reputations. Such PC's are always suspect to other dwarves, and they find it difficult to make a living by honest means.

Role: The Ghetto Fighter never forgets his lowly origins and may harbor resentments against dwarves who are better off. However, he stays true to his roots, and will try to better the lives of ghetto children.

Weapon Proficiencies: Weapon proficiencies available to Ghetto Fighters are determined by the campaign background. If the Ghetto Fighter is from a repressive city, most weapons may be forbidden to citizens, and dwarves may be especially restricted. It may be illegal for dwarves to possess any weapons within the city, with stiff fines or imprisonment the usual punishments. In such a city, a Ghetto Fighter would be restricted to concealed weapons; daggers or darts. In other societies, Ghetto Fighters may be allowed to be proficient in any weapon.

Bonus Nonweapon Proficiencies: Alertness, Disguise, Endurance.

Recommended Nonweapon Proficiencies: Blind-fighting, Forgery, Gaming, Local History, Lip Reading, Sign Language, Tumbling, Ventriloquism.

Equipment: Ghetto Fighters should start play with thief's picks and a rope. Otherwise, they may equip themselves as they see fit.

Distinctive Appearance: Ghetto Fighters do not have a distinctive appearance, but many bear scars or have amputated fingers from street fighting. Some wear an eyepatch.

Special Benefits: A Ghetto Fighter gains a +1 bonus to attack and damage when using a dagger or knife. When attacking with two weapons, he does not suffer any penalty with his primary weapon, and only a -2 attack penalty with his secondary weapon. If his secondary weapon is a dagger or knife, he still gains the +1 to attack and damage.

He gains a +5% modifier to his Pick Pockets and Hide in Shadows skills.

Special Hindrances: Ghetto Fighters have bad reputations with the authorities of the town, city, or stronghold in which they live. Law enforcement agents of the same town, city, or stronghold react at -3 to a Ghetto Fighter.

He suffers a -5% penalty to his chance to Find/Remove Traps.

Wealth Options: A Ghetto Fighter starts with only 3d4x10 gp.

Trader

Dwarf merchants who trade mainly with other races, the Traders seek to drive the hardest bargain they can. They usually deal in dwarven weapons, armor, and other metal goods, but will trade in uncut gems, iron, or other ores when there is a glut of them.

Traders transport their wares on mules or ponies, taking their goods to human and elven towns or cities where they sell them to local merchants. Some traders have established their own shops in such places, eliminating the middleman.

Role: They are often willing to travel vast distances in search of bargains. Some Traders deal with the races of the Underdark, particularly deep gnomes, and sometimes with drow or duergar. Others act as the only contact some mountain dwarf strongholds have with the outside world. Traders are vital to the strongholds, bringing in goods that local dwarves are unable to manufacture themselves.

Traders are adventurous by nature and are always looking for a good deal. Entire campaigns may be based around the activities of a Trader and his companions, transporting goods through hostile lands or in search of lost treasure.

Weapon Proficiencies: Traders should be proficient in light crossbow and a concealable hand weapon such as a dagger, knife, or hand axe. Otherwise, they may be proficient in any weapon they choose.

Bonus Nonweapon Proficiencies: Appraising, Endurance, Navigation.

Recommended Nonweapon Proficiencies: Alertness, Animal Handling, Direction Sense, Hunting, Local Dwarf History, Local History, Riding (Land Based), Survival (as appropriate), Underground Navigation.

Equipment: A Trader starts his career with a mule and packs and panniers for carrying goods and equipment.

Distinctive Appearance: Traders do not have to belong to a guild and have no standard appearance.

Special Benefits: A Trader gains a +1 to attack and damage only when protecting his goods or animals.

A Trader also gains a +1 reaction bonus from merchants and other traders.

This bonus is based on his reputation as a fair and honest Trader. If he cheats on a deal and is later discovered, the bonus changes to a -2 penalty.

Special Hindrances: Traders have no special hindrances.

Wealth Options: A Trader starts with 4d4x10 gp.

Vermin Slayer

The Vermin Slayer is a highly skilled specialist who enters the tunnel systems of monsters such as kobolds, goblins, and jermlaines, with the intention of eradicating them. Vermin Slayers are also adept at negotiating the constricted passages created by giant rats, centipedes, and other pests and vermin.

They are used to fighting in confined spaces and are experts at hiding in shadows, where they wait to surprise their prey.

Vermin Slayers are similar to Pest Controllers, but where a Pest Controller uses traps to catch his prey, Vermin Slayers actively hunt victims with light crossbows and hand axes or hammers.

A Vermin Slayer must have minimum scores of 14 in Strength and Dexterity.

Role: They belong to their own guild, which sells their services to those who require them. Many operate as freelancers, selling their skills to humans and other races who are experiencing problems with "vermin."

Within dwarf societies plagued by pests, Vermin Slayers are highly regarded. Their willingness to enter narrow tunnels is seen as commendable by other dwarves. In strongholds where they are not constantly employed, they are often viewed with suspicion and distaste. Many have been known to turn to illegal activities in order to support themselves, but their willingness to enter even sewers has proved their worth as recoverers of lost items and has earned them a reputation for being incredibly tough.

Outside of dwarf society, Vermin Slayers are something of an enigma. They do not readily fit the image other races have of the trades. Most humans are amazed that a skill as specialized as Vermin Slayers even exists. Even so, they easily find work in human cities as pest exterminators, and their services have often been called upon to eradicate bands of raiding kobolds and goblins from their lairs.

Weapon Proficiencies: Vermin Slayers must be proficient in light crossbow and hand axe, hammer, or dagger. Many favor the specialist weapons of the close combat fighter. Generally, Vermin Slayers should choose fast weapons that require little space.

Bonus Nonweapon Proficiencies: Alertness, Endurance, Tracking, Underground Navigation.

Recommended Nonweapon Proficiencies: Direction Sense, Sign Language, Underground Survival, Pest Control, Blind-fighting, Intimidation, Set Snares, Swimming.

Equipment: Vermin Slayers may spend their money on any kind of equipment. Depending on the current job, they have a wide variety of armor options available. If stealth is required, they should wear no more than leather armor. When seeking to destroy the opposition, metal armor may be worn, even though this causes their thief skills to be negated.

Most Vermin Slayers carry at least two light crossbows, allowing them to fire two shots before having to reload.

A new Vermin Slayer PC receives a light crossbow, 10 bolts, and a quiver free of charge.

Distinctive Appearance: They are distinguished by the bandannas around their heads, and by their habit of hanging the dried heads or skulls of their vermin victims about their waists.

Special Benefits: Vermin Slayers receive a +5% bonus to their Find/Remove Traps, Detect Noise, and Move Silently skills. Because of their special training, Vermin Slayers receive a +1 bonus to attack and a +2 bonus to damage with one chosen hand weapon, when fighting small sized creatures. They receive a -1 initiative bonus anytime they are fighting in a restricted tunnel or passage.

Special Hindrances: Vermin Slayers have a -10% penalty to their Pick Pockets skill and a -5% penalty to their Read Languages skill.

They are not trained to fight large creatures, so ogres, trolls, ogre magi, giants, and titans find them easier to attack than other dwarves. Large creatures are only penalized -2 when attacking Vermin Slayers.

Wealth Options: Vermin Slayers receive the standard 5d4x10 gp starting gold, plus their free light crossbow, 10 bolts, and quiver.

Wayfinder

The Wayfinder is a hardy mix of warrior and thief who usually operates independently of other dwarves. He cares for himself, acting on his own initiative, and is able to survive for long periods of time on a minimum of food.

A Wayfinder must have a minimum Intelligence of 12.

Role: Wayfinders are traditionally employed as underground explorers and spies. They chart the best routes underground, note supplies of food and water, and mark down the location of any mineral deposits they find.

Wayfinders are frequently employed to explore new areas for mining and to chart underground waterways. This is the only dwarf kit with Swimming as a bonus proficiency.

The dwarven military employs them as underground scouts and guides. These intrepid explorers frequently venture into monster-infested caverns in order to learn the numbers and positions of guards, and any weakness in the monster defenses. Once they have reported their intelligence, they guide the dwarf troops to the locations, following their own mapped routes.

In human society the Wayfinder has found employment with mine owners, prospectors, and parties of adventurers. The Wayfinder's combat and thief skills make him doubly useful to his colleagues.

Some Wayfinders have become very rich discovering lodes of the finest silver, gold, and even mithril during their explorations. Their ability to find alternate routes makes hiding the discovery from their employers a simple task, and then they can exploit it themselves.

Weapon Proficiencies: Wayfinders may choose any weapon proficiencies permitted to warriors and thieves.

Bonus Nonweapon Proficiencies: Endurance, Swimming, Underground Navigation, Underground Survival.

Recommended Nonweapon Proficiencies: Alertness, Blind-fighting, Direction Sense, Fungi Recognition, Herbalism, Local Dwarf History, Locksmithing, Mining, Modern Languages, Rope Use, Set Snares, Sign Language, Signalling, Slow Respiration, Tracking.

Equipment: Wayfinders should start with a suit of leather armor and a shield. They should carry basic survival equipment such as ropes, pitons, a hammer, food supplies, waterskin, etc.

Distinctive Appearance: They usually dress in black leather armor and carry black shields. Unlike most dwarves, their beards are either worn very short or braided into tight ringlets, which give their chins a jagged appearance.

Special Benefits: They gain a +10% bonus to their Hide in Shadows and Move Silently skills. They are also able to learn languages easily. Each language learned by a Wayfinder costs only half its listed number of slots. So, for the cost of one slot, a Wayfinder could learn both the Sign and Goblin Language proficiencies.

Special Hindrances: Wayfinders have a -10% penalty to their Pick Pockets and Read Languages skills.

They are not quite trusted by other dwarves due to their independent nature. The fact that some Wayfinders have cheated on their employers in the past has deepened the distrust. As a result, Wayfinders have -2 reaction penalty when dealing with other dwarves. This penalty is ignored in situations where a Wayfinder's services are being actively sought; then their independent nature is viewed more positively. Other dwarves will remain suspicious of a Wayfinder's motives.

Wealth Options: Wayfinders start with the usual 5d4x10 gp for multi-classed warriors.



Dwarf Kit for Any Class

Sharpshooter

A Sharpshooter is highly skilled with either the light or heavy crossbow. He has spent the majority of his youth training as a Bowyer/Fletcher, and has had regular practice with his crossbow. He is skilled in rapid loading and expert at inflicting the most damage possible with his weapon. Exuding confidence in his abilities, he tends to disdain those who resort to hand-to-hand combat.

Role: Sharpshooters form either part of a crossbow unit or make their living shooting for prize money at fairs. When in battle, a Sharpshooter's targets are enemy officers, wizards, and clerics, to prevent them from coordinating attacks or casting spells.

Weapon Proficiencies: A Sharpshooter must be a specialist with either a light or heavy crossbow. Fighter Sharpshooters may not begin play with any hand weapon specializations, but may learn them later in his career.

Bonus Nonweapon Proficiencies: Artistic Ability, Bowyer/Fletcher, Endurance.

Recommended Nonweapon Proficiencies: Alertness, Appraising, Direction Sense, Rope Use, Sign Language, Signalling.

Equipment: Sharpshooters start with the crossbow of their choice, at no cost.

Distinctive Appearance: They are set apart from other dwarves by the care they lavish on their crossbows and bolts. The crossbow is made of the finest materials and the butt is often inlaid with intricate patterns. The bolts have only the finest flights, and they burnish the points to a fine, razor sharpness.

Special Benefits: In addition to his crossbow specialization, he gains a further +1 to attack rolls. He fires one category faster than other specialists. This increased rate of fire assumes that the Sharpshooter has time to lay out his bolts in easy reach, minimizing the time required to nock a bolt. He gains these advantages only with the type of crossbow in which he has specialized.

When using his personal weapon and sharpened bolts, a Sharpshooter can inflict extra damage. In his hands, a hand crossbow causes 1d6 damage, while a light crossbow causes 2d4 and a heavy crossbow causes 2d6. He only gains these bonuses when he uses his personally built and maintained crossbow and his own sharpened bolts.

Special Hindrances: Sharpshooters are limited to short weapons, daggers, and hand axes for additional proficiencies.

If a Sharpshooter loses his custom-built crossbow or has no time to sharpen his bolts, he loses his ability to increase damage. He cannot just pull out another crossbow previously built; it must first be used for 1d4 weeks to "break it in." In addition, it takes one hour to sharpen each bolt and they must be carefully stowed, if they are not to become dulled.

Wealth Options: Sharpshooters start with standard class treasure, plus their own customized crossbow.

**Note: All Dwarven Warriors and Priests (to include multiclass combinations) who take a Dwarven Kit may purchase the Earthen Style WP at 1 CP less than normal.*

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Elf Kits

Elven Kits may only be used by the listed group or class.



Elf Priest Kit

Herbalist

Even when these priests have run out of healing spells, they are not useless as healers. The elf Herbalist can soothe fevers and mend wounds with the utmost ability and speed.

Role. Each Herbalist must choose a terrain in which to be proficient. His or her abilities are not nearly as effective outside this terrain.

Weapon Proficiencies. *Bonus:* Sickle. *Recommended:* Blunt instruments, long bow, lasso, net.

Bonus Nonweapon Proficiencies. Healing and Herbalism.

Recommended Nonweapon Proficiencies. Fire-Building, Religion, Rope Use, Weaving.

Equipment. Aside from vials and preservatives, the Herbalist carries the same equipment as anyone else.

Distinctive Appearance. Herbalists are notable only for their lack of a distinctive appearance. They seem to be unassuming and scholarly fellows, unprepossessing in nature and dedicated to their art.

Special Benefits. If in their chosen terrain, Herbalists function nearly perfectly. They can restore 1d4 points of damage to a wounded creature if they can reach it within four rounds after being wounded. Under the Herbalist's ministrations, the creature will recover twice as fast than it normally would.

Herbalists are very knowledgeable about the various herbs found in their domains. They can locate even the hard-to-find ones, although that might take some searching. Their herb lore is unsurpassed, except by druids.

A Herbalist can, at 5th level, identify plants and pure water without error, so long as the items are within his chosen terrain. This makes the Herbalist's task much easier and means that there is little chance of inadvertently poisoning a friend.

Finally, Herbalists can add a new terrain every five levels. That is, if they have traveled far enough outside their own terrains that the DM feels they warrant an additional terrain, they may take one. The new terrain confers all the abilities mentioned above, although they must again work through five levels before they can identify its plants without error.

Special Hindrances. Herbalists are highly trained within their own field. Unfortunately, when they venture beyond that field, they may make mistakes. When outside their chosen terrain and attempting to heal a friend nonmagically, Herbalists must make an Herbalism proficiency check at -2. Failure indicates the possibility of having picked a poisonous plant (25% chance). Herbalists may never brew poison. Although they have the knowledge necessary to do so, they feel that their skills are better suited for healing than for killing. The only time they will experiment with poison is to test antidotes against it. Any Herbalist who brews poisons for use against others loses all the abilities in this kit.

Wealth Options. The Herbalist begins with 30 to 180 (3d6x10) gp. There are no restrictions on how the money may be spent.



Elf Warrior Kits

Archer

The Archer is the epitome of elven skill with the bow. If there is a difficult shot to make, she will make it. Whether the target can only be reached by firing through high winds or is totally concealed, the Archer is confident of her ability to make the shot.

Role. The Archer easily fits in as a border guard for elf towns. She's also excellent for making her own way as an adventurer. Her skill with a bow is highly prized anywhere.

Weapon Proficiencies. *Required:* The first three weapon proficiencies an Archer takes must be used for missile weapons. *Bonus:* Specialization with long or short bow, to include a bonus of Weapon of Choice weapon proficiency, for half the cost of normal specialization. *Recommended:* Continued specialization with weapon, proficiency with another type of bow.

Bonus Nonweapon Proficiencies. Bowyer/Fletcher, Hunting.

Recommended Nonweapon Proficiencies. Animal Lore, Endurance, Fire-Building, Jumping, Running, Survival, Tracking.

Equipment. The Archer carries whatever other equipment she deems necessary.

Distinctive Appearance. Archers have no distinctive appearance, aside from their trademark bows, which gleam with polish and loving care.

Special Benefits. The Archer is an expert with her style of bow. In combat, the Archer may elect to do one of two things. She may either fire faster than most are able to, or she may use a bonus on trick shots.

If she elects to fire faster, she may take an extra shot every two rounds. That means the rate of fire becomes 5/2, rather than the usual 2/1. This still includes her movement. If she chooses to stand still and fire, she may increase her rate of fire to 3/1; however, this enables enemy archers to target her more easily.

If she elects to go with trick shots, she not only gains the usual bonus for specialization and high Dexterity, she also gains a +1 to each shot for every four experience levels.

If the Archer keeps and cares for a bow for more than a month and keeps her arrows sharpened to a keen edge, she may cause 1 hp of additional damage when using these items. If using a different bow or new arrows, she does not gain the bonus. It can only be used with familiar, well-cared-for equipment.

Special Hindrances. The Archer is limited in her choice of melee weapons, since she disdains them so much. She may choose only a long sword, short sword, and dagger. Even then, the Archer has a -1 penalty to attack rolls when using one of these weapons because she is unfamiliar with anything but the flight of an arrow.

Later weapon proficiencies may be devoted to other weapons, but the Archer will never gain a bonus to attack rolls with these weapons, despite any Strength or proficiency bonus. This includes losing the normal elven +1 to attack rolls with the long or short sword.

The Archer must always be concerned about the quality of her bow and arrows. If any are faulty, she must repair them or replace them with equipment of higher quality. She can never use missile equipment of inferior quality—except when in mortal danger or when necessary for the success of a mission.

Wealth Options. The Archer starts with 50 to 200 (5d4x10) gp and must buy her bow at 150% of the normal cost. This reflects the high quality and fine workmanship of the bow. She may use the rest of the money as she wishes to outfit herself.

Wilderness Runner

There are rangers, and then there are rangers. Elves are uniquely connected with the rhythms of the forests, some more deeply than others. Only those who have chosen to become rangers may elect to become more fully part of the forest. They are called Wilderness Runners.

Role. Wilderness Runners have cast aside the trappings of even elven society to serve the needs of the wood. Although they still respect and serve their own society, they take no part in its functions. They may serve as scouts or advance guards for elf cities, but they will not willingly enter civilization.

If the Wilderness Runner is a high elf, he is far less civilized than his brethren and demonstrates the tendencies of sylvan elves.

Weapon Proficiencies. *Bonus:* Quarterstaff, long bow. *Recommended:* Two-handed style, dagger, organic weapons.

Bonus Nonweapon Proficiencies. Endurance, Running, Set Snares.

Recommended Nonweapon Proficiencies. Fire-Building, Fishing, Hunting, Mountaineering, Survival, Swimming.

Equipment. The Wilderness Runner is notable for his lack of encumbrance. He travels light whenever possible, preferring to own distance rather than material goods.

Distinctive Appearance. Wilderness Runners never wear "civilized" clothes, preferring instead to dress in leather. They also tend to bathe only while swimming or if caught in a downpour. They do not care for the petty habits and concerns of city folk.

Special Benefits. Wilderness Runners, like all rangers, gain the Tracking proficiency. However, because of their proximity to the land, they gain a +2 bonus and are usually far better trackers than their cousins. Because of their constant exposure to the elements, they have inured themselves to all but the most extreme temperatures. Unless the air is below 32 degrees F or above 100 degrees F, Wilderness Runners feel nothing. The variation in temperature is merely a pleasant change.

Runners can use the Set Snares proficiency to entrap people as can thieves. Their understanding of the ways to lure people and animals into these traps is rarely exceeded.

Wilderness Runners never run out of equipment. Although they carry very little and need even less, they can fashion weapons and other working gear from organic materials with astounding speed. While their work may seem crude, it is functional and works as well as, or better than, much of the equipment manufactured by civilized folk.

Special Hindrances. Wilderness Runners are acutely uncomfortable in civilization. Their need for fresh air and the freedom of the forest overwhelms them within one day unless they can make a Wisdom check at –4. Past the second day, they cannot remain within walls and must wait outside for their companions.

Likewise, they find it difficult to remain within dungeons, crypts, or other unnatural caverns for long. If a cave is natural, Wilderness Runners will be able to remain inside without having to make a Wisdom check. Even then, they do retain their claustrophobia and long for the open air.

Wilderness Runners never use mounts. For one thing, mounts cannot move through the forests quickly enough for them. For another, the Runners respect animals too much to abuse them in such a fashion.

Wilderness Runners are greeted with some contempt by civilized elves who, although they respect the abilities of the Wilderness Runners, sneer at their "backward" ways. Most civilized elves react at a –2 to Wilderness Runners. They will not be overtly hostile, but they will be unfriendly to any unwashed elves. Sylvan elves and their allies, however, will react to their unwashed Wilderness Runner cousins at a +2.

Wealth Options. Wilderness Runners start with 3 to 30 (3d10) gp. They must create the rest of their gear from natural sources. They scoff at material wealth and are unlikely to have more than 10 or 20 gp at any time.

Windrider

Few mounted cavalry are as glamorous and exciting as the Windriders. The elite of the elf forces, they are greatly envied by common elves and greatly feared by foes.

Role. The Windrider is the knight of the air, defending elf lands against aerial attacks. In times of war, they are both shock troops and scouts.

The DM may not wish to allow Windriders in a campaign, for they vastly increase the scope of a PC's operations. Then, too, the Windrider's mount may very well make a low-level PC far more powerful than he or she ought to be. It is recommended that DMs thoroughly familiarize themselves with Windriders before allowing them into a campaign.

Weapon Proficiencies. *Bonus:* Lance (Light, Medium, or Heavy—one only). *Recommended:* Short bow, flail, long sword.

Bonus Nonweapon Proficiencies. Air-Based Riding, Animal Handling (for mount's species only), Animal Training (for mount's species only).

Recommended Nonweapon Proficiencies. Astrology, Navigation, Direction Sense, Weather Sense.

Equipment. Windriders must, of course, keep saddles and food for their mounts. Otherwise, Windriders are free to carry what they will if their mount can bear the burden.

Distinctive Appearance. When separated from their beloved mounts, Windriders do not appear much different from ordinary elves. They may be more haughty, but otherwise they appear as normal elves.

Special Benefits. The Windrider is one of the few kits where PC's receive no benefits until reaching high levels. Likewise, they do not suffer the hindrances until they have reached this level, which is typically 4th to 6th level, although it can be later (or earlier, if the PC is especially worthy). Those aspiring to be Windriders must prove themselves worthy of this kit before actually being allowed entrance. They may not have a kit before becoming a Windrider.

Although they do not gain many benefits, the quality of their benefits is enough for the Windrider. First is the reaction bonus they receive from members of the higher classes in both elfen and human society. When they are traveling with their mounts, Windriders gain a +2 reaction bonus when dealing with them.

A more important benefit, however, is the mount. When admitted to the ranks of the Windriders, PC's receive intensive training with a mount of the species available. They are effectively out of commission for one year while learning to be a Windrider. After that time they are full Windriders, and they gain a winged mount from one of the following races: griffon, hippogriff, or pegasus.

Their choice of mount confers no other special ability except the ability to communicate, in a very basic fashion, with the members of the mount's species. They also gain the mobility of flight and a companion who is prepared to defend them with its life.

Special Hindrances. While they are respected by the higher social classes in elfen society, Windriders are the object of great jealousy—sometimes even hatred—from the lower classes. Their arrogant manner and disregard for beings of a lower social status earn them the enmity of the lower classes. They suffer a –3 penalty to their reaction rolls when dealing with these folk.

Though able to strike awe into their hearts, Windriders can also earn the enmity of humans. After the initial awe has worn away, Windriders suffer a –3 penalty for reactions from lower-class humans.

If his animal dies, the Windrider is temporarily without the benefits of this kit. Although he may eventually regain a mount, the loss is such that it causes him to suffer all of the hindrances without gaining any of the benefits of this kit.

The major hindrance of the kit is also the major benefit. The Windrider must always be concerned with the welfare of his mount, for he would not be a Windrider without it. Constantly worrying about one's mount is the chief occupational hazard of the Windrider.

Wealth Options. The Windrider begins with 60 to 240 (6d4x10) gp and can spend these as he pleases. However, he must ensure the care of his mount by finding it food and shelter or else lose the benefits of the kit when the animal flees its master to take care of itself.



Elf Mage/Thief Kits

Spellfilcher

This mage/thief is adept at breaking into wizard's domiciles to purloin magical goods, particularly spellbooks and rare spell components. Through a strange inner talent, the spellfilcher has an amazing ability.

Role. When there is a magical trap to be disarmed or magical treasure to be gotten, the Spellfilcher is the one to do it. Trained from her early years, the Spellfilcher uses an innate magical ability to locate and disarm traps that would victimize another.

Weapon Proficiencies. *Bonus:* None. *Recommended:* Short bow, dagger, darts, short sword.

Bonus Nonweapon Proficiencies. Appraising, Spellcraft, Tightrope Walking. **Recommended Nonweapon Proficiencies.** Disguise, Gaming, Gem Cutting, Jumping, Rope Use, Tumbling.

Equipment. The Spellfilcher always carries at least a minimal set of lockpicks and usually a full housebreaker's harness.

Distinctive Appearance. Spellfilchers, by their very nature, do not want a distinctive appearance. They go out of their way to make themselves look like average elves, deliberately ridding themselves of any identifying habits.

Special Benefits. The Spellfilcher is a special breed, selected from birth to be a mage/thief because of an exceptional inborn talent. This talent, *which can only be nurtured by the Spellfilcher Guilds*, allows the Spellfilcher to detect magic once per day, per experience level. Infant elves are tested for their latent sensitivity to magic, something which only the masters of the Spellfilching Guilds can determine. If the infant shows promise, she is taken from her parents (with their permission) and the talent is nurtured into a usable skill.

The Spellfilcher learns to identify and circumvent magical traps. Although they cannot remove these traps without a *dispel magic* spell or similar item, they can often get around them long enough to remove the items these wards were protecting. Thus, Spellfilchers gain a +5% chance to Find/Remove Traps of a magical nature. This chance increases by +5% every four levels. They do not actually remove the traps but disarm them for 1d4 rounds, +1 round per three levels, which should be enough for them to retrieve the item they seek.

Special Hindrances. The Spellfilcher's first loyalty must always be to her guild. The guild demands total compliance with its rules, for it serves the elf race in its own way and demands that its members do so as well. Unfortunately, this service occasionally requires that the Spellfilcher be called away from whatever she may wish to do. If the Spellfilcher fails to heed the call, the wrath of the powerful guild descends upon her head.

The Spellfilcher's Guild will not, on the other hand, call a Spellfilcher away from a mission of dire importance to the elf race or a mission that the Spellfilcher claims is of extreme importance. Since Spellfilchers operate on an honor system, they trust her. If, however, too many excuses keep her from her duties, the Guild has a right to demand cooperation and will not tolerate excuses.

To help keep discipline, the Spellfilcher must ask permission of the guildmaster before leaving on adventures. Depending on the Spellfilcher's past record and loyalty to the guild, the guildmaster may agree or disagree.

The Spellfilcher PC has a hard time dealing with non-elf mages. Once they discover who she is and what she does for a living, they simply do not trust her near their precious spellbooks and valued items. Elf mages trust Spellfilchers, for they know that the Spellfilcher does it for the good of the race and would not harm an elf wizard. Other wizards, however, are not so sure of this. For this reason, Spellfilchers take great pains to disguise themselves and their intentions.

Spellfilchers also take great pains to disguise themselves because they are hunted by both vengeful wizards and greedy thieves. The wizards desire the return of their property and perhaps revenge on the one audacious enough to steal from them.

Conniving thieves wish to find a Spellfilcher to either recruit her into their guild or to get her to work for them. Failing that, they want to discover the secret to the Spellfilcher's success and to exploit that secret. They will not accept the fact that hers is an inborn talent. Thieves can make a Spellfilcher's life chaos if she is discovered by their guild.

Wealth Options. Spellfilchers receive 30 to 90 (2d4+1x10) gp, which can be spent as the Spellfilcher desires. There are no limits, but it is suggested that they purchase thieves' tools.



Elf Fighter/Mage Kits

Bladesinger

Of the roving elves, there are few as deadly as the Bladesinger. They are masters of their weapons and have spent their lives in the study of their chosen weapons. They have also learned to cast spells while engaged in combat, and thus they double their might.

To be a Bladesinger, a PC needs at least a 13 Strength and Constitution, as well as a 15 Dexterity and Intelligence.

Role. While some PC's may stay at home to defend the elven way, Bladesingers go out and actively promote it. They do this by seeking out their race's foes and eliminating them, either through words or actions. Acting as both diplomats and one-elf armies, they insure the safety of the elf race.

Weapon Proficiencies. *Bonus:* None. *Required:* Proficiency in a one-handed weapon, bladesong style specialization (two slots - basic). *Recommended:* Weapon of Choice

Bonus Nonweapon Proficiencies. Blind-Fighting, Dancing, Foreign Combat.

Recommended Nonweapon Proficiencies. Etiquette, Foreign Adaptation, Juggling, Singing, Tumbling, Weaponsmithing.

Equipment. The Bladesinger is always identifiable by his weapon of choice. Such an item is always ornate and beautiful, enhancing the Bladesinger's appearance in battle.

Distinctive Appearance. Not only are they easily identifiable by their weapon of choice and catlike grace, Bladesingers are decorated with their weapon guild's distinctive tattoo. Each guild has a separate and unique tattoo depicting its style of weapon through an animal representation. Long swords are often represented by great cats such as lions or panthers, a rapier would be shown as a striking snake, and so forth.

Special Benefits. There are four special benefits to the Bladesinger kit, as follows:

1. The Bladesinger chooses one weapon and practices with it extensively, to the exclusion of most other weapons. If practice makes perfect, the Bladesingers are very well practiced in their chosen weapon—for they are virtually perfect.

The poised steps of the bladesong (the act of attack by a Bladesinger) not only reveals the Bladesinger to be a creature of beauty even during battle, but the steps also carry him into advantageous positions for either offense or defense. He can instinctively grasp the flow of the battle around him, and his feet will carry him through the intricate maneuvers necessary to optimize his attack.

Such is the intensive training of the Bladesinger that he gains an automatic +1 to attack rolls as well as a +1 for damage (Bladesingers do not receive any listed benefits of the bladesong fighting style except as listed in the bladesinger benefits, of which they are modified). This is in addition to the normal elven +1 for use of the long or short sword (if applicable). Despite any additional, further training, this is as high as the bonus can be.

2. Bladesingers receive a special bonus when they wish to try an unusual maneuver with their blade. This bonus is equal to +1 for every four levels the Bladesinger has attained. The bonus only serves to cancel the penalties normally applied for such a maneuver. All other penalties and bonuses still apply (Max +4).

3. Bladesingers have been taught from an early age to grasp the flow of magic around them and to turn it to their advantage. They can cast spells even while in the front lines.

Although they cannot actually attack while casting their spells, they may defend themselves against incoming melee attacks (as normal, when actually spell casting, the bladesinger, as with all spell casters, does not receive their dexterity adjust for their AC).

Their defense is essentially the ability to parry whilst casting (equal to level divided by 2, plus 1, all fractions rounded down). This defense does not apply to rear or missile attacks, for it is nearly impossible to defend against those while casting a spell.

Bladesingers have practiced the somatic portion of their spells well enough that they may cast their spells one-handed, suffering only a slight penalty. It adds +2 to their casting times, making it easier to disrupt their spells. Their spells are, therefore, usually of an offensive nature with very short casting times.

4. The training is hard enough that only a 3rd-level Bladesinger can begin to teach even the rudiments of the bladesong. If another elf wishes to learn the bladesong, he must seek one of the masters of the blade. Bladesingers charge a high price for sharing their skills.

Special Hindrances. To offset their abilities, Bladesingers suffer some severe penalties. Their chosen path takes an extensive amount of time to learn. This results in the elf starting at middle age plus starting age modifiers to become the epitome of elvendom in battle. Not only must they attempt to advance the cause of elvendom somehow at all times, they must also lend aid to any elf in need. Unless the elf is proven to be an enemy of the elven way of life, the Bladesinger must sacrifice life and limb to save that elf's life.

Of course, the Bladesinger is free to determine whether there is, in fact, an elf in danger. Too many times other races have tried to eliminate the Bladesinger menace through illusion and trickery. The Bladesingers have grown wary and have, unfortunately, allowed fellow elves to perish while trying to determine the truth of the threat. Thus, most Bladesingers carry at least one *detect magic* spell in order to avoid possible errors.

Bladesingers are so devoted to their chosen weapon that they rarely learn another one. Unlike other elves, they do not gain bonuses for race for any other weapon. With all other weapons, they suffer a -1 penalty to attack rolls, even if they have taken it as a proficiency. If they have not devoted the slot to learn the weapon, the Bladesinger suffers the ordinary nonproficiency in addition to the -1 penalty. Bladesingers may not take any other weapon style specializations.

The PC may not specialize in weapon groups. The Bladesinger focuses on a single weapon only.

Bladesingers may wear no armor heavier than elven chain (studded leather is the only exception that is heavier that can be worn without penalty). Bulkier armor restricts the Bladesingers' movement enough that they have a penalty to attacks if they try to use their bladesinging ability while wearing such armor. For every +1 to AC higher than AC 15 they suffer a -1 to attacks and (cumulative) a -1 for every +5 lbs greater than elven chain (with studded leather being the exception). Elven plate would therefore imply a -3 to attacks (-2 due to AC bonus of 7 and -1 due to weighing 5 lbs greater than elven chain).

Bladesingers rarely use weapons other than swords. They may not use shields or two-handed weapons, for these interfere with the bladesong. To do otherwise negates all bladesinging bonuses*.

Wealth Options. Bladesingers start their adventuring lives with 30 to 180 gp (3d6x10), and only one restriction: They must purchase their weapon of choice. Any monies left after buying their initial equipment must be returned to the Bladesinger's Guild. Later in their adventures, they must take opportunities to upgrade their weapons. Other than these restrictions, they are free to do as they wish with their money.

Suggested Elf Subraces. Standard generic elf, moon elf, snow elf, star elf, sun elf. *See the DM for variants for most sub-races of elf.*

Special Note. Specialty priests "Tethryls" of Tethrin Valade may also choose this kit if they are a fighter/specialty priest, they must still meet all prerequisites for kit and class. Elven Minstrels may choose this as an additional kit if they are a fighter/bard, they must meet all prerequisites for kit and class. Elven Minstrel-Bladesingers benefit by using their weapon as their instrument. *Both Bladesinger-Tethryls and Elven Minstrel-Bladesingers do not lose their benefits if using two weapons, see respective entries in appropriate books.

War Wizard

Although elves do not desire war, preferring instead to live their lives in peace and idyllic happiness, they recognize that the world is full of races hostile to elves, all of whom would love to see them driven into the dirt. A War Wizard is one who has devoted her life to defending against such attacks.

Role. The War Wizard is usually the person in charge of defense for any given elf town. When there is a problem with an enemy, the War Wizard is the one to call.

Even if not associated with a town, the War Wizard is an invaluable asset to any group that expects to face trouble. Simple strategic knowledge is her bread and butter, but her expertise does not end there. She can work offensive marvels physically, and her spellcasting skills are excellent.

Weapon Proficiencies. *Bonus:* Long bow, long sword. *Recommended:* Short bow, short sword, weapon style specialization.

Bonus Nonweapon Proficiencies. Spellcraft, plus Engineering or Survival.

Recommended Nonweapon Proficiencies. Blind-Fighting, Heraldry, Land-Based Riding, Languages (Ancient or Modern), Set Snares, Weather Sense.

Equipment. A War Wizard can carry whatever equipment she likes.

Distinctive Appearance. War Wizards have no distinctive appearance. They may dress as they please on their own time. However, they often have a military aura. When in a military capacity, they must wear a uniform.

Special Benefits. The War Wizard, because of her knowledge of strategy, can enable her side to add +1 to their attack rolls for the duration of a battle. This bonus applies only if all the following conditions are met: 1) The War Wizard has had a chance to survey the area and map it. 2) The War Wizard holds a strategy meeting with all who gain the +1 bonus. 3) All members of the War Wizard's side who are to gain the bonus successfully make an Intelligence check that has been modified by the difficulty of the instructions and changes in the terrain. Those who fail do not gain the bonus, and they run the risk of destroying another team member's bonus during battle. If these conditions are met, the War Wizard's side gains the bonus. If any part is left out or ignored, the bonus is negated.

The War Wizard is allowed a weapon of choice. She gains a +1 to attack rolls with this weapon, cumulative with all other applicable bonuses.

She also gains a "spell of choice," once every four levels. This spell is usually a large-scale, offensive spell or it may be a handy defensive spell. Only rarely are they personal in scope and, even then, it must have some applicability to a larger party. The spell can be of any level the War Wizard can cast at the time she chooses the spell. Thus, at the 4th level, a War Wizard can choose spells of the 1st or 2nd level. At the 8th level, she can choose spells of up to the 4th level.

The chosen spell is not a bonus spell for the War Wizard. It must still be memorized as would a normal spell. However, the spell can be either cast more quickly, firing at a +1 to initiative, or force the opponent to take a -1 on his save. For every four levels the War Wizard has practiced this spell, she gains a +1 bonus to either side. For example, if a 12th-level War Wizard had chosen *sleep* as her spell at the 4th level, she would now gain either +2 to initiative when casting it or would cause her opponents to save at -2.

Special Hindrances. The War Wizard is limited in her choice of weapons. Although a warrior/mage ordinarily receives the full gamut of weapons, a War Wizard may only take certain weapons. Any of the normal wizard's weapons, any blade, any bow, or a lance may be chosen. The selection cannot extend beyond these, however.

War Wizards have a Code of Conduct that they must abide by at all times. Even when they are apart from their units, the code may never be broken. If it is and they are discovered, they will be drummed from the unit. It is up to the DM and the player to determine what the Code is for each unit, but it should be fierce, demanding, and restrictive.

Finally, there are demands the unit will place on the War Wizard. She must comply with these demands or lose her benefits. The unit will typically take up about one month per year of the War Wizard's time.

Wealth Options. The War Wizard has 30 to 180 (3d6x10) gp initially, which can be spent however she likes.



Elf Fighter/Thief Kit

Huntsman

Although some call them bounty hunters, the Huntsmen know better. Their chief joy in life is the hunt, and they have trained themselves in the ways of life: fighting and stealth.

Role. A Huntsman is at home in both the city and the wilderness. His job is to track down errant wrongdoers and bring them to justice. He can be good, evil, or neutral; he may ethically bring criminals to face the law or hunt them just for money. Whether he is good or not good, his motivation is more the thrill of the hunt than material gain.

Weapon Proficiencies. *Bonus:* Net. *Recommended:* Blowgun, long bow, lasso, long sword.

Bonus Nonweapon Proficiencies. Hunting, Tracking.

Recommended Nonweapon Proficiencies. Blind-Fighting, Disguise, Endurance, Intimidation, Juggling, Jumping, Running, Set Snares, Tumbling.

Equipment. The Huntsman, like the ranger, does not like being heavily encumbered. He carries only those things he cannot quickly and cheaply replace and is usually prepared to make the things that cannot be easily replaced. His most valuable piece of equipment is his mind.

Distinctive Appearance. The Huntsman has no distinctive appearance.

Special Benefits. The Huntsman gains an automatic +10% to both his Move Silently and Hide in Shadows skills; this applies to both city and wilderness settings. Because he has spent so much time learning stealth, this is in addition to his regular modifiers for high Dexterity and race.

The Huntsman also takes a smaller penalty to his Tracking proficiency than other nonrangers. His life has been spent in the hunt, and he therefore is more familiar with the signs of the forest than many others.

Special Hindrances. Although the Huntsman fetches those who need fetching, he is not regarded well. His trade is in flesh, and people dislike his company. He receives a -2 reaction penalty when dealing with good-aligned people. In evil society, they hate him, even if he is evil, because he and his kind are responsible for the capture of friends and allies. He receives a -2 penalty there as well.

The Huntsman may never take the Read Languages ability available to most thieves. His style of life does not require learning new languages and, indeed, forces him to be constantly on the move. He has not the time.

Wealth Options. The Huntsman begins play with 30 to 180 (3d6x10) gp. He can spend this money however he wishes.



Elf Fighter/Mage/Thief Kits

Collector

Occasionally, humans will come into possession of items that either aren't theirs or are too dangerous for these short-lived beings to have. The Collector is there to make sure these things return to elf hands.

The Collector must have a 13 Intelligence and 15 Charisma, for she must deal with both esoteric knowledge and people.

Role. The Collector's role in life is to retrieve things from dangerous places. Whether this item is a stolen suit of elven plate armor or an ancient, unearthed artifact, the Collector will get it back. When humans seem in danger of destroying things of beauty or of historical power, the Collector makes sure those objects are spirited away to safety.

The Collector is not only a thief, but an archaeologist as well. She uses all her classes' skills to retrieve the items from wherever they lie, even deep beneath the earth, then keeps them from the hands of the elves' enemies.

Weapon Proficiencies. *Bonus:* None. *Recommended:* Short bow, dagger, short sword, whip, and small weapons that can fit into the tight places into which a Collector must sometimes venture.

Bonus Nonweapon Proficiencies. Ancient History, Engineering.

Recommended Nonweapon Proficiencies. Appraising, Artistic Ability, Gem Cutting, Jumping, Modern Languages, Musical Instrument, Rope Use, Stonemasonry, Tightrope Walking.

Equipment. The Collector is never far from her archaeological tools and burglary equipment. She is prepared to dig in the earth, venture into a fortress, or swing between two tall towers. She is ready for nearly any eventuality in the quest of her prize.

Distinctive Appearance. Although they might imagine they are sharply dressed, Collectors are often rumpled and disheveled, more than likely covered with the dust and muck of their most recent adventure. Though they may wear fashionable clothing, Collectors simply cannot keep clothing neat and clean. There are always exceptions but, for the most part, Collectors appear musty and dirty.

Special Benefits. The Collector, because of her research into the histories of artifacts and ancient civilizations, has a chance to know something about nearly every important magic item on her world. If she can lay her hands on an object and study it, she can attempt to identify it, much like the bard's ability.

Collectors have a 5% chance per two levels (that is, 5% at 1st to 2nd level, 10% at 3rd to 4th level, and so forth) to identify an item's history, purpose, and alignment (if it has one). The only idea a Collector has of an item's power lies within the pages of the histories the Collector has read.

This chance increases (at the DM's discretion) if the Collector has access to a research facility with an extensive collection of books on magical items and artifacts. If not, there is no bonus. The Collector spends 1d3 days finding the pertinent information.

Likewise, the Collector can find information leading to the discovery of such magical items, which is the main part of her job. If she spends a week or more in research, depending on the rarity of the item and the difficulty of finding it, she can discover the general area in which to begin her search.

The Collector is an expert at rumor gathering. By spending 10d100 gp and making a successful Intelligence and Charisma check, the Collector can usually get a lead on where an item lies. Sometimes the information received is as vague as a general location; sometimes it is as specific as the exact hiding place. Now all the Collector needs to do is to find a way past all the protections. . . .

Fortunately, Collectors gain a +10% bonus to their Find/Remove Traps skill. It is important to remember that finding a trap and removing a trap requires two separate rolls. Because so many of the old places are fraught with peril, the Collectors have found this benefit to be of inestimable value.

Finally, Collectors are rather lucky elves. Once a day, they may +1 or -1 from one of their rolls, if they desire. The modification may be to any roll, including attack rolls, damage rolls, saving throws, and so forth. It cannot be used in PC creation, nor can it be saved from day to day! The player must declare that a modification is being used before the roll is actually made or the roll is void.

Special Hindrances. Although Collectors are, for the most part, decent people, they receive a -2 reaction penalty. The penalty reflects their tendency to lecture, forgetting that others do not share their passion for digging in the earth.

Far more hindering is the fact that Collectors will *never* knowingly use a magically charged item. They are afraid that the use of such items might deplete its last charge; their purpose is to ensure the preservation of such items. They are cautious around all other magical items unless certain they are not charged or are heavily charged.

Furthermore, Collectors will never perform an action that is potentially destructive to a magical item unless it is the only way to save their own lives and the lives of their companions. Even then, they will hesitate, agonizing over the loss to the world.

Collectors even have a difficult time destroying sentient, earth-shaking artifacts of utter evil. Although they know the artifact is irredeemably evil, they can barely bring themselves to destroy an item that has plagued the history of the world.

If she has been persuaded to eliminate an item or after she has destroyed an item to save a life, the Collector will go into a state of deep unhappiness, lasting for at least a week. During this time, she is not capable of intelligent discussion and her saves and attack rolls are all at -2. Note that this depression has a basis: If the Collector destroys more than five items during her career or simply allows five such items to be destroyed, she will lose all of the benefits of this kit.

Wealth Options. The Collector begins with 30 to 240 (3d8x10) gp. At least half of this money must be spent on house-and lock-breaking equipment and on excavating tools such as shovels and picks. The rest of the money can be spent as the PC desires.

Infiltrator

The Infiltrator is the very model of an elf scout. Whether in urban or wilderness situations, the Infiltrator is the master of stealth and disguise.

Role. When elves need quick and reliable information with a minimum of fuss, they call on an Infiltrator. The Infiltrators' motto is "If it's a secret, it's not." Sometimes, the Infiltrator will gain information simply for the sheer joy of knowing it. Although this is a typically elven trait, only the Infiltrators go to such an extent to learn a secret.

Weapon Proficiencies. There are no bonus weapon proficiencies for this kit.

Bonus Nonweapon Proficiencies. Disguise, Forgery, Information Gathering, Observation, Tightrope Walking.

Recommended Nonweapon Proficiencies. Ancient History, Etiquette, Modern Language, Reading Lips.

Equipment. Every Infiltrator must have a good disguise kit. Otherwise, they are free to choose whatever equipment they like.

Distinctive Appearance. The only thing distinctive about the appearance of an Infiltrator is that he has no distinctive appearance. Elves can, by word of mouth, sometimes find out who the Infiltrators are, but only if the Infiltrator wishes to be found.

Special Benefits. One of the special benefits the Infiltrator receives is the large number of bonus nonweapon proficiencies. These all enable him to carry out his job more effectively, and he is so practiced in these proficiencies that he gains a +1 bonus when he uses one of them.

When an Infiltrator wishes to appear as a member of another race, he can usually pass himself off as a tall dwarf or a short human with only a -4 penalty. This bonus increases by +1 for every four levels the Infiltrator obtains in his most expensive class. That is, it increases when he reaches 4th-level fighter/4th-level mage/5th-level thief. Note that this applies only to the bonus proficiencies given by the kit; it doesn't apply to either the recommended or the PC-chosen proficiencies.

The Infiltrator also gains a +10% bonus to the two thief skills of his choice. This is a one-time only bonus and cannot be changed later in the Infiltrator's career.

Special Hindrances. The Infiltrator spends so much time taking on the roles of other people that he may begin to lose his own sense of identity. Even the reverie, which ordinarily reinforces an elf's identity, may not help prevent his sense of self slipping away.

Therefore, for each level an Infiltrator acquires, he loses 10% from his ordinary resistance to *charm*-related and *sleep* spells. This decreases his 90% resistance downward, to a minimum of 30%. Thus, until the point when the 8th level is achieved, Infiltrators will lose 10% of their resistance at each level.

Such loss of self means that the Infiltrator will never be as sure of himself as an ordinary elf, although his sense of self will still be stronger than that of a human. Unless he is acting a role, the Infiltrator will be somewhat unsure of himself and may question his own motives.

Wealth Options. The Infiltrator begins play with 40 to 140 (2d6+2'10) gp. This money can be spent however desired.



Elf Kit for Any Class

Undead Slayer

As elves loathe the undead, it is only logical that they develop methods to combat the undead menace. Whether they stay behind to protect elf homes from ravening undead hordes or actively seek out the unliving to destroy them in their foul nests, the Undead Slayers learn all they can about their wretched foes.

Role. The Undead Slayers are schooled in the ways of the undead, seeking to destroy undead monsters wherever they can find them.

Weapon Proficiencies. *Bonus:* One bludgeoning weapon of Medium size, as long as it is allowed by the initial class. *Recommended:* A piercing or slashing weapon to complement the bludgeoning weapon.

Bonus Nonweapon Proficiencies. Blind-fighting.

Recommended Nonweapon Proficiencies. Healing, Herbalism, Ancient History, Local History, Ancient Languages, Survival.

Equipment. Every Undead Slayer carries the common items necessary for this trade. Most of them carry backpacks containing at least a mirror, two vials of holy water (if not more), several sharpened stakes, holy symbols, tinder for torches, and so forth. For weapons, if their class allows, they carry at least two silver weapons, one each of piercing and bludgeoning type, as well as ordinary weapons.

Distinctive Appearance. Most Undead Slayers have a grim, determined look—the result of the grisly nature of their work. These elves have lost the typical elven enjoyment of life, for they have become obsessed with death and the undead.

Special Benefits. Undead Slayers have chosen a particular form of undead to combat and have researched it thoroughly. They know every nuance and variation between the various members of that species. For this reason, Undead Slayers, properly prepared, gain a +2 to attack rolls and damage against their chosen undead foes.

Undead Slayers hunt the undead more easily than most. They know the signs of undead infestations and can trace them back to their sources. Their keen elven senses are honed to detect the unnatural rhythms of undead, and they can therefore find their lairs. This does not mean that they can find a distant vampire's secret lair. Instead, by listening to rumors and observing the local phenomena, they can find the general area where the lair might be. Then they may search for the creature more personally.

Special Hindrances. Although they can fight other foes, the Slayers will never turn down a chance to eliminate an undead enemy. While this does not mean charging blindly into battle, they will not hesitate to sacrifice their lives if it means the undead will perish. They will never back away from the opportunity to rid the world of these blasphemous creations, regardless of the cost to themselves.

Mindless undead are rather low on their list of priorities for destruction. Skeletons and zombies do not arouse the hatred and loathing of the Undead Slayer as much as sentient undead do. Anything with a mind raises the hackles and the anger of the Undead Slayer.

Such is the Undead Slayers' devotion to their cause that they will plan ways to destroy even those undead who have proved themselves friendly. Dealing with a good or neutral lich, for example, is impossible for an Undead Slayer. Simply knowing the existence of such an abomination is enough for this PC to destroy it.

Wealth Options. Undead Slayers start out with the same amount of wealth as any other PC's within their class. Undead Slayers must purchase at least two vials of holy water and a silver mirror before buying any other equipment. For weapons, they usually carry an edged weapon (if allowed) as well as a bludgeoning weapon. After they have satisfied this minimum requirement, they may spend their money as they wish. However, it is recommended that at least half of their funds be spent on equipment for locating and holding undead at bay.

Advanced **Dungeons & Dragons®**

Player's Handbook

Rules Supplement

The Complete Book of **GNOMES**





Gnome Kits

Gnome Kits may only be used by the listed group or class.



Gnome Fighter Kits*

Breachgnome

This burly gnome takes a "heads up and face front" view to battle. Armed to the teeth and armored to the eyeballs, he or she hoists weapon, fully prepared to stand toe-to-toe with any attacker menacing home or ally. In some senses, this is the gnomish equivalent of the knight, mixed with a stubbornness and tenacity suggestive of the most determined dwarven heroes.

A Breachgnome devotes all his or her life to the fighter's art, from wrestling as a child to mastering an assortment of weapons as the PC grows to adulthood. Often he or she will be taught by fighters of other races (human and dwarf, in particular) as well as accepting the tutelage of a gnomish master.

The Breachgnome must have a Strength of at least 16.

Role: This PC is the one who steps out of the crowd of gnomes to confront the bullying ogre. Breachgnomes excel in defensive fighting; if his or her warren is invaded by enemies, the Breachgnome will stand in a corridor and hold the creatures at bay until the rest of the villagers can escape. Only after all have fled will the valiant defender (possibly) begin to think about his or her own safety.

The classic Breachgnome is an epic figure in gnomish battle lore. The tale of Maddi Gaddroot is typical: Maddi supposedly held off a whole army of ogres for an entire day, standing before a cave mouth between two trees, where only one of the enemy could get at her at a time. Behind her, her city of a thousand gnomes stood threatened, and during the course of that day the young and infirm (together with most of the treasure) were hustled through narrow tunnels into the depths of the earth.

Only after she had slain dozens of the brutes did Maddi fall before the superior might of her attackers. Then the ogres lunged into the lair, only to be met by a clever network of ambushes and illusionary traps-defenses which the Breachgnome's heroic sacrifice had given her fellow gnomes time to create. In the end, the attack was defeated, the city saved, and the hero elevated to legendary status among her people. Interestingly enough, virtually every gnome settlement considers itself to be the one Maddi Gaddroot died defending and will often point out to visitors the site of her last stand!

Weapon Proficiencies: The Breachgnome must have a proficiency in the use of the short sword and either the hammer or axe.

Bonus Nonweapon Proficiencies: None

Recommended Nonweapon Proficiencies: The Breachgnome should consider the Armorer, Weaponsmith, Endurance, and Blacksmithing proficiencies.

Equipment: The Breachgnome will typically carry at least two melee weapons, a shield, metal armor, and some type of missile weapon (crossbow and sling being preferred).

Special Benefits: Because of their short size and gusty determination, all Breachgnomes gain bonuses to their Armor Class when they can fight in a position with one or both flanks protected by solid objects such as trees, walls, or support beams. If the gnome has such an object within 3' of either side, he or she receives a +1 bonus to AC; if both sides are protected, the bonus is +2. Assume the gnome is 2' wide to determine if both sides are protected-i.e., the Breachgnome can gain the double bonus when standing between walls no more than 8' apart. This bonus is cumulative with any applicable size and Dexterity bonuses.

Because of their single-mindedness in weapon training, Breachgnomes gain weapon proficiency slots at the rate of one every two levels (with the first extra proficiency slot becoming available at third level).

Special Hindrances: When faced with a battle that he or she *might* be able to win-but companions or common sense that urge a withdrawal-the Breachgnome must make a Wisdom check. He or she can repeat the check every round, but the PC cannot retreat until it succeeds.

Goblinsticker

These gnomes are considered eccentric, if not downright mad, by their more normal kin-Goblinstickers actually seem to enjoy battle and will go so far as to seek out enemies for the purpose of wiping them out.

The two most common foes of the Goblinsticker are, naturally, goblins and kobolds.

Often a Goblinsticker is propelled by some dark event or tragedy in his or her past-a wrong which cannot be righted but which he or she feels compelled to try and atone for or avenge for the rest of his or her days. A Goblinsticker is especially effective at fighting the particular foe which caused this tragedy (often, but not always, goblins), often forgoing treasure and other incentives to pursue his or her revenge. "Goblinsticker" is a generic term for this kit; there are also koboldstickers, skeletonstickers, ogrestickers, et cetera, who differ only in the focus of their animosity.

A PC must have a Strength or Constitution score of at least 15 in order to choose this kit.

Role: Because they are virtually fearless, these PC's form the shock troops of any gnomish assault against their chosen enemy. They are likely to choose a life of adventure, one that will put them on a collision course with their hated foe.

Teams of Goblinstickers have been known to work together, for adventure or pay. In areas of monster infestation, Goblinstickers can frequently find employment as "exterminators"-especially in cases where the monsters are small, such as goblins or kobold, and live in dens where the size of human attackers would prove a drawback.

Weapon Proficiencies: The Goblinsticker must have a missile weapon proficiency and two melee weapon proficiencies.

Bonus Nonweapon Proficiencies: The Goblinsticker gains no bonus proficiencies.

Recommended Nonweapon Proficiencies: This PC will find the Rope Use, Direction Sense, Blindfighting, Armorer, and Weaponsmith proficiencies useful.

Equipment: Together with his or her weapons and armor, the Goblinsticker traditionally carries the tools of the dungeon-crawler-i.e., ropes, hammer and spikes, oil, and several days' rations.

Special Benefits: At first level the Goblinsticker PC must declare the hated foe of his or her life. When engaged in battle against this type of creature, the PC receives a +1 bonus on all rolls to hit and to determine damage inflicted. This bonus applies to both melee and missile weapons and is cumulative with other gnome benefits, including the Rock Gnome's standard +1 attack bonus versus goblins and kobolds.

Special Hindrances: When confronted with an opportunity to attack or continue to fight his or her hated foe, the Goblinsticker must make a successful Wisdom check or be unable to decline the battle. The check can, however, be modified or ignored based on circumstances. For example, no Goblinsticker will break cover and blow an ambush to tromp on the first goblin to appear when he or she knows that a little patience will mean the chance to bop a lot more of them.



Gnome Thief Kits

Mouseburglar

These stealthy PC's are consummate spies and sneak thieves who in some ways behave more like halflings than the average gnome thief. Striving to be as quiet as mice, they infiltrate lairs, mansions, or enemy camps. They rely upon secrecy, disguise, and silence in order to conceal their presence. Preferring very much to flee rather than fight, they consider a truly successful mission one which is concluded before the victim even learns that the gnome has been there.

A Mouseburglar must have both Dexterity and Intelligence scores of 13 or better.

Role: Mouseburglars, like other gnomish thieves, rarely prey upon victims of their same race. They will be much more inclined to look for targets among the settlements of clan enemies, especially humanoids, or in anonymous settings like large cities.

In addition to their larcenous activities, Mouseburglars also serve as scouts and spies, should there be a need for such reconnaissance. Their emphasis on stealth and concealment-together with their generally high Intelligence-makes them excellent eavesdroppers. Many a gnomish military campaign has been laid over the carefully gathered reports of a Mouseburglar.

These PC's also find great application as adventurers, lending a lot of advantage to a party of mixed races and classes.



Gnome Illusionist Kits

Imagemaker

This is the maestro of the gnomish world. His or her services are in demand at every gnomish festival; his or her skills known far and wide, sought by humans, dwarves, and others beyond the ken of gnome society. The Imagemaker is an artist in the art of illusion who can create spectacles and is capable of drawing audiences to the edge of awe and beyond with soaring images, thunderous sound effects, and realistic creations.

Any gnomish illusionist can elect to be an Imagemaker.

Role: The Imagemaker's role in gnomish society extends far beyond his or her ability to tell tales and create pictures. On the battlefield, Imagemakers are the primary source of the diversionary illusions that gnomish forces use so well to balance the odds against them. Since they specialize in the creation and manipulation of very realistic illusions, they can be very useful to adventuring parties—for example, by creating duplicate images of the party to distract a powerful enemy. And, of course, no gnomish ceremony would be complete without the sound and spectacle of the Imagemaker's art.

Bonus Nonweapon Proficiencies: The Imagemaker gains the Ventriloquism proficiency (normally available only to rogues) as a free proficiency as soon as this kit is selected.

Recommended Nonweapon Proficiencies: Artistic Ability is a useful accompaniment to the Imagemaker's skill, as are proficiencies in Ancient History, Astrology, and Singing.

Equipment: An Imagemaker likes to have several mechanical tools available to augment his or her spellwork, including smokepots, flashballs, and probably a musical instrument. Smokepots must be lit by a fuse, which can be set for 1-10 rounds; upon igniting they belch out a 10' diameter cloud of colored smoke, blocking all visibility. The cloud disperses in one round out of doors or in a large enclosed space; in more constricting quarters it lasts for 2-5 rounds. Flashballs erupt with a bright flash of flame when they are thrown (or dropped) and strike a solid object such as stone or metal. When used in darkness they will effectively *blind* (for 1-6 rounds) a PC who witnesses the flash.

Special Benefits: The Imagemaker has perfected the use of specific kinds of illusions—specifically, those that create the image of something from nothing. The various *phantasmal force* spells, *minor creation*, the *shadow monster* spells, *programmed illusion*, and *shades* are examples of spells that fall within this specialty; *invisibility*, *vacancy*, and *seeming* are spells that do not.

The pictures, sounds, and smells created by the Imagemaker are especially realistic. Therefore, any player attempting *disbelieve* them does so with a -2 penalty. In addition, *all* creatures—even those not normally susceptible to illusion—can be taken in by the creations of the Imagemaker. However, creatures that would not normally be fooled by illusions do not suffer the -2 penalty when they attempt to disbelieve.

In addition, the Imagemaker's skill is such that the images he or she creates last longer than those cast by a non-specializing illusionist. Illusions that do not require concentration have their duration doubled when cast by an Imagemaker. Illusions requiring concentration last for 2-12 rounds after the caster ceases concentrating. In the latter case, of course, the object will not be able to respond to specific events, but it can continue to repeat movements or patterns established when the caster was concentrating.

Special Hindrances: Because of intense specialization, the Imagemaker suffers additional restrictions on spells he or she can learn; specifically, Imagemakers cannot learn spells from the greater divination or conjuring/summoning schools of magic.

Vanisher

The Vanisher is an illusionist with the specialization of making things disappear—in that sense, he or she is the opposite of the Imagemaker. Invisibility is stock-in-trade, but the Vanisher is also adept at spells that alter and disguise the appearance of something, equally ready to replace the vanished object or creature with an alternate as to make it disappear entirely.

Any gnomish illusionist can elect to be a Vanisher.

Role: The Vanisher is the valued counterpart to the Imagemaker, whether on the battlefield or in a dungeon. By concealing the existence of a party he or she can insure them the advantage of surprise, which is always useful. His or her skills can also benefit reconnaissance or retrieval missions.

Weapon Proficiencies: The Vanisher has no restriction on weapon proficiencies.

Bonus Nonweapon Proficiencies: The Vanisher receives Reading/Writing skill without expending a slot.

Their small size coupled with their skills (and the fact that most have darkvision) allow them to get into places that larger thieves can't.

Weapon Proficiencies: The Mouseburglar always chooses to specialize in weapons that can be wielded silently, preferring the sling or bow over the crossbow and the dagger or short sword over the hammer and axe.

Bonus Nonweapon Proficiencies: Mouseburglars receive either Disguise or Rope Use as a bonus nonweapon proficiency.

Recommended Nonweapon Proficiencies: This PC can benefit by knowing additional languages (very important for one who intends to spy or eavesdrop!), as well as Forgery, Reading Lips, and Tightrope Walking.

Thief Skill Emphasis: The Mouseburglar is likely to find the Move Silently, Hide in Shadows, and Open Locks skills to be particularly useful. At first level he or she must divide the 60 discretionary points between these three abilities.

Equipment: The Mouseburglar will be sure to maintain a complete set of lockpicks. He or she prefers to wear dark clothes and soft boots when on a job and will often have the materials for one or two effective disguises concealed somewhere on his or her person.

Special Benefits: A Mouseburglar gains an additional 5% chance of success to both Open Locks and Move Silently at first level. For each additional level he or she advances, the PC receives another 5% bonus that can be applied to any one of the following scores: Open Locks, Move Silently, Find/Remove Traps, or Read Languages.

Special Hindrances: The Mouseburglar so prefers stealth to combat that the PC's fighting skills suffer as a result. Specifically, the Mouseburglar receives a -1 penalty on all attack rolls made in melee combat (except those delivered with the sneak attack benefit). This does not affect damage inflicted.

Tumbler

Tumblers employ size and energy as the main assets of a thieving career. Quick and nimble, they are able to use escape routes that larger and clumsier pursuers find quite unmanageable. Tumblers are part entertainer, part con artist, and part acrobat.

Coming from a variety of backgrounds, Tumblers usually have been exposed to a number of different races and often perfect their trade in some kind of urban environment. Often they will find work in a circus or carnival, moonlighting after show hours to augment their honest income.

The Tumbler must have a Dexterity score of at least 14.

Role: The Tumbler is a gnome who employs creative and vigorous means to get into places, meanwhile performing tricks and feats for the edification of his or her fellow villagers. Adept at climbing and falling, the Tumbler can walk a rope stretched between two high points, scale a sheer surface, and bob and evade his or her way through deadly combat—often rolling right between a larger opponent's legs!

Weapon Proficiencies: The Tumbler is eligible to use any weapon available to gnomish thieves.

Bonus Nonweapon Proficiencies: The Tumbler PC receives Tumbling as a free proficiency when first selecting this kit.

Recommended Nonweapon Proficiencies: The Tumbler must take Jumping, Juggling, and Tightrope Walking in order to practice his or her trade.

Thief Skill Emphasis: The Tumbler can find particular use in the Pick Pockets, Move Silently, and Climb Walls thieving skills. The kit places no restriction on how he or she allocates the discretionary points, however.

Equipment: The Tumbler will always be found with a coil of strong, lightweight rope—generally at least a 60' length.

Special Benefits: Gnomish Tumblers receive all the normal benefits of the Tumbling proficiency. Tumbling ability and small size combine to give Tumblers a +6 bonus to AC in rounds in which the Tumbler wins initiative and elects to forgo all other actions than evading enemy attacks.

Against larger than human-sized creatures, the gnomish Tumbler can try a special maneuver: rolling between the creature's legs. A successful Dexterity check means the Tumbler dives between the opponent's legs, rolls to safety, and bounces to his or her feet behind the enemy. If the Dexterity check fails, however, the gnome can be attacked with no special bonus to Armor Class. If the Tumbler successfully performs this maneuver and wins initiative on the next round, he or she can sneak attack that opponent.

At first level, Tumblers also receive a +10% bonus to their chances to successfully Climb Walls; this bonus increases by +2% per level thereafter.

Special Hindrances: Because of the boisterous nature of this specialty, Tumblers are limited in some of the other areas of thieving skills. Specifically, their base scores to Open Locks and Detect Noise begin at 0, not at the levels 10% and 15%, respectively. The bonuses and penalties specified are not affected by this provision.

Recommended Nonweapon Proficiencies: These include Spellcraft, Heraldry, Blindfighting, Direction Sense, Weather Sense, and Navigation.

Equipment: The Vanisher likes to keep a vial of *dust of disappearance* handy; see Special Benefits, below.

Special Benefits: The Vanisher gains extra skills with any spell involving *invisibility*, as well as other spells of the illusion/phantasm school that allow the caster to alter the appearance of a creature or object or to impair the sense of an observer. Some of the latter include *blindness* and *deafness* spells; spells which alter appearances include *blur*, *change self*, *fool's gold*, *illusionary script*, *Leomund's trap*, *Nystul's magic aura*, and *vacancy*.

When casting one of these specialty spells, the Vanisher gains several benefits. The duration of the spell is doubled. Saving throws against the effects of these spells suffer a -2 penalty. PC's or creatures that could normally see invisible objects must make a successful Intelligence check, with a -4 penalty to the roll, before they can see objects screened by a Vanisher.

Also, at the second level of experience the Vanisher gains the ability to make a simple form of *dust of disappearance* from flour and a modicum (100 gp worth) of crushed diamond. It takes the Vanisher a full hour and a successful Intelligence check to perform this task, which can be attempted once per day. This homemade *dust of disappearance* retains its potency for two weeks.

Special Hindrances: Like the Imagemaker, the Vanisher's devotion to mastering illusions is such that it precludes his or her learning any spells from the greater divination or conjuring/summoning schools of magic.



Gnome Multiclass Kits*

Buffoon (Thief/Illusionist)

The name of this PC kit is in no way a reflection on the intelligence of the PC who plays the role. It does, however, reflect the way the non-gnomish world views him or her—it is a gentle deception that can consistently cause enemies and other NPCs to underestimate or even ignore the PC. Indeed, the Buffoon carefully cultivates this role, often even to the point of concealing the fact that he or she possesses illusionist skills.

In order to use this kit, a PC must have an Intelligence score of at least 15.

Role: Buffoons are travelers, entertainers, gossips, pranksters, and gadflies. They make friends everywhere they go and enjoy using their skills to aid those friends in a multitude of causes. Buffoons make themselves figures of fun and then use this as a means of making fun of others—usually with just the right element of sharpness in their wit. An empress, for example, will not be subjected to the ridicule that, say, a city guard might merit—at least not in her presence! Buffoons are alert and observant, quick to discern who are safe targets, currently out of favor with the powers that be; such unfortunates often become the butt of a Buffoon's jests.

Favorite Buffoon tactics include comical imitations of the PC being lampooned and questions designed to trap the unfortunate victim in a no-win quandary—e.g., "Have you stopped overtaking the peasants yet?" Every Buffoon is adept at keeping the crowd on his or her side, but it is said that every good Buffoon keeps one eye on the exit, ready to beat a hasty retreat should the mood of the onlookers suddenly turn nasty.

The Buffoon is an avaricious but capable adventurer, always on the lookout for gems of any shape, color, and size. He or she doesn't keep these in a horde, instead preferring to barter them for goods (or goodwill) whenever passing through a gnomish community. The Buffoon is quite likely to find good friends in any gnomish village along his or her trail and also among the gnomish citizens of larger cities and towns.

Weapon Proficiencies: The Buffoon likes to keep several daggers concealed about his or her person and will be adept at using them both as missile weapons and hand-to-hand.

Bonus Nonweapon Proficiencies: All Buffoons gain a knowledge of Etiquette as a bonus proficiency—not that they practice it, but their natural sensitivity helps them judge what is and is not considered appropriate in a given situation (and tailor their barbs accordingly).

Recommended Nonweapon Proficiencies: History and Disguise, as well as Juggling, Lip Reading, Tumbling, and Ventriloquism are all useful complements to the Buffoon's art.

Thief Skill Emphasis: The Buffoon may wish to emphasize Hide in Shadows, Detect Noise, and Find/Remove Traps; the kit places no restrictions on his or her choices.

Equipment: The Buffoon generally travels with a variety of comical gimmicks, including horns and bells, whistles and juggling balls, and a full makeup kit that often includes wigs and false beards.

Special Benefits: The Buffoon benefits from an ability to distract and entertain. Often a Buffoon can break the concentration of a spellcaster with a rude jibe or irritating pun. The gnomish PC must speak a language in common with the spellcaster and must win initiative on the round. If both of these are met, he or she can say something (DMs are encouraged to require roleplaying of the remark) clever and distracting to the spellcaster. The caster is allowed a Wisdom check to ignore the distraction; failure means his or her concentration has broken and the spell is wasted. The DM may, at his or her option, allow the difference between the Buffoon's and spellcaster's levels to be used as a modifier (+ or -) to the Wisdom check.

The Buffoon also has two bard-like abilities: First, he or she can entertain NPCs with juggling, jibes, and buffoonery. This has the same effect as the bard's ability to *influence reactions*. Second, he or she can counter the effects of songs and poetry used as magical attacks.

Special Hindrances: He or she has to walk around looking ridiculous.

Stalker (Fighter/Thief)

Whether in woodland meadow or dungeon pit, the Stalker is a specialist in quiet movement and stealthy pursuit followed by sharp and deadly combat on whatever terms the foe demands.

The Stalker must have Strength and Dexterity scores of at least 13.

Role: The Stalker is adept at hunting and tracking, both above and below ground. He or she is a skilled fighter but prefers to reach his or her objectives by quickness and stealth wherever possible. Stalkers wear light, quiet armor and have a keen eye with a missile weapon but don't shirk from a toe-to-toe sword fight when circumstances require.

Weapon Proficiencies: The Stalker must be proficient in both a missile and a melee weapon.

Bonus Nonweapon Proficiencies: Because of a lifelong interest in wild places, the Stalker gains a bonus proficiency in either Tracking or Set Snares (not both).

Recommended Nonweapon Proficiencies: Useful proficiencies for this PC include Fire Building, Fishing, Hunting, Survival, and Disguise.

Thief Skill Emphasis: Move Silently and Detect Noise are the two skills which receive most of the Stalker's emphasis; at first level he or she must divide his or her discretionary points between these two.

Equipment: In addition to his or her weapons, the Stalker prefers leather armor and disdains the use of a shield. Most Stalkers possess a climbing rope; some carry a set of thief's lockpicks.

Special Benefits: When using a missile weapon, the Stalker gains a +1 on all attack and damage rolls.

In addition, the Stalker can blend into underbrush, disappearing as effectively as a halfling when out of doors. In an underground setting, nonSvirfneblin Stalkers can *freeze in place* exactly like Svirfneblin; a Deep Gnome stalker's chance of success with this tactic is 80% (not 60%).

Special Hindrances: The Stalker cannot use a shield or wear any type of metal armor (not even elven chain).



Gnome Priest Kits*

Rocktender

This underground-dwelling gnomish priest is a specialist in understanding and relating to the fundamental powers of stone and rock. Most Rocktenders are Svirfneblin; a few may be found among Rock Gnomes. They venerate not the deities of earth and stone but the very rock itself, which they conceive of as a beneficent, living entity. Rocktenders are not averse to mining and excavation but strive to ensure that such activities are carried out with appropriate reverence.

Role: The Rocktender is a priest literally in touch with the world around him or her. While active in the community, a Rocktender spends much of his or her time alone, inspecting, studying, and meditating upon the strong bedrock of the world. He or she is keenly in tune with that rock, even to the point of being able to predict earthquakes and volcanic eruptions, and becomes a master at the working of stone into useful or beautiful shapes.

Weapon Proficiencies: The Rocktender will never use metallic weapons, preferring hammers and clubs with stone heads, slings with stone bullets, and spears or arrows with flint or obsidian tips.

Bonus Nonweapon Proficiencies: None.

Equipment: The Rocktender will only bear weapons of stone. He or she can use a wooden shield and leather or padded armor but will not wear metal armor nor carry a metallic shield.

Special Benefits: The Rocktender can detect underground features with perfect accuracy (sloping passages, faulty stonework, and the like) in most cases. Where the flaws or features are very subtle, the DM can allow up to a 1 in 10 chance of failure, but no greater.

Because of his or her intuitive link with the surrounding stone, a Rocktender can become aware of impending rock-based convulsions before they occur. These include rockfalls, earthquakes, and volcanic eruptions. The PC is allowed a Wisdom check to see if premonitions of the disaster force their way into his or her consciousness; success will provide 1-12 hours of warning for quakes and eruptions or 1-6 hours of warning before a rockslide or collapse of stonework.

In addition, these PC's have a special affinity to creatures from the elemental plane of earth. If a Rocktender summons an earth elemental, he or she will always get the largest possible type, and the elemental will be exceptionally loyal to the Rocktender.

Special Hindrances: A Rocktender can only cast spells or use one of his or her special abilities when he or she is in direct contact with unhewn rock.

Treetender

Dwelling in the woods, often knowing each stump and mossy bole with careful precision, the Treetender declines the companionship of his or her fellow gnomes in favor of a nearly hermit-like existence in the woods.

Role: Although they rarely interact with other gnomes on a daily basis, these nature priests are highly respected for helping to preserve the environment in which their fellows live.

Like the druid of humankind, the Treetender takes a fierce interest in his or her domain and will vigorously strive to protect it against all threats. He or she is not a complete recluse, however, and will usually make it to a local village for all the major festivals, as well as helping gnomes (and, sometimes, halflings) who pass through his or her woods.

Weapon Proficiencies: Treetenders specialize in weapons made of wood, though they are not averse to using stone heads on long wooden shafts. Unlike most priests, Treetenders can use bows.

Bonus Nonweapon Proficiencies: The Treetender gains an innate Set Snares skill.

Recommended Nonweapon Proficiencies: Fire Building, Weather Sense, Direction Sense, and Healing are all useful skills in woodland environments.

Equipment: In addition to weapons, a Treetender carries a selection of herbs and roots which he or she can use to make a *potion of healing*. Making the potion requires 6-12 turns, and it must be consumed immediately.

Special Benefits: All Treetenders have the abilities to identify plants, animals, and pure water and to pass through overgrown areas without leaving a trace. At third level he or she gains immunity to *charm* spells cast by woodland creatures. Also starting at third level, the Treetender gains one additional woodland language per level.

Special Hindrances: The Treetender cannot wear metal armor or wield weapons where more than 10% of the weight is metal.

** Note: All Gnome Warriors and Priests (to include multiclass combinations) who take a Gnomish Kit may purchase the Earthen Style WP at 1 CP less than normal.*

Advanced **Dungeons & Dragons®**

Player's Handbook

Rules Supplement

The
Complete Book
of

Halflings





Halfling Kits

Halfling Kits may only be used by the listed group or class.



Halfling Fighter Kits

The Archer

An Archer is a halfling warrior who devotes nearly all of his or her time and energy to the development of skill with a missile weapon. "Archer" is the generic name for this kit: a "slinger" version of the kit also exists and is nearly as popular as the Archer itself, while halflings who live in jungle regions have developed a blowgun variant.

An Archer must have a Dexterity score of at least 15.

Often an Archer comes from a background as a hunter, though membership in the local militia is another possible avenue into the kit.

Roads to Adventure: Archers are likely to be drawn into adventure for several reasons. The challenge of competition is strong—the best Archer in the village will naturally be tempted to test his or her skill against small folk, other demihumans, and human archers. Because their skill is so easily measurable, halfling Archers are particularly susceptible to this urge to go out and test their abilities against the toughest competition they can find. Alternately, a halfling Archer may be vigorously recruited by other adventurers who recognize the value of a skilled Bowman.

Also, the Archer's skill helps to make him or her an accomplished hunter, and many an adventure can begin during a long stalk through the trackless forest. At the same time, his or her likely status as a prominent member of the village's defense militia makes the archer a likely candidate for any rescue party or guard duty that might develop.

Role: The Archer is a respected figure among a race where missile skill is the norm—he or she is the best of the best. In a small village he or she will be one of the primary hunters. Archers work well with Forestwalkers; it is often the Archer's task to bring down the game the Forestwalker has tracked.

The Archer also forms a staunch pillar of the community defense force—often, a skilled Archer will be placed in command of a company of halfling bowmen.

Weapon Proficiencies: The first three weapon proficiencies an Archer takes must be used for missile weapons. The Archer can specialize in one chosen missile weapon at first level, to include a bonus of Weapon of Choice weapon proficiency, for half the cost of normal specialization.

Bonus Non-Weapon Proficiencies: All Archers automatically receive the Bowyer/Fletcher proficiency.

Recommended Non-Weapon Proficiencies: The PC should consider taking Hunting, Firebuilding, Tracking, and Weather Sense.

Equipment: The Archer's most essential piece of equipment is his or her bow or sling. At the start of his or her career this is likely to be a non-magical (although well-made) weapon, but throughout his or her adventures the PC will continually search for the perfect bow. All Archers carry a plentiful supply of ammunition—usually at least twice the usual quiverfull of arrows.

As often as not, halflings with this kit will collect a variety of special missile types for use in special situations. For example, an Archer might have a few blunt-headed arrows (for stunning, rather than killing, targets), barbed arrows with thin lines attached (enabling him or her to retrieve small game simply by reeling in the string after a hit) and fire arrows (extra-long arrows with rags wrapped around their heads; when soaked with oil and ignited, these missiles fly half the distance of regular arrows but have an excellent chance to ignite any flammable substance that they strike). A slinger will likewise have a selection of special sling bullets—some spiked, others hollow and filled with skunk oil, sleeping gas, or a number of other noxious substances.

Special Benefits: The Archer can choose to make a *called shot*, earning additional bonuses on his or her missile attacks in certain circumstances. By electing to take careful aim, he or she gains a +2 bonus on his or her attack roll for that arrow. However, this requires that he or she forgo initiative (i.e., the shot must be the last act of a melee round). Also, the Archer must concentrate on the shot, meaning he or she can only make one shot that round. Finally, any successful attack against the Archer will naturally break his or her concentration and cause the benefit to be lost, although in this case the shot still has a normal chance to hit. The +2 bonus is in addition to any other attack bonuses the PC might have due to Dexterity, weapon specialization, *bless* spells, or magical weaponry.

In outdoor melee, the same procedure (single shot; *last act* in the round) can be used to increase the range of the shot instead of gaining the attack bonus (i.e., the Archer can choose to make a called shot with increased accuracy or extended range, but not both at the same time). The extra range is equal to the weapon's medium range added to the long range; the attack is modified with the long range penalty to hit.

Special Hindrances: The Archer can gain normal proficiency in only one melee weapon. He or she can spend proficiency slots on others but will always wield them with a -1 penalty on all attack rolls. For example, suppose Willem the Archer learns to use a short sword as well as his bow, sling, and throwing knives. If he later decides to use a proficiency for hand-to-hand knife-fighting, he can do so (assuming he has the proficiency slot to spare) but he will suffer a -1 penalty on his melee attack rolls with the knife.

Forestwalker

The Forestwalker is the halfling version of the Scout, adept at moving through the woodlands, tracking prey and trespassers. Forest-walkers are very protective of their woods and tend to be loners, although they are far from being hermits. Indeed, a Forest-walker is happy to share his or her campfire with guests and will often come to the aid of travelers who treat the woods with due respect; many are the tales of adventuring parties lost in the woods rescued by a friendly Forestwalker.

Whereas most halflings consider a single burrow or building their home, for the Forestwalker the whole forest in which he or she lives is "home." The Forestwalker is likely to maintain several shelters in the particular woods he or she has claimed for his or her own. These might range from cramped niches in hollow tree stumps, providing little more than bare shelter from the elements, to elaborate burrows in small caves or earthen holes excavated beneath a sheltered bank. Though the halfling cannot be said to live in any single one of these, he or she is likely to keep them all well-stocked with food, fuel, candles, blankets or furs, and perhaps a jug or two. If at all possible, each shelter will have some kind of fireplace—in some cases, a simple circle of stones; in others, a well-built hearth complete with chimney or vent to carry the smoke away. Where no fireplace is possible, the Forestwalker will seek consolation in a pipe of tobacco.

The Forestwalker must have a Wisdom score of at least 13. Most, but not all, Forestwalkers are Tallfellows.

Roads to Adventure: The Forestwalker is extremely protective of his or her woods and will seek retribution against any force that hurts the forest; he or she will be willing to go to great lengths (and travel great distances) to see justice done in such a case. This retribution might be seen as exceeding the typical halfling nonchalance regarding revenge. It's not, though—the Forestwalker thinks of his or her wood as a living being, not a thing. Consequently, any affront against the forest is treated like an attack on a friend, not like the theft of a possession.

The curiosity that lies latent in so many halflings bubbles near the surface of the Forestwalker—a simple love of exploring will often draw him or her away on long expeditions. He or she delights in following the course of streams and rivers and in analyzing the various drainage patterns in a watershed. The opportunity to encounter new types of trees and map out hitherto unknown regions of forest and woodland is often enough to tempt a Forestwalker into joining an adventuring party on a short-term basis, but he or she will always return to his or her home forest eventually.

Role: The Forestwalker is the protector of the woods: the guardian of game, fire marshal, and an important scout against enemy incursion into a halfling realm. He or she is a respected figure in the village and is more likely than not to have a family and comfortable burrow amid the dwellings of his or her neighbors. However, between a sense of duty and sheer wanderlust, a typical Forestwalker will rarely spend more than one day in ten with spouse and offspring, a situation his or her family respect and accept.

The Forestwalker also tends to be one of the more skillful hunters of a halfling community. Thus, when he or she does come in to town, it is often with a large cache of fresh meat—a trait which further endears him or her to these feast-loving folk. Often the Forestwalker can barter for all the other essentials of life, simply through knowing how to gain the bounty of the woods.

Besides hunting, Forestwalkers are also adept at finding nuts, edible berries and other fruits, herbs, roots, and—best of all, from a halfling's point of view—mushrooms.

Many are fine cooks, able to serve up savory soups and rich stews that would be the envy of any fine restaurant.

Weapon Proficiencies: The Forestwalker must spend an initial proficiency slot on a missile weapon, and another on a weapon that can be made from wood, such as a club or a small quarterstaff.

Bonus Nonweapon Proficiencies: The Forestwalker gains Survival (Woodland) and Tracking (the latter with a +2 to all proficiency checks made in woodland settings), plus any one of the following (player's choice): Firebuilding, Fishing, and Hunting.

Recommended Nonweapon Proficiencies: Whichever of the above not taken as bonus proficiencies are recommended; the Animal Lore, Set Snares, and Bowyer/Fletcher proficiencies can also be of daily use to the Forest-walker. Artistic Ability is also popular, as whittling and woodcarving are common pastimes among Forestwalkers.

Equipment: In addition to his or her weapons, the Forestwalker will rarely be found without flint and tinder for firemaking, a large waterskin, and a heavy cloak or blanket that can double as a bedroll. He or she will always have a knife, even if it is too small to properly be considered a weapon, for marking trails, skinning small game, and whittling.

Special Benefits: In addition to the normal halfling benefit of being hard to spot in natural terrain, the Forestwalker can move at his or her full movement rate through tangled undergrowth ("born and bred in the briar patch, Brer Fox!"). If he or she chooses to slow down to the normal movement rate, however, he or she can Move Silently through such terrain (no ability check necessary).

Forestwalkers are also adept at hiding tracks. By slowing his or her movement rate to half that allowed for the terrain type, a Forestwalker can conceal all trace of his or her passage and, if he or she is walking in the rear of a party, a number of companions as well. To determine if the trail of a large party is effectively concealed, the player must make a successful Tracking proficiency check with a -1 penalty for each non-Forestwalker in the party (-2 for each horse, mule, or other four-footed animals accompanying the party). If the proficiency check is successful, the track will be invisible even to a skilled tracker. Note that even though some PC's may be riding instead of walking, this does not improve the Forestwalker's chances to cover their tracks, as the added weight makes the mount's trail more difficult to conceal. The halfling will know whether or not his or her efforts have met with success.

Special Hindrances: Forestwalkers may only wear leather armor, and many eschew armor altogether. Since metal makes so much noise in the woods, they will avoid carrying much of it on their person and will not use any metal weapon larger than an arrowhead, hatchet, or knife.

The Forestwalker is a bit of a loner and consequently may be a little slow to learn of big news that sweeps through the community and the realm. Also, Forestwalkers tend not to be terribly skilled in the social graces and suffer a -2 penalty to NPC Reaction rolls from non-halflings (-4 when the setting calls for good manners and/or elegant dress).

Homesteader

This is a doughty brand of halfling that, by his or her very nature, represents a departure from the halfling norm. Often a young and unattached individual, either male or female, the Homesteader is a halfling who sets out to found a new farmstead in a region of wilderness or abandoned land. Another common homesteading situation involves a young couple, recently married and previously living in a very crowded burrow. Such small folk, if adventurous enough in spirit, can find immediate rewards to homesteading.

Rarely will a Homesteader challenge an established authority over an area-if humans or orcs have laid claim to a fertile valley, for example, the Homesteader will probably look elsewhere for his or her plot.

Many halfling villages have grown around the individual plot of a brave Homesteader-and indeed, unlike many human frontiersmen, the halfling Homesteader welcomes the company of his or her fellows and will actively recruit other halflings to live nearby.

The Homesteader is a hardy halfling, willing to work harder than the average farmer and to accept a certain reduction in the comforts of his or her life-at least, temporarily. His or her ideal, however, is to have a comfortable burrow and cheerful batch of neighbors by the time he or she reaches old age.

The halfling Homesteader must have a Strength of at least 12 and an Intelligence or Wisdom of at least 12.

Roads to Adventure: The Homesteader's most common route to adventure is in the enacting of his or her goal: seeking out free land, clearing it, and defending it against any who might care to take it away. However, once the farm is established, the Homesteader is likely to embark on a long journey, visiting many farflung halfling communities in the attempt to recruit other settlers to come and join him or her. Indeed, this journey can involve several years of travel and often forms the seeds of an epic tale that becomes the cornerstone of the community's history-if the community survives, that is.

Also, the very trek involved in reaching the homestead can form a grand adventure for the brave halflings who seek unsettled land. By nature curious, the Homesteader might pass through a lot of different locales in the search for the perfect steading. The adventures and obstacles of such an epic journey can easily create the foundation of a great PC history.

Role: Homesteaders are responsible for much of the expansion of the race across the known worlds. Most halfling villages can trace their history back to a hardy Homesteader couple, and these individuals tend to be revered by the generations who have followed in their footsteps. This matriarch or patriarch will be honored and feted in his or her old age and regarded as a prime source of interesting stories. This is regarded as nothing less than a just reward for one who took such risks and endured such hardships in order to bring another halfling community into being.

Commonly, a halfling that sets out on a homesteading adventure will take at least one stone from his or her family fireplace along on the journey. Then, when he or she finally builds his or her own place, this stone will be used as a key part of the new hearth.

Weapon Proficiencies: The Homesteader should be proficient in either the short bow or the sling and should also have a melee weapon proficiency with the knife or short sword.

Bonus Nonweapon Proficiencies: Agriculture or Animal Handling is a bonus proficiency to all PC's who select the Homesteader kit. In addition, the PC can select either Hunting or Fishing as an additional bonus proficiency.

Recommended Nonweapon Proficiencies: This PC has need of a wide variety of skills; some of the more useful include Carpentry, Rope Use, Weather Sense, and Survival. Others can be tied to the type of farming the Homesteader intends to do: a shepherd can benefit from Weaving, a dairyman from Cheesemaking, any herdsman has a use for Leatherworking, and a grain-grower can profit from a knowledge of Baking or Brewing, for example.

Equipment: There is no specific item of equipment universal to halfling Homesteaders. Many of them will have a handcart or small wagon, however, to carry their belongings on the quest for the perfect plot of land. Additionally, a beast of burden such as a pony or mule or animals that produce something useful (a few ducks, chickens, or geese; a dairy cow or goat; a few sheep) can be worth their weight in gold. Animals large and steady enough to pull the cart can prove of double value when the homestead is finally reached.

Special Benefits: The Homesteader who carefully selects his or her land, works hard at tending it, and then travels far and wide to recruit settlers is likely to end up a very wealthy halfling, having earned the respect of the new community and a place in the local histories. In effect, he or she exchanges a lot of hard work and difficulties at a young age for the chance to be treated very well when he or she grows old. Other intangible benefits can include such grandiose attainments as having a town named after you, or the simple satisfaction of seeing well-plowed fields and a thriving village where there was none before.

Special Hindrances: The primary hindrance to the hardy Homesteader is that he or she has to do just about everything on his or her own-he or she does not have a community of skilled neighbors to draw upon for help, barter, and advice.

Mercenary

The halfling Mercenary is a bit of a rare bird-one of the small folk proficient enough as a fighter to earn a place alongside warriors of larger and more aggressive races, and one who doesn't mind the difficulties of campaign life or the terror and confusion of battle.

Note that this stops well short of saying:

"A Mercenary loves to fight and kill."

A halfling Mercenary must have ability scores of at least 13 in two of these categories: Strength, Dexterity, and Constitution.

Roads to Adventure: It would be a rare halfling who would adopt the Mercenary lifestyle by choice. Mercenaries are almost always outcasts who for some reason or another have been disowned by their families and driven from their villages, forced into a life of violence and danger. Many of them are, not surprisingly, quite bitter about this involuntary exile. Whether or not the individual was actually guilty of the crime of which he or she is accused is irrelevant; the effect is the same in either case. Whatever misdeed or misfortune drove the halfling to become a Mercenary, it tends to be a private matter, jealously guarded.

Role: The Mercenary is an outcast from halfling society who is forced to mingle with humans, elves, dwarves, even goblinoids-and consequently, over time he or she will begin to acquire some of the characteristics of those races. Now and then in his or her wanderings, a Mercenary might enjoy an opportunity to visit a friendly burrow and sit by the hearth of a fellow halfling for the night or two, but soon he or she will be wanting to move on, perhaps propelled by the frowning looks of neighbors less open-minded than his or her host.

Weapon Proficiencies: The halfling Mercenary must be proficient with at least one melee and one missile weapon. If the optional weapon specialization rules are used, the PC must have a weapon specialization by the time he or she reaches second level of ability (see Special Benefits, below).

Bonus Nonweapon Proficiencies: None.

Recommended Nonweapon Proficiencies: Halfling Mercenaries have been known to find the following proficiencies useful: Carpentry, Riding, Armorer, Blindfighting, Bowyer/Fletcher, Tracking, and Weaponsmithing.

Equipment: The Mercenary will typically be offered decent weapons and armor by his or her employer—nothing special, but equal to the equipment of the rest of the company. Anything superior to this has to be provided by the Mercenary himself or herself.

Special Benefits: Due to his or her continual exposure to warriors and typical Small Folk quick-wittedness—the halfling Mercenary receives two extra weapon proficiency slots upon reaching second level. The slots must be used to purchase a weapon specialization, if he or she does not already have one. Like the Archer, the halfling Mercenary can specialize in the bow or other missile weapon at a cost of only two proficiency slots (not three).

Special Hindrances: This is not generally considered a socially acceptable career for a halfling. Thus, a halfling Mercenary is likely to be given quite the hairy eyeball by others of his or her race—at least, those who know what the PC does for a living. This translates into a -2 penalty on Reaction Rolls.

Sheriff

The halfling Sheriff is really more of a benign constable than a tough enforcer, but he or she does represent the long arm of the law (so to speak) among the villagers and visitors in his or her community. The position is, for the most part, an honorary one—since halflings don't have a lot of troublemakers among their own ranks and don't run the kind of establishments that tend to draw humans ruffians. Still, the post represents the faith and confidence of a good number of villagers, and the responsibility tends to be taken very seriously by the halfling who holds it.

A halfling Sheriff must have a Charisma of at least 13 (most have Charismas which are much higher) and a Strength of at least 11.

Roads to Adventure: The solving of a complex crime can serve admirably to draw a halfling Sheriff into an adventure. Though his or her primary duty always lies with the halflings of his or her village or shire, the Sheriff is willing to range far and wide in pursuit of those who have wronged those neighbors. In keeping with halfling values, however, this dogged pursuit extends only to those who have caused bodily harm—the Sheriff is not likely to make a vigorous pursuit merely to recover lost property. Thus a Sheriff may turn a blind eye on the doings of Bandits and Smugglers in the area, but ruffians who beat up an elderly farmer will soon find the same Sheriff leading an angry posse in hot pursuit.

Role: Within the village, the halfling Sheriff has a small office—often a corner of his or her own burrow—where he or she can usually be found when not out "keeping an eye on things." Jails are not common in halfling villages, but if there is a lockup it will be nearby. It will, however, have its own separate entrance, secured by a stout door and lock.

Most of the Sheriff's time is spent in seeing that all goes as it should and in looking out for signs of trouble ("Odd that Old Mistress Elderberry didn't come to market this morning; she hardly ever misses a day"). Although he or she doesn't maintain a regular 'beat,' the Sheriff does spend a lot of time ambling through the village and will try to find an excuse to visit outlying farms and isolated families at least once a week to see that all is well with their inhabitants.

Often he or she is politely nosy, asking questions about things that have changed, displaying interest in everything going on in the community or canton. A Sheriff knows all the local citizens by name and is familiar enough with their normal habits to take note of any break in routine—such as the baker not firing up her oven in the morning, or the farmer leaving his irrigation gate closed. In these instances, the Sheriff would make a friendly check to make sure nothing is amiss.

Among halflings there are not a lot of laws that require the attention of law enforcement. Thievery is one, and so is violent assault and of course murder. None of these crimes are likely to be committed by one villager against another—in the rare case where this occurs and can be proven, a thief is forced to make restitution, while a halfling guilty of deliberately harming another is banished from the community for life (many of these become Mercenaries; see the preceding kit). More common are boundary disputes, complaints from halfling fathers about overzealous suitors who pursue their daughters, or charges of unfair trading. The Sheriff usually resolves all of these with calm diplomacy, and it is not uncommon for even the loser to come away from a settlement feeling that he or she has received very fair treatment.

The Sheriff also typically has the authority to call up the Small Folk in times of crisis, crying for a muster of all who can bear arms. The post does *not* necessarily entitle him or her to command of the company when it assembles; such leadership is more often a matter of past experience and age.

Being Sheriff of a halfling village, especially if it's a smaller community, is not necessarily a full time job, so it is quite likely that this PC will run a small farm or practice some sort of trade as well. Running a small store is a common practice among Sheriffs, since it allows them to remain at their post most of the time and also provides interaction with the village citizenry.

Weapon Proficiencies: The Sheriff should be proficient in the use of the short sword, the club, and the knife.

Bonus Nonweapon Proficiencies: None.

Recommended Nonweapon Proficiencies: Tracking skill and knowledge of an extra language or two are proficiencies that can make a Sheriff's job a lot easier.

Equipment: A Sheriff's arms and armor usually come with the job, so the PC doesn't have to purchase these. It is not unlikely that he or she will also have access to a pony, should the need for a mount arise.

Special Benefits: The authority of respectable halfling society is the primary benefit of the Sheriff. He or she receives a +2 bonus on all NPC Reaction Rolls made for halfling NPCs (as long as the other PC knows of the Sheriff's rank).

Special Hindrances: All Sheriffs have a strong sense of duty and will respond at once when called upon—i.e., whenever anyone in the village has a need for his or her services. This can often entail long hours and rude interruptions in the Sheriff's enjoyment of life.

Squire

Halfling fighters have been known to form strong friendships with fighters, rangers, and paladins of other races—most notably human, but not disallowing dwarven, elven, and other more exotic folk (one chaotic evil halfling is said to have formed a partnership with a red dragon!). Since such adventuring pairs typically encounter most of their excitement in nonhalfling societies, the halfling partner is often regarded (by the members of that other society) as an apprentice, squire, or sidekick to the warrior of local origin. Such an assumption, naturally, is very far from the truth; the two are in fact full partners.

However, the halfling warrior does serve a number of useful functions that would prove difficult for the larger partner to accomplish on his or her own. Squires make marvelous scouts and spies, since they specialize in acting dumb and nonthreatening.

The size of the halfling, together with the ability to hide in bushes and undergrowth, makes him or her an exceptionally valuable companion when it comes to gathering information. It's even possible for a Squire to disguise himself or herself as a human child to gain access to places where adult adventurers fear to tread.

The Squire needs two minimum attribute score: a 10 for Strength and a 12 for Charisma.

Roads to Adventure: For the Squire, friendship is a strong enough inducement to draw him or her away from the typical halfling comforts. In this case, anything that compels the first member of the pair will draw the halfling PC along as well.

The Squire is often motivated by genuine friendship for his or her partner, sometimes coupled with a sense of gratitude for something that has happened in the past, or a mutual goal (perhaps even a quest) that the pair have embarked upon together.

Role: When among strangers, the halfling Squire often plays the role of simpleminded servant; this increases his or her chances to eavesdrop and usually causes potential enemies to underestimate the danger he or she poses. All Squires are adept at observing nearly everything that goes on around them and often act as ambassadors to other races—particularly those who might be hostile to the Squire's partner.

It is important to realize that, in reality, the Squire and his partner are full equals—the halfling is not a squire in the traditional sense of apprentice or servant. Even if the two act out a false relationship for appearances' sake, the Squire and his partner remain together because of trust and affection; there is no room for one or the other to be the boss.

Weapon Proficiencies: This PC should have a proficiency in at least one melee and one missile weapon. A proficiency that matches his or her partner's can provide extra benefits (see Special Benefits, below).

Bonus Nonweapon Proficiencies: The Squire PC receives either the Animal Handling or the Riding (Landbased) proficiency as a bonus. In addition, the halfling can gain proficiencies known to his or her partners, simply through the progress of their cooperative adventures, as follows:

When the halfling goes up in level and at least half the necessary experience points to gain the new level were earned from tasks that the Squire performed with his or her partner, the halfling can add one proficiency slot, filling it with a proficiency that his or her partner holds and used during the course of the previous adventures.

Recommended Nonweapon Proficiencies: Heraldry and Foreign Languages are proficiencies that often prove useful in a Squire; also, the Armorer, Bowyer/Fletcher, and Weaponsmithing skills can be helpful.

Equipment: A Squire's companion will try to provide a suitable steed for his or her partner, as well as weapons and armor for the halfling, if he or she has the means.

Special Benefits: The Squire becomes very familiar with the habits and characteristics of his or her partner's race; thus, he or she gains a +2 bonus to NPC Reaction Rolls made for members of that race.

In addition, the Squire can advance to slightly higher levels than can other halfling warriors. The Squire can reach a total of two levels higher than he or she would otherwise be allowed; however, he or she cannot pass the level of his or her partner by this means.

Special Hindrances: The loss is mostly intangible, but the halfling Squire is forced to do without the comforts of hearth and burrow that are so fundamental to his or her kind. In effect, he or she chooses to replace his or her family with the partner; a Squire who loses that partner to death or other mischance is a lonely halfling indeed.

Tunnelrat

This is a dirty-under-the-fingernails halfling with an unusual amount of courage and a scrappy attitude toward dangerous and powerful foes. The cheerful, matter-of-fact, bloodthirsty attitude of these professionals usually comes as a great surprise to humans and others who think of all halflings as jolly farmer-types. The Tunnelrat specializes in underground search-and-destroy missions, especially in areas where constricted space or low ceilings would put larger warriors at a significant disadvantage.

The Tunnelrat must have a Strength score of at least 13 and a Constitution score of 11 or greater.

Roads to Adventure: Most Tunnelrats are drawn to this deadly calling by some dire event in the past-usually nothing less than a life-shattering trauma will suffice to drive a normally peaceful halfling into such gritty and dangerous work, as when a halfling who has lost loved ones to the depredations of goblins or kobolds becomes an implacable enemy to those evil creatures. Occasionally, of course, the drive is not due to such dark causes-the lure of easy money, simple talent, or mental instability might propel a sturdy halfling into a career as a Tunnelrat. After all, this is one of the few areas (perhaps the only one) where small size is not only not a liability but a basic prerequisite.

Role: The Tunnelrat specializes in rooting out smallish humanoid monsters who make their lairs underground. Goblins, Duergar and kobolds are the most common of these enemies, though many other types are possible-including lycanthropes, undead, and animal monsters like giant rats, giant weasels, and carrion crawlers.

Tunnelrats generally seek out the dens of their enemies, attacking them for whatever profit they can find there-and, more importantly, for the satisfaction of eliminating an enemy of their people. Tunnelrats sometimes work together as a team and will sometimes band together with gnomish Goblinstickers on a joint mission, especially if the two groups share the same foe. In the latter case, the gnomish presence provides a very useful complement to the halflings-without any increase in size. Tunnelrats will sometimes join forces with dwarves as well, but since a typical dwarf is significantly larger than a gnome or halfling, this severely restricts the size of tunnels that the party can investigate.

Weapon Proficiencies: The Tunnelrat should be proficient in the use of the short sword, hand axe, or war hammer, as well as either the crossbow, short bow, blowgun, or darts. If weapon specialization is used in the campaign, the Tunnelrat must have a melee weapon specialization by the time he or she reaches third level.

Bonus Nonweapon Proficiencies: The Tunnelrat automatically receives Blindfighting in addition to any other proficiency. Also, he or she can select one of the following languages in addition to any the PC would normally know: goblin, orc, kobold, and Duergar.

Recommended Nonweapon Proficiencies: Rope Use, Swimming, and Mountaineering (for scaling underground cliffs) are all useful to the Tunnelrat.

Equipment: The Tunnelrat is typically equipped with a generous coil of thin but strong rope, flasks of oil, flint and steel, at least one lantern, and metal climbing spikes. His or her weapons will be slung from belts and straps, readily reachable with either hand. Also, he or she will be sure to carry a plentiful supply of ammunition for his or her missile weapon.

Special Benefits: Tunnelrats who are not Stoutish will gradually develop an darkvision-like ability to see in the dark. The range of this sight (which works exactly like darkvision) is equal to 10' per level of the Tunnelrat (to a maximum of 60').

Special Hindrances: Tunnelrats are considered shockingly crude and more than a little mad by most other halflings-why would anyone *choose* to root around in dirty holes after dangerous monsters?

Therefore, the Tunnelrat suffers a -2 penalty on Reaction Checks made for NPC halflings.



Halfling Thief Kits

Bandit

The halfling Bandit is a far cry from his or her human or orcish counterpart. While the basic approach to thievery is the same, he or she pulls off robberies with more panache. The target is confronted with a choice: hand over your goods or suffer bodily harm-yet the halfling Bandit always retains a certain amount of sympathy for his or her victims and will never bully someone simply for the pleasure of it.

Bandits tend to work in small groups, though not all thieves in the band need be members of this kit-or even halflings. They will have a headquarters in some remote location, almost always screened by forest (including forested swampland). Trails to the lair are well hidden, and if the entire band is composed of halflings it's likely that in many places these access paths will pass under low-hanging branches, through close and thorny thickets, and even under stone arches only 2' to 3' tall. Depending on the size of the Bandit band, one or two lookouts will probably be on duty at all times along the most-traveled of these obscure paths.

A Bandit PC should have a Charisma of at least 12 and a Strength or Constitution of at least 13.

Roads to Adventure: Some halflings become bandits because they want to put a healthy distance between themselves and the nearest authorities; others choose this profession for the fun of the thing. For example, a halfling who stands up to a local duke's rapacious tax collector and drives him out of the village will probably want to consider a very long vacation as soon as she calms down. Once she has fled to the woods, established a hideout, and made a reputation for herself by harassing more of the human lord's agents, other halflings may flock to her banner-some because they believe in her cause, some because the lifestyle appeals to them.

The Bandit has a curious standing in halfling society-officially he or she is disapproved of, and the local Sheriff will often send the area's ruler long reports lamenting his or her inability to stop the holdups. Privately, the same Sheriff might be a friend of the Bandit leader-indeed, he or she may have relatives belonging to the band-and remain content to leave them alone so long as they avoid violence and don't rob members of their own race. Most of their fellow halflings will regard them with amused tolerance, shading to frank envy and hero-worship by the young and young-at-heart. A local Bandit gang might trade occasionally with halfling villagers in the surrounding area. In this way, the Bandits can maintain most of the comforts of the hearth and burrow and also have the benefit of a job where they don't have to work too hard.

Consequently, young halflings from these neighboring villages become acquainted with the Bandits, and at least a few of them are drawn to that apparently idyllic forest life-and thus the ranks of the band are replenished. Others who have become fugitives through the same causes as the original Bandit can find safe haven and join the cause; many of them may choose to remain even after the original injustice is eventually rectified.

Sometimes an entire halfling community is driven to banditry-as when a human lord forces halflings from their homes to make way for human settlers, or when wars and invasion sweep across the land. In such cases, Bandits have been known to become the backbone of the halfling defense, harassing enemies and supporting friends until the crisis passes. It's memories of times like these that explain the forgiving attitude of the typical halfling toward these carefree rogues.

Role: Bandits consider themselves equalizers of wealth. After all, a quick look around will show that some folks have just too much money-and the Bandit takes it upon himself or herself to correct this inequity.

Halfling Bandits will avoid violence, in so far as they can while still accomplishing their objectives. They will not use violent ambush (such as an arrow barrage) to halt a merchant party, for example-though nets and pit traps are popular tactics. Utilizing the halfling ability to conceal themselves in underbrush, Bandits delight in suddenly appearing around a daydreaming trader and his or her bodyguards. By the time the victims can react, it's usually too late. Often, one or more halflings skilled in Rope Use will lurk ahead and behind the ambush, ready to lasso any of the intended victims who might make an aggressive move or a break for freedom.

Those victims who have the good sense to quietly surrender will be politely relieved of the better part of their wealth and allowed to go their way. Those who put up a fight will be subjected to a certain amount of indignity-the better to teach them to behave next time, according to the Bandit's admittedly convoluted version of justice.

For example, Bandits traditionally will leave a victim his or her horses and wagons (if any) and enough of his or her goods or money to get started again in the next town. Indeed, a very believable tale of hardship ("What! All of you are orphans? Poor fellows!") might possibly succeed in causing the Bandit to let the poor unfortunate(s) pass unmolested!

However, a target who chooses to be "difficult" and is nonetheless captured will be treated much more severely. His or her mount will be taken, along with all his or her goods; the unfortunate victim will be left to make his or her way back to town on foot, probably having been relieved of even his or her outer garments!

Weapon Proficiencies: The Bandit should be proficient in the short bow or hand crossbow, as well as at least one melee weapon.

Bonus Nonweapon Proficiencies: The Bandit can claim one of the following as a bonus nonweapon proficiency: Direction Sense, Fishing, Rope Use, or Disguise.

Recommended Nonweapon Proficiencies: In addition to those listed above, Swimming, Weather Sense, Forgery, Set Snares, and Tightrope Walking can all prove useful to a bandit.

Thieving Skill Emphasis: Any.

Equipment: Bandits can equip themselves in whatever fashion they choose (within reason).

Special Benefits: The Bandit usually enjoys a considerable amount of support from the halflings in the local population ("local" being within about three or four days' travel of the bandit lair). This typically translates into advance warning of any attempt to seek out and destroy the lair by militia, men-at-arms, or hired parties of adventurers.

Special Hindrances: There's always the chance that the Bandits will pick on the wrong victim—a powerful wizard who only looks like a plump merchant, or an arrogant young lord or lady who determines to have revenge at all costs. In the latter case, the full weight of the local ruler, whether king, duchess, or baron, could well be thrown into an effort to root out the Bandit lair.

Bilker

The Bilker is a clever halfling thief who entertains his or her victims even as he or she steals from them—and, as often as not, the target of the crime doesn't even realize he or she has been robbed until the Bilker has traveled on to the next town. Bilkers are unusually larcenous for halflings, although it is only fair to point out that the Bilker tends to regard his or her activities as a grand game, and the profits thereof as a just fee for the entertainment he or she has provided. He or she is a diminutive con artist who likes to leave 'em laughing—but also to leave 'em far behind, and quickly.

A Bilker must have Charisma and Dexterity scores of 13 or higher.

Roads to Adventure: The Bilker is forced onto the road, you might say, because he or she tends to outlast his or her welcome rather quickly simply by practicing his or her trade. Like other halfling thieves, he or she will generally avoid victimizing fellow halflings. Unfortunately for all concerned, the Bilker's definition of "victimize" doesn't always match up with the victim's. For example, a Bilker will not consider it theft to gamble with the innkeeper for free drinks every night—the innkeeper, after losing for seven straight nights, may beg to differ.

Naturally, a fresh supply of targets is essential to the Bilker's activities. A Bilker who works smaller towns and villages must of necessity be prepared to stay on the move to keep one step ahead of his or her former customers. A Bilker who decides to exercise his or her talents in a large city might be able to thrive for a considerable while, but eventually a gradual increase in the number of victims will inevitably pressure the halfling to move on. Obviously, a fine sense of timing is important for any Bilker who does not wish to end his or her career at the hands of an angry mob. Ever optimistic, he or she often tells friends about a wonderful opportunity that has just arisen to sample the life in some far distant locale—immediately before decamping with the goods!

Role: The Bilker is a curious fellow—undeniably a scoundrel, scallywag, and all-around rascal, yet also a thoroughly likeable person whose powers of persuasion can make him or her a valuable asset to any adventuring party. Many a Bilker has used his or her silver tongue to get friends out of a sticky situation, only to cheat them out of their pocket money the next night. Fellow halflings can almost always see through a Bilker's schemes and view the gullibility of Big Folk with amused disbelief.

A Bilker travels from town to town—usually by himself or herself, sometimes in the company of a group of companions. His or her tricks can range from simple gambling games intended to earn enough to pay for his or her room and board to complex schemes involving the exchange of valuable treasures. Sometimes these are even legitimate transactions in which the Bilker has somehow gotten involved and out of which he or she has engineered a percentage of the profits—perhaps from each party!—in return for his or her services. On other occasions, the transaction might be an out-and-out fraud, where the purchasers acquire something that has been counterfeited.

Such complex schemes can involve property deeds, rare objects of art, bogus treasure maps, or beautiful and valuable jewelry that will be recognized as stolen the first time the unwary buyer wears it in public.

Weapon Proficiencies: The Bilker should be adept at the use of the knife. The hand crossbow, often concealed under a cloak or inside a hat, is a favored missile weapon of Bilkers everywhere.

Bonus Nonweapon Proficiencies: Gaming.

Recommended Nonweapon Proficiencies: A knowledge of Disguise, Local History, Appraising, and Ventriloquism can all prove useful to the enterprising Bilker.

Thieving Skill Emphasis: Manual dexterity is essential to the Bilker's sleight of hand games; hence, Pick Pockets is a favorite. Hear Noise also often comes in handy.

Equipment: The Bilker is a cautious soul; he or she usually appears unarmed in order to disarm suspicion, while carrying a weapon or two concealed somewhere on his or her person. Also, he or she will never be found without the tools of his or her trade—a pack of cards, some dice, a few shells, and knucklebones. After all, you never know when you might be able to get a friendly game together!

Special Benefits: The Bilker is adept at presenting an acquaintance (the "sucker" or "mark") with an interesting gaming opportunity. The game involves the acquaintance guessing about some apparently random chance—which shell is the pebble under, or what number will come up on the knucklebone? The sucker is usually allowed to win a round or two, but by the time the game is over, the Bilker ends up holding the coins.

Use the following procedure to resolve these attempts, once the Bilker has found an appropriate NPC mark:

The bet usually centers around a single coin—silver or gold, most likely, but varying by the standards of the surrounding establishment. The Bilker can automatically lose any round he or she chooses. A fair game can be played by rolling 1d10 for the Bilker and another for the NPC, with a tie going to the mark.

If the Bilker wants to rig the game, his or her Dexterity score is subtracted from the mark's Wisdom score (to a minimum Wisdom of 0). The victim must then roll that number or less on 1d20. If the check fails, the Bilker wins the bet. If it succeeds, the mark realizes he or she is being hoodwinked, and an intriguing roleplaying encounter may occur.

The Bilker can repeat the attempt as many times as he or she wants—however, for each attempt, the victim gains a +1 bonus to his or her roll. Thus, a wise Bilker knows when to call it a night.

Bilkers also have the additional ability which helps them sometimes talk their way out of trouble. When confronted by a potentially hostile person or persons, a Bilker may attempt to *smoothtalk* the other party (naturally, the attempt is only possible if both parties speak a common language, and the ability will not work if combat has already been joined). The Bilker's Charisma score is subtracted from the victim's Wisdom score, and the victim must then roll under the resulting number or he or she (or it) will find himself—herself—itself nodding in agreement with whatever the Bilker is proposing. Naturally, truly outrageous proposals will give the victim a hefty bonus (+1 to +5, depending on the nature of the suggestion). The victim also gains a cumulative +1 bonus for each previous time the Bilker has used this ability on him or her. Still, this ability is very useful to help get a Bilker and his or her friends out of a tight spot. Alas, the effect is temporary, lasting only a minute or two, so a Bilker soon learns to get while the getting is good.

A Bilker's larger schemes and scams should be left to the PC to create and enact. The DM should take appropriate precautions for whatever NPC faces bilking.

Special Hindrances: The Bilker is a fun PC to have around, but he or she usually leaves bad tempers behind when he or she departs. His or her opportunistic behavior makes it difficult for the halfling to make longterm friendships or keep allies, eventually leaving the PC to face the woes of his or her own making alone. The longer a Bilker plies his or her trade, the more numerous his or her former victims become, making it almost inevitable that one day, when the Bilker least expects it, his or her path will cross that of an "old friend." Often, the previous victim is very glad to find the halfling thief who made him or her feel like a fool and walked off with a goodly amount of his or her money. The Bilker, naturally, might not be so delighted with the reunion.

Burglar

The halfling Burglar is a benign specialist at retrieving objects of value from those who have come by them wrongly—at least, that's the way the Burglar sees it (admittedly, the one who has been burgled tends to disagree). Adept at stealthy movement, lockpicking, recognizing traps, and removing them, the Burglar aspires to a life of comfort simply by virtue of his or her talents—the ultimate in halfling accomplishment.

A Burglar must have a Dexterity score of at least 15.

Roads To Adventure: Burgling involves skills that most halflings learn at a young age-children are forever sneaking into each other's rooms, borrowing each other's toys, and spying on their siblings. As the youngsters mature, a few of them begin to consider the potential profitability of their skills, turning their attention toward more lucrative and dangerous targets. As with many kinds of thievery, burgling has a built-in inducement to travel-if the local authorities begin to grow suspicious, the life of a simple Burglar can become very complicated indeed.

Other motivations can include the recovery of property that has been wrongfully taken from the Burglar or his or her friends. Naturally, the Burglar won't face certain death simply to recover stolen goods, but if the PC thinks he or she can get away with it, he or she might derive a certain amount of satisfaction from setting matters right. Sometimes the simple challenge of slipping into a great fortress or burgling a well-defended treasure is enough to draw a Burglar's interest-not so much for the value of the goods as for the test of skills involved.

Like the Archer, the Burglar is the best of the best, a halfling who has developed to perfection skills all halflings possess to some degree-stealth, nimbleness, and unobtrusive movement. As such, he or she is highly respected by the halfling community for his or her expertise. Whereas an accomplished human thief usually tries to hide his or her profession, a Burglar's trade will be well-known by his or her halfling neighbors and his or her accomplishments highly-regarded-indeed, it is a source of civic pride for a village to be home to a really first-class Burglar, something for the town as a whole to boast about. This acceptance works to the community's benefit, since most Burglars will be willing to help out in times of crisis by using their talents for spying or gathering information that might prove useful to the village as a whole.

Role: The burglar is the master of several thievery arts, most notably Move Silently and Open Locks, though skill at finding and removing traps can be another lifesaving talent. Burglars can be found in all areas of halfling society, including the comfortably wealthy as well as the most destitute.

Most Burglars congregate in areas of larger communities, where they can mingle with members of other races. Like most halfling thieves, the Burglar tends to avoid halfling victims, preferring the treasures of humanoid monsters and humans above all others. Occasionally a Burglar will choose to use his or her skills to aid fellow halflings who have suffered injustices; such Burglars can rise to the status of folk hero.

Weapon Proficiencies: Burglars prefer weapons that can be wielded quickly and in relative silence. Daggers and short swords are preferred for melee, though some specialize in other weapons. The sling is a popular missile weapon for a Burglar, as are darts and, in areas where they are known or used, the blowgun and hand crossbow.

Bonus Nonweapon Proficiencies: The Burglar gains a nonweapon proficiency for Appraisal.

Recommended Nonweapon Proficiencies: Rope Use, Disguise, and Tightrope Walking are all useful to a Burglar.

Thieving Skill Emphasis: Move Silently; Hide in Shadows; Open Locks; Find and Remove Traps.

Equipment: A rope and a set of lockpicks are the standard tools of the Burglar. He or she will often scorn the use of armor altogether, and in any case will wear nothing heavier than leather, delighting in dark, silent clothing.

Special Benefits: At first level the Burglar gains an additional 10% to Open Locks or Move Silently. Each time he or she gains a new level, the Burglar receives a +5% bonus that can be applied to either of the above two talents or to Find and Remove Traps.

Special Hindrances: The Burglar devotes so much of his or her time to developing the skills of stealth that he or she is at something of a disadvantage in face-to-face combat, suffering a -1 penalty on all attack rolls in melee. However, attacks made as a *sneak attack* are not affected by this penalty.

Smuggler

The Smuggler is a halfling thief who gives every appearance of being an honest trader. In fact, he or she would *prefer* to be a straight-forward and upright merchant, but (generally speaking) the impossible situation created by taxes and tolls of intrusive humans, dwarves, and elves drives him or her to more underhanded dealings. Thus, he or she imports and exports many things from many places-most of which are not supposed to be leaving or arriving at these specific locations.

The reasons for smuggling goods vary considerably; the following are the most common among them:

Excessive Taxation. A local government may wish to retain a monopoly on a local product (wine from the duke's vineyard, for example) and so seizes or stamps a high tariff on any competing goods brought into the duchy.

Belligerent Status. Two rival states involved in a border dispute will often prohibit trade with the enemy. Local farmers and tradesmen, however, don't always grasp the wisdom of a policy that cuts them off from their customers-thus, the aid of a Smuggler can keep the economy alive.

Contraband. A particular commodity might be banned outright, with penalties of varying severity for those who violate the prohibition. If a rival religious sect, for example, values bloodstones in its rituals, the entrenched state religion might bar that stone from the realm, decreeing that anyone caught with a bloodstone be put to death. Whatever the nature of the contraband, chances are that it is very valuable to someone-and consequently, there's a great deal of profit incentive for the bold Smuggler.

A Smuggler must have a Charisma or Intelligence score of at least 13.

Roads to Adventure: Smugglers almost always begin as traders, transporting goods from one location to another, turning a small profit, and bringing something new back to the point of origin. Sooner or later, as he or she expands his or her routes and the world changes, such a trader runs afoul of one of the above prohibitions-and the pragmatic halfling doesn't see why such a minor detail should change the way he or she conducts business. Thus, the merchant continues to do what he or she has always done-but with a little more risk, and a little more profit.

Tied into the Smuggler's normal way of life can be any number of special missions-tasks which allow the Smuggler to employ his or her skills in the name of a higher cause. Rescue of a prisoner is one, or the delivery of a message or item of great importance. A Smuggler can function as a very effective spy, reporting back on the mood of the local people as well as more typical information on land features and defensive preparations.

Role: The Smuggler is a vital cog in the unofficial economy of virtually any region in a civilized world-for without him or her, a far greater proportion of the wealth would remain in the hands of those who hold the reins of power. Many goods that would otherwise have no outlet find their way to customers thanks to the intrepid Smuggler. Whether he or she carts it down rural highways or barges it along placid streams, the Smuggler will, quietly and reliably, see that his or her cargo reaches its destination.

Smugglers build a network of loyal friends and companions (which is why high Charisma is such an asset) and treat these accomplices well in return for protection and help.

The value of the goods smuggled is dependent on two factors: the market for those goods at their destination (supply and demand) and the difficulties and dangers endured by the smuggler in transporting them. Something which is valuable to begin with that now carries the threat of death will bring many times its normal worth to the Smuggler.

Weapon Proficiencies: Any.

Bonus Nonweapon Proficiencies: All Smugglers gain the Local History proficiency for areas on their regular routes. Also, Smugglers pick up languages during their travels, gaining the ability to speak and understand an additional language every other level, starting at second level. Naturally, the new language must be one he or she has had contact with during the course of the previous two levels of experience.

Recommended Nonweapon Proficiencies: Riding, Appraising, Disguise, and Forgery can all help a Smuggler in his or her work.

Thieving Skill Emphasis: Move Silently helps a Smuggler avoid attracting unwanted attention, while Hear Noise often alerts him or her to unwanted company.

Equipment: Unless he or she transports very small quantities, the Smuggler needs some way to haul cargo. Wagons and carts are easy to trace, so Smugglers prefer either some form of boat (e.g., canoe, river raft, or small sailboat) or a pack animal (such as a mule, pony, donkey, or large hound). In general, a Smuggler will only use a wheeled vehicle when he or she has a very good road to follow and is certain his or her smuggling activities have gone unsuspected.

Special Benefits: A Smuggler who possesses the Local History proficiency for an area gains a +4 bonus to NPC reaction checks in that area. He or she will also have full knowledge of any hidden pathways or secret trails along his or her regular route.

Special Hindrances: The inherent risks of challenging authority, including threat of imprisonment or worse, are the primary drawbacks to the Smuggler's career.

Urchin

The Urchin is a specialized halfling thief who attempts to pass as a human child. Many an unsuspecting victim has tried to collar the annoying brat, only to learn that the apparently feeble child who robbed him or her is in fact an adult with all the skills of an accomplished thief.

Urchins are encountered almost exclusively in cities and large towns, where people don't know all their neighbors. Roaming the chaotic network of a city's streets and alleys, the Urchin blends in to the local population, keeping several escape routes and hiding holes ready to hand at all times. Living mostly on the street, the Urchin takes shelter where he or she can find it-as often as not among the poor and destitute of the community.

The Urchin must have a Charisma score of at least 11.

Roads to Adventure: The Urchin PC is typically a kit chosen by necessity-a halfling comes to a city alone and finds no market for his or her skills. At the same time, he or she grows tired of sneering bullies, some of whom pick on the halfling merely because of his or her size. Finding it easier to escape unwanted attention by blending in than by flight, he or she finds welcome anonymity in a life of disguise.

Role: The Urchin typically works alone, though he or she may well be a member of a small group; urban thieves' guilds made up entirely of halflings have been known to exist, most of whose members will be either Urchins or Burglars. Sometimes a halfling Urchin becomes the leader of a gang of children, both human and demihuman. In this case the Urchin will take a very protective, almost parental care with his or her young charges.

Dressing in juvenile clothes, with a haircut similar to those of local children, the Urchin will wander about the city like any child with a free day. However, he or she is adept at picking pockets and always has several escape routes memorized, ready at any moment for a quick getaway.

Diversions and distractions are a part of the Urchin's typical routine. If he or she can topple-or better yet, get someone else to topple-a fruit vendor's cart, for example, the resulting confusion will result in a situation ripe with possibilities for profit.

Weapon Proficiencies: The Urchin's double life prevents the PC from openly wearing weapons children would normally not carry ("Say-what's that kid over there doing with that crossbow?"). Hence Urchins tend toward easily-concealed or disguised weapons (dagger, darts, sling, quarterstaff).

Bonus Nonweapon Proficiencies: Because his or her very existence depends upon playing a role, the Urchin quickly develops a knack for disguise. At first level, the Urchin can effectively disguise himself or herself as a human. Upon reaching second level, the Urchin gains the Disguise proficiency in full.

Recommended Nonweapon Proficiencies: Forgery, Blindfighting, Tumbling, and Ventriloquism can all have their uses to the Urchin.

Thieving Skill Emphasis: Urchins are consummate pickpockets (see Special Benefits, below); Climb Walls and Hide in Shadows are helpful when it comes to getaways.

Equipment: Aside from weapons and perhaps a set of lockpicks, the Urchin needs no special equipment.

Special Benefits: With Urchins, picking pockets is both a hobby and a way of life. Because of constant practice, Urchins develop unusual skill in this particular aspect of thievery. This translates into a +5% bonus per level to their Pick Pockets rolls, starting at second level (i.e., +5% at 2nd level, +10% at 3rd level, c.).

Special Hindrances: The local guardsmen and city officials can take a real dislike to the activities of an Urchin, causing no end of trouble for the poor PC.



Halfling Fighter/Thief Kits

Cartographer

This PC is an explorer and mapmaker who sets out to see the world and wants to return with a good account of his or her adventures. Although such a calling is unusual among halflings, the Cartographer exists among all halfling subraces, however rare he or she may be. Indeed, his or her exploits form the great part of many popular legends among the small folk.

Cartographers are, by their nature, very interested in the land and its features. They are inclined to take little note of the occupants of those lands, unless forced to do so. To a Cartographer, a city's setting on a high riverside bluff will seem far more profound than the fact that the guards of that same community have just arrested him or her under suspicion of being a spy or just generally being a stranger.

A Cartographer must have an Intelligence score of at least 13.

Roads to Adventure: The Cartographer is drawn to the road for no other purpose than curiosity of what lies over the next hill-though many a Cartographer has become entangled in events along the way that resulted in fame and fortune.

If the Cartographer enjoys exploring and adventuring for its own sake, he or she also enjoys keeping records of his or her experiences (to reminisce over in his or her old age, assuming the PC survives to have one)-primarily by mapping out everywhere he or she goes.

He or she has a great interest in new places and will often journey far out of his or her way simply to investigate some unique feature he or she has heard about. Cartographers tend to ignore obstacles created by an area's inhabitants (hence, Cartographers have a high mortality rate) but will be well aware of the difficulties involved in crossing certain geographic challenges, such as deserts, mountain ranges, seas, and swamps.

Role: The Cartographer is a happy wanderer, as comfortable under the encircling limbs of a thick pine as in a goosedown bed. The weariness of the trail may weigh down his or her feet, but curiosity will still propel the traveler over one more hill, around another bend.

The Cartographer doesn't go looking for trouble (i.e., adventure), but it seems to have a way of finding him or her, due no doubt to his or her inexhaustible curiosity. Often a halfling Cartographer will be found mapping a trade route through a war zone or tracing the path followed by an ancient expedition through a forgotten dungeon, oblivious to the arrows flying around him or her!

Cartographer rarely hold any sort of official positions as court mapmakers, with the ironic result that many a trackless land lies virtually unknown to its human or dwarven overlord while some retired halfling Cartographer has a perfectly good map of the place tacked up above his or her hearth. Fortunately Cartographers are often willing-even eager-to show others their maps; adventurers willing to listen patiently to the halfling tell at length of his or her journeys will often gain much valuable information for their trouble.

Unfortunately, it must also be noted that just because a map was drawn by a halfling Cartographer, there's no reason to assume that a map is entirely accurate. Any feature the Cartographer has seen for his or her self will be just as it is drawn; however, some Cartographers are trusting souls and will incorporate features into their maps that they have only heard about second-hand. In such cases, the second-hand information is only as reliable as the source. Halfling maps are notoriously unreliable, because a Halfling Cartographer will exaggerate what he or she sees in order to make a more interesting map: mountains become taller, rivers wider, distances farther apart, and the like. Thus Halfling maps are entertaining but relatively useless; a grain of truth will lie behind them, but it may be somewhat difficult to extract.

Weapon Proficiencies: The Cartographer is a well-rounded PC, proficient in at least one missile and one melee weapon. Short bows and short swords are the most popular, though the sling-staff is another favorite. Halfling Cartographers will of course specialize in their homeland weapon.

Bonus Nonweapon Proficiencies: Cartographers gain Direction Sense as a bonus proficiency when the PC is created.

Upon reaching second level, halflings using this kit gain a unique proficiency: Cartography. The Cartography proficiency allows a PC to accurately render on paper or parchment the distances and directions of features that he or she has personally seen. If a Cartographer sails along a coastline, for example, he or she will be able to chart its bays, points, reefs, and inlets, as well as give a general impression of the shoreline-is it forest or meadow, mountain or plain? However, he or she will not know the shape of inland features such as valleys or the course of rivers and streams.

Cartographers who spend time chatting with local folk will be able to learn about more than the places they see themselves. Such second-hand maps, however, are only as accurate as their source-and even then they will lack a level of detail that the Cartographer can add from the scenery before his or her own eyes. Thus, secondhand maps tend to have more imaginary or inaccurately-described features.

Recommended Nonweapon Proficiencies: A PC desiring to be a Cartographer must take the Navigation proficiency. In addition, Modern Language can prove very useful in asking directions, while Weather Sense and Survival can help keep the Cartographer alive in the wild.

Thieving Skill Emphasis: Read Languages skills enable a Cartographer to research old maps and help plan his or her journeys; Climb Walls can help overcome obstacles on the way.

Equipment: The Cartographer feels lost without his or her mapmaking kit: paper or parchment, quills, and ink. He or she will improvise in a pinch, using virtually any material that comes to hand (leather, bark, driftwood, etc.), but will transfer such crude maps to more permanent form as soon as the chance presents itself.

Special Benefits: Cartographers almost never get lost, even in places they have never been before, above ground or below. If confronted with a question like "Which way back to town?" or "Which of these corridors leads toward the surface?" a Cartographer can make an Intelligence check; success means that he or she knows the answer and failure means that he or she doesn't know and realizes the fact. Optionally, the DM can rule that on a fumble (a result of 20 on 1d20) the Cartographer *thinks* he or she knows the way but starts out in the wrong direction.

Special Hindrances: None to speak of.

Trader

The halfling Trader is a legitimate version of the Smuggler—an honest merchant who spends more time in legal activities and has a little more fighting ability with which to protect his or her cargo (and, incidentally, his or her self as well). Traders generally stake out a territory and a regular route and don't range too far afield; only a chance to dramatically increase his or her profits will tempt a typical Trader into deviating from the established routine. A Trader is very likely to have a burrow in a local community, and though he or she may be absent for several days at a time he or she is always glad to return home again.

A Trader must have a Charisma score of at least 11.

Roads to Adventure: The Trader is a natural target for thieves; fortunately, his or her combination of PC classes makes this hard-working halfling merchant well equipped to vigorously defend his or her cargo.

By the nature of his or her business, the Trader has the chance to make many friends and become acquainted with the problems in many different areas. Motivated by a strong sense of right and wrong, together with the strength of his or her influence, the Trader will often take a leadership role in situations that call for dramatic and decisive action.

Role: Trading among halflings begins as a very simple, need-based process. The Trader finds some high quality commodity, usually from his or her own village, which is in large supply. Typical goods, especially for starting Traders, include cheese, produce, wine and beer, pottery or cloth, shellwork, unique spices or flavorings, and woodcarvings. Often, in fact, the local source of these goods will 'front' the Trader for his or her first cargo, in anticipation of much increased business. This is only done, however, if the young Trader is a local lad or lass known to be a sober and responsible individual.

Next the Trader determines another area, where he or she anticipates a demand for those goods and decides what he or she will trade for in return. The Trader typically starts small, with a limited and regular route upon which he or she tries to establish a professional reputation. If the enterprise prospers, he or she might show a (generally conservative) tendency to expand business; since he or she is a halfling, any new stops along the route usually means the Trader will be making new friends there as well.

Weapon Proficiencies: Any.

Bonus Nonweapon Proficiencies: The Trader can select either Appraising or Local History as a bonus proficiency at the onset of his or her career.

Recommended Nonweapon Proficiencies: Direction Sense, Animal Handling, and Weather Sense are all useful proficiencies for anyone who spends a lot of time on the road.

Thieving Skill Emphasis: Detect Noise helps the Trader anticipate ambushes, while Read Languages is useful for bookkeeping.

Equipment: The Trader will typically have a cart or wagon to haul his or her goods and some beast of burden—a pony, donkey, draft horse, or ox. River-based Traders will have a small, easily-managed boat with plenty of cargo space. Unlike Smugglers, Traders keep to well-traveled (and well-guarded) highways and hence prefer wagons to pack animals.

Special Benefits: The Trader is a well-known and popular PC, privy to the local news all along his or her trade routes, often the first to bring news and gossip from village to village. He or she is quick to learn of new and interesting discoveries and to determine what goods and commodities are in demand in various locales. Additionally, he or she has a marvelous opportunity to get rich.

Special Hindrances: In a word, thieves.

Traveler

This popular PC is the halfling equivalent of the bard, a musician and storyteller traveling about out of curiosity and a general love of life. His or her wanderings give the PC grist for the tales and legends by which he or she earns a living. Like the Cartographer, he or she is curious about the wide world, but it is people, not places, that draw a Traveler's attention. Nothing makes a Traveler happier than meeting people from a wide variety of cultures, and this enthusiasm translates into a remarkable ability to understand and adapt to local customs.

A Traveler must have a Charisma score of at least 15.

Roads to Adventure: The Traveler is another of those rare (some would say 'mad') halflings for whom the comforts of hearth and burrow are simply not enough. It begins almost always in childhood with the feeling that the fair in the next village must be just a little grander than the one at home. Accomplished Travelers can become the confidants of kings and queens, the emissaries of earls, the entertainers of nobles and sages.

Role: The Traveler does much the same work as a bard but takes himself or herself far less seriously. He or she is an accomplished wordsmith, capable of spinning a yarn on the spur of the moment that can reduce an audience to tears or helpless laughter.

All Travelers play a musical instrument, but it will always be a simple, homey instrument like a banjo, harmonica, or fiddle rather than one of the more sophisticated instruments favored by bards. Travelers are also fond of entertaining children with simple sleight-of-hand tricks, and one will often put on a special show just for children when he or she comes to town.

A Traveler's performances are almost always informal, homespun affairs—swapping stories and sharing a jug with the old folks around a hearthfire, playing the fiddler and being the caller for courting couples at the local hoedown and square dance, thrilling youngsters with monster stories enlivened by special sound effects. Travelers are masters of the Question Game and enjoy matching their skill against that of the local champs. Because of their genuine enjoyment of people, Travelers are quick to make friends. As a rule, they are welcomed nearly everywhere they go and remembered fondly when they depart.

Weapon Proficiencies: The Traveler can use any weapon; usually he or she will try to select something unique. Travelers are particularly fond of weapons that don't look like weapons—for example, a walking stick which is actually a swordstick, or wooden juggling balls that can be used as missile weapons.

Bonus Nonweapon Proficiencies: The Traveler receives Musical Instrument as a bonus proficiency.

Recommended Nonweapon Proficiencies: Dance, Disguise, Etiquette, Juggling, Tumbling, and Ventriloquism are all useful proficiencies for a Traveler.

Thieving Skill Emphasis: Travelers do very little actual stealing, as a rule, but the Pick Pockets skill comes in handy in their sleight-of-hand shows.

Equipment: Aside from his or her musical instrument, weapons, and the clothes he or she wears, a Traveler will have few possessions, no more than he or she can easily carry. Gold has a tendency to tie a body down, in his or her opinion, and the PC is likely to leave any excess wealth that comes his or her way on the door of some worthy widow or orphan as he or she leaves town, light of heart and empty of pocket.

Special Benefits: The Traveler has several bard-like abilities: he or she receives a +2 to all Reaction Rolls due to the PC's innate goodwill to all and friendly demeanor. A Traveler who has time to tell friends and allies an inspiring story before they enter a combat gives them the same attack and saving throw bonuses as a *bless* spell. Finally, his or her music offers immunity to song-based *charm* attacks (for example, a harpy's singing) to all within earshot, but only so long as the Traveler can keep playing non-stop.

Special Hindrances: As noted above, all Travelers are poor, by choice. It has been said that a Traveler has a million friends and no home, and this is true; while his or her folksy manner and homespun ways win the PC a welcome everywhere he or she goes, he or she has no family or burrow to return to. Travelers are essentially sociable loners who dread the day when old age will force them to stop their wandering at last.



Halfling Priest Kits

Healer

The Healer is the community physician, counselor, and spiritual adviser for his or her fellow halflings (though not every village or town is fortunate enough to have one). Healers must have an alignment of good or neutral and specialize in the benign arts of tending injuries, curing diseases, midwifery, and general public health.

The Healer must have a Wisdom score of at least 12.

Roads to Adventure: Typically, the Healer gets drawn into adventure not because of any all-consuming drive to see the world or to gain fame and fortune, but because he or she feels that he or she will genuinely be able to help his or her friends—who for some reason the healer cannot fathom *are* seeking fame, fortune, and excitement.

Healers are very confident in their abilities and those of their friends and are thus comforting to have around. They tend to be righteous, even a tad stodgy, in their beliefs, but loyal to a fault (even to those who might not feel a similar loyalty in return) and very determined when in pursuit of a worthy goal.

Role: The Healer is fond of reminding his or her companions that he or she is "just a simple country doctor," a phrase which rarely does this highly competent cleric justice. He or she has very little aptitude for combat, preferring instead to let more vigorous allies handle the tasks of violence. Naturally enough, the Healer specializes at repairing the damage inflicted by such battles after they are over—or, sometimes, while they rage around him or her.

Healers also often function as "the voice of reason" in a party; they give advice freely, whether it is asked for or not, and are not afraid of speaking their minds—whether to defend an underdog, praise an unpopular decision, or criticize an evil warlord to his or her face.

Weapon Proficiencies: The Healer only receives *one* weapon proficiency slot at first level; he or she can select any weapon eligible for a cleric.

Bonus Nonweapon Proficiencies: The Healer automatically receives the Healing proficiency, without any penalty to his or her proficiency checks.

Recommended Nonweapon Proficiencies: The Healer can benefit from a knowledge of Agriculture, Herbalism, and Reading/Writing.

Equipment: A Healer will never be without his or her bag, which contains scalpels, bandages, ah-sticks, and various herbs, barks, and roots useful in the event he or she needs to whip up a quick poultice or ointment.

Special Benefits: The Healer gains a +1 hit point bonus per die rolled to all *cure wounds* spells he or she casts.

Special Hindrances: Healers refuse to wear armor in all but the most dire circumstances. A Healer's famed lack of tact can also cause problems in some situations.

Leaftender

The Leaftender is similar in many ways to the druid—he or she is a priest who lives in and watches over the wild places that are so important to the halfling race. Despite the fact that his or her home and burrow is located deep in the woods, the Leaftender is not antisocial—halfling visitors will always find a warm welcome and be invited in to share a cup of tea, a bit of conversation, and a warm fire. Nonhalflings will meet with a similar reception once the Leaftender has ascertained that they offer no threat to his or her treasured domain.

Unlike the Forestwalker, who is devoted to keeping the forest the way it is, and the Homesteader, who wishes to turn it into farmland or pasture, the Leaftender works to slowly tame a forest without destroying it. He or she will plant nut trees and berry bushes to provide more food for the local wildlife, tend sick trees, and generally make the woods he or she dwells in a healthier, friendlier place.

Roads to Adventure: The Leaftender is like a wilderness gardener. Anything that threatens to undo his or her work by endangering the peace or health of the trees, water, or animal life in his or her woods will draw the ire of the Leaftender and compel him or her to take steps to counter that threat.

Role: The Leaftender is more integrated into his or her society than is the druid—he or she is not a hermit, even though he or she may live some distance away from the community. Since the wild and beautiful places are so important to halflings as a whole, the community tends to be very supportive of this cleric's activities.

When a Leaftender visits nearby halfling communities (which he or she will do far more often than would, say, a druid) he or she will bring gifts of the woods' bounty—berries, mushrooms, and herbs—to add variety and spice to the village menus. Alone of all halflings, Leaftenders are vegetarians and eat no animal products.

Weapon Proficiencies: The Leaftender is limited to the following weapon types (listed in order of preference): sling, sickle, spear, scythe, dagger, staff, club, and dart.

Bonus Nonweapon Proficiencies: The Leaftender receives Herbalism and Survival (Woodlands) as bonus proficiencies.

Recommended Nonweapon Proficiencies: Weather Sense and Direction Sense can prove very useful, as well as Animal Lore, Swimming, and Firebuilding.

Equipment: The Leaftender will assemble whatever materials he or she needs to carry out his or her work of tending the forest.

Special Benefits: As they advance in level, Leaftenders become increasingly attuned to their environment, granting them the following abilities:

At 2nd level, the Leaftender can pass through overgrown areas at his or her normal movement rate without leaving a trail.

At 3rd level, he or she can identify plants, animals, and pure water with perfect accuracy.

At 5th level, he or she becomes immune to *charm* spells cast by woodland creatures such as dryads and nixies.

Special Hindrances: Leaftenders cannot use metal armor and will not use leather armor. They may, however, use wooden shields.

Oracle

The Oracle is the halfling cleric who deals with spiritual matters, the will of the gods, auguries and prophecies, and the like. Whereas the Healer's emphasis is on spells that affect his or her people directly, the Oracle is more concerned with interpreting the gods' will to the people.

Roads to Adventure: The Oracle can be drawn into a quest by a prophecy that he or she interprets as the will of the gods; alternately, like the Healer, he or she will accompany his or her companions on their own adventures out of a sincere belief that, without his or her help, they are doomed.

More than any other halfling type, the Oracle is driven by a consuming desire to learn, to answer great questions, to complete some great quest. The drive for such activities originates as a spiritual calling, but the Oracle with typical halfling common sense will follow up such motivations with very practical determination and drive.

Role: The Oracle seeks to be an interpreter who looks for signs of the gods' will and then teaches his or her people what they should do. As part of that role, he or she casts spells designed to communicate with those deities. He or she will usually be chosen to preside over the community's occasional religious ceremonies and festivities.

Weapon Proficiencies: An Oracle can use any weapon allowed for the standard cleric.

Bonus Nonweapon Proficiencies: The Oracle receives Astrology as a bonus proficiency.

Recommended Nonweapon Proficiencies: Heraldry, Ancient History, Religion, and Spellcraft are recommended for the Oracle.

Equipment: Any he or she desires.

Special Benefits: When the Oracle performs any spell of the sphere of divination, he or she will receive (from the DM) unusually reliable and accurate information. The specifics of this benefit vary by spell, of course.

Oracles also occasionally receive visions directly from their deities; however, these visions are usually cryptic, requiring time and thought to unravel their significance.

Special Hindrances: The Oracle is very unwilling to compromise—he or she is more stubborn than the typical halfling. He or she treats every mission as a quest and will never abandon a task no matter how many difficulties stand in the way.

The Complete Half-Elf





Half-Elf Kits

Half-elf Kits may only be used by the listed group or class.



Fighter/Thief Kits

Shadowblade

Description: The Shadowblade is considered an elite member of the thieving community. She is a dark and foreboding PC combining the subtlety of a thief with the deadly skills of a warrior. Many thieves' guilds will have one or two in their employ. Other Shadowblades hire themselves out to the highest bidder. Whether it's assassination, bounty hunting, enforcing, or just plain larceny, if there is a roguish job that requires some extra muscle, the Shadowblade is the person to call.

Requirements: Shadowblades must have a Strength of 13 or greater, and a Dexterity of 12 or higher. As with all thieves, they may not be Lawful Good.

Role: As many half-elves find little acceptance with the mainstream society, they often feel more at home with thieves' guilds (who pragmatically appreciate their multi-faceted talents). Shadowblades are well known and respected in the under-world for their fighting skills.

Weapon Proficiencies: A Shadowblade may spend her weapon proficiencies any way she wishes. Whether or not multi-classed fighters are normally allowed to specialize in weapons, the Shadowblade PC should have this option.

Nonweapon Proficiencies: *Bonus:* Information Gathering, Intimidation, Thieves' Cant. *Recommended:* Blind-fighting, Disguise, Jumping, Tumbling, Endurance, Tracking, Weaponsmithing, and Alertness.

Skill Progression: Shadowblades usually progress about equally in their thief skills. The exception is Pick Pockets, which they tend to find unimportant.

Equipment: No special equipment is preferred. Like all multi-classed thieves, Shadowblades may not use any thief skills but Read Languages, Detect Noise, and Open Locks in armor heavier than leather.

Special Benefits: Shadowblades are well respected in the underworld and therefore receive a +2 to all reaction rolls from thieves who know of the PC's status. Shadowblades also gain a +10% to Hide in Shadows, and a +5% bonus to their Move Silently skills.

Special Hindrances: Regardless of actual alignment, Shadowblades have a notorious reputation and therefore receive a -2 to reactions from non-thieves and -4 reaction from law enforcement officials if they know of the Shadowblade status. Shadowblades also receive a -10% penalty to the Pick Pockets ability.

Military Scout

Description: The Military Scout has many differences from the scout kit in the Complete Thief's Handbook, not the least of which is an increased fighting ability. This is a well-rounded intelligence gatherer, as much a spy and guerrilla warrior as a wilderness thief.

Requirements: The Military Scout must have a Strength and Dexterity of 10 or more and an Intelligence of 11 or higher. They cannot be lawful good.

Role: Just as the Shadowblade finds acceptance in a thieves' guild, some half-elves find their niche in a standing army. In the military, a half-elf's talents usually don't go unnoticed, and their ability to combine skills makes them excellent scouts. They are trained for reconnaissance, sabotage, and other intelligence gathering, sometimes even infiltrating enemy camps. As the opportunity for treason is high for military scouts, they are treated better than the common soldier to maintain loyalty.

Weapon Proficiencies: Military Scouts must be proficient with a knife. The other proficiencies may be filled as the player wishes. Military Scouts may not specialize in weapon use.

Nonweapon Proficiencies: *Bonus:* Direction Sense, Disguise, and Survival or Tracking. *Recommended:* Alertness, Fire Building, Fishing, Modern Languages, Weather Sense, Set Snares, Endurance, Running.

Skills Progression: Hide in Shadows, and Move Silently are favored skills. Pick Pockets and Open Locks are the least important, but they still may be helpful in information gathering.

Equipment: Scouts usually have standard outdoor equipment: rations, a bedroll, a knife, rope, etc. They usually take equipment specific to the mission they are on, often including a disguise kit.

Special Benefits: When in a wilderness setting, Military Scouts have a bonus of +10% to the following thief skills: Find/Remove Traps, Move Silently, Hide in Shadows, Detect Noise, and Climb Walls (for trees and cliffs). Military Scouts have a patron who can provide aid, usually a standing military unit. This is mostly a role-playing consideration.

Special Hindrances: In an urban setting, Military Scouts have a -5% penalty to all thief skills except Pick Pockets, Open Locks, and Read Languages. Having a patron can be a hindrance as well as a benefit. Scouts must report to their commanders, and may be called on missions that go against the plans of the adventuring party.



Fighter/Cleric Kit

Crusader

Description: A Crusader is a half-elf devoted to spreading of his faith. The Crusader seeks to defend the faithful, combat the church's enemies, and bring his religion to the heathens.

Specialty Priests: The following priesthoods may have Crusaders as well as clerics: Community, Culture, Death, Everything, Evil, Fire, Good, Guardianship, Justice/Revenge, Race (half-elf), Redemption, Strength, War, and Wisdom.

Requirements: Crusaders must have a Strength of 13 or greater, a Wisdom of 14 or higher, and a Charisma of 12 or greater. They may not be of chaotic alignment, as chaotic people hold the individual's freedom as or more important than the morals the Crusaders attempt to spread. Although most Crusaders are good, some are more interested in destroying "infidels" than in protecting the faithful. That type of Crusader may be neutral or evil.

Role: This is as close to a paladin as a demihuman can get. Like their human cousins, Crusaders are holy warriors who stand for a cause. However, this cause is not always lawful good, although most Crusaders are lawful good. Crusaders always put the interest of their faith ahead of their party.

Weapon Proficiencies: The Crusader may spend his weapon proficiencies as is wished. However, a crusader must abide by the weapon restrictions of his faith.

Nonweapon Proficiencies: *Bonus:* Religion. *Recommended:* Etiquette, Heraldry, Modern Languages, Riding (Land-based), Ancient History, Spellcraft, Blind-fighting, and Endurance.

Equipment: Crusaders should get the heaviest armor and most deadly weapon they can afford and that their priesthood will allow.

Special Benefits: When in combat against a member of an opposing religion or philosophy (the DM will decide which priesthoods and creatures qualify), or in defense of their own priesthood's followers, the Crusader gains a bonus of +1 on attack and damage rolls. Crusaders have a permanent +1 to all saving throws.

Special Hindrances: A Crusader must serve his priesthood first and foremost. The Crusader must try to convert or fight those who oppose his religion, and defend followers of the Crusader's religion with his life.



Fighter/Druid Kit

Wilderness Avenger

Description: When nature is wantonly abused and destroyed, those who care will try to stop it. These people will use force if necessary. Normally these individuals are rangers. If the one destroying nature is very unlucky, it will be a Wilderness Avenger. These people are similar to rangers, but rangers always show at least a little mercy toward their opponents. Wilderness Avengers are not so forgiving. While not evil, they are more inclined to believe the end justifies the means.

Specialty Priests: The following priesthoods may have Wilderness Avengers, as well as druids: Agriculture, Animals, Earth, Elemental Forces, Fertility, Hunting, Life/Death/Rebirth Cycle, Race (half-elf), Seasons, and Vegetation.

Requirements: Wilderness Avengers must have a Strength and Constitution of 14 or greater, a Wisdom of 12 or higher, and a Charisma of 15 or greater. Neutrality must be an element of their alignment. They still must abide by the alignment restrictions of their priesthood.

Role: Where rangers protect people and natural creatures, Wilderness Avengers are merely trying to preserve the natural balance, and are not picky about how they do so. They allow some hunting and harvesting of wild animals and plants (DMs: Please use common sense in determining this), but if it upsets the balance of nature, Wilderness Avengers are not averse to using militant methods to stop it. Wilderness Avengers normally get along well with rangers, people they are often confused with. They see the rangers' over protectiveness of the good races as a flaw, however. They draw their power from being in tune with the forces of nature rather than a reverence for life.

Weapon Proficiencies: Scimitar and one missile weapon (whether or not these are allowed by the priesthood). All other weapon proficiencies must be allowed by the avenger's priesthood.

Nonweapon Proficiencies: *Bonus:* Tracking, Survival, Animal Lore. *Recommended:* Agriculture, Animal Handling, Animal Training, Alertness*, Direction Sense, Weather Sense, Herbalist, Hunting, Fishing, Set Snare.

Equipment: Wilderness Avengers may not wear metal armor, but may use metal shields if allowed by their priesthood.

Special Benefits: A Wilderness Avenger gains a bonus of +1 on attack and damage rolls when fighting "unnatural" creatures. Such creatures include those of extra planar origin, undead, golems, and artificially created beings. A Wilderness Avenger also gains a 5% chance to hide in natural surroundings and move silently per level (use highest level; i.e., a 2nd/3rd level fighter/druid Wilderness Avenger would have 15% in both skills).

Special Hindrances: Wilderness Avengers are rugged and unkempt looking, thereby receiving a -3 to reactions in urban social settings. They cannot specialize in weapon use. A Wilderness Avenger will not let an act of destruction against nature go unavenged.



Fighter/Mage Kits

Aristocrat

Description: Occasionally a human noble and an elf will marry. Their half-elf children are brought up in luxury, with the best schools and tutors money can buy. Although almost any PC may be a member of the aristocracy, not all are eligible for the Aristocrat kit. The Aristocrat is a foppish, swashbuckling dandy who combines swordplay with lessons in sorcery. The Aristocrat is the epitome of elegance and wit.

Requirements: Aristocrat PCs must have a Strength of 9 or greater, and Dexterity and Intelligence scores of 13 or higher, and a Charisma of at least 14.

Role: The Aristocrat excels at three arts: fencing, sorcery, and looking good. She prefers to use light "gentleman's" weapons rather than the bastard swords and battle axes. Aristocrats' abilities and status make them tend to feel that they are better than others. This usually annoys other PCs, but their wit and charm makes Aristocrats hard not to like. The Aristocrat can be honorable and naive, a fun-loving prankster, or a spoiled machiavellian conspirator.

Weapon Proficiencies: All the Aristocrat's initial proficiencies must be filled with the following weapons: main gauche, rapier, sabre, stiletto, and crossbow (hand or light). The Aristocrat may specialize in one of the above weapons, and once specialized, she may never specialize in another weapon.

Nonweapon Proficiencies: *Bonus:* Etiquette, Heraldry, Reading/Writing. *Recommended:* Animal Handling, Animal Training (falcon), Dancing, Riding (Land-based), Appraising, Disguise, Gaming, Tumbling, Spellcraft, Musical Instrument.

Equipment: See below.

Special Benefits: The Aristocrat starts with twice as much money as a normal fighter. She also may be able to demand shelter in many places (especially from other nobles). Aristocrats may take rogue proficiencies at the normal cost. Because of an Aristocrat's debonair charm, a bonus of +3 is given on reaction rolls to members of the opposite sex. When armed with the specialized weapon, the Aristocrat gets a +1 bonus to her armor class due to extensive training from childhood.

Special Hindrances: An Aristocrat will not tolerate shoddy goods and services, and demands the best that money can buy. In game terms, this relates to being charged 1.5 to 2 times the normal prices for items. Less may be accepted in an emergency, but if it becomes a habit the Benefits of this kit can be lost. Other wealthy individuals also may demand shelter from the Aristocrat.

Spellarcher

Description: Spellarchers belong to a fraternity of half-elves fighting prejudice and oppression. They fight to change the rules of society with both arms and magic. They combine the two, using their arrows to increase the range of some spells.

Requirements: Spellarchers must have a Strength of 9 or greater, and Dexterity and Intelligence scores of 15 or higher. They must be chaotic in alignment.

Role: Spellarchers are a self-proclaimed group of half-elf freedom fighters. They study magic in an unusual way; combining it with archery. The method of spellarchery has so far remained a mystery to all but these half-elves. If a Spellarcher tries to teach this to someone of another race, other Spellarchers will hunt her down and put an end to student and teacher permanently.

Weapon Proficiencies: *Required:* Spellarchers must specialize with the long bow. They may not specialize in any other weapon. The remaining weapon proficiency slot may be filled as the player wishes.

Nonweapon Proficiencies: *Bonus:* Bowyer/Fletcher, Spellcraft. *Recommended:* Fire-building, Herbalist, Reading/Writing, Blind-fighting, Hunting, Running, Survival.

Equipment: All Spellarchers start out with a finely-crafted long bow (+1 bonus to material saving throws) and a quiver of flight arrows free of charge.

Special Benefits: Spellarchers have the ability to cast touch-delivered spells onto their arrows and fire those arrows normally. This allows such touch-delivered spells to affect targets out of reach of the Spellarcher. Obviously, spells that can be cast only on the PC's self, such as change self or chill touch are ineligible for this ability. The spell-carrying arrow must strike its target (i.e., a successful attack roll) for the spell to take effect. All normal saving throw attempts are allowed.

Note that even if the target makes his save vs. the spell, he still takes damage from the arrow.

If the arrow misses its target, the spell is lost. (DMs: One possible exception to this is if the spell-carrying arrow strikes a viable target for the spell other than the one the Spellarcher intended to hit. Use the grenade-like missile rules and scatter diagram to determine where the errant missile falls.)

Special Hindrances: Spellarchers may not cast spells from the school of divination. They may never wear any armor. Spellarchers must aid the cause of half-elves over the rules of elves, humans, and other races.



Cleric/Ranger Kit

Rescuer

Description: Getting lost or injured in the wilderness can be a fatal experience in a fantasy campaign. The frequency of man-eating monsters and infrequency of fellow travelers to provide aid makes such a predicament seem hopeless. Luckily, some half-elves have devoted their lives to the humanitarian cause of finding and aiding those who require help, be they human, demihuman, humanoid, or animal.

Requirements: A Rescuer requires a Strength of 14 or greater, a Dexterity of 13 or higher, and a Wisdom of at least 15. Like all rangers, a good alignment is required.

Role: For religious or moral reasons, the Rescuer finds fulfillment in helping others. Although usually a member of an organized religion, the Rescuer finds true spiritual communion in the majesty of nature rather than in a man-made church. The Rescuer's goals may not fit in with the party's goals, as she feels the need to provide help to any unfortunates. Many parties would do well to learn from the Rescuer's example.

Specialty Priests: The following priesthoods may have Rescuers: Animals, Culture, Dawn, Everything, Good, Guardianship, Healing, Light, Moon, Nature, Oracles/Prophecy, Peace, Race (half-elf), Redemption, Strength, Sun, and Wisdom.

Weapon Proficiencies: None are required. Weapons chosen must be allowed by the PC's priesthood.

Nonweapon Proficiencies: *Bonus:* Tracking, Survival, Healing. *Recommended:* Direction Sense, Fire-building, Rope Use, Weather Sense, Herbalist, Religion, Animal Lore, Endurance, Hunting, Mountaineering.

Equipment: A Rescuer should have standard outdoor equipment, as well as a healing kit.

Special Benefits: The innate kindness of a Rescuer always seems to shine through, giving her a +3 bonus on reaction rolls to good or neutral beings. Because a Rescuer draws spiritual power from nature as well as a deity, any healing spell cast in natural surroundings receives a +1 point per die bonus to hit points regained.

Any animal followers of the Rescuer may be trained to help locate and escort people to safety automatically after being with the Rescuer for one month.

Special Hindrance: A Rescuer must aid any living creature in need if she is able. This rule does not extend to the PC's species enemy, or to nonliving creatures, such as undead. Although Rescuers will fight and kill in self-defense or in the defense of their allies, they try to heal friends and enemies alike after the battle is over. Rescuers may kill creatures for food to feed themselves and their allies.



Mage/Cleric Kit

Arcanist

Description: The Arcanist is a half-elf in search of esoteric knowledge, arcane lore, and spiritual enlightenment. An Arcanist's entire life is devoted to gaining knowledge of the supernatural. Because of a half-elf's dual-world upbringing, many do not think along conventional lines. Thus, the Arcanist considers priestly magic and wizardry to be merely extensions of one another. The Arcanist considers himself to be a practitioner of an entirely different, more pure form of magic, and hopes to eventually attain mastery of all spells.

Requirements: The Arcanist must have Intelligence and Wisdom scores of at least 15.

Specialty Priests: All forces and philosophies may have Arcanists, as well as the deities of Ancestors, Arts, Culture, Darkness/Night, Dawn, Death, Everything, Fertility, Fate/Destiny, Light, Magic, Messengers, Mischief/Trickery, Moon, Oracles/Prophecy, Peace, Race (half-elf), Sites, Sun, Time, War, and Wisdom.

Role: The Arcanist is a very useful addition to a party, not only for the benefits of his spells, but also for the vast knowledge of various mystical subjects this PC possesses. This PC is fascinated by all forms of magic and is constantly seeking to add to his store of arcane knowledge, and will often accompany adventures just to encounter new magical items, spells, or creatures.

Weapon Proficiencies: Any allowed by the priesthood.

Nonweapon Proficiencies: *Bonus:* Ancient History, Reading/Writing, Religion, Spellcraft. *Recommended:* Heraldry, Ancient Languages, Astrology, Herbalist.

Equipment: Aside from spell books and religious symbols, none are required. Only elven chain mail may be worn by Arcanists.

Special Benefits: The Arcanist has an ability similar to the Bard's magical-item identification (legend lore) ability. The Arcanist has a 5% chance per level to identify the history and background of any magical item she encounters.

Special Hindrances: The Arcanist has a "spooky" feel to her, and has a -2 reaction penalty to all PC's except spell-casters (wizards, priests, paladins, rangers, and bards).



Thief /Mage Kits

Guild Mage

Description: A wizard can be a very useful addition to a thieves' guild. A sleep spell on guards, invisibility, spider climb, darkness, Tenser's floating disk, and many other spells are invaluable in pulling off a heist. Many thieves' guilds have therefore found it in their best interest to hire a Guild Mage or two. Although elves and gnomes (and dual-classed humans) may be employed by guilds as resident mage/ thieves, only half-elves are eligible for the Guild Mage kit.

Requirements: Guild Mages require Dexterity and Intelligence scores of 13 or greater. They may not be lawful good.

Role: As stated under the Shadowblade Kit, many half-elves find the acceptance lacking in their communities to exist in a thieves' guild, and guilds make use of half-elves' multi-faceted talents. Half-elves that show both magical and larcenous promise are trained to be Guild Mages.

Weapon Proficiencies: Any normally allowed to thieves.

Nonweapon Proficiencies: *Bonus:* Information Gathering, Reading/Writing, Thieves' Cant. *Recommended:* Disguise, Forgery, Gaming, Local History, Ventriloquism.

Skill progression: Guild Mages have no preference.

Equipment: No special equipment is needed by most Guild Mages. They may not wear any armor.

Special Benefits: Due to his close association with professional thieves, a Guild Mage gains a bonus of +5% to his abilities to Open Locks, Hide in Shadows, and Climb Walls.

Special Hindrances: A Guild Mage is not used for petty thefts, and has a -15% penalty to his Pick Pockets skill.

Prestidigitator

Description: This mage/thief is similar to the bard in that they both have a talent for entertaining crowds. The Prestidigitator, however, not only entertains crowds, but robs them blind as well. A showman and con man, a Prestidigitator exemplifies the trickster.

Requirements: An Intelligence of 12 or greater, a Dexterity of 11 or higher, and a Charisma of 15 or greater are required of the Prestidigitator. They may not be lawful good.

Role: A Prestidigitator is a half-elf who turned to magic as a means of getting attention, but was always a rogue at heart. Often, mages will earn a living showing off their magical skills to entertainment-starved crowds. A Prestidigitator combines sleight-of-hand with real magic to excel in this career. She also can boost her income by picking a few pockets at the show, and burgling a few houses before moving on to the next village.

Weapon Proficiencies: Any available to thieves, but they prefer small, easily concealed weapons such as knives.

Nonweapon Proficiencies: *Bonus:* Crowd Working, Observation.

Recommended: Animal Paining, Etiquette, Modern Languages, Local History, Disguise, Gaming, Ventriloquism, and Fast Talking.

Skill progression: The Prestidigitator makes use of the Pick Pockets skill far more than any others. All other skills are useful to help get the PC out of sticky situations when luck runs out.

Special Benefits: The Prestidigitator has two main abilities. The first is sleight-of-hand or prestidigitation. With a successful Pick Pockets roll, the Prestidigitator can perform simple yet impressive tricks of "stage magic." The DM should modify this roll to fit the situation as is appropriate. For instance, palming a small coin should be done at a +15% bonus, while making a small animal (like a rabbit) disappear should have a -15% penalty. Obviously, making something the size of an elephant disappear would take a lot of preparation or real magic to pull off. Although not a specialist, the Prestidigitator prefers spells from the schools of illusion/phantasm and conjuration/summoning. She gains a bonus of +5% to learn spells from these schools.

Special Hindrances: Prestidigitators suffer a -5% penalty to learn spells from any school other than the two listed above. Half of a Prestidigitator's initial discretionary thief skill points must go to the Pick Pockets skill.



Fighter/Mage/Cleric Kit

Redeemer

Description: A Redeemer is a half-elf who combines spiritual, martial, and magical skills to help destroy a foe. He is a serious PC dedicated to bringing vengeance on a nemesis. Generally, this foe also is an enemy of the church, and the Redeemer considers this creature to be an abomination.

Requirements: A Redeemer must have Strength, Wisdom, and Intelligence scores of 14 or greater and also must be of lawful alignment due to his intense dedication to the destruction of a specific enemy.

Specialty Priests: The following priesthoods may also have Redeemers: Competition, Culture, Everything, Evil, Good, Justice/Revenge, Light, Race (half-elf), Redemption, and War.

Role: A Redeemer has made it his life's purpose to hunt down and kill a certain foe. Often this is because of a childhood tragedy that the Redeemer feels compelled to avenge. This intensity often makes the Redeemer seem to be grim and brooding. The Redeemer will try to persuade other PC's to aid this personal war.

Weapon Proficiencies: Any allowed by the PC's priesthood. Redeemers may not specialize in weapon use.

Nonweapon Proficiencies: *Bonus:* Ancient History (for species enemy), Blind-fighting. *Recommended:* Religion, Spellcraft, Endurance, Hunting, Tracking, Weaponsmithing.

Equipment: Redeemers always carry any weapons or items specifically designed to take advantage of a foe's weaknesses. For example, if the species enemy is were-wolves, the Redeemer will never leave home without a good supply of silvered weapons. Redeemers may cast wizard spells only when clad in elven chain mail or no armor.

Special Benefits: The Redeemer has a special species enemy of the player's choice, similar to a ranger. The PC has a bonus of +1 bonus on attack and damage rolls, and a +1 bonus to armor class when fighting that creature only.

Special Hindrances: A Redeemer's hatred for his species enemy runs deep, and may become irrational. If an opportunity to attack a species enemy occurs and the player does not wish his PC to attack, the PC must roll under his Wisdom to avoid taking this action.



Fighter/Mage/Thief Kits

Dilettante

Description: A Dilettante is a half-elf who has difficulty finding a niche. As a result, she becomes the proverbial "jack of all trades, master of none," drifting from profession to profession.

Requirements: A Dilettante must have a 12 or greater in all Characteristics except Wisdom, as Dilettantes often, but not always, lack self-discipline implied by a high Wisdom score. They also lack the dedication to be of any lawful alignment.

Role: Dilettantes have trouble staying with one job for very long, but this is certainly not due to any lack of talent or intelligence. Along their way, they dabble in warrior, rogue, and mage skills, among others. Dilettantes usually are from one of the upper classes, much like Aristocrats, for the lower classes are not often afforded the opportunity to drift through various crafts. Many humans also resemble Dilettantes, but they don't have as long of a life span as half-elves, and therefore don't learn as many skills as a Dilettante.

Weapon Proficiencies: Any. As with most skills, Dilettantes may not specialize in weapon use.

Nonweapon Proficiencies: *Bonus:* None, but see "Special benefits" below. *Recommended:* Any.

Equipment: No special equipment is required of the Dilettante. They prefer goods and services of the highest quality, but this is not a requirement.

Special Benefits: Dilettantes may choose nonweapon proficiencies from the warrior, mage, and rogue groups at normal cost. Further, they get three extra nonweapon proficiency slots.

Special Hindrances: A Dilettante may never devote extra proficiency slots to any nonweapon proficiency to improve that skill. She also may never devote more than five points (ten points at first level) per level to any single thief skill. Dilettantes receive a -2 penalty to reaction rolls from any serious artist or scholar, as these individuals are annoyed with the superficial dabbling of the Dilettante.

Diplomat

Description: Being from two distinct cultures and having to walk the line between them, half-elves make excellent diplomats. Although a half-elf of any class may learn the arts of diplomacy, only a Fighter/Mage/Thief is eligible for this kit, for they alone have the well-rounded abilities suited to this profession.

Requirements: A Diplomat needs a Strength and Dexterity of 9 or greater, an Intelligence of 12 or higher, and a Charisma of 14 or greater. Unlike most thieves, they may be of any alignment.

Role: A half-elf Diplomat's job is to moderate disputes and attempt to keep peace between two nations (usually either human or elven). They learn many skills to aid them in their career. In their party, the Diplomat will be the individual to call upon to parley with monsters. The other skills make her just as valuable an asset when negotiations fail.

Weapon Proficiencies: The Diplomat should be proficient with at least one small, easily concealable weapon (dagger, knife, hand crossbow, etc.). Diplomats may not specialize in weapon use.

Nonweapon Proficiencies: *Required:* The Diplomat must purchase at least two extra Modern Languages. *Bonus:* Etiquette, Local History. *Recommended:* Fast Talking, Heraldry, Ancient History, Reading/Writing.

Equipment: Although no special equipment is required of a Diplomat, heavy arms and armor tend to make one look more threatening than is preferred in such a profession.

Special Benefits: Due to his dealings with them, a Diplomat has a +4 bonus to reaction rolls for leaders or politicians of any other race. Diplomats occasionally may be offered "diplomatic immunity" for crimes, but this will depend on the country of operation, and possibly the crime in question.

Special Hindrances: Diplomats do not operate with as much freedom as other PC's. They are still in the employ of and are answerable to their king or queen. Further, if the Diplomat PC does offend a foreign nation, the king or queen will hasten to discipline the PC to keep peace.



DM Approved Kits



Priest Kit

Trail Healer

Role: Trail Healers are good aligned adventuring priests who are not disillusioned with defending or ridding the world of evil doers and creatures of the such. They do hold the value of life above all but not to extremes. Even when these priests have run out of healing spells, they are not useless as most other healers. The Trail Healer can soothe injuries and mend wounds with the utmost ability and speed. Trail Healers are often referred to as a trail, traveling or adventuring "Doctor" or "Doc".

Weapon Proficiencies: *Recommended:* As per Faith.

Bonus Nonweapon Proficiencies: Healing, Herbalism and Diagnostics.

Recommended Nonweapon Proficiencies: Fire-Building, Religion, Rope Use, Weaving.

Equipment: Aside from medical supplies, the Trail Healer carries the same equipment as anyone else.

Distinctive Appearance: Trail Healers are notable only for their lack of a distinctive appearance. They seem to be unassuming and scholarly fellows, unprepossessing in nature and dedicated to their art.

Special Benefits: In the arena of injuries and wounds, Trail Healers function nearly perfectly (the following benefits override Healing and Herbalism proficiency traits). They can restore 1d6 hit points (but no more hit points can be restored than were lost in the allotted rounds +1) to a wounded creature if they can reach it within four rounds plus 1/level after being wounded, if the injured creature has negative hit points this would bring the PC to 0 hit points as a minimum or greater if the healing resulted in a positive total. Under the Trail Healer's ministrations, up to 8 creatures plus two per level can be tended by the Trail Healer and will recover twice as fast they normally would.

A Trail Healer can attempt to aid a poisoned individual, if tended to within two rounds (if the onset time is instantaneous, then the individual must be treated the same round that it occurred) and the care continues for the next three rounds, the victim gains a +4 bonus to his saving throw (delay his saving throw until the last round of tending).

A Trail Healer can attempt to diagnose and treat diseases. When dealing with normal diseases, they automatically reduce the disease to its mildest form and shortest duration. A Trail Healer can also attempt to diagnose magical diseases, whether caused by spells or creatures. In this case, a successful diagnostics proficiency check, with a +2, diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

Special Hindrances: If the care of a poisoning victim is interrupted the poisoned victim must immediately roll a normal saving throw for the poison at a -2.

Trail Healers may never brew poison. Although they have the knowledge necessary to do so, they feel that their skills are better suited for healing than for killing.

The only time they will experiment with poison is to test antidotes against it. Any Trail Healer who brews poisons for use against others loses all the abilities in this kit.

A Trail Healer may never intentionally inflict injury upon any non-evil human, demihuman, humanoid, feerie or woodland creature, except in defense of his or her own or another's life. To do so results in the permanent loss of all abilities of this kit.

Wealth Options: The Trail Healer begins with 30 to 180 (3d6x10) gp. There are no restrictions on how the money may be spent.



Warrior Kit

The Warder

Warders can only be single classed warriors who become bonded to a spellcaster through a spell. The person has to be willing to be bonded to the spellcaster for the spell to work properly.

The purpose of warder is to be a companion and protect the spellcaster. Warders gain powers when they are magically linked to a spellcaster. Warders can specialize, gain mastery etc. in melee weapons (Swords, axes, etc). Due to the resulting forfeiture of time a warder must sacrifice to protect his charge a warder can be proficient in weapons such as bows, and range weapons but they can not specialize in ranged weapons unless they can be used in melee (such as spears).

A warder must have a like alignment with their spellcaster within one step (for example...Neutral and Chaotic Neutral or Lawful Neutral and Lawful Evil). Warders usually worship gods of Guardian portfolios (In the Forgotten Realms Helm would be an appropriate example), however they may worship the same God as the spellcaster if they choose.

If a warder's spellcaster dies the warder is free to go and seek out another spellcaster. The new spellcaster must be found within three levels. (A 4th level warder that loses their spellcaster must find another one before reaching 7th level), or become a normal fighter one level lower.

Due to their sacrifice of time in protecting their charge, a warder receives a -10 % penalty to their experience (but this can be offset by a high prime requisite). Warders receive a +2 to saves vs. enchantment/charm spells. Warders must wear armor that confers at least an AC of 14. It is recommended that a warder purchase the following nonweapon proficiencies: land based riding, blindfighting, healing (at one CP less than list for priests), herbalism (at one CP less than listed for priests and wizards), hunting and tracking.

Finally a warder receives the following magical abilities to help them protect their charges, detect evil/good at will, cure light wounds 1x per day +1 for every 4 levels (A 9th level warder could cast three cure light spells/day).

All warders have knowledge of the Bonding spell listed below, and are only able to write it down (as a scroll) at the appropriate time for the spellcaster to cast.

Warders also start play with a Warder Cloak* as well as an exceptionally crafted weapon of choice (either an exceptional weapon, or a non-magical or magical +1 weapon. DM's choice).

Bonding (Universal - All)

1st level mage/priest

Range: Touch
Duration: Special
Area of effect: Creature touched

Components: V, S, M
Casting Time: 1 week
Saving Throw: None

This spell links a warder to a single classed spellcaster. For the spell to be successful the spellcaster must not be bonded to any animal by a Find Familiar spell or any other versions of it. This is due to the spell being a modified version of the Find Familiar spell. A warder must have a like alignment with their spellcaster within one step (for example...Neutral Good and Chaotic Good or Lawful Good and Lawful Neutral).

By casting this spell the spellcaster is capable of surviving more wounds. This spell adds 1d6 hit points to the spellcaster if he/she is within 1 mile of their warder. The warder gains the benefit of healing twice as fast normally (As well as magically if healing is cast by their spellcaster) and only requiring half the amount of food and rest as normal.

The bonding gets stronger as the warder and spellcaster advance in levels. At 1st to 3rd level, they can sense the mood of the other as well as where the other is to within 1 mile with one round of concentration. At 4th to 7th level, they can sense if the other is involved in a fight, if they are hurt as well as where the other is to within 100 yards with one segment of concentration. At 8th and above, they know instantly what the other is fighting as well as precisely where the other is at all times.

A difference in levels causes them to be able to only use what is available at their respective levels (A 6th level warder would be able to sense the mood of the spellcaster, sense if the spellcaster is involved in a fight, and where the spellcaster is to within 100 yards. While the 3rd level spellcaster would be able to tell the mood of the warder, as well as the warders location to within 1 mile).

If a warder's spellcaster dies the warder losses one level and one constitution point (No save or system shock roll, the loss can only be regained by a wish or restoration or if lucky enough for the spellcaster to returned to life) and all abilities until the lost level is regained either through experience or magic (A warder 1000 exp. short of 4th level would be brought down to the very start of 2nd level, and would regain his/her powers at 3rd level). If a warder dies, the spellcaster must successfully roll an immediate system shock check or die. Even if the spellcaster survives this check the spellcaster loses 1 point from his/her constitution when the warder dies (same circumstances as warder). Both warder and spellcaster must make a successful save vs. paralyzation or suffer a severe state of depression (This is not a magical effect but the loss of someone who was known so deeply and emotionally). The length of time the depression lasts is up to the DM.

The spell can only be dispelled by a wish made willingly. The material component of this spell is a rose petal kissed by the warder and spellcaster.

**A Warder Cloak is a non-magical cloak that functions as a Cloak of Elvenkind only when used by a warder. All warders know how to make these cloaks after their first bonding but never ever disclose this knowledge to anyone. Even if it is magically extracted from the warder, the cloak will be useless to any other than a previously bonded warder except as a normal cloak.*



Wizard Kit

The Weavespinner*

Weavespinners are Mystra's avowed servants. One once described himself as "a wizard with a secret purpose that carries a lot of danger and a hope of reward; no more." Weavespinners are wizards, and function as such, gaining only a fellowship with other weavespinners and a few special powers (described here) by the grace of Mystra.

Weavespinners go through life destroying or diminishing dead-magic zones, discouraging or containing wild magic, recharging magical items, placing spells and minor magical items where they'll soon be found and put into use (the reason for so many "forgotten in plain sight" spellbooks found by adventurers entering tombs and monster lairs down the years), working against those who slay mages, who hoard magical items, and who otherwise seek to deny magic to others, and slaying creatures whose very nature is perilous to wizards: magebanes, magedooms, disenchanters, nishruu, hakeashar, eaters-of-magic, and the like.

Veteran weavespinners host and organize Mage Fairs, and spread word among wizards of their time and location, though they always serve the formal hosts of a Fair, local Mystran clergy, as behind-the-scenes advisers who also guard the boundaries of the Fair to keep nonmages out.

This exclusivity, decried by both wizards and clergy over the years as antithetical to the "spread of magic for all" aim of Mystra, is allowed by Mystra for two reasons. The first is the safety of participating mages and nonmages alike. The former are kept free of impostors, hired slayers, and hostile clergy. The latter are kept far from the perils of angry mages hurling spells and unintended damage from magical demonstrations, disputes, or contacts arising out of their own ignorance of the specifics of magic. This has the added benefit of keeping fear and hatred of magic among nonwizards to a minimum. The second reason is because knowing they are among peers allows mages to make bargains and exchange magic, gossip, and views freely (some-thing Mystra sees as vitally necessary to their careers and hence loyalty to her and continued creativity in magic).

That Mage Fairs so seldom devolve into magical brawls or transform their surroundings is a credit to the tireless work and vigilance of weavespinners and the Chosen who quietly support them at this or that Mage Fair.

A weavespinner seeks to keep as low a profile as possible (one would never publicly state, "I'm a worker for Mystra!" or anything of the sort) while aiding mages and would-be mages. Weavespinners often work together and even have a secret hand-sign of recognition: a fleeting gesture that ends with a brief, animated glow on the gesturing wizard's palm. The seven stars of Mystra appearing and circling (from lower left up and to the right) over her rising flame shows the weavespinner's allegiance. The Lady's governance of magic prevents any counterfeiting of this display of her holy symbol, and only clergy and wizards dedicated to her can create it a manifestation that requires no spellcasting or other cost on their part. Its motes of light can be either harmless, illusory glows or fiery flamelets that do no harm to living beings but can serve to start flammable things burning. Mystran clergy often light braziers with it, to begin a ritual or to impress nonbelievers. Weavespinners have used it to light candles or campfires, and even to bum through ropes that have been used to bind their wrists and keep them captive.

Weavespinners recognize years of experience and power at sorcery within their fellowship, but are in no sense an army with established ranks or any recognition that one mortal wizard can or should give orders to another. Their very flexibility and informality, however, has made them remarkably effective at what they do. Some sages and warriors who hate and fear all wizards believe that weavespinners seek to control the politics of all realms, working against lawful kings and the rule of lineage and sword-law, but such views are mistaken. Mystra's Touched has been dabbling ever more openly in politics and with the rise of sorcerous cabals and rulers (in Thay, for instance), though in an individual way, one Touched mage doing this task whilst another Touched mage works at another with a cumulative political effect-but weavespinners do not.

Instead, weavespinners pursue an even-handed approach to striking against restrictions of magic everywhere. Mage-guilds or other organizations that restrict magic use are to be infiltrated and changed (preferably) or destroyed (if need be). Laws that restrict magic use must be stricken (or the lawmakers replaced), Mystran clergy are to be aided when they request it or are beset, and so on. Mage-guilds have their place in guarding and preserving spellbooks, in procuring, storing, and selling magical components, and in providing safe meeting-grounds for mages to discuss problems, impart news, and bargain with other mages for tutoring or guidance. Weavespinners support such things but work against any attempt to deny magic to novices, strangers, and persons of a particular race, gender, or lineage (as opposed to persons known to belong to undesirable groups or with a proven history of destructive behavior).

Weavespinners solve magical mysteries (if a DM desires to provide such), to destroy Dead and Wild Magic Zones (see below) in which they function without affect, and fight all beings (including other clergy and secular authorities) who seek to restrict magic or who slay mages other than as foes in fair battle. Weavespinners who abandon their duties or fire of the lifestyle can appeal to Mystra to leave her service. This request is always granted, the petitioners promptly becoming normal mages again, losing their weavespinner powers, and one experience level (to the midpoint of the experience-point range of the lower level) in the process. Mystra has never granted weavespinner status a second time to an individual who has lost it.

All weavespinners can *locate object* at will (20-foot range), can tell roughly how long enchantments have been active in a place or on an item the weavespinner touches, and can also tell in a place or on an item if any magic exists that is yet to be triggered.

Weavespinners have the usual chance of an *identify* spell succeeding after they have handled an item for only 1 continuous turn (not used it, spent any more time with it, or devoted any purification time to it).

A weavespinner reaching 6th level as a mage gains immunity to all 1st-level wizard spells or similar magical-item effects, priest spells, or spell-like abilities of other beings. At 8th level, a weavespinner gains the same immunities to magic of the 2nd-level spells. At 10th level, these immunities advance to encompass 3rd-level magic. A weavespinner who attains 12th level as a mage gains immunity to all 4th-level wizard spells and similar effects as above, but Mystra grants him or her no immunities beyond this. Any weavespinner can voluntarily waive these immunities at any time on a specific spell-by-spell basis (for instance, to receive the benefits of a healing spell), but these exceptions, once made, are permanent. Any immune spells that the weavespinner comes in contact with can (at their choosing, or unconsciously) be converted into 1 HP/level of spell minor healing (similar, but not exactly, to an *Orison* spell).

A weavespinner gains the ability to function and pass through, unaffected, magical wards, fields & barriers. For each level of wizard the weavespinner may choose five spells, to pass, examples of spells this affects is as follows (although not all inclusive):

Acid Fog, Alarm, Antilife Shell, Antimagical Field, Antiplant Shell, Arcane Lock, Bigby's Clenched Fist, Bigby's Crushing Hand, Bigby's Forceful Hand, Bigby's Grasping Hand, Bigby's Interposing Hand, Binding, Cloak Of Chaos, Consecrate, Death Ward, Entropic Shield, Explosive Runes, Fire Shield, Forbiddance, Force Cage, Glyph Of Warding, Greater Glyph Of Warding, Guards & Wards, Hallow, Holy Aura, Imprisonment, Mage Armor, Magic Circle Against Chaos, Magic Circle Against Evil, Magic Circle Against Good, Minor Globe Of Invulnerability, Otiluke's Resilient Sphere, Otiluke's Telekinetic Sphere, Prismatic Wall, Prismatic Sphere, Sanctuary, Sepia Snake Sigil, Shield, Shield Of Faith, Shield Of Law, Shield Other Solid Fog, Symbol, Wall Of Force.

Weavespinner can recharge magical items in three ways (a minimum of 1 charge left on the item is required, recharging an item is a full-round action):

- The weavespinner can use spells that he knows to recharge the item by casting the spell into the item. This method is taxing and temporarily lowers the weavespinner's HP by 1 per level of the spell cast (this returns at a rate of 1 HP per day).
- The weavespinner can recharge an item by channeling a spell willingly cast by another for this purpose or from another item wielded for this purpose. This method is just as taxing leaving the weavespinner to lose HP's due to channeling as before.
- The weavespinner has gained the ability to harness magic directly from the weave to recharge items. This method is doubly taxing and costs 2x the HP's due to pulling directly from the weave. Weavespinner may also use this last method to reduce Dead and Wild Magic Zones by 1" (radius) per level, each day, a 12th level weavespinner would be able to reduce a 30' radius Dead or Wild Magic Zone in about 1 month.

Weavespinner have the ability to call on the Weave to *augment* or *inhibit* a specific wizard spell (which they must study and practice altering for a full year before they can use this power reliably on the particular spell). Once they know it, they do not forget it so a diligent weavespinner can gain these powers over one additional spell with each year that passes.

Augmentation can lengthen duration of spell effects by 1d4+1 rounds; increase a spell's area of effect by 1 cubic foot of space or one target or affected item per wizard level of the weavespinner; or increase damage by 1-2 points (even/odd die roll to determine) per level of the weavespinner. Which *augmentation* occurs is determined by the nature of the spell, or (where a choice is possible) by the desires of the weavespinner.

Inhibition can decrease spell duration by 1d4+1 rounds, to a minimum of 1 round; decrease the area of effect by an item or 1 cubic foot of space per level of the weavespinner, to a minimum of 1, and decrease damage by 1-2 points (even/odd die roll to determine) per wizard level of the weavespinner. Properly used, *inhibition* serves to sharpen the accuracy and effectiveness of magic, not merely to weaken it.

Both *augmentations* and *inhibitions* can be applied only to spells cast by the weavespinner, until the weavespinner attains 20th level as a mage. Thereafter, the weavespinner can act to *augment* or *inhibit* the already active magic caused or wielded by others, so long as the weavespinner is within physical reach of the area, item, or being affected by the spell (actual contact is not necessary).

Augmentation or *inhibition* requires concentration. In one round, a weavespinner can cast a spell or govern the conduct of an ongoing magic (guiding an automaton, for example), or work an *augmentation* or *inhibition*. A weavespinner cannot accomplish more than one of those three things in the same round.

To successfully *augment* or *inhibit* magic launched from items or by unwitting or hostile spellcasters, a weavespinner must make both a successful intelligence check and a successful saving throw vs. spell. Only one spell can be so affected in a round, and the weavespinner can do nothing else beyond walk in an unhurried manner over fairly clear and level ground) in that round.

Defensive magic prepared earlier or already operating on the weavespinner functions normally, as do immunities and the barrier-passing ability, and both *augmentations* and *inhibitions* will work through intervening magical barriers or effects, but the weavespinner cannot cast a spell, activate a magical item, adjust the control of an ongoing magic, or call on any conscious ability (from reading to selecting the right key to open a lock to using his *locate object* power) in the same round as attempting *augmentation* or *inhibition*.

A weavespinner can *augment* a spell in one round and *inhibit* it in the next, with instantaneous results, and can switch between increasing and decreasing, but each attempt to influence magic not his own is subject to the Intelligence check and the saving throw. A spell touched by the *augmentation* of one weavespinner and the *inhibition* of another will be unaffected by either. *Augmentations* and *inhibitions* cannot be combined. The more severe or exaggerated desired change will prevail, and the lesser influence will be ignored.

The preferred *augmentations* and *inhibitions* of some typical spells follow:

- *Antimagic shell*: *augment* duration by 1d4+1 rounds or (far more often) spherical area of effect increased by a jutting "finger" of 1 cubic foot which can be moved around the surface of the shell to any spot the weavespinner desires; *inhibit* duration by 1d4+1 rounds or make the area of effect stationary (either in location of first appearance, or at the spot reached after 1-3 rounds of caster's movement) or lessened to a minimum of 1 foot out from the caster's body
- *Cone of cold*: *augment* damage to 2d4 hp damage per level of caster or area of effect to 6 feet long and 2 feet in diameter per level of caster; *inhibit* damage to whatever precise hit-point amount caster desires, down to a minimum of 1 point per level of the caster or area of effect to any conical extent desired by caster, down to a minimum of 10 feet long and 2 feet in diameter
- *Dispel magic*: *augment* chance of *dispel* succeeding by 4 points on the die roll (a +4 bonus) or increase area of effect to a 50-foot cube; *inhibit* effects so as to exclude potions or to affect only beings, only active spell effects, or only enchantments on items, or to reduce efficacy of *dispel*, lowering base chance to 25% (16 or higher roll on 1d20 for *dispel* to succeed)
- *Fireball*: *augment* damage done to 1d8 hp per level of caster or retain 1d6/level damage but raise maximum to 12d6 or add penalties to saving throws of -2; *inhibit* area of effect to a 10-foot radius sphere or give +2 bonuses to saving throws or limit damage to 4d6 hp.
- *Lightning bolt*: *augment* length (of single bolt only) by up to 20 feet (thus, to 100 feet) or damage to either 1d8 hp per level of the caster or retain 1d6 but increase maximum to 12d6; *inhibit* width or length (of single bolt only) to any dimensions desired, down to a minimum of 1 foot wide and 20 feet long or reduce damage to as little as 1 point per level of the caster
- *Magic missile*: *augment* total possible missiles to six for a caster of 11th or 12th level or seven for a caster of 13th level or greater or damage to 1d4+2 hit points per missile; *inhibit* damage to 1d4 hp per missile or maximum number of missiles to three or targets to one target creature.
- *Sleep*: *augment* duration to 1 day/level of caster or range to 60 yards or distance between affected targets to within 90 feet of each other; *inhibit* duration to a maximum of 6 rounds or effects to a single creature.
- *Suggestion*: *augment* duration by 2 hours per level of caster (rather than 1 hour) or force saving throws against spell to be made at up to a -3 penalty; *inhibit* duration by any desired amount down to 1 hour total or modify saving throws against the spell to be made with up to a +3 bonus.
- *Wall of fire*: *augment* range to 90 yards or duration up to 4 hours; *inhibit* height of flames to as little as 6 feet or extent to as little as a single 20-foot square or a ring with a radius of as little as 10 feet or lower damage to 1d6 hp to creatures within 10 feet of hot side with no damage to those farther away (no change in "pass-through" damage, however).

Certain Magisters, who observed weavespinner at work, asked them or Mystra as to the source of their powers to alter spells in this manner. In such cases, the Mother of All Magic granted these abilities instantly to the Magister, but she has never imparted them to a Magister who did not ask for them (or at least cast spells in an attempt to learn the source of these abilities, without asking anyone).

Rumors persist of a Shar version of this kit and in dark circles they are whispered to be called shadowspinner. They exist in complete opposition of everything a weavespinner stands for.

*This kit is not chosen by a player, it is granted only by the DM.



A Kit for Any Class

Harper

Role: Those Who Harp, or Harpers as they are better known, are a loose-knit band of brave souls who oppose the forces of evil at every opportunity. Whether their actions center on the dark plots of the Zhentarim or on the expansionist plans of a power-hungry king, the Harpers risk their lives and oftentimes sacrifice them for the greater good of the people. Despite their activities, however, the life of a Harper is not always played out on the stage of battle.

Stealth and clever thought are as highly prized, nay, more so, as a Harper's strength in battle. Turning an enemy's own machinations against him or simply spreading word of his actions to his enemies have proven far more effective tactics for the Harpers than any martial battles over the last 400 years. There are times when a battle must be fought to stop some horrible plot or foe, times when the best-laid plans of the Harpers have proven ineffective and it comes down simply to strength of arms and convictions. These are the times upon which ballads are based and friends are lost to the uncaring sands of history.

Those who have made the decision to commit their lives to Those Who Harp must agree to abide by the Code of the Harpers. While this reference is not intended to cover every aspect of Harper conduct, the central points are:

- Harpers work against evil wherever they find it, always mindful of the consequences of their actions.
- All beings should walk free of fear, with the right to live their lives as they wish.
- Laws are good so long as they are just and those who enforce them are lenient and understanding.
- No extreme is good; there must be a balance in all things.
- Pride never rules the deeds of a true Harper. No task is too menial, no assignment too routine.
- Harpers police their own; traitors to the harp must die.
- History provides the light by which a Harper can see the future stretched out before him.

Ability Requirements: Strength 12, Dexterity 13, Wisdom 14

Prime Requisites: Strength, Wisdom (as well as class requirements)

Alignment Requirements: All Harpers are of either neutral or good alignment.

Weapon Proficiencies: Any (can not specialize in a weapon, or if specialization has already been purchased and is utilized the harper gains only 50% experience for the campaign if utilized)

Nonweapon Proficiencies: *Required.* Ancient History, Reading/Writing. *Recommended.* Disguise, Etiquette, Heraldry, Musical Instrument, Reading Lips, Religion, Singing, Tracking. *Note:* Harpers may purchase Nonweapon Proficiencies outside of their class groups for 1CP less than normal.

Equipment: Harpers are free to wear any armor they choose, but they suffer penalties to their hide in shadows and move silently rolls accordingly.

Special Benefits: All Harpers begin with the following special abilities at the listed levels gained as a Harper, detailed below.

Harper Level	Hide in Shadows*	Move Silently*	Identify Rune	Sign Language
1	10%	15%	10%	-
2	14%	20%	15%	-
3	18%	25%	20%	-
4	23%	30%	25%	-
5	28%	37%	31%	-
6	33%	44%	37%	15%
7	38%	50%	43%	20%
8	44%	60%	49%	25%
9	50%	65%	55%	30%
10	56%	71%	63%	37%
11	62%	75%	71%	44%
12	68%	80%	79%	51%
13	74%	85%	87%	58%
14	81%	90%	95%**	65%

Harper Level	Hide in Shadows*	Move Silently*	Identify Rune	Sign Language
15	88%	95%**	95%**	75%
16	95%**	95%**	95%**	85%
17**	95%**	95%**	95%**	95%**

* *Hide in Shadows and Move Silently: These Harpers' abilities work identically as those of the thief class.* ** *Maximum percentile score.*

Identify Rune: This ability is used primarily to determine the meaning of a particular rune left behind by a fellow Harper. Since most Harpers leave signs as to which trail is safe or the location of a hidden cache of items, the ability to correctly identify the rune is important. This ability can be used in many ways. It can identify a rune that the PC has never seen before. There is no "Harper Academy" that teaches all the accepted symbols, but there are similarities in how the symbols are formed as well as used. Once a PC has learned a certain rune, there is no need to check each time that rune is found.

A successful identify rune check can also inform the Harper as to who left the rune. This can only be accomplished if the author of the rune has his own distinctive mark, of course. Such a check is never 100% certain, of course, but many Harpers who mark the trails and roads work in a set geographic area. A successful check also tells whether the rune is true or not. Although many Harpers draw an extra "dot" in the symbol to indicate that it is false, they can leave marks of their own meant to confuse others who learn Harpers' marks. A successful check (with possible DM modifiers) indicates that the Harper sees a flaw with the symbol. "It looks as though this rune has been altered to appear as if it was false, when it is, in fact, true."

Sign Language: Many of the Master Harpers have an ability, similar to the drows, silent language of gestures and expressions, known as harpspeak. Few Harpers ever master this language, and they never teach more than a few gestures to those outside the Harper organization. In order for a Harper to learn harpspeak, she must select a proficiency in modern languages at 6th level (when all warriors gain a nonweapon proficiency). This ability can be adopted then if they wish to learn it. In game terms, the Harper must be trained by another Harper of at least 9th level who knows the silent language. Finding a Harper to teach harpspeak could be quite a journey in itself.

Unlike standard nonweapon proficiencies, there is no proficiency check for the successful use of harpspeak, and you cannot spend extra proficiency slots to improve the ability. The proficiency slot simply identifies that the Harper PC has learned this silent language. The percentile check is made to determine if a person notices the silent communication going on. The check also determines if the communicating Harper conveys her information quickly, clearly, and silently during a crisis. There is no middle ground; a Harper either catches the "knowing wink" by a comrade or else the "speech" is missed altogether.

Each piece of harpspeak builds on the action before it. A wink followed by a frown might indicate "something is wrong, go outside" while a frown followed by a wink might indicate "prepare for battle". Bits and pieces of this silent conversation cannot be discerned with any degree of certainty by anyone without knowledge of harpspeak.

A Harper who fails to catch the communication by rolling 96% or higher has totally misread the message or missed an important signal earlier in the delivery. The signs might not be comprehensible ("Roll my sister through the mud pits?"), be missing some important information ("Disable those guards" could be interpreted as an attack signal when the message was "Wait silently until I disable those guards"), or be totally catastrophic, such as an indication to kill someone when the real meaning was "That wizard is our friend". Again, this miscommunication only occurs on disastrous proficiency check rolls.

At 1st level, a Harper does not have her Harper's pin. In fact, many initiates to the organization begin by undertaking a quest or journey for Those Who Harp. She may be followed by a veteran Harper who watches her, observing how she handles the tasks before her and coming to her aid if she gets in over her head. There is no set level at which a pin is given to an initiate; once a newcomer has proven her worth and good intentions to her companion Harper, she may be rewarded by receiving the pin at a special ceremony attended by other Harpers, usually at 2nd or 3rd level.

At 5th level, the Harper gains the ability to pass without trace (as the spell) once per day. Many consider this gift to be a blessing from one of the many powers who sanction the actions of Those Who Harp. For every three levels attained thereafter, the Harper can affect one additional creature (two creatures at levels 8-10, three at levels 11-13, etc.).

At 10th level a Harper may begin to attract followers. There are two means by which a Harper attracts followers. The first is by the construction of a stronghold, while the second deals with a more active role in the Harper organization. A Harper who constructs a stronghold has decided to maintain a base of operations.

While many Harpers applaud such a move, many others quickly point out the dangers of setting up a permanent camp. Zhentarim and Red Wizard forces have been quick to attack any Harper strongholds ever erected. By knowing the location of a permanent Harper base, agents of these dark forces can watch the activities of anyone that has contact with the ruler of this stronghold. Still, there are those who, for one reason or another, advertise their presence to the various dark forces they have opposed over the years (Elminster of Shadowdale is one of them).

Once a stronghold has been built, the Harper attracts followers as a fighter would. In addition to those, she also receives an extra unit of elite troops. All of these followers may see a lot of action if the Harpers' enemies attempt to destroy the stronghold. Harpers who do not build a stronghold still attract other creatures with goals similar to their own. These followers are aware of the Harper's status, and they form an elite core of bodyguards and operatives from which the Harper can draw.

At 10th level, the Harper attracts 2d6 followers. Roll percentile dice and consult the table below.

Roll (d100)	Followers
1-10	5th-level fighter (human)
11-17	4th-level ranger (half-elf)
18-25	4th-level bard (elf)
26-35	5th-level thief (human)
36-37	Pegasus*
38-42	4th-level illusionist (human)
43-45	4th-level illusionist/thief (gnome)
46-65	3rd-level fighter (human)
66-71	5th-level priest (any race)
72-73	Werebear/weretiger*
74-79	5th-level wizard (human)
80-83	5th-level paladin (human)
84-85	Wood Giant*
86-90	7th-level bard (any race)
91	6th-level diviner (human)
92-94	3rd-level fighter/wizard/thief (elf)
95-96	6th-level priest (any race)
97-98	Dragon*
99	Infiltration Attempt*
00	Spectral Harpist*

* If this result has already been generated, roll again on this table.

Dragons: This is always a metallic dragon of juvenile age (26-50 years old) that has heard of the Harper's deeds and is intrigued enough to want to associate with the Harper on a limited basis. This dragon is not at the Harper's beck and call, but comes and goes as it pleases. In any event, the dragon departs when it becomes an adult (101 years). Regardless of any friendship with the Harpers, few dragons ever leave their lairs once they are established or place them where others, including friendly Harpers, could easily get to them.

Infiltration Attempt: Sometimes tales of a Harper's exploits spread farther than expected. In this instance, enemies of the Harpers (the Red Wizards, Zhentarim, etc.) attempt to plant a spy into the PC's camp. Such traitorous "followers" are extraordinarily difficult to uncover and could be the driving force behind many adventures.

Spectral Harpist: The spectral harpist is an undead creature formerly a Master Harper who was killed while serving the Harpers. His duty unfulfilled, the harpist roams the land trying to complete its mission. Through fate or other powers, his path crosses with that of the PC. In order to complete its mission, the harpist needs the assistance of the PC. If the Harper aids the harpist, the undead spirit agrees to stay and aid the Harper for a set period of time, generally no more than a year or two. Once this time has expired, the spectral harpist finally finds peace.

Like any others, these followers expect to be paid for their efforts. While they stay with the PC through thick and thin, they expect fair shares of treasure based on the amount of danger they are placed in by the hero. Only the spectral harpist requires no monetary reward. Harpers must never knowingly perform an evil act. If they do, they are immediately stripped of all special abilities and become normal fighters. Only a properly worded wish that negates their evil act, or a suitable quest can restore their status as Harpers.

Harpers under magical control who perform an evil act must atone for their actions. Such atonement could take the form of an NPC priest casting atonement, or it could be as simple as slaying the one responsible for the control.

The Harper kit is not a normal kit and is considered to be a geographical-like kit. It may be coupled (with the DM's permission) with other non-geographical kits but it may not be coupled with other geographical kits. The Harper kit may also be taken 1st level or at a level greater than 1st.



Elven Priest Kits

Skinwalker

Description: Some elven priests of Rillifane Rallathil live apart from their brethren, seeking out a solitary existence in the forest. Those who follow this path long enough are taught the secret rituals of skinwalking by older priests.

Skinwalking is a special magical form of shapechanging that involves using hides and other animal parts to transform into an animal form.

Most elves tend to avoid skinwalkers, but turn to them in times of crisis, or for advice on major problems confronting the tribe.

Barred: Skinwalkers must worship Rillifane Rallathil, or one of the other wilderness-oriented Seldarine deities such as Solonor Thelandira or Erevan Ilesere.

Role: The tribes treat skinwalkers with great respect and often fear, as they are said to be dangerous and uncontrollable. Skinwalkers exist to help their tribes in times of danger, and to learn more about the works of nature.

Weapon Proficiencies: Skinwalkers are even more primitive than most elves. When first created, a skinwalker's weapon proficiencies can be selected only from these: longbow, short bow, club, dagger, javelin, knife, spear.

Nonweapon Proficiencies: *Bonus proficiencies:* direction sense.

Recommended: fire-building, swimming, weaving, healing, herbalism.

Equipment: Skinwalkers can buy only leather armor and weapons in which they are proficient when first created.

Special Benefits: Skinwalkers specialize in shape-changing. This is not the same as the disease of lycanthropy, although there are some similarities. Skinwalkers can freely change from animal to human form, and retain their elven intelligence while changed.

When created, a skinwalker priest enters the woods to fast and meditate. After 1d4 days, the skinwalker's totem animal appears. Roll 1d10 and refer to the following table to determine the animal, or the DM can select an appropriate animal.

Die Roll	Animal
1	Crow
2	Hawk
3	Coyote or Cooshee
4	Fox
5	Otter
6	Raccoon
7	Rabbit
8	Lynx
9	Mountain Lion or Cath Shee
10	Bear

The priest must then follow the animal for 1d4 days, at the end of which period he or she is said to gain the enlightenment and wisdom necessary to change form into that of the totem animal. The frequency and duration of the priest's change increases with level, according to the following chart.

Level	Frequency	Duration
1	Once/3 days	2d6 hours
2-3	Once/2 days	2d10 hours
4-6	Once/day	2d20 hours
6-10	Once/day	3d20 hours
11+	At will	Indefinite

A skinwalking priest takes the form of his or her totem animal and includes all statistics of the animal. These statistics remain the same, regardless of the priest's level. Any priest slain in animal form must successfully save vs. death magic or also die in elven form. If the saving throw is successful, the priest does not die, but lies in a coma for 2d4 days.

Wealth Options: Skinwalkers start with only 2d6x5 gp.

Totem-Sister

Description: A handful of elf priestesses are practitioners of the ancient secrets of totemic magic. These mysterious elves create small wood or stone charms inscribed with pictorial symbols, which can pass special magical abilities on to their owners. Totem-sisters are also considered wise women and sages, often consulted on important issues. They also serve as priestesses of the goddesses Sehanine, Aerdrie Faenya, and Hanali Celanil, as well as their single embodiment, Angharradh.

All must be female. They may be clerics, but most are druids.

Barred: Totem-sisters must worship the three goddesses noted in their embodiment as Angharradh.

Role: These women craft beneficial totemic images for their tribe and are considered great sources of wisdom and comfort. They attend births, bless young children, help with planting and harvest, and bless warriors going into battle.

Particularly successful totem-sisters are sought out by other tribes, and aspiring totemic practitioners for advice and counsel.

Weapon Proficiencies: *Required:* none. *Recommended:* longbow, spear.

Nonweapon Proficiencies: *Bonus proficiency:* artistic ability. *Recommended:* firebuilding, pottery, weaving, healing, herbalism.

Equipment: A totem-sister can initially purchase only the following armor: shield, leather, padded, studded leather, hide.

Special Benefits: Totem-sisters are trained in the use of totemic magic and inscription. A totem-sister learns one totemic image of her choice per level of experience. The DM can also rule that a totem-sister PC has learned another symbol through study or been rewarded with a new symbol by a higher-level sister.

Special Hindrances: Totem-sisters can never wear armor heavier than chain mail.

Wealth Options: Totem-sisters receive the normal 3d10x10 gp starting wealth.



Elven Warrior Kits

Elven Knight

Description: The elite defenders of Evermeet, resplendent in shining elven plate, mounted upon proud, barded moon horses, armed with tall, white lances and enchanted *elven long swords*, the elven knights are a small but invincible handful of defenders, each worth a dozen ordinary warriors.

By tradition, elven knights are Gold elves, although membership has sometimes been offered to those of other subraces. One legend claims that centuries ago, the knights of the Elven Court at Myth Drannor offered a knight-hood to the human Sha'Quessir Mirabella, but this is dismissed as a fable.

Elven knights must be of good alignment, and must have the following minimum attributes: Strength 14, Dexterity 16, Constitution 15, Wisdom 12.

Role: The knights are among the leading defenders of the island. Their secondary role is as personal defenders of the queen. Most knights must remain on Evermeet, available for muster at the queen's orders, but some adventure on the mainland, keeping contact with reigning king or queen through the use of *elfrunes*.

Weapon Proficiencies: *Required:* lance (any), sword (any), longbow. *Recommended:* battle axe, dagger, javelin.

Nonweapon Proficiencies: *Bonus proficiencies:* riding (land-based, horse), heraldry. *Recommended proficiencies:* animal handling; animal training; etiquette; endurance; armor; gaming.

Equipment: Elven knights must start play with one sword and must purchase a suit of elven chain or elven plate when they can afford to.

Special Benefits: Knights receive +1 bonus to hit with a mounted lance, bow and sword, and an additional +1 bonus for every three levels they gain. This is in addition to normal elven bonuses with these weapons. They receive an additional +1 bonus to hit all drow and orcs.

All elven knights begin play with a moon-horse mount.

Elven knights receive a +4 bonus to reaction rolls from all elves.

Special Hindrances: Elven knights must follow a code of honor in the same manner as Paladins, Cavaliers or Rangers. They must defend any elf they see in need and must fight any orcs, goblins, drow, giants, or other evil creatures whom they encounter.

Most elven knights retain a prejudicial dislike for dwarves and will, at best, only tolerate dwarves in their presence.

Wealth Options: Elven knights receive the standard fighter's starting wealth of 5d4x10 gp.

Unicorn Rider

Description: This kit is open to female elven warriors. Each year, these fighters go into the woods of Evermeet, hoping to find unicorns who will agree to serve for a year. In the case of a PC unicorn rider, however, the unicorn will agree to serve indefinitely, so long as the rider treats it well.

Several hundred unicorn riders serve the queen as elite cavalry, but some also remain on Faerûn mainland acting as adventurers, mercenaries, or agents of Evermeet.

Unicorn riders must be female and must have the following minimum statistics: Strength 13, Dexterity 16, Constitution 15, Wisdom 13, Charisma 15.

Role: Unicorn riders are treated with near-religious awe by other elves. Their sacred duty is the defense of Evermeet and, like the elven knights, they are available for instant mobilization should the queen require it. Some unicorn riders have been known to visit Faerûn mainland, either as adventurers or on missions from Amlaruil.

Weapon Proficiencies: *Required:* lance, bow (any). *Recommended:* All mounted weapons, horseman's flail, mace, or pick, spear, swords.

Nonweapon Proficiencies: *Bonus proficiencies:* animal training, riding (land-based, unicorn). *Recommended:* animal handling, direction sense, hunting, survival.

Equipment: No special requirements.

Special Benefits: Individuals with this kit receive a +5 bonus to their reaction when encountering unicorns, and can freely communicate with their mounts.

A unicorn rider receives a unicorn mount.

This unicorn has ostensibly agreed to serve the rider for one year. Each year thereafter, however, the DM must make a reaction check for the unicorn (with the above +5 adjustment) on the "Indifferent" column, of the table, regardless of how well the rider and mount get along. On result of "Cautious", roll again without the adjustment. On a result of "Threatening" or "Hostile", however, the unicorn departs, and the PC must attract a new one. On any other result, the unicorn agrees to serve for another year.

Wealth Options: Unicorn riders receive standard starting wealth for fighters.



Elven Wizard Kit

High Mage*

Description: A small circle of extremely wise and ancient elves serves the queen and her court as the high magi. These individuals, who seem to have exceeded normal elven lifespan and level limitations, have access to powerful magic denied to human mages and apparently to other elves. Little is known about these mysterious individuals and the powerful forces at their disposal, except that their magic is sufficient to destroy Evermeet itself should invaders ever conquer the isle.

The high mage kit is a bit different from other kits, in that it is open only to wizards of Level 10 or higher, with Intelligence and Wisdom scores of 17 or above. High mages must abandon all other kits in order to take this one, and must agree to serve Evermeet and queen, to the death (or undeath) if necessary.

Preferred Schools: High magi can be from any school except necromancy.

Role: More than any of Evermeet's other defenders, the high magi have given their very lives and souls over to the protection of the realm. All are under the direct command of Queen Amlaruil, and must swear an oath to place the welfare of Evermeet before all else.

Weapon Proficiencies: *Required:* none.

Nonweapon Proficiencies: *Required:* none.

Equipment: Whatever equipment the wizard possessed before taking this kit.

Special Benefits: The primary benefit of a high mage is the ability to cast high magic spells. Given the potentially disastrous results of casting such spells, this might not truly be considered a benefit, but is highly sought after by elves nonetheless. High magi may make a single purchase (Metamagic abilities only) from the High Level Handbook at each level (10th through 14th if gained at any of those levels) as though having already reached level 15 (as though they were 15th level), however they do not gain epic level abilities until normal.

Special Hindrances: As noted, high magi are required to serve Evermeet, and must always put the isle's welfare before their own. This does not necessarily mean that a high mage must spend all of his or her time on the island. Many are Queen Amlaruil's agents and might be sent on missions to Faerûn mainland.

High magi also swear an oath never to disclose the secrets of high magic, or to even acknowledge that it exists. A high mage would rather die than violate this oath.

Wealth Options: High magi retain whatever wealth they gained before taking this kit.

*This kit is not chosen by a player, it is granted only by the DM.



Other Kits

The following kits are approved for use (for the most part, see notes), however they are not detailed here for use. They do require the DM's assistance for development for use in the campaign. Kits detailed in the books below that are not listed are either already detailed in this handbook or they are not allowed for use.

Demihumans of the Realms*

Rogue Geographical Kits

Acrobat, Festival
Beggar, Professional
Cat Burglar
Exile, Gray Dwarf
Lorefinder
Manhunter
Merchant, Underdark
Mountebank
Pestkiller
Scout
Smuggler
Thug, Waterdeep
Tunnelrat
Zurchin

Warrior Geographical Kits

Barbarian, Arctic Dwarf
Barbarian, Jungle Dwarf
Barbarian, Lythari
Barbarian, Wild Elf
Explorer, Winged Elf
Forester
Giant Killer
Gladiator, Fugitive Hillsfar
Hound Master
Ironsmith, Wandering
Mariner of Evermeet
Marshal, Halfling
Merchant, Sea Elf
Orcslayer
Peasant Hero
Prospector
Slave, Fugitive

Wizard Geographical Kits

Runaway, Dambraii
Scholar

Guide to Hell**

Priest Kit

Inquisitor

Rogue Kit

Hellblade (for Detect Devils use
Detect Magic skill for base score and
adjustments)

Warrior Kit

Devil slayer

Wizard Kit

Thaumaturgist

Humanoids Handbook

Priest Kits

Oracle
Shaman
Wandering Mystic
War Priest
Witch Doctor

Rogue Kits

Humanoid Bard
Scavenger
Shadow
Tramp
Tunnel Rat

Warrior Kits

Mine Rowdy
Pit Fighter
Saurial Paladin
Sellsword
Tribal Defender
Wilderness Protector

Wizard Kits

Hedge Wizard
Humanoid Scholar
Outlaw Mage

Necromancers Handbook

Wizard Kits

Archetypal
Anatomist
Deathslayer
Philosopher
Undead Master

Sea of Fallen Stars

Wizard Kit

Drukar

Warriors & Priests of the Realms*

Priest Kits

The Crusader***
Priests of Auril
Priests of Azuth
Priests of Beshaba
Priests of Chauntea

Priests of Cyric
Priests of Deneir
Priests of Eldath
Priests of Gond
Priests of Helm
Priests of Hoar
Priests of Ilmater
Priests of Iyachtu Xvim
Priests of Kelemvor
Priests of Lathander
Priests of Leira
Priests of Lliira
Priests of Loviatar
Priests of Malar
Priests of Mask
Priests of Mielikki
Priests of Milil
Priests of Mystra
Priests of Oghma
Priests of Selune
Priests of Shar
Priests of Sharess
Priests of Shaundakul
Priests of Silvanus
Priests of Sune
Priests of Talona
Priests of Talos
Priests of Tempus
Priests of Torm
Priests of Tymora
Priests of Tyr
Priests of Umberlee
Priests of Valkur

Warrior Geographical Kits

Warriors of the Dales
Warriors of the Elven Court
Warriors of Cormyr
Warriors of Sembia
Warriors of the Moonsea
Warriors of the Ride
Warriors of the Vast
Warriors of the Dragon Coast
Warriors of the Western Heartlands
Warriors of Waterdeep
Warriors of the Island Kingdoms
Warriors of the Savage North
Warriors of the Cold Lands
Warriors of the Unapproachable East
Warriors of the Old Empires
Warriors of the Vilhon Reach
Warriors of the Empires of the Sand
Warriors of the Shining South

Warriors of Anauroch

Wizards & Rogues of the Realms*

Rogue Kit

Shadow Walker***

Rogue Geographical Kits

Rogues of the Dales
Rogues of the Elven Wood
Rogues of Cormyr
Rogues of Sembia
Rogues of the Moonsea
Rogues of the Vast
Rogues of the Dragon Coast
Rogues of the Western Heartlands
Rogues of Waterdeep
Rogues of Evermeet
Rogues of the Island Kingdoms
Rogues of the Savage North
Rogues of Anauroch
Rogues of the Cold Lands
Rogues of the Unapproachable East
Rogues of the Old Empires
Rogues of the Vilhon Reach
Rogues of the Empires of the Sands

Wizard Kit

Spellsinger**

Wizard Geographical Kits

Wizards of the Dales
Wizards of the Elven Wood
Wizards of Cormyr
Wizards of Sembia
Wizards of the Moonsea Region
Wizards of the Vast
Wizards of the Dragon Coast
Wizards of the Western Heartlands
Wizards of Waterdeep
Wizards of the Island Kingdoms
Wizards of the Savage North
Wizards of the Cold Lands
Wizards of the Unapproachable East
Wizards of the Old Empires
Wizards of the Vilhon Reach
Wizards of the Empires of the Sands
Wizards of Halruaa

*Any kit with a comment similar or exactly like the following; "DMs should strongly consider ruling that the kit is not available to PC's.", or "This kit is restricted to NPC's," *will not* be allowed as an accessible kit without very specific approval of the DM, be prepared for a very curt "No" for this kit!

**The PC must purchase basic Class Abilities and may not take any class limitations.

***The PC receives no Class CP's and may not take any class limitations. This class is a mixture of two and all listed abilities (for the most part) are similar to the basic abilities of the two classes. The DM will make final determinations on the details of the PC.

Note: Geographical kits do not count as a standard kit and may be coupled with another non-geographical kit, however some geographical and normal kits do not stack normally (an Anauroch Pirate for example). Work with the DM for using geographical and normal kits together.