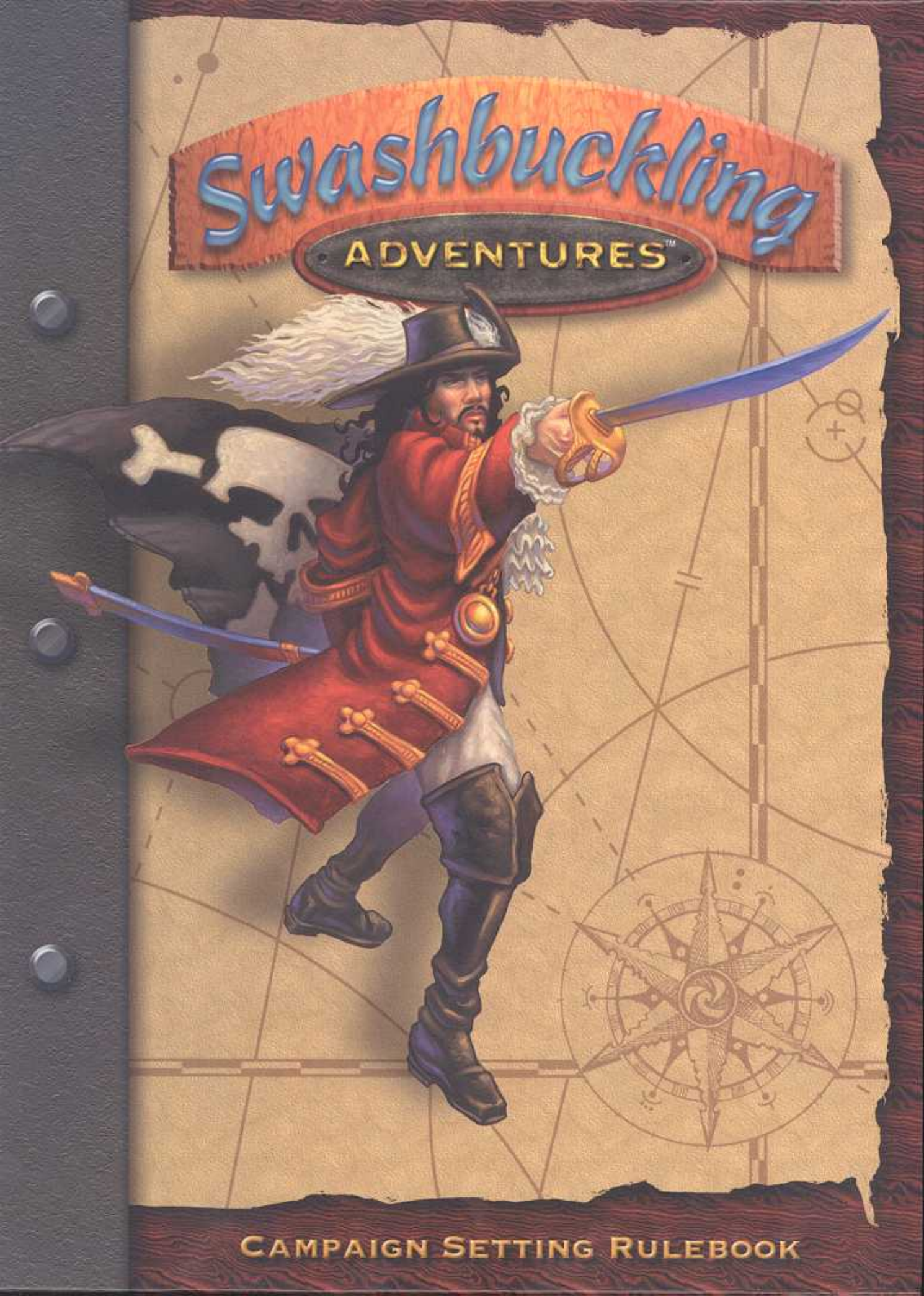
Swashbuckling Adventures™



Campaign Setting Rulebook

Vendel / Vesi
Avalon
Théah
Political Borders of Théah — 1689
Carleon
Freiburg
Montaigne
Eisen
Charouse
Vaticine City
Castille
Numa
Vodacce

nmannavnjar
KIRK
PAVTLOW
Ussura
Cathay
ISKANDAR
Empire of the
Crescent Moon

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Erik's Dedication:
For my father, who taught me dirty pirate songs and how to be a man, but most importantly how to be a hero.

Dedication:
To Pat Kapera and Kevin Wilson,
7th Sea's forgotten fathers.

To use this companion, a Dungeon Master also needs the *Player's Handbook*,™ the *Dungeon Master's Guide*™ *and the Monster Manual*.™
A player needs only the *Player's Handbook*™
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Introduction

Luis Rafael Dominguez de San Angelo thrust his blade forward with a flourish, catching the thug in the shoulder. The man cried and fell over, but he wasn't alone. Five more burst through the door, followed by the man who called himself their leader. Lord Gordon claimed to be an aristocrat, but Luis knew a bastard when he saw one.

"That's my money jangling in your purse, thief." A cruel sneer decorated Gordon's face as he drew a pistol from his belt.

"Strange, señor; I thought it belonged to the young lady your men robbed this morning. Extortion does not become nobility — even in Inismore."

Gordon smoldered at the remark as his men drew their sabers. "Kill him."

In a flash, Luis vaulted across the distance between them, launching a swift kick at Gordon's firing arm. The pistol discharged into the air, shattering the gorgeous mirror which hung on the wall. Luis bounded onto the nearby table, easily parrying the guards' weapons. He smashed his hilt into the nearest brute's nose, hearing the satisfying crunch of bone and cartilage. Another guard hopped onto the table to face him. With a quick riposte, Luis slashed the man's swordarm; the blade went flying and the Castillian deftly caught it in his off-hand. Another blow knocked the man off the table, crashing into his compatriots with a thud.

"You gentlemen really should practice more," Luis raised the rapiers in a mock salute.

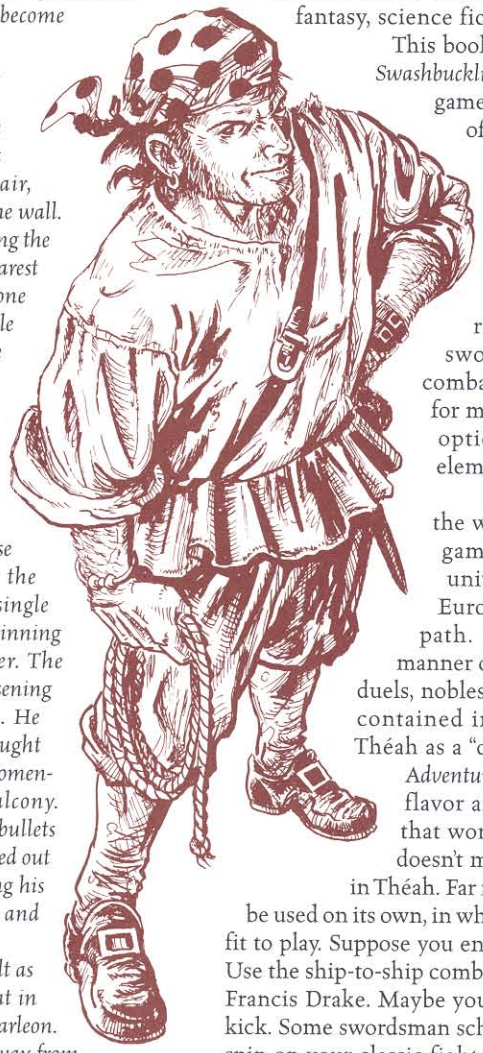
Another squad charged through the door, these carrying muskets. They leveled their guns at the interloper, intending to dispatch him with a single volley. Luis hurled his spare rapier in a rapid spinning motion, sending the gunmen diving for cover. The weapon sliced neatly through a nearby rope, loosening the chandelier hanging above the great hall. He grasped the line with his free hand as the wrought iron device came crashing down, allowing the momentum to pull him towards the second-floor balcony. Musket shots followed him all the way up, the bullets whistling a hair's breadth from his chest. He kicked out his legs and caught the balcony railing. Sheathing his sword, he dove out of the room, down the hall and towards the nearby stairway.

Seagulls cried and the air hung damp with salt as he exited onto the roof. The surface was built flat in the old style, unlike the sloped houses of Tara or Carleon. Luis whispered a silent thanks as he sprinted away from the opening. No inclines to manage or hidden chimneys to avoid. Just a short hop down the side and he'd be…

He skidded to a halt at the building's edge. Below him, the estate walls dropped hundreds of feet before terminating in the crashing tides. A few banners fluttered in the breeze below him, their rippling surface increasing the queasy vertigo. He spun around, only to see Gordon and his men emerge from the stairs, weapons drawn. They spread out along the rooftop, cutting off any hope of escape.

"There's nowhere to run, my jackanape." Gordon advanced slowly. "You're standing on the edge of St. Rose's grave."

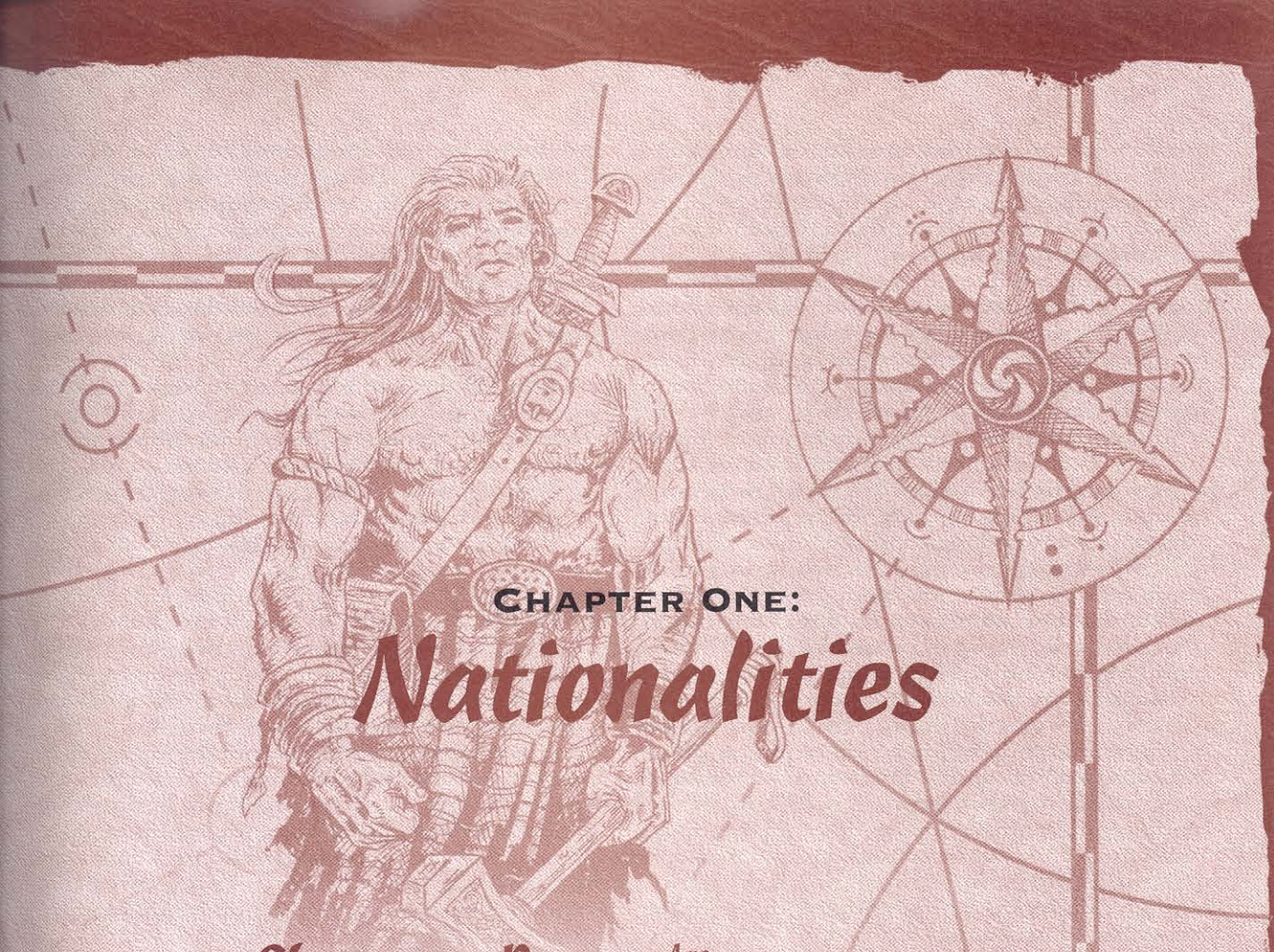
"Then I'll send her your regards." Luis' face broke into a grim smile as he turned and leapt over the edge…



For adventure, romanticism and excitement, few genres hold the appeal of swashbuckling. From the daring Musketeers of Alexandre Dumas to the gallant pirates of Errol Flynn and Douglas Fairbanks, swashbucklers embody everything we think of in exciting storytelling. Who doesn't feel a thrill in their blood at the mention of the Scarlet Pimpernel, Zorro, or Long John Silver? Tales of derring-do have graced countless books and movies, and continue to reverberate as we enter the twentieth century. And yet, despite this rich tradition swashbuckling role-playing games have remained relatively scare. A few can be found, scattered here and there, but most have been overshadowed by fantasy, science fiction, and other styles of gaming. This book is intended to help change that. *Swashbuckling Adventures* provides everything gamers need to bring their own stories of flashing steel to life. Whether you play a historic pirate, skirting the shoals of the Caribbean, or a fantasy swordsman, using flintlocks and science to thwart evil wizards, this book has what you need. It provides rules for a slew of nationalities, swordsman schools, ship-to-ship combat, and more. All of it is designed for maximum flexibility, giving you the option of picking and choosing the elements which suit you best.

Three years ago, AEG introduced the world of Théah in the *7th Sea* card game and RPG. Théah is a fictitious universe, patterned on 17th century Europe but following its own unique path. It provides a blueprint for all manner of swashbuckling stories — piracy, duels, nobles, politics, voyages of discovery — contained in a single universe. We've used Théah as a "default" setting for *Swashbuckling Adventures*. All of the rules involve a Théan flavor and many are grounded firmly in that world's history and culture. But that doesn't mean that you're limited to playing in Théah. Far from it. Every part of this book can be used on its own, in whatever setting or campaign you see fit to play. Suppose you enjoy strictly historical role-playing. Use the ship-to-ship combat rules to stage naval battles as Sir Francis Drake. Maybe your high fantasy campaign needs a kick. Some swordsman school prestige classes can put a new spin on your classic fighters, and what dwarf wouldn't love a suit of dracheneisen? Perhaps you like Théah the way it is, although you think it needs some fantasy races and maybe a little less of the Syrne. The rules here can facilitate that with a minimum of fuss. Whatever your tastes, *Swashbuckling Adventures* has what you need.

More than anything else, swashbuckling conveys a sense of fun — living life to its fullest, and facing danger and rewards with the same gleaming smile. If you've ever wanted to walk the deck of a buccaneer's frigate, fight impossible odds to rescue the woman you love, or battle the enemies of the king beside your fellow Musketeers, turn the page and see what *Swashbuckling Adventures* has in store.



CHAPTER ONE:

Nationalities

Character Races and Nationalities

In the world of Théah, the concept of nationhood is beginning to emerge, replacing older kingdoms with a larger and more elaborate governing body. A character's nation helps shape his or her perceptions of the world, as well as providing a cultural background and a sense of identity.

All basic characters in Théah are human. The game rule information for humans is provided below to aid you in character creation. Alternately, you can simply go with the "stock" human as provided in the *Player's Handbook*.™ These templates provide a greater variety of options, however, and can give fledgling players a better sense of their characters. Further details on Théan nations can be found in Chapter 9. For those playing in worlds other than Théah, each nationality roughly corresponds to a similar nation on Earth. Feel free to incorporate these rules into a more overtly historical context if you so chose.

Humans

- Medium size.
- Base speed: 30 ft.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common.
- Bonus Languages: Any.
- Favored Class: Any.

Age

When a character becomes venerable, the DM secretly determines his maximum age. When the character reaches his personal maximum age, he dies of old age at some time during the following year, as determined by the DM.

Middle Age: 35 years, –1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

Old: 53 years, –2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

Venerable: 70 years, –3 to Str, Con, and Dex, +1 to Int, Wis, and Cha.

Maximum Age: +2d20 years.

Aging effects are cumulative.

Base Height

Human, man	4 ft. 10 in., +2d10 in. Height Modifier.
Human, woman	4 ft. 5 in., +2d10 in. Height Modifier.

Base Weight

Human, man	120 lb. + (Height Modifier × 2d4) lb.
Human, woman	85 lb. + (Height Modifier × 2d4) lb.

Avalon

The islands of Avalon are filled with wonder and magic. Nothing reflects this so much as the attitude of its inhabitants. Encounters with faerie creatures in their myriad forms are common in Avalon; every tree and hollow hides a magical being. An ordinary highwayman can become a living legend after a few barroom tales, and a dashing

pirate can grow into a household name. In no other nation is the power of reputation so important. The tale literally makes the man in the Glamour Isles.

The nation actually consists of three islands — Avalon, Inismore, and the Highland Marches — bound together with a common accord. The Avalon nobility are imbued with Glamour sorcery, which serves to amplify human potential, drawing upon legend and myth to lend the user heroic proportions. Avalon also houses alien beings of unearthly beauty called the Sidhe. The unwary stumble upon gateways to their home of Bryn Bresail in the most unlikely places. A simple haystack can lead you to a fairy palace, while the opening of a beautifully lacquered wardrobe can open into a nest of hungry goblins. Cruel and capricious, the Sidhe view humans with a mixture of disdain and envy; they emulate human emotions but do not entirely understand them. Their "games" can be shockingly cruel, and those who fall under their spell often suffer terrible fates. A gift from a Sidhe can be a double-edged sword and rarely comes without a price.

Philosophy: While some nations view them as upstarts, the people of Avalon know their place in the world, and intend to make their mark on history. More than anything they value hospitality, generosity, and honesty. Those with full pockets are expected to help those without. Those who cling to their wealth and refuse a traveler aid normally find themselves punished in some fashion; the old woman you sent into the rain could be a Sidhe out on a lark. This also accounts for the nation's superstitious nature. If an Avalon spills some salt, he quickly throws a pinch over the left shoulder, and the habit of knocking on wood is an everyday occurrence.

Allies and Enemies: Avalon's ruler, Queen Elaine, does not recognize the Vaticine Church as holding sway over her lands, so most Castillians view her as a heathen temptress. Due to the current occupation of Castille by Montaigne, however, they have yet to act upon their hatred. Hostility towards Montaigne still simmers below the surface, as Montaigne ruled Avalon for centuries. Avalon remains a nettle in the sides of both countries by the skillful pirating practices of her unofficial navy. Many a Castillian and Montaigne cargo ultimately ends up in the hold of an Avalon ship.

Currently Avalon has no official allies, but they maintain friendly diplomatic relations with the Vendel, Vestenmannavnjar, and Ussurans.

Appearance: The men of Avalon normally dress in a shirt and plain trousers, with a belt and hat. The women often wear a cotton blouse, form-fitting bodice, belt, two skirts (with one hitched up under her belt), and a hat. Married women wear their hair up, while maidens leave theirs down and braided. The men wear their hair long with thin mustaches and beards. The use of wigs and makeup is not unknown, but those so attired normally find themselves regarded as fops.

Their Inish cousins tend to be a bit shorter than average Théans and possess black hair and darker eyes. Red hair is also frequently found, but not as often as most Théans assume. A bit anachronistic, Inish still wear leggings, long sleeved shirts and heavy cloaks made from wool. None of their clothes possess buttons, though they will don leather boots and belts. They are fond of jewelry, and often use traditional knotwork patterns in their clothes and ornaments.

Highlanders tend to be quite tall, and though they have their share of redheads, black hair and blue eyes are far more common. They are not tan due to the island's overcast skies and gloomy weather. Men traditionally wear kilts decorated in the tartan colors of their Clan, while women wear dresses or pleated skirts. They dress for warmth, and their clothing tends to be plain rather than decorative. Most Highlanders eschew hats in favor of wearing their hair loose, while women often wear ribbons or floral wreathes.

For rules purposes Avalons are exactly like typical humans, except that they only receive 2 bonus skill points at first level. Instead, the following skills are considered class skills for them at all levels, regardless of character class.

Class Skills: Gather Information and Knowledge (Sidhe).
Automatic Language: Avalon.
Bonus Languages: Montaigne, Eisen.

Castille

The warm and inviting land of Castille contains some of the most beautiful scenery in all of Théah. Castille seems truly blessed by Theus in its plenty. Indeed, the Vaticine Church itself has chosen to make its home there. The Castillian people show a languid disinterest in rushing through things. Time seems to be of no consequence in Castille; no one is in a hurry. Everyone takes a *siesta* or nap from noon until three each day and then the midday meal is taken, only to once again go back to sleep. Even if there is a fierce battle raging a few villages away, today there is the sunset to consider, wine to drink, and songs to sing. Everything can wait until tomorrow.

The Church plays an important part in Castille; it oversees the economy of the land, and the hearts of the Castillian people. Piety and study within the Church is encouraged, and most nobles who can afford it send their children to learn at Vaticine-sponsored universities. The sinister Inquisition is a part of everyday life as well, casting a dark shadow over an otherwise peaceful nation.

Philosophy: Passionate and patriotic, the people of Castille love their country and families above all else. Family plays a large role in a Castillian's life; even second cousins are considered close kin. As long as two people share blood, they will always have a place by the hearth of the other. If family member is hurt, her relatives can be expected to rally around her, and seek reparations against the offender. When the entire world forsakes you, your family will still be there to welcome you into their bosom.

Courtesy and cheerful affability can be expected from a Castillian in his homeland; only when confronted by change does he find himself growing short-tempered and sour. They dislike disruptions in routine and deal badly when placed outside of their traditional comforts. Even the most jovial and adventurous Castillians will pine for home and family after a long sojourn in a foreign land. Castille stays in the heart of all its children.

Castillians possess a strong sense of honor that many miss due to their air of complacency. Insult a lady's honor, or offend your host and you may quickly find yourself staring down the sharp end of a blade or challenged to a duel.

Allies and Enemies: Montaigne forces recently occupied a large portion of Castille, and though they have largely withdrawn, hatred for them does not abate. Avalon is despised due

to their support of the Objectionist movement, but no effort to subdue the heathen nation has been taken since the Castillian Armada was defeated in 1659 by Avalon's navy of privateers. Castille is much too busy trying to fend off Montaigne invaders to worry about Avalon for now. The always-tenuous relations with Vodacce are now so strained that larger patrols have been sent to guard the border between the two countries. This bastion of the Inquisition finds itself with no allies.

Appearance: Castillians tend to be tall and agile, with olive skin and high cheek bones that are a legacy of their former occupation by the Empire of the Crescent Moon. They have a reputation for grace and dexterity, and both men and women normally have slim hands with long supple fingers. Flashing black eyes and straight dark hair are prevalent throughout Castille.

Most clothing is a combination of black and blazingly bright colors. Shades of red, yellow and orange adorn once-plain clothing in the form of embroidery, crests, or trim. Traditional garb for men consists of a sombrero, short close fitting vests, tight pants, and a cummerbund. Cuffs, scarves, and other accessories are often added at social occasions. Younger unwed women normally wear white and cream-colored garments with a kerchief. Married women dress in elaborate creations of radiant color. Full sweeping skirts embroidered with beads fall to their feet. Women's hair in Castille nearly becomes a work of art, with complicated arrangements of braids and twists.

For rules purposes, Castillians are exactly like standard humans, except that they only receive 2 bonus skill points at first level. Instead, the following skills are considered class skills for them at all levels, regardless of character class.

Class Skill: Knowledge (religion) and Sense Motive.
Automatic Language: Castillian.
Bonus Languages: Montaigne, Crescent, and Théan.

The Crescent Empire

Exotic and totally alien to any other nation in Théah, the Empire of the Crescent Moon is a land of contradictions. Six hundred years ago, a holy Crusade swept through the Empire, prompted by forces of the Vaticine Church. Hundreds of years later, the Empire remains xenophobic and isolated, a "heathen" nation content to be left alone. While few outsiders enter the confines of the Crescent Empire, a few western landmarks can be found, such as the Hospital of the First Witness in the city of Zafara.

Within the Empire's sandy dunes lie the long forgotten and ancient Syrneth ruins, holding fearsome creatures and puzzles beautiful and deadly Gorgeous oases can be found in the midst of a blistering desert to slake the weary adventurer's thirst only to waver and vanish before one drop of water can hit parched lips. Dervishes wander the sandy dunes seeking enlightenment through the deprivation of bodily pleasure. Busy port towns boast huge marketplaces with beasts, cloths, and wares of every kind within the colorfully strewn stalls. Storytellers sit in market squares spinning tales for the hungry ears of children, teaching them lessons they will carry for the rest of their lives.

Philosophy: Etiquette and knowledge of one's place is important within Crescent society. They value manners and politeness in all things, although what they call "polite" may be quite different than what western Théans are used to. There is also a strong love of haggling and bartering. The art of the deal reaches new heights in the Empire, and unwary visitors leave thinking they had the best of the bargain, only to find out a few days later they paid a hundred times more than the item's true value.

Crescents place a high value on learning, and many scholars and philosophers can be found among their people. Highly pious, the tenets of their faith are closely followed by most citizens. Generosity to those who are less fortunate is common; no one refuses a beggar alms. Their tales of heroism stress resourcefulness and luck: relying on your wits can make your wildest dreams come true.

Allies and Enemies: The Empire of the Crescent Moon maintains little contact with western Théah. Some trade takes place between the Vendel and Crescent Empire, though the Crescent Empire refuses to acknowledge the Vendel guilder as legitimate currency. This gives the Vendel some concern, but they still remain on friendly terms. The Empire's only true "ally" is the Bernoulli family of Vodacce, with whom they have traded for centuries. The Bernoullis are exempted from the Vaticine's quarantine on Crescent goods, which has resulted in much profit on both sides.

Appearance: Limber and lean, natives of the Crescent Empire have swarthy skin and dark, shining eyes. They possess black or brown hair that ranges from quite straight to unmanageably curly. High cheekbones, full lips, and rounded noses are typical characteristics.

Both men's and women's clothing in the Crescent Empire is loose and flowing, comfortable and attractive regardless of the size of the wearer. Men's garb tends to include loose-fitting pants tucked into soft boots, long tunics bound by a sash or belt, long sleeveless vests or a sleeved long vest called an *aba*, which may or may not have hood. Most men wear a length of cloth bound around their head in a variety of patterns depending on their tribe and location. When they are traveling, especially in and around the vast deserts, they can take the end of this turban and tuck it over their mouth and nose to protect their skin. Men's clothing tends to be woven in muted colors, with a predominance of black and earth tones. Green is rarely worn because it is associated with demons. Men also wear earrings, medallions, rings and bracelets and depending on their tribe, may wear kohl around their eyes and have various tattoos.

Women's clothing is similar, long loose pants worn under a long sleeved A-line collarless dress with a keyhole neckline. Over that is a long sleeveless vest or a long scarf. When home, women rarely wear shoes. The other basic attire, worn more frequently in the harems of the wealthy or noblemen, include a pair of loose pants made from gauzy material, a short top that leaves the midriff bare and sometimes opens on the front like a little short jacket. Women wear all types of jewelry including ankle bracelets. Makeup and coiffeur are very important, and women in the harem often spend hours at their mirrors in anticipation of a visit from the master

For rules purposes, Crescents are exactly like standard humans, except that they only receive 2 bonus skill points at first level. Instead, the following skills are considered class skills for them at all levels, regardless of character class.

Class Skill: Balance and Ride.
Automatic Language: Crescent.
Bonus Languages: Castillian, Teodoran, Théan.

Eisen

The struggles of the past are closely reflected by the state of this nation. Almost no region in Eisen is untouched by the past ravages of the War of the Cross — a devastating religious conflict that tore the country asunder. Homeless refugees now wander the lands, their eyes and faces empty of thought or feeling. Plagues and the mindless rampaging of wild beasts continue to plague the inhabitants. Tales of the dreaded *Schwarzen Walden* (Black Forest) leave people shivering in dread. Strange creatures lurk in lonely places, and woe unto any traveler caught in their confines at night.

Philosophy: The Eisen do not believe in surrender — not to foreign enemies, not to sorrow, not to any challenges put before them. Courage and resolve in the face of great adversity are national traits. Pride in their country is integral to the Eisen mindset. Their land may be nothing but mud, but it's *their* mud, and they love it.

Most Eisen are blunt and straightforward, though they understand that some occasions call for tact. Secrets are especially hard for them to bear, though they will keep them for a friend or family. Those an Eisen doesn't like are not spared his exact opinion of them, their family, and their great grandsires. They deeply respect friendship, and treat true companions like blood family. During the War of the Cross, entire families tore themselves apart in the name of religion. Friends have become their new family.

Eisen will embrace each other roughly after a long periods apart, which takes some foreigners by surprise. Social gatherings and reunions between friends tend to get loud and unruly. The people of Eisen have never kept a soft voice, and find themselves hard pressed to keep from shouting. Any group of Eisen is a rambunctious and noisy lot indeed.

Allies and Enemies: At the moment Eisen has no real enemies; their nation lies in pieces and their land has nothing of any real worth. The Vendel Guilds do a brisk trade, which encourages them to maintain friendly relations with the Eisen. Eisen has no real allies, though her mercenaries are hired by almost every nation.

Appearance: Eisen tend to be fair-skinned and have curved, finely chiseled features. Their hair comes in all colors, and they are predisposed to light-colored eyes such as blue and gray. Most Eisen are tall, muscular, and sturdy. Men prefer to wear their hair and beards short and well trimmed. Even the women keep their hair shoulder-length and swept out of the way in braids.

Eisen commoners will normally wear coarse linens, though those who can afford it sometimes wear feathered caps or other affectations. Mercenaries or soldiers dress in brightly dyed leathers with slitted sleeves. Nobles who can afford it will array themselves in any style that can be found outside of Eisen. Men favor short doublets with thigh-length skirts, leggings, and flat, wide-brimmed hats. Women prefer the smaller lace collars as opposed to ostentatiously large ruffled collars. All Eisen clothes utilize a variety of brilliant colors.

For rules purposes, Eisen are exactly like standard humans, except that they only receive 2 bonus skill points at first level. Instead, the following skills are considered class skills for them at all levels, regardless of character class.

Class Skill: Intimidate and Wilderness Lore.

Automatic Language: Eisen.

Bonus Languages: High Eisen, Montaigne and Vendel.

Montaigne

Travelers unfamiliar with Montaigne themselves amazed at the beauty of this land. Vast grasslands produce abundant crops, producing more than enough to supply the nation its needs. The White Mountains of northern Montaigne produce rich deposits of ore, while the province of Dore boasts cattle of great quality and value. The cities are broad, spanning more than a person could walk in a day. Her palaces and chateaus are filled with such luxury that the court of any other country looks poor and drab in comparison. Montaigne is the cornucopia of resources both natural and man-made.

Until recently, Montaigne society was sharply divided along class lines. The nobility lived in decadent splendor, while the peasants eked out a desperate living beneath their Empereur's heel. All that has changed. A bloody revolution swept the old regime out of power, instituting a democratic government and advocating equality for all men. Unfortunately, the revolution's ideals have quickly become corrupt, as financial woes, assassinations, and growing paranoia grip the formerly open nation.

Many Montaigne nobles possess Porté sorcery, which allows them to travel great distances in an instant, retrieve faraway objects, and evade capture. When the Empereur made his sorcerous blood public, the Vaticine Church excommunicated the entire country, much to the peasants' chagrin and the nobles disinterest. Since the Revolution, most Porté sorcerers have had to hide their gifts, or else flee the country under the threat of persecution.

Philosophy: Style is king in Montaigne. Clothing, words, actions, deeds… all display wit and timing on an unprecedented level. Even the Revolution has not snuffed out its people's knack for flair. Montaigne heroics are all larger than life, and Montaigne characters go about their lives with infectious *joi de vivre*. The Montaigne revel in humor, and often play jokes and pranks upon each other. The art of ridicule is also greatly prized, and most people are able to laugh at themselves should they become the butt of a joke. Self-depreciation and the ability to find laughter in one's own faults is important to Montaigne.

Allies and Enemies: Until the Revolution, the Montaigne fought a war on two fronts, and the reverberations of that continue to hurt them. *L'Empereur* Leon, angry at the Church for its attacks on him, sent his own troops to invade and conquer Castillian lands. He also sent his greatest general to conquer Ussura, a feat never before accomplished. Though the Revolution brought an end to such aggression, old wounds die hard for the Castillians and Ussurans.

The Montaigne harbor resentment towards Avalon as well, but thus far their wars keep them too busy to actively pursue it. The Vendel and Vodacce have friendly relations with the nation, mainly because Montaigne is the largest buyer of their wares.

Appearance: Often derisively referred to as "Sunflowers," the Montaigne are generally cleaner and healthier than the people of any other nation. Brown hair and eyes are typical, but blonde hair and hazel or blue eyes also appear amongst the populace. To hide their soft features, noblemen usually sport either a trim mustache or short beard. Women compliment their gentle countenance with long hair that frames their faces. Bright colored clothing is favored. In fact, the more patriotic Montaigne consider the use of muted tones an insult.

For rules purposes, Montaigne are exactly like standard humans, except that they only receive 2 bonus skill points at first level. Instead, the following skills are considered class skills for them at all levels, regardless of character class.

Class Skill: Bluff and Diplomacy.

Automatic Language: Montaigne.

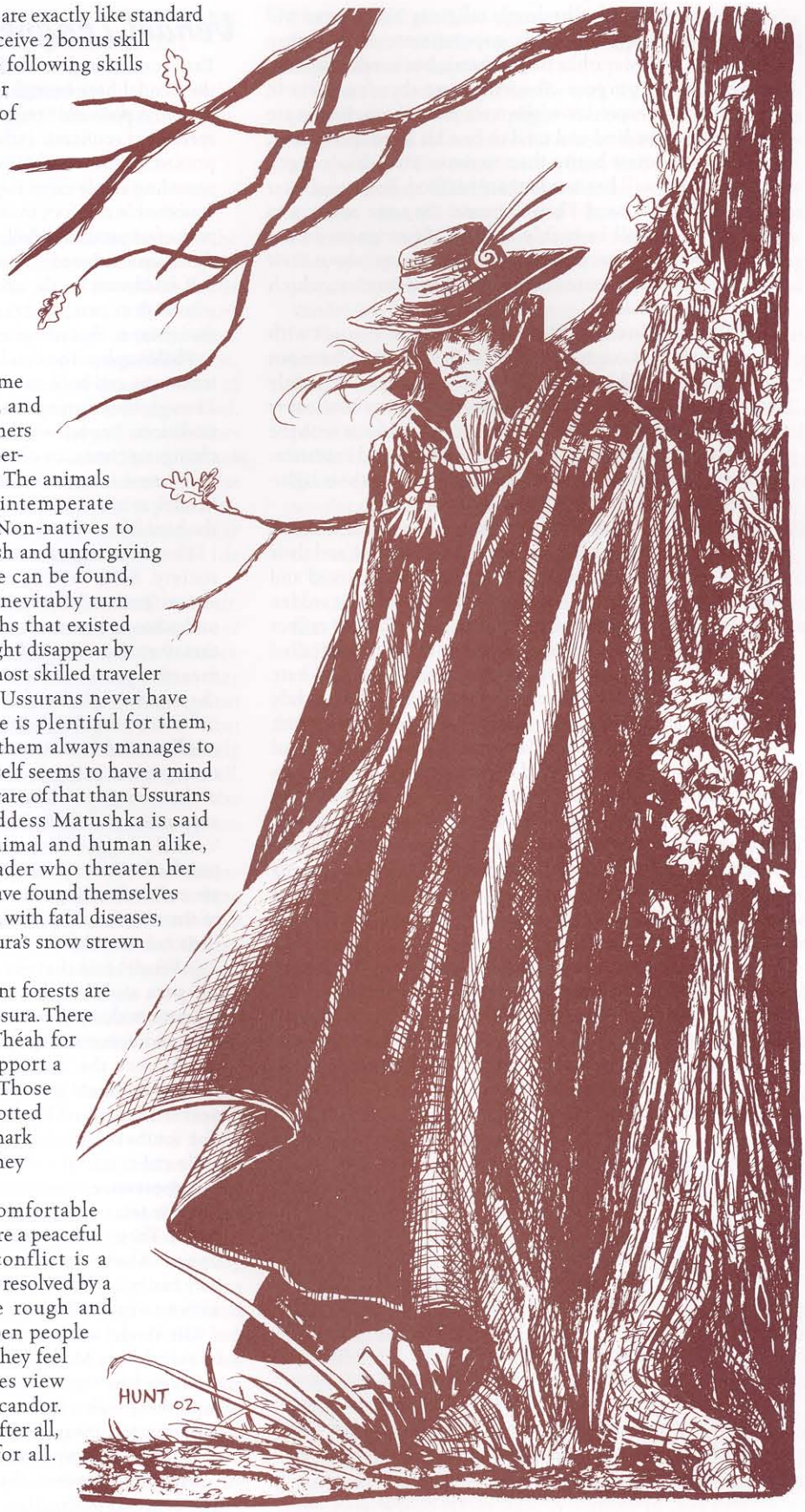
Bonus Languages: Avalon, Castillian, Eisen.

Ussura

Ussura is a forbidding place, home of rabid beasts, frozen forests, and cold and barren plains. The summers in Ussura are short, and the temperature at its highest is still chilly. The animals and plants can endure the intemperate climate... as can the people. Non-natives to Ussura normally find her a harsh and unforgiving land. When they hunt, no game can be found, and the wild fruits scavenged inevitably turn out to be tainted or rotten. Paths that existed before bedding down for the night disappear by the morning, leaving even the most skilled traveler hopelessly lost. Yet the native Ussurans never have problems with the land. Game is plentiful for them, and even the dimmest among them always manages to find his way home. The earth itself seems to have a mind of its own, and no one is more aware of that than Ussurans themselves. Their mother-goddess Matushka is said to watch over her children, animal and human alike, and beware to any foreign invader who threaten her lands or people. Past invaders have found themselves without provisions, struck down with fatal diseases, and dying in the middle of Ussura's snow strewn wastes.

The hardy animals and verdant forests are the main source of income in Ussura. There is great demand from all over Théah for Ussuran pelts, which helps support a thriving fur trading business. Those with noble blood are easily spotted by their piercing green eyes, a mark of the shape-shifting sorcery they employ called Pyreyem.

Philosophy: Kindly and comfortable with their lot in life, Ussurans are a peaceful people. The most common conflict is a taproom brawl, which is quickly resolved by a short series of blows. While rough and uncouth, they are a simple, open people who express their emotions as they feel them. Other nations sometimes view Ussurans as naïve due to their candor. They don't see the need to lie. After all, Mother Matushka provides for all.



Ussurans also tend to be deeply religious. No Ussuran will be foolish enough to flout superstition, or question Matushka's will. Matushka may be harsh, but her punishment always serves a purpose. She will never abandon them in need, and the people know she truly loves them. Boyars are the nobles of the land and tend to be a bit less superstitious, but they still know better than to rouse Matushka's anger.

No Ussuran will hesitate to share his food, fire, and shelter with a traveler in need. They do expect the same courtesy to be shown, and will be highly insulted if foreigners do not display proper generosity. They are quite casual about their own bodies, and communal bathing is common, which shocks many outsiders.

Allies and Enemies: Ussura has neutral contact with most countries, though past skirmishes with Eisen have not been forgotten. The recent war with Montaigne is largely forgotten, though they retain a deep distrust for any Sunflowers they encounter. The Vendel League has curried favor with the Ussurans, who find their services a delightful resource. Avalon also maintains friendly relations, and their lighthearted antics warm the hearts of most Ussurans.

Appearance: Ussuran natives tend to be small and broad, with dark hair and eyes. Their hands are also broad, and their fingers tend to be stubby. Most Ussurans have curved and wide features, as well as somewhat bulbous noses that redden after too much liquor. Pale and hardy, their bodies reflect their inward stalwartness. A tribal people in the far east called *Kosars* are thinner and more lithe, with dark skin and hair.

Ussuran clothes tend to be long and a bit shapeless, tightly gathered in at the waist with a belt. They emphasize warmth over fashion, and show little flair or variation. The traditional garb is a *caftan*, which is layered one over the other for protection against the cold. Hats made out of fur help keep their heads warm. The wealthier Ussurans dye their clothes in flaming oranges and reds. Boyars always wear deep red boots to denote their noble station. Men wear full beards, with long unruly hair. The women of Ussura wear their hair pulled back, maidens keeping their heads uncovered and married women wrapping their hair in cloth.

For rules purposes, Ussurans are exactly like standard humans in every way, except that they only receive 2 bonus skill points at first level. Instead, the following skills are considered class skills for them at all levels, regardless of character class.

Class Skill: Knowledge (nature) and Wilderness Lore.
Automatic Language: Ussuran.
Bonus Languages: Eisen, Cathayan.

Guilders vs. Gold Pieces

The world of Théah uses the guilder — money issued by the powerful Vendel League — as a common currency. It serves roughly the same purpose as the gold piece in standard fantasy campaigns. To keep things simple, we are assuming that 1 guilder equals 1 gold piece for cost considerations. The term "G" is used to denote both guilders *and* gold pieces (a longsword would cost 20 G, for example). There's a lot of room for leeway, however. Horses, for example, are more expensive in *7th Sea*™ than in the *Player's Handbook*,™ while firearms are much, much cheaper. The costs in this book are approximate, and may be adjusted up or down as the DM sees fit.

Vendel League

Based on the largest island in the Norvik chain, called Oddis, the Vendel have brought civilization to their once-backward nation. A powerful consortium of merchants and bankers has spread her economic influence across the world. Hot springs praised for their restorative powers well up from the ground, providing ample cause for tourists. Vendel cities contain every conceivable comfort, from the most renowned chefs to craftsmen of unparalleled skill. Much of the island of Oddis (where the League is based) is covered in mountains, with the other half filled with fertile lands and healthy livestock. Merchants who wish to gain prestige or trade in certain types of merchandise come to this island to better curry favor with the league.

Philosophy: The Vendel deeply value personal wealth and influence, and hold wits and ingenuity above all other traits. Though they spring from the ancient Vestenmannavnjar traditions (*see below*), they realize that they must adapt to changing times, or else become obsolete and powerless. Every new invention and discovery holds great interest to Vendel, as it is a potential source of revenue and a way to ease the hard life of the islands.

The more one owns, the greater his power in Vendel society. Seats within the league itself can be bought, as can "justice." Everything has a price, and a Vendel can undoubtedly procure it for you, if the money is right. Despite that, they also value equality and merit. Whereas other lands measure power in noble lineage and political contacts, the Vendel believe that anyone can achieve wealth and influence provided they work hard enough for it.

Allies and Enemies: The Vendel are friendly with nearly every nation in Théah, and conduct vigorous trade with most of their neighbors. The Montaigne are perhaps their biggest supporters, and Avalon's queen favors them as well. Ironically, Vendel's biggest enemies come from their own former people, the Vestennmannavnjar. Vendel and Vestenmannavnjar are currently engaged in an undeclared civil war for the soul of their nation. The Vesten feel as if the Vendel are ruining their culture, and dishonoring their ancestors and the gods. The Vendel feel that the Vestennmannavnjar are living in the past, and that their "traditions" are actually outdated lodestones that will drive their people to extinction.

In addition, a strong rivalry exists between the Vendel and the Vodacce; the Vendel have usurped Vodacce's position as the consummate merchants of Théah. The Vendel guilder pervades most of Théah, which infuriates the Vodacce. The southern merchant princes slowly feel their control of trade and commerce slipping from their fingers.

Appearance: Vendel are tall, blonde, and have blue eyes. There is some variation in shades of blonde and blue, but not much. They possess extremely high cheekbones and thin lipped countenances. Vendel are quite pale and sunburn very easily. To protect themselves, they never appear outside without a hat or cloak.

The Vendel wear the latest styles from across Théah. If it is fashionable in Montaigne, chances are a Vendel is wearing the exact same cut of cloth. Rather than going to the excesses in clothing styles, they tend to tone down their clothes a bit, so as not to appear gaudy. The recent Vendel invention of a top hat is often worn with their outfits.

For rules purposes, the Vendel are exactly like standard humans, except that they only receive 2 bonus skill points

at first level. Instead, the following skills are considered class skills for them at all levels, regardless of character class.

Class Skill: Appraise and Bluff.

Automatic Language: Vestenmannavnjar.

Bonus Languages: Avalon, Castillian, Crescent, Eisen, Montaigne, Ussuran, Vodacce.

Vestenmannavnjar

The other eight islands of the Norvik chain are home to the Vestenmannavnjar. Modern conveniences hold no sway on these islands. They live by traditions passed down from father to son and mother to daughter, for thousands of years. The landscape is cold and foreboding, though farmland exists in most of the valleys. Mountains are common in this region, but not very breathtaking. Snow covers the land for most of the year, and even in summer, the temperatures are cool.

To keep traditions alive, and the memory of the ancestors of fresh, Vesten skalds or storytellers weave tales of heroes and gods. This, and other elements of their culture, such as singing and music, gives the impression of a primitive people. Change is not something the Vestenmannavnjar easily cope with, and they intend to keep their way of life alive no matter what the cost.

Magic comes in a peculiar form in Vestenmannavnjar. *Skjæren*, those with knowledge of rune magic, can use summon lightning or call down blizzards on their enemies. The fiercest storm holds no fear for this seafaring folk, as they merely invoke the runes to calm it, or turn its rage against another ship on the high seas. Their magic has the most power and versatility on Théah, and is one of their closely guarded secrets. It is said that rune magic is not magic at all, but a divine gift of the gods. Some among the Vendel who possess the power of rune magic, but none save the Vesten can ever truly master it.

Philosophy: Names mean everything to the Vestenmannavnjar. A person can live on forever in the afterlife, as long his name is not forgotten. This is the reason they bear such a fierce hatred for their Vendel brethren. The Vendel change their given names to ones more easily spoken by foreigners — indeed, they change the very name of their race. These actions have killed countless spirits, or so the Vestenmannavnjar believe. They wage unspoken war in a desperate attempt to reverse the Vendels' course.

There are four traits, or virtues that the Vesten esteem above all others. Courage in the face of danger is respected, as long as it is not foolish bravery that results in a needless death. They value loyalty and family as well; in this cold and dark land, relying on each other is the only way to survive. Honesty supports the other virtues, and keeps Vesten intentions pure. Without honesty one cannot be courageous, or loyal to one's family, since there will always be something hidden, coming between them. Last of all, the Vesten believe in luck. Some people are born with a greater measure of luck than others, and some have the kind of luck that can only be described as bad, but fortune in some form has an impact on everybody's lives.

Vestenmannavnjar also love a good story and good mead. The two go hand in hand, and many times this causes trouble. Under their influence, men and women will begin to believe they can do things they never thought possible.

Allies and Enemies: The biggest enemy the Vestenmannavnjar face is their former countrymen, the Vendel. The Vesten fight hard against the growing power of the League, but Vendel's wealth is slowly pushing out the old ways in favor of the new.

Ussura is particularly friendly with them, since they sympathize with the Vestens' plight. Avalon trades with them as well, and Inish sailors often have been found on Vestenmannavnjar ships. The other nations have little interest in them.

Appearance: Like their Vendel counterparts, Vestenmannavnjar are tall, blonde, and blue-eyed. They possess extremely high cheekbones and sunburn very easily. They spring from the same genetic stock, so there is nothing physically different between the Vestenmannavnjar and Vendel save their manner of dress.

The wardrobe of the Vestenmannavnjar consists almost entirely of fur, wool, leather, and linen. Men dress in a long shirt, a leather tunic that reaches to their knees, and a set of linen or wool pants held up by a leather belt. They don tall, pointed, leather hats, and their boots are normally made of either leather or fur. Women replace the shirt with a long, floor-length, sleeveless chemise, but otherwise dress in similar clothes. Hair is worn long, with some hair loose, and braids interspersed for both men and women. Males will normally grow out a full beard to keep their faces warm.

For rules purposes the Vesten are exactly like standard humans, except that they only receive 2 bonus skill points at first level. Instead, the following skills are considered class skills for them at all levels, regardless of character class.

Class Skill: Intimidate and Sense Motive.

Automatic Language: Vestenmannavnjar.

Bonus Languages: Eisen, Avalon.

Vodacce

Vodacce consists of a string of islands, connected to a low, swampy mainland where they produce a variety of food, and a small amount of ore. Large forts and castles dot the terrain, which varies between uncultivable earth, dank bogs, and loamy soil. The long warm summers make Vodacce a pleasant place to live… or they would if one didn't have to worry about the deadly politics

Of greater interest are the six islands that lie off the coast of mainland Vodacce. A merchant Prince rules each island, engaging in Byzantine power struggles with their neighbors and underlings. The architecture of the islands is astounding: towers climb impossibly high into the sky, looking precariously fragile. Each island is in fact made up of many smaller islands connected together throughout the years by bridges, waterways and latticework. Every inch of land has been used, and the maze of canals and catwalks looks like nothing so much as a colossal spider's web.

In Vodacce, only noblewomen are gifted with sorcery. These "Fate Witches" are able to foresee future events, and sometimes alter them. They can tell when someone will die, from what direction the threat will come, who is paying the assassin, and what emotions he feels towards the victim. To handicap these frightening abilities, noble women are kept illiterate and powerless, controlled by their husbands, brothers, and fathers.

The wine in Vodacce is famed for its quality, as are its courtesans. Skilled in dancing, seduction, wit, and acting, the courtesan possesses all the advantages and education that the Fate Witch rivals lack. A woman in this profession

has access to libraries and universities, and is allowed the freedom of learning to read. A Vodacce gentleman will do many things with a courtesan that he would not do with his wife. He can speak about his business and worries, and take her places a "proper" lady would not go. Then he can go home, and take no further thought of her, for in the end she is just a courtesan.

All trade between western Théah and the Empire of the Crescent Moon first finds its way through Vodacce, and the Princes control commerce in other nations as well. Vodacce has a tight grip on most trade in southern Théah, but has recently lost territory to the Vendel League. Once the leaders of a trade empire, it looks as if their sun is slowly setting.

Philosophy: Intrigue and treachery are everyday occurrences in Vodacce. No one trusts anyone else, not even his own family members. Chances are you are standing in his way to attain some goal. The Great Game, as they call it, infests every level of society, as princes, nobles and commoners all jockey against each other for power. Until recently, seven Princes ruled the nation. Today there are five. Who knows how many will hold the reins of power tomorrow?

Pride plays a large role in Vodacce society, as does personal honor. Duels take place on a regular basis, and turning down a duel will cause a great loss of face. Most Vodacce would rather die than be branded a coward. Many pick fights as part of some greater scheme; most noblemen chafe at the bit for a chance to prove their fighting skills. Winning is all that matters, so Vodacce often emply a variety of dirty tricks; and the nation's fighting schools encourage this.

A promise in Vodacce is a sacred thing. Any man who breaks his word blackens his name and his family's. If someone's word is given, it is their bond and they will keep it to the letter. Herein lies the rub; "to the letter" often means obeying the word of the promise without regard to its spirit. If a Vodacce gives his word on something, chances are that the arrangement was more to his benefit than yours. Openly doubting the word of a Vodacce nobleman, however, is grounds for a duel to the death.

Allies and Enemies: Vodacce is engaged in a merchant war with Vendel, whom they view as a threat to their "rightful" economic dominance. They have funded Vestenmannavnjar pirates to create trouble for the Vendel, since the Vesten civil war works in Vodacce's favor.

They keep friendly relations with the other nations, mainly Montaigne, since the Sunflowers purchase all manner of luxury goods. Vodacce has tense relations with Castille, due to their disagreements with their common Vaticine faith. The Vodacce are disdainful of Ussurans, but avoid their homeland; they sense something is different about that distant nation, and have no wish to trifle with it.

Appearance: Most Vodacce are of average height with a slight build. The majority have straight, raven-black hair, and skin ranging from pale to dark olive. Their eyes are also dark, though a few have gray or hazel eyes. There is an air of mystery about them and many a foreign noblewoman has found herself seduced by their dark and smoldering eyes. Angular features and large, straight noses grace most of their countenances.

The Vodacce nobility favors rich, dusky shades of clothing, usually made of panels of fabric laced together by ribbon or leather thongs. Women favor velvet or brocade while men use leather or linen.

Noblewomen wear white, long sleeved, floor-length, linen chemises under an almost entirely black, conservatively cut dress, with long full skirts, and a long dark veil to cover their faces. Their hair can be worn straight in back or braided and bound. Noblemen attire themselves in frock coats that flare below the waist, vests, trousers that are loose enough for free movement, loose linen shirts with wide cuffs, and knee-high leather boots. Courtesans are bright creatures who normally adorn themselves in brilliant colors, cut to the latest fashion. They prefer to wear their hair in whatever style compliments them the best. They also employ elaborate masks to conceal their identity from jealous wives, as well as add to their air of mystery.

For rules purposes, Vodacce are exactly like standard humans, except that they only receive 2 bonus skill points at first level. Instead, the following skills are considered class skills for them at all levels, regardless of character class.

Class Skill: Bluff and Sense Motive.

Automatic Language: Vodacce.

Bonus Languages: Avalon, Castillian, Crescent, Eisen, Montaigne, Théan, Ussuran, and Vestenmannavnjar.

Others

There are many people who find themselves disenchanted with their nations and decide to strike out on their own. Of course there are others who are forced to flee their countries, and take on new identities. These people stay out of the affairs of their former homelands, and take up professions *as pirates, mercenaries, and jacks-of-all-trades. The most promi-* nent collection of these souls is the Brotherhood of the Coast, a nation of pirates based in the form island prison of La Bucca.

Philosophy: The outlook of nationless people varies from individual to individual. Most wish only to find a place in the world, to acquire as much wealth and possessions as possible, or to live life to the fullest. Friends and comrades at arms replace families, and one's companions are the only ones in the world who truly matter.

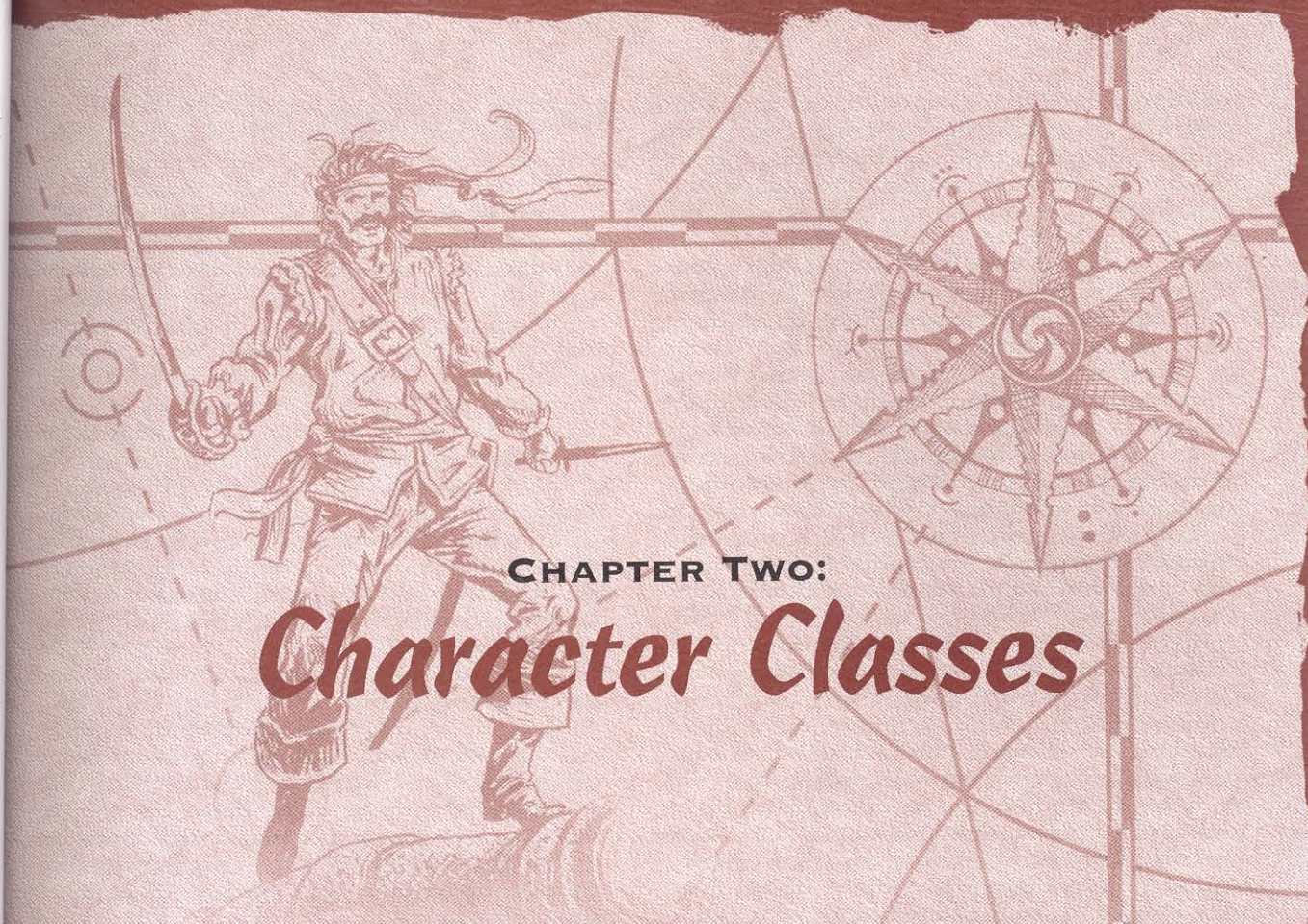
Allies and Enemies: Many nations look down upon those who have forsaken their homelands. Avalon and Eisen are more sympathetic to these wanderers, since Avalon utilizes their services, and many of them come from Eisen itself. Other nations usually let them be, but view them with distrust. The Vendel are more than happy to employ them, so long as they behave. The Vestenmannavnjar also recruit them, even though most are motivated more for the promise of riches than any loyalty to the Vesten cause. Vodacce often put Drifters to use, since they will not be missed once their services are no longer needed.

Appearance: Drifters come from all backgrounds and nations, so their appearance varies greatly. They will normally wear slightly shabbier clothes than the norm, but this depends greatly on their wealth. If someone is originally from Eisen, he keeps his blonde or brown locks, and muscular build. Genetics do not change, even if personal loyalties do.

Drifters work the same way that standard humans do as described in the *Player's Handbook*™.

Automatic Language: Choose any one language, excluding Théan and Teodoran.

Bonus Languages: Avalon, Castillian, Crescent, Eisen, Montaigne, Théan, Ussuran, and Vestenmannavnjar.



CHAPTER TWO:

Character Classes

Using Core d20 Character Classes

The primary d20 System™ character classes, such as fighter, ranger, or monk, require some modifications to fit in a world of swashbuckling adventure. Those options were designed with a lower level of technology and a greater presence of magic in mind. The following notes provide advice and new rules for using rangers, paladins, and wizards alongside musketeers and courtiers. In addition to these generic suggestions, notes for using each class in Théah are also provided.

Restricted Spellcasting Classes

The first and most important question you need to consider is whether magic plays a heavy role in your swashbuckling game. In many swashbuckling games, firearms and other technological advances have replaced magic as a major force in society. Even wizards have a hard time standing up to a cannon or corps of muskets. The roles of clerics, druids, sorcerers, and wizards take on a different cast in a swashbuckling campaign.

Spellcasters in Théah

In the world of Théah, magic is restricted to bloodlines, and works much differently than most fantasy campaigns. Thus, the following character classes do not exist in that world: cleric, druid, sorcerer, and wizard. Other classes that cast spells, such as the ranger and bard, must use the non-magical variants presented below. As presented, those four classes rely on spells and forms of magic that don't fit into Théah's background. For example, the Vaticine church abhors sorcery and would find clerics tossing spells such as *flame strike* or *spiritual weapon* to be crimes against the natural order.

Spellcasters in Other Worlds

If you want magic in your campaign, there's no reason to keep it out. While this deviates from most genre sources and the world of Théah, there's no reason why you shouldn't use the core classes if you want to. As always, consult your DM before proceeding, however.

Clerics

In a swashbuckling world, clerics take the roles of priests and religious leaders, much as they do in traditional fantasy games. Players may create deities and their associated domains just like they would for any other fantasy campaign. However, you might want to use a monotheistic religion in your swashbuckling campaign, to reflect the Catholic church which dominated Europe in the 17th and 18th centuries. In this case, all clerics pray to the same god, but their domains are determined by their alignment, rather than their deity's portfolio. In theory, the god of a monotheistic religion claims power over all aspects of life and the cosmos, giving followers access to any domain. Therefore, the attitudes and heart's desires of priests play an important role. A cleric of a monotheistic religion receives 2 domains normally. He must choose one domain based on one aspect of his alignment. He chooses his second one

freely from the full list of domains. For example, a lawful good cleric must choose either the Law or Good domain and any one other domain, while a chaotic neutral one would have to take Chaos. True neutral clerics may choose any 2 domains.

Druids

Druids take the role of shamans, lurking in the wilds at the edge of civilization. Peasants and simple villagers may look to them for aid in tending their crops and guidance in spiritual matters, while the civilized churches hunt and persecute them as heretics. In a world where monotheism reigns over civilized lands, druids represent initiates of the older traditions, shamans who still follow their ancestors' ways despite the rise of new religions. The rise of technology, particularly firearms, increases the tension between druids and civilized men. Not only do druids cling to older traditions, they must watch as the order they cling to is slowly destroyed to build ships, expand cities, and pave the way for civilization.

If you would rather not present druids in total conflict with the civilized world, they can be simple hermits and witches who practice their unique brand of magic in solitude. While they maintain a close tie to nature, they operate as hedge magicians, providing simple, practical magic for a price, studying alchemy, and exploring the natural world.

In adventures, a druid makes an excellent explorer and provides a strong contrast to the elegant social setting of many swashbuckling games. The druid can be as suave and sophisticated as a swashbuckler or practiced courtier, but at his core he is a rugged outdoorsman. In campaigns centered on naval action, the druid's talents with nature extend to an oceanic setting. His wild shape ability allows him to become a fish or other aquatic creature, and spells such as *water breathing* and *control winds* make him a valuable addition to any ship's crew. In worlds where magic is common, most ships boast a sea druid who uses his magic to protect the vessel while ensuring that other crew members respect the sea.

Sorcerers and Wizards

Sorcerers and wizards are important assets to any kingdom, and their studies and talents are closely watched and regulated. The king's musketeers may hunt down sorcerers as threats to peace, while the nation's sole magic academy produces spellcasters trained to serve the king.

The critical difference between sorcerers and wizards is how others see them. In some realms, sorcerous ability may run in noble families, granting sorcerers many advantages and an honored place in society. Meanwhile, wizards are seen as deviants who seek to usurp the ruling family's rightful boon. Anyone caught with a spellbook is burned at the stake, along with his "unholy" tomes and items.

On the other hand, some monarchs view sorcerers as a dangerous wild card, as their powers are formidable, accessible to the lower class, and difficult to control. Since wizards depend on extensive training and spellbooks to maintain their abilities, a government has a much easier time controlling the spread of magical training and its practice. Sorcery arises from within, making it impossible for a government to effectively control it. In such cases, the government may employ wizards as "special retainers," serving the crown in exchange for legal sanction.

Modified Classes

Bards

This wandering storyteller and entertainer fits in well with the feel of a swashbuckling campaign. At the same time, his reliance on magic makes the bard a poor fit for many campaigns. The wanderer and courtier classes presented here both provide a solid replacement for the role covered by the bard. However, the bard also makes a good fit for a swashbuckling game that centers on intrigue and high society. His skill selection and bardic music ability are tremendous assets when dealing with others, even if the concept of a wandering musician has no place in your game.

Bards in Théah

With his reliance on charm and style, the bard hails from any nation. Entertainment knows no national boundaries. However, you must use the non-magical variant of the bard presented below; this class's magical abilities are out of place in the world of Théah.

Bards in Other Worlds

The bard shares many of the courtier's qualities, save for magic abilities. His music and performances inspire his friends to great feats of daring, though his ability to captivate audiences sets him apart from the courtier class. In worlds with low or no magic, consider using the courtier to mimic the bard's abilities. Simply change the courtier's upper class background to fit that of a wandering minstrel and you have a serviceable character class.

In worlds where the bard class does not have access to magic, use the following modified basic bard class:

This version of the bard replaces his magical ability with enhanced combat and social capacities. It works much better as a supporting fighter than the original version: he can wear armor without penalty, since he no longer relies on magic, and has superior hit points.

Théan Bard

Alignment: Any nonlawful.
Hit Die: d8.

Class Skills

The bard's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Point at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are the class skills of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons. Additionally, the bard is proficient with one of the following weapons: longbow, composite longbow, longsword, rapier, sap, short composite bow, short sword, shortbow, small sword or whip. Bards are proficient with light armor, medium armor, and shields. Additionally all bards gain the feat: Exotic Weapon Proficiency (firearms).

Bardic Music: Once per day per level, a bard can use his song or poetics to produce seemingly magical effects on those around him. Depending on the ranks he has in his Perform skill, he can create any of the effects listed below. Like casting a spell with a verbal component, a deaf bard suffers a 20% chance to fail with his music. If he fails, the attempt still counts against his daily limit.

Inspire Courage: A bard with 3 or more ranks in Perform can to inspire courage in his or her allies. To be affected, an ally must hear the bard sing for a full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. For rules purposes, *Inspire Courage* is considered a supernatural, mind-affecting ability, even if the game world in question does not normally contain such phenomena.

Countersong: A bard with 3 or more ranks in Perform can counter magical effects that depend on sound (but not spells that simply have verbal components). As with *Inspire Courage*, a bard may sing, play, or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the bard makes a Perform check. Any creature within 30 ft. of the bard (including the bard himself) who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The bard may keep up the countersong for 10 rounds. For rules purposes, *Countersong* is considered a supernatural ability, even if the game world in question does not normally contain such phenomena.

Fascinate: A bard with 3 or more ranks in Perform can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the bard and must be within 90 ft. The bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of a nearby combat or other dangers prevents the ability from working. The bard makes a Perform check, and the target can negate the effect with a Will saving throw

Table 2-1: Théan Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Bardic Music, Bardic Knowledge
2	+1	+0	+3	+3	
3	+2	+1	+3	+3	
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	Iron Glare 1/day
9	+6/+1	+3	+6	+6	
10	+7/+2	+3	+7	+7	
11	+8/+3	+3	+7	+7	
12	+9/+4	+4	+8	+8	Iron Glare 2/day
13	+9/+4	+4	+8	+8	
14	+10/+5	+4	+9	+9	
15	+11/+6/+1	+5	+9	+9	
16	+12/+7/+2	+5	+10	+10	Iron Glare 3/day
17	+12/+7/+2	+5	+10	+10	Command
18	+13/+8/+3	+6	+11	+11	
19	+14/+9/+4	+6	+11	+11	
20	+15/+10/+5	+6	+12	+12	Iron Glare 4/day

equal to or greater than the bard's check result. If the saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the bard. While fascinated, the target's Spot and Listen checks suffer a –4 penalty. Any potential threat (such as an ally of the bard moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming a missile weapon, automatically breaks the effect.

While fascinating (or attempting to fascinate) a creature, the bard must concentrate, as if casting or maintaining a spell. For rules purposes, Fascinate is considered a spell-like, mind- affecting charm ability even if the game world in question does not normally contain such phenomena.

Inspire Competence: A bard with 6 or more ranks in Perform can help an ally succeed at a task. The ally must be able to see and hear the bard and must be within 30 ft. The bard must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible. The bard can maintain the effect for 2 minutes (long enough for the ally to take 20). For rules purposes, Inspire Competence is considered a supernatural, mind-affecting ability even if the game world in question does not normally contain such phenomena.

Suggestion: A bard with 9 or more ranks in Perform can make a *suggestion* (as the spell) to a creature that he has already fascinated (*see above*). The suggestion doesn't count against the bard's daily limit on bardic music performances (one per day per level), but the fascination does. A Will saving throw (DC 13 + the bard's Charisma modifier) negates the effect. For rules purposes, Suggestion is considered a spell-like, mind-affecting charm ability even if the game world in question does not normally contain such phenomena.

Inspire Greatness: A bard with 12 or more ranks in Perform can inspire greatness in another creature. For every three levels the bard attains beyond 9th, the bard can inspire greatness in one additional creature. To inspire greatness, the bard must sing and the creature must hear the bard sing for a full round, as with inspire courage. The creature must also be within 30 ft. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the bard continue to sing and for 5 rounds thereafter. (All these bonuses are competence bonuses.) The target gains the following boosts:

- +2 Hit Dice (d10s that grant temporary hit points)
- +2 competence bonus on attacks
- +1 competence bonus on Fortitude saves

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell. For rules purposes, Inspire Greatness is considered a supernatural, mind-affecting enchantment ability even if the game world in question does not normally contain such phenomena.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Iron Glare: Just as the bard's confidence and grace inspire his friends, so too do they strike fear into his enemies. If the bard uses a full-round action to make an Intimidate check, he locks eyes with a single humanoid target, shaking his confidence with a sneering glare. The bard uses the Intimidate skill against his target. If successful, the target of the check may make no actions on his next turn. The bard may use this ability once per day at 8th level, twice at 12th, three times at 16th and four times per day at 20th.

Command: At 17th level, once per day, the bard can focus his commanding presence to bend the will of another to his bidding. The target of this ability must make a Will save (DC 10 + half bard's level + bard's Cha modifier) or obey his one-word command for a single round. The bard's presence is so powerful that others naturally want to obey him.

Ex-Bards

A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

Paladins

A valiant crusader for the cause of good, the paladin is an anachronism in most swashbuckling games, where the age of a knight in shining armor atop a rearing charger is but a memory. In some ways, a lawful good musketeer replaces a paladin, as that class's dedication to a cause or monarch could be stretched to accommodate a paladin's embrace of justice and righteous actions.

Paladins in Théah

The dominant Vaticine Church has many defenders and crusaders. However, these warriors count as fighters or musketeers who work in the Church's name. Thus, the paladin class is very rare in Théah. However several chivalrous orders, such as die Kreuzritter or the Knights of the Rose and Cross, have men and women of faith within their ranks, who could be considered paladins provided they meet the requirements. In any case, playing a paladin in Théah is subject to final approval by the DM.

Paladins in Other Worlds

In a world where divine magic is common, paladins take the role of crusaders and defenders of the faith. As a rule of thumb, if your setting allows clerics as a character class then paladins also fit in. Otherwise, it is best to replace the paladin with a musketeer dedicated to a religious figure or a particular church.

If you still wish to use the paladin class in a setting where magic is uncommon or weak, use the modified core paladin class provided below.

This version of the paladin compensates for his lost magical abilities with improved combat skills. This paladin is more a knight and crusader than the traditional, divine warrior represented by the paladin class.

Théan Paladin

Alignment: Lawful good.
Hit Die: d10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Point at Each Additional Level: 4 + Int modifier.

Class Features

The following are the class features of the paladin.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields.

Detect Evil: At will, the paladin can *detect evil* as a spell-like ability. This ability duplicates the effects of the spell *detect evil.*

Divine Grace: A paladin applies his Charisma modifier (if positive) as a bonus to all saving throws.

Lay on Hands: Each day a paladin can cure a total number of hit points equal to the paladin's Charisma bonus (if positive) times the paladin's level. The paladin can cure themselves. The paladin may choose to divide his curing among multiple recipients, and he or she doesn't have to use it all at once. For rules purposes, Lay on Hands is considered a spell-like ability whose use is a standard action.

Alternatively, the paladin can use any or all of these points to deal damage to undead creatures. Treat this attack just like a touch spell. The paladin decides how many cure points to use as damage after successfully touching the undead creature.

Divine Health: A paladin is immune to all diseases, including magical diseases.

Aura of Courage: Beginning at 2nd level, a paladin is immune to fear (magical or otherwise). Allies within 10 ft. of the paladin gain a +4 morale bonus on saving throws against fear effects. For rules purposes, granting the morale bonus to allies is considered a supernatural ability.

Smite Evil: Once per day, a paladin of 2nd level or higher may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to the his attack roll and deals 1 extra point of damage per level. If the paladin accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. For rules purposes, Smite Evil is considered a supernatural ability.

Remove Disease: Beginning at 3rd level, a paladin can remove disease, as per the spell *remove disease,* once per week. For rules purposes, Remove Disease is considered a spell-like ability for paladins.

Turn Undead: The paladin may use this ability a number of times per day equal to three plus the paladin's Charisma modifier. The paladin turns undead as a cleric of two levels lower would.

Religious Fury: Starting at 4th level the paladin may send himself into a religious fury once per day. Until the end of the encounter the paladin gains a bonus to his to hit rolls and damage rolls equal to his Charisma modifier against those that do not share the same devotion to the paladin's god. While the paladin is using this ability he may move his full movement and still take a full attack; however he is considered flat-footed and is denied his Dexterity modifier and all dodge bonuses to his AC. The paladin may use this ability twice per day at 8th level, three times per day at 12th level, 4 times per day at 16th level and 5 times per day at 20th level. A paladin may not invoke more than one religious fury at one time.

Extra Turning: As a feat, a paladin may take *extra turning.* This allows the paladin to turn undead four more times per day than normal. A paladin can take this feat multiple times, gaining four extra daily turning attempts each time.

Table 2-2: Théan Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	*Detect Evil*, Divine Grace, Lay on Hands, Divine Health
2	+2	+3	+0	+0	Aura of Courage, Smite Evil
3	+3	+3	+1	+1	*Remove Disease*, Turn Undead
4	+4	+4	+1	+1	Religious Fury 1/day
5	+5	+4	+1	+1	Special Mount
6	+6/+1	+5	+2	+2	*Remove Disease* 2/week
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Religious Fury 2/day
9	+9/+4	+6	+3	+3	*Remove Disease* 3/week
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Religious Fury 3/day, Remove Disease 4/week
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	*Remove Disease* 5/week
16	+16/+11/+6/+1	+10	+5	+5	Religious Fury 4/day
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Remove Disease 6/week
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Religious Fury 5/day

Special Mount: Upon or after reaching 5th level, a paladin can call an unusually intelligent, strong, and loyal steed to serve him or her in her crusade against evil. This mount is usually a heavy warhorse (for a medium-size paladin) or a warpony (for a small paladin).

Should the paladin's mount die, another cannot be called for a year and a day. The new mount has all the accumulated abilities due a mount of the paladin's level.

The DM will provide information about the mount that responds to the paladin's call.

Code of Conduct: A paladin must be of lawful good alignment and loses all special class abilities if she ever willingly commits an act of evil. Additionally, a paladin's code requires that he respect legitimate authority, act with honor (not lying, not cheating, not using poison, etc.), help those who need help (provided they do not use the help for evil or chaotic ends), and punish those that harm or threaten innocents.

Associates: While he may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters. A paladin will not continue an association with someone who consistently offends her moral code. A paladin may only hire henchmen or accept followers who are lawful good.

Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all special abilities and spells, including the service of the paladin's warhorse. She also may not progress in levels as a paladin. She regains her abilities if she atones for her violations, as appropriate.

Rangers

Skulking through great forests and other stretches of wilderness, the ranger is a scout who relies on his stealth and knowledge of the terrain to defeat his foes. While a wilderness warrior does not fit with the standard view of a swashbuckling world, the ranger does have a place in such games.

Rangers in Théah

Wilderness warriors from Avalon, Ussura and Vendel follow the ranger class. These characters are survivalists who rely on hunting and their knowledge of the wilderness to provide for themselves and others. Explorers and woodsmen also fit the ranger mold regardless of their national origin; the ranger's abilities mimic those commonly used by those two professions. Furthermore, the ranger covers the archetype of a highwayman or armed bandit rather well. When using the ranger in Théah, apply the changes listed below in order to replace the class's magical abilities.

Rangers in Other Worlds

The guidelines provided by Théah work with most any swashbuckling setting. The ranger's knowledge of the wilds make him an excellent explorer or scout, and any voyage across the sea to a distant land could use the expertise and abilities offered by a ranger.

When using this class in a world with little or no magic, or an arcane tradition significantly different from the core d20™ magic system, use the following modified core ranger class:

This version of the ranger operates as a more flexible fighter with a broader range of skills and ability at the cost of his magic. Compared to a swashbuckler or fighter, he comes up short in terms of raw combat skill, but his favored enemy ability and broader range of skills and feats makes him more adept in non-combat situations.

Théan Ranger

Alignment: Any.
Hit Die: d10.

Class Skills

The ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Point at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are the class features of the ranger.

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Two Weapon Fighting: When wearing light armor or no armor, a ranger can fight with two weapons as if he or she had the feats Ambidexterity and Two-Weapon Fighting. The ranger loses this special bonus when fighting in medium or heavy armor, or when using a double-headed weapon (such as a double sword).

Track: A ranger gains Track as a bonus feat.

Favored Enemy: At 1st level, a ranger may select a type of creature as a favored enemy. (A ranger can only select his own race as a favored enemy if he is evil.) Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A ranger also gets the damage bonus with ranged weapons, but only against targets within 30 ft. (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

At 5th level and at every five levels thereafter (10th, 15th, and 20th level), the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1.

Table 2-3: Ranger Favored Enemies

Type	Examples
Aberrations	Beholders
Animals	Bears
Beasts	Owlbears
Constructs	Golems
Dragons	Black dragons
Elementals	Xorns
Fey	Dryads
Giants	Ogres

Humanoid type	*
Magical beasts	Displacer beast
Oozes	Gelatinous cubes
Outsider type	*
Plants	Shambling mounds
Shapechangers	Werewolves
Undead	Zombies
Vermin	Giant spiders

* Rangers may not select "humanoid" or "outsider" as a favored enemy, but may select a more narrowly defined type of humanoid or outsider. The ranger may chose his own race as his favored enemy, even if his alignment is good. Bounty hunters, trackers, and explorers often work with other people and learn to read their emotions and trails. In particular, explorers who often travel into foreign cultures are a good fit for using human as a chosen enemy. In this case, the ranger is merely very good at dealing with strangers, rather than possessing hatred against them.

Provided by Nature: Starting at 3rd level the ranger may spend one hour and make a wilderness lore check to find curing herbs within nature. To calculate the DC of the check, the ranger decides on a number of d6s of damage that he wishes to heal and multiplies that number by 5 (thus, a herb that heals 3d6 hit points would have a DC 15). When the herb is taken with a night's rest, the creature ingesting it will heal a number of hit points equal to the herb's heal rating. At 11th level the ranger may attempt to search for deadly poisons. The DC to find a poison is equal to the poison's cost in G divided by 10, rounded up (a poison with a cost of 155 G would have a DC of 16). The poison must originate from a creature or plant native to the patch of wilderness that the ranger is searching (DM discretion). The ranger must do nothing else but look for the herb or poison; he may not be traveling through the wilderness, or otherwise occupied. A ranger that cannot spend at least one hour in the wilderness searching for the herb or poison may not use this ability. If the wilderness lore check fails, the ranger must spend another hour in the wilderness searching to attempt a recheck. At 18th level the ranger never risks accidentally poisoning himself when applying poison to a blade or arrow tip.

Improved Two-Weapon Fighting: A ranger with a base attack bonus of at least +9 can choose to gain the Improved Two-Weapon Fighting feat even if he does not have the other prerequisites for the feat. The ranger must be wearing light armor or no armor in order to use this benefit.

Unchanged Classes

Barbarians

The traditional loincloth-clad, broadsword-swinging barbarian has little place in a swashbuckling campaign. However, with a few tweaks he can still fit in. After all, there are always isolated corners of the world where civilization has not yet extended its reach. The common theme amongst barbarians is their battle rage and knowledge of the outdoors. A pirate captain renowned for his ferocity in battle qualifies as a barbarian, even though may not match the fur-clad, greataxe-wielding Northman archetype. Any rough and tumble character that relies on emotion in battle fits the barbarian class.

Barbarians in Théah

The barbarian hails from the Vesten lands, Ussura, or parts of the Highland Marches, where civilized niceties as gunpowder and fencing have not yet displaced the battle-axe and a berserker's fury as weapons of choice. In particular, the tradition-bound warriors of Vestenmannavnjar perfectly fit the mold of a fierce Norse berserker. These warriors are crude primitives in the minds of most civilized Théans, but their ferocity in battle is unmatched.

Barbarians in Other Worlds

The barbarian is a foreigner, relying on his strength and berserk fury to survive in an alien world of flashing sabers, muskets, and sprawling cities. As an outsider the barbarian struggles through most social situations, but in a fight his brutal fury is quite effective. Remember that barbarians are uncivilized but not stupid. Try to avoid playing a barbarian for comic relief, unless that fits in with the tone of the game.

Table 2-4: Théan Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Track, 1st Favored Enemy
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	Provided by Nature (Healing Herbs)
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	2nd Favored Enemy
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	3rd Favored Enemy
11	+11/+6/+1	+7	+3	+3	Provided by Nature (Poison)
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	4th Favored Enemy
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Provided by Nature (Poison Use)
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	5th Favored Enemy

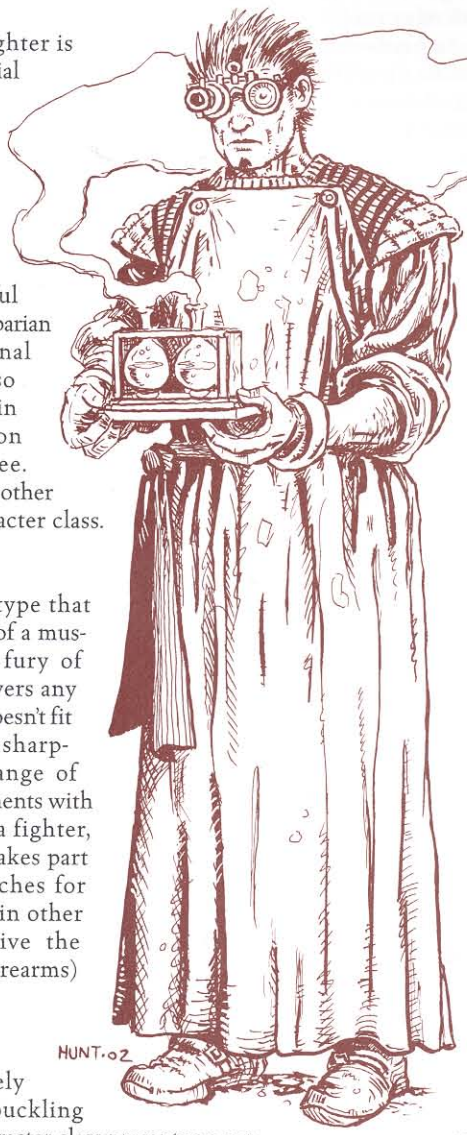
The barbarian class is also a good fit for the rambunctious tough guy, a daring brawler who loves a good fight and disdains the musketeer's talents with the rapier as effeminate posturing. The towering, ox-like first mate of a pirate ship known for pitching overboard anyone who talks back to him qualifies as a barbarian.

Fighters

A mercenary and man-at-arms, the fighter lacks the musketeer's elegance and skill at fencing, but compensates for it with his ability to fight with a greater range of weapons.

Fighters in Théah

In the world of Théah, the fighter is king in Eisen. That realm's martial tradition focuses on the use of heavy armor and the broadsword, yielding more fighters then musketeers amongst its population. Ussura and Vendel also contain many fighters, primarily warriors who are too thoughtful or level-headed to follow the barbarian class. Most elite, professional mercenaries and soldiers also qualify for this class. Fighters in Théah receive Exotic Weapon Proficiency (firearms) for free. Other than that, they follow all other rules for the core fighter character class.



Fighters in Other Worlds

The fighter fits any warrior-type that eschews the fancy maneuvers of a musketeer and lacks the inner fury of a barbarian. This class also covers any sort of expert combatant who doesn't fit with the musketeer class. A sharpshooter who uses a wide range of firearms and can snipe at opponents with great accuracy is considered a fighter, as is a barroom brawler who takes part in bare knuckle boxing matches for money. As in Théah, fighters in other swashbuckling worlds receive the Exotic Weapon Proficiency (firearms) feat for free.

Monks

Martial arts are completely unheard of it most swashbuckling movies and books. The core character class presents a poor fit for most games, unless you are comfortable injecting a character from a distant, exotic land into your campaign.

Monks in Théah

Monks in Théah originate from the Crescent Empire and the distant land of Cathay. By luck, circumstance, or perseverance, a monk somehow made the arduous journey from his home. A monk could be anything from a traveler stranded by a shipwreck to an emissary seeking enlightenment and knowledge amongst foreign barbarians. Use the monk character class without any changes. In addition, the monk does not start play with knowledge of any native languages unless his player spends skill ranks to purchase them.

Monks in Other Worlds

The monk is a poor fit for most swashbuckling games, and unless you feel comfortable introducing an Asian realm into your game, you may wish to disallow it. While the class might be fun for the occasional change of pace or taste of the exotic, think carefully about your world's history and background before making monks commonplace. If you do feel a monk fits in with your game, martial artists are either visitors from a distant lands or adherents of a strict regimen of unarmed combat that developed alongside fencing and firearms. Perhaps monks developed their fighting style as a tool to utilize common farm implements against better-armed and armored oppressors.

Rogues

The wily, stealthy rogue fits in very well with the concept of a freewheeling, swashbuckling campaign. Thugs, pirates, and other thieves make good rogues, as do explorers and scouts. The spy character class shares many traits with rogues, and you may wish to use either the spy or the rogue in you campaign. However, the spy is different enough that there's no reason they can't stand as separate classes.

Rogues in Théah

The world of Théah is home to a multitude of rogues, from cunning pirates who sail the seas to brave archaeologists who venture deep into Syrneth ruins. Rogues are found in all nations pursuing the same range of jobs and skill as depicted in the core class. The courtly intrigue and elaborate political games of Théah make it an ideal place for the rogue character class. When using the rogue in Théah, do not modify its class skills or abilities.

Rogues in Other Worlds

As with Théah, the rogue fits well in almost any swashbuckling setting. Any game that revolves around intrigue, stealth, and hidden agendas makes a good home for a rogue. Use the core class as presented, without modifications.

New Character Classes

The following character classes represent the most important archetypes for a swashbuckler setting. They are intended to give players a better feel for the swashbuckler campaign, as well as a wider variety of options to choose from.

Table 2-5: The Alchemist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Craft Elixirs
2	+1	+3	+0	+3	
3	+1	+3	+1	+3	Brew Potion
4	+2	+4	+1	+4	
5	+2	+4	+1	+4	Brew Potion (4th level spells)
6	+3	+5	+2	+5	Modify Metals
7	+3	+5	+2	+5	
8	+4	+6	+2	+6	Brew Potion (5th level spells)
9	+4	+6	+3	+6	
10	+5	+7	+3	+7	
11	+5	+7	+3	+7	Brew Potion (6th level spells)
12	+6/+1	+8	+4	+8	
13	+6/+1	+8	+4	+8	
14	+7/+2	+9	+4	+9	Brew Potion (7th level spells)
15	+7/+2	+9	+5	+9	
16	+8/+3	+10	+5	+10	
17	+8/+3	+10	+5	+10	Brew Potion (8th level spells)
18	+9/+4	+11	+6	+11	
19	+9/+4	+11	+6	+11	
20	+10/+5	+12	+6	+12	Brew Potion (9th level spells), Transmute Metals

Alchemist

The alchemist is a master of wondrous potions and elixirs that grant those who drink them health, strength, and arcane abilities. He uses his collection of recipes to transform mundane ingredients into potent mixtures. He also learns to use chemicals to strengthen metals and eventually transform them into gold. The alchemist is familiar with magic, and though he cannot cast spells, he does know how to duplicate their effects with his recipes.

In Théah, alchemy is more limited than in standard fantasy campaigns, as supernatural disciplines give way to harder scientific principles. The sinister Blood Magic experiments of Alvara Arciniega reflect alchemical principles, as do other, more benign organzations. Further details on Arciniega and the dark magics he has uncovered will be included in the upcoming *Magic of Théah* sourcebook.

Game Rule Information

Alchemists have all the following game statistics.

Abilities: Intelligence is critically important to an alchemist, as it dictates the potency of his creations and the number of recipes he knows. Constitution helps the normally frail alchemist survive danger, while a good Dexterity lets him accurately measure precise amounts of dangerous chemicals.

Alignment: Alchemists cover a wide range of alignments. For every lawful one who records his recipes and produces his goods in carefully controlled experiments, there is a chaotic counterpart who slings together ingredients based on little more than guesswork and estimates.

Hit Die: d6.

Starting Wealth: 3d4 × 10 G.

The alchemist also starts with a small kit of tools and agents needed to make his elixirs. This kit is kept in a wooden box and weighs 10 pounds. A replacement kit cost 25 G.

Table 2-6: Alchemist Recipes Known

Level	0	1	2	3	4
1	3	–	–	–	–
2	4	–	–	–	–
3	5	1	–	–	–
4	6	2	–	–	–
5	6	3	–	–	–
6	6	4	–	–	–
7	6	5	1	–	–
8	6	6	2	–	–
9	6	6	3	–	–
10	6	6	4	–	–
11	6	6	5	1	–
12	6	6	6	2	–
13	6	6	6	3	–
14	6	6	6	4	–
15	6	6	6	5	1
16	6	6	6	6	2
17	6	6	6	6	3
18	6	6	6	6	4
19	6	6	6	6	5
20	6	6	6	6	6

0-level: *Cure minor wounds, enlarge, feather fall, jump, purify food and drink, resistance, virtue.*

1st-level: *Bull's strength, cat's grace, comprehend languages, darkvision, endure elements, expeditious retreat, goodberry, obscuring mist, shocking grasp, spider climb.*

2nd-level: *Aid, barkskin, blur, cure moderate wounds, delay poison, detect thoughts, endurance, lesser restoration, remove paralysis, see invisibility.*

3rd-level: *Blink, clairaudience/clairvoyance, cure serious wounds, fly, gaseous form, haste, neutralize poison, protection from elements, remove blindness/deafness, remove disease, speak with plants, tongues, water breathing.*

4th-level: *Cure critical wounds, improved invisibility, polymorph self, restoration, shout, stoneskin.*

Class Skills

The alchemist's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Forgery (Int), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Point at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the alchemist.

Weapon and Armor Proficiency: Alchemists are proficient with all simple weapons.

Concoct Elixirs: Alchemists learn a number of recipes that produce wondrous elixirs capable of boosting a man's strength, granting him incredible speed, or giving him the ability to see invisible creatures. Each day, an alchemist may spend an hour producing a batch of elixirs: simple, fragile concoctions that go bad and lose their effectiveness after 24 hours. Alchemists know a total number of recipes as determined by their level per the table below. Each recipe corresponds to a different magic spell, and the recipes available to the alchemist are listed by level. Alchemists choose the recipes they have mastered from that list.

Each day, an alchemist can produce a total number of elixirs based on the recipes' level. The total levels in recipes he can make equals his level plus his Intelligence modifier. Two 0-level recipes count as one 1st-level recipe (or ½ of a level towards the total number of recipes). These elixirs each last only 24 hours, after which they lose their effectiveness. An alchemist must have a fire, a small toolkit, and vials for each elixir. To keep things simple, he is assumed to be able to use readily available ingredients to produce his wares. Even in distant lands the alchemist knows his elixirs well enough to substitute new ingredients for old.

Anyone drinking an elixir produced in this manner gains the benefit of the spell to which the elixir corresponds. The target is always the drinker. A spell with an area of effect created in elixir form, such as *haste*, works only on the person who drinks it. The spell is cast at the alchemist's level in this class. A person can drink multiple elixirs with no side effects, aside from any normally caused by the spells they mimic.

When an alchemist gains a level, he learns new recipes that he adds to repertoire. Elixirs created in this manner do not detect as magic. The effects of failed elixirs (and whether or not the alchemist notices such a mistake) are up to the DM.

Brew Potion: At 3rd level, the alchemist gains a modified version of the *brew potion* feat. The alchemist uses the standard rules for creating a potion with the following exceptions. He is assumed to have access to all magic spells from all lists when determining which potions he may manufacture. Thus, an alchemist can choose spells from the wizard or cleric lists when making potions. However, alchemists must still obey the strictures regarding which types of spells are eligible to become potions. Furthermore, as he gains experience the alchemist learns to push the art of potion brewing to its limits. At 5th level, he can create potions using 4th-level spells. Every three additional levels beyond 5th, he learns to make potions using more potent spells. Thus, at 8th level, he can create potions using 5th-level spells. At 11th level, he can create potions using 6th-level spells. At 14th level, he can create potions using 7th-level spells. At 17th level, he can create potions using 8th-level spells and at 20th level, he can create potions using 9th-level spells.

The caster level of the alchemist's potions ranges from the minimum caster level in any class needed to use the spell to a maximum of the alchemist's level.

Modify Metals: At 6th level, the alchemist learns to work with acid and other chemicals to improve the quality of mundane equipment. He can grant the masterwork quality to any item eligible for that ability by using an appropriate Craft skill to produce work equal to a quarter of the item's value.

The alchemist can also use his chemicals to sharpen a slashing or piercing weapon to a razor's edge. With a day of work and 5 G in raw materials, he can grant such weapons a +1 damage bonus. Melee weapons keep their edge for a single encounter, while missile weapons and ammunition receive it for one use, after which they become dulled and lose this bonus. Magical items cannot receive this enhancement.

Table 2-7: The Assassin

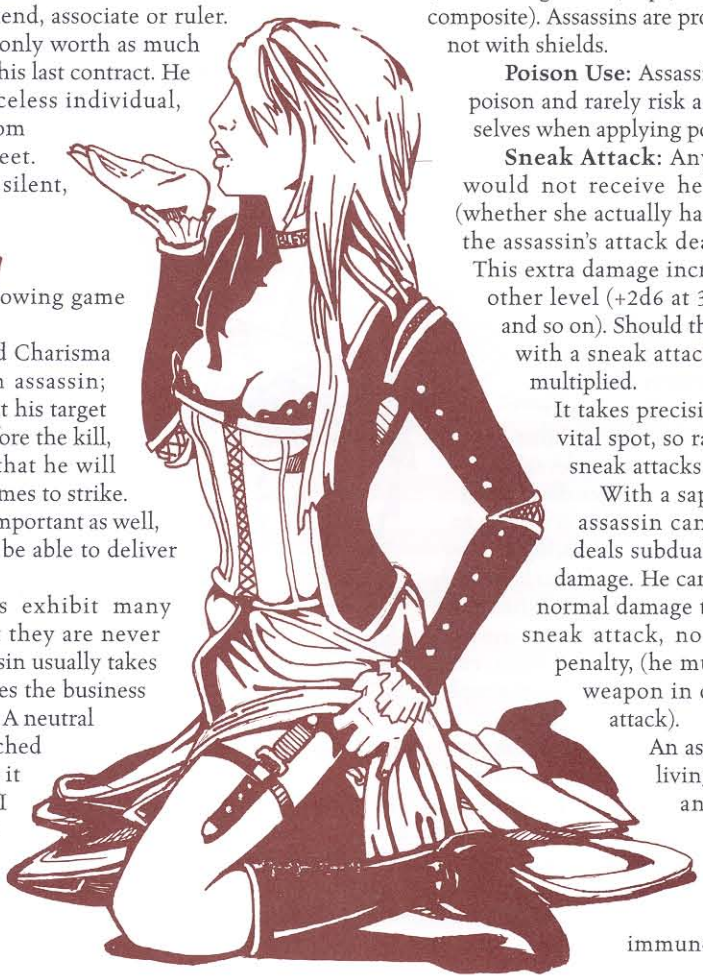
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Poison Use, Sneak Attack +1d6
2	+1	+0	+3	+0	Death Attack
3	+2	+1	+3	+1	Sneak Attack +2d6, Inconspicuous
4	+3	+1	+4	+1	Ambush Attack +1, Conceal the Evidence
5	+3	+1	+4	+1	Sneak Attack +3d6
6	+4	+2	+5	+2	Uncanny Dodge (Dex bonus to AC)
7	+5	+2	+5	+2	Sneak Attack +4d6
8	+6/+1	+2	+6	+2	Ambush Attack +2
9	+6/+1	+3	+6	+3	Sneak Attack +5d6
10	+7/+2	+3	+7	+3	Uncanny Dodge (can't be flanked)
11	+8/+3	+3	+7	+3	Sneak Attack +6d6
12	+9/+4	+4	+8	+4	Ambush Attack +3
13	+9/+4	+4	+8	+4	Sneak Attack +7d6
14	+10/+5	+4	+9	+4	Sniper
15	+11/+6/+1	+5	+9	+5	Sneak Attack +8d6, Crippling Blow
16	+12/+7/+2	+5	+10	+5	Ambush Attack +4
17	+12/+7/+2	+5	+10	+5	Sneak Attack +9d6
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak Attack +10d6
20	+15/+10/+5	+6	+12	+6	Ambush Attack +5

The same weapon may be sharpened again after losing its edge, but no weapon ever gains more than a +1 bonus, even if an alchemist treats a weapon more than once.

Transmute Metals: The goal of most alchemists is to transform lead and other base metals into gold. At 20th level, the alchemist finally unlocks the secrets of this process. He or she can change any non-valuable metals, such as iron or lead, into 5 times the raw material's value of gold. Thus, 100 G of lead becomes 500 G worth of raw gold. In addition to the starting raw materials, the alchemist must use materials and reagents (consumed during the process) equal to half the final value of the gold produced. To determine how long this process takes, the alchemist follows the rules for making items with the Craft skill. However, he tests his Alchemy skill rather than Craft, and his work is completed when he does work equal to the total value of the gold he aims to produce. The DC of this Alchemy check is 35. Only one item at a time may be produced in such a fashion.

Assassin

When someone finds it necessary end the life of another, he calls an assassin. When diplomacy fails and war is a losing proposition, assassins can balance the scales. When a new sheriff threatens a long-standing criminal organization, that organization employs an assassin. Assassins do not simply kill people, they erase them. Assassins kill their target and hide the remains, leaving others to wonder what ever became of their former friend, associate or ruler. An assassin's reputation is only worth as much as the efficient dispatch of his last contract. He blends into a crowd, a faceless individual, seemingly no different from any other man on the street. He is the ultimate killer: silent, deadly and anonymous.



Game Rule Information

Assassins have all the following game statistics.

Abilities: Dexterity and Charisma are very important to an assassin; Charisma allows him to put his target at ease, and get in close before the kill, while Dexterity ensures that he will not miss when the time comes to strike. A decent Strength can be important as well, since an assassin needs to be able to deliver their killing blows.

Alignment: Assassins exhibit many different alignments, but they are never good. A good-aligned assassin usually takes up another career and leaves the business of killing for profit behind. A neutral assassin usually feels detached from the work, justifying it with comments like: "If I show up on your door step, you probably did something to deserve it." While an evil assassin may find enjoyment in his work, a lawful assassin may find himself working for governments and royalty in order to preserve the country's well-being. A chaotic assassin may work for agencies that operate above the country's laws. Typically you can rely on the lawful assassin to complete his contract, where the chaotic assassin may sell his services to his target, only to return to original employer with an unpleasant surprise.

Hit Die: d6.

Starting Wealth: 4d4 × 10 G.

Class Skills

The assassin's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disable Devise (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex) and Use Rope (Dex). *See Chapter 4 in the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Point at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the assassin.

Weapon and Armor Proficiency: Assassins are proficient with all crossbows (hand, light, or heavy), all small blades, darts, all fencing blades, saps, and the shortbow (normal and composite). Assassins are proficient with light armor but not with shields.

Poison Use: Assassins are trained in the use of poison and rarely risk accidentally poisoning themselves when applying poison to a blade.

Sneak Attack: Any time the assassin's target would not receive her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the assassin's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on). Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks only count as sneak attacks if the target is within 30 ft.

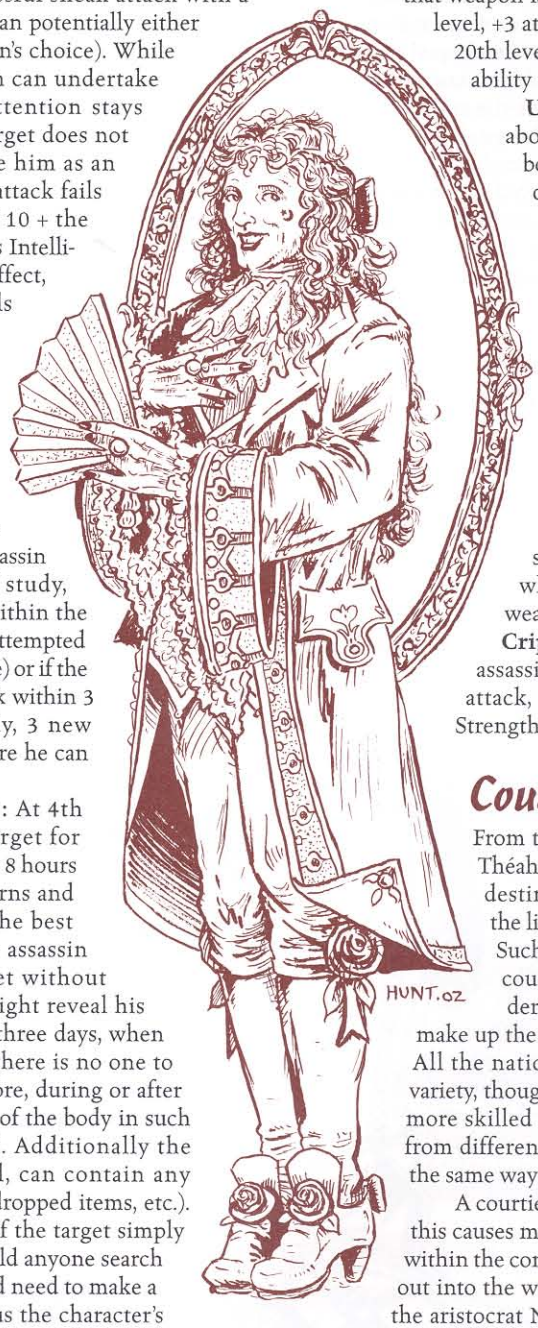
With a sap or an unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, (he must make optimal use of his weapon in order to execute the sneak attack).

An assassin can only sneak attack living creatures with discernible anatomies — undead, constructs, oozes, plants and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly

immune to sneak attacks. Also, the assassin must also be able to see the target well enough to pick out a vital spot as well as being able to reach it with his weapon. The assassin cannot sneak attack while striking at a creature with *concealment* or by striking the limbs of a creature whose vitals are beyond reach.

If an assassin gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Death Attack: If the assassin studies his victim for 3 rounds and then makes a successful sneak attack with a melee weapon, the sneak attack can potentially either paralyze or kill the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize him as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the assassin's class level + the assassin's Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.



Conceal the Evidence (Ex): At 4th level if the assassin studies a target for three consecutive days (minimum 8 hours a day), learning the target's patterns and mannerisms, he may discover the best location to strike his target. The assassin must be able to study the target without being noticed by anyone that might reveal his presence to the target. After the three days, when the assassin makes his move, if there is no one to witness the assassin's actions before, during or after the kill, the assassin may dispose of the body in such a way that it may not be found. Additionally the assassin, when making the kill, can contain any evidence of the kill (blood spill, dropped items, etc.). To everyone else it will seem as if the target simply disappeared without a trace. Should anyone search the location of the kill, they would need to make a search check (DC equal to 20 plus the character's levels in the assassin class) to turn up any evidence. The use of this ability is left to the discretion of the DM. This is considered an extraordinary ability.

Inconspicuous: Starting at 3rd level, the assassin can take a 20 instead of making a roll when making a skill check for either Bluff, Diplomacy, Disguise or Sense Motive in a social situation or attempting to disguise their identity. Normally a 20 may not be taken on such rolls. This may be done once per day.

Ambush Attack: Any time the assassin's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the assassin flanks the target, if the assassin is equipped with a small blade, the assassin's critical threat range and critical multiplier for that weapon is increased by +1 at 4th level +2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level. This may stack with a Sneak Attack ability and/or another Ambush Attack ability.

Uncanny Dodge: At 6th level and above, the assassin retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 10th level, the assassin can no longer be flanked. Another character with the uncanny dodge ability at least four levels higher can still flank the assassin.

At 14th level, the assassin gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 18th level, these bonuses increase to +2.

Sniper: At 14th level the assassin gains the Sniper feat and may make sneak attacks with a ranged weapon when within 3 range increments of their weapon, instead of the standard 30 ft.

Crippling Blow: At 15th level, when the assassin damages an opponent with a sneak attack, the target also takes 1d6–1 points of Strength damage.

Courtier

From the great castles and ancient houses of Théah, the courts of the great nations plan the destiny of the world. Some might say that the life of politics is not an adventurous one. Such fools fall easily to the power of mighty courtiers. Just as soldiers protect the borders of a nation, so do countless courtiers make up the bureaucracy that fuels its government. All the nations of Théah have courtiers of some variety, though those of Montaigne and Vodacce are more skilled (and notorious) than most. Courtiers from different swashbuckling worlds behave much the same way as their Théan counterparts.

A courtier's primary concern is politics. Though this causes many courtiers to live almost exclusively within the confines the rich cities, just as many strike out into the world to seek fame and fortune. Unlike the aristocrat NPC class, a courtier's unique abilities make him ideally suited for use as a player character. A courtier may accompany a party as a diplomat, herald, or bureaucrat. Most are affiliated with some government or political organization, and serve primarily to advance that organization's agenda. Any quest that furthers such goals will draw the attention of such an individual.

Whether good or evil, nearly all courtiers value flexibility and pragmatism. Even the most good-natured courtiers tend to look upon other characters as resources or allies, and do not risk making close friends. Most courtiers are well-educated and practice a variety of skills. Competition in politics is fierce, and thus courtiers constantly seek to improve their abilities. A courtier loves nothing more than proving himself more clever than an enemy, and takes a great degree of pleasure in demonstrating his intellectual superiority.

Courtiers tend to follow whatever religious denomination is most popular where they are. Courtiers usually belong to wealthy families with the luxury to train their members for a career in politics. They are excused from a life of labor and given a formal education at the finest academies available in their homeland. However, this luxury comes at a price. Courtiers are expected to serve their nation, family, or patron dutifully. They act as political weapons, and often have no choice in how they will be used, or against whom.

Courtiers tend to see themselves as the cream of society. Without them, government would cease to function. They look upon most other character classes as mere pawns in their political games. Fighters are to be used as bodyguards. Rogues serve as troubleshooters and spies. Spellcasters are potent, if unpredictable resources to be watched carefully. Any member of any class who proves both trustworthy and useful will find an ally in a courtier. An ally, but not necessarily a friend. Courtiers rely on an encyclopedic knowledge of what is current, stylish and important, often multi-classing to expand their knowledge.

Game Rule Information

Courtiers have the following game statistics.

Abilities: Charisma is essential for courtiers; they depend upon making a good impression so many of their most important skills or abilities rely upon this ability. Likewise, a courtier should have high Wisdom to better perceive the schemes of his opponents. Intelligence is also important, as it provides an greater range of skills. A courtier seeking a life of adventure may desire a decent Constitution score to offset their lack of hit points.

Alignment: Courtiers are frequently lawful, since they prefer turning the rules to their advantage rather than working outside the system. Despite their lawful bent, many courtiers have a strong streak of ruthlessness (Théah's Vodacce, for example, adopts a more freewheeling approach to politics than most nations). Thus there are no alignment restrictions on courtier characters.

Hit Die: d6.

Starting Wealth: 6d4 × 10 G (plus Wealth class feature).

Class Skills

A courtier's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (history, local, nobility and royalty only Int), Listen (Wis), Perform (Cha), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), and Spot (Wis). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (10 + Int Modifier) × 4.

Skill Points at Each Additional Level: 10 + Int modifier.

Class Features

All of the following are class features of the courtier.

Weapon and Armor Proficiency: Courtiers are proficient with all simple weapons and with one small martial weapon of choice. They are not proficient with any type of armor, or with shields. While there is certainly nothing preventing a courtier from wearing armor or learning to use more powerful weapons, it is not part of their training. In addition, a courtier's master may specifically forbid using such weapons and risking himself unnecessarily in combat. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every five pounds of armor or equipment carried.

Style and Grace: The traditional training of a courtier bestows an impressive physical appearance as well as a quick wit. A courtier receives a +4 circumstance bonus on all Charisma-related checks that relate to social interaction (i.e., not feinting in combat or *turning undead*).

Table 2-8: The Courtier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Wealth, Talent, Style and Grace
2	+1	+0	+0	+3	Iron Will
3	+1	+1	+1	+3	Gossip
4	+2	+1	+1	+4	Courtier Ability
5	+2	+1	+1	+4	Versatile
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	Courtier Ability
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Leadership
10	+5	+3	+3	+7	Versatile, Courtier Ability
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	Tell No Lies
13	+6/+1	+4	+4	+8	Courtier Ability
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	Versatile
16	+8/+3	+5	+5	+10	Courtier Ability
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	Aura of Peace
19	+9/+4	+6	+6	+11	Courtier Ability
20	+10/+5	+6	+6	+12	Versatile

Talent: Courtiers tend to be exceptionally good at whatever they apply themselves to. Any time the courtier selects the Skill Focus feat for a Charisma, Wisdom, or Intelligence-based skill he receives a +4 bonus instead of the normal +2 bonus.

Wealth: The courtier begins with an extraordinary amount of wealth for a 1st level character. In addition to their normal starting wealth, the courtier receives 50 G plus an additional 50 G for every point of Charisma modifier he possesses (if positive). This money comes from the courtier's patron (family, government ministry, etc.), and is expected to be used accruing favors for the patron's benefit. Every six months, the courtier receives another stipend equal to the starting amount. If the courtier spends this money in a foolish manner (DM's discretion), he will receive no more. In addition, at 1st level the character receives one masterwork weapon of choice (though it must be a weapon with which the character is proficient).

Iron Will: At 2nd level, the courtier receives this feat for free.

Gossip: A courtier gains this ability at 3rd level. Courtiers tend to hear a great deal of gossip, and can often tell a thing or two about a people they meet just from the rumors they have heard. A courtier may make a Gather Information check upon meeting or hearing of any individual, place, or item that regularly associates with nearby society. The DM makes this check secretly and gives the courtier information based on the results.

DC	Type of Knowledge
10	Common, well known to the general populace. Example: Joris Brak's position as head of the Vendel Carpentry Guild.
25	Known by only a select few. Examples: Joris Brak is considered a voice of reason within the guild, though he is somewhat reclusive.
30	Hidden, known only to an elite few. Examples: Though most people believe that Brak's uncle Ai, the former leader of the Guild, died heroically fighting bandits in Eisen, there are hints that perhaps Joris was involved in his uncle's death.
35	Very well kept secret; potential blackmail fodder. Examples: Joris Brak murdered his own uncle after Ai demanded Joris kidnap and torture a young Eisen woman.
45	Incredibly well kept secret; only the subject and one or two others are aware. Example: Though Joris seems outwardly repentant and disdainful of the tension between Vendel, and Vesten, it's all a sham. He uses his position to keep the two groups at one another's throats, fomenting dissension and chaos within his own nation.
55	A secret so well kept that perhaps even the subject himself is unaware. Example: Brak is a pawn of the shadowy secret society known only as Novis Ordum Mundi. His mission is so secret that even he is not consciously aware of it.

As gossip is not always a reliable source of information, the information provided by this ability is not always accurate. The base chance of the courtier coming up with a truthful rumor is 50% + 1% per level. Again, the DM makes this percentile roll secretly, so the courtier cannot separate truth from rumor without further research. If the skill check itself fails, the courtier turns up nothing.

A courtier can normally provide rumors about a specific target only once without additional effort, though he can use this ability again after purposefully seeking further information or spending a month in a large city or prominent court. At any meeting between large groups of powerful courtiers (like *l'Empereur's* royal court) a courtier may seek rumors about those present once an hour. Using this ability to hunt gossip normally accrues the attention of the subject. All rumors gained by this ability come in addition to information normally gained through use of the Gather Information skill.

Versatile: At 5th, 10th, 15th, and 20th level the courtier may select two cross-class skills. These are always considered class skills, even if the courtier takes a level of a different character class.

Leadership: At 9th level, the courtier receives this feat for free. If he already possesses Leadership, his Leadership Score (character level + Cha bonus + modifiers; *see the* DUNGEON MASTER'S *Guide*™) increases by 3. The cohort obtained with this feat is a swordsman or fighter — a bodyguard to protect the courtier. Most courtiers put their "lesser" followers to work as guards, servants, or informants.

Tell No Lies: At 12th level, the courtier's ability to read other beings becomes second nature. The courtier may take 20 on Sense Motive checks as a free action.

Aura of Peace: A courtier of 18th level gains this impressive ability. If the courtier is holding no visible weapons, has no harmful intent, and has not yet attacked an opponent during combat, he may force any opponent seeking to harm him (whether by an attack, a spell, or special ability) to make a Will save (DC 10 + half the courtier's level + Charisma modifier). Anyone who fails this save cannot harm the courtier that round. Opponents are still free to grapple, capture, and harass the courtier as long as they do no real damage. This ability is ineffective against non-intelligent opponents. This is an extraordinary ability.

Special Abilities: Upon obtaining 4th level and every third level thereafter (7th, 10th, 13th, 16th, and 19th), a courtier gets a special ability of his choice from the following:

The Better Part of Valor: A wise courtier knows that he cannot survive long on the fields of battle, and can escape quickly when combat ensues. When executing the total defense action, the courtier receives a dodge bonus to his AC equal to his Intelligence modifier.

See the Heart (Ex): The courtier has developed a keen awareness for falsehood. Anyone attempting to lie in the courtier's presence must make a Will save (DC 10 + the courtier's Charisma modifier). If this save fails, the courtier immediately knows that the subject is lying. He cannot necessarily discern the truth, but he can perceive a lie as such. He could not discover the existence of some secret that was never discussed, for example. This ability only works against one deception in a statement. If a character in disguise tells the courtier that "the escaped prisoners went that way," the courtier could tell either that the character is in disguise or that he is lying about the prisoners, but not both. This is an extraordinary ability.

Betray the Heart: The DC of all Will saves required to resist the courtier's special abilities is increased by two. This ability may be chosen twice. Its effects stack.

Taunt and Rally: As a full round action, the courtier can openly taunt his opponents, insulting their weakness and lauding the virtues of his allies. Taunt and Rally has two

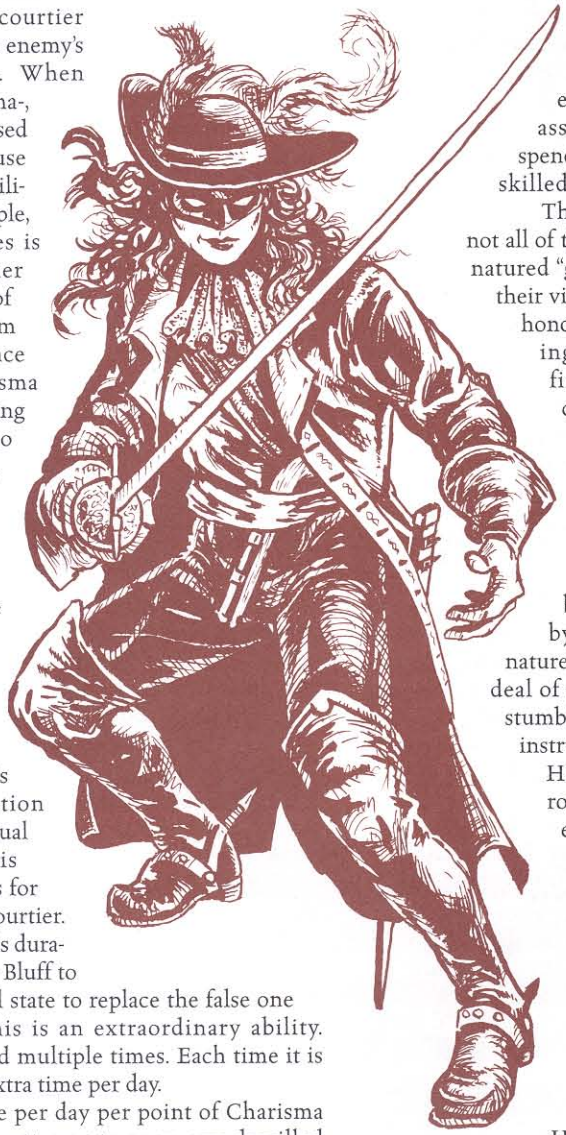
effects — allies within a 50 ft. radius are effected as if by a *bless* spell. One enemy per three levels of the courtier is affected as if by a doom spell. Both of these spell-like effects are treated as if cast by a sorcerer of equal level, and rely upon the target's ability to hear and understand the courtier to be effective. If the courtier is attacked while using this ability, he must make a Concentration check (DC 10 + damage dealt) or the effect is ruined. This is an extraordinary ability.

Voice: Once per day, when making a Diplomacy or Bluff check during social interaction (not when feinting in combat), the courtier gains a special circumstance bonus to his skill check equal to his level.

The Weakest Link: The courtier is skilled at relying upon his enemy's frailties and weaknesses. When making an opposed Charisma-, Intelligence-, or Wisdom-based check, the opponent must use the lowest of these three abilities as his modifier. For example, Lady Jamais Sices du Sices is attempting to Bluff Fauner Pösen. Fauner has 5 ranks of Sense Motive, 16 Wisdom (+3 modifier), 10 Intelligence (+0 modifier), and 8 Charisma (–1 modifier). Instead of adding her +3 Wisdom modifier to her Sense Motive skill, Fauner must add her –1 Charisma modifier when attempting to oppose Lady Jamais.

Twist the Heart: The courtier is adept at manipulating the emotions of others. Once per day, he may play upon the emotions of any target that can understand him. This has the effects of an emotion spell cast by a sorcerer of equal level. Only the duration is altered; the effect only lasts for one round per level of the courtier. The courtier may extend this duration by using Diplomacy or Bluff to encourage a true emotional state to replace the false one he has manufactured. This is an extraordinary ability. This ability may be selected multiple times. Each time it is chosen, it may be used an extra time per day.

Dominate the Weak: Once per day per point of Charisma modifier, the courtier may attempt to sway a weak-willed individual's mental state to his own way of thinking. This has the effects of a charm person spell cast by a sorcerer of equal level, but cannot be used on characters of higher level than the courtier's. The target must be able to see and hear the courtier for this ability to work. This is an extraordinary ability. This ability may be taken multiple times, granting the courtier an additional number of uses per day equal to his Charisma modifier.



Highwayman

The road can be a dangerous place. No one knows this better than the highwayman, for he is one of the reasons the road is so dangerous to begin with. These wandering bandits have a knack of appearing suddenly, swiftly robbing their mark of his valuables, and disappearing again like phantoms. Though they avoid direct combat, their skill with the pistol and musket are well-known. Only a fool stares down the highwayman's barrel without feeling a twinge of fear.

These individuals naturally take to a life of adventure; some even leave the highway behind and become legitimate heroes. Though a highwayman's abilities make him quite adept at ambush, not all of them are necessarily bandits. Military scouts, spies, assassins, and any other characters who spend a great deal of time on the road and are skilled with a pistol may belong to this class.

Though most highwaymen are thieves, not all of them are necessarily evil. A few are good-natured "gentleman bandits" who avoid harming their victims. Many highwaymen have a code of honor that prevents them from openly attacking those who do not seek to harm them first. Some even avoid harming the local constabulary who attempt to arrest them, instead inflicting subdual damage or using distraction techniques to elude capture.

A highwayman often learns his trade from another highwayman. This could be a relative, or simply a lone bandit seeking to expand his organization by training others. Despite their wild nature, a highwayman's abilities require a great deal of skill and training. Thus, few characters stumble into this class without some degree of instruction.

Highwaymen get along famously with rogues, rangers, and other characters who excel in rural environments. A highwayman thrives in long-range combat, but also serves well in close quarters beside fighters and barbarians. Classes with a strong lawful bent (such as paladins) may disdain the highwayman, but the flexible and adaptable abilities of this class lead them to work well beside most others.

Game Rule Information

Highwaymen have the following game statistics.

Abilities: Dexterity is a crucial ability score for highwaymen, considering their heavy reliance on ranged weapons. Strength and Constitution are also important, since they must often serve as front-line fighters as well.

Alignment: Though highwaymen can be good or evil, their wild nature forbids them from having a lawful alignment.

Hit Die: d8.

Starting Wealth: 5d4 × 10 G.

Class Skills

A highwayman's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (4 + IntModifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the highwayman.

Weapon and Armor Proficiency: Highwaymen are proficient with all simple weapons and martial weapons. They also gain the Exotic Weapon Proficiency (firearms) feat. They are proficient with light and medium armor, and are not proficient with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every five pounds of armor or equipment carried.

Point Blank Pistols: At 1st level, the highwayman gains a special version of the Point Blank Shot feat. This free feat applies only to pistols, muskets, and other gunpowder weapons.

Starting Gear: If the highwayman is a starting character, he begins with 2 free standard pistols at 1st level.

Clever Shot: At 2nd level, the highwayman may angle his shots to inflict the most damage possible. He gains a damage bonus equal to his Dexterity modifier with all pistols, muskets, and other hand-held gunpowder weapons (except for grenade-like weapons such as bombs and grenades).

Double Pistol: At 3rd level, the highwayman can emulate the Ambidexterity and Off-handed Accuracy feats when using a pistol (or other small gunpowder weapon) in each hand.

Bonus Feat: At 4th level and every four levels thereafter the highwayman gains a bonus feat. This feat must be selected from the following list: Alertness, Blind-Fight, Combat Reflexes (Suppressive Fire*), Dead Aim, Deadeye Dick, Deflect Arrows, Dodge (Defensive Shot*), Expertise (Improved Disarm, Improved Trip), Far Shot,* Hip Shot, Improved Critical*, Improved Initiative, Mobility, Mounted Combat (Mounted Archery*), Point Blank Shot,* Precise Shot,* Quick Draw, Ranged Expertise, Rapid Shot,* Sharp Shooter, Shot on the Run,* Track, Weapon Finesse, and Weapon Focus* (Disarm Shot). Feats listed in parentheses may be selected, but have certain prerequisite feats. Certain feats marked with an asterisk apply only to gunpowder weapons when selected as a highwayman bonus feat.

Blur of Motion: At 5th level, the highwayman gains the ability to move rapidly and avoid ranged attacks. Any time the highwayman intentionally moves at least 30 ft. in a straight line, he gains a 10% miss chance against ranged attacks targeting him until his next action. This effect does not stack with the miss chance gained by concealment or invisibility. The miss chance increases to 30% at 15th level and 50% at 20th level.

Quick Reload: At 7th level, the highwayman can reload a pistol or musket in half the normal time (i.e., if the DM uses the standard reloading rules, a weapon only takes one standard action and the highwayman may reload a weapon as a move equivalent action rather than a standard action). At 10th level, when the highwayman is equipped with a musket or pistol that is either a repeater or revolver (*see the equipment section*), he may prep the next round as a free action.

Virtual Feats

The highwayman's Point Blank Pistols and Double Pistol abilities allow him to emulate certain feats. These abilities can be used as prerequisites when selecting future feats, but they can only be used when the conditions of the original ability are met. For example, a 1st level highwayman could take the Precise Shot Feat (which requires the Point Blank Shot feat) but could only use Precise shot when firing gunpowder weapons. If he wished to use his Precise Shot feat with a bow, he must learn the Point Blank Shot feat normally (thus satisfying Precise Shot's prerequisites).

Table 2-10: The Highwayman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Point Blank Shot (gunpowder weapons)
2	+1	+0	+3	+0	Clever Shot
3	+2	+1	+3	+1	Double Pistol
4	+3	+1	+4	+1	Bonus Feat
5	+3	+1	+4	+1	Blur of Motion (20% miss chance)
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	Quick Reload
8	+6/+1	+2	+6	+2	Bonus Feat
9	+6/+1	+3	+6	+3	
10	+7/+2	+3	+7	+3	Lightning Hands
11	+8/+3	+3	+7	+3	
12	+9/+4	+4	+8	+4	Bonus Feat,
13	+9/+4	+4	+8	+4	Double Musket
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+9	+5	Blur of Motion (40% miss chance)
16	+12/+7/+2	+5	+10	+5	Bonus Feat
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	Dead Shot
19	+14/+9/+4	+6	+11	+6	
20	+15/+10/+5	+6	+12	+6	Blur of Motion (60% miss chance), Bonus Feat

Lightning Hands: At 10th level, the highwayman may discard a pistol or musket and draw another pistol or musket from their person as a free action (as if the character had the Quick Draw feat). Additionally the highwayman may draw a weapon equipped on another character within 5 ft. as a free action; however this draws an attack of opportunity from the adjacent character. The highwayman may not draw a weapon currently being wielded by another character or a weapon that the highwayman is unaware of.

Double Musket: At 13th level, the highwayman can use his Double Pistol ability when wielding two muskets or one musket and one pistol. Due to the size and awkwardness of firing a muskets with one hand, the highwayman suffers a –4 penalty to attack rolls when using this ability. A highwayman cannot use the Quick Reload ability while holding two muskets (keep in mind that dropping a weapon is a free action).

Dead Shot: At 18th level, the highwayman can cause one ranged attack he makes against a flat-footed opponent to automatically become a critical threat. This must be declared before an attack roll is made; if the attack misses, the ability is wasted. This ability may only be used once per day.

Inquisitor

In non-Théan campaigns, this class may be used to represent any religious follower who uses terror tactics to strike against the enemies of his faith.

The powers of the Inquisition need followers to root out heretics wherever they might be found. Inquisitors comprise the bulk of such forces. Inquisitors act as anything from muscle to spy to informant, making them universally feared among heretics throughout Théah. The sight of a band of masked thugs swathed in Inquisition robes is enough to strike terror in all but the most foolish blasphemers. All Inquisitors, regardless of their level or position, fanatically believe in the path they follow.

Most often, an Inquisitor's adventures involve some mission given to them by their superiors, perhaps to find and root out some cabal of sorcerers or heretics, or perhaps to keep an eye on those who might be under suspicion. Inquisitors may pursue their own affairs only when the Church has no immediate need of them. The DM determines the control that the Church exerts over the character's everyday activities, but the eyes of the Church are everywhere, and its reach is long. The suspicious gaze of the Inquisition is never averted for long, even from its own members.

Inquisitors are well trained in both combat and infiltration. The more experienced they become, the higher they rise. The most experienced among them eventually become Knight Inquisitors (commanding their own force of men) or High Inquisitors (the judge, jury, and executioner of heretics the world over).

Not only are they proficient with most melee weapons and firearms, and with most types of armor, they learn many techniques of infiltration and information-gathering, so they might slip into any community with little notice and observe the activities of potential heretics.

Until 6th level, an Inquisitor is still proving himself as a loyal and capable servant of the Church. Until the character has proven himself, his superiors regard him as little more than a thug or an informant. They do not teach him the deeper secrets of the Inquisition's power until the character reaches the level of Defender of the Faith, at 7th level. Only then does the Church truly embrace him.

An Objectionist or atheistic member of the Inquisition is a contradiction in terms. Their purpose and career is to protect the Church from its enemies and root out heretics and blasphemers throughout Théah. As a result, most Inquisitors are virulently intolerant individuals. Witches and warlocks must be burned at the stake to cleanse their influence from the face of Théah. Any who oppose such actions must likewise be destroyed. The more unbelievers they ferret out and kill, the more pious souls will reach Theus' eternal embrace.

Inquisitors are recruited from all walks of life and classes of society. The only requirements are a deep love of the Church and devotion to the Inquisition's beliefs. Each one swears to uphold the tenets of the Vaticine Church unto death, and to expose the work of Legion wherever it hides. But, as in any large organization, unity of purpose is more fantasy that reality. Many individuals have their own personal goals and political ambitions.

Inquisitors have little opinion of other character classes, but anyone who uses magic in their presence is taking his life into his own hands. Most will report this heresy to their superiors at the first opportunity. Thievery is frowned upon not only as a reprehensible act, but also as a sin against Theus. Inquisitors from non-Théan campaigns follow the tenets espoused by their particular faith, but all of them are uniformly fanatic and violently oppose any who question their beliefs.

Game Rule Information

Inquisitors have the following game statistics.

Abilities: The most successful Inquisitors fall under two types, the soldier and the spy. Both require high Charisma scores to command the obedience of others. Strength is important to the soldier and intelligence is important to the spy. The most intelligent and charismatic individuals make the most successful Inquisitors.

Alignment: Inquisitors can be any lawful alignment, from good to evil. Just as there are good and pious churchmen, there are those who perform evil deeds in the name and guise of goodness. But all are bound by their indoctrination in the beliefs of the Vaticine Church. An Inquisitor always works to further the aims of the Church, and this makes him lawful.

Hit Die: d8.

Starting Wealth: 6d4 × 10 G.

Class Skills

The Inquisitor class skills (and the key ability for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read Lips (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Inquisitors.

Weapon and Armor Proficiency: Inquisitors are proficient will all simple and martial weapons, and with all light and medium armor. Note that armor check penalties for anything heavier than leather armor apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried. Additionally the Defender of the Faith has the feat: Exotic Weapon Proficiency (firearms).

Tools of the Defender: At 1st level the Inquisitor is given two masterwork weapons any weapons of which the defender is proficient.

Special Abilities: Starting at 2nd level and every level thereafter, an Inquisitor chooses a special ability from among the following:

Bonus Feat: The Inquisitor may take a bonus feat as if a fighter of the same level. This may be taken up to four times during the defender's advancement, but may not be taken two levels in a row.

Command the Infidel (Ex): Such is the imperious power and demeanor of the Inquisitor that he can command the obedience of nearly anyone. Once per day, this ability allows the Inquisitor to *dominate* a person, as per the spell, cast at his level. This ability requires no somatic component. This ability may only be taken at or after 16th level. This is an extraordinary ability.

Enthrall the Masses (Ex): The Inquisitor can give the impression that he speaks with the will of Theus Himself. Using the power of his voice and Charisma, he gains the ability to cast the spell *Mass Suggestion* once per day, as if cast at his level. This requires no material component. This ability may only be taken at or after 18th level. This is an extraordinary ability.

Fanatic Strength (Ex): The Inquisitor can summon up tremendous strength to smite the enemies of the Church. When activating this ability, the Inquisitor gains +15 Strength for 1 full round. This ability may only be taken at or after 8th level and may be taken up to three times during the defender's advancement each time allowing the defender to use this ability an additional time per day, but may not be taken if it has been taken within the character's last 3 levels. This is an extraordinary ability.

Gaze into the Abyss (Ex): The Inquisitor develops a terrifying, piercing gaze that can be used a number of times per day equal to his level divided by 3 (rounded down). Using this ability, he can look into another character's eyes and cause *fear*. This functions as the spell cast at the Inquisitor's level, and requires no verbal or somatic component other than to look into the target's eyes. This is an extraordinary ability.

Hierophant's Will (Ex): The Inquisitor gains greater ability to command others to his will. He can cast the spell greater command, at a level equal to his own, a number of times per day equal to his level divided by 3. This ability may only be taken at or after 16th level. This is an extraordinary ability.

Malediction of Theus (Ex): The Inquisitor may call upon the power of Theus to strike fear and doubt into the hearts of the Church's enemies. This ability functions as the spell bane, cast at the Inquisitor's level. He can use this ability a number of times per day equal to his level divided by 3 (round down), with no somatic or divine focus component required. This ability may only be taken at or after 4th level. This is an extraordinary ability.

Piercing the Veil (Ex): The Inquisitor has developed a keen awareness for falsehood. Anyone attempting to lie in the Inquisitor's presence must make a Will save (DC 10 + the Inquisitor's Charisma modifier). If this save fails, he immediately knows that the subject is lying. He cannot necessarily discern the truth, but he can perceive a lie as such. He could not discover the existence of some secret that was never discussed, for example. This ability only works against one deception in a statement. If a character in disguise tells the Inquisitor that "the escaped prisoners went that way," the Inquisitor could tell either that the character is in disguise or that he is lying about the prisoners, but not both. This ability may only be taken at or after 14th level. This is an extraordinary ability.

Righteous Fury (Ex): The Inquisitor may use his voice to inspire and incite his underlings to action. This ability functions as per the spell emotion, cast at his level. It can be used a

Table 2-9: The Inquisitor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	
2	+1	+3	+0	+3	Special Ability
3	+2	+3	+1	+3	Special Ability
4	+3	+4	+1	+4	Special Ability
5	+3	+4	+1	+4	Special Ability
6	+4	+5	+2	+5	Special Ability
7	+5	+5	+2	+5	Defender of the Faith, Special Ability
8	+6/+1	+6	+2	+6	Special Ability
9	+6/+1	+6	+3	+6	Special Ability
10	+7/+2	+7	+3	+7	Special Ability
11	+8/+3	+7	+3	+7	Special Ability
12	+9/+4	+8	+4	+8	Special Ability
13	+9/+4	+8	+4	+8	Special Ability
14	+10/+5	+9	+4	+9	Knight Inquisitor, Special Ability
15	+11/+6/+1	+9	+5	+9	Special Ability
16	+12/+7/+2	+10	+5	+10	Special Ability
17	+12/+7/+2	+10	+5	+10	Special Ability
18	+13/+8/+3	+11	+6	+11	Special Ability
19	+14/+9/+4	+11	+6	+11	Special Ability
20	+15/+10/+5	+12	+6	+12	Special Ability

number of times per day equal to his level divided by 3. This ability requires no somatic component. This ability may only be taken at or after 16th level. This is an extraordinary ability.

Skill Improvement: The Inquisitor gains 10 additional skills points. This ability may be gained any number of times during the defender's advancement.

Silver Tongue (Ex): The Inquisitor has a strangely persuasive voice. He can whip villagers into a righteous frenzy, or stall them just long enough to make his escape. He gains +10 sacred bonus to any Bluff, Diplomacy, or Intimidation check. This ability is often used to recruit new members of the Inquisition, sway the will of a king, or to plant the seed of doubt in another character. This ability may only be taken at or after 12th level. This is an extraordinary ability.

Sneak Attack: Any time the Inquisitor's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks the target, the Inquisitor's attack deals extra damage. The extra damage is +1d6 the first time this ability is taken and an additional 1d6 every additional time this ability is taken thereafter. Should the defender score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 ft. The defender can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the Inquisitor can make a sneak attack that deals subdual damage instead of normal damage. The Inquisitor cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty.

An Inquisitor can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The Inquisitor must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The Inquisitor cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

This may be taken up to five times during the Inquisitor's advancement, but may not be taken two levels in a row.

Sorcery's Stench (Ex): The Inquisitor gains the ability to sense the presence of sorcery. This ability functions as the spell *detect magic* cast at the character's level. He can use this ability a number of times per day equal to his level divided by 3 (rounded down), with no somatic component. This ability may only be taken at or after 10th level. This is an extraordinary ability.

Untapped Reserves (Ex): Once per day, the Inquisitor may gain a +1d6 sacred bonus to any single die roll or check. This ability may be taken up to four time during the Inquisitor's advancement, allowing him to use this ability an additional time per day, but may not be taken if this ability has been taken in the Inquisitor's previous 3 levels of this class. This is an extraordinary ability.

Vanishing Act (Ex): The Inquisitor can fade into the shadows in an instant to evade pursuit. When no one is looking at him, he can vanish without a trace so long as he is not physically restrained and has an unguarded avenue of escape nearby. The Inquisitor simply uses his surroundings to maximum advantage. He must first set up a distraction (such as sand in the eyes, an explosion, or a fire, for example) to give himself the instant he needs to escape. If the Inquisitor can arrange such a distraction, he gains a +10 circumstance bonus to Hide and Move Silently checks for a length of time left up to the DM's discretion. This ability may only be taken at or after 6th level. This is an extraordinary ability.

Voice of Theus (Ex): The Inquisitor learns to focus and project his voice to such a degree that lesser beings obey almost out of instinct. This functions as the spell *command*, cast at the Inquisitor's level. He can use this ability a number of times per day equal to his level divided by 3 (rounded down). This ability requires no material component. This ability may only be taken at or after 10th level. This is an extraordinary ability.

Defender of the Faith: Starting at 7th level, the Inquisitor receives full membership in the organization he has served. He gains the title of Defender of the Faith, and now holds a position of substantial authority. As such, he may demand support from any Church officials he encounters (though doing so may reveal his status), as well as commanding any lower-ranked Inquisitor. A Defender of the Faith gains the Leadership feat, and can command a number of other Inquisitors or Church servants based on his Leadership score. If he already has the Leadership feat, he gains +2 to his Leadership score. He also receives a stipend of 75 G per month to procure equipment, bribe informants, etc. An Inquisitor never saves this money, taking only what he needs and giving the rest to the church. Should he have any additional funds left over at the end of the month, this amount is deducted from Inquisitor's next stipend for the month.

Knight Inquisitor: At 14th level the Inquisitor gains the full sanction and power of the Vaticine Church, carrying the title of Knight Inquisitor. Because of the added prestige of his title, he gains a +2 sacred bonus to his Leadership score. He has access to any and all Vaticine resources, including restricted areas. He receives a stipend equivalent to 100 G per month, for use in procuring equipment, bribing informants, and the like. He may request additional funding under special circumstances; whether the request is granted is left up to the DM. However, power corrupts, even among the Inquisition, and those who gain this level of power must answer ever more frequently to their superiors... in some cases the Hierophant himself. Should the Inquisitor have any additional funds left over at the end of the month, this amount is deducted from his next stipend for the month.

Musketeer

Bearing the trust and faith of a monarch, nation, or similar political institution, the musketeer is an elegant fighter who combines faith in his cause with deadly swordplay to form a potent mix. The musketeer is a master of the blade. While brutes and thugs attack with wild abandon, the musketeer fights with cool detachment. He studies the art of combat, using his knowledge of fencing to bat aside his opponent's hurried strikes and wait for that one opening to finish the fight once and for all.

Unlike less principled fighters, the musketeer draws on reserves of faith and bravery that other, less dedicated warriors lack. His focus on fencing and the rapier allows him to achieve levels of mastery with that weapon beyond the capabilities of most other warriors. All musketeers follow a particular cause or nation. While they might not owe direct fealty to their chosen patron, this dedication grants them mental focus and toughness in the face of adversity.

Game Rule Information

Musketeers have all the following game statistics.

Abilities: Dexterity and Strength are the musketeer's most important attributes. A high Dexterity allows him to dodge blows and complete breathtaking physical stunts, while a good Strength aids his melee skills.

Alignment: Musketeers tend towards the lawfulness, since they swear unswerving loyalty to a monarch, nation, or other cause. However, chaotic musketeers do exist. These roguish swashbucklers swear personal loyalty to a particular monarch or leader, rather than to the monarchy as an institution.

Hit Die: d10.

Starting Wealth: 6d4 × 10 G.

Class Skills

The musketeer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Tumble (Dex). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Point at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the musketeer.

Weapon and Armor Proficiency: Musketeers gain proficiency with all simple and martial weapons, shield, and light and medium armor. They also gain the Exotic Weapon Proficiency (firearms) feat.

Elegant Duelist: All musketeers are trained to fight with precision and grace, rather than mere brute strength. At 1st level, the musketeer gains the Two-Weapon Fighting feat. He also gains the Expertise feat even if his Intelligence score does not meet the minimum requirement. However, the musketeer may only use Expertise with the rapier. If he wishes to use it with other weapons, he must meet the minimum Intelligence requirement and purchase the feat separately.

Many feats require Expertise as a prerequisite. The musketeer may ignore both their Expertise and Intelligence score prerequisites in order to take these feats. However, if he does so he may only use the feat with the rapier. In order to use those feats with all weapons, he must gain the Expertise feat and meet the Intelligence requirements as prescribed. If he already has a feat that requires Expertise, he does not need to purchase it again to use it with weapons other than the rapier after gaining the normal Expertise feat.

Servant of the Crown: At 3rd level, musketeers swear personal loyalty to a nation, monarch, or other cause. When adventuring, their commitment allows them to act with renewed vigor, even in the face of overwhelming odds. Once per day, if the musketeer is engaged on a mission that directly benefits his chosen patron, he gains a +2 competence bonus to a single attack, skill check, or saving throw.

Bonus Feats: Starting at 4th level and every two levels thereafter, except 10th, the musketeer gains a bonus feat. This feat may be chosen as if the musketeer were a fighter of the same level. Any feat available to a fighter as a bonus feat is also available to the musketeer, including Weapon Specialization.

Musketeer Feats: In addition to the feats listed above, the musketeer may gain any of the special musketeer feats listed in chapter 4 (Armor Piercer, Defender of the Crown, Lethal Strike, Flurry of Strikes, and Sword of the Crown).

Noble

Nobles represent the ruling elite of a nation or government. They are generally well-bred, well-dressed, and possess excellent social graces. While they have many areas of expertise, they excel in negotiation, diplomacy, politicking and most any activity which involves interacting with other people. Nobles are most often born into their role, based on their social status and the expectations placed upon them by their society. Most nobles live quiet lives of leisure punctuated only by the occasional ball, party, or other social function. Aside from issues of governance, they face few day-to-day challenges. Many nobles transform politics and parties into intense battles for social supremacy, primarily to spice up their dull lives. These nobles serve at the forefront of diplomatic missions, jockeying to power over treaties and negotiation

Table 2-11: The Musketeer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Elegant Duelist
2	+2	+0	+0	+3	
3	+3	+1	+1	+3	Servant of the Crown
4	+4	+1	+1	+4	Bonus Feat, Musketeer Feats
5	+5	+1	+1	+4	
6	+6/+1	+2	+2	+5	Bonus Feat
7	+7/+2	+2	+2	+5	
8	+8/+3	+2	+2	+6	Bonus Feat
9	+9/+4	+3	+3	+6	
10	+10/+5	+3	+3	+7	
11	+11/+6/+1	+3	+3	+7	
12	+12/+7/+2	+4	+4	+8	Bonus Feat
13	+13/+8/+3	+4	+4	+8	
14	+14/+9/+4	+4	+4	+9	Bonus Feat
15	+15/+10/+5	+5	+5	+9	
16	+16/+11/+6/+1	+5	+5	+10	Bonus Feat
17	+17/+12/+7/+2	+5	+5	+10	
18	+18/+13/+8/+3	+6	+6	+11	Bonus Feat
19	+19/+14/+9/+4	+6	+6	+11	
20	+20/+15/+10/+5	+6	+6	+12	Bonus Feat

tables with other nations. Others use their social talents to cut down rivals and vault to the head of the social order, vying for position in the king's court.

A few nobles spurn such a life, instead choosing to seek adventure in the wide world. These characters use their social skills to aid their allies and cripple their enemies. A few words from a noble can inspire a friend to great deeds while discouraging an enemy and leaving him vulnerable. The noble is best suited to any problem that precludes the use of the rapier or pistol. They can talk their way out of most situations and set aside troublesome issues with a few carefully chosen words.

Game Rule Information

Nobles have all the following game statistics.

Abilities: Charisma is a noble's most important attribute. They rely on their personalities and magnetism to overcome foes, rather than a sharp sword or a steady aim.

Alignment: Nobles run the full range of alignments. Some are traditionalists, others hold unconventional thoughts, dress, and politics. Many are ne'er-do-wells who take life as it comes to them, relying on their family fortune for support.

Hit Die: d8.

Starting Wealth: 8d4 × 10 G.

Class Skills

The noble's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Point at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the noble.

Weapon and Armor Proficiency: Nobles gain proficiency with all simple weapons, the rapier, the small sword and firearms. Nobles duel to defend their honor, and they are no stranger to pistols and blades.

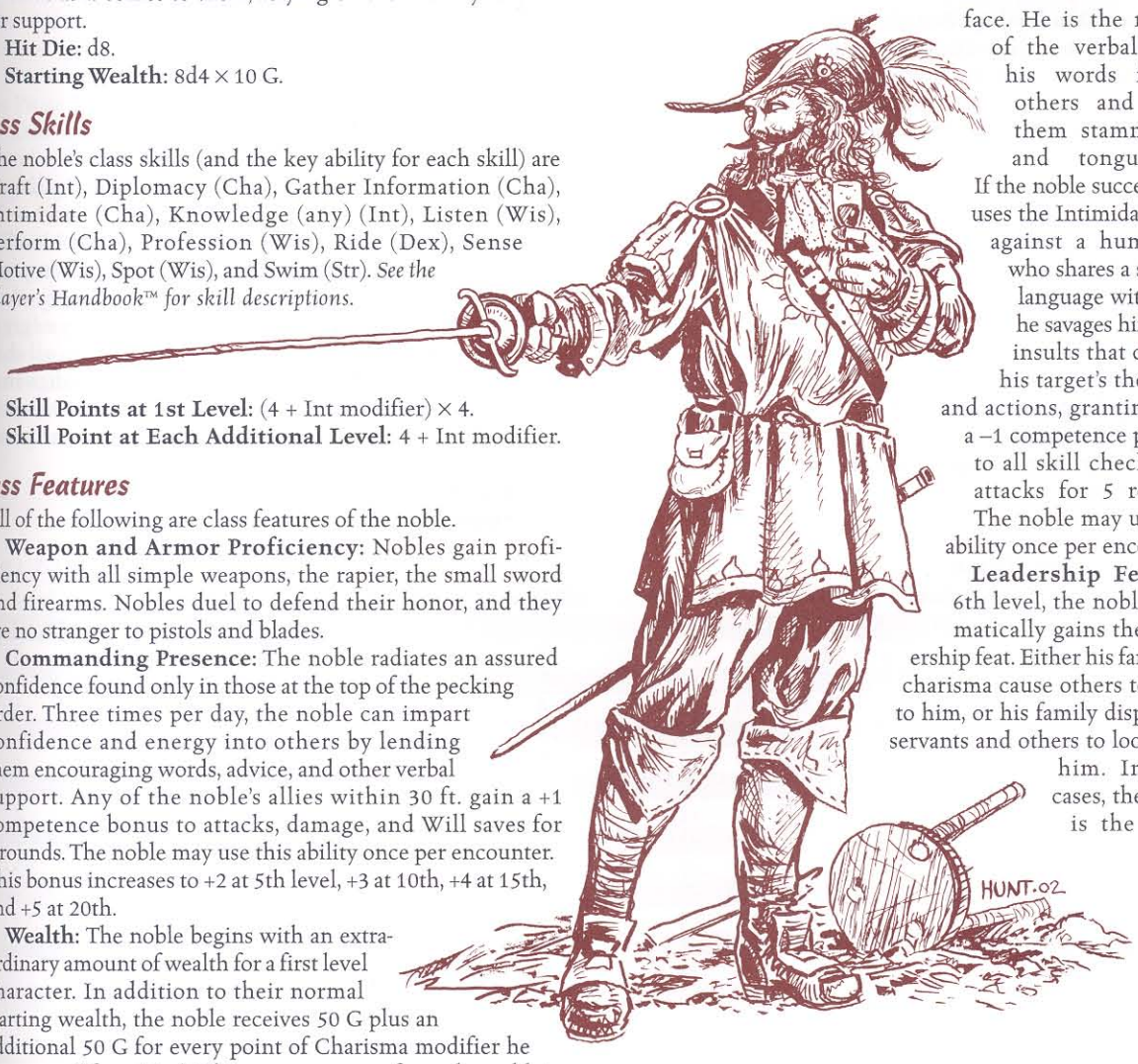
Commanding Presence: The noble radiates an assured confidence found only in those at the top of the pecking order. Three times per day, the noble can impart confidence and energy into others by lending them encouraging words, advice, and other verbal support. Any of the noble's allies within 30 ft. gain a +1 competence bonus to attacks, damage, and Will saves for 5 rounds. The noble may use this ability once per encounter. This bonus increases to +2 at 5th level, +3 at 10th, +4 at 15th, and +5 at 20th.

Wealth: The noble begins with an extraordinary amount of wealth for a first level character. In addition to their normal starting wealth, the noble receives 50 G plus an additional 50 G for every point of Charisma modifier he possesses (if positive). This money comes from the noble's family and is expected to be used for their daily expenses. Every six months, the noble receives another stipend equal to the starting amount. If the noble spends this money in a foolish manner that threatens to ruin the noble's family name (DM's discretion), he will receive no more. In addition, at first level the character receives one masterwork weapon of choice (though it must be a weapon with which the character is proficient).

Friends in High Places: The noble's family ties grant him contacts with the rich and powerful. He gains a +2 competence bonus to all Diplomacy and Gather Information checks made in high society settings or when dealing with political figures or administrators, such as the attendees of a costume ball, a high-ranking military officer, or a foreign minister.

Seduction: At 3rd level, when dealing with members of the opposite sex, the noble oozes with grace and charm. He gains a +2 competence bonus to all Charisma and Charisma-related skill checks when dealing with the opposite sex. Furthermore, the object of the noble's affections must make a Will save (DC equals the noble's Diplomacy check) or inadvertently reveal 1d3 secrets of the noble's choice.

Taunt: At 4th level, in courtly situations, the noble knows that whoever loses his cool loses face. He is the master of the verbal barb; his words fluster others and leave them stammering and tongue-tied. If the noble successfully uses the Intimidate skill against a humanoid who shares a spoken language with him, he savages him with insults that disrupt his target's thoughts and actions, granting him a –1 competence penalty to all skill checks and attacks for 5 rounds. The noble may use this ability once per encounter.



Leadership Feat: At 6th level, the noble automatically gains the Leadership feat. Either his fame and charisma cause others to flock to him, or his family dispatches servants and others to look after him. In both cases, the result is the same.

Iron Glare: Just as the noble's confidence and grace inspire his friends, so too do they strike fear in his enemies. If the noble uses a full-round action to make an Intimidate check, he locks eyes with a single humanoid target, shaking his confidence with a sneering glare. The noble uses the Intimidate skill against his target. If successful, the target of the check may take no actions on his next turn. The noble may use this ability once per day at 8th level, twice per day at 12th, three times per day at 16th and four times per day at 20th level.

Improved Leadership: As the noble gains prestige and fame, he attracts a larger group of followers and servants. Some are paid employees financed by his families, while others are members of an entourage who wish to attach themselves to a powerful patron. The noble gains a +2 bonus to his Leadership score, as per the Leadership feat.

Command: Once per day, the noble can focus his commanding presence to bend the will of another to his bidding. The target of this ability must make a Will save (DC 10 + half noble's level + noble's Charisma modifier) or obey his one-word command for a single round. The noble's presence is so powerful that others naturally want to obey him.

Great Leadership: At 19th level, the noble's personality and fame draw an even larger contingent of followers to his command. He gains an additional +2 bonus to his Leadership score. This bonus stacks with the one provided by the Improved Leadership class ability.

Special Notes

Several bonuses granted by the noble's skills have the "competence" descriptor. Remember, such bonuses do not stack with each other. Thus, a noble who attempts to use the Diplomacy skill against a member of the opposite sex receives a total +2 competence bonus. The modifiers provided by Friends in High Places and Seduction do not stack, as they are both competence bonuses.

Special: DMs may prevent a character without any levels in noble from gaining any levels in noble (when multi-classing), unless the character can prove his blood to be noble (DMs discretion).

Pirate

Scouring the high seas in search of gold and glory, pirates are the roguish scoundrels of the briny deep. Pirates can be staunch defenders of their crews and ideas, cruel robbers, greedy profiteers, or brave adventurers. Some serve the law or the Crown, granted Letters of Marque to fight against criminals and enemies of the Throne as privateers. Others stand amongst the worst dregs of humanity, killing for pleasure, personal gain, or sport. Most pirates see adventure, seafaring, and combat as part of their daily life. Some work for a higher authority that pays them regularly. Others live like bandits, roaming the sea-lanes in search of poorly-defended ship, weighted down with riches. All pirates share a penchant for enjoying life, drinking, gambling, and otherwise partaking in both legal and shadier pastimes.

While many pirates lead grim, hard-bitten lives, many others are frequently friendly and merry. The most legendary and widely loved pirates presented an infectious *joi-de-vivre*, even in the clutches of battle, throwing their opponents off-guard with their sheer force of will. Happy or grim, however, all pirates are deadly opponents, and will not hesitate to dispatch those who present a serious threat.

Game Rule Information

Pirates have the following game statistics.

Abilities: Strength is important to pirates because it improves their attack and damage rolls. Dexterity also plays a key role because pirates are often only lightly armored and a high Dexterity grants them a better armor class. In addition, a high Constitution grants a pirate solid hit points and the ability to better resist the effects of poison and sickness, and the drinking binges that pirates frequently engage in.

Alignment: Pirates and privateers come in all shapes colors, sizes, and patterns. Their archetypes range from a smuggler with a heart of gold to the villainous murderer who never takes prisoners. A pirate may be of any alignment (though most tend towards neutral or chaotic).

Hit Die: d10.

Starting Wealth: 3d4 × 10 G.

Table 2-12: The Noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Commanding Presence +1, Friends in High Places
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	Seduction
4	+3	+1	+1	+4	Taunt
5	+3	+1	+1	+4	Commanding Presence +2
6	+4	+2	+2	+5	Leadership Feat
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Iron Glare 1/day
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	Commanding Presence +3
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	Iron Glare 2/day
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	Improved Leadership
15	+11/+6/+1	+5	+5	+9	Commanding Presence +4
16	+12/+7/+2	+5	+5	+10	Iron Glare 3/day
17	+12/+7/+2	+5	+5	+10	Command
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	Great Leadership
20	+15/+10/+5	+6	+6	+12	Commanding Presence +5, Iron Glare 4/day

Class Skills

The pirate's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Professon (sailor) (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the pirate.

Weapon and Armor Proficiency: The pirate is proficient in the use of all simple and martial weapons, and light and medium armor, but not shields. Additionally the pirate gains the feat Exotic Weapon Proficiency (firearms). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Ambidexterity: Pirates have developed the ability to work equally well with either hand. They receive the Ambidexterity feat for free. They receive this feat even if they do not have the prerequisite.

Pirate Feat: Pirates gain the feat Loyal Companion or Pirate Trick.

Two Weapon Fighting: At 2nd level, pirates learn to fight with a blade in each hand. They receive the Two Weapon Fighting feat for free.

Seasoned: Starting at 3rd level and every 2 levels thereafter the pirate gains +2 skill points. These points may only be spent on class skills of the pirate.

Roguish Style: At 4th level, the pirate has learned a fighting style which emphasizes deception and subtle defense. When wearing light or medium armor and lightly encumbered, the pirate applies his Intelligence bonus (if positive) to his armor class. He receives this bonus even if he is flat-footed.

Weapon Specialization: At 6th level, the pirate, usually through combat, has developed his own style with a certain weapon of choice. He receives the Weapon Specialization feat. He receives this feat even if he does not meet the feat's prerequisites.

Sea Legs: At 8th level, the pirate is truly accustomed to life on the sea. He feels better on the rolling waves than he does on solid ground. He receives a +2 morale bonus to all saving throws, attack rolls, and damage rolls while on a ship or other seafarring vessel.

Improved Two Weapon Fighting: At 10th level, the Pirate has achieved even greater ability when fighting with dual blades. He receives the Improved Two Weapon Fighting Feat for free.

Swinging Assault: At 12th level, the pirate gains the ability to launch devastating assaults by swinging into battle on a rope. The pirate gains a +2 circumstance bonus to all attack and damage rolls when swinging from a rope. Additionally, this +2 circumstance bonus applies to the pirate's use rope and jump checks.

Improved Critical: At 14th level, the pirate has learned to strike vital spots in his opponents' anatomy. He receives the Improved Critical feat with the weapon in which he is specialized.

Stalwart Combatant: At 16th level, the pirate has learned to laugh in the face of death. This foolhardiness grants him greater resilience in combat. Henceforth, the pirate remains conscious and at full capability until he reaches –10 hit points, at which point he instantly drops dead.

Dirty Tactics: At 18th level, the pirate has mastered the ability of using anything that will grant him an advantage in combat, no matter how low-down or underhanded. Whenever the Pirate rolls melee damage, he rolls an additional 1d6 to represent his dirty tactics.

Deadly Foe: At 20th level, the pirate is a truly deadly opponent. As he has truly mastered his weapons and his knowledge of dirty tactics, he now applies his Intelligence modifier his damage rolls, as well as his Strength modifier and his dirty tactics damage.

Table 2-13: The Pirate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Ambidexterity, Pirate Feat
2	+2	+3	+3	+0	Two Weapon Fighting
3	+3	+3	+3	+1	Seasoned
4	+4	+4	+4	+1	Roguish Style
5	+5	+4	+4	+1	Seasoned
6	+6/+1	+5	+5	+2	Weapon Specialization
7	+7/+2	+5	+5	+2	Seasoned
8	+8/+3	+6	+6	+2	Sea Legs
9	+9/+4	+6	+6	+3	Seasoned
10	+10/+5	+7	+7	+3	Improved Two Weapon Fighting
11	+11/+6/+1	+7	+7	+3	Seasoned
12	+12/+7+/2	+8	+8	+4	Swinging Assault
13	+13/+8/+3	+8	+8	+4	Seasoned
14	+14/+9/+4	+9	+9	+4	Improved Critical
15	+15/+10/+5	+9	+9	+5	Seasoned
16	+16/+11/+6/+1	+10	+10	+5	Stalwart Combatant
17	+17/+12/+7/+2	+10	+10	+5	Seasoned
18	+18/+13/+8/+3	+11	+11	+6	Dirty Tactics
19	+19/+14/+9/+4	+11	+11	+6	Seasoned
20	+20/+15/+10/+5	+12	+12	+6	Deadly Foe

Spy

Spies are masters of courtly intrigue. They effortlessly slip into social situations, adopting convincing aliases that allow them to win the trust and friendship of even their most bitter enemies. The spy's weapons are stealth and secrecy. His best defense is a convincing lie and an engaging personality that makes others believe his innocence.

Spies often work for governments or secret societies, working their way into the enemy camp and slowly learning important secrets. If the situation calls for it, the spy has the skills necessary to make a more direct attempt at tracking down his goals. He can scale castle walls, walk across a tightrope, or pick a lock on the king's armoire.

Game Rule Information

Spies have all the following game statistics.

Abilities: Dexterity and Charisma are the spy's two most important attributes. A high Charisma improves his ability to handle social situations and easily deceive those around him. When a spy's words and personality fail him, Dexterity allows him to dodge musket fire and make his escape. A high Dexterity also enhances his ability to sneak past guards and remain out of sight in situations where social skills are of no use.

Alignment: Spies may be any alignment, though they tend towards chaotic. In the spy's line of work, flexibility and adaptability are critical to success. On the other hand, most nations and employers prefer spies who are loyal and dedicated to a goal, making lawful ones a valued asset.

Hit Die: d6.

Starting Wealth: 5d4 × 10 G.

Class Skills

The spy's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Jump (Str), Move Silently (Dex), Open Lock (Int), Profession (all skills taken individually) (Wis), Read Lips (Int), Search (Int), and Swim (Str). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Point at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the spy.

Weapon and Armor Proficiency: Spies are proficient with all simple and martial weapons and shields. They also have the Exotic Weapon Proficiency (firearms) feat.

Sneak Attack: Smart spies are so suave and sneaky that they rarely end up in fights, but since no spy is perfect they learn to end combat quickly and ruthlessly. Any time the spy's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the spy flanks the target, the spy's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the spy score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 ft. The spy cannot strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the spy can make a sneak attack that deals subdual damage instead of normal damage. The spy cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty.

The spy can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The spy must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The spy cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Alias: The spy cloaks his true identity with a carefully cultivated alias that deflects suspicion away from him. An alias works like a Disguise check that almost always succeeds. In essence, the spy becomes his alias, adopting mannerisms, dress, speech patterns, and other affectations that turn him into a completely different person. To assume his alias, the spy must spend one hour dressing the part and getting into character. Once a spy has adopted an alias, only incredibly sharp-eyed observers make any connection between the spy and the alias. A character may make a sense motive check to recognize the spy's true identity (DC 25 + the spy's class level + the spy's ranks in disguise).

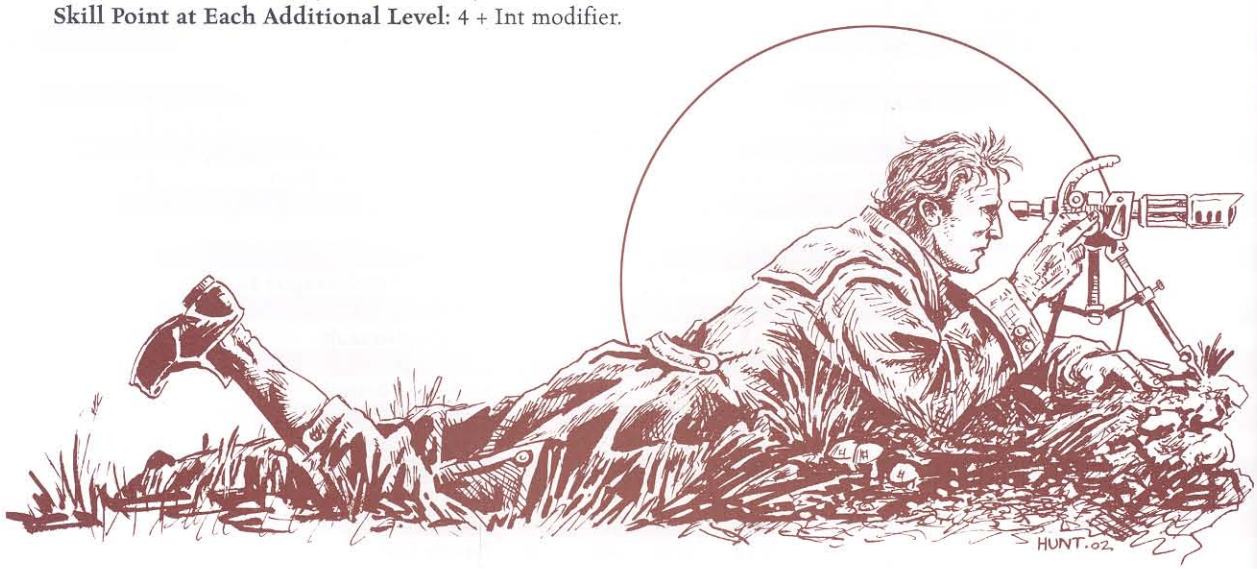


Table 2-14: The Spy

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Alias, Sneak Attack +1d6
2	+1	+0	+3	+0	Contacts
3	+2	+1	+3	+1	Brilliant Getaway, Sneak Attack +2d6
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Sneak Attack +3d6
6	+4	+2	+5	+2	Face in The Crowd
7	+5	+2	+5	+2	Sneak Attack +4d6
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	Sneak Attack +5d6
10	+7/+2	+3	+7	+3	Alias
11	+8/+3	+3	+7	+3	Innocent Smile, Sneak Attack +6d6
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Sneak Attack +7d6, Quick Wits
14	+10/+5	+4	+9	+4	Slippery in The Grasp
15	+11/+6/+1	+5	+9	+5	Sneak Attack +8d6
16	+12/+7/+2	+5	+10	+5	
17	+12/+7/+2	+5	+10	+5	Alias, Sneak Attack +9d6
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak Attack +10d6, Alias
20	+15/+10/+5	+6	+12	+6	Quicker Than The Eye

Each time the spy gains this ability, he defines his alias as if he created a secondary character. The alias should have a background, profession, and so on. All of these aspects of the spy's background are above suspicion, as the spy spends much time and effort creating an effective alias. The spy does not need to have any special costumes or props to complete his alias. For example, Marcel l'Heureux adopts the alias of the hard-drinking priest, Father Domingo. Unfortunately, Marcel just washed ashore after a gang of pirates made him walk the plank. Even in his bedraggled state, once Marcel assumes his alias, anyone he meets assumes that it's poor Father Domingo who washed up on the beach. Marcel doesn't need to dress in a priest's robes to assume his alias.

Note that the DM may require you to gain certain skills to complete an alias. If your alias is from a different country, you must speak the native language fluently. If he practices a specific trade, you must have at least 3 ranks in the relevant Craft or Profession skill. Finally, an alias does not render you immune to arrest or suspicion. If Marcel breaks into the count's wine cellar in the guise of Father Domingo, the count sends his men out to seize the Father. While this deflects suspicion away from Marcel, he had best not assume his alias when the count's men are about.

Contacts: At 2nd level, spies know a lot of people, especially those with access to sensitive and useful information. When using the Gather Information skill, the spy may make 2 skill checks per night rather than 1.

Brilliant Getaway: At 3rd level, the spy always keeps a clear route of escape at his back. If the spy does nothing but move during a combat round, he counts any 5 ft. × 5 ft. square area as not threatened by his opponents.

Face in the Crowd: At 6th level, the spy gains the ability to blend into a crowd. Their features and mannerisms are so generic that most people pay them little mind. Any character whose total levels are half or less than the spy's class level must make an Intelligence check (DC 10 + the spy's class level) in order to recognize him. Even guards sent to hunt down the spy easily overlook him. Note that this ability only applies in normal, non-stressful social situations. A troop of guards chasing after a spy does not suddenly forget who they're after.

Innocent Smile: Starting at 11th level, if the spy is caught in an illegal act, he can rely on his charm and guile to carry him through. Any NPC whose total levels are half or less than the spy's character level, who catches the spy in an illegal act or any suspicious, but not blatantly illegal actions, must make a Will save (DC equal to the spy's Bluff check) or ignore the activity. With a smile and a few mumbled words of apology, the NPC assumes the spy made an honest mistake and does not report him.

Quick Wits: Successful spies never let anyone get a leg up on them. Staring at 13th level, once per day, instead of rolling for initiative, the spy may declare the use of this ability. The spy's initiative total is considered equal to the highest current initiative total in combat plus 1 (if there are multiple spies in the combat using this ability their totals are considered the same).

Slippery in the Grasp: Spies are tremendously difficult to pin down in combat. Starting at 14th level, they can no longer be flanked and gain the Mobility feat. If the spy already possessed this feat, the dodge bonus increases to +8.

Quicker than the Eye: Starting at 20th level, once per day, the spy may make a Bluff check to conceal any action he takes. This action must be quick enough to qualify as a partial, move-equivalent, or standard combat action. If the check succeeds, anyone viewing him who failed an opposed Sense Motive check does not notice his deed. Obvious or blatant actions, such as casting a spell, cannot be concealed with this ability.

When using this ability to initiate combat the spy gains an additional partial action immediately after using this ability and before his opponents' Initiative check, catching them unaware.

Swashbuckler

Swashbucklers are the swordsmen of the new world. They learn to use their speed and accuracy over their brawn and force. Many Swashbucklers in Théah attend Swordsman schools, learning forms and techniques of fencing and dueling that give them the edge against their rivals. Some Swashbucklers choose to join the Swordsman's Guild to exchange their dueling services for money.

Swashbucklers try to stay fast on their feat, preferring light weapons to heavy blades and avoiding the use of armor. They often serve the role of a combat specialist as well as a scout within in the party.

Game Rule Information

Swashbucklers have all of the following game statistics.

Abilities: Dexterity is the most important ability for the Swashbuckler. Dexterity keeps the swashbuckler light on his feet and allows him to keep himself clear from incoming bullets and blades. Wisdom and Charisma are also important to the Swashbuckler, as they allow additional benefits in his class features.

Alignment: Swashbucklers may be of any alignment: evil and good, lawful and chaotic alike can be found in this class. The heroic Swashbuckler is nothing without his villainous foil, after all.

Hit Die: d6.

Starting Wealth: 5d4 × 10 G.

Class Skills

The Swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Jump (Str), Sense Motive (Wis), Tumble (Dex), and Use Rope (Dex). *See the Player's Handbook™ for skill descriptions.*

Skill points at 1st level: (2 + Int modifier) × 4.

Skill points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: The swashbuckler is proficient in the use of the following weapons: Club, Cutlass Dagger, Short Sword, Scimitar, Small Sword and Rapier. The Swashbuckler is also proficient in the use of all Light Armor, and small- and medium-sized shields. Additionally the swashbuckler gains the feat: Exotic Weapon Proficiency (firearms).

Dexterous: Swashbucklers prefer those weapons that require finesse to brute strength. Starting at 2nd level, the Swashbuckler may use his Dex modifier instead of his Str modifier as though he had the Weapon Finesse Feat while using any weapon that may use the weapon finesse feat and wearing light or no armor.

Light Footed: Swashbucklers live and die by the speed of their feet and their sharp wits. The Swashbuckler may add his Wis or Int modifier (whichever is higher) to his AC and Ref save while wearing light or no armor. This is a dodge bonus that is lost when the Swashbuckler is denied his Dex Modifier to his AC.

Dexterous Strike: Precision over brawn allows the swashbuckler to bring his opponents down. Starting at 4th level, the Swashbuckler may roll 1d4 when inflicting Damage instead of using his Str Modifier for added damage when using a light weapon or rapier.

Bonus Feat: At 4th level and every two levels after that, except 8th and 14th level, the Swashbuckler may take a Bonus feat as if a fighter of the same level.

With Style: The swashbuckler knows how to juke and feint to make the most of their attacks. Beginning at 8th level, the Swashbuckler may add his Cha modifier to his Base Attack and Damage for one attack once per day. Thus a Swashbuckler with a Cha modifier of 3 would add +3 to his attack roll and +3 to his damage roll. At 13th level the Swashbuckler may use this twice a day and three times per day at 19th level.

Armor Penetration: The swashbuckler learns to turn an opponent's armor against him and finds the weakest places in armor to strike. At 15th level, when the Swashbuckler is striking an opponent wearing armor of Medium or greater size,

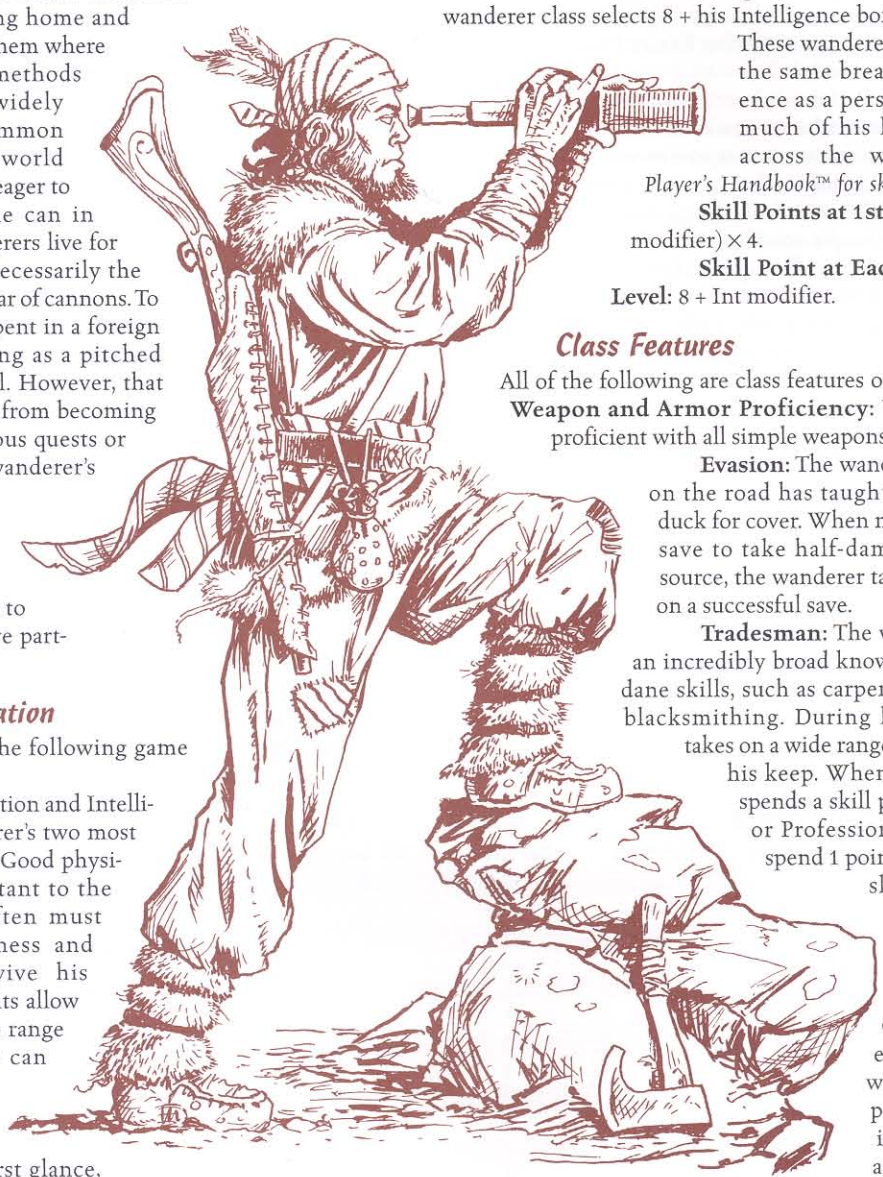
Table 2-15: The Swashbuckler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Light Footed
2	+2	+0	+3	+0	Dexterous
3	+3	+1	+3	+1	
4	+4	+1	+4	+1	Bonus Feat, Dexterous Strike
5	+5	+1	+4	+1	
6	+6/+1	+2	+5	+2	Bonus Feat
7	+7/+2	+2	+5	+2	
8	+8/+3	+2	+6	+2	With Style 1/day
9	+9/+4	+3	+6	+3	
10	+10/+5	+3	+7	+3	Bonus Feat
11	+11/+6/+1	+3	+7	+3	
12	+12/+7/+2	+4	+8	+4	Bonus Feat
13	+13/+8/+3	+4	+8	+4	With Style 2/day
14	+14/+9/+4	+4	+9	+4	Armor Penetration
15	+15/+10/+5	+5	+9	+5	
16	+16/+11/+6/+1	+5	+10	+5	Bonus Feat
17	+17/+12/+7/+2	+5	+10	+5	
18	+18/+13/+8/+3	+6	+11	+6	Bonus Feat
19	+19/+14/+9/+4	+6	+11	+6	With Style 3/day
20	+20/+15/+10/+5	+6	+12	+6	Bonus Feat

the Swashbuckler may attack the opponent as though the opponent was not wearing armor (the Armor bonus granted by the armor is ignored).

Wanderer

Traveling the sea-lanes, treading the highways and byways of the world, the wanderer is a jack-of-all-trades who masters a wide range of skills. He experiences life in full, taking in new cultures, strange vistas, and exciting adventures with an open-eyed enthusiasm. Most wanderers hit the road at an early age, signing on with a merchant ship or simply leaving home and letting the road take them where it will. While their methods and experiences widely differ, all share a common curiosity for the world around them and are eager to learn everything the can in their journeys. Wanderers live for adventure, but not necessarily the clash of swords and roar of cannons. To a wanderer, a week spent in a foreign city is just as exciting as a pitched battle or rooftop duel. However, that doesn't prevent them from becoming entangled in dangerous quests or critical missions. A wanderer's wide range of talents, broad knowledge of the world, and sometimes incredible luck all combine to make him an effective partner in any adventure.



Game Rule Information

Wanderers have all the following game statistics.

Abilities: Constitution and Intelligence are the wanderer's two most important attributes. Good physical fitness is important to the Wanderer, as he often must rely on his toughness and endurance to survive his adventures. Quick wits allow him to master a wide range of skills, which he can draw upon in nearly any situation that arises.

Alignment: At first glance, chaotic might seem a good fit for most wanderers, but they actually follow a wide range of ethos. Some wanderers staunchly obey a strict code of honor, while others are wild, freewheeling hedonists who do as they please.

Hit Die: d8.

Starting Wealth: 3d4 × 10 G.

Class Skills

The wanderer treats class skills much differently than other character classes. Since he ranges so far across the world, he picks up a much wider and diverse selection of abilities than other adventurers. He chooses 12 + his Intelligence bonus skills as class skills. In addition, wanderers are so adaptable that they count all skills, even class-exclusive ones, as cross-class skills. In addition to these class skills, the wanderer automatically receives Craft (Int), Profession (Wis), and all Knowledge (Int) skills as class ones. *See the Player's Handbook™ for skill descriptions.*

A character who chooses to gain a multiclass level in the wanderer class selects 8 + his Intelligence bonus class skills. These wanderers do not enjoy the same breadth of experience as a person who spent much of his life travelling across the world. *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (8 + Int modifier) × 4.

Skill Point at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the wanderer.

Weapon and Armor Proficiency: Wanderers are proficient with all simple weapons.

Evasion: The wanderer's long life on the road has taught him when to duck for cover. When making a Reflex save to take half-damage from any source, the wanderer takes no damage on a successful save.

Tradesman: The wanderer gains an incredibly broad knowledge of mundane skills, such as carpentry, sailing, or blacksmithing. During his travels, he takes on a wide range of jobs to earn his keep. When the wanderer spends a skill point on a Craft or Profession skill, he may spend 1 point on 2 different skills. Spending 1 point allows him to add an extra rank to two Profession, Craft or Knowledge skills. The wanderer cannot put both points into one skill, and cannot cross skill types, such as spending 1 point to increase Profession (butler) and Knowledge (the sea).

Ward of the Albatross: Many wanderers credit the ability to survive their many travels to good luck. Once per day, if the wanderer rolls a 1 on a d20, he may immediately change that result into a natural 20. Treat the roll as if it came up a 20, thus possibly causing a critical threat in combat.

Uncanny Dodge: As a wanderer meets success in his ventures, he learns to always stay on his guard. At 3rd level, he retains his Dexterity bonus to AC at all times unless physically immobilized or suffering from a physical effect, such as being stunned.

At 6th level, the wanderer develops the senses and reflexes to deal with opponents who surround him. He cannot be flanked. However, characters who are 4 levels above the wanderer count him as being flanked for purposes of the sneak attack special ability.

At 11th level, the wanderer is always on his toes and ready to act. If surprised, he may make a Reflex save (DC 20) to take a partial action during the surprise round.

At 14th level, the wanderer may once per day avoid a lethal blow. If a melee or missile attack, but not a spell or other effect, would drop a wanderer to 0 or fewer hit points, he may make a Reflex save (DC equal to damage from the attack) to avoid that damage.

Bonus Feat: At 4th, 8th, 12th, 16th, and 20th levels, the wanderer gains an additional feat chosen from the following list: Alertness, Dodge, Mobility, Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Run, Skill Focus, and Toughness.

Wanderer's Knowledge: Wanderers range far and wide during their journeys, picking up lots of information on a wide range of subjects. Starting at 9th level, once per day, a wanderer may make an untrained check with a Knowledge skill in which he does not yet possess any ranks.

Wanderer's Luck: The most experienced wanderers learn that while luck is great, preparation combined with luck is even better. Starting a 18th level, once per week, the wanderer automatically succeeds in a single saving throw. The wanderer chooses this ability before rolling any dice.

Witch

There are few individuals quite so mysterious as the witch. These individuals draw upon powerful magic from nothing more than a deep understanding of the world around them. They draw upon the power of the elements as well as residual energies left behind by powerful extraplanar creatures (such as gods and demons). A witch's sharp instinct allows her to make great leaps of logic regarding these forces, chaining raw power to his will. A skilled witch can command legions of extraplanar creatures, or gaze into the future with unerring accuracy. Though a witch's power is often linked intimately with powerful outsiders, a witch does not necessarily bear any loyalties to a particular deity or other extraplanar force.

Though witchcraft is not inherently evil in and of itself, the combination of potent magical power combined with the constant attention of extraplanar entities has led many a witch down a dark path.

It should be noted that though the term "witch" is usually associated with women, witches can be either male or female. Occasionally male witches refer to themselves as "warlocks." This is purely a matter of semantics and personal choice, and either males or females may be witches.

Most adventuring witches are very young, seeking to explore and understand the world around them. By gaining a better understanding of the forces that shape the world, a witch is better able to understand her own magic. As a witch's magic stems from a combination of instinct and determined study, a variety of experiences are essential for proper development.

Witches are extremely flexible spellcasters, with a focus upon divination, nature magic, summoning spells, and effects which inflict curses or other misfortune upon their enemies. While a witch's spells may not be as flashy as a sorcerer's, a clever witch learns to plan ahead and use his spells to devastating effect.

Many witches directly worship the powers that provide their magic. Some powerful and opportunistic witches specifically choose a patron deity with powerful minions, so that they may call upon these minions with their magic. In some

TABLE 2-16: THE WANDERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Evasion, Tradesman
2	+1	+0	+3	+0	Ward of the Albatross
3	+2	+1	+3	+1	Uncanny Dodge (Dex bonus to AC)
4	+3	+1	+4	+1	Bonus Feat
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	Uncanny Dodge (Can't be Flanked)
7	+5	+2	+5	+2	
8	+6/+1	+2	+6	+2	Bonus Feat
9	+6/+1	+3	+6	+3	Wanderer's Knowledge
10	+7/+2	+3	+7	+3	
11	+8/+3	+3	+7	+3	Uncanny Dodge (Reflex Save to Avoid Surprise)
12	+9/+4	+4	+8	+4	Bonus Feat
13	+9/+4	+4	+8	+4	
14	+10/+5	+4	+9	+4	Uncanny Dodge (Defensive Roll)
15	+11/+6/+1	+5	+9	+5	
16	+12/+7/+2	+5	+10	+5	Bonus Feat
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	Wanderer's Luck
19	+14/+9/+4	+6	+11	+6	
20	+15/+10/+5	+6	+12	+6	Bonus Feat

campaign settings, certain religious organizations may consider witchcraft a dark art and actively hunt members of this class. Ultimately, religion is a personal choice, and witches bear no specific restrictions.

A witch's power is a combination of natural ability and focused study. Like a sorcerer, many witches display supernatural powers early in life (the kettle boils when it's not on the stove, things go missing when the witch is around, etc.) but these powers must be honed and focused through instruction. Witches often gather into organizations known as covens, communities of magic which allow their members to share what they have learned with one another. In settings where witches are outlaws, the coven may be a witch's lifeline, their only hope for survival in a world that despises them. For their part, many witches realize that their magic is often misunderstood, and sometimes attempt to conceal their abilities from others.

There are no racial restrictions for witches, though they tend to appear more frequently among races with large numbers of sorcerers or wizards.

Witches get along well with druids, who share the witch's reverence for the natural order. Wizards and sorcerers tend to understand witches a little more, though they may be somewhat jealous of the witch's greater versatility. Paladins and clerics are likely to resent or misunderstand the witch's powers, and sometimes cause great friction when traveling with them.

Théah has a unique form of witch — the Fate Witch — which uses precognitive powers based on inherited blood. These rules can be used to facilitate Fate Witches, but more formal rules will appear in the upcoming *Magic of Théah* sourcebook.

Game Rule Information

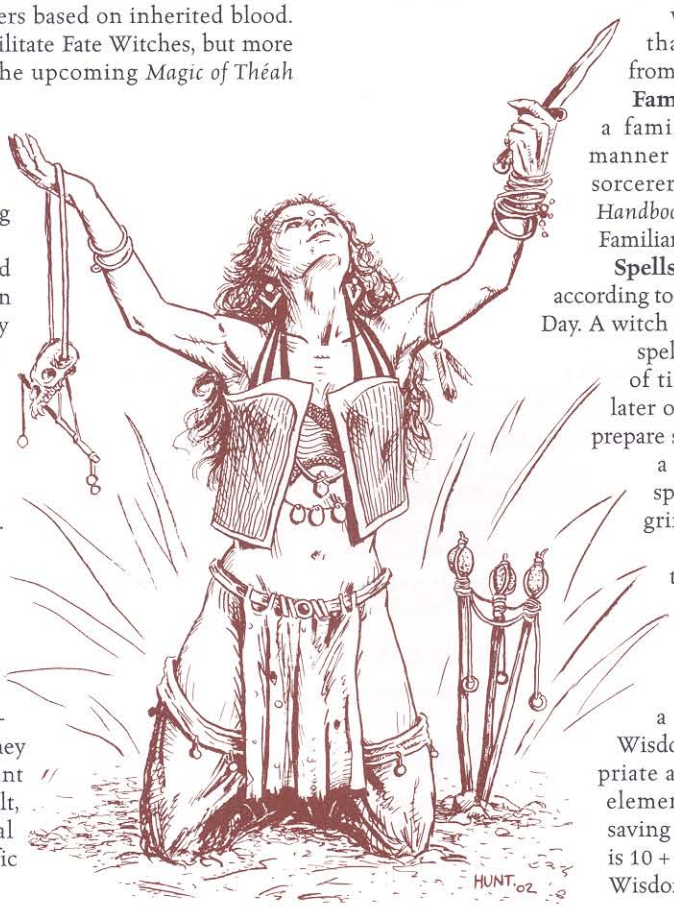
Witches have the following game statistics.

Abilities: The quantity and quality of spells that a witch can cast each day depends largely upon Wisdom, thus this ability score is the most important for witch characters. Witches also tend to fill positions as individuals of great knowledge, so high Intelligence is also very useful. A high intelligence also allows them to master a number of spells using the Manipulate Spell skill.

Alignment: Witches tend to be somewhat absorbed in their studies and communion with magic. As a result, they can sometimes be quite distant from the "real" world. As a result, witches tend to favor neutral alignments, but have no specific alignment restrictions.

Hit Die: d6.

Starting Wealth: 3d4 × 10 G.



Class Skills

A witch's class skills (and the key ability for each skill) are Alchemy (Int, exclusive skill), Animal Empathy (Cha), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Manipulate Spell (new exclusive skill, see below), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). *See the Player's Handbook™ for skill descriptions.*

Skill Points at 1st Level: (4 + Int Modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the witch.

Weapon and Armor Proficiency: Witches are proficient with the club, dagger, quarterstaff, sickle, and sling. They are not proficient with any type of armor, or with shields. Like any arcane spellcaster, a witch who wears armor suffers arcane spell failure when casting any spells with a somatic component. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every five pounds of armor or equipment carried.

Bonus Languages: A witch may substitute Infernal for one of the bonus languages available to the character because of her race. Though not all witches draw upon dark energies to fuel their magic, the great powers they use sometimes earn the attention of sinister creatures. A wise witch learns the ways of such creatures so that she can protect herself from them.

Familiar: A witch can summon a familiar in exactly the same manner as a sorcerer does. See the sorcerer description in the *Player's Handbook™* and the accompanying Familiars sidebar for details.

Spells: A witch casts arcane spells according to Table 2-18: Witch Spells per Day. A witch may choose to prepare any spell that she has learned ahead of time so that she may cast it later on. A witch who chooses to prepare spells must do so by getting a good night's sleep and spending 1 hour studying her grimoire. While studying, the witch chooses which spells to preparein a manner similar to a wizard (*see Preparing Wizard Spells in the Player's Handbook™*).

To learn, prepare or cast a spell a witch must have Wisdom of at least 10 + the appropriate ability score for that spell's element. The Difficulty Class for saving throws against witch spells is 10 + the spell's level + the witch's Wisdom modifier.

When preparing spells, a witch may choose to leave any number of spell slots "free" for casting innate spells (*see description to follow*). Once the witch has chosen to leave these slots open, the witch cannot later use them to prepare specific spells until she has rested for at least eight hours. Like a wizard or sorcerer, a witch may choose to leave slots entirely open (neither free or prepared) so that she can prepare spells at a later time.

Innate Spells: Over time, a witch gains such an intimate familiarity with the magic under her command that she can learn to cast some spells without preparation. The witch may only choose a small number of spells to be cast as innate spells, as detailed on Table 2-19: Witch Innate Spells. Any innate spells must be chosen from spells the witch has already copied into her grimoire (though the witch no longer needs the grimoire to prepare innate spells). Once chosen, these innate spells may not be changed.

When preparing spells for the day, a witch can choose to leave any number of spell slots "open," allowing them to be used to cast spells spontaneously in the manner of a sorcerer or bard. Spell slots must be left open to cast innate spells spontaneously; prepared spells may not be lost to cast innate spells spontaneously. A witch may use a higher level spell slot to cast a lower level spell if she so chooses, so long as that higher level spell slot remains open. Such a spell is still treated as its actual level, not the level of the slot used to cast it.

If using a metamagic feat to enhance a spontaneously cast Innate spell, the casting time of the spell in increased in the same manner as it is for sorcerers and bards. If a witch chooses to prepare one of her Innate spells in advance, she may enhance it using metamagic feats without penalty, but cannot spontaneously enhance the spell using metamagic feats.

Table 2-17: The Witch

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Summon Familiar, Manipulate Spell
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

Table 2-18: Witch Spells per Day

Level	0	1	2	3	4	5	6
1	4	2	–	–	–	–	–
2	5	3	–	–	–	–	–
3	5	3	–	–	–	–	–
4	5	4	2	–	–	–	–
5	5	4	3	–	–	–	–
6	5	4	3	–	–	–	–
7	5	5	4	2	–	–	–
8	5	5	4	3	–	–	–
9	5	5	4	3	–	–	–
10	5	5	5	4	2	–	–
11	5	5	5	4	3	–	–
12	5	5	5	5	3	–	–
13	5	5	5	5	4	2	–
14	5	5	5	5	4	3	–
15	5	5	5	5	4	3	–
16	5	5	5	5	5	4	2
17	5	5	5	5	5	4	3
18	5	5	5	5	5	4	3
19	5	5	5	5	5	5	4
20	5	5	5	5	5	5	4

Table 2-19: Witch Innate Spells

Level	0	1	2	3	4	5	6
1	1	–	–	–	–	–	–
2	2	1	–	–	–	–	–
3	2	1	–	–	–	–	–
4	3	1	–	–	–	–	–
5	3	2	1	–	–	–	–
6	3	2	1	–	–	–	–
7	3	2	1	–	–	–	–
8	4	2	1	1	–	–	–
9	4	2	2	1	–	–	–
10	4	3	2	1	–	–	–
11	4	3	2	1	1	–	–
12	4	3	2	2	1	–	–
13	5	3	2	2	1	–	–
14	5	3	3	2	1	1	–
15	5	3	3	2	2	1	–
16	5	4	3	2	2	1	–
17	5	4	3	3	2	1	1
18	5	4	3	3	2	2	1
19	6	4	3	3	2	2	1
20	6	4	4	3	3	2	1

Grimoire: A witch may know any number of spells, though she must have a grimoire on hand to prepare them (with the exception of Innate spells). Though grimoires are occasionally books (like a wizard's spellbook) they can also be scrolls, runestones, tattoos, or any other written or carved medium (at the DM's discretion). Whatever a grimoire's appearance, it is identical in function to a wizard's spellbook. A witch begins play with a grimoire containing all 0-level witch spells plus three 1st-level witch spells of the player's choice. For each point of Wisdom bonus the witch has, the grimoire holds one additional 1st-level spell. Each time the witch achieves a new level, she gains a new spell of any level that she can cast.

A grimoire has fifty "pages" of room in which to write spells; each spell requires two pages per level. Adding a new spell to the grimoire requires one day plus one day per level and costs 100 G per page (with the exception of new spells learned when advancing in level).

Witch magic requires an intensely personal link with the arcane powers; thus a witch may not attempt to use another witch's grimoire to prepare her spells. However, she may copy a grimoire to create a personalized version in the same manner in which a wizard would copy spells from other wizards' spellbooks.

Special: If a spell is one of the witch's innate spells, its Manipulate Spell skill is a class skill for that witch. If the spell is not part of the witch's Elemental Affinity, its Manipulate Spell skill is a cross-class skill. A character may not take 10 or take 20 on a Manipulate Spell skill check.

A witch gains a +2 circumstance bonus if he has the spell's grimoire in hand (effectively the perfect tool for the job). If you have five or more ranks in Spellcraft, you gain a +2 synergy bonus on Manipulate Spell checks.

Coven Member: As a witch you may take the Coven Member feat (*see the feats section*) as one of your feats gained every three levels and at character creation.

Witch Spells

(See the Player's Handbook™ for complete spell descriptions).

0-Level Witch Spells (Cantrips)

Create Water. Creates 2 gallons/level of pure water.
Cure Minor Wounds. Cures 1 point of damage.
Daze. Creature loses next action.
Detect Magic. Detects spells and magic items within 60 ft.
Detect Poison. Detects poison in one creature or small object.
Flare. Dazzles one creature (–1 attack).
Guidance. +1 on one roll, save, or check.
Inflict Minor Wounds. Touch attack, 1 point of damage.
Light. Object shines like a torch.
Mending. Makes minor repairs on an object.
Prestidigitation. Performs minor tricks.
Purify Food and Drink. Purifies 1 cu. ft./level of food and water.
Resistance. Subject gains a +1 on saving throws.

1st-Level Witch Spells

Augury. Learns whether an action will be good or bad.
Bane. Enemies suffer –1 attack, –1 on saves against fear.
Calm Animals. Calms 2d4+1/level HD of animals, beasts, and magical beasts.
Cause Fear. One creature flees for 1d4 rounds.
Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.
Change Self. Changes your appearance.
Charm Person. Makes one person a friend.
Chill Touch. 1 touch/level deals 1d6 damage and possibly 1 Str damage.
Deathwatch. Checks health of wounded subjects within 30 ft.
Doom. One subject suffers –2 on attacks, damage, saves, and checks.
Endure Elements. Ignores 5 damage/round from one energy type.
Faerie Fire. Outlines subjects with light, canceling blur, concealment, etc.
Identify. Determines single feature of magic item.
Inflict Light Wounds. Touch, 1d8 +1/level damage (max +5).
Invisibility to Animals. Animals can't perceive one subject/level.
Obscuring Mist. Fog surrounds you.
Pass Without Trace. One subject/level leaves no tracks.
Protection From Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
Ray of Enfeeblement. Ray reduces Str by 1d6 points + 1 point/two levels.
Sleep. Put 2d4 HD of creatures into comatose slumber.
Summon Monster 1. Calls outsider to fight for you.

2nd-Level Witch Spells

Animal Friendship. Gains permanent animal companions.
Animal Messenger. Sends a Tiny animal to a specific place.
Barkskin. Grants +3 natural armor bonus (or higher).
Blindness/Deafness. Makes subject blind or deaf.
Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Detect Thoughts. Allows "listening" to surface thoughts.
Gentle Repose. Preserves one corpse.
Misdirection. Misleads divinations for one creature or object.
Obscure Object. Masks object against divination.
Resist Elements. Ignores first 12 damage from one energy type each round.
Scare. Panics creatures up to 5 HD (15 ft. radius).
See Invisibility. Reveals invisible creatures or objects.
Silence. Negates sound in 15 ft. radius.
Summon Monster II. Calls outsider to fight for you.
Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.

3rd-Level Spells

Bestow Curse. –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.
Contagion. Infects subject with chosen disease.
Dispel Magic. Cancels magical spells and effects.
Divination. Useful advice for proposed actions.
Fly. Subject flies at a speed of 90.
Hold Person. Holds one person helpless; 1 round/level.
Illusory Script. Only intended reader can decipher.
Inflict Serious Wounds. Touch attack, 3d8 +1/level damage (max +15).

Invisibility. Subject is invisible for 10 min./level or until it attacks.
Lesser Planar Ally. Exchange services with an 8 HD outsider.
Magic Circle against Chaos/Evil/Good/Law. As protection spells, but 10 ft. radius and 10 min./level.
Nondetection. Hides subject from divination, scrying.
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.
Polymorph Other. Gives one subject a new form.
Polymorph Self. You assume a new form.
Protection From Elements. Absorb 12 damage/level from one kind of energy.
Remove Curse. Frees one object or person from curse.
Sleet Storm. Hampers vision and movement.
Speak With Dead. Corpse answers one question/2 levels.
Summon Monster III. Calls outsider to fight for you.

4th-Level Spells

Arcane Eye. Invisible floating eye moves 30 ft./round.
Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrifaction.
Commune. Deity answers one yes-or-no question/level.
Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).
Detect Scrying. Alerts you of magical eavesdropping.
Discern Lies. Reveals deliberate falsehoods.
Dismissal. Forces a creature to return to native plane.
Dream. Sends message to anyone sleeping.
Lesser Geas. Commands subject of 7 HD or less.
Lesser Planar Binding. Traps outsider until it performs a task.
Modify Memory. Changes 5 minutes of a subject's memories.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Poison. Touch deals 1d10 Con damage, repeats in 1 min.
Scrying. Spies on subject from a distance.
Sending. Delivers short message anywhere, instantly.
Summon Monster V. Calls outsider to fight for you.
True Seeing. Sees all things as they really are.

5th-Level Spells

Animate Dead. Creates undead skeletons and zombies.
Banishment. Banishes 2 HD/level extraplanar creatures.
Control Weather. Changes weather in local area.
Eyebite. Charm, fear, sicken, or sleep one subject.
Flesh to Stone. Turns subject creature into stone.
Geas/Quest. As lesser geas, plus it affects any creature.
Greater Dispelling. As dispel magic, but +20 on check.
Greater Scrying. As scrying, but faster and longer.
Guards and Wards. Array of magic effects protect area.
Harm. Subject loses all but 1d4 hp.
Inflict Critical Wounds. Touch attack, 4d8+1/level damage (max +20).
Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.
Legend Lore. Learn tales about a person, place, or thing.
Permanency. Makes certain spells permanent; costs XP.
Planar Ally. As lesser planar ally but up to 16 HD.
Repulsion. Creatures can't approach you.
Slay Living. Touch attack kills subject.
Summon Monster VI. Calls Outsider to fight for you.

6th-Level Spells.

Analyze Dweomer. Reveals magical aspects of subject.
Antipathy. Object or location affected by spell repels certain creatures.
Awaken. Animal or tree gains human intellect.
Cure Critical Wounds. Cures 4d8 +1/level damage (max +20)
Finger of Death. Kills one subject.
Greater Planar Binding. As lesser planar binding, but up to 24 HD.
Maze. Traps subject in extradimensional maze.
Soul Bind. Traps newly dead soul to prevent resurrection.
Summon Monster VIII. Calls outsider to fight for you.
Symbol. Triggered runes have array of effects.
Sympathy. Object or location attracts certain creatures.
Trap the Soul. Imprisons subject within gem.
Weird. As phantasmal killer, but affects all subjects within 30 ft.
Wind Walk. You and your allies turn vaporous and travel fast.
Word of Recall. Teleports you and your allies or equipement (total of 50 lbs. per caster level) back to a designated place.

New Skill

Manipulate Spell (Wis; Trained Only; Witch Only)

Like Craft and Profession skills, Manipulate Spell actually encompasses a wide range of skills, one for each Spell on the witch's spell list.

Check: By studying a specific spell in precise detail (and taking an additional move equivalent action to fully harness the spell's energies), a witch may alter the effects of that spell randomly.

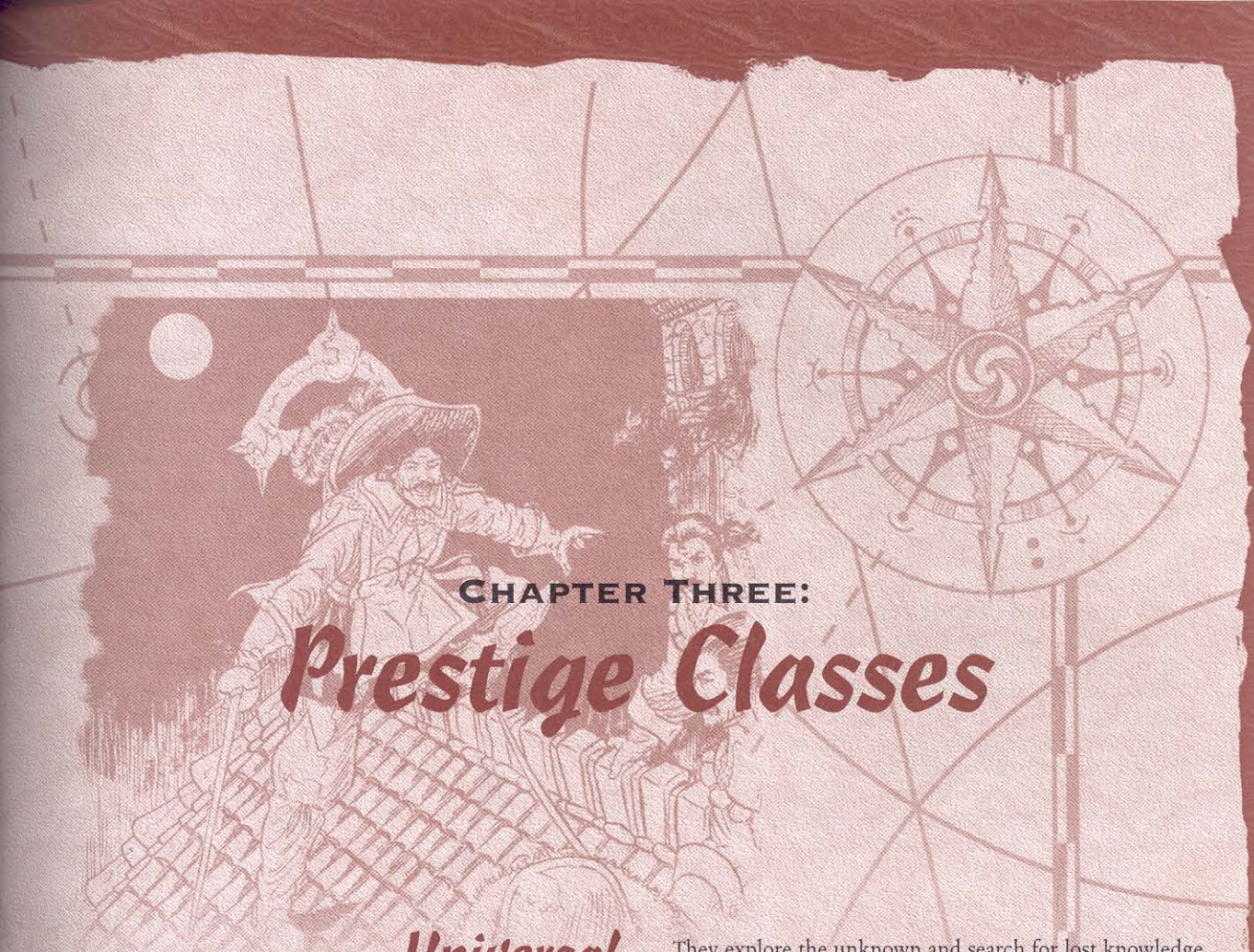
The result of the witch's skill check determines the final result of the spell.

DC	Result
10	+1 metamagic level
20	+2 metamagic levels
30	+3 metamagic levels
40	+4 metamagic levels
50	+5 metamagic levels

"Metamagic levels" are extra levels of power that may be used to spontaneously alter a spell (prepared or innate) with any metamagic feats the witch currently knows. Spontaneously altering a spell in this manner does not increase the casting time (beyond the additional move equivalent action needed to use this skill). The final level of the spell (original level plus any metamagic levels) cannot total more than half the witch's level, rounding up. Metamagic levels in excess of this total are lost.

For example: a witch casting bull's strength (normally a 2nd level spell) makes a Modify Spell (bull's strength) check and gets a result of 27. She gains three metamagic levels to use as she wishes; she chooses to Extend and Empower her bull's strength.

Spells with a casting time longer than one round may not be manipulated.



Chapter Three:

Prestige Classes

Universal Prestige Classes

When it comes to advanced training or specialization, no one holds a candle to the swashbuckling swordsman. Any Restoration-era campaign contains dozens of fencing styles, each with its own unique advantages. In addition, sailing ships require a number of skilled seamen to function, each utilizing a specialized set of skills to keep the vessel running. Prestige classes will find no more fertile ground than in a swashbuckling campaign.

All of the prestige classes detail below may be used in the world of Théah. Indeed, many of them are unique to Théah, with history and background tied in to that particular universe. However, all of them may also be used in alternative swashbuckling campaigns with little or no modification; you need only change the background to fit. As always, the DM has the final say as to which prestige classes he allows. If you are not playing in Théah, consult with him before taking any of the classes in this chapter.

Archaeologist

For some people, relying on "established knowledge" is not enough. Human history contains all manner of cracks and fissures, "dark spots" which have been lost to the ages. They seek out such dark spots, hoping to uncover forgotten mysteries and thus increase humanity's enlightenment. These inquisitive few are known as archaeologists. They explore the unknown and search for lost knowledge and antiquities. They are great repositories of knowledge in their own right, and will not hesitate to push the envelope if they think there is new insight to be gained.

Archaeologists are unique in that they value knowledge more than jewels or gold. If given the choice between retrieving a lost book of ancient recipes or a bejeweled snuffbox, they will not hesitate in taking the book. They tend to accumulate vast numbers of antiquities, some of which are quite valuable. The value of their possessions does not matter, however, for they primarily value the knowledge that such items hold. Dedicated and determined, nothing will stand in the way of an archaeologist and the insight he seeks.

In Théah, the Explorer's Society uses many archeologists on their sea-faring vessels. Their knowledge of ancient ruins and protocol for exploring underground tombs is invaluable to an Explorer captain.

Requirements

To qualify as an archaeologist, a character must fulfill the following criteria:

Feats: Alertness, Iron Will, Lightning Reflexes, Skill Focus (any 2 knowledge).

Skills: Appraise 6 ranks, Gather Information 8 ranks, Knowledge (history) 10 ranks, Knowledge (any 3) 8 ranks each, Search 6 ranks, Spot 6 ranks.

Game Rule Information

Alignment: Any.

Hit Dice: d4.

Table 3-1: The Archaeologist

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Limitless Knowledge, Ancient Lore
2	+1	+0	+3	+3	Lucky, Evasion
3	+2	+1	+3	+3	Font of Wisdom
4	+3	+1	+4	+4	Extraordinary Luck
5	+3	+1	+4	+4	Great Knowledge
6	+4	+2	+5	+5	Greater Ancient Lore
7	+5	+2	+5	+5	Improved Evasion
8	+6	+2	+6	+6	Archaeologist of Truth
9	+6	+3	+6	+6	Skill Mastery
10	+7	+3	+7	+7	Perfect Knowledge, Perfect Lore

Class Skills

The archaeologist's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Decipher Script (Int), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills taken individually) (Int), Open Lock (Dex), Search (Wis), Speak Language (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Use Magic Device (Cha) *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the archaeologist:

Weapon and Armor Proficiency: Archaeologists are proficient with all simple weapons and all light armor.

Limitless Knowledge: At 1st level, archaeologists possess knowledge that is almost limitless in its breadth. They even have knowledge regarding subjects that they have not specifically studied. Also, in the areas that they have studied, archaeologists are unrivaled in academics. Archaeologists have a +4 competency bonus on all Knowledge skills. Further, archaeologists may use untrained Knowledge skills. Whereas normally, Knowledge skills cannot be used untrained, archaeologists simply lose their +4 competency bonus when using untrained Knowledge skills.

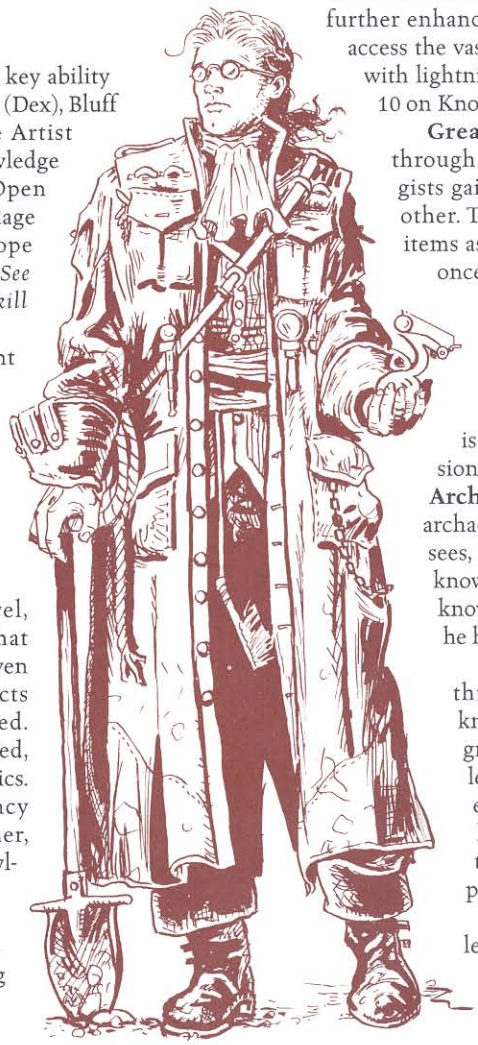
Ancient Lore: At 1st level, archaeologists accumulate vast knowledge about artifacts, magic items, and other similar creations. This functions like bardic knowledge. When using this ability, the archaeologist adds all levels in all classes that grant a similar ability (bard, Loremaster, etc.). Also, the archaeologist adds both his Wisdom and Intelligence modifiers to his Ancient Lore checks.

Lucky (Ex): At 2nd level, archaeologists gain a measure of truly amazing luck. This manifests in two ways. First, archaeologists have a +1 luck bonus to all of their saves. Second, once per day per 2 class levels, the archaeologist may choose to re-roll any one roll. He or she takes the better of the two rolls. This is an extraordinary ability.

Evasion: At 2nd level, archaeologists have the uncanny ability to avoid even the most dangerous situations. This is identical to the rogue's evasion ability.

Font of Wisdom: At 3rd level, archaeologists have accumulated large stores of knowledge, which they can access almost flawlessly. They are allowed to Take 10 on all Knowledge skills (trained Knowledge skills) at any time as a move equivalent action.

Extraordinary Luck: At 4th level, the archaeologist has further developed his already amazing luck. The luck bonus to their saves increases to +3.



Great Knowledge: At 5th level, the archaeologist has further enhanced his mental faculties. Now, he can access the vast amounts of knowledge he possesses with lightning speed. The archaeologist may Take 10 on Knowledge skills as a free action.

Greater Ancient Lore: At 6th level, through experience and learning, archaeologists gain insight and knowledge unlike any other. The archaeologist can Identify magic items as per the spell. He can use this ability once per item examined.

Improved Evasion: Starting at 7th level, the archaeologist gains greatly enhanced reflexes and can now seemingly sense attacks and dangers before they come. This ability is identical to the rogue's Improved Evasion ability.

Archaeologist of Truth: At 8th level, the archaeologist always knows the truth. If he sees, hears, or reads an untruth, he instantly knows it for what it is. He does not instantly know the truth, he merely knows that what he has heard/seen is not true.

Skill Mastery: At 9th level, through practical application of his knowledge, the archaeologist has gained greater confidence and ability with his learning. He chooses a number of skills equal to his Int modifier. From now on, he can Take 20 on these skills at any time as a move equivalent action. Once per day per skill.

Perfect Knowledge: At 10th level, the archaeologist reaches the pinnacle of his mental abilities. At this point, archaeologists seldom fail in even the most difficult mental tasks. He may Take 20 on the skills chosen by Skill Mastery as a free action. Further, he may choose another number of skills equal to his Int modifier. He may Take 20 as a move equivalent action on these newly-chosen skills. Once per day per skill.

Perfect Lore: At 10th level, the archaeologist has honed his lore ability to truly epic proportions. As such, the archaeologist may use his lore to achieve the effects of a *legend lore* or *analyze dweomer* spell twice per day.

Boarding Marine

Some ship crewmen are especially talented in sea-borne combat. They have extensive training in special weapons and tactics, and are as likely to be found on the front lines of an amphibious assault as boarding an enemy ship. They are experts in both armed and hand-to-hand combat. They are elite warriors, the sea-borne variant of the most ferocious land-based soldiers.

In Théah, both the Montaigne Navy and the Castillian Armada employ marines for use in boarding missions. Both have a vested interest in exterminating the pirate presence off of their shores and sometimes the only way to effectively end a pirate captain's careers is to board and sink that his ship. Boarding marines suit are especially well-suited to such missions.

Requirements

To qualify as a boarding marine, a character must fulfill the following criteria:

Base Attack Bonus: +8.

Feats: Improved Critical, Improved Initiative, Quick Draw (any), Weapon Focus (any).

Skills: Balance 4 ranks, Climb 4 ranks Intimidate 8 ranks, Jump 6 ranks, Swim 6 ranks, Tumble 6 ranks.

Game Rule Information

Alignment: any.

Hit Dice: d10.

Table 3-2: The Boarding Marine

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Improved Unarmed Strike, Amphibious Assault
2	+2	+3	+3	+0	Weapon Specialization
3	+3	+3	+3	+1	Fire and Forget
4	+4	+4	+4	+1	Weapon Expert
5	+5	+4	+4	+1	Spearhead
6	+6	+5	+5	+2	Weapon Expert
7	+7	+5	+5	+2	Ferocious
8	+8	+6	+6	+2	Weapon Master (–4, small weapons)
9	+9	+6	+6	+3	
10	+10	+7	+7	+3	Weapon Master (–2, medium-sized weapons)

Class Skills

The boarding marine's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are the class features of the boarding marine

Weapon and Armor Proficiency: Marines are proficient with all simple and martial weapons, firearms, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Improved Unarmed Strike: At 1st level, boarding marines receive the Improved Unarmed Strike feat.

Amphibious Assault: At 1st level, marines are experts in amphibious warfare. When assaulting a target from the water, they automatically receive a surprise round before combat.

Weapon Specialization: At 2nd level, a boarding marine receives weapon specialization in a weapon of his choice.

Fire and Forget: Starting at 3rd level, in a marine's first round of combat, if he has a loaded ranged weapon (firearm, light crossbow or hand-crossbow) as a free action he can draw and fire that weapon at his highest attack bonus. After firing, he drops his ranged weapon, draws a melee weapon, and enters combat. To receive this benefit, he must make a full attack action, and enter melee combat after firing.

Weapon Expert: At 4th, 6th, and 8th levels, the boarding marine chooses a weapon in which he receives specialization (if he does not already have it) and a +2 competence bonus to attack rolls.

Spearhead: At 5th level, boarding marines learn to lead battle charges. When a marine charges into combat (using the charge action) he receives an additional +5 morale bonus to attack and damage that round. Any allies that charge in the same round as the marine receive a +2 morale bonus to attack and damage.

Ferocious: At 7th level, boarding marines have become truly ferocious warriors, adept at all forms of combat. When a marine is in melee combat and fighting with a small weapon, he can take two extra attacks per melee round (when he makes a full attack action.) When he does this, the two additional attacks are at his highest attack bonus, and all of his attacks for the round suffer a –4 penalty. At 10th level, this ability can now be used with all medium-sized melee weapons and the attack penalty is reduced to –2.

Buccaneer

On Théah, the word "buccaneer" was once synonymous for "prisoner." It referred to the inhabitant of the island-prison of La Bucca, where the lowest criminals of Théah were condemned to a lifetime of toil. In 1666, after a daring escape and takeover of the island, the Brotherhood of the Coast redefined the term. Under the leadership of the mysterious Captain Allende, the Brotherhood has swiftly joined the ranks of the most feared pirates to sail the seas. Unlike many other pirate organizations, the buccaneers are founded upon a strong and unyielding loyalty to one another.

The difference between a standard pirate and a buccaneer is simple — a buccaneer is never alone. Any buccaneer can tell you that; so can his friend standing right behind you. The buccaneer prestige class applies most easily to the Brotherhood of the Coast, though it can be easily extended to any pirate or mercenary organization with a strong philosophy of loyalty.

Buccaneers are found on many pirate vessels in Théah, but none more than the ships of the Brotherhood of the Coast.

Requirements

To qualify as a buccaneer, a character must fulfill all the following criteria:

Base attack bonus: +4.

Skills: Escape Artist 5 ranks, Profession (sailor) 3 ranks, Tumble 7 ranks.

Special: Sneak attack +1d6 or higher.

Other: The buccaneer must pass any initiation required by the particular organization he wishes to join. A character may join a brotherhood without meeting the requirements of this prestige class, but gains none of the benefits of this class.

Game Rule Information

Alignment: Any.

Hit Die: d8.

TABLE 3-3: THE BUCCANEER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Brotherhood +1/+1d6
2	+2	+0	+3	+0	My Brother's Eyes
3	+3	+1	+3	+1	Brotherhood +2/+2d6
4	+4	+1	+4	+1	My Brother's Ears
5	+5	+1	+4	+1	Brotherhood +3/+3d6
6	+6	+2	+5	+2	Together We Die
7	+7	+2	+5	+2	Brotherhood +4/+4d6
8	+8	+2	+6	+2	My Brother's Blood
9	+9	+3	+6	+3	Brotherhood +5/+5d6
10	+10	+3	+7	+3	Together We Live

Class Skills

The buccaneer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex). *See Chapter 4 in the Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the buccaneer prestige class. Note: Any of the abilities which rely upon the presence of "another buccaneer" function only in the presence of another character who has at least one level in this prestige class.

Weapon and Armor Proficiency: Buccaneers have proficiency in all simple weapons. They gain no proficiency in armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Brotherhood (Ex): At 1st level, the buccaneer gains an additional +1 bonus when flanking an opponent if the other individual flanking that opponent is also a buccaneer. The buccaneer also gains +1d6 sneak attack damage against such an opponent. The flanking bonus increases by +1 and the sneak attack damage bonus increases by +1d6 every level thereafter.

My Brother's Eyes (Ex): A buccaneer of 2nd level or higher can never be surprised or flat-footed if any other buccaneer within 30 ft. is not surprised or flat-footed.

My Brother's Ears (Ex): At 4th level, the buccaneer gains a +10 bonus on all Innuendo checks with other buccaneers.

Together We Die (Ex): Once per round, a buccaneer of at least 6th level can attempt to throw himself in harm's path to save any ally (not necessarily another buccaneer) within 5 ft. This may apply to any ranged attack or effect which requires a Reflex save. The buccaneer must make a Reflex save with a DC equal to the original attack roll or Reflex DC. If successful, the buccaneer switches squares with the original target and becomes the new target, leaving the original target unharmed. If this Reflex save fails, both targets are affected normally. (Note that this can be attempted even if the attack would have affected the buccaneer as well; in such a case the buccaneer takes the damage his ally would have taken as well as the damage he would have taken).

My Brother's Blood (Ex): At 8th level, as a standard action, the buccaneer can rally his fellow buccaneers with a rousing cry. This inspiring action grants 3d10 temporary hit points and a +3 morale bonus to attack and damage rolls to all buccaneers in a 20 ft. radius and lasts 10 minutes. The buccaneer may only perform this action once per day. If multiple buccaneers use this action, the effects stack.

Together We Live (Ex): At 10th level, the buccaneer gains an ability similar to Together We Die, except that he can make a second Reflex save with a DC 10 higher than the first. If this save is successful, he not only deflects the attack from the original target, but he is not affected by it either. (Only the effect intended for the buccaneer's ally is deflected; if the original effect would have struck the buccaneer as well, he is still affected).

Captain

An agile thinker, an analytical mind, a penchant for strategy and tactics, superior leadership, and an inspirational spirit — these are the qualities that all captains possess. Few have the temerity and mental faculties to join their ranks, but those who qualify are universally respected and valued as the strategic backbone of any efficient fighting force. Trained in the arts of strategy, combat, and warfare, captains are unequivocally respected, regardless of their status as an officer. A captain may be a decorated officer, or he may hold no rank other than crewman, but regardless of his rank, his fellow sailors will follow his every word.

Requirements

To qualify as a captain, a character must fulfill the following criteria:

Alignment: Any non-chaotic.

Base Attack Bonus: +4.

Feats: Iron Will, Leadership, Skill Focus: Profession: Tactician (or Strategist).

Skills: Craft: Strategy 6 ranks, Intuit Direction 4 ranks, Perform 6 ranks, Profession: Tactician (or Strategist) 5 ranks, Sense motive 5 ranks.

Game Rule Information

Alignment: Any non-chaotic.

Hit Die: d6.

TABLE 3-4: THE CAPTAIN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Cunning Plans
2	+1	+0	+0	+3	Motivational Speech
3	+2	+1	+1	+3	Legendary Leadership
4	+3	+1	+1	+4	Master Planner
5	+3	+1	+1	+4	Strategy of Legend

Class Skills

The captain's class skills (and the key ability for each skill) are: Balance (Dex), Craft (Wis), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int Modifier.

Class Features

All of the following are class features of the captain.

Weapon and Armor Proficiency: Captains are proficient with all simple and martial weapons, light and medium armor, but not shields. Note that armor check penalties for armor heavier than leather apply for the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

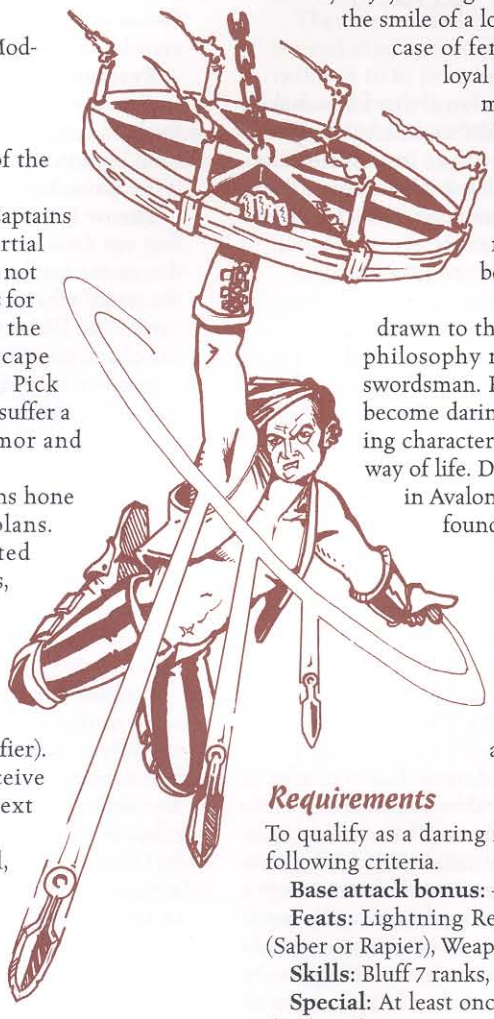
Cunning Plans: At 1st level, captains hone their ability to form airtight battle plans. If the captain spends 2 uninterrupted rounds explaining his plan to his allies, he may make a Profession (tactician) or Profession (strategist) skill check. The result divided by 10 may be applied as a bonus to attack and damage rolls, as well as armor class (a total roll of 20 would yield a +2 modifier). The captain and all his allies then receive this bonus for the duration of the next combat.

Motivational Speech: At 2nd level, the captain gains greater effectiveness when inspiring his comrades. Once per day per level, the he may make a Perform check DC 20. This functions in the same way as the bardic ability Inspire Greatness. The captain may inspire a number of creatures equal to twice his captain level. This inspiration lasts as long as the captain continues to speak and for 6 rounds thereafter.

Legendary Leadership: At 3rd level, the captain receives a bonus to his Leadership Score/Value equal to twice his captain level.

Master Planner: At 4th level, the captain truly masters combat tactics. At a moment's notice he may formulate a seamless plan. He may take 10 on Profession (tactician) and Profession (strategist) checks. Note that taking 10 on these skills only takes one round.

Strategy of Legend: At 5th level, the captain is legendary in his ability to formulate tactics and strategies. He may take 20 on Profession: Tactician and Profession: Strategist checks. Note that taking 20 on these skills only takes one round. Further, the captain now only requires one round when using his Cunning Plans ability.



Daring Fool

Some heroes would argue that luck is more important than skill. A few might argue that skill isn't really important at all. The daring fool belongs to this latter breed: charming, easy-going knaves who coast through life by the seat of their pants. They enjoy mixing it up in a good brawl and cannot resist the smile of a lovely lady (or a charming man, in the case of female daring fools). Daring fools are loyal friends, sticking to their allies in the most dire situations and thwarting their foes through sheer dumb luck. When all looks darkest, the daring fool still has high spirits and a ready quip, for he knows that at any moment his luck will turn for the better.

Swashbucklers are most frequently drawn to this prestige class, as the daring fool's philosophy meshes well with that of the cocky swordsman. Rogues and rangers also occasionally become daring fools, though nearly any adventuring character class could conceivably take up this way of life. Daring fools are particularly numerous in Avalon, Montaigne, and Vodacce, but can be found in nearly any nation.

The most daring fools can be found aboard the vessels of the Avalon Sea Dogs, who regularly push Lady Luck to her limits. Their acrobatic stunts and heroic efforts give a captain an unforeseen way out of situation that would leave another crew dead.

Requirements

To qualify as a daring fool, a character must fulfill all the following criteria.

Base attack bonus: +4.

Feats: Lightning Reflexes, Martial Weapon Proficiency (Saber or Rapier), Weapon Finesse (any weapon).

Skills: Bluff 7 ranks, Escape Artist 3 ranks, Tumble 7 ranks

Special: At least once, the character must survive certain death and emerge triumphant for no other reason than outright daring and pure, dumb luck. The DM is the final arbiter on when and if this condition is met.

Note: The swashbuckler's Dexterous class ability may be substituted for the daring fool's Weapon Finesse requirement.

Game Rule Information

Alignment: Any.

Hit Die: d6.

TABLE 3-5: THE DARING FOOL

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Fool's Luck, Pour on the Charm
2	+1	+0	+3	+0	Bravery, Luck Pool +1
3	+2	+1	+3	+1	Taunt
4	+3	+1	+4	+1	Luck Pool +2
5	+3	+1	+4	+1	Burn Fate, Evasion
6	+4	+2	+5	+2	Luck Pool +3
7	+5	+2	+5	+2	Throw Luck to the Wind
8	+6	+2	+6	+2	Luck Pool +4
9	+6	+3	+6	+3	Nimble
10	+7	+3	+7	+3	Unbound Fate, Luck Pool +5

Class Skills

The daring fool's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (local), Pick Pockets (Dex), Sense Motive (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the daring fool prestige class:

Weapon and Armor Proficiency: Daring fools have proficiency in all simple weapons, light armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Fool's Luck: All luck bonuses the daring fool gains from any source stack, unless they come from basically the same source (such as multiple stones of good luck or multiple castings of divine favor). In addition, the daring fool gains a luck bonus equal to his level against any hostile Fate Magic. If you do not use Fate Magic, this bonus applies to any one magic school (i.e., all of the spells within that school), chosen by the player when this feature is gained.

Pour On the Charm: The daring fool's charm is renowned, but can be unpredictable. A member of this prestige class gains a +4 luck bonus on all Bluff and Diplomacy checks when interacting with members of the opposite sex. However, on any Bluff or Diplomacy roll that results in a natural 1, the daring fool manages to unintentionally insult the intended target, causing him or her to become openly hostile for an appropriate amount of time (depending on the target and situation). A daring fool suffers a –10 penalty to all Diplomacy checks with potentially jealous spouses, angry parents, or rival suitors of a target he has affected (or is actively planning to affect) with this ability.

Bravery: At 2nd level, daring fools gain a +6 morale bonus on all saving throws against *fear* effects.

Luck Pool: At 2nd level, the daring fool begins to accumulate a pool of good luck that may be drawn upon each round (*non-cumulative, see the table above*). This amounts to a luck bonus that may be applied to any attack roll, saving throw, or skill check during the round. More than one point of bonus may be applied to a single die roll, and the bonus may be distributed among multiple die rolls. For example, an 8th level daring fool with a Luck Pool of +4 may apply a +2 bonus to one attack roll, a +1 bonus to a second attack, and then save the other +1 in case he needs to make a saving throw later that round.

Taunt: The daring fool is a master of getting under an opponent's skin. At 3rd level, each time he succeeds on a Bluff or Intimidate check against an opponent, he gains a cumulative +2 circumstance bonus on all future such rolls against that opponent. This bonus accumulates until the opponent either renders the daring fool helpless (such as by reducing him to zero or less hit points) or makes a successful Bluff or Intimidation check of his own against the daring fool.

Burn Fate: At 5th level the daring fool can expend a point of bonus from his luck pool to re-roll any skill check, attack roll, or saving throw and keep the better result. The point of bonus expended does not return until the daring fool has rested for eight hours.

Evasion: At 5th level the daring fool gains the evasion ability. Any effect that normally allows a Reflex saving throw for half damage now inflicts no damage upon a successful save. Evasion is an extraordinary ability that may only be used if the daring fool is wearing light armor or no armor.

Throw Luck to the Wind (Ex): At 7th level, the daring fool can draw upon the power of luck to let random chance determine his destiny. Once per day, he may "throw luck to the wind" when making a skill check, attack roll, or saving throw. The DM then rolls a die secretly. If the result is even, the character is considered to have rolled a natural 20 and succeeded (even if a natural 20 would not normally provide a success; if this is an attack roll it is a critical threat, not an automatic critical hit). If the result is odd, the character is considered to have failed in a spectacular manner (on an attack roll, his weapon is lost or breaks, on a Diplomacy check he makes a tremendous breach of etiquette, on a failed save he zigs instead of zags and takes double damage, etc.). This is an extraordinary ability.

Nimble: At 8th level, the daring fool is always considered to be Taking 10 on Jump and Tumble checks if the roll is less that 10.

Unbound Fate: At 10th level, the daring fool's fortune is so powerful that he becomes immune to all Fate Magic, friendly or hostile. The daring fool may expend a point of bonus from his Luck Pool (in a manner similar to the Burn Fate ability) to dispel the effects of Sorte magic by touch. This effect is identical to a dispel magic cast by a 10th level caster. In Théah, Fate Witches can sense a character with this ability at a glance, granting the daring fool a +10 circumstance bonus to all Intimidation checks against them. Alternately, this ability grants the daring fool immunity from any one magic school (i.e., all of the spells within that school), chosen by the player and following the same rules above.

A Note Regarding Abilities

Many of the following Prestige Classes were written with the *7th Sea* Ship-to-Ship combat rules in mind. For other systems, the conversion is simple. Any bonuses that are given in the form +X (such as +1 or +2) can be converted to percentages by multiplying the number by 5. *For example, +2 becomes +10%, and +5 becomes +25%. To convert percentages to modifiers for a d20 roll, divide the percentage by 5 (i.e., +35% would be +7. Always round down).*

Entertainment Officer

Spirits and morale tend to plummet during long voyages at sea. To counter this potentially devastating problem, captains hire entertainment officers to keep the crew's spirits up. From singing to music to riddles and jesting entertainment officers excel at all forms of diversion. Lovers of word and humor, entertainment officers also serve in diplomatic positions, and act as advisors to the ship's captain. Entertainment officers prefer discussion to combat and words to swords. They tend to have a rapier wit and a sharp tongue.

Requirements

To qualify as an entertainment officer, a character must fulfill the following criteria:

Ability: Cha 16+.

Alignment: Any non-evil chaotic.

Feats: Iron Will, Lightning Reflexes.

Skills: Balance 8 ranks, Climb 4 ranks, Diplomacy 9 ranks, Disguise 4 ranks, Escape Artist 4 ranks, Innuendo 6 ranks, Jump 6 ranks, Perform 9 ranks, Tumble 4 ranks.

Game Rule Information

Alignment: Any non-evil chaotic

Hit Dice: d6.

Table 3-6: The Entertainment Officer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Gentle Spirit, Gilded Tongue
2	+1	+0	+3	+3	Music of the Spheres
3	+2	+1	+3	+3	Platinum Tongue
4	+3	+1	+4	+4	+2 Charisma
5	+4	+1	+4	+4	Jest

Class Skills

The entertainment officer's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Swim (Str), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Entertainment Officer prestige class:

Weapon and Armor Proficiency: Entertainment officers are proficient with all simple weapons. Additionally, they are proficient with light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor or equipment carried.

Gentle Spirit (Ex): Starting at 1st level, entertainment officers possess a naturally gentle spirit that makes them exceptional diplomats, entertainers and counselors. They are predisposed to discussion rather than violence. As such, they try to resolve all situations peacefully until they can tell that the situation is beyond negotiation, at which point they hand the reins of control over to those more suited for fighting.

Entertainment officers will not enter combat except in self-defense. Even then, they will only strike to deal subdual damage, and will never even think of taking the life of a sentient creature. These peaceful spirits are completely immune to any charm or compulsion effects that attempt to force them to harm a sentient creature (the spell or effect immediately ends if this is the case.) Also, entertainment officers receive a +6 compassion bonus to Diplomacy skill checks and to Charisma checks, and they may always take 10 when using the Diplomacy skill.

They also radiate an Aura of Peace, a palpable feeling of overwhelming kindness and gentleness. The Aura has a radius of 10 ft. per entertainment officer level, and emanates outward from the character. Any creatures in the area of effect must make a Will Save DC 15 before they can take any hostile actions. After the save is made, they are immune to the Aura's effects for one day. This aura is not a magical or supernatural effect. It is merely a physical manifestation of their peaceful nature. This is an extraordinary ability.

Gilded Tongue: At 1st level, entertainment officers possess personal skills far beyond those of normal men. When using any Charisma-based skill, the character may apply a +4 competence bonus to his check. Further, the DC for an extraordinary performance (as per the Perform skill) is lowered to 25. Entertainment officers may apply the competence bonus to 2 relevant skill checks per class level per day.

Music of the Spheres (Ex): At 2nd level, entertainment officers become unsurpassed in their musical ability. He must choose a Perform skill that he has ranks in to be his area of specialization. From this point on, the character receives a +6 expertise bonus whenever he uses this skill. Further, when an entertainment officer uses his specialized skill, he may attempt to invoke one of several different effects. This is an extraordinary ability.

Song of Inspiration: Entertainment officers may use music to inspire courage in their allies, steeling their nerves and boosting their combat prowess. In order to be affected, one must hear the character's performance for one round. The effect lasts as long as the entertainment officer continues his performance, and for 5 + Cha modifier rounds after the performance ends (or after the ally can no longer hear the performance.) While performing, the entertainment officer can do nothing other than move or take the Total Defense action. Affected allies receive a morale bonus equal to the entertainment officer's Charisma modifier, which is applied to their saving throws and attack rolls.

Song of Fascination: An entertainment officer may use music to cause creatures to become enthralled by his words. Potential targets must be able to see and hear the officer and must be within 120 ft. The officer must also be able to see all of those that he wishes to affect. To be affected creatures must be able to pay attention to the performer, and any nearby battles or other such distractions prevent this song from having any effect. The entertainment officer makes a Perform check, the result of which is the Will save DC needed to resist the effects of this song. If the saving throw succeeds, the creature is immune to further uses of this song for 24 hours. If the saving throw fails, the creature may do nothing other

than sit quietly and listen to the song for as long as the officer chooses to continue singing. Any potential danger to the affected creatures entitles them to a second saving throw. The entertainment officer may affect a number of creatures equal to double his Charisma modifier.

Song of Serenity: Combining his diplomatic and performance skills, a entertainment officer may make a perform check to attempt to stop violence and fighting. Potential targets must be able to hear the entertainment officer and must be within 120 ft. The officer must also be able to see all of those that he wishes to affect. The officer makes a perform check, the DC of which is the Will save DC needed to resist the effects of this song. A successful save makes the target immune to further uses of this song. Those creatures that fail the save are filled with feelings of kindness and serenity, and will find themselves unable to take any violent acts for the duration of the song. Those affected will leave combat and sit quietly around the entertainment officer, intently listening to his words. The effects of this song last for as long as the officer sings (speaks etc.), and affect all creatures within 120 ft. of the entertainment officer.

Song of Purpose: An entertainment officer may use his performance to fill creatures with a sense of higher purpose, granting great combat capabilities. For each entertainment officer level attained, the character can affect one creature with this song. The officer must perform and the creature(s) must hear the performance for a full round. The creature(s) must also be within 60 ft. Those affected gain temporary Hit Dice, attack and damage bonuses, saving throw bonuses and automatically have initiative for as long as they hear the entertainment officer perform and for 5 rounds thereafter. (All of the bonuses are higher purpose bonuses.) The bonuses are as follows:

- +3 Hit Dice (d10s that grant temporary hit points for the duration of the effect; target may not be affected more than once by this effect).
- +4 bonus on attack rolls.
- +4 damage.
- Improved Critical Feat (with their weapon of choice).
- +3 bonus on all saves.

Apply the target's Constitution modifier to each of the bonus Hit Dice. These Hit Dice count as normal Hit Dice for determining the effects of spells.

These abilities may be used a total number of times per day equal to the entertainment officer's class levels + Charisma modifier.

Platinum Tongue: At 3rd level, the entertainment officer's personal and performance skills have reached an even higher level of development. When using a Charisma-based skill or making a Charisma check, the entertainment officer's Charisma modifier is doubled. Further, the DC needed for an exceptional performance (as per the perform skill) is lowered to 20.

Jest (Ex): At 5th level, entertainment officers may project meaning and mood via exaggerated body movements. When using this to anger another, the entertainment officer makes a Perform check. The result is the DC of the Will save needed to resist the effects of the jesting. Any who fail the save must immediately pursue and attempt a physical attack on the entertainment officer. The effects end when the entertainment officer ceases jesting. All strategy and tactics and special abilities are ignored by those affected, for they can think of nothing other than beating the entertainment officer senseless for his actions. The target must be able to see the officer's gestures in order to be affected.

The officer may also use this ability to entertain. By making a perform check DC 15, he may make any who watch him think of nothing other than mirth while they witness he jesting. After watching the entertainment officer for 3 rounds, those friendly to the entertainment officer will feel happy and uplifted. This relieves all effects of fear, hatred, nervousness, anxiousness, and fatigue. This is an extraordinary ability.

Field Surgeon

The power of magic can work many miracles, including healing the sick and injured. For many, however, supernatural aid is not an option. Only skill, training, and determination can reliably mend the unwell. This is the domain of the physician. Physicians who take their skills beyond their hospitals, supplying services to explorers, soldiers, and other travelers in need become field surgeons.

Requirements

To qualify as a field surgeon, a character must fulfill all the following criteria.

Feats: Skill Focus (heal).

Skills: Alchemy: 5 ranks, Heal 5 ranks, Knowledge (anatomy) 5 ranks, Profession (herbalist) 5 ranks.

Special: The character must have studied medicine and healing for at least two years at some point in his life.

Game Rule Information

Alignment: Any.

Hit Dice: d6.

Table 3-7: The Field Surgeon

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Healing Expertise, Improved Healing
2	+1	+3	+0	+3	Improved Healing
3	+1	+3	+1	+3	Improved Healing (2 abilities)
4	+2	+4	+1	+4	Improved Healing
5	+2	+4	+1	+4	Improved Healing (2 abilities)

Class Skills

The field surgeon's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken separately), Profession (Wis), and Sense Motive (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the field surgeon prestige class.

Weapon and Armor Proficiency: Field surgeons gain no proficiency in weapons or armor. Many, in fact, carry no weapons other than the surgical tools they need to ply their trade.

Healing Expertise: At 1st level, the field surgeon has learned improved healing techniques. When providing long-term care (*see the Heal skill in the Player's Handbook™*) the patient regains hit points at a higher rate: 3 hit points per level per day of light activity, and 3 ability score points per day. The field surgeon can tend a number of patients per day equal to six plus his level in this class at one time. Giving long term care counts as light activity. A field surgeon can give long-term care to himself, but he counts as two patients.

Improved Healing: At 1st level and each additional level thereafter, the field surgeon gains an Improved Healing ability (at 3rd and 5th level he gains two of these abilities). These abilities may only be applied to living creatures. Applying an Improved Healing ability to a creature with unfamiliar anatomy (such as a giant plant or dragon) incurs a penalty to any applicable Heal checks from –5 to –10. (This penalty is left to the discretion of the DM, and some creatures may be so bizarre as to forbid treatment altogether. Learning an appropriate Knowledge skill may negate this penalty.) Choose Improved Healing abilities from among the following:

Greater Skill Focus: The field surgeon gains a +2 bonus to Heal skill checks. This bonus stacks with the bonus gained by Skill Focus. This ability may be selected multiple times. The bonus is cumulative.

Improved First Aid: By expending one use of his healer's kit and making a successful Heal check (DC 20), a field surgeon can provide improved medical treatment to an individual. This is a standard action that draws attacks of opportunity and immediately heals 1d6 points of damage to the subject. If this ability is taken a second time, it heals 1d8 points of damage per application. If taken a third time, it heals 1d10 points of damage per application.

Pathology: By expending five uses of his healer's kit and making a successful Heal check (DC 25) the field surgeon can cure one disease of natural origin within a subject. A disease of supernatural origin may be cured as well, though the DC becomes 30. Use of this ability requires one hour of tending to the diseased subject (during which time the surgeon may become infected if he does not take precautions).

Remedy Poison: By expending two uses of his healer's kit and making a successful Heal check, the field surgeon may negate one poison afflicting a subject. The DC for the check is equal to the original save DC of the poison, plus five. If the field surgeon prepares an antidote against a specific poison in advance, the DC is decreased by five and the field surgeon need not administer the antidote himself. Such antidotes spoil rapidly and seldom last longer than 24 hours.

Quick Patch: A field surgeon is a master of simple techniques, allowing him to quickly tend to patients with minor injuries. He may perform any of the Heal skill actions listed in the *Player's Handbook™* (except long-term care) as a move equivalent action. If this ability is taken twice, he may perform one of these actions as a free action once per round.

Brew Tonic: The field surgeon may prepare a healing tonic by combining various medicinal agents. When drunk, this potion heals 1d8 hit points plus 2 hit points per the creator's level in this class. Such a tonic requires 25 G worth of materials, and the effort of its creation causes the field surgeon to expend 1 XP. Brewing a tonic follows the same rules for magic item creation (the creator must have a workspace, must not exert himself during the creation period, and can only make one tonic per day). Tonics are not magical in any way. The field surgeon must know the Improved First Aid ability to learn this ability.

Brew Greater Tonic: This ability is identical to the Brew Tonic ability, save that the tonic heals 2d8 damage + 2 hit points per the creator's level in this class. This greater tonic requires 150 G of materials, and the field surgeon must expend 6 XP. The field surgeon must have taken the Brew Tonic ability and the Improved First Aid ability twice to learn this ability.

Brew Superior Tonic: This ability is identical to the Brew Tonic ability, save that the tonic heals 3d8 damage + 2 hit points per the creator's level in this class. This greater tonic requires 375 G of materials, and the field surgeon must expend 15 XP. The field surgeon must have taken the Brew Tonic ability and his Improved First Aid ability three times to learn this ability.

The Healer's Kit

Many of the field surgeon's abilities require the use of a masterwork healer's kit. This new item is identical to the healer's kit described in the *Player's Handbook™*, except that it costs 200 G and is exhausted after twenty uses. A field surgeon with access to a forest or other area rich in healing herbs can restore one use of this kit with an hour of foraging and a successful Knowledge (nature) skill check.

Performing the Improved Healing ability with an ordinary healer's kit is possible, but at –5 to the Heal skill check. Performing an Improved Healing ability with only improvised tools is also possible, but at –10 to the Heal skill check.

Helmsman

Helmsmen are the nautical masters of any ship's crew, expertly piloting the ship through both inclement weather and battle. Most Helmsmen are skilled sailors who seem to have a preternatural rapport with the ocean. Whereas the majority of helmsmen arise from the ranks of the normal crew, some come from other walks of life, keen to take to the sea. Regardless their origins, helmsmen are all well liked and respected; their abilities often mean the difference between life and death for a ship's crew.

Requirements

To qualify as a helmsman, a character must fulfill the following criteria:

Base Attack Bonus: +3.

Feats: Alertness, Iron Will, Skill Focus: Profession: Navigator (Sea).

Skills: Balance 4 ranks, Concentration 4 ranks, Intuit Direction 8 ranks, Profession (navigator: sea) 8 ranks, Swim 4 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d6.

TABLE 3-8: THE HELMSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	All Ahead Full, Intuition
2	+1	+0	+3	+3	Smooth Sailing, Don't Rock the Boat
3	+2	+1	+3	+3	Boarding Maneuvers
4	+3	+1	+4	+4	Evasive Action
5	+3	+1	+4	+4	Calm During the Storm

Class Skills

The helmsman's class skills (and the key ability for each skill) are: Balance (Dex), Concentration (Con), Intuit Direction (Wis), Profession (navigator) (Wis), Profession (sailor) (Wis), Swim (Str). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the helmsman.

Weapon and Armor Proficiency: Helmsmen gain no new weapon or armor proficiencies.

All Ahead Full: Starting at 1st level, helmsmen gain the ability to increase their ship's movement rate by carefully maneuvering the ship so that it catches the best winds and currents. Any ship piloted by the helmsman receives a +2 movement bonus per helmsman level (i.e., +2 at level 1, +6 at level 3, etc.) Note that if the ship has no means of propulsion other than ocean currents (no oars or sails) then the bonus is reduced to +1 per level. The ship only benefits from this ability when the helmsman is actually piloting it.

Intuition: Starting at 1st level, helmsmen gain remarkable intuition in battle, which can help protect their ship. By making carefully timed and plotted turns during combat, he can make his ship much harder to hit. During combat, if the helmsman does nothing but maneuver the ship, the ship's Armor Class is increased by +1. This bonus increases to +2 at third level, and +3 at fifth level. Note that the ship only benefits from this ability when the helmsman is actually piloting it.

Smooth Sailing: Starting at 2nd level, helmsmen can decrease the effects of inclement weather and heavy winds upon their ship. Whenever bad weather or heavy winds would have a chance of damaging the ship in any way, the percentage is reduced by 10% per level of the helmsman. For example, a 5th level helmsman in 75 mph winds would reduce the chances of the boat capsizing to 0%, of the masts incurring damage to 10%, and of the sails being ruined to 25%. Note that the ship only benefits from this ability when the helmsman is actually piloting it.

Don't Rock the Boat: Starting at 2nd level, the helmsman knows how to maneuver the ship in such a way as to prevent capsizing. Whenever the ship must save versus capsizing, the Draft of the ship is increased by +1 per level of the helmsman for the purposes of this save only. Note that the ship only benefits from this ability when the helmsman is actually piloting it.

Boarding Maneuvers: Starting at 3rd level, the helmsman can pilot the ship to assist in boarding maneuvers. Whenever the helmsman attempts a boarding attack roll, he receives a bonus equal to double his level. Further, the helmsman can maneuver the ship so that it jostles the defenders, making it more difficult for them to sever the grappling lines. At 1st level, the chance of severing the lines is 1 in 6; at 3rd level, this chance decreases to 1 in 10, and at 5th level, it further drops to 1 in 12. Note that the ship only benefits from this ability when the helmsman is actually piloting it.

Evasive Action: Starting at 4th level, the helmsman can take evasive actions that lessen the effects of enemy attacks during combat. At the start of a combat round, the helmsman may declare that he is taking evasive actions. Once this is declared, he may do nothing for the round except maneuver the ship, which prevents the helmsman from using any offensive abilities or actions. While taking evasive actions, the ship's Armor Class is increased by +4 (this bonus is cumulative with the Intuition bonus) and any critical hits are treated as normal hits. Note that the ship only benefits from this ability when the helmsman is actually piloting it.

Calm During the Storm: Starting at 5th level, the helmsman's ability to expertly pilot his ship increases dramatically. Whenever inclement weather or heavy winds would have a chance of damaging the ship, the helmsman may make a Intuit Direction or Navigation (either based on profession or knowledge) skill check (DC 10 +1 per 5mph of wind speed over 30 mph) to avoid all effects of the weather/winds. If this check succeeds, no penalties or damage are incurred. If the check fails, the ship incurs the normal chances of being damaged, modified by the Helmsman's Smooth Sailing ability.

Man of Will

Some of the greatest warriors have learned to rule their emotions and their bodies. Men of Will have minds like a fortress, unaffected by the sea of emotions surrounding all other people. Peer pressure, emotional manipulation — even mind-altering sorcery cannot faze them. They are inhumanly calm. Not fearless or reckless, simply calm.

Note that this class is not limited to males alone. Plenty of "Women of Will" exist as well — in many cases, there are more women than men in this category.

Requirements:

To qualify as a Man of Will, a character must fulfill the following criteria:

Ability: Wis 13+.

Base Attack Bonus: +1.

Skills: Sense Motive 4 ranks.

Special: A character with any levels in a spell casting class or who possess any spell like abilities may not become a man of will. Additional a man of will may never gain any levels in a spell casting class or that possess any spell-like abilities after he takes a level in this class.

Game Rule Information

Alignment: Any.

Hit Die: d12.

TABLE 3-9: THE MAN OF WILL

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Unstoppable
2	+2	+3	+1	+3	Bonus Feat, Fearless
3	+3	+3	+1	+3	Clarity

Class Skills

The Man of Will's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Pick Pocket (Dex), Search (Int), and Sense Motive (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Man of Will.

Weapon and Armor Proficiency: A Man of Will is not proficient with any new weapons, armor or shields.

Unstoppable: At 1st level, the Man of Will's inner drive keeps him going when others fall. He may continue to remain active after being reduced below 1 hit point. The Man of Will does not die until he reaches a number of negative hit points equal to 10 + his Constitution score. He does not suffer any of the effects of falling below 1 hit point (knocked out, crippled, incapacitated). If the Man of Will reaches a number of negative hit points equal to 10 + his Constitution score, he falls dead on the spot. The Man of Will need never roll to stabilize, he is always considered stabilized when at negative hit points.

Bonus Feats: At 2nd level the Man of Will gains any one feat as a bonus feat. He must meet all of the prerequisites for taking the feat to gain it.

Fearless: At 2nd level the Man of Will becomes immune to all fear and all Intimidation checks against him automatically fail.

Clarity: At 3rd level the Man of Will becomes immune to all mind-altering magic, including Sorte manipulation, emotion-affecting runes, and magical effects that deceive or beguile, even illusions. Furthermore any attempts to use Bluff against the Man of Will automatically fail.

Master Gunner

Gunners specialize in aiming, reloading, and firing the ship's cannons to their full potential. These men excel at maximizing the destruction and damage caused by the weapons in their charge. Whether firing cannonballs into a ship's hull or grapeshot into the enemy's tender crew, their skills can mean the difference between life and death in a naval battle. Many gunners have a background in artillery or firearms. Gunners are usually rugged and bold, preferring the company of their weapons to all others. Despite their grim nature, they are exhilarated by combat and become remarkably exuberant when the time come to unleash their weapons upon their hapless foes.

In Théah, no one understands the importance of master gunners more than Reis. The damage one gunner can do to a ship can triple the output of 10 swordsmen. On the *Crimson Roger* the master gunners are referred to as Red Scarves.

Requirements

To qualify as a master gunner, a character must fulfill the following criteria:

Base Attack Bonus: +6.

Feats: Improved Initiative, Toughness.

Skills: Balance 4 ranks, Concentration 4 ranks, Profession: Artillerist 6 ranks, Swim 4 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-10: The Master Gunner

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Deadeye, Give 'em Hell
2	+2	+3	+3	+0	Increased Critical
3	+3	+3	+3	+1	Increased Critical Modifier
4	+4	+4	+4	+1	Hit Location, Increased Rate of Fire
5	+5	+4	+4	+1	All Guns Blazing

Class Skills

The master gunner's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Intuit Direction (Wis), Jump (Str), Profession (artillerist) (Wis), Profession (sailor) (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex) *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int Modifier.

Class Features

All of the following are class features of the master gunner.

Weapon and Armor Proficiency: Master gunners are proficient with all simple and martial weapons, light and medium armor but not shields, and all firearms. Note that armor check penalties for armor heavier than leather apply for the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Deadeye: Starting at 1st level, gunners develop a keen and accurate eye when firing their cannons. When the gunner fires or aims a cannon, the attack roll for that weapon receives a +1 bonus per level of the gunner. If volley fire is used, the entire volley receives this bonus.

Give 'em Hell: Starting at 1st level, gunners can increase the overall accuracy and success of cannon volleys. Whenever the Mass Combat d20 Results Table is used to determine how many cannons in a volley hit, increase the number of cannons hitting by 50%.

Increased Critical: Starting at 2nd level, gunners can aim their weapons to produce even more devastating effects. All cannons and volleys fired or aimed by a gunner have a critical hit/critical threat range of 19-20. This range further increased to 18–20 at 5th level.

Increased Critical Modifier: Starting at 3rd level, gunners may aim their weapons so that they inflict more damage to their victims. When a critical hit is scored, roll on the hit location table as normal. All hits do double damage, unless the table indicates double damage. This indicated double damage is increased to triple damage.

Hit Location: Starting at 4th level, gunners may aim their cannons/volleys for specific locations on the enemy ship. When using this ability, the gunner can select where his weapons hit, even on a critical hit, instead of rolling normally. When this ability is used, however, the Give 'em Hell ability's effects are not used, because the gunner must aim for a specific location instead of aiming all the guns to hit a larger location (i.e., if the gunner elects to have his attacks hit the masts, the normal number of cannons in the volley hit instead of the additional 50%).

Increased Rate of Fire: Starting at 4th level, gunners can more efficiently reload their weapons, allowing them to increase their rate of fire. The guns' rate of fire is increased by 1 (1 every 2 rounds becomes 1 every round, 1 every round becomes 3 every 2 rounds, etc.)

All Guns Blazing: Starting at 5th level, gunners can aim their weapons with devastating accuracy. Whenever a gunner scores a hit with a volley, do not roll on the results table. Instead all of the cannons in the volley fire true and hit their target.

Midshipman

Every ship needs a good helmsman, at least one strategist, a captain, a solid gunner, and several other specialists. However, no crew is complete without many general sailors to take care of mundane tasks, assist the specialists, engage in boarding operations, and perform the many duties that make a ship run smoothly. These men possess general seamanship, ocean lore, and an overall knowledge about ships and the sea. These uncelebrated Midshipmen make sea voyages possible, for without them, all ships would flounder and be lost. While their jobs are not glamorous, they earn their share of the booty, and the respect of their peers.

Requirements

To qualify as a midshipman, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Skills: Balance 4 ranks, Climb 3 ranks, Intuit Direction 2 ranks, Swim 4 ranks, Use Rope 4 ranks.

Special: The character must have made at least one complete sea voyage.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Table 3-11: The Midshipman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Tend the Sails
2	+2	+3	+3	+0	Gunner's Mate
3	+3	+3	+3	+1	Battle Stations
4	+4	+4	+4	+1	Cargo Master
5	+5	+4	+4	+1	Damage Control

Class Skills

The midshipman's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Profession (any) (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 3 + Int Modifier.

Class Features

All of the following are class features of the midshipman.

Weapon and Armor Proficiency: Midshipmen are proficient with all simple and martial weapons, light and medium armor, and shields. Note that armor check penalties for armor heavier than leather apply for the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Tend the Sails: At 1st level, the midshipman receives general training in hoisting and lowering the ships sails. Whenever the sails risk being damaged, a midshipman tending them will lower the chance of the sail being damaged by 10%. Cumulative effects apply for up to two midshipmen per sail; additional midshipmen tending a sail have no effect.

Gunner's Mate: Starting at 2nd level, the midshipman can operate the ship's guns, or assist the gunner in performing his duties. Any guns aimed or positioned by the midshipman receive a +1 to attack and damage rolls. Further, if the midshipman is assisting the gunner, the gunner's Give 'em Hell ability is increased by an additional 10%, and the rate of fire of all guns tended by both men (midshipman and gunner) are increased by an additional step.

Battle Stations: Starting at 3rd level, midshipmen can greatly assist in defense of the ship. When under attack onboard a vessel at sea, all attacks against the Midshipman do one lower die type of damage (i.e., 3d6 becomes 4d4, etc.) Further, when the ship is grappled, if the midshipman may declare that he is assisting to sever grappling lines, doubling the chance of all lines being cut (i.e., from 1 in 4 to 2 in 4.)

Cargo Master: Starting at 4th level, the midshipman has learned a great deal about packing as much into the cargo hold as possible. If a midshipman oversees the packing of the ship's cargo into the hold, he can increase the cargo capacity of the ship by 25%, due to his efficient use of every square inch of the holding area.

Damage Control: Starting at 5th level, the midshipman can repair damage to the ship during combat. If the ship has suffered structural damage to the hull, sails, or masts, the midshipman may use his entire round to repair damage inflicted in the previous round. The amount damage repaired equals 5% of the damage inflicted + 2% for each additional midshipman working under him — up to a maximum of 50%. No more than one team of midshipmen may attempt to repair damage inflicted to a ship. If the midshipman works to repair the ship outside of combat, then every hour spent repairing the ship repairs 5% of the ship's total hit points + 2% for each additional midshipman working under him.

Naval Marine

Some crewmen are talented in the use of ranged weapons, especially firearms. They prefer to soften up an enemy with ranged weapons before boarding the enemy vessel. These men are marines, and they are renowned as expert marksmen and sharpshooters.

Requirements

To qualify as a naval marine, a character must fulfill the following criteria:

Base Attack Bonus: +8.

Feats: Improved Initiative, Quick Draw, Weapon Focus (firearm).

Skills: Balance 4 ranks, Climb 4 ranks, Concentration 4 ranks, Swim 6 ranks, Tumble 4 ranks.

Game Rule Information

Alignment: Any.

Hit Dice: d10.

Table 3-12: The Naval Marine

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Sword and Gun Style
2	+2	+3	+3	+0	Lightning Shot, Gunner's Assistant
3	+3	+3	+3	+1	Twin Gun Style
4	+4	+4	+4	+1	Special Ammunition
5	+5	+4	+4	+1	Eagle Eye, Marksman
6	+6	+5	+5	+2	Special Ammunition
7	+7	+5	+5	+2	Pistoleer
8	+8	+6	+6	+2	Special Ammunition
9	+9	+6	+6	+3	Rifleman
10	+10	+7	+7	+3	Hail of Bullets

Class Skills

The naval marine's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (sailor) (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the naval marine.

Weapon and Armor Proficiency: Marines are proficient with all simple and martial weapons, firearms, light armor, and medium armor.

Sword and Gun Style: At 1st level, marines have extensive experience fighting with a blade in one hand and a firearm (hand held) in the other. When wielding a hand-held firearm in one hand, they may wield a medium or smaller non-firearm weapon in the other. When using this ability, they may make an extra attack each round with their off-hand weapon at their highest attack bonus. When fighting in this manner, firing the gun in melee combat does not provoke an attack of opportunity. They suffer no penalties to either weapon when using this ability.

Lightning Shot: At 2nd level, the marine may quickly draw and fire a second gun, taking an additional shot per round with a firearm. When he does this, all shots in the

round suffer a –2 penalty. This ability can only be used in conjunction with a full-attack action and the use of the Quick Draw feat. The marine must be armed with a second loaded pistol. a repeating pistol, double-barreled pistol or revolver pistol (readying the next shot as a free action).

Gunner's Assistant: At 2nd level, a gunner's assistant aids the marine. When aboard their own ship and in a firing position, the gunner's assistant will hand the marine a new pistol or rifle whenever he needs a reload. This allows the marine to fire once for every attack that he has, when taking a full attack action. Additionally when the marine is acting as a gunners assistant, he may reload two pistols or two muskets in the time that it would take him to reload one pistol or musket (this may combo with the Quick Reload feat or another similar ability).

Twin Gun Style: At 3rd level, marines become adept at fighting with a pistol in each hand. In such cases, the marine may fire both weapons at the same target. Doing this uses only one attack, and a single attack roll determines whether both guns hit their mark. After the shots are made, the marine may draw two additional pistols and fire both (at his second highest attack bonus) or else drop/holster one or both weapons, draw a blade and/or fresh pistol (switching to Sword and Gun style), and enter melee combat. Note that switching to Sword and Gun Style and switching to full melee style do not allow the marine to make any further attacks.

Special Ammunition: Starting at 4th level, the marine has learned to use his Craft (ammunition) skill to make one type of special ammunition. Each time he earns this ability, he may choose one ammunition type from the list below. Note that a single bullet can only have one of the following modifications.

- *Hollow Tip:* The bullet is conical, instead of round. Further, it has a hollow tip, to inflict more damage when it enters its target. Hollow Tip rounds do +1 damage per die. Cost +1G per 100 bullets.

- *Incendiary:* The bullet is hollow and filled with a chemical compound that ignites when exposed to air. When fired, the weapon spouts a cone of flame and shards of the bullet. The cone is half as long as the bullet's range and damages everything in its area. The damage is equal to double normal bullet damage. Cost is +1G per 10 bullets.

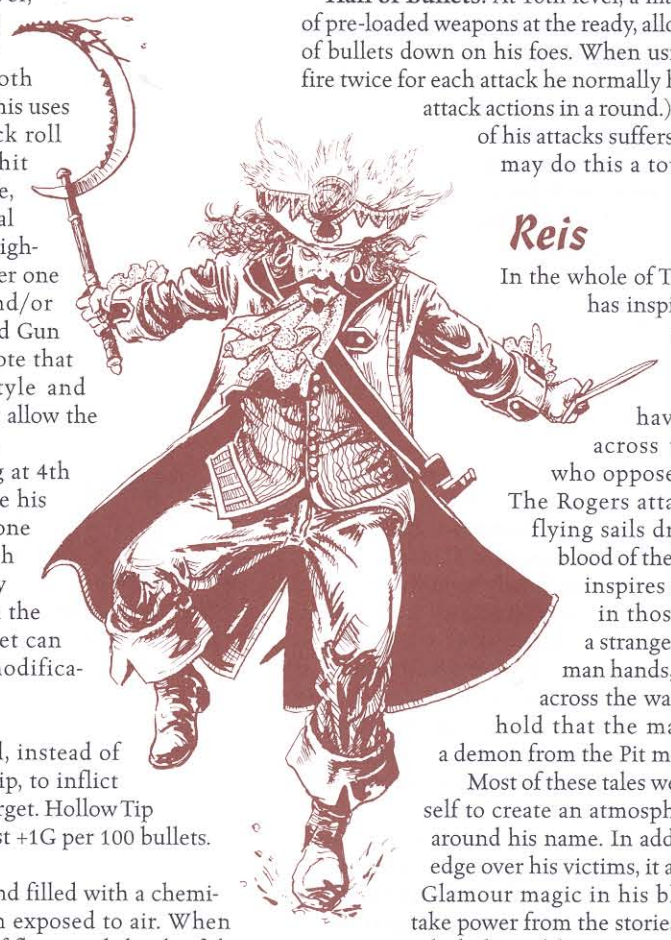
- *Pepper Shot:* The bullet is hollow and filled with a small amount of lead balls. After the bullet is fired, it breaks open. Moments before it reaches its mark, it has deteriorated and released its payload of pepper shot. This allows the bullet to affect two people within 10 ft. of each other. One attack is rolled, and if it hits, both targets are hit. Each target takes half of the bullet's normal damage. Cost is +1G per bullet.

Eagle Eye: At 5th level, the marine has developed such keen vision that he gains a +2 circumstance to all of his attack rolls. This bonus increases to +4 at 10th level.

Marksman: At 5th level, marines develop a steady hand, and can fire accurately despite the rocking of a ship on the ocean. As a free action at the start of the marine's turn, he may make a Concentration check. For every 5 points over 10, the marine receives a +1 accuracy bonus on his attacks and damage rolls with firearms for the round. This ability may be used 1 + Con bonus (if any) times per day.

Rifleman and Pistoleer: At 7th and 9th levels, the marine has gained greater experience with the use of firearms. When firing a rifle (Rifleman) (at 9th level) or pistol (Pistoleer) (at 7th level), he receives a +4 competence bonus to all of his attacks, and he receives a +2 expertise bonus to damage.

Hail of Bullets: At 10th level, a marine has a large supply of pre-loaded weapons at the ready, allowing him to rain a hail of bullets down on his foes. When using this ability, he may fire twice for each attack he normally has (he may make 2 full attack actions in a round.) When doing this, each of his attacks suffers a –5 penalty. A marine may do this a total of 2 times per day.



Reis

In the whole of Théan history, no pirate has inspired such horror as the dreaded Captain Reis. He and his crew, the Crimson Rogers, have cut a bloody swath across the seas, sending all who oppose them to the bottom. The Rogers attack without warning, flying sails drenched scarlet in the blood of their victims. Reis himself inspires mind-numbing terror in those he faced. He wields a strange scythe forged be inhuman hands, and left a trail of blood across the waters of Théah. Legends hold that the man was over 7 ft. tall, a demon from the Pit made flesh.

Most of these tales were started by Reis himself to create an atmosphere of fear and horror around his name. In addition to giving him an edge over his victims, it affects a measure of lost Glamour magic in his blood, allowing him to take power from the stories about him. As long as people believed he was invulnerable, the Sidhe would make it so. For ten years, the ploy worked spectacularly.

That's a Bit Beefy...

Three of the prestige classes in this book are designed at a higher power level than the rest of the classes. The Reis, Champion of the Lady of the Lake and the Chosen One classes represent the strength that comes with such a unique mantle. A DM should think carefully before allowing a player to take any levels in one of these classes.

The original Reis supposedly met his end shortly after the rise of Cabora, slain by a Highland privateer named Bonnie McGee. But his legend was so strong that part of his essence remained, infused in his scythe and the scarlet coat he wore. Those wielding them may take on his visage, and perhaps (at the DM's discretion) enjoy the benefits of his fearsome reputation. In effect, he has become a class unto himself... but only for those who dare to claim his terrible legacy.

Requirements

To qualify as Reis, a character must fulfill the following criteria:

Alignment: Any evil.

Special: You must be in possession of Reis' Scythe and coat, for 3d8 days before you may begin taking levels in Reis. Additionally the previous Reis must be dead.

Game Rule Information

Alignment: Neutral evil. As time progresses, the character will take on personality traits of the original Reis. Upon reaching 3rd level in this class, if the character is not already neutral evil, he becomes so.

Hit Die: d10.

Table 3-13: The Reis

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Scythe Focus, Frightful Presence
2	+3	+3	+0	+3	Cause Fear 2/day, Paralyzed with Fear
3	+4	+3	+1	+3	Slay the Frightful I, Tyrant
4	+6	+4	+1	+4	Cause Fear 4/day, Never Fearful / Never Fooled
5	+7	+4	+1	+4	Fear Aura (15 ft.)
6	+9	+5	+2	+5	Cause Fear 6/day, Unholy Aura
7	+10	+5	+2	+5	Slay the Frightful II
8	+12	+6	+2	+6	Cause Fear 8/day,
9	+13	+6	+3	+6	Fear Aura (25 ft.)
10	+15	+7	+3	+7	Cause Fear 10/day

Class Skills

Reis' class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (sailor) (Wis),Search (Int) and Sense Motive (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are the class features of Reis.

Weapon and Armor Proficiency: Reis is proficient with all simple weapons as well as the Scythe.

Physical Changes: As the character advances in this class, his physical appearance becomes more and more like Reis. The character's nose and facial features will change, his hair will become black and flowing and they will grow in height and weight to become more like the original Reis. These changes are left to the DM's discretion, but should occur in ten steps (one for each level).

Scythe Focus: At 1st level Reis gains the feats: Weapon Focus (scythe) and Weapon Specialization (scythe).

Frightful Presence (Su): Reis is a scary individual, just standing next to him, much less fighting him can be an unnerving experience. At 1st level Reis gains a frightful presence with a 5 ft. radius (DC 10 + this character's level in the Reis class + this character's Charisma modifier). This ability works as per the special ability of the same name (*see the Monster Manual™*). Reis' Frightful Presence is always active. This is a supernatural ability.

Cause Fear (Su): With a simple glance, Reis can instill fear in almost any man or woman. Starting at 2nd level, the character may cast the Cause Fear spell two times per day. When this spell is cast it only requires a free action to cast and the verbal and somatic are not necessary. Reis may cast Cause Fear four times per day at 4th level, six times per day at 6th level eight times per day at 8th level and ten times per year at 10th level. These spells are cast as if Reis was a 12th level Sorcerer. This is a supernatural ability.

Paralyzed with Fear (Su): Reis gains a +4 bonus to his AC against all shaken characters. This bonus is increased to +6 AC versus frightened characters or any character who has been frightened by Reis in the last 5 rounds. These bonus stack with all other AC bonus including armor, dodge and bonuses gained from other class abilities. Furthermore, panicked character simply may not attack Reis. This is a supernatural ability.

Slay the Frightful (Su): When Reis successfully attacks an opponent who is suffering the effects of fear (instilled by Reis only), the attack is automatically considered a critical hit. Should the attack result in natural critical the critical multiplier of the weapon is doubled. A character must at least be frightened to suffer this effect. Panicked characters instilled with fear from Reis, have an AC of 10 when this character attacks them.

At 7th level after Reis has attack and killed a panicked or frightful character, he may take an additional attack against another adjacent opponent that is frightened or panicked at the same attack bonus. This may be used any number of times per round, any number of times per day. This is a supernatural ability.

Tyrant: At 3rd level Reis gains the Leadership and Tyrant feats.

Which Reis is Reis?

The mantle of Reis is currently claimed by Riant Gaucher, the Crimson Roger's sadistic bosun. Under the influence of the scythe and coat, Riant has become just as terrifying as his predecessor. Only a small handful of people suspect that the current "Reis" is not the original. Anyone attempting to claim the mantle must first slay Riant — a task even the bravest swordsman would balk at. Even should someone else claim the mantle, his troubles will not be over. Captain Reis is wanted throughout Théah, other power-hungry scoundrels may wish to claim the mantle for themselves and rumors persist that the original Reis' ghost continues to haunt the seas, waiting to take his legacy back...

Never Fearful/ Never Fooled: Reis may take a 20 on any roll, save or check to resist any mind-altering or fear-inducing effect, including the use of intimidation and bluff any number of times per day. Normally a 20 may not be taken on such rolls.

Fear Aura (Su): At 5th level the character is becoming more and more like the original Reis. During combat encounters he generates a Fear Aura of 15 ft. for the entire combat encounter. This Fear Aura only effects those not allied with Reis (DC 10 + this character's level in the Reis class + this character's Charisma modifier). The Fear Aura works as the monster ability of the same name (*see the Monster Manual™*). The radius of the Fear Aura increases to 25 ft. at 9th level. This is a supernatural ability.

Unholy Aura (Su): At 6th level Reis is always considered to be generating an unholy Aura. This works as per the *Unholy Aura* spell (*See the Player's Handbook™*) and is always active. This is a supernatural ability.

Special: A character that has achieved 20 or more character levels, may continue to gain levels in Reis and gain Base Attack Bonus as well as Fort, Ref, and Will save bonuses along with all Class Features.

Rogers Swordsman

The Rogers swordsman school is a style of fighting passed down from pirate to pirate over the years. It has been added to so much that it no longer resembles the original style. Rogers relies heavily on the use of tricks to confuse and outmaneuver the enemy, but it also teaches swordsmen how to cope with the rolling of a ship during a fight. While the landlubbers slam up against the railing, the pirates move in for the kill.

The main weakness of the Rogers style is the peculiar balancing technique taught to students. While normally effective, a knowledgeable opponent can watch for a particular flexing of the legs, during which the student cannot dodge effectively. This flex is so ingrained in the student that it even occurs on land.

Requirements

To qualify as a student of the school, a character must fulfill the following criteria:

Feats: Skill Focus (profession (sailor))
Skills: Profession (sailor) 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d8.

Table 3-14: The Rogers Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Bonus Feat, Pirate Trick
2	+2	+3	+3	+0	Bonus Feat, Exploit Weakness
3	+3	+3	+3	+1	Sure Footed, Pirate Trick
4	+4	+4	+4	+1	Bonus Feat
5	+5	+4	+4	+1	No Quarter, Pirate Trick

Class Skills

The Rogers student class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Rogers school.

Weapon and Armor Proficiency: A student of this school is proficient with all firearms, simple weapons, fencing blades and small blades. This school does not encourage the use of armor or shields.

Bonus Feats: At 1st level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 2nd and 4th level.

Pirate Tricks: Pirates have many tricks that they pass on from one generation to another. At 1st level the student gains a pirate trick (*see below*), at 2nd and 3rd level the student gains an additional pirate trick. At 5th level the student gains an additional 2 pirate tricks.

Against the Rails: The student receives a +4 competence bonus when they use a Trip attack.

Belay That!: The student rolls 1d8 for damage when attacking an opponent with a Belaying Pin (Club 1d6). When using a Club in his off-hand, the student may fight as though he had the feats: Two Weapon Fighting and Ambidexterity

Dagger Ride: By spending one Action, the student can drive a knife into a nearby sail and ride it to the deck (suffering no damage from the fall). While doing this, the student can attack someone below them at their base attack. If the attack succeeds, the student inflicts 1d6 damage for every 10 ft. he descended (rounding down).

Death From Above: If the student is at least 10 ft. higher than an opponent, he may make a Ref save (DC 15) to swing down and attack the opponent. If the student succeeds in the Ref save he may make one attack at his Base Attack. If the attack succeeds, it inflicts 2d4 damage, and the opponent becomes prone. If it fails, the student must make a Ref save (DC 20) or become prone himself.

Hold Your Liquor: The student suffers none of the effects of alcohol. In addition, he gains a +2 competence bonus when attacking with a bottle or mug as a club.

Kick Up: The student may grab a weapon off the ground as a free action before making an attack, provided he is standing right next to the weapon at the start of his turn.

Over the Side!: Once per day, all friendly allies within a 30 foot radius gain +1 to all of their attack rolls, saving throws and skill checks until the end of the combat.

Quick Draw: The student may draw a pistol as though he had the Quick Draw Feat. If the student already has the Quick Draw feat he gains +1 to his first attack roll with the pistol after he draws it.

Sea Legs: The student gains a +4 competence bonus when making Balance skill checks.

Sidearm: When the student is fighting with a pistol in his off-hand he may fight as though he had the feats: Ambidexterity and Off-Handed Accuracy.

Sure Footed: Rogers students feel more at home on board a ship and know how to use the motion of the sea to aid in their defensive maneuvers. At 3rd level, the student adds a +2 dodge bonus to his AC while aboard ship.

No Quarter: Rogers students are some of the most feared pirates and privateers on the seas. At 5th level, the student gains a +4 competence bonus to his Intimidation skill checks.

Future Growth: The student may also learn two new pirate tricks instead of gaining a new feat every three of their character's levels.

Saboteur

The saboteur is an expert spy who specializes in disabling traps and using explosives to destroy targets. He knows how to slip into enemy strongholds and render them defenseless with a few well-placed explosives. Unlike most spies, he cares little for social skills or information. In his line of work, if he encounters other people and is detected, he already has failed. He relies on stealth to slip into the enemy's camp and deliver a crippling blow by destroying a structure with explosives or disabling their equipment.

Most saboteurs start their careers as spies, but some come from more exotic backgrounds. The one thing all saboteurs have in common is a skill with handling and setting explosives. In Théah, the secret society known as the Rilasciare utilize many saboteurs and arsonists to carry out their secret war against the powers of oppression. Bringing down a building or sinking a ship can be more devastating than killing a thousand soldiers, and the Rilasciare know that.

Requirements

To qualify as a saboteur, a character must fulfill all the following criteria:

Feats: Skill Focus (disable device).

Skills: Alchemy 4 ranks, Craft (demolitions) 8 ranks, Disable Device 8 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d6.

Table 3-15: The Saboteur

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Traps, sneak attack +1d6
2	+1	+0	+3	+0	Demolitions expert, Duck and Cover
3	+2	+1	+3	+1	Defuse explosives, Sneak Attack +2d6
4	+3	+1	+4	+1	Evasion
5	+3	+1	+4	+1	Demolitions master, Sneak Attack +3d6

Class Skills

The saboteur class skills (and the key ability for each) are Balance (Dex), Climb (Str), Craft (Int), Craft (demolitions) (Int), Disable Device (Int), Hide (Dex), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the saboteur.

Weapon and Armor Proficiency: Saboteurs are proficient with all simple weapons and firearms. They gain the feat Exotic Weapon Proficiency (firearms) and also know how to maintain and operate all gunpowder-based artillery.

Traps: The saboteur can use the Search skill to find hidden traps, including those that have a DC above 20, and magical traps. Normally, characters can only find mundane traps with a DC below 20 using Search. The saboteur also has the ability to disarm magic traps with the Disable Device skill. If the saboteur beats a trap's DC by 10 or more, he can bypass the trap without disarming it.

Sneak Attack: Any time the saboteur's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the saboteur flanks the target, the spy's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the saboteur score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 ft. The saboteur cannot strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the saboteur can make a sneak attack that deals subdual damage instead of normal damage. The saboteur cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty.

The saboteur can only sneak attack a living creature that has a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The saboteur must be able to see the target well enough to pick out a vital spot and must be able to reach that spot with his weapon. The saboteur cannot sneak attack while striking a creature with concealment, or striking the limbs of a creature whose vitals are beyond reach.

Demolitions Expert: At 2nd level, the saboteur becomes an expert at using explosives to bring down buildings, destroy walls, and blast through rock. When the saboteur sets explosives to destroy a large, static object, the blast deals double damage if he makes a successful Craft (demolitions) check (DC 20) to see if the saboteur sets the charges at a critical or weak point in the structure.

Duck and Cover: Due to their experience with explosives, saboteurs of 2nd level or higher have an excellent eye for picking out cover to shield themselves from explosions. If the saboteur gains a cover bonus to a Reflex save, he gains an additional +2 bonus to that saving throw. The saboteur knows how to maximize his use of cover.

Defuse Explosives: At 3rd level, not only does the saboteur learn how to set and use explosives, he is also a master at disabling the work of others. The saboteur can render a firearm or keg of gunpowder useless with a successful Disable Device (DC 20) check. He can defuse a lit explosive

by either making a Disable Device check with a DC equal to 25 or the result of a Craft (demolitions) check made by the person who set or produced the explosive device.

Evasion: At 4th level, the saboteur develops hair trigger reflexes that allow him to take cover a critical, split second before the average person. When making a Reflex save to take half-damage from an attack or effect that deals damage in a blast radius, the saboteur takes no damage on a successful save.

Demolitions Master: At 5th level, the saboteur hones his skills at setting charges to an exceptional level. If he makes a Disable Device check (DC 30) when setting explosive charges, the explosion inflicts triple damage to objects, such as buildings, bridges, or walls. In addition, the saboteur can add shrapnel to an explosive with a successful Craft (demolitions) check (DC 25), causing it to deal double damage to anyone caught in its blast radius.

Ship's Chaplain

Many sailors become famous merchant princes, adventuring heroes, admirals, captains, or even pirates. A very few, however, are touched by something truly greater than themselves. These select few are chosen to serve their Creator, by helping to guide and comfort their fellow seamen. These special few serve as ship's chaplains.

Chaplains are deeply devoted to their faith and to the sailors and ship(s) that have been entrusted to their care. They often hold places of honor aboard ships and in the hearts of their flock. In more fantastic campaigns, a few chaplains, called Devotees of the Deep, have the power of divine spellcasting.

Requirements:

To qualify as a ship's chaplain, a character must fulfill all the following criteria:

Alignment: Any non-evil.

Feats: Alertness, Endurance, Leadership.

Skills: Concentration 8 ranks, Diplomacy 6 ranks, Heal 8 ranks, Knowledge (religion) 4 ranks, Spellcraft 8 ranks.

Special: Ability to cast divine spells.

Game Rule Information

Alignment: Any.

Hit Dice: d8.

Table 3-16: The Ship's Chaplain

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Bless, Domains, True Faith
2	+1	+0	+3	+3	Healing Touch
3	+2	+1	+3	+3	Zephyr
4	+3	+1	+4	+4	Calm Storm
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	Ocean's Bounty
7	+5	+2	+5	+5	
8	+6	+2	+6	+6	Power of Prayers
9	+6	+3	+6	+6	
10	+7	+3	+7	+7	Cry to the Deep

Table 3-17: Spells per Day

Level	0	1	2	3	4	5
1	3	1	–	–	–	–
2	4	2	–	–	–	–
3	4	2	1	–	–	–
4	5	3	2	–	–	–
5	5	3	2	1	–	–
6	5	3	3	2	–	–
7	6	4	3	2	1	–
8	6	4	3	3	2	–
9	6	4	4	3	2	1
10	6	4	4	3	3	2

Class Skills

The ship's chaplain's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (sailor) (Wis),Scry (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the ship's chaplain.

Weapon and Armor Proficiency: Ship's chaplains are proficient with all simple and martial weapons. In addition, they are proficient with light and medium armor. They are not proficient with shields.

Bless: At 1st level, ship's chaplains gain the ability to confer the blessings of their patron deity on individuals and on sea-fairing vessels. The chaplain may bestow a number of individual blessings per day equal to 2 + his Charisma and Wisdom modifiers. The chaplain may bless one ship per day. Note that the regardless of his relevant ability modifiers, a chaplain can always bless one ship per day. Blessings bestowed on individuals grant a +3 sacred bonus to attack rolls and saving throws. This sort of blessing lasts 1 hour per chaplain class level. Blessings specifically directed at ships last for as long as the chaplain remains on the ship and for 1 day thereafter.

Domains: At 1st level, the chaplain gains access to two domains of his choice. He receives the domain powers associated with those domains.

True Faith: At 1st level, the chaplain's faith in his deity is absolute and unswerving. Whenever his holy symbol is present, all evil supernatural creatures must make a Will save DC 15 to come within 10 ft. of him. If the creature wishes to harm the chaplain in any way, he must make a Will save DC 20.

Spellcasting: Starting at 1st level, the chaplains are granted spellcasting abilities from their deity, beginning at first level. To cast a spell, a chaplain must have a wisdom of 10 + the spell level. Chaplain bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + Wisdom modifier + spell level. Chaplains have access to all spells on the cleric spell list, and they prepare and cast spells just as druids do. Consider the spells from their domains to be normally accessible for them.

Healing Touch: At 2nd level, chaplains may heal their shipmates simply by touching them. Their touch heals 1d10 hit points per level of chaplain. They may use this ability 2 + Charisma modifier times per day.

Zephyr: At 3rd level, the chaplain may summon peaceful winds to assist his ship. The winds will move the ship at double its normal movement rate and last for 2 hours per chaplain class level. The chaplain may use this ability once per day.

Calm Storms: Starting at 4th level, once per day per class level, a chaplain may quell all storms within 1,000 ft. of his ship. This ability will quell all magical and non-magical storms; the rain will still fall and the waves still rise, but strangely, none of it has any effect upon the ship.

Power of Prayers: At 8th level, twice per day, the chaplain can have everyone on board his ship join him in prayer. The ritual will amplify the effect of any of the chaplain's abilities by a factor of 10. The ceremony itself takes one full turn to complete. The power to be amplified must be used immediately after the prayer ceremony ends.

Ocean's Bounty: At 6th level, the chaplain can call upon his patron to make fish and other aquatic creatures congregate around the ship. As long as the chaplain remains aboard a ship, it will always have enough seafood, to feed all of its crew. With one hour of fishing (Profession: Fisherman skill check DC 1), enough fish will be caught to supply the entire crew with rations for 2 days.

Cry to the Deep: At 10th level, chaplain and his flock may gather in a great ceremony and call upon their deity to intercede on their behalf. This should be properly role-played, and whether it works is completely left to the DM. It can involve "healing" a damaged ship, sending winds to take it safely to its destination, sending minions to help defend the ship, or (in cases of greatest need) sending an avatar to intercede on behalf of the deity. Every use of this power ages the chaplain 1 year, and frivolous uses of it can result in the deity punishing the chaplain in some way. Some suggested effects follow.

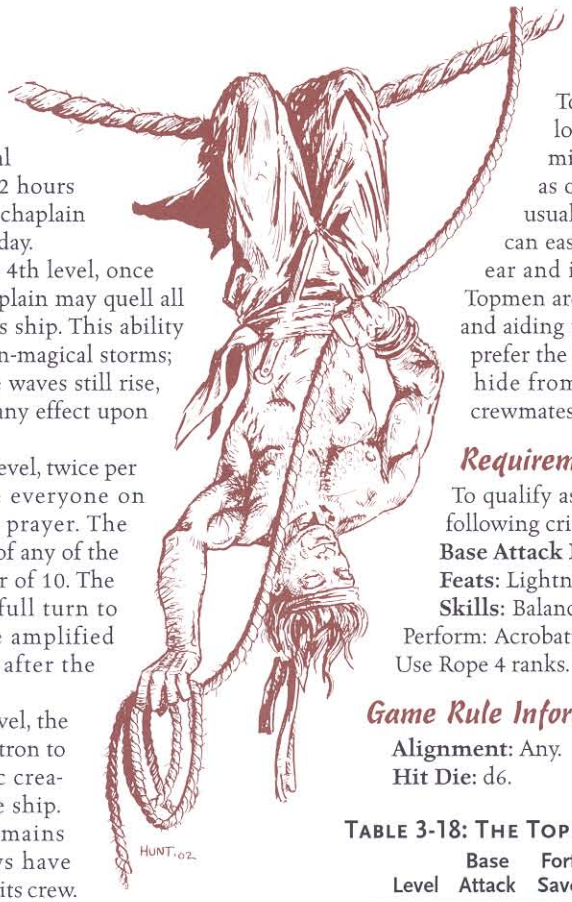
Repair Ship: The deity sends rays of holy light that repair all damage the ship has taken. This will even remove water the ship has taken on.

Divine Winds: The deity sends a strong and continuous wind that rushes the ship quickly and safely to its destination. The trip takes one quarter of the normal traveling time.

Friends from the Sea: The deity sends large and monstrous fish, squid, whales, sharks, dolphin, etc. to defend the ship from its enemies.

Divine Protection: In the direst of circumstances, the deity will send an avatar or other powerful minion to assist the chaplain and his flock.

These are only suggestions, and the chaplain may attempt to ask for more powerful or different boons. Whether other effects are possible — or indeed, if any effects are possible — is up to the DM.



Topman

Topmen perch in the crow's nest or other lofty heights, watching the seas for enemies, friends, and potential victims, as well as obstructions in the waters. Topmen are usually extremely agile and acrobatic, so they can easily get from their perch to the captain's ear and impart their valuable reconnaissance. Topmen are wiry and nimble, swinging to and fro, and aiding the ship in invaluable ways. While they prefer the heights of the masts, topmen will never hide from a fight, for they love their ship and crewmates as much as any other sailor.

Requirements

To qualify as a topman, a character must fulfill the following criteria:

Base Attack Bonus: +3.

Feats: Lightning Reflexes.

Skills: Balance 5 ranks, Climb 6 ranks, Jump 4 ranks, Perform: Acrobatics 4 ranks, Spot 6 ranks, Swim 3 ranks, Use Rope 4 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d6.

TABLE 3-18: THE TOPMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Eagle Eye
2	+1	+3	+3	+0	Canny Defense
3	+2	+3	+3	+1	Swinging Assault
4	+3	+4	+4	+1	Feel the Winds
5	+3	+4	+4	+1	Increased Movement
6	+4	+5	+5	+2	Swinging Assault
7	+5	+5	+5	+2	Lightning Speed
8	+6	+6	+6	+2	Early Warning
9	+6	+6	+6	+3	False Signals
10	+7	+7	+7	+3	Death from Above

Class Skills

The topman's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Intuit Direction (Wis), Jump (Str), Perform: Acrobatics (Cha), Profession (sailor) (Wis),Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int Modifier.

Class Features

All of the following are class features of the topman.

Weapon and Armor Proficiency: Topmen are proficient with simple and martial weapons, light armor, but not shields. Note that armor check penalties for armor heavier than leather apply for the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Eagle Eye: Starting at 1st level, the topman can easily spot fast- or slow-moving currents from his location in the Crow's Nest. Whenever he is in his usual position, he can relay his

information to the navigator, increasing the ship's maneuverability by 1 hex side (per hex of movement rate) at 1st level, 2 at 4th level, 3 at 7th level, and 4 at 10th level.

Canny Defense: Starting at 2nd level, the topman has learned much about dodging and weaving from his life in the ropes and sails. He receives his Wisdom modifier (if positive) to his armor class, but loses this bonus any time he is denied his Dex modifier.

Swinging Assault: At 3rd level, the topman gains the ability to launch devastating assaults by swinging into battle on a rope. When swinging into combat, he automatically receives a standard surprise round.

Feel the Winds: Starting at 4th level, the topman gains an unusual "feel" for the wind. He can instinctively determine its direction and can even predict with 100% accuracy the direction new winds will take and when the winds will change. When the topman is in his perch, he can relay his information to the navigator, increasing the ship's movement rate by 1 at 4th level, 2 at 6th level, 3 at 8th level, 4 at 9th level, 5 at 10th level. This bonus movement is cumulative with bonuses granted by the helmsman.

Increased Movement: Starting at 5th level, the topman can move more rapidly about the ship. His movement rate is increased by 10 ft. whenever he is on board his ship.

Swinging Assault: Starting at 6th level, the topman may make devastating swinging assaults in combat. If the topman elects to make a swinging assault, he can make only one attack in the melee round, at his highest attack bonus. He chooses his target, which must be aboard his ship, and makes his attack as he swings by his victim on a rope or other convenient device. After he makes his attack, he continues swinging, denying his opponent a chance to attack him. If the character already has the Swinging Assault ability from the pirate class, then he gains one additional melee attack during that round at his base attack (provided they have a free hand to attack with of course).

Lightning Speed: Starting at 7th level, the topman is even faster when moving about a ship. When the topman is aboard any ship, his movement rate is increased by 20 ft., representing his ability to use the ropes to move around rapidly.

Early Warning: Starting at 8th level, the topman can provide an early warning to his crew before his ship is attacked. Whenever he is in his perch, and the ship is about to be attacked with guns or boarding attacks, the topman may make a Spot Check DC 20. If this check succeeds, he notices the preparations in time to convey the information to the crew, granting the ship an AC bonus (for the noticed attack only) of +1 per 2 levels of the topman (+4 at level 8, +5 at level 10.) The topman may attempt to notice a number of attacks per round equal to his Wisdom modifier (a failed check still counts as one use of this ability.)

False Signals: Starting at 9th level, the topman can use lights, flags, or hand signals to communicate false information to other ships. If he so wishes, and the potential recipients of the information are within visual range, he can attempt to pass false information to the ship. The topman makes an Intelligence check; the result is the difficulty of the Sense Motive check needed to determine that the information is false. Some uses of this ability include convincing an enemy that you are his ally, making a victim think that yours is a peaceful ship or a vessel from some different country, and so on.

Death From Above: Starting at 10th level, the topman can make truly devastating attacks by utilizing his lofty position and surprise. Once per combat, he may make a From the Ropes attack as normal. If that attack succeeds, it is automatically considered a critical hit, with its critical damage modifier increased by 1 (from ×2 to ×3, etc.) If the attack roll indicates a critical, then the topman has struck a particularly vital point in his opponent. If this is the case, roll for damage as per a normal Death From Above attack. Then the victim must make a Fortitude save, with a DC equal to the damage dealt. If the save fails, then the opponent is killed. If it succeeds, there are no additional effects.

Swordsman Schools

Throughout Théah many different forms of fighting have been developed. Masters of these styles often establish schools to pass their techniques on to future generations. Some masters tutor one student at a time, while others teach entire classes. Most choose their students wisely, looking for natural technique, talent and physical prowess already instilled in the student.

Students hailing from a school's country of origin are more likely to learn from a master than a foreign student. DMs may wish to charge the character a fee for entry into the school, and a greater fee if the student is not native to the school's country of origin. Suggested rates run between 250–1,000 G depending on the reputation of the master. A foreign student may be expected to pay double the tuition.

Avalon Prestige Classes

If there is a historical equivalent of Avalon it would be Britain. DMs running campaigns in worlds other than Théah should feel free to use the schools and classes of Avalon as their version of Britain.

Andrews Swordsman

At first glance, this style greatly resembles the Aldana School of Castille. At the beginning of a duel, the duelist stands with his rapier in one hand and his body turned sideways to his enemy. His off-hand is kept behind him and held with its hand on the other side of the fencer's head from his sword. This is where the similarity ends. Andrews features no dancing; in fact, there is hardly any lateral motion at all. Much as a student of Gallegos learns to fight within imaginary circles, the student of Andrews learns to fight within long, narrow rectangles. He focuses on defending himself from attack while awaiting an opportunity to strike. Upon seeing an opening, he lunges forward with all his power. The main weakness of this style is the inability of many of its students to think outside their box.

Requirements

To qualify as a student of the Andrews School, a character must fulfill the following criteria:

Feats: Power Attack, Weapon Focus (rapier).

Skills: Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d8.

Table 3-19: The Andrews Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	The First Attitude, Focused Training
2	+2	+1	+3	+1	The Second Attitude, The Deepest Cut
3	+3	+1	+3	+1	The Third Attitude

Class Skills

The Andrews student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis) and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Blade Terms

For ease of reference and to create additional design options in our swordsman schools we have further classified the weapons. Examples are provided below, and as always DMs should feel free to add or remove any weapons to any classification as they see necessary.

Fencing Blades: This is a term to refer to medium sized bladed weapons that maybe used with the feat: Weapon Finesse. *Examples:* Cane Sword, Cutlass, Rapier, Small Sword.

Small Blades: This is a term used to refer to light bladed weapons that maybe used as off-handed weapons. *Examples:* Dagger, Heavy Knife, Katar (Punch / Thrusting Dagger), Knife, Kukri, Short Sword, and Stiletto.

Great Blades: This is a term to refer to large blades that require 2 hands to wield. *Examples:* Bastard Sword (when wielded two handed), Claymore, Dilmekiri, Falchion, Great Sword, and Zweihander.

Long Blades: This is a term used to refer to the standard sword blades. *Examples:* Bastard Sword (when wielded one handed), Long Sword, Scimitar.

String Bows: This is a term used to refer to bows that must be strung. *Examples:* Avalon Long Bow, Composite Long and Short bows, Long Bow, Short Bow.

Axe Blades: This is a term used to refer to all types of Axes. *Examples:* Battle Axe, Great Axe, Hatchet.

Pole Arms: This is a term used to refer to pole arms. Basically any weapon with a piercing or slashing tip on the end of a long shaft. The weapon grants reach and may not attack adjacent characters. *Examples:* Glaive, Guisarme, Long Spear, Ransuer.

Crossbows: This is a term used to refer to ranged weapons featuring a bow firing mechanism that is fired in a fashion like a gun. *Examples:* Crossbow, Hand Crossbow, Heavy Crossbow, Höpken Heavy Crossbow.

Spears: This is a term used to refer to thrown weapons, usually with a pointed metal tip on top of a shaft. These weapons are not as large as a pole arms and are meant to be thrown. *Examples:* Boar Spear, Javelin, Harpoon.

Class Features

All of the following are the class features of the Andrews Swordsman School.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic Fencing Blades. This school does not encourage the use of armor or shields by its students.

Focused Training: At 1st level, students of this school receive the Feats: Weapon Specialization (rapier).

The First Attitude: The school's defense-first attitude is ingrained into all of its students from the very beginning. At 1st level the student gains a +1 dodge bonus to their AC. At 2nd level this becomes a +2 dodge bonus and at 3rd level this becomes a +3 dodge bonus. This bonus does not apply if the student is wearing armor heavier than light armor nor does it apply if the student has more than 2 opponents adjacent to him.

The Second Attitude: The defensive emphasis of the school develops further in the Journeyman's style. When taking the Total Defense option the student gains an additional +2 dodge bonus to his AC (in addition to the bonus gained through The First Attitude).

The Deepest Cut: When the student uses his Power Attack feat the damage is increased by +2, this bonus to damage is increased to +3 at 3rd level.

The Third Attitude: The student has perfected his attack, allowing him to lunge with more force and speed. At 3rd level, when the student takes a negative to his Base Attack for his Expertise or Power Attack feats, the student gains the benefit from both feats for the same negative total (so if a student took a –5 to his roll in exchange for a +5 AC bonus from Expertise, he would also gain a +5 bonus to his damage roll).

Champion of the Lady of the Lake

The mythical Sidhe are roughly divided among three "courts," each ruled by a different Queen — the Three Sisters of Earth, Sky and Sea. Each Queen has an earthly champion, a mortal or part mortal who represents them on Théah. The duties of these champions are unknown; even they don't entirely understand what purpose they serve. They only know that their actions serve the Sidhe in some way, and that they keep the Queens on good terms with the Avalon people.

The most prominent Champion serves the Lady of the Lake, who rules over the streams and rivers of Avalon. Water holds a special significance for the Avalons. To them, waters are the fount of all life, the wellspring from which existence springs. Birth and death are bound by them, and they flow in the veins of every living creature on Théah. Because of this, the Avalons deeply revere the Lady and her champion.

The current champion is Sir Lawrence Lugh, leader of Queen Elaine's band of knights. A former Sidhe who had his immortality stripped from him by a cunning witch, he now serves as Queen Elaine's chief defender, as well as the Lady of the Lake's representative on Théah. He protects the innocent from danger, defends Avalon from her enemies, and helps stem the depredations of the evil Unseelie Sidhe. His exploits have become legend, and his bravery unquestioned. All who meet him say that he personifies chivalry, bravery and grace — as must any who bears the mantle of Champion.

Requirements

To qualify as the champion of the Lady of the Lake, a character must fulfill the following criteria:

Alignment: Any good.

Special: You must be in possession of the blade known as *Firinbrand*, for 3d8 days before you may begin taking levels in the Champion of the Lady of the Lake. Additionally the previous champion must be dead.

Special: You must be summoned by the Lady of the Lake and invested with this mantle.

Game Rule Information

Alignment: Any good.
Hit Die: d10.

Table 3-20: The Champion of the Lady of the Lake

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	*Firinbrand*, *Firinbrand* +1d6
2	+2	+3	+3	+3	Balanced Strike, Summon *Firinbrand*
3	+3	+3	+3	+3	*Firinbrand* +2d6
4	+4	+4	+4	+4	Detect Enemy of Avalon, For the Lady (one extra attack)
5	+5	+4	+4	+4	*Firinbrand* +3d6
6	+6	+5	+5	+5	Deepest Wounds
7	+7	+5	+5	+5	*Firinbrand* +4d6, For the Lady (two extra attacks)
8	+8	+6	+6	+6	Never Fearful / Never Fooled
9	+9	+6	+6	+6	*Firinbrand* +5d6
10	+10	+7	+7	+7	For the Lady (three extra attacks), Continued Attack

Class Skills

The champion's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Search (Int), Sense Motive (Wis) and Wilderness Lore. *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are the class features of the champion:

Weapon and Armor Proficiency: The champion of the Lady of the Lake is proficient with all simple weapons as well as *Firinbrand*.

***Firinbrand*:** At 1st level the champion is gifted with *Firinbrand (see description in the artifacts section of the book)*. When wielding *Firinbrand* the champion delivers +1d6 points of damage against any non-good opponent the blade strikes. This bonus damage increases to +2d6 damage at third level and +1d6 damage every two levels thereafter.

Balanced Strike: At 2nd level the champion has become more attuned to *Firinbrand*. The Wielder may add both his Dex and Str modifier to his to hit rolls and damage rolls with *Firinbrand*.

Summon *Firinbrand* (Su): Starting at 2nd level, any number of times per day the champion may summon *Firinbrand* to his hand as a free action by calling the sword's name. No matter where in the world the champion is or where *Firinbrand* was last left, it will appear in the champion's hand, summoned in a ball of fire and electricity. Note that this ability only summons the sword and not the sword's scabbard. This is a supernatural ability.

Detect Enemy of Avalon (Sp): At will, the champion can detect evil as a spell-like ability. This ability duplicates the effects of the spell detect evil. Additionally the champion may detect any individual who intends harm against Avalon, any Avalon building, Avalon artifact, or Avalonian person.

For the Lady (Ex): The duty to defend Avalon inspires the champion and the blade in his hand. Starting at 4th level the champion may take an additional attack at his base attack every round when performing a full attack and wielding *Firinbrand*. At 7th level the champion gains an additional attack at his base attack (two total) and at 10th level the champion gain a third additional attack. This is an extraordinary ability.

Deepest Wounds (Su): Starting at 6th level when the champion inflicts hit points with *Firinbrand*, the wounds inflicted may only be healed naturally through rest and natural healing. Magical healing effects will not restore these wounds. This is a supernatural ability.

Never Fearful/Never Fooled: The champion may always take 20 on any roll, save or check to resist any mind altering or fear inducing effect, including the use of intimidation and bluff. Normally a 20 may not be taken on such rolls.

Continued Attack: Starting at 10th level, when the champion attacks an opponent's weapon with *Firinbrand* and destroys that weapon, the champion may make an additional attack at his base attack against the opponent in question.

Special: A character who has achieved 20 or more character levels, may continue to gain levels in Champion of the Lady of the Lake and gain Base Attack Bonus as well as Fort, Ref, and Will save bonuses along with all class features.

Donovan Swordsman

The most popular fighting style taught in Avalon is Donovan. This style is somewhat old-fashioned, using a buckler and smallsword instead of the more modern rapier and main gauche. This style teaches a wide variety of slashes and thrusts, which tends to confuse those trained to fight against thrusts almost exclusively. Donovan also teaches students how to use their blade's edge to its best advantage, and how to perform a lightning-fast thrust.

The primary weakness in the Donovan style is that the more elaborate slashes require a moment of tensing and leave a brief hole in the defenses that an opponent can exploit.

Requirements

To qualify as a student of the Donovan School, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Language: Avalon.
Skills: Bluff 5 ranks, Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d8.

TABLE 3-21: THE DONOVAN SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Buckler Master, Focused Training.
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Donovan's Twist
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Edward's Thrust

Class Skills

The Donovan student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Heal (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Donovan swordsman school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades and the buckler. This school does not encourage the use of armor by its students.

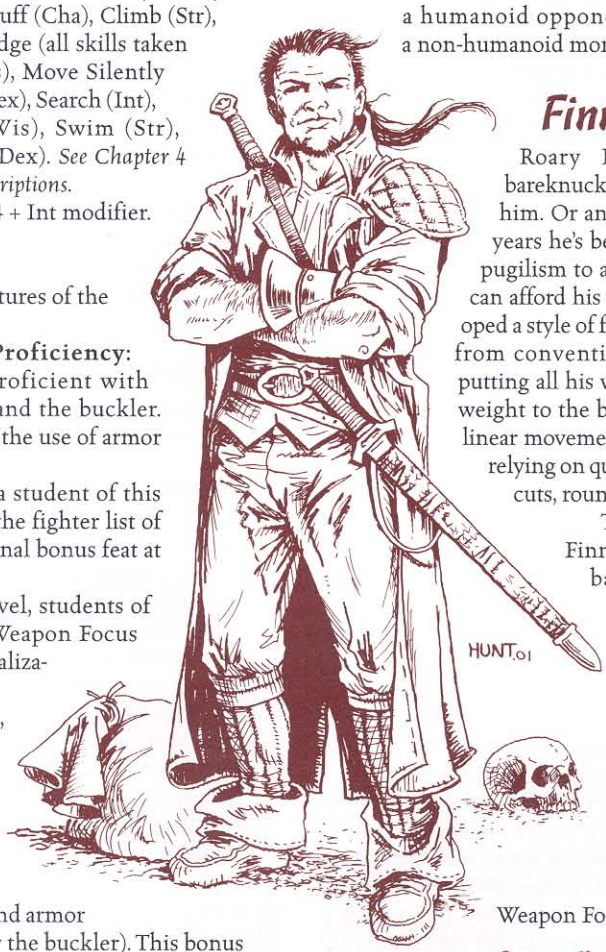
Bonus Feats: At 2nd level, a student of this school gains a bonus feat from the fighter list of bonus feats. He gains an additional bonus feat at 4th level.

Focused Training: At 1st level, students of this school receive the feats: Weapon Focus (smallsword) and Weapon Specialization (dagger).

Buckler Master: At 1st level, during the student's action, he may designate an opponent and receive a +2 armor bonus to his Armor Class against any attack from that opponent. This bonus stacks with other armor from shields and armor (including the bonus granted by the buckler). This bonus may only be gained while the student wields the buckler in his hand (the buckler may not be strapped to his arm). The student may select a new opponent on any action.

Donovan's Twist: At 3rd level Donovan teaches its students to take the offensive even when defending themselves. Donovan's Twist allows a student of this school to rake the edge of his sword's blade across his opponent's hand while performing a parry. If the student's opponent fails to hit him by 10 or more points, sand the student is wielding a fencing blade, the student may make a Ref save (DC 10 + the opponent's Dex modifier). If successful, he inflicts 1d4 points of damage on the opponent. If the opponent missed the roll by 15 or more, then the student may inflict 2d4 points of damage (the student's Str modifier is not added to these damage rolls). This may only be used against an opponent wielding a fencing blade or small blade.

Edwards' Thrust: At 5th level the student learns Edward's Thrust. The technique is performed by first acclimating an opponent to parrying slashes over and over again, and then suddenly rushing in with a deceptively quick thrust. At the beginning of the turn, the student may take a –2 penalty to all of his attack rolls (including attacks of opportunity) to gain a +2 bonus to all damage rolls made during his next turn. The student may only attack one opponent during the turn in order to gain the damage bonus next turn. If this is performed during multiple consecutive rounds, the student will have a +2 to his damage rolls while having a –2 penalty to his attack rolls. This ability may only be against a humanoid opponent (this will not work against a non-humanoid monster for example).



Finnegan Boxer

Roary Finnegan is the undisputed bareknuckle champion of Inismore. Just ask him. Or anyone he's beaten down. In recent years he's begun teaching his unique style of pugilism to anyone who's interested, and who can afford his high tuition fees. Finnegan developed a style of fighting that was radically different from conventional fisticuff styles. Instead of putting all his weight on his heels, he shifted his weight to the balls of his feet. Instead of using a linear movement, he moved in circles. Instead of relying on quick jabs, he used side-steps, uppercuts, roundhouses, and body blows.

The primary weakness of the Finnegan style is a tendency to hang back and observe the opponent. An aggressive enemy can press the attack and keep the student on the run and off-balance.

Requirements

To qualify as a student of the Finnegan school, a character must fulfill the following criteria:

Ability: Con 13+.

Base Attack Bonus: 4+.

Feats: Improved Unarmed Strike, Weapon Focus (unarmed strike).

Game Rule Information

Alignment: Any.

Hit Die: d10.

TABLE 3-22: THE FINNEGAN BOXER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Stick and Move, Focused Training, Off-handed Fighting.
2	+2	+3	+3	+0	Bonus Feat, Hard Fists, Light Feet
3	+3	+3	+3	+1	Intestinal Fortitude
4	+4	+4	+4	+1	Bonus Feat, Smart Fighter
5	+5	+4	+4	+1	I Fights Better Drunk

Class Skills

The Finnegan student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Finnegan school.

Weapon and Armor Proficiency: A student of this school is proficient with no weapons, shields or armor.

Off-handed Fighting: When wearing light or no armor and their off-hand is unarmed, a student of this school can fight with his bare hand and his primary hand (which may or may not be armed) as if he had the feats Ambidexterity and Two-Weapon Fighting.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Focused Training: At 1st level, students of this school receive the feat Weapon Specialization: Unarmed Strike.

Stick and Move: At 1st level, the Finnegan style teaches its students to move in circles, always ducking to the opponent's weak side (left for right-handers, right for left-handers). When an opponent fails to hit the student with an attack, the student may take one unarmed attack against the opponent as an attack of opportunity (this attack may only deal subdual damage). The student may only use this effect when he is unarmed (both hands) and facing a humanoid opponent.

Hard Fists, Light Feet: At 2nd level a student of the Finnegan style of fighting may choose to inflict normal damage from a normal unarmed attack, rather than subdual damage. Students of the Finnegan style of fighting also learn how to deal a harder punch. They deal 1d6 points of damage when attacking unarmed. This increases to 1d8 at 3rd level and 1d10 at 5th level. The student may add his Wis modifier to his AC (as a dodge bonus) when not wearing armor.

Intestinal Fortitude: At 3rd level the student learns to tough it out. Those who study under Finnegan must be prepared to suffer bruises and broken bones, which toughens them up considerably, enhancing their ability to shrug off a wound. Once per combat encounter, when the student is suffering damage from a human's attack, they may reduce the damage by half (rounded down).

Smart Fighter: At 4th level the student may add his Intelligence modifier (if any) to his AC (as a dodge bonus) when not wearing armor.

I Fights Better Drunk: Starting at 5th level, the student fights better with a few pints in their belly. Masters of the Finnegan style reduce any damage taken by 2 while inebriated (2 or more pints of alcohol within the last hour). In addition, they deal d10 points of damage when attacking unarmed. A master of the Finnegan style may choose to deal subdual damage instead of normal.

Goodfellow Archer

The legendary Robin Goodfellow first taught his band of robbers how to use the longbow. For years the secret was confined to a few dozen men, but eventually Robin taught all comers. Students learned to build special bows and fire arrows at an amazing rate. Eventually, they became some of the most nimble archers in the world, arcing their fire over long distances, and even knocking weapons out of their opponents' hands.

Goodfellow represents the very height of skill with the longbow. Masters of the style pull off feats that would be impossible for lesser archers. The main weakness of the Goodfellow style is the pause just before the loosing of each shot. An enemy can take advantage of it to snap off a shot of his own, or to attempt to evade the archer's shot.

Requirements

To qualify as a student of the Goodfellow school, a character must fulfill the following criteria:

Base Attack Bonus: +3.
Feats: Point Blank Shot, Weapon Focus (Avalon longbow).
Skills: Spot 8 ranks, Search 6 ranks.
Special: Proficiency with any string bow.

Game Rule Information

Alignment: Any.
Hit Die: d8.

Table 3-23: The Goodfellow Archer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Bowyer and Fletcher, Increase Range +10, Focused Training
2	+2	+0	+3	+0	Quick Shot, Increase Range +20
3	+3	+1	+3	+1	Rapid Shot, Increase Range +30
4	+4	+1	+4	+1	Quick Shot, Increase Range +40
5	+5	+1	+4	+1	Careful Aim, Increase Range +50

Class Skills

The Goodfellow student class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Goodfellow school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic string bows. This school does not encourage the use of armor or shields by its students.

Focused Training: At 1st level, students of this school receive the feat: Weapon Specialization (Avalon longbow).

Quick Shot: At 2nd level the student learns to fire more times in a round than the standard archer. At the beginning of the round the student may take a –2 to all of his attacks for the round in order to gain an additional shot at his base attack –2. At 4th level the student may take a –3 to all his attacks for the round to gain two additional attacks with his bow. This ability may only be used when the student is armed with a string bow and only uses the string bow for all of his attacks in the round. The student may not use this ability with Rapid Shot.

Increased Range: Each level, a student of this school may increase his Range Increment by the per level bonus. (1st level +10, 2nd level +20, 3rd level +30, 4th level +40 and 5th level +50).

Bowyer and Fletcher: At 1st level a student of the Goodfellow school is taught how to build their bow. The student gains a +6 competence bonus to all Craft skill checks involving bow making and arrow making.

Rapid Shot: Once they've mastered aiming and firing the bow, students pick up their loading speed. At 3rd level, Goodfellow students gain the feat Suppresive Fire.

Careful Aim: At 5th level, the archer may add his Wis modifier to his Attack roll as a competence bonus, when taking only one shot in a round. The Wis modifier is added to this damage as well if the target of the shot is within the unmodified range increment of the bow being used. In addition the Critical Threat Range of a bow wielded by the student is increase by an amount equal to the student's Int Modifier. Thus if a student had an Int modifier of +3 and a bow which scores a Critical hit on a 20 normally, the bow would now score a Critical Hit on a 17–20.

Knight of Elaine

You are one of the nearly two hundred members of the Order of the High King, a member of the elite cadre assigned to carry out Queen Elaine's wishes. While not as well-known as Montaigne's musketeers, they are beloved throughout Avalon as paragons of courage and honor. The order trains its members itself, selecting from the best and the brightest Avalon has to offer. Each knight takes a vow before Queen Elaine, which he is expected to uphold for the rest of his life.

All members of the order are assigned to a patron, a member of the governing body of the Order known as the Twelve. Knights may not choose who they serve under, but may be allowed to suggest a preference if they wish. (Players, however, should be able to choose which knight their characters serve under.)

Belonging to Elaine's Knights means that the Crown provides your clothes, weapons, and lodging, along with a small stipend of ten guilders a month. You may also claim sanctuary at any Avalon diplomatic post (although the consequences of doing so may come back to haunt you). Other members of the Order will defend you and come to your aid if need be — but they in turn will depend on you for the same courtesy. No member of the Order may ever belong to any other knightly order.

A Knight of Elaine is expected to honor Avalon, fight for justice, and defend those who cannot defend themselves. Those who do are rewarded with glory as only the Glamour Isles can bring.

Requirements

To qualify to join Elaine's Knights, a character must fulfill all the following criteria:

Nationality: Avalon, Highlander or Inish.

Alignment: Any good.

Base Attack Bonus: +6.

Feats: Armor Proficiency (heavy), Martial Weapon Proficiency (any).

Skills: Diplomacy or Intimidate 2 ranks, Ride: 5 ranks

Special: The knight must have been chosen by Queen Elaine and sworn to obey her and the patron to whom he or she is assigned.

Game Rule Information

Alignment: Any good.

Hit Die: d8.

Table 3-24: The Knight of Elaine

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Detect Evil, Improved Fortitude +1
2	+2	+3	+0	+3	Improved Will +1
3	+3	+3	+1	+3	Aura of Good (–2 morale penalty), Improved Fortitude +2
4	+4	+4	+1	+4	Improved Will +2
5	+5	+4	+1	+4	Aura of Good (Cause Fear), Improved Fortitude +3
6	+6	+5	+2	+5	Improved Will +3
7	+7	+5	+2	+5	Command (recruit), Improved Fortitude +4
8	+8	+6	+2	+6	Improved Will +4
9	+9	+6	+3	+6	Improved Fortitude +5
10	+10	+7	+3	+7	Command (Diplomacy), Improved Will +5

Class Skills

The knight's class skills (and the key ability for each skill are Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Ride (Dex), and Sense Motive (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of Elaine's Knights.

Weapon and Armor Proficiency: Elaine's Knights are proficient with all simple and martial weapons, all types of armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Detect Evil: Starting at 1st level, once per day per level a Knight of Elaine can *detect evil* as a spell-like ability. This ability duplicates the effects of the spell detect evil.

Improved Fortitude: Starting at 1st level the knight gains a +1 bonus on Fortitude saves. Every two levels afterward (3rd, 5th, 7th and 9th levels) the knight gains an additional +1 bonus on Fortitude saves.

Improved Will: Starting at 2nd level the knight gains a +1 bonus on Will saves. Every two levels afterward (2nd, 4th, 6th, 8th and 10th levels) the knight gains an additional +1 bonus on Will saves.

Aura of Good (Su): Beginning at 3rd level a Knight of Elaine radiates an aura of good that causes evil or chaotic-aligned enemies within 10 ft. of him to suffer a –2 morale penalty on all Will saving throws. This is a supernatural ability.

At 5th level a Knight of Elaine causes fear in his opponents as if they had been hit by the spell of that name. Opponents may make a Will saving throw to negate, but they suffer a –2 penalty to the roll from the knight's Aura of Good.

Command: At 7th level a Knight of Elaine gains the right to recruit the forces of local nobles to help him in his cause. The knight will have to convince the local noble of the worthiness of his cause by succeeding at a Diplomacy check against a DC set by the DM based on the personality and situation of the local noble. If they succeed the noble will provide as many men and as much support as he can (typically about a third of all of the men in his fief).

At 10th level a knight of Elaine no longer needs a Diplomacy check. The power of his or her personality is enough to convince the noble of his cause.

MacDonald Swordsman

The MacDonalds are some of the fiercest warriors in the Highland Marches. Their enormous claymores strike fear into their opponents. A single blow from a skilled MacDonald can cut a man in half. The MacDonald style is wild and unpredictable. The clansmen have a reputation for ignoring their own defense, preferring to use such a devastating offense that their enemies have no time to even consider an offense of their own.

The main weakness of the MacDonald style is its lack of finesse. Its students prefer brute force to careful planning, and an agile, clever opponent can slowly wear them down — as long as he presents the Highlander with no openings. A single blow can kill, however, and all a MacDonald swordsman needs is one chance.

Requirements

To qualify as a student of the MacDonald School, a character must fulfill the following criteria:

Abilities: Str: 13+, Con: 13+.
Base Attack Bonus: +4.
Feats: Power Attack, Weapon Focus (claymore).

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-25: The MacDonald Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Focused Training
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	All in Attack
4	+4	+4	+1	+1	Bonus Feat, Killing Blow
5	+5	+4	+1	+1	Follow the Blade's Weight, Wild Swing

Class Skills

The MacDonald student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the MacDonald school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic great blades. This school does not encourage the use of armor or shields by its students.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level.

Focused Training: Students of this school receive the feat Weapon Specialization (claymore).

All in Attack: At 3rd level, the ferocious blows of the Highlanders are as wild as they are deadly. When using a claymore or other great blade this character is considered to have the Cleave and Great Cleave Feats.

Killing Blow: At 4th level, students of the MacDonald style have learned to put their whole body into their swings. The student, when inflicting damage with a great blade, may add double his Str modifier to the total hit points inflicted (instead of just his Str modifier). This is only usable against a humanoid opponent.

Wild Swing: At 5th level, when the student attacks, he may declare that he is increasing the critical threat range of his great blade by an amount up to 5 (thus a weapon with a 19–20 critical threat range would become a 14–20 if 5 was chosen). If on the attack the student rolls that number on the attack, he is considered flat-footed until his next turn (thus if a student selected 4 to increase his Critical Threat Range and rolled a 4 or less on the attack roll he would be flat footed until his next turn). Note if the DM is using the optional Dramatic Critical rules, the student may choose a bonus from 1–10, instead of 1–5.

Follow the Blade's Weight: At 5th level, the student may take a 5 ft. step between attacks when using the Cleave or Great Cleave feat (this overrides the prohibitive text printed in the Cleave feat). The student may only take one 5 ft. step a round in this manner. When using this extra 5 ft. step, if the student is attacked before their next turn the student's AC is reduced by 4.

Robertson Swordsman

David Robertson created this style after traveling to Castille and learning the Torres School, which he then adapted to fighting in urban settings. The narrow alleys and congested streets of Avalon cities do not allow a swordsman much room to side-step. Fencers from this school use a rapier in their main hand and a cloak in their off-hand. They stand roughly square to their opponents, though they sometimes stand with one side leading somewhat ahead of the other, depending on what maneuver they are about to perform. The Robertson style involves entangling an opponent's blade with the cloak and launching a series of brutal slashes with the sword. The weakness of the school is its reliance on the cloak as the primary means of defense.

Requirements

To qualify as a student of the Robertson School, a character must fulfill the following criteria:

Feats: Combat Reflexes, Weapon Focus (rapier).

Skills: Bluff 6 ranks, Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-26: The Robertson Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Behind the Cloak
2	+2	+1	+3	+1	Entrap the Enemy's Blade
3	+3	+1	+3	+1	Reflexive Attack

Class Skills

The Robertson student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Tumble (Dex) and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are the class features of the Robertson Swordsman School.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades and the cloak as a shield. This school does not encourage the use of armor or other shields by its students.

Focused Training: At 1st level, students of this school receive the feat: Weapon Specialization (rapier).

Behind the Cloak: The student has learned how best to use a cloak to defend himself. Starting at 1st level, when fighting defensively and wielding a Cloak as a shield, the student gains an additional +1 dodge bonus to their AC. When the student is taking the Total Defense option, he gains an additional +2 AC bonus.

Entrap the Enemy's Blade: The student has mastered the art of entrapping his enemy's blade within the folds of his cloak. Starting at 2nd level, when the student attempts to bind an opponent's weapon while wielding a cloak as a shield, he gains a +4 competence bonus. In addition the student does not draw an attack of opportunity when attempting to disarm an opponent.

Reflexive Attack: The master of Robertson acts reflexively when he has entrapped his enemy's weapon, launching an immediate strike. Starting at 3rd level, if the student successfully binds an opponent's weapon, he may immediately take an attack of opportunity against the opponent.

Castille Prestige Classes

If there is a historical equivalent of Castille it would be Spain. DMs running campaigns in worlds other than Théah should feel free to use the schools and classes of Castille as their version of Spain.

Aldana Swordsman

Aldana is the fighting style of choice for Castillians. It is one of the few fighting styles on Théah that forgoes the use of the off-hand. Instead, the off-hand is tucked behind the duelist's back and he presents his side to his opponent, narrowing the range of targets that can be struck. Aldana combines sword fighting with dancing to produce an elusive, unpredictable series of movements. The duelist silently counts time inside his head, mentally playing the music to which he is "dancing." This allows him to make unpredictable moves along with the rhythm of the song, which is unknown to his opponent. These movements make him harder to hit and disorient his opponent, causing deadly hesitations. Most impressive of all, masters of Aldana can work themselves into a trance, where their entire being is focused entirely on the fight.

The one problem with the Aldana style of fighting is the song's chorus. A duelist familiar with Aldana knows how to watch for the chorus, and strikes while the student is briefly predictable.

Requirements

To qualify as a student of the Aldana School, a character must fulfill the following criteria:

Feat: Combat Reflexes, Weapon Focus (rapier).

Skills: Tumble 8 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-27: The Aldana Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Slipping Feint, Focused Training
2	+2	+0	+3	+3	Bonus Feat, Exploit Weakness
3	+3	+1	+3	+3	One Blade as Two
4	+4	+1	+4	+4	Bonus Feat
5	+5	+1	+4	+4	Focused Master

Class Skills

The Aldana student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Diplomacy (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of a student of the Aldana School.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades. This school does not encourage the use of armor or shields by its students.

Focused Training: At 1st level, students of this school receive the feat: Weapon Specialization (rapier).

Slipping Feint: At 1st level, the student has learned to intimidate his opponent with his flashy moves, causing moments of hesitation and uncertainty. As a move equivalent action the student may enter a contested roll of their Bluff versus an adjacent opponent's Sense Motive. The opponent must be within 5 ft. of the student. If the student wins the roll, he denies the opponent one attack during the next turn. An opponent may not be denied his first attack of the round at his Base Attack Bonus with this ability.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. A student of this school gains an additional bonus feat at 4th level.

One Blade as Two: At 3rd level, The student's weaving and disorienting style of movement makes him difficult to hit. During the student's turn, he may designate a humanoid opponent and receive a +2 dodge bonus to his Armor Class against that opponent. The student can select a new opponent on any action. Note: A condition that makes a character lose their Dexterity bonus to Armor Class, also makes the character lose dodge bonuses.

Focused Master: At 5th level, students of Aldana enter a trance where they are focused entirely on the duel at hand. At the start of each combat, they receive a number of "focus dice" (d6s) equal to their Wis modifier. These dice may be rolled along with an Attack Roll as a competence bonus or as a move equivalent action to grant an armor bonus to the student's AC until their next turn (this armor bonus stacks with other armor bonuses granted by armor and shields). Unused focus dice are lost at the end of the combat.

Gallegos Swordsman

Also known as the "Three Circle" style, Gallegos teaches its students that leaping around is unnecessary in a fight. They train in progressively smaller circles; in each instance, while they are forced to remain in the circle, their opponent can move around at will. Overall, the student learns to fight in three circles before he can become a master. The primary strength of the Gallegos style is the seemingly superhuman ability to slide neatly out of the way of an oncoming thrust simply by twisting a bit to the side, or sweeping out with a lightning fast parry. The students learn to hold their ground and wait for the enemy to come to them, then turn attacks back at their originator with as little effort as possible.

However, students of Gallegos become so used to fighting in this fashion that they have a tendency to forget that they can move at all. A well-aimed bullet can often spell doom for them.

Requirements

To qualify as a student of the Gallegos School, a character must fulfill the following criteria:

Feat: Dodge, Expertise, and Weapon Focus (rapier).

Skills: Tumble 8 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-28: The Gallegos Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	The First Circle
2	+2	+0	+0	+3	Bonus Feat
3	+3	+1	+1	+3	The Second Circle
4	+4	+1	+1	+4	Bonus Feat
5	+5	+1	+1	+4	The Third Circle

Class Skills

The Gallegos student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Gallegos school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades. This school does not encourage the use of armor or shields by its students.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Focused Training: Students of this school receive the feat Combat Reflexes.

The First Circle: At 1st level, students of the Gallegos school have mastered the First Circle. They learn to play the waiting game and watch for attacks from their opponents. At the beginning of the student's turn, the student may choose to not attack during that turn and nominate an opponent. The student may still take other actions, and may take attacks of opportunity against that opponent should the opportunity present itself. The student gains an additional attack of opportunity against the nominated opponent. The additional attack comes immediately after the first attack of opportunity at the student's base attack. This extra attack does not count against any of the student's attacks of opportunity. The student may only use this ability against a humanoid opponent.

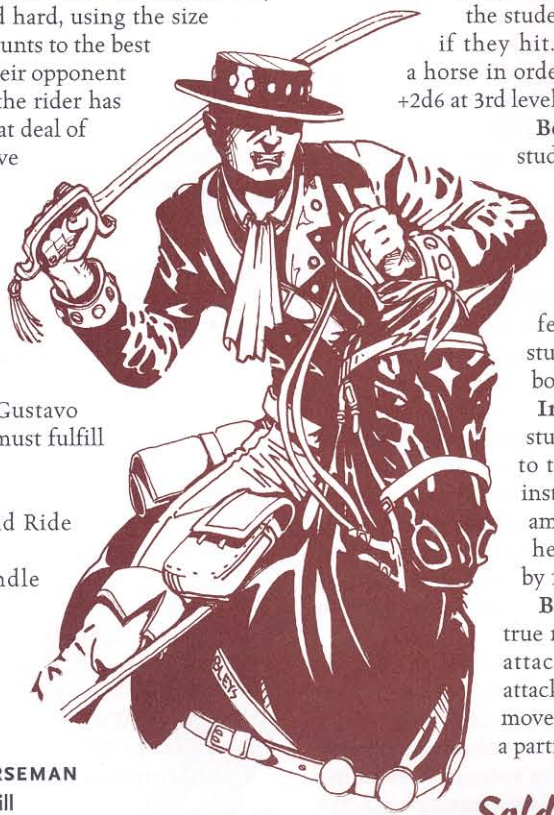
The Second Circle: At 3rd level, the student has mastered the Second Circle, and can fight comfortably while only occasionally shifting a step to the left or right. The student waits for an attack, then counters it with a flick of his wrist. When an opponent fails to hit the student by 5 or more points and the student is armed with a fencing blade, he may take an attack of opportunity on that opponent. The student may only use this ability against a humanoid.

The Third Circle: At 5th level, after learning the Third Circle, the student no longer needs to move his feet during a fight. His flashing blade and graceful movements make him incredibly difficult to hit. Add a +2 Armor Bonus (which stacks with other bonuses granted by armor and shields) to the student's Armor Class, while the student is equipped with a fencing blade. This bonus does not apply if the student is being flanked.

Gustavo Horseman

The proud horsemen of Castille have learned how to use their swords while mounted. The Gustavo school developed out of an effort to create swordsmen who functioned equally well while either mounted or dismounted. It trains its students in the use of a standard blade while on horseback. Though some feel that such tactics lack the honor of classical dueling techniques, more pragmatic Castillians see the value of its versatility... especially those who don grinning white masks in the dead of night.

The main strengths of the Gustavo school are its devastating speed and ability to remain out of harm's way. Students learn to strike fast and hard, using the size and maneuverability of their mounts to the best advantage, then escape before their opponent can counterattack. However, if the rider has no means of escape, he's in a great deal of trouble. Gustavo techniques leave a fighter vulnerable after a short period of time, and horsemen without an easy exit may find themselves pulled from their mount and disemboweled at leisure.



Requirements

To qualify as a student of the Gustavo Horseman School, a character must fulfill the following criteria:

Ability: Dex: 13+.

Feats: Mounted Combat and Ride by Attack.

Skills: Ride 8 ranks, Handle Animal 6 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-29: The Gustavo Horseman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	On the Back of the Beast, Bond with the Beast, Focused Training
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Instinctive Control
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Bladed Hurricane

Class Skills

The Gustavo student class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Gustavo school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades. This school does not encourage the use of armor or shields by its students.

Focused Training: Students of this school receive the feats: Skill Focus (ride) and Skill Focus (handle animal).

On the Back of the Beast: At 1st level, students of this style learn to use their swords while mounted to keep their enemies at bay. The student receives +4 to their Initiative while mounted on a horse. Also, when the student uses his Ride By Attack feat during the first round of combat, if the student is armed with a fencing blade, the student rolls an additional +1d6 of damage if they hit. The student must be mounted on a horse in order to use this ability. This increases to +2d6 at 3rd level and +3d6 at 5th level.

Bond with the Beast: At 1st level, the student suffers no penalties when trying to control his horse without using reins. The student must be mounted on a horse in order to use this ability.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. A student of this school gains an additional bonus feat at 4th level.

Instinctive Control: At 3rd level the student has learned how to use his mount to the best possible advantage, and can instinctively guide horses into performing amazing feats. When mounted on a horse, he can increase the horse's Base Speed by 15.

Bladed Hurricane: At 5th level, the true masters of the Gustavo school know to attack early and often. The student may attack as a standard action when his mount moves more than 5 ft. in a round (rather than a partial action).

Soldano Swordsman

This style of fighting borrows from both the Montaigne and the Crescents, although the Castillians have clearly infused it with their own personality. The student learns to fight with a rapier in each hand, whirling and leaping among his enemies like a tornado, and leaving ruin behind him. Soldano students fight with flair and color, dispatching whatever hordes of unskilled fighters they may be faced with, then infuriating their enemy before driving their twin blades home in a deadly thrust. However, Soldano fighters often become too exuberant. In their excitement, they leave small openings in their defenses that a skilled opponent can take advantage of.

Requirements

To qualify as a student of the Soldano School, a character must fulfill the following criteria:

Ability: Dex 13+.

Base Attack Bonus: +6.

Feat: Improved Initiative, Weapon Focus (any fencing weapon).

Game Rule Information

Alignment: any.
Hit Die: d8.

TABLE 3-30: THE SOLDANO SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Whirling Blades
2	+2	+0	+3	+0	The Unstopping Blades
3	+3	+1	+3	+1	Marshall the Strength
4	+4	+1	+4	+1	Bonus Feat
5	+5	+1	+4	+1	A Trail of Destruction

Class Skills

The Soldano student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Soldano school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades. This school does not encourage the use of armor or shields by its students.

Whirling Blades: At 1st level, students learn to deal with large numbers of poorly trained opponents. When fighting with a fencing blade in each hand, the student may fight as though he had the feats: Two Weapon Fighting and Ambidexterity. Additionally, he may fight with the fencing blades as if they were small weapons, instead of medium (and thus may ignore any penalties for using a medium-sized weapon in their off hand).

The Unstopping Blades: At 2nd level, when fighting with a fencing blade in their off hand the student may fight as if they had the feats: Power Attack, Cleave and Great Cleave.

Marshall the Strength: At 3rd level, students have learned to marshal their strength for a single, devastating attack. When rolling damage inflicted by a fencing blade, the student may roll a die one size larger than normal; thus a rapier's 1d6 damage allows the student to roll a 1d8 instead. The student may also add their Dex bonus to the roll instead of their Str bonus.

Bonus Feats: At 4th level, a student of this school gets a bonus feat as a fighter of the same level.

A Trail of Destruction: At 5th level, the students of the Soldano school have learned to thoroughly enrage and outwit their most dangerous opponents. Once per round, when engaged in combat, the student may use an Intimidation roll against a single opponent as a free action. If the check succeeds, the opponent suffers a –4 penalty to his attack rolls against the student until the student's next turn. The student may add a +2 competence bonus to the Intimidation check for each opponent the student has incapacitated during the encounter.

Torres Swordsman

Originally developed for bullfighting, the Torres style makes use of a rapier in one hand a cloak in the other. The student uses subtle movements to draw his opponent's attention to the cloak, and then blindside him with the rapier. The Torres school is an extremely effective defensive style; masters are some of the most quick-witted and agile men in the world. However, the Torres style has very little power when it comes to taking the offensive. While its students are fast and nimble, they lack the penetrating force of more aggressive schools.

Requirements

To qualify as a student of the Torres School, a character must fulfill the following criteria:

Feats: Combat Reflexes, Dodge.
Skills: Sense Motive 8 ranks, Bluff 8 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

TABLE 3-31: THE TORRES SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Misleading Attack
2	+2	+0	+3	+0	The Unexpected Strike (Sneak Attack +1d6)
3	+3	+1	+3	+1	Wait For Your Time
4	+4	+1	+4	+1	The Unexpected Strike (Sneak Attack +2d6)
5	+5	+1	+4	+1	Quickness

Class Skills

The Torres student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Torres school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades and the cloak as an exotic shield. This school does not encourage the use of armor or other shields by its students.

Misleading Attack: At 1st level, Apprentices in the Torres school have learned the art of using their cloak to draw attention away from their true movements. When fighting with a Cloak in the student's off hand the student gains a +4 circumstance bonus to their Bluff checks when feinting. In addition they may use the Bluff skill to Feint instead of taking an attack (thus if the student has three attacks, he could feint with one and attack with the other two).

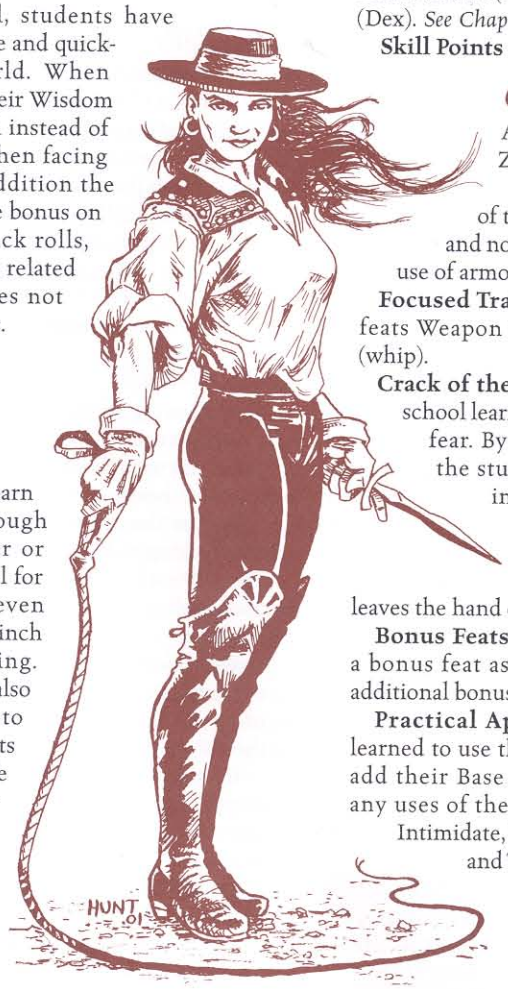
The Unexpected Strike (Sneak Attack): Any time the student's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the student flanks the target, the student's attack deals extra damage. The extra damage is +1d6 at 2nd level and an additional +1d6 at 4th level. Should the student score a

critical hit with a sneak attack, this extra damage is not multiplied. A student may only use this ability when fighting with a fencing blade, although the bonuses of this ability may compliment a normal sneak attack ability or an ambush attack ability.

The student can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The student must be able to see the target well enough to pick out a vital spot and be able to reach it with his weapon. The student cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Wait For Your Time: At 3rd level, the students become very fast on their feet. At the start of a combat students may declare that they are fighting defensively for the first round, and receive a +1d10 bonus to their initiative for the rest of the combat.

Quickness: At 5th level, students have become some of the most agile and quick-witted fighters in the world. When rolling to hit, they may add their Wisdom modifier to their Damage roll instead of adding their Str modifier, when facing a humanoid opponent. In addition the student gains a +1 competence bonus on all Dex rolls (including attack rolls, when applicable), and all Dex related skill checks. This bonus does not apply to the student's Ref saves.



Zepeda Whip

Students of the Zepeda style learn to fight with a whip. Although seldom as deadly as a rapier or a knife, the whip is a great tool for intimidation and defense; even skilled swordsmen will often flinch away from its cracking sting. Students of the Zepeda school also learn a variety of tricks, not to mention how to cow opponents with the promise of a rawhide thrashing. However, an opponent who can withstand the pain for a strike or two can often get in close where the whip is useless.

Requirements

To qualify as a student of the Zepeda School, a character must fulfill the following criteria:

Base Attack Bonus: +3.

Skills: Sense Motive 4 ranks, Intimidate 4 ranks, Bluff 8 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

TABLE 3-32: THE ZEPEDA SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Crack of the Whip, Focused Training
2	+2	+0	+3	+3	Bonus Feat
3	+3	+1	+3	+3	Practical Applications, Sweep Attack
4	+4	+1	+4	+4	Bonus Feat
5	+5	+1	+4	+4	Frozen With Fear

Class Skills

The Zepeda student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Zepeda School.

Weapon and Armor Proficiency: A student of this school is proficient with all whips (exotic and non-exotic). This school does not encourage the use of armor or shields by its students.

Focused Training: Students of this school receive the feats Weapon Focus (whip) and Weapon Specialization (whip).

Crack of the Whip: At 1st level, students of the Zepeda school learn to use the whip as a tool of intimidation and fear. By spending one attack cracking their whip, the student may increase their AC by their level in the Zepeda school until their next action. This ability is of no use against opponents who are immune to Fear, and the AC bonus is lost immediately if the whip leaves the hand or becomes entangled.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Practical Applications: At 3rd level, students have learned to use their whip in more versatile ways. They may add their Base Attack Bonus when wielding a Whip to any uses of the following skills: Climb, Handle Animal, Intimidate, Use Rope (when the whip is used as a rope) and Tumbling (when used to break a fall).

Sweep Attack: At 3rd level the student may take a –4 penalty to their attack bonus when attacking a bipedal humanoid opponent. If a student successfully hits, he does not roll damage; instead he has swept his opponent's feet out from under him; the humanoid is laid prone.

Frozen With Fear: At 5th level, masters of the Zepeda school are greatly feared for their skill with the whip. The student has learned to use their whip to teach others respect. He may make an Intimidate check versus an opponent within 20 ft. If the check succeeds, then the target is flat-footed until the student's next turn. This may only effect humanoids susceptible to fear.

Crescent Empire Prestige Classes

If there is a historical equivalent of the Crescent Empire it would be the Ottoman Empire. DMs running campaigns in worlds other than Théah should feel free to use the schools and classes of the Crescent Empire as their version of Turkey and the Middle East.

The Chosen One

You have been chosen to serve some higher power in the mortal realm. In return for your devotion, you receive powers and abilities befitting a "divine servant." There is only one chosen one for any given deity/power at a time, and they remain so until their deity calls them home. In Théah the current chosen one is the Crescent pirate Kheired-din, who follows nebulous "angels" towards an apocalyptic destiny.

Requirements

To qualify as the chosen one, a character must fulfill the following criteria:

Alignment: You must be the same alignment as your patron deity in regards to good, evil or neutral. You must also be of Lawful alignment (even if your patron deity is chaotic or neutral).

Base Attack Bonus: +7.

Skills: Knowledge (religion) 10 ranks and Knowledge (arcana) 10 ranks.

Feats: Skill Focus (knowledge (religion)), Skill Focus (knowledge (arcana)).

Special: The chosen character must have devoted their life to the patron deity and that deity's practices. A DM may wish to enforce this by saying that all of the character's levels must be dedicated to a class that serves the patron deity (such as paladin, cleric or ship's chaplain) or that the character must have served the deity's cause from creation (such as being a fighter or a corsair on a religious quest). As always, the DM has the final word on the matter.

Will Save Total: +6.

Game Rule Information

Alignment: Any lawful.

Hit Die: d10.

Table 3-33: The Chosen One

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Detect Evil, Divine Grace, Divine Health
2	+2	+3	+0	+3	Aura of Courage, Smite Non-Believer 1/day
3	+3	+3	+1	+3	Unbound
4	+4	+4	+1	+4	
5	+5	+4	+1	+4	Call on the Deity's Power
6	+6	+5	+2	+5	Smite Non-Believer 2/day
7	+7	+5	+2	+5	
8	+8	+6	+2	+6	Immortal
9	+9	+6	+3	+6	
10	+10	+7	+3	+7	Smite Non-Believer 3/day

Table 3-34: Spells per Day

Level	0	1	2	3	4	5	6	7	8	9
1	6	5+1	4+1	4+1	3+1	2+1	1+1	–	–	–
2	6	5+1	4+1	4+1	3+1	3+1	2+1	–	–	–
3	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	–	–
4	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	–	–
5	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	–
6	6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	–
7	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
8	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
9	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
10	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

* In addition to the stated number of spells per day for 1st- through 9th-level spells, the chosen one gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells come in addition to any bonus spells for possessing a high Wisdom

Class Skills

The chosen one's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Scry (Int), Search (Int), Sense Motive (Wis), Spell Craft (Int), Spot (Wis), and Swim (Str). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are the class features of the chosen one:

Weapon and Armor Proficiency: The chosen one is proficient with all simple and martial weapons, with all types of armor (heavy, medium and light), and with shields.

Spells: The chosen one may prepare and cast any spell on the cleric spell list, provided he can cast spells of that level. The Difficulty Class for a saving throw against the chosen one's spell is 10 + the spell's level + the chosen one's Wisdom modifier.

The chosen one must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether the chosen one can prepare spells.

In addition to his standard spells, the chosen one gets one domain spell of each spell level, starting at 1st. When the chosen one prepares a domain spell, it must come from one of his two domains.

Deity, Domains, and Domain Spells: When your character becomes the chosen one, your deity choose you to serve him. The chosen one's deity influences his alignment, what magic he can perform, his values, and how others see him. Choose two of the deity's domains for your chosen one's domains. You can only select an alignment domain (such as Good) for your chosen one if his alignment matches that domain. If your chosen one is not devoted to a particular deity, you still select two domains to represent his spiritual inclinations and abilities (but the restriction on alignment domains still applies).

Each domain gives your chosen one access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your chosen one gets the granted powers of all the domains selected. With access to two domain spells at a given

spell level, the chosen one prepares one or the other each day. If a domain spell is not on the Cleric Spells list, the chosen one can only prepare it in his domain slot.

Spell List: The chosen one's spell list is the same as a paladin and a cleric.

Caster Level: The chosen one's caster level is equal to his level in chosen one +7.

Favored Weapon: Some deities have favored weapons, and the chosen one considers it a point of pride to wield them. At 1st level, if the deity has a favored weapon, the chosen one gains the Weapon Focus and Weapon Specialization feats relating to that weapon. If the deity does not have a favored weapon, the player may simply choose a weapon to be associated with these feats.

Detect Non-Believer: At will, the chosen one can detect if an individual is a believer in his faith or not as a spell-like ability.

Divine Grace: The chosen one applies his Charisma modifier (if positive) as a bonus to all saving throws. If the chosen one is also a paladin, this ability stacks with the ability of the same name.

Divine Health: The chosen one is immune to all diseases, including magical diseases.

Aura of Courage: Beginning at 2nd level, the chosen one is immune to fear (magical or otherwise). Allies within 10 ft. of him gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Smite Non-Believer: Once per day, a chosen one of 2nd level or higher may attempt to smite a non-believer with one normal melee attack. The chosen one adds his Charisma modifier (if positive) to the his attack roll and deals 1 extra point of damage per level. If the chosen one accidentally smites a creature that is actually a believer, the smite has no effect but it is still used up for that day. Smite Non-Believer is a supernatural ability. At 6th level this ability may be used twice per day and at 10th level this ability may be used three times per day.

Unbound: At 3rd level the chosen one's deity removes all strands and connections the character may have with the actual world. He cannot be spied upon by use of scrying, nor may his future be predicted. Should you attempt to scry into a crystal ball or bowl of water to "see" the chosen one's past or present, you will see nothing but a hazy cloud. In Théah, the chosen one has no strands of fate that connect him. He is an independent agent working on behalf of his deity. Spells such as Srying and Foresight simply fail to produce any result regarding the chosen one.

Immortal: Upon reaching 8th level the chosen one becomes immortal. He cannot be killed. Should his body be disintegrated and destroyed, it would regenerate in the holiest place of his deity within 2d10 hours. The DM may wish to assign some way of permanently slaying the chosen one — usually by destroying an artifact or other item sacred to the chosen one's deity.

Call on the Deity's Power: Starting at 5th level the chosen one may nominate any one spell (even a spell normally unavailable, like a wizard spell) and make a check — rolling 1d20 and adding the character's level in the chosen one class (DC 15 + the spell's caster level). If successful the chosen one may use that spell immediately. The ability may be attempted once per day.

Corsair

Corsairs are arguably the most feared of all pirates. Possessed of an indomitable will and unshakable religious beliefs, they sail the seas in search of "heathens" to rob and murder. Though many pirates are fanatically devoted to acquiring wealth, the differences are vast and important. A greedy man will not trade his life for gold, but a corsair will eagerly sacrifice himself for the betterment of his cause. Corsairs possess widely varying skills and come from different backgrounds, but they all share undying love of their deity. They are as unstoppable in combat as they are in their devotion.

Requirements

To qualify as a corsair, a character must fulfill the following criteria:

Base Attack Bonus: +8.

Feats: Combat Reflexes, Dodge, Iron Will, and Weapon Focus (falchion).

Skills: Balance 6 ranks, Climb 5 ranks, Intimidate 8 ranks, Knowledge (religion) 8 ranks.

Special: Corsairs must have a patron deity, and own a masterwork falchion that has been blessed in the name is his deity.

Game Rule Information

Alignment: Any.

Hit Dice: d12.

TABLE 3-35: THE CORSAIR

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Blades of Faith, Fanatic Devotion
2	+2	+3	+3	+0	Holy Frenzy 1/day, Holy Grace
3	+3	+3	+3	+1	Smite Infidel 1/day
4	+4	+4	+4	+1	Armor of Faith
5	+5	+4	+4	+1	Smite Infidel 2/day
6	+6	+5	+5	+2	Holy Frenzy 2/day
7	+7	+5	+5	+2	Smite Infidel 3/day
8	+8	+6	+6	+2	Fanaticism
9	+9	+6	+6	+3	Undying Devotion
10	+10	+7	+7	+3	Holy Frenzy 3/day, Righteous Fury

Class Skills

The corsair's class skills (and the key ability for each) are Balance (Dex), Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Profession (sailor) (Wis), Search (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the corsair.

Weapon and Armor Proficiency: Corsairs are proficient with all simple and martial weapons, the net, and the whip. Corsairs are proficient with all light armor. They are not proficient with shields.

Blades of Faith: At 1st level, when wearing light armor and wielding a great blade (typically a falchion), corsairs may wield one great blade with their primary hand. Also, when the corsair is wielding his falchion, his faith grants him a sacred bonus to attack and damage. This sacred bonus is +1 at 1st level, +2 at 4th level, +3 at 7th level, and +4 at 10th level.

Fanatic Devotion: Starting at 1st level, corsairs are completely devoted to their religion and its tenets, and feel that combat is an expression of their fervent beliefs. If they spend 15 minutes each morning engaged in deep prayer, their soul and body will be blessed for the entire day. During combat, the corsair receives a +4 sacred bonus to all his saves. Further, corsairs are immune to all fear effects. This ability can only be activated with 15 minutes of prayer each morning.

Holy Frenzy: Starting at 2nd level, corsairs have the ability to whip themselves into a frenzy of righteous fervor. To achieve this state, the corsair must spend one minute in solitary meditation. He emerges filled with the fury of his god. In his frenzied state, the corsair temporarily gains +4 to Strength, +2 to Dexterity and +2 to Constitution for one hour. This ability may be used 3 times per day. While in a frenzied state, the corsair cannot use any skills or abilities that require concentration or patience, such as moving silently or casting spells. He can use any feats that he possesses except Expertise, item creation feats, metamagic feats, and Skill Focus.

Holy Frenzy lasts a number of rounds equal to 5 + Constitution modifier, but the corsair can choose to voluntarily end the frenzy early. After he leaves his frenzied state, he is fatigued and has the following penalties: –4 Strength, –2 Dexterity, and –2 Constitution. Also, while he is fatigued, he cannot run or charge. This fatigue drains the corsair's soul and essence, and not his body. As such, it lasts until the corsair spends one minute in meditation and prayer. After this rejuvenating meditation, the corsair returns to normal.

Holy Grace: At 2nd level, the corsair applies his Charisma modifier (if positive) as a sacred bonus to his saving throws.

Smite Infidel (Su): Starting at 3rd level, the corsair may attempt to smite infidels (any who do not follow the same deity as the corsair) with a crippling blow. He adds his Charisma modifier (if positive) to his attack roll and deals +1 additional damage per level of corsair. This power will not affect those who follow the same deity as the corsair. The corsair may use this ability twice at 5th level, and 3 times at 7th level. This is a supernatural ability.

Armor of Faith (Ex): At 4th level, whenever the corsair is unarmored or wearing light armor, he applies his Wisdom modifier (if positive) as a sacred bonus to his AC. If he is flat-footed, he still receives this bonus. This is an extraordinary ability.

Fanaticism: At 8th level, the corsair becomes a fanatical engine of destruction. When he is in *Holy Frenzy*, he now receives the benefits of the Cleave feat. Further, if he successfully uses his Smite Infidel while in *Holy Frenzy*, for that round, he additionally receives the benefits of the Great Cleave feat.

Undying Devotion (Ex): At 9th level, the corsair's devotion to his god is eternal and cannot be eclipsed by even death. The corsair can fight normally from 0 to –20 hit points. If he is between 0 and –9 hit points when combat ends, he falls unconscious and is considered stabilized. If he is between –10 and –19 hit points when combat ends, he immediately falls dead. If he ever reaches –20 hit points, he immediately falls dead, and he cannot be raised by any means, for his god has claimed his soul. This is an extraordinary ability.

Righteous Fury: At 10th level, the corsair has reached the pinnacle of his devotion. Once per day, he may invoke his full holy fury against infidels that he is battling. In order to do this, he must be in *Holy Frenzy*. The actual activation of this power is a free action that can only be activated during the corsair's turn. Once he invokes his *Righteous Fury*, his Frenzy is heightened.

The *Holy Frenzy* lasts the entire duration of the battle. The corsair's bonuses are increased to +8 Strength, +4 Dexterity, +4 Constitution, his speed is increased by 20 ft., and he has a +4 morale bonus to all of his saves. Further, he gains the benefits of the Cleave and Great Cleave feats.

When his *Righteous Fury* passes, the corsair is physically and spiritually fatigued. He suffers a –4 to Strength, Dexterity, and Constitution, and he cannot run or charge. Also, for every round spent in Righteous Fury, the corsair takes 2 points of damage when the period ends. These penalties persist until the corsair has spent one full minute in meditation and prayer. The damage taken can be healed normally or magically, but can only be healed after meditation and two hours of rest.

Daphan Swordsman

The Daphan style originates from the Aldiz'ahali tribe located in the southern peninsula and islands and features bold, aggressive attacks with a scimitar. While it does make the slashing attacks that are the forte of the scimitar, it also makes creative use of chopping attacks with the straighter section of the blade near the hilt. Another signature move of the Daphan style is a weapon-breaking technique using a forceful turn of the wrist while the opponent's blade is between the scimitar's guard and blade. The weakness of this style is its lack of moderation; nearly every attack, parry, and beat comes with the full weight of the swordsman's body behind it. An alert opponent can see the swordsman's muscles tensing as he prepares to spring into action, and react appropriately.

Requirements

To qualify as a student of this school, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Feats: Combat Reflexes, Weapon Focus (scimitar).
Skills: Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-36: The Daphran Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Attack Vigorously, Focused Training
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Snapping the Blade
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Forceful Attack

Class Skills

The Daphan student class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Jump (Str), Listen (Wis), Search (Int), Sense Motive (Wis), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Daphan school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic long blades. This school does not encourage the use of armor or shields by its students.

Focused Training: At 1st level, students of this school receive the feat: Weapon Specialization (scimitar).

Attack Vigorously: The first lesson an apprentice of the Daphan School learns is to attack vigorously. At 1st level the student may add half their ranks in the Intimidation skill (rounded down) to their total. In addition the student may add half their ranks in the Intimidation skill (rounded down) to their damage rolls in the first round of combat while wielding a long blade.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. A student of this school gains an additional bonus feat at 4th level.

Snapping the Blade: Daphan students eventually learn how to break their opponents' weapons by snapping them between the blade and crossguard of their scimitars. Some Daphan swordsmen, including Kheired-Din, use a modified scimitar with weapon-breaking grooves and teeth to aid them in performing this maneuver. At 3rd level when the student's opponent misses the student with an attack, the student may use an attack of opportunity to break the opponent's weapon. The DC of the weapon is set by the weapon's hardness plus ½ the weapon's hit points (*see the Player's Handbook™*). The use of this ability does not draw an attack of opportunity.

Forceful Attack: Masters of Daphan may make extremely forceful attacks adding both their speed and their strength to their attacks. At 5th level the student may add both his Dex modifier and his Str modifier to his damage rolls.

Marikk Katar Fighter

The Marikk katar school hails from the Kurta'kir tribe. Yakub al'Marikk's ancestors originated the fighting style, but he perfected it. His family has been known since time immemorial as excellent knife fighters, but Yakub's athletic prowess allowed him to turn their methods into a complete style of fighting. The Marikk School teaches its swordsmen to use two katars with great speed and grace. The main weakness of the style is that its focus is entirely offensive, and that the katars are especially inefficient as parrying implements.

Requirements

To qualify as a student of the Marikk school, a character must fulfill the following criteria:

Base Attack Bonus: +4.

Feats: Weapon Focus (katar).

Skills: Jump 6 ranks, Tumble 6 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Table 3-37: The Marikk Katar Fighter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Off-Handed Fighting, Relentless Attack
2	+2	+0	+3	+0	Sneak Attack +1d6
3	+3	+1	+3	+1	Somersaulting Attack
4	+4	+1	+4	+1	Sneak Attack +2d6
5	+5	+1	+4	+1	Deadly Gymnast

Class Skills

The Marikk student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Heal (Wis), Jump (Str), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Marikk school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic small blades. This school does not encourage the use of armor or shields.

Off-Handed Fighting: At 1st level, when wearing light or no armor and armed with an small blade in their off-hand, a student of this school can fight with two weapons as if they had the feats: Ambidexterity and Two-Weapon Fighting.

Relentless Attack: Marikk teaches its students to relentlessly attack their enemy with both katars. Starting at 1st level if the student attacks the same target with both attacks, he gains a competence bonus to his attack equal to his level in this class. Thus a 5th level Marikk student would receive a +5 competence bonus to his second attack against the same target. Note that the student still suffers a –2 to their attack rolls if he is wielding two weapons and wishes to take an extra attack.

Sneak Attack: Any time the student's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the student flanks the target, his attack deals extra damage: +1d6 at 2nd level and an additional +1d6 at 4th level. Should the student score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 ft. The student can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the student can make a sneak attack that deals subdual damage instead of normal damage. The student cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty.

A student can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also invulnerable to sneak attacks. The student must be able to see the target well enough to pick out a vital spot and be able to reach that spot with his weapon. The student cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Somersaulting Attack: The student has mastered an extraordinary somersaulting attack that places him behind his opponent. At 3rd level the student may — as a move equivalent action — make a Tumble check against an oppo-

nent's Sense Motive check. If the check succeeds, the student moves through the same 5 ft by 5 ft section that the opponent occupies to another adjacent 5 ft. by 5 ft. area. The student's opponent is considered flat-footed for the next attack against the opponent, if that attack is taken immediately on the student's turn. If the student fails, the opponent may choose which 5 ft. by 5 ft. area the student occupies (usually at the DM's discretion), and the opponent does not become flat-footed. The use of this ability does not draw an attack of opportunity.

Deadly Gymnast: Masters of Marikk can perform extremely deadly attacks, and their movements are especially gymnastic. At 5th level, the student gains the following feats Weapon Specialization (katar), Skill Focus (jumping), Skill Focus (tumbling).

Sersemlik Swordsman

Hailing from the Ruzgar'hala tribe of the western mountains, the Sersemlik school uses a massive curved sword called a dilmekiri. Most people use this sword with two hands due to its great length, but the swordsmen of this style spin their weapons constantly, allowing the angular momentum of their blades to provide the force necessary to chop or slash an enemy. They are so proficient that they usually have only one hand on their blade at a time, and perform trick maneuvers that use a change of hands to throw off an opponent's guard. Despite the dilmekiri's size and weight, the swordsman is able to wield it with pinpoint accuracy. The weakness of this school is its dependence on momentum to provide extra power for its attacks. When one of the swordsman's blows connects, or if he suddenly has to change the direction of the sword's path, he is momentarily vulnerable.

Requirements

To qualify as a student of the Sersemlik school, a character must fulfill the following criteria:

Ability: Str 15+.
Base Attack Bonus: +6.
Feats: Weapon Focus (dilmekiri).
Skills: Balance 6 ranks, Tumble 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

TABLE 3-38: THE SERSEMLIK SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	One-handed Wielding
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	Bonus Feat
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Cyclone of Bladed Death

Class Skills

The Sersemlik student class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Search (Int), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Sersemlik school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic great blades. This school does not encourage the use of armor or shields by its students.

One-Handed Wielding: Once a Sersemlik swordsman gets his blade moving, he is able to overcome its weight and bulk. The student may wield a great blade with one hand as if the weapon were medium-sized but damage done by the weapon is reduced by 2 (minimum 1). Upon reaching 5th level in this school, the damage is no longer reduced. Additionally when wearing light or no armor and armed with a great blade in their off-hand, a student of this school can fight with two weapons as if they had the feats: Ambidexterity and Two-Weapon Fighting. Finally, as a free action once per round the student may change the hand which wields the great blade.

Bonus Feats: At 3rd level, a student of this school gets a bonus feat as a fighter of the same level.

Cyclone of Bladed Death: At 5th level if the student is wielding a great blade in their hand, when the student performs a full attack, the student may give up their regular attacks to make one melee attack at the student's full base attack bonus against each opponent within 5 ft. This may be performed twice in a turn if the student is wielding a great blade in each hand.

Vahiy Commander

The Vahiy school hails from the Atlar'vahir tribe. Like Eisen's Steil and Unabwendbar Schools, Vahiy is primarily concerned with mass combat; it is more of a philosophy of war than a style of fighting. It teaches that battlefields are places of chaos, where situations can change in an instant. Vahiy proposes that the best way to deal with this change is to react as quickly as possible, with speed and mobility. It teaches its students to rely on the mobility of the cavalry and to maximize the deadliness of a unit of horse archers.

Students learn the strengths and weaknesses of the mounted soldier, and how to deploy these troops in such a fashion to maximize their strengths and minimumize their weaknesses On the field, this commander seeks to have his force attack at his enemies' flanks, where they can bring the least force to bear. He will harass them with long-range fire, while keeping his own forces out of reach of enemy blades.

Vahiy's focus on the speed and maneuverability of cavalry means that these commanders have a disdain for infantry forces. They also have a low regard for artillery, because it is difficult to maneuver in the field and requires special preparations before battle, limiting its use in sudden encounters. This difference in status between the units gives the commander a very elite cavalry force, but his other units suffer from low morale.

Requirements

To qualify as a student of the Vahiy School, a character must fulfill the following criteria:

Ability: Cha 13+.
Base Attack Bonus: +4.
Feat: Weapon Focus (long bow).
Skills: Knowledge (war) 8 ranks, Ride 4 ranks, Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

TABLE 3-39: THE VAHIY COMMANDER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Know Your Enemy, Schooled in Command
2	+2	+3	+0	+3	Bonus Feat,
3	+3	+3	+1	+3	Wild Horseman, Suppressive Fire
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Stalwart Commander

Class Skills

The Vahiy student class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Vahiy school.

Weapon and Armor Proficiency: A student of this school is proficient with all simple and martial Weapons and all armor (heavy, medium, and light). This school does not encourage the use of shields by its students. Note that wearing armor heavier than leather imposes a penalty to the student's skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Know your Enemy: The Vahiy students have learned that the enemy cannot fight as effectively if their chain of command breaks down. The student looks carefully for officers in the opposing force and makes a special effort to target them with his attacks. As a free action starting at 1st level, he may detect the leader of a party (if there is one). Additionally as a free action, he may determine any other character's character level. Finally when firing a weapon against a humanoid opponent which has been determined to be either the leader of the opposing party or the highest-level character in the opposing party, the student receives a morale bonus to damage rolls against that opposing character equal to their levels in this school.

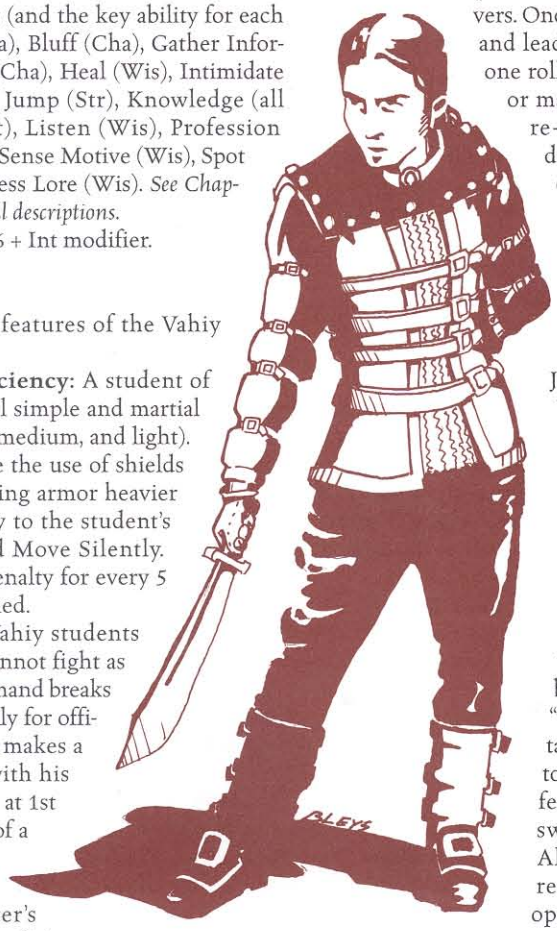
Schooled in Command: Students of this school receive the Leadership and Orders feats at 1st level. Additionally, they receive a Leadership bonus to their Leadership score equal to their level in this school plus 2.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Wild Horseman: More experienced students know that they must present themselves as an example to their men, and so often perform spectacular feats to boost morale. Beginning at 3rd level, at the beginning of any encounter in which the student is on horseback, the student gains a +2 morale bonus to all of his skill checks, attack rolls and damage rolls during the encounter. He must remain on horseback at all times for these bonuses to remain in effect; if he ever dismounts or is unhorsed, they vanish.

Suppressive Fire: In large battles, the student maneuvers all over the field, appearing where he feels he can do the most good, and using his archery skills to keep enemy officers pinned down. At 3rd level the character gains the Suppressive Fire feat (even if he does not meet the prerequisites).

Stalwart Commander: The student has become an expert at performing flanking and enveloping maneuvers. Once per round, while mounted on a horse and leading a unit, the student may have any one roll made by the unit, rolled for the unit, or made by an individual within the unit, re-rolled. This applies to attack rolls, damage rolls, initiative rolls, skill checks, ability checks, saves, or any other sorts of rolls the student or unit may need to make.



Yael Swordsman

The Yael school hales from the Jadur'rihad tribe. Yael (pronounced Yah-el) is an obscure fighting style, even in the Empire of the Crescent Moon. Like the Aldana style, it combines dance with the art of the sword, but it uses the flowing, twirling dances of the East instead of the leaping, bobbing dances of the West. Because of the emphasis on dancing, the students of this school have an unusually large female-to-male ratio, but the style is not dismissed as "woman's fighting." Yael uses two scimitars (sabers or cutlasses can also be used) to create a deadly pattern of slashes and feints, made in time to the tempo of the swordsman's favorite tune. Like the Aldana style, it weakness lies in its reliance upon a musical tempo. If the opponent can recognize the beat of the tune, he can attack in between the beats of the dance.

Requirements

To qualify as a student of the Yael school, a character must fulfill the following criteria:

Feats: Combat Reflexes, Skill Focus (perform (dancing)), Weapon Focus (scimitar).

Skills: Perform (dancing) 8 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

TABLE 3-40: THE YAEL SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Double Slashing Weapons, Focused Training
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	The Fighting Dancer
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Dancing Flurry of Attacks

Class Skills

The Yael student class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Jump (Str), Listen (Wis), Perform (dancing) (Cha), Search (Int), Sense Motive (Wis), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Yael school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic long blades and all non-exotic fencing blades. This school does not encourage the use of armor or shields by its students.

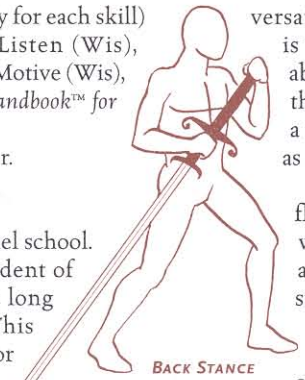
Focused Training: At 1st level, students of this school receive the feat Weapon Specialization (scimitar).

Double Slashing Weapons: Yael teaches its students to use two slashing swords together. At 1st level. when fighting with a fencing or long blade in each hand, the student may fight as though they had the feats: Two Weapon Fighting and Ambidexterity. Additionally, the student may fight with the fencing or long blade as if they were a small weapons, instead of medium (and thus may ignore any penalties for using a medium-sized weapon in their off hand).

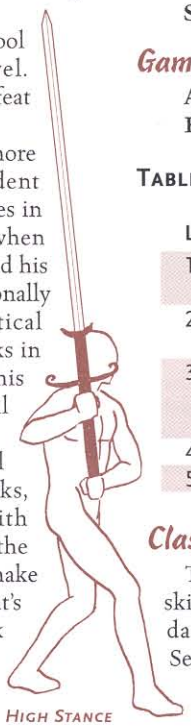
Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. A student of this school gains an additional bonus feat at 4th level.

The Fighting Dancer: As the student become more familiar with the fighting style of Yael, the student learns to make graceful attacks, parries, and dodges in time with a sensual dance. Starting at 3rd level when the student scores a critical hit the student may add his ranks in Perform (dancing) to the damage. Additionally once per day the student may increase his critical threat multiplier of one of his attacks by his ranks in Perform (dancing). Finally the student may use his Perform (dancing) skill instead of his Feint skill when attempting to feint.

Dancing Flurry of Attacks: Masters of the Yael School are able to make a quick flurry of attacks, allowing them to eliminate an opponent with a sudden explosion of slashes. At 5th level after the student has made a successful attack roll, he may make a Perform (dancing) check (DC = target opponent's Dexterity + 10). If successful the roll of the attack may be applied to all of the other attacks he makes against the same target that round.



BACK STANCE



HIGH STANCE

Eisen Prestige Classes

If there is a historical equivalent of Eisen it would be Germany and Prussia. DMs running campaigns in worlds other than Théah should feel free to use the schools and classes of Eisen as their version of Germany and Prussia.

Drexel Swordsman

This school was developed by a mercenary named Kristoff Drexel, the leader of the warband known as the Blood Spirits. He devised several different ways to make use of the versatile Eisen zweihander. The Drexel fighting style is very popular among mercenaries because of its ability to deal with many different situations. Often, these mercenaries are referred to as doppel soldiers, a reference to their fees: they are paid twice as much as a normal soldier.

The Drexel school is well-known for its flexibility in combat. A Drexel swordsman has more ways of attacking and defending himself than a swordsman using another school. It teaches four stances, or ways of holding the zweihander. Each has certain advantages and disadvantages, and focuses either on offense or defense. A student can quickly switch between these stances to adapt to a changing situation. However, because the school focuses on flexibility and quick thinking instead of repetitious drilling, there is sometimes a moment of hesitation when the situation changes suddenly, which a canny opponent can exploit.

Requirements

To qualify as a student of the Drexel school, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Feat; Weapon Focus (zweihander).
Skills: Sense Motive 8 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

TABLE 3-41: THE DREXEL SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Apprentice Level Training
2	+2	+3	+0	+0	Bonus Feat, Improved Initiative
3	+3	+3	+1	+1	Journeyman Level Training, Fearless and Mean
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Master Level Training

Class Skills

The Drexel student class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

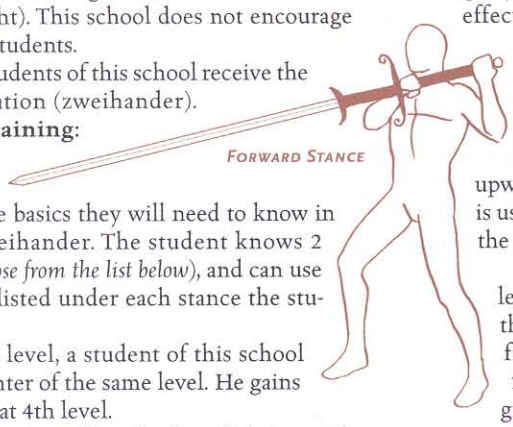
Class Features

All of the following are class features of the Drexel school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic great blades and all armor (heavy, medium, and light). This school does not encourage the use of shields by its students.

Focused Training: Students of this school receive the feat: Weapon Specialization (zweihander).

Apprentice Level Training: At 1st level, apprentices of the Drexel school have learned some of the basics they will need to know in order to master the zweihander. The student knows 2 zweihander stances (*choose from the list below*), and can use the apprentice abilities listed under each stance the student knows.



Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Improved Initiative: At 2nd level, when fighting with a great blade, the student may fight as thought they had the Improved Initiative feat.

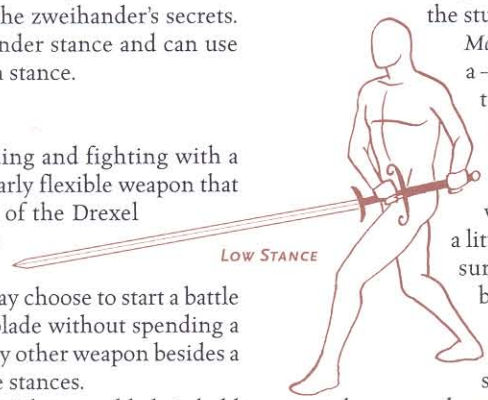
Journeyman Level Training: At 3rd level, Journeymen have expanded their basic knowledge of the zweihander, and they have learned to use their strength and skill to intimidate their opponents (as well as their own men). The student learns 1 additional zweihander stance, and they can use the Journeyman abilities listed under each stance they know.

Fearless and Mean: At 3rd level the student receives a +4 competence bonus to their Intimidation checks when wielding a great blade. In addition, the student and all friendly characters within 30 ft. of the student gain a +4 competence bonus to all saves versus fear. This bonuses increase to +6 at 5th level.

Master Level Training: At 5th level, students of the Drexel school have mastered all of the zweihander's secrets. The student learns the final zweihander stance and can use the Master abilities listed under each stance.

Zweihander stances

A stance is a particular way of holding and fighting with a weapon. The great blade is a particularly flexible weapon that has four primary stances A student of the Drexel school can enter a stance as a move equivalent action as long as he is wielding a readied great blade. He may choose to start a battle in a stance upon drawing his great blade without spending a move equivalent action. Wielding any other weapon besides a great blade disallows the use of these stances.



The Bittner, or Forward Stance: The great blade is held at head level, almost like a spear. This stance is mostly defensive, but it makes the blade much easier to maneuver. The great blade deals only 1d8 damage (instead of the normal damage it delivers) in this stance.

Apprentice: At 1st level, when fighting defensively, the student's Attack Bonus penalty is reduced by 2 (thus the –4 is reduced to a -2 penalty).

Journeyman: At 3rd level, when fighting defensively, the student gains a +2 armor bonus when using this stance against one opponent. This bonus stacks with other bonuses. The student may nominate another opponent on a following turn.

Master: At 5th level, when attacked, before the attack roll is made, the student may forfeit their next attack (whether it comes this round or next round) to reduce the potential damage by 1d6. The student may not forfeit an attack for this effect if they have already forfeited their next attack. If the attack is forfeited, the student may not attack on his next turn.

The Gerbeck, or High Stance: This is the stance that most untrained people assume when handed a great blade. The blade is held pointing upwards, with the hands near the face, and the weapon is used like an axe, making huge swings. In this stance, the great blade deals its full damage.

Apprentice: At 1st level, the student has learned how to attack an opponent while resetting their great blade. However, the attack is weak. When fighting in this stance, the student may perform 1 additional attack of opportunity a round but the great blade is only considered a 1d6 weapon for this extra attack.

Journeyman: At 3rd level, the student has improved their resetting skills to the point where he may now perform 2 additional attacks of opportunity a round, and his great blade is considered a 1d8 weapon for these attacks.

Master: At 5th level, the student's great blade now deals its full damage during their additional attacks of opportunity.

The Köhler, or Low Stance: In this stance, the great blade is held horizontally with an overhand grip near the user's waist, pointing towards the opponent. This is a very quick stance, allowing rapid movements with the blade. In this stance the great blade deals 1d10 damage.

Apprentice: At 1st level, the student receives a +8 to his Initiative roll (instead of the +4), and they have a +2 competence bonus to their attacks.

Journeyman: At 3rd level, while in this stance the student cannot be flanked.

Master: At 5th level, the student may take a –2 to his Attack Bonus to perform an additional attack (based off of his Base Attack Bonus).

The Metzger, or Back Stance: In this stance, the sword is held like a broom, with the blade pointing at the ground a little bit behind the user. It allows for quick, surprising attacks. In this stance the great blade inflicts 2d8 damage, but the user's AC is reduced by 3.

Apprentice: At 1st level, when the student performs an attack of opportunity, he may reduce his Base Attack by 4 to perform a second attack of opportunity on the same opponent. This penalty lasts until the end of the student's next turn. This ability may be used once per round.

Journeyman: At 3rd level, when the student performs an attack of opportunity, he may reduce his Base Attack by 2 (instead of 4) to perform a second attack of opportunity on the same opponent. This penalty lasts until the end of the student's next turn. This ability may be used once per round.

Master: at 5th level, the student's zweihander inflicts 2d10 damage while in this stance.

Durchsetzungburg Swordsman

This school is named for the small university where it originated — a school more famous for fine mathematicians than warriors. It grew out of a non-lethal method for settling arguments between the students, and focuses on accuracy and precision. Duels between students are rarely fatal, but scars are common and masters of this style can be very deadly indeed. It uses a long saber with a large basket hilt. A practitioner stands perfectly square to his opponent with his off-hand tucked into the small of his back. He moves only his sword-arm, which serves for both offense and defense. This stance and immobility is the style's primary weakness.

Requirements

To qualify as a Durchsetzungburg student, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Feats: Tagging.

Skills: Bluff 7 ranks, Sense Motive 7 ranks.

Game Rule Information

Alignment: any.

Hit Dice: d8.

Table 3-42: The Durchsetzunburg Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Pinpoint Accuracy
2	+2	+1	+3	+1	Emphasis on Precision
3	+3	+1	+3	+1	Point Control

Class Skills

The Durchsetzungburg student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are the class features of a student of the Durchsetzungburg school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades. This school does not encourage the use of armor or shields by its students.

Pinpoint Accuracy: Durchsetzungburg is a style of pinpoint accuracy. Starting at 1st level, the student's Critical Threat Range when using a fencing blade is increased by 1. In addition, once per round the student may take a –3 penalty to his Base Attack to gain an additional attack that round at their Base Attack Bonus. This attack may only be used to disarm an opponent.

Emphasis on Precision: The school's emphasis on precision allows you to make your opponent look especially foolish. When armed with a fencing weapon the student may fight as if they had the Tagging feat. If the student has the Tagging feat the student gains a +2 synergy bonus to their attack and damage rolls with a fencing weapon.

Point Control: The student's point control is deadly, allowing him to fit his blades into the tiniest chinks in an enemy's defenses. You may take up to –5 penalty to an attack roll to increase the critical threat range of your next attack by the same penalty.

Eisenfaust Swordsman

The Eisenfaust style is taught at several academies in Eisen. It teaches the use of a broadsword in conjunction with an off-hand panzerhand or iron glove. The student learns to deflect or grab incoming attacks with his glove and exploit the openings left in his opponent's stance with his broadsword. This school of fighting is very defensive, teaching its students to wait for their opponent to make a mistake before attacking. Gradually, the opponent grows impatient or angry and makes a mistake. As soon as he slips up, the student of Eisenfaust is on top of him, raining down fearsome broadsword blows.

The flaw in the Eisenfaust style is the rigidity instilled in the training. While there are over 70 individual moves, certain rules must be followed when changing from one move to the next. Students learn not to use certain moves in succession because of the awkwardness involved. This leaves a small but predictable gap that a knowledgeable opponent can force his way through.

Requirements

To qualify as a student of the Eisenfaust school, a character must fulfill the following criteria:

Ability: Str 13+.

Base Attack Bonus: +4.

Feat: Weapon Proficiency (panzerhand), Toughness.

Skills: Sense Motive 8 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-43: The Eisenfaust Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Retaliatory Blow, Focused Training, Off-Handed Training
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Sunder
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	The Waiting Game

Class Skills

The Eisenfaust student class skills (and the key ability for each skill) are Bluff (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Eisenfaust school.

Weapon and Armor Proficiency: A student of this school is proficient with all Simple and Martial Weapons and all armor (heavy, medium and light). This school does not

encourage the use of shields by its students. Note that wearing armor heavier than leather imposes a penalty to the student's skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Focused Training: Students of this school receive the feat: Weapon Focus (panzerhand).

Off-Handed Fighting: When armed with a Panzerhand in their off-hand, students of this school can fight with two weapons as if they had the feats Ambidexterity and Two-Weapon Fighting.

Retaliatory Blow: At 1st level, when the student's adjacent opponent fails to hit him in a round (does not land a minimum of 1 attack on him) the student gains a +2 competence bonus to his next attack and +2 to any damage that the attack may deliver. These bonuses must be used against that opponent by the end of next round, or they are lost. This ability has no effect if the target does not attack the student.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. A student of this school gains an additional bonus feat at 4th level.

Sunder: At 3rd level, Eisenfaust students have learned how to break their opponents' weapons with their panzerhand. The student may fight as though he had the feat: Sunder. Additionally when the student attacks an opponent's weapon, his damage is doubled. (This may stack with other abilities that multiply damage; however, the mutiplier equals 1 + the number of stacked effects. For example, if the character has two effects that allow him to double the damage, his damage is tripled. If he has three effects, the damage is quadrupled, and so on). This damage is multiplied by the weapon's critical multiplier should the attack result in a critical.

The Waiting Game: At 5th level, Eisenfaust students have learned the art of patience. They may hold an Action in order to wait for an opening. They may declare that they are taking a total defense and nominate an adjacent opponent. For every consecutive turn that they declare a total defense and nominate the same opponent, they may add a +1d4 insight bonus to their next attack that targets the nominated opponent (the student may not gain more bonus dice than their Wis + Str modifier). These are only effective against one opponent (and only good for the first attack against that opponent). Should the student lose that opponent (become separated by more than 15 ft.) or attack another opponent before the dice are used, these dice are lost.

Gelingen Monster Hunter

This style of fighting was specially designed for use against non-human opponents. Students learn how to look for weak spots in the anatomy of creatures they are unfamiliar with, so that after fighting a few monsters of that type, they know where to strike in order to do the most damage. Tricks of the trade include aiming for joints such as knees and elbows, finding substances that are particularly poisonous to certain types of monster, and attacking soft portions of the creature's body, such as the eyes.

However, Gelingen is not particularly useful against intelligent opponents. Students learn to watch for predictable, repetitious movements, and intelligent opponents vary too much from individual to individual to establish any reliable, simple patterns.

Requirements

To qualify as a student of the Gelingen school, a character must fulfill the following criteria:

Feats: Iron Will.

Skills: Search 4 ranks, Spot 4 ranks, Wilderness Lore 8 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Table 3-44: The Gelingen Monster Hunter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favored Prey
2	+2	+3	+0	+0	Bonus Feat, Exploit Weakness
3	+3	+3	+1	+1	Favored Prey
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Favored Prey

Class Skills

The Gelingen student class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Gelingen school.

Weapon and Armor Proficiency: A monster hunter is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that wearing armor heavier than leather imposes a penalty to the ranger skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Favored Prey: At 1st level, the monster hunter learns to fight one type of monster (typically a common species, such as kobolds or sirens, but others are possible). The monster hunter may select a type of creature as a favored enemy (the student may not select a standard PC race). Monster hunters gain a +1 bonus to their Bluff, Listen, Sense Motive, Spot, Wilderness Lore checks when using these skills against the chosen creature. They also receive the same bonus to weapon damage rolls against creature of this type (this also applies to ranged attacks within 30 ft. against the creature type). This damage bonus does not apply to creatures that are immune to critical strikes. At 3rd level, the monster hunter has now learned to fight several different breeds of monster, and begun to identify common attacks and habits among them. He may now select two creatures to gain a +1 bonus against, and his previously chosen favored enemy bonus goes up by +1. Thus the student has two creatures at +1 and one creature at +2. At 5th level, the monster hunter has begun to make broad generalizations in his training that apply to many different types of monster. He may now select three creatures

to gain a +1 Favored Enemy bonus against, and his previously chosen favored enemies bonuses goes up by +1. Thus the monster hunter has three creatures at +1 and two creatures at +2 and one creature at +3. The monster hunter may spend a future feat to increase this again any number of times. The monster hunter could instead of taking a new feat, increase this ability to have four creatures at +1 and three creatures at +2 two creatures at +3 and one creature at +4. The monster hunter could then increase this ability again instead of taking a feat (five at +1, four at +2, three at +3, two at +4 and one at +5). The student may increase this ability instead of taking a feat for this any number of times.

Bonus Feats: At 2nd level, a monster hunter gets a bonus feat as a fighter of the same level. A monster hunter gains an additional bonus feat at 4th level.

Höpken Crossbowman

The invention of the crossbow was both a curse and a godsend to the Eisen. It could penetrate even full suits of dracheneisen and although it was an expensive weapon, it allowed them to field their peasants effectively with little or no training. One of these peasants, a man named Adrian Höpken, became so adept at the crossbow that he passed on his techniques to a throng of eager students after the War of the Cross ended.

The Höpken style focuses on accuracy during firing and speed during reloading. In addition, Adrian developed a high-powered heavy crossbow that is even more likely to punch through dracheneisen. Combined with several gearing tricks and a device similar to a shoehorn, Adrian teaches his students how to reload their crossbows almost instantly.

However, the weakness of this school lies in the very tools it specializes in. The crossbows are only useful when the user is reasonably stationary, and the firing mechanism causes a slight twitch in the crossbow just before a bolt is fired, allowing an alert opponent to get out of the way.

Requirements

To qualify as a student of the Höpken school, a character must fulfill the following criteria:

Ability: Str 13+.
Base Attack: +2.
Feats: Weapon Focus (any crossbow).
Skills: Spot 8 ranks, Balance 4 ranks, Listen 4 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d8.

Table 3-45: The Höpken Crossbowman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Deadly Accurate +1/+1, Quick Reload, Reload on the Defensive
2	+2	+0	+3	+0	Bonus Feat
3	+3	+1	+3	+1	Increased Range +10, Crossbow Construction
4	+4	+1	+4	+1	Bonus Feat
5	+5	+1	+4	+1	Deadly Accurate +2/+2, Increased Range +15

Class Skills

The Höpken student class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Höpken school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-Exotic Crossbows. This school does not encourage the use of armor or shields by its students.

Focused Training: Students of this school receive the feats: Weapon Specialization (any crossbow).

Deadly Accurate: At 1st level, Höpken students have learned some tricks when firing a crossbow. The critical threat range and the critical threat multiplier of the crossbow are increased by 1 when the student is wielding the crossbow (thus a crossbow with a threat range and multiplier of 19–20/×2 would become 18–20/×3). At 5th level this is increased to 2 (thus a crossbow with a threat range and multiplier of 19–20/×2 would become 17-20/×4).

Quick Reload: At 1st level, the student may reload a crossbow that requires a full round action to reload as a move equivalent and a crossbow that requires a move equivalent action as a free action.

Reload on the Defensive: At 1st level, the student has learned to use the steel and wood of his crossbow to defend himself while he reloads. Thus he does not provoke an attack of opportunity when reloading.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. A student of this school gains an additional bonus feat at 4th level.

Increased Range: At 3rd level, students have learned to use the crossbow to its best advantage, firing it further and more accurately than any untrained user. The student's crossbow range increment is increased by 10 while he wields the bow. At 5th level the range increment is increased to +15

Crossbow Construction: At 3rd level, the student learns to build his own Höpken crossbow (*see the Equipment section*). The only way to acquire it is for a character to build one himself; only Höpken students know the proper techniques The student gains a +4 competence bonus to their Craft (crossbow) skill checks. Building the crossbow costs 1,000 G and requires 40 hours of work to complete

Iron Guard

Iron Guards are hired soldiers and retainers of the "Eisenfürsten" princes currently ruling the country. Iron Guards are picked from among the best of the best to serve as personal retainers. The strengths, benefits, duties, and purpose of an Iron Guard varies wildly with respect to the Eisenfürst he serves.

Being part of an Iron Guard unit is much like being part of a military unit. Iron Guards have duties, responsibilities, and privileges based on their rank. As a character proves himself more capable, he receives more responsibility commensurate with an increase in rank. He generally signs on for a period of not less than one year.

Iron Guard armies of the Eisenfürsten are usually organized thusly. A corporal leads a squadron of 2–8 1st and 2nd

level Iron Guards. A sergeant leads a platoon consisting of 2–8 squadrons. A master sergeant leads the largest or most experienced platoon in the company. The commanding officer of a company is a commissioned lieutenant. A battalion consists of 2–8 companies, led by a captain. A regiment consists of 2-8 battalions commanded by a major. A brigade is made up of 2–8 regiments under the command of a colonel.

An Iron Guard army consists of the entire organization, usually 2–12 brigades, always commanded by a general, the highest ranked Iron Guard in the army of that Eisenfürst. Iron Guard armies can never have more than one general, who must answer directly to his Eisenfürst.

When an Iron Guard reaches a level of experience that allows him to advance in level, he must apply to his commanding officer for a promotion. If the request is denied, the character may not advance in level until such time as the commanding officer allows it. The character continues to accumulate experience points as normal, but he gains no benefits from them until he can advance.

Requirements

To qualify as an Iron Guard, a character must fulfill all the following criteria:

Nationality: Eisen.

Base Attack Bonus: +5.

Feats: Proficiency with at least one martial weapon.

Special: In addition to these general requirements, each Eisenfürst uses his or her own set of criteria to select Iron Guardsmen. Details are included in the appropriate descriptions below.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Skill Points at Each Level: 2 + Int modifier.

Table 3-46: The Iron Guard

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Iron Guard membership
2	+2	+3	+0	+3	Private, Bonus feat
3	+3	+3	+1	+3	Corporal
4	+4	+4	+1	+4	Sergeant, Bonus feat
5	+5	+4	+1	+4	Master Sergeant
6	+6	+5	+2	+5	Commission, Bonus feat
7	+7	+5	+2	+5	Captain
8	+8	+6	+2	+6	Major, Bonus feat
9	+9	+6	+3	+6	Colonel
10	+10	+7	+3	+7	Bonus feat

Fischler: The Wily Foxes

Fischler's Wily Foxes are skilled hunters and trackers, and often venture into the Schwartzen Walden to rescue lost woodsmen or destroy some abomination. They wear black uniforms with green trim and typically arm themselves with large weapons. Their duties are to enforce the laws within Fischler and obey the orders of Eisenfürst Fischler. The Wily Foxes also patrol the Schwartzen Walden, looking for any suspicious or threatening activity. Benefits include having room, board, and equipment paid for by Faulk Fischler, a stipend 20 G per month, and the ability to appeal directly to other Wily Foxes in time of need.

Membership Requirements

Abilities: Str 13+, Dex 13+.

Feats: Track.

Skills: Intuit Direction: 3 ranks, Wilderness Lore: 4 ranks.

Class Skill

The Iron Guard: Wily Fox class skills (and the key ability for each) are Animal Empathy (Cha), Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Freiburg: The Freiburg Guardsmen

Freiburg's Guardsmen often serve wealthy merchants as bodyguards in order to provide funds for the city. They wear black uniforms with white trim and typically arm themselves with a pair of panzerhands, one on each hand. The Freiburg Guards have the duties of enforcing the laws (such as they are), obeying the Eisenfürst's orders, and acting as bodyguards when hired out to private citizens. Freiburg Guardsmen have their equipment, room, and board all paid for. They can also request aid from other Freiburg Guardsmen in times of need. In addition, they receive a stipend each month — rewards from grateful citizens, shakedowns from petty criminals, etc. Exactly how much they make during a given month is determined by rolling a d10 and consulting the following chart:

Table 3-47: Freiburg Guardsmen Stipend

Character Level	Stipend
1	0 G
2-3	10 G
4-7	20 G
8-9	30 G
10	40 G

Membership Requirements

Abilities: Str 13+, Wis 13+, Con 13+.

Feats: Panzerhand Proficiency.

Class Skills

The Freiburg Iron Guard class skills (and the key ability for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Hainzl: The Steel Warriors

Hainzl's Steel Warriors all receive dracheneisen arms and armor. They wear black uniforms with gray trim and typically arm themselves with large weapons. Steel Warriors have their equipment, room, and board all paid for by the Hainzl family. In addition, they receive a stipend of 20 G per month. Finally, they may appeal directly to the other Steel Warriors for assistance in times of trouble. Furthermore, upon entering the ranks of the Steel Warriors, the cost of purchasing dracheneisen equipment is reduced by 25%. Their duties are to enforce the law within Hainzl, obey the Hainzl family's orders, and guard the region's mines against thieves.

Membership Requirements

Abilities: Int 13+, Dex 13+.

Skills: Intuit Direction: 3 ranks, Wilderness Lore: 4 ranks.

Special: Must possess at least two pieces of dracheneisen equipment.

Class Skills

The Iron Guard Steel Warriors class skills (and the key ability for each) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Heilgrund: The Ghosts

Heilgrund's Ghosts were skilled in staying out of sight. They spoke little, and even seemed to blink less than normal people. They wore black uniforms and typically armed themselves with heavy weapons. The Ghosts were recently disbanded after the Eisenfürst acquired new supernatural guardsmen known as the Schattensoldat. Yet some of them remained in Heilgrund, doing what good they can. They are organized into semi-autonomous units, and make sure they never directly interfere with their former employer.

Ghosts have their equipment all paid and receive a stipend of 1–20 G (in Marks) per month (donations from grateful locals). Finally, they may appeal directly to the other Ghosts for assistance in times of trouble. Ghost are trained to be as unobtrusive as possible, to blend in with their surroundings. As a result they gain a +5 enhancement bonus to all Hide checks.

Membership Requirements

Abilities: Wis 13+, Dex 13+.

Move Silently: 5 ranks.

Hide: 5 ranks.

Class Skills

The Iron Guard Ghost class skills (and the key ability for each) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Read Lips (Int), Ride (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Pösen: The Swamp Dogs

Pösen's Swamp Dogs are one of the most elite fighting forces in the nation. They wear black uniforms with blue trim and carry an assortment of weapons at all times. These men train at the Gelingen Academy before being permitted to join the Guard, and they know a number of methods to defeat non-human opponents. Their duties include enforcing the law within Pösen, obeying Eisenfürst Pösen's orders, and patrolling for any threats to the populace. Swamp Dogs have their equipment, room, and board all paid for by Fauner Pösen. In addition, they receive a stipend of 20 G per month. Finally, they may appeal directly to the other Swamp Dogs for assistance in times of trouble.

Membership Requirements

Abilities: Str 13+, Int 13+.

Feats: Martial Weapon Proficiency (any 2 or more).

Special: *At least one level in Gelingen Swordsman School.*

Class Skills

The Iron Guard: Swamp Dogs class skills (and the key ability for each) are Animal Empathy (Cha), Balance (Dex), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Sieger: The Clenched Fists

Sieger's Clenched Fists (also known as the "Möderbande") are considered some of the most despicable men to walk the face of Théah. The Clenched Fists are typically chosen from among criminals, murderers, thieves, and worse. They wear black uniforms trimmed with red, and typically wield a panzerhand and carry a small spiked club. Their duties are to enforce the law within Sieger, obey Eisenfürst Sieger's orders, and to try not to kill anyone important. Clenched Fists have their equipment, room, and board paid for by Erich Sieger. In addition, they receive a stipend of 20 G (in Marks) per month. Finally, they possess absolute authority within Sieger, and are immune to legal punishments there. Appeals to the other Clenched Fists for assistance in times of trouble are liable to be ridiculed.

Many units of the Clenched Fist recently accompanied their lord south, to serve as mercenaries in Vodacce. The remainder fell under the sway of their commander, an ambitious villain named Klaus Metzger who wishes to seize the province for himself. Members of the Clenched Fist can be found on both sides of the growing conflict, working for whichever commander will pay them the most.

Membership Requirements

Ability: Str 15+.

Alignment: Any non-good.

Feats: Panzerhand Proficiency.

Class Skills

The Iron Guard: Clenched Fist class skills (and the key ability for each) Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Wische: The Roaring Drachen

Wische's Roaring Drachen are loyal and steadfast. They remained on duty while their Eisenfürst languished in a coma, receiving pay in IOUs. Out of respect for their loyalty, many of Wische's citizens accepted the IOUs as legal tender, even though they never expected to be reimbursed. With Reinhard von Wische's awakening and the recent appearance of the Montaigne government in exile, the Guard has become more stable, and their loyalty stronger than ever.

The Drachen wear black uniforms trimmed with gold, and typically carry zweihanders. They are all typically skilled in the Drexel style of fighting, and most prefer the use of the Metzger stance. Their duties are to enforce the law within Wische, obey Eisenfürst Wische's orders, and above all else to protect the people of Wische. Roaring Drachen have their equipment, room, and board all paid for by Reinhard von Wische. In addition, they receive a stipend of 20 G per month. Finally, they are greatly respected by the people (+5 circumstance bonus to all social checks in Wische), and can appeal to the other Roaring Drachen in times of need.

Membership Requirements

Abilities: Str 14, Dex 14.

Special: At least one level in the Drexel Swordsman School.

Feats: Zweihander Proficiency.

Class Skills

The Iron Guard: Roaring Drachen class skills (and the key ability for each) are Balance (Dex), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Class Features

All of the following are class features of the Iron Guard prestige class, and apply to every region.

Weapon and Armor Proficiency: All members of Iron Guard units are proficient in the use of all simple and martial weapons, firearms, all types of armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Iron Guard Membership: The character gains the benefits of belonging to an Iron Guard unit, including the room and board, stipend, and support, as outlined in the separate descriptions, as well as any other applicable benefits. But while joining an Iron Guard unit is an accomplishment worthy of praise and pride, the character is suddenly the lowest ranking individual in an elite organization. He often receives the most dangerous, filthy, or distasteful duties, which those higher in rank are free to bestow on their underlings. But membership also means that brothers-in-arm will stand beside the character if necessary (in most organizations, that is). Higher-ranking Iron Guards can give orders to subordinates and expect that they will be obeyed. If there are extenuating circumstances, subordinates can protest orders by going up the chain of command to higher-ranking individuals.

Private: The character's stipend is increased by 2d4 G per month.

Corporal: The character's stipend is increased by 2d4 G per month. The character is given command of a squadron of 2-8 1st and 2nd level Iron Guards.

Sergeant: The character's stipend is increased by 2d10 G per month. The character is given command of a platoon of 2-8 squadrons.

Master Sergeant: The character's stipend is increased by 2d10 G per month. He is given command of the largest or most combat experienced platoon in the company.

Commission: The character's stipend is increased by 2d20 G per month. The character is given a dracheneisen weapon of his choice as symbols of his rank. Furthermore, he is placed in command of a company, which consists of 2-8 platoons.

Captain: The character's stipend is increased by 2d20 G per month. He assumes command of a battalion, which consists of 2-8 companies.

Major: The character's stipend is increased by 3d20 G per month. He is given command of a regiment, which consists of 2-8 battalions.

Colonel: The character's stipend is increased by 4d20 G per month. At this point, he is given command of a brigade, which consists of 2-8 regiments.

Loring Panzerhand Fighter

Often used by the Freiburg Guard, the Loring style of fighting employs two panzerhands. It is a defensive style, much like Eisenfaust, and its practitioners often use it to incapacitate potentially violent criminals without hurting them (much).

The primary advantage of the Loring school is opponents' tendency to underestimate anyone not holding a long, sharp weapon in their hand. This allows a Guard to step in and quickly snatch an foe's weapon away before he gets a chance to react. It also makes most opponents reluctant to draw a pistol or turn the fight deadly in some other manner. The primary weakness of the Loring school is its poor reach and defensive nature. If backed into a corner or faced with an opponent skilled at bypassing parries, then a practitioner can find himself in a heap of trouble.

Requirements

To qualify as a student of the Loring Swordsman School, a character must fulfill the following criteria:

Base Attack Bonus: +4.

Feats: Combat Reflexes, Exotic Weapon Proficiency (panzerhand).

Skills: Sense Motive 8 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Table 3-48: The Loring Panzerhand Fighter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Off-Handed Training, Hook
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Protected Disarm
4	+4	+4	+1	+4	Follow-Up Attack
5	+5	+4	+1	+4	Quick Disarm

Class Skills

The Loring student class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Loring school.

Weapon and Armor Proficiency: A student of this school is proficient with the Panzerhand (an Exotic Weapon) and all types of Armor (Heavy, Medium, Light). This school does not encourage the use of shields by its students. Note that wearing armor heavier than leather imposes a penalty to the student's skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Focused Training: Students of this school receive the feats: Weapon Focus (panzerhand) and Weapon Specialization (panzerhand).

Hook: Starting at 1st level, the student has learned to use the weight and momentum of the panzerhands they wear to their fullest advantage. The student receives a bonus to their damage equal to their level in this school.

Off-Handed Training: At 1st level, students of the Loring style learn to fight with a panzerhand on each hand. While fighting with a panzerhand in their off hand the student may fight as though they had the feats: Two Weapon Fighting and Ambidexterity.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level.

Protected Disarm: At 3rd level, Loring focuses mainly on restraining violent people and disarming them before they can hurt anyone else. When the student makes a disarm attempt they do not provoke an attack of opportunity and the opponent does not receive the standard size difference bonus for having a larger weapon. If the student is successful, they end up with the opponent's weapon in one of their panzerhands.

Follow-Up Attack: At 4th level, after the student successfully disarms an opponent they may immediately take one attack of opportunity on the opponent; this attack must be a standard melee attack.

Quick Disarm: At 5th level, students of the Loring school are extremely skilled at protecting themselves from harm. They also become adept at snatching their opponents' weapons right out of their hands. The student may now perform a disarm attempt as an attack of opportunity instead of making a normal melee attack as an attack of opportunity. Furthermore when the student disarms an opponent he may immediately take an attack of opportunity against the disarmed opponent.

The Nibelungen

The Nibelungen are the legendary smiths of dracheneisen, the only men and women in all of Théah privy to its secrets and capable of forging the mysterious metal. Considered untouchable by the Eisenfürsten, a Nibelung pushes ever forward, hoping for the day when Eisen will once again bow to one true Imperator.

Perhaps the most politically powerful group in Eisen today, the Nibelungen are ironically fearful of revealing their identities. Though none of the Eisenfürsten would ever publicly oppose them, each has quietly considered methods of controlling individual smiths, the better to secure their own power. The price is still too high for any to attempt at present, however, but the thoughts are still there. Outside Eisen is worse, however, as the Eisenfürsten cannot protect

a Nibelung from the ambitions of other nations. The Nibelungen have one final secret weapon against attack — a solvent that will dissolve dracheneisen in a matter of moments

Every Nibelung forges a blacksmith's hammer as their final test for acceptance into the Order. The hammer is a symbol of their membership, and most Nibelungen carry them at all times.

Requirements

To qualify as a prospective member of the Nibelungen, a character must fulfill all of the following criteria.

Abilities: Str 14+, Con 14+.

Alignment: Any lawful.

Nationality: Eisen.

Skills: Alchemy of 4 ranks. Any two of Craft (armorsmithing), Craft (blacksmithing), or Craft (weaponsmithing) at 6 ranks.

Feats: Skill Focus: Craft (armorsmithing), Craft (blacksmithing), or Craft (weaponsmithing), Sunder.

Special: The character must forswear ties and loyalties to all earthly lords and masters, including secret societies. While there is nothing magical about this, characters who remain loyal to other groups must avoid discovery, or be outcast by the Nibelungen (*see Former Nibelungen, below*). The sole exception to this is that Nibelungen may remain members of appropriate Vendel Guilds. Additionally, the Nibelungen must follow the Nibelungen Code (*see sidebar*).

Special: The character may not already possess the Craft (dracheneisen) skill or any active sorcery, including Nacht.

Game Rule Information

Alignment: Any lawful.

Hit Die: d8.

Table 3-49: The Nibelungen

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Craft (Dracheneisen)
2	+1	+3	+0	+3	Tools of the Trade
3	+2	+3	+1	+3	Hammer of the Nibelungen
4	+3	+4	+1	+4	Master of the Trade
5	+3	+4	+1	+4	Improved Sunder
6	+4	+5	+2	+5	Dissolve Dracheneisen
7	+5	+5	+2	+5	Improved Sunder
8	+6	+6	+2	+6	Master of the Trade
9	+6	+6	+3	+6	Commission Dracheneisen
10	+7	+7	+3	+7	Improved Sunder

Class Skills

The Nibelungen's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Bluff (Cha), Craft (armorsmithing) (Int), Craft (blacksmithing) (Int), Craft (dracheneisen) (Int), Craft (weaponsmithing) (Int), Diplomacy (Cha), Disable Device (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (Eisen history and nobility), Open Lock (Dex), Profession (miner) (Wis), and Sense Motive (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Nibelungen gain familiarity with warhammers if they did not already possess it. They gain no further special ability to use weapons or armor.

Craft (dracheneisen): Upon entering the Nibelungen, the character gains the Craft (dracheneisen) skill. There are few other ways to gain this skill, and those who publicly acknowledge that they have it had best be prepared to show the badge of office (see Hammer of Nibelungen, below). The character's beginning rank in this skill is equal to the average of his Craft (armorsmithing), Craft (blacksmithing), and Craft (weaponsmithing) skills, rounding up.

Tools of the Trade: The Nibelungen award a set of masterwork dracheneisen tools to apprentices of 2nd level in this class. In addition to the normal benefits of masterwork tools, the Nibelungen tools give a +4 enhancement bonus to checks to create masterwork items.

Hammer of the Nibelungen: At 3rd level, the Nibelungen induct the apprentice into the full rank of the society. He forges the badge of office, a masterwork dracheneisen greathammer. In addition to the normal benefits of such a weapon, revealing the hammer within Eisen proclaims the character as a member of the Nibelungen, and therefore beyond most Eisenfürsten's laws. While wielding the hammer, the Nibelung gains a competence bonus equal to his level in this class to all Bluff, Diplomacy, and Intimidate checks in Eisen.

Nibelungen Hammer
Damage: 3d4.
Critical: ×3.
Weight: 8 lb.
Type: Bludgeoning.
Weight: 3 lb.

The Code of the Nibelungen

Due to their vital place in Eisen society (what little remains), the Nibelungen take their duties with a seriousness approaching fanaticism. Each prospective member must swear an oath before joining the order, and each member takes it upon themselves to enforce it.

The following are the tenets of the oath:

- To serve Eisen and her people before all others.
- To remain neutral in the affairs of royalty and other nations.
- To keep secret the teachings of the Nibelungen.
- To keep the dracheneisen in Eisen, and give it only to those who prove themselves worthy.
- To find an Imperator worthy of Eisen, and to make Eisen worthy of its Imperator.

The Nibelungen have had their share of traitors throughout history, but to date all of them have met with unseemly ends. With Eisen's fate so precarious, even the least worthy Nibelungen weighs treason carefully; the consequences may be unthinkable.

Master of the Trade (Ex): At 4th level, the Nibelung's skills are so ingrained that all Crafts checks involving metal or dracheneisen automatically produce masterwork items. This is an unconscious ability, and the Nibelung cannot again manufacture normal or poor quality items until 8th level.

Improved Sunder (Ex): Beginning at the 5th level, the Nibelung adds the lower of his Appraise and his appropriate Craft skill (either dracheneisen or weaponsmith) to all attempts to Sunder. At level seven, he adds the greater of the two, and at level ten, he adds both.

Dissolve Dracheneisen: Upon attaining the 6th level of his class, the Nibelung learns the secret of dissolving dracheneisen. By making an Alchemy check (DC 30), he can brew a potion which dissolves dracheneisen on contact. The Nibelung must show due cause for brewing this potion, however, as dracheneisen is too precious to waste.

Commission Dracheneisen: The character may now commandeer dracheneisen for his own purposes, one unit's worth per level, per year. Again, the Nibelung must show due cause to other members of the Order. Additionally, the Nibelung now has a major voice within the order, and his support may be key to determining the new Imperator of Eisen, if any.

Former Nibelungen

Though the Nibelungen rarely find cause to do so, they have no compunction against stripping unfaithful members of their status. Unfortunately for traitors (both actual and accused), the Nibelungen's skills are too valuable, too dangerous to go free. The Nibelungen will make every attempt to kill traitors, lest their secrets fall into the hands of the Eisenfürsten — or worse, other nations.

Pösen Boar Spear Fighter

This school trains its students in the use of the boar spear, a polearm often used from horseback for hunting boar. It has a crossbar on the blade to prevent the boar from fighting its way up the blade to kill the horse and rider. Some of the more arrogant nobles began using boar spears to hunt enemy soldiers on the battlefield while arrows and swords bounced off their dracheneisen armor. Eventually, it became a method of proving one's courage — a handicap to make up for the security granted by dracheneisen. However, the Pösen family developed methods that turned the boar spear into a brutal cavalry weapon. Now, it is less a handicap than an effective style of fighting that displays the fighter's noble pedigree for all to see.

The main strength of the Pösen school is its devastating initial burst of action. The student expends a great deal of effort at the start of the battle, then retires to the reserves to rest and brag about the number of "pigs", or foot soldiers, he killed.

However, if the student's retreat is cut off, he's in a great deal of trouble. Pösen techniques leave a fighter exhausted after a very short time, and more than one noble has been pulled from his horse, stripped of his armor, and hacked to pieces by the "pigs."

Requirements

To qualify as a student of the Pösen School, a character must fulfill the following criteria:

Base Attack Bonus: +3.
Feats: Mounted Combat, Weapon Focus (boar spear).
Skills: Handle Animal 4 ranks, Ride 8 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-50: The Pösen Boar Spear Fighter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Run Down the Prey, Focused Training
2	+2	+3	+3	+0	Bonus Feat
3	+3	+3	+3	+1	In the Thick
4	+4	+4	+4	+1	Bonus Feat
5	+5	+4	+4	+1	In the Thick, Whirlwinds of Steel

Class Skills

The Pösen student class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Ride (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Pösen school.

Weapon and Armor Proficiency: A student of this school is proficient with a boar spear and all types of armor (heavy, medium, light). This school does not encourage the use of shields by its students. Note that wearing armor heavier than

leather imposes a penalty to the student's skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Focused Training: Students of this school receive the feat: Weapon Specialization (boar spear).

Run Down the Prey: At 1st level, students of this style learn to use their spear to keep their enemies at bay and to fight from horseback. When mounted on Horseback and using a Spear weapon, they may fight as though they had the feats Ride by Attack and Spirited Charge.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

In the Thick: At 3rd level, students have learned how to focus their strength early in a battle, doing as much damage as early as possible before retreating to safer grounds. Once per day, the student may gain a +2 bonus to his Str, Dex and Con until the end of the encounter. After the encounter, until the end of the day, those abilities are reduced by 2.

Whirlwinds of Steel: At 5th level, the true masters of the Pösen school know to attack early and often. While the student is mounted on horseback and armed with a spear weapon, they may take an additional attack at their highest base attack each round.

Steil Commander

This school teaches a philosophy of leadership radically different from the Unabwendbar school (*see below*). Instead of trying to be more efficient and logical leaders, students learn how to inspire loyalty in their troops. It doesn't matter how good a tactician the general is if his men refuse to follow his orders. This style of leadership is particularly suited for small units such as warbands or pirate ships, where good personal relationships between the commander and his men are essential. However, by befriending his men, a commander puts his own emotional well-being in jeopardy, and risks making a rash decision that saves the lives of a few men only to throw the battle away — possibly killing many more in the process.

Requirements

To qualify as a student of the Steil school, a character must fulfill the following criteria:

Ability: Cha 13+.
Base Attack Bonus: +4.
Skills: Knowledge (war) 8 ranks, Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-51: The Steil Commander

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Better Commander, Schooled in Command
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Keep Them on their Feet
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Into the Abyss

Class Skills

The Steil student class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Steil commander.

Weapon and Armor Proficiency: A student of this school is proficient with all simple and martial weapons and all armor (heavy, medium and light). This school does not encourage the use of shields by its students. Note that wearing armor heavier than leather imposes a penalty to the student's skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Better Commander: Students of the Steil school learn to understand the emotions and reactions of their fellow man. This helps them in their day-to-day lives as well as making them better commanders. Starting at 1st level, students of this school may add their level in this school to their Sense Motive checks as a competence bonus.

Schooled in Command: Students of this school receive the Leadership and Orders feats at 1st level. Additionally, they receive a Leadership bonus to their Leadership score equal to their level in this school plus 2.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Keep Them on Their Feet: At 3rd level, Steil students learn to be more effective commanders. They are able to keep track of many men at once. When an NPC in the student's unit is reduced below 1 hit point, the student may make a Charisma check (DC equal to the number of hit points the NPC has taken during the encounter) as a standard action. If successful, the NPC gains +1d10 temporary hit points until the end of the encounter. The NPC must be within 25 ft. of the student for this ability to work.

Into the Abyss: At 5th level students of this school have become extraordinarily charismatic men whose troops would follow them into the Abyss. All characters in their unit gain a +5 Morale bonus to all of their saves against fear effects, and intimidation checks against the unit have their DC increased by 5.

Unabwendbar Commander

The academy of Unabwendbar in Stärke is the only place to learn this philosophy of war; it teaches not to struggle against the inevitable. A good commander can see when a flank is going to collapse, or a unit is going to be cut off and killed, but many will throw away additional resources on a hopeless situation out of a misguided sense of loyalty. By allowing the inevitable to happen and planning to take advantage of it instead of struggling to stop it, the commander can often turn potentially devastating situations into victory.

Some of the greatest military minds in the world follow this philosophy. When sending forces against an opponent skilled in Unabwendbar, a commander must be careful to hold any celebration until the battle is over, since what looks like victory is often a trap laid by their opponent. However, Unabwendbar does not instill the extraordinary loyalty that other philosophies of command do. Soldiers are notoriously unsympathetic to a commander who abandons them in a battle to place their army in a better position.

Requirements

To qualify as a student of the Unabwendbar school, a character must fulfill the following criteria:

Ability: Cha 13+.
Base Attack Bonus: +4.
Skills: Knowledge (war) 8 ranks, Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-52: The Unabwendbar Commander

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Concentration, Schooled in Command
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Take and Give Orders
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Lead by Example

Class Skills

The Unabwendbar student class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Unabwendbar school.

Weapon and Armor Proficiency: A student of this school is proficient with all Simple and Martial Weapons and all armor (heavy, medium and light). This school does not encourage the use of shields by its students. Note that wearing armor heavier than leather imposes a penalty to the student's skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Concentration: Apprentices of the Unabwendbar philosophy learn extraordinary discipline and concentration. Starting at 1st level, when the student is about to make a skill or Ability check as a standard action (DC 15), he may make a Concentration check as a standard action. If successful he gains a competence bonus for the skill or ability check equal to his school level. This may be performed once per skill check.

Schooled in Command: Students of this school receive the Leadership and Orders feats at 1st level. Additionally, students of this school receive a bonus to their Leadership score equal to their level in this school plus 2.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Take and Give Orders: By now Unabwendbar students learn how to follow their general's instructions in battle and give orders to others. Starting at 3rd level, once per round, whenever more than one person in the student's party is performing the same action during the same round (such as attacking with identical weapons during the same round) he may give those performing the action a competence bonus to their attack or check equal to his level in this school.

Lead by Example: An army led by a commander from this school has a distinct advantage in the battle, able to snatch victory from the jaws of defeat. Once per encounter after the student has taken an action, any other NPCs in the student's unit taking the same action need not roll; instead they are considered to have rolled the same number as the student. The student must declare the use of this ability after the roll is made; i.e., if a student rolled an attack with his polearm, and scored a 17 on the d20, the student may declare that all NPCs in his unit using their pole arms to attack this round gain that 17 instead of rolling the die. This ability may only apply to one attack or one skill check per round for each NPC.

Montaigne Prestige Classes

If there is a historical equivalent of Montaigne it would be France. DMs running campaigns in worlds other than Théah should feel free to use the schools and classes of Montaigne as their version of France.

Boucher Dagger Fighter

The Boucher style of fighting was forged in the streets of Montaigne, and isn't really considered a "gentleman's school." However, some duelists are more concerned with results than with the impression they make on their peers; this style is designed with them in mind. Students of Boucher wield a long knife in each hand, and use the two together in a series of attacks designed to confuse and disorient the opponent.

Boucher is one of the fastest fighting styles taught on Théah today. Once the superior reach of the opponent's weapon has been overcome, the knife fighter starts a flurry of attacks that is almost impossible to stop. On the other hand, Boucher uses two weapons with short reach. A clever opponent who can hold even a Master of Boucher at arm's reach will have little trouble dispatching the troublesome fighter.

Requirements

To qualify as a student of the Boucher school, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Feats: Weapon Focus (dagger).
Skills: Bluff 4 ranks, Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d8.

TABLE 3-53: THE BOUCHER DAGGER FIGHTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Quick Blade, Focused Training, Off-Handed Fighting
2	+2	+0	+3	+3	Bonus Feat
3	+3	+1	+3	+3	The Unexpected Blade
4	+4	+1	+4	+4	Bonus Feat
5	+5	+1	+4	+4	A Faster Blade

Class Skills

The Boucher student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Sense Motive (Wis), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Boucher Dagger school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic small blades. This school does not encourage the use of armor or shields by its students.

Focused Training: At 1st level, students of this school receive the feat: Weapon Specialization (dagger).

Off-Handed Fighting: At 1st level, when wearing light or no armor and armed with a small blade in their off-hand, a student of this school can fight with two weapons as if they had the feats Ambidexterity and Two-Weapon Fighting.

Quick Blade: At 1st level, students of the Boucher style of fighting are trained to wield a knife in each hand. When wielding a small blade in their primary hand, at the beginning of a round, the student may add their Wisdom modifier + Intelligence modifier to their Initiative.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

The Unexpected Blade: At 3rd level, the swordsman has learned to draw their opponent's attention to the knife that isn't attacking them. When wielding a weapon in each hand, as a free action before their attack, they may forfeit an off-hand attack that they have not taken this turn, to gain a +4 competence bonus to their primary hand's attacks for the rest of the turn. They may use this once per turn. The student still suffers the –2 penalty for wielding a weapon in each hand. This ability nets a gain of +2 bonus.

A Faster Blade: At 5th level, the student may unleash a flurry of attacks against a single opponent. The master may attack one additional time with his small blade in a round at a –2 penalty to his highest base attack with each hand (2 extra attacks total). This penalty lasts until next turn and affects any Attacks of Opportunity the master may make.

Gaulle Swordsman

Gaulle swordsmen use a rapier in their main hands and a triple dagger in their other. The dagger binds or disarms their opponent, allowing them to strike with their rapier unimpeded. Gaulle teaches its students to remain silent while fighting, allowing them to concentrate on the duel. This business-first viewpoint is one of the School's best features, but the disdain it teaches for elaborate moves can also undo its practitioners.

Requirements

To qualify as a student of the Gaulle School, a character must fulfill the following criteria:

Feats: Weapon Focus (rapier), Exotic Weapon Proficiency (triple dagger).

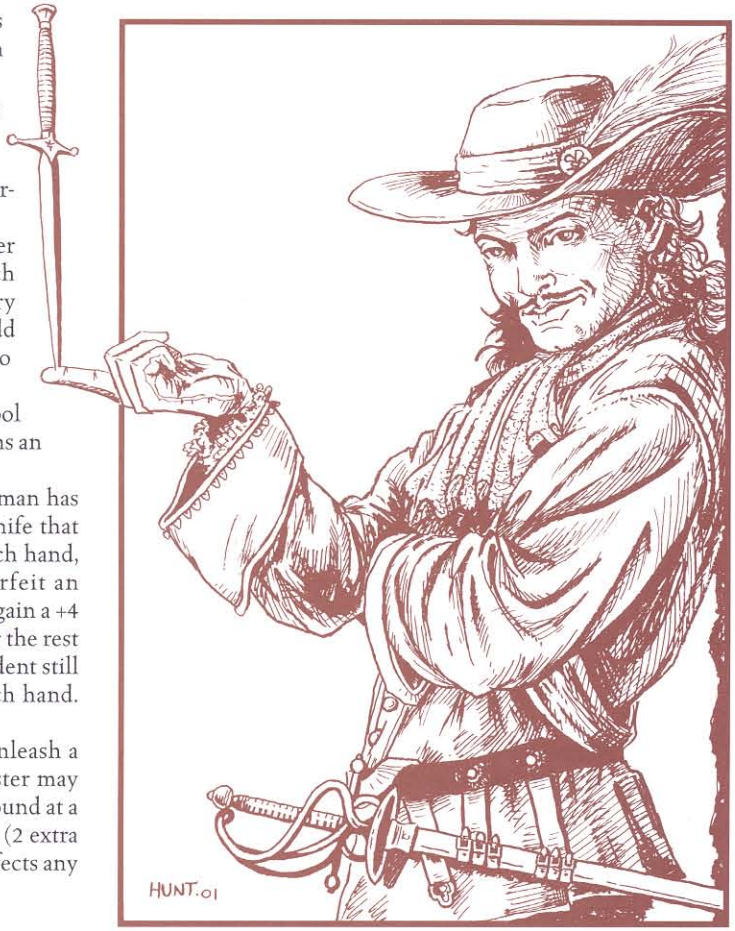
Skills: Bluff 4 ranks, Tumble 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d8.

TABLE 3-54: THE GAULLE SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Off-Handed Fighting, Focused Training
2	+2	+1	+3	+1	Disarm Mastery
3	+3	+1	+3	+1	Disarming Parry



Class Skills

The Gaulle student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are the class features of the Gaulle Swordsman School.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades. This school does not encourage the use of armor or shields by its students.

Focused Training: At 1st level, students of this school receive the feat: Weapon Specialization (rapier).

Off-Handed Fighting: At 1st level, when wearing light or no armor and armed with a small blade in their off-hand, a student of this school can fight with two weapons as if he had the feats: Ambidexterity and Two-Weapon Fighting.

Disarm Mastery: When the student attempts to disarm an opponent while wielding a triple dagger, he gains a +4 competence bonus. In addition he does not draw an attack of opportunity when attempting to disarm an opponent.

Disarming Parry: The master of the Gaulle style is adept at defending himself from harm by using his triple-dagger. When an opponent attacks the student and fails to hit the student, the student may take an attack of opportunity to attempt to disarm the opponent's weapon.

Rois et Reines Rifleman

The Rois et Reines firearm techniques are a relatively new innovation. They were developed especially for the Montaigne Musketeers, but the training has since spilled over into more common usage. Arced fire, carefully maintained and cleaned weapons, and exacting precision when measuring powder all contribute to a longer range on the battlefield. That's not to say that a student of Rois et Reines cannot defend himself up close — far from it. They drill extensively using bayonets, giving them a fearsome advantage against any group not prepared to handle polearms.

The main weakness of the Rois et Reines techniques is their dependency on missile fire. The hand-to-hand techniques are not nearly as advanced as those of many of other swordsman. The heavy muskets are not designed to be polearms, and against a group even casually equipped to deal with spears or pikes, the Rois et Reines school is not terribly effective.

Requirements

To qualify as a student of the Rois et Reines school, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Feats: Precise Shot, Weapon Focus (musket).
Skills: Spot 4 ranks, Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d8.

Table 3-55: The Rois et Reines Rifleman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Increased Range +10/+25, Focused Training, Off-Handed Firing
2	+2	+3	+0	+3	Bonus Feat, Bayonet Training
3	+3	+3	+1	+3	Increased Range +15/+35, Quick Draw
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Increased Range +20/+45, Crack Shot

Class Skills

The Rois et Reines student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Hide (Dex), Intuit Direction (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Rois et Reines school.

Weapon and Armor Proficiency: A student of this school is proficient with all firearms and the bayonet when attached to the end of a musket. This school does not encourage the use of armor or shields by its students.

Focused Training: At 1st level, students of this school receive the feat: Weapon Specialization (musket).

Increased Range: At 1st level, students of the Rois et Reines style become more adept at using firearms and bayonets. When the student fires a pistol the range increment is increased by 10. When the student fires a musket the range increment is increased by 25. This increases to +15 and +30 at 3rd level and +20 and +40 at 5th level, respectively.

Off-Handed Firing: When fighting with a pistol in their off hand, the student may fight as though they had the feats: Off Handed Accuracy and Ambidexterity.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Bayonet Training: At 2nd level the student learns to fight with their musket and bayonet. He gains the feats Weapon Focus (bayonet) and Weapon Specialization (bayonet).

Quick Draw: At 3rd level, the student may draw his firearm as if he had the Quick Draw feat.

Crack Shot: At 5th level, masters of the Rois et Reines style are crack shots under any conditions. Once per day the student may ignore all penalties to hit a target (cover, range etc.) Thus if the AC to hit a target is 18, the student need only roll an 18 to hit the target. Note that if the target is not aware that he is in danger he may be caught flat-footed.

Tout Près Fighter

The Tout Près school is not so much a fighting style as an embodiment of the philosophy, "the best weapon is the one that's close at hand." Practitioners of the Tout Près school have been known to pummel their enemies with everything from planks to fireplace pokers to chamber pots. When your enemies have surprised you and you have nothing more than a bottle of wine and a ham to defend yourself, few schools are more useful. This "philosophy" is most effective when backed up with a more traditional fencing weapon, since steel is always a welcome addition to any defense. Lead-weighted wide-brimmed hats are a popular choice of apparel for students of Tout Près.

A stool doesn't command the same respect as a fine rapier, however, and experienced opponents will press through with attacks that they would have held off with had the student been better armed.

Requirements

To qualify as a student of the Tout Près School, a character must fulfill the following criteria:

Feats: Endurance, Improvised Weapon.

Skills: Bluff 4 ranks, Sense Motive 8 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-56: The Tout Prés Fighter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Off-Handed Fighting
2	+2	+3	+0	+3	Bonus Feat, Exploit Weakness
3	+3	+3	+1	+3	Protective Stance, Quick Draw
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Attacking Feint

Class Skills

The Tout Près student class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Tout Près school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades and improvised clubs. This school does not encourage the use of armor or shields by its students.

Off-Handed Fighting: At 1st level, when wearing light or no armor and armed with an small improvised weapon in their off-hand, students of this school can fight with two weapons as if they had the feats: Ambidexterity and Two-Weapon Fighting.

Focused Training: Students of this school receive the feats: Weapon Focus (improvised weapon) and Weapon Specialization (improvised weapon).

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Quick Draw: At 3rd level, students of the Tout Près school learn to react quickly to new situations, and receive instruction in many skills that are useful in getting out of the way of an oncoming blow. They may pick up and attack or parry with an Improvised Weapon in a single action as though they had the feat: Quick Draw.

Protective Stance: At 3rd level, students may choose to not attack with the improvised weapon in their off-hand gain a +2 armor bonus until the student's next action. This bonus stacks with other armor bonuses granted by armor and shields.

Attacking Feint: At 5th level, Tout Près students use their Improvised Weapons to distract their opponents from the rapier in their other hand. They may attack with their improvised weapon in their off-hand before they attack with their primary hand. If they hit the attack with the primary hand may strike as though the opponent was flat-footed (given the opponent can be caught flat footed). If this attack hits, the opponent suffers an additional amount of damage equal to the student's Cha modifier.

Valroux Swordsman

The Valroux style of fighting uses a fencing weapon in the primary hand a main gauche in the off-hand. The style is technically defensive, with the main gauche used only to parry. Students are prone to teasing their opponents. They call attention to openings they could have exploited, generally humiliate their opponents, and then finish them off whenever the duel grows wearisome. One of the main strengths of this style is its speed. Masters of Valroux strike more quickly and more often than anyone else. They keep the duel moving around in a dizzying circle, striking faster and faster, all the while hurling insults that serve to infuriate their opponent. To win against a student of the Valroux style requires an iron will and long patience.

The main flaw in the Valroux style of fencing is its arrogance. A swordsman familiar with it knows how to fake an opening that his opponent could exploit. When the student of Valroux mockingly calls attention to the opening, there is a slight lowering of his guard, and the swordsman can strike.

Requirements

To qualify as a student of Valroux, a character must fulfill the following criteria:

Base Attack Bonus: +4.

Feats: Weapon Focus (rapier), Weapon Focus (main gauche).

Skills: Bluff 6 ranks, Sense Motive 4 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d10.

TABLE 3-57: THE VALROUX SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Focused Training, Off-Handed Fighting
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Raise the Stakes
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Nimble

Class Skills

The Valroux student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Jump (Str), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Valroux school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades and non-exotic small blades. This school does not encourage the use of armor or shields by its students.

Focused Training: At 1st level, students of this school receive the feats: Weapon Specialization (rapier) and Weapon Specialization (main gauche).

Off-Handed Fighting: At 1st level, when wearing light or no armor and armed with an small blade in their off-hand, a student of this school can fight with two weapons as if he had the feats: Ambidexterity and Two-Weapon Fighting.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Raise the Stakes: At 3rd level, Valroux students have learned how to "raise the stakes" in a fight. When wielding a fencing blade in their primary hand and a small blade in their off hand the student may fight as if he had the feats: Expertise and Power Attack.

Nimble: At 5th level, Valroux rank among the fastest swordsmen in the world. Students of this school gain a +1 competence bonus to their Dex roll and affiliated checks (even attack rolls when applicable). This does not apply to a character's Ref saves. Additionally the student gains a +4 competence bonus to his Tumble skill checks.

Ussura Prestige Classes

If there is a historical equivalent of Ussura it would be Russia. DMs running campaigns in worlds other than Théah should feel free to use the schools and classes of Ussura as their version of Russia.

Bogatyr Hatchet Fighter

While the typical Ussuran fighting style employs hatchets behind a shield wall, this is not so effective in individual combat. The Bogatyr style makes use of a full-sized woodsman's axe and forgoes a shield. Its practitioners are known for their ferocity and courage, and indeed the word "Bogatyr" refers to the wandering knightly class which constitute some of Ussura's greatest heroes.

The strength of this school is its overwhelming ferocity and intimidating techniques. Opponents rarely wish to engage a howling Bogatyr in combat. The weakness is its reliance on offense over defense. Cautious, patient opponents may catch the Bogatyr while he is recovering from a swing, or following through on a swing that missed.

Requirements

To qualify as a student of the Bogatyr school, a character must fulfill the following criteria:

Base Attack Bonus: +4.

Skills: Wilderness Lore 4 ranks.

Feats: Power Attack, Weapon Focus (any axe blade).

Game Rule Information

Alignment: Any.

Hit Die: d10.

TABLE 3-58: THE BOGATYR HATCHET FIGHTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Accuracy with Axes, Track
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	All in Attack
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Savage Heart

Class Skills

The Bogatyr student class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Swim (Str). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Bogatyr School.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic axe blades. This school does not encourage the use of armor or shields by its students.

Focused Training: Students of this school receive the feat: Weapon Specialization (any axe blade).

Accuracy with Axes: Students of the Bogatyr School practice swinging their axes with great accuracy. When fighting with an axe, they may fight as though they the Axe blade that they are wielding has a Range Increment of 10 and may be thrown.

Track: The student gains the feat: Track.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

All in Attack: Bogatyr teaches its students to strike incredibly forceful blows. When they inflict damage with an Axe, their Str modifier is doubled (for extra damage).

Savage Heart: Masters of this school have a reputation for savage ferocity in combat. They often wear skulls, fangs and claws from wild animals they have slain, and they shout

fiercely at the beginning of combat, unnerving their enemies. Students of this school gain +5 to their Intimidation checks, and gain +5 to their check and saves versus Intimidation and Fear.

Buslayevich Bowman

The archers of Ussura are respected throughout Théah, not because they have developed a special school of archery like the Goodfellow school in Avalon, but because archery is a way of life in Ussura. They see it less as a form of combat than as a means of staying alive, hunting and killing for their food with silent efficiency. The Buslayevich school teaches horsemanship and a reflexive style of archery which allows the student to fire quickly without sacrificing much accuracy. In fact, its students are surprisingly accurate despite the school's philosophy that the archer should merely point a bow at his target rather than carefully aim.

The weakness of this school is its reliance on instinct, speed and maneuverability. As effective as these traits are, they can be turned against the student by someone with a superior understanding of the terrain and the ability to force the archer into positions that limit his options.

Requirements

To qualify as a student of the Buslayevich school, a character must fulfill the following criteria:

Feats: Point Blank Shot and Weapon Focus (any string bow).

Skills: Climb 4 ranks, Ride 6 ranks, Wilderness Lore 8 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-59: The Buslayevich Bowman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Focused Training, Accomplished Rider +4
2	+2	+0	+3	+0	Bonus Feat, Exploit Weakness
3	+3	+1	+3	+1	Journeyman, Accomplished Rider +6
4	+4	+1	+4	+1	Bonus Feat
5	+5	+1	+4	+1	Steady Rider, Push the Steed, Accomplished Rider+8

Class Skills

The Buslayevich student class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Handle Animal (Cha), Heal (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Buslayevich school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic string bows. This school does not encourage the use of armor or shields by its students.

Focused Training: Students of this school receive the Feats: Mounted Combat, and Mounted Archery.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Accomplished Rider: The student gains a competence bonus to his Animal Empathy, Handle Animal, and Ride checks. At 1st level this bonus is +4, at 3rd it becomes +6, and at 5th level the bonus becomes +8.

Steady Rider: At 5th level, students can accomplish feats of horsemanship and archery that seem inhuman. The student suffers no penalties from firing on horseback or shooting past cover.

Push the Steed: The base speed of the student's horse is increased by 20 while the student is its rider.

Dobrynya Wrestler

Ussurans are famous for being hardy and tough. The warriors who dedicate themselves to the Dobrynya school have chosen to embody these qualities. Their fighting style does not require weapons, nor does it rely on fancy tricks or deceptions. It teaches its students to endure pain, to persist in spite of hardship, and to come out of a fight victorious by virtue of endurance and tenacity, leaving their enemy literally crushed.

The fighting style of the Dobrynya School is simple, but effective. The wrestler grapples with his opponent and places him in a bear hug, then squeezes the life out of him. This may take a long time, but the student is patient and strong enough to wait and let time and pressure take their course. The weakness of this school is that its practitioners must get close enough to grab the opponent and maintain a hold on him. Opponents who can avoid the wrestler's grasp have a definite advantage.

Requirements

To qualify as a student of the Dobrynya school, a character must fulfill the following criteria:

Base Attack Bonus: +3.
Feats: Improved Unarmed Strike.
Skills: Tumble 5 ranks, Sense Motive 8 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-60: The Dobrynya Wrestler

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	The Principles of Wrestling, Focused Training
2	+2	+3	+0	+0	Bonus Feat, Defensive Posture, Shoot Fighter, Holds and Locks
3	+3	+3	+1	+1	Vice Grip
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Iron Vice

Class Skills

The Dobrynya student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Jump (Str), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Dobrynya school.

Weapon and Armor Proficiency: A student of this school is not proficient with any weapons. This school does not encourage the use of armor or shields by its students.

Focused Training: Students of this school receive the feat: Weapon Focus (unarmed strike).

The Principles of Wrestling: At 1st level, the student has developed an advanced understanding of the principles of wrestling. He knows the best way to hold his opponent, and how to apply strength and leverage to his maximum benefit. The student does not draw an attack of opportunity when attempting to start a grapple or moving in to maintain a grapple (*see the Player's Handbook™*).

Shoot Fighter: At 1st level, the student gains a +2 competence bonus to any roll involved with the grapple. He also gains a +4 competence bonus to his Escape Artist checks.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Defensive Posture: At 2nd level the student reduces the damage he takes from an opponent by 2 hit points while in a grapple (this will not reduce the mount of damage taken below 1 hit point).

Holds and Locks: While in a grapple the student deals 1d4 + Str modifier points of damage, instead of the standard 1d3. This increases to 1d6 + Str modifier at 3rd level and 1d8 + Str Modifier at 5th level.

Vice Grip: At 3rd level, the student has learned to grip his opponent like a vise, and reflexively tightens his grip when he experiences pain. Whenever he suffers hit points from an opponent other than the opponent he has grappled, he delivers 1d4 points of damage to the grappled opponent (do not add the student's Str modifier to this 1d4).

Iron Vice: At 5th level, years of crushing enemies into submission have given the student a grip like an iron vise. The student damage in a grapple is now treated as normal damage instead of subdual damage.

The Stelets

The stelets are the Gaius' elite guards, charged with enforcing his laws throughout Ussura. Typically they roam the countryside, administering the Gaius' justice and enforcing Matushka's will. They also directly protect Pavtlow, the Gaius' city, and personally attend and guard the Gaius and his family. They are adventurers, sworn to keep back the invasions of Ussura's over-eager animals (and greater beasts). It is considered a great honor to be a stelet; their initiation rites are sever, and they do not allow the weak or unfit to serve.

All stelets are expected to enforce the Gaius' laws throughout Ussura, defend the Ussuran people from all threats, protect the Gaius himself from harm, and pursue Ussuran interests abroad. Though most spend their lives within the nation's borders (and some never even leave Pavtlow), the Gaius has sent a select few into foreign nations on important missions

The Gaius pays for the stelets' room, board and equipment for as long as they serve him. In addition, they receive a stipend equal to 20 G per month. They serve as the law within Ussura's borders, and can expect a modicum of respect from both the boyar and the muzhik. Finally, they can appeal to other stelets in time of need, though they are also expected to return the favor if a stelet comes to them asking for assistance. Stelets wear green uniforms emblazoned with Ussura's golden sigil. Units from different provinces sometimes sew their native crest onto the shoulders of their uniforms.

Requirements

To qualify as a stelet, a character must fulfill the following criteria:

Nationality: Ussuran.

Alignment: Any.

Base Attack Bonus: +6.

Skills: Search 4 ranks, Gather Information 4 ranks, Wilderness Lore 4 ranks.

Feats: Toughness, Track.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Table 3-61: The Stelet

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Outdoorsman +1
2	+2	+3	+0	+3	Outdoorsman +2, +2 Greataxe
3	+3	+3	+1	+3	Outdoorsman +3, Favored Enemy
4	+4	+4	+1	+4	Outdoorsman +4
5	+5	+4	+1	+4	Outdoorsman +5, Damage Bonus
6	+6	+5	+2	+5	Outdoorsman +6
7	+7	+5	+2	+5	Outdoorsman +7, Command, Fear
8	+8	+6	+2	+6	Outdoorsman +8, Favored Enemy
9	+9	+6	+3	+6	Outdoorsman +9
10	+10	+7	+3	+7	Outdoorsman +10, Command

Class Skills

The stelets' class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intuit Direction (Wis), Jump (Str), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int Modifier.

Class Features

All of the following are class features of the stelet prestige class:

Weapon and Armor Proficiency: Stelets are proficient with all simple and martial weapons, all types of armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Outdoorsman: Stelets are trained to deal with the many moods of Matushka, and gain a bonus equal to the character's class level in stelet on all Fortitude saves against severe weather. They may grant half of the bonus (round down) to anyone travelling with them.

Axe Master: The traditional weapon of the stelets is the greataxe, although they are not limited to that fearsome weapon. At 2nd level stelets gain +2 competence bonus to their attack rolls when using a greataxe. At 5th level they gain a +1d4 competence bonus to damage when using a greataxe. At 7th level the stelet's mastery of the greataxe is so great as to seriously frighten intelligent opponents of his level or less, who suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws against the stelet.

Favored Enemy: At 3rd level a stelet may select a type of creature as a favored enemy, gaining the same advantages against that enemy as a 1st level ranger (*see the Player's Handbook™*). The enemy must either be a type of creature native to Ussura or be a specific individual or member of an organization identified as an enemy of Ussura. Note that only enemies of Ussura may be chosen as favored enemies. Personal enemies who do not threaten Ussura or its people may not be chosen. At 8th level a stelet may choose a second enemy, and the bonus associated with the previously selected enemy goes up by +1.

Command: At 7th level stelets gain the right to recruit the forces of local boyars to help them in their cause. The stelet will have to convince the boyar of the worthiness of his cause by succeeding at a Diplomacy check against a DN set by the DM based on the particular circumstance. If he succeeds the boyar will provide as many fighters and as much support as he can (typically about a third of all of the fighters in his domain).

At 10th level a stelet no longer needs a Diplomacy check. The power of his personality is enough to convince the noble of his cause.

Vendel Prestige Classes

If there is a historical equivalent of Vendel it would be the Netherlands. DMs running campaigns in worlds other than Théah should feel free to use the schools and classes of Vendel as their version of the Netherlands.

Larsen Swordsman

The Larsen School is a common fencing style used by night watchmen in the Vendel city of Kirk, as well as a few criminals and muggers in that city. The school teaches its students to use the darkness as their friend, and to confuse their enemies by opening and closing a mask on a bright lantern (*they often use a fighting lantern for this purpose; see Weapons Chapter for more information*). The sudden, dancing beam of light distracts an opponent, allowing the student to penetrate his or her defenses.

The weakness of the Larsen style is that its students tend to strike where the light from their lantern shines, making them somewhat predictable.

Requirements

To qualify as a student of the Larsen school, a character must fulfill the following criteria:

Feats: Blind Fighting.
Skills: Spot 8 ranks, Listen 6 ranks, Search 6 ranks,
Proficiency: Any one Martial or Exotic Weapon.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-62: The Larson Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Night Trained, Protective Stance
2	+2	+0	+3	+3	Bonus Feat, Low Light Vision
3	+3	+1	+3	+3	Dim Nights – Bright Lights
4	+4	+1	+4	+4	Bonus Feat
5	+5	+1	+4	+4	Suit of Darkness

Class Skills

The Larsen student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Larsen school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades and the Fighting Lantern. This school does not encourage the use of armor or shields by its students.

Protective Stance: At 1st level, apprentices of the Larsen School practice fighting at night. When the student is wielding a fighting lantern and another weapon in his other hand, they receive a +1 armor bonus to their AC, in addition to the additional armor bonus provided by the lantern. This bonus is retained even when performing a shield bash with the lantern.

Night Trained: The student is granted a +2 competence bonus to his Hide, Intuit Direction, Listen, Move Silently, Search, and Spot checks.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Low Light Vision: At 2nd level the student gains the trait: Low Light Vision.

Dim Nights — Bright Lights: At 3rd level, the student's familiarity with the darkness has grown even further. They gain *Darkvision*. In dim light the student can see twice as far as the average human. Additionally as a partial action when the student is fighting an opponent in at least dim light, he may attempt to *Dazzle* an opponent within 5 ft. The target must make a Will save (DC 15 + the student's level in this school). If the save fails the target is dazzled (–1 to all attacks) for the next 3 rounds and loses his next action (whether this turn or next turn). The student gains a +2 bonus to hit the dazzled target this round. He may only attempt to dazzle any given opponent once per encounter.

Suit of Darkness: At 5th level, a lifetime of experience with acting in dim light has allowed the Larsen student to become one with the night. He uses the shadows like a suit of armor. His AC is increased by +3 when he is in dim light against enemies without at least Low Light Vision, and is increased by +5 in total darkness against opponents without at least dark vision. Blind fighting does not have an effect on this ability.

Rasmussen Pistoleer

Some Vendel feel that using swords to settle matters of honor has become horribly outdated, and that the newer weapon, the pistol, ought to take its place. A few, following the principles of the late Erl Rasmussen, have put these ideals into practice. They practice shooting daily, and have become extremely accurate shots and quick at drawing their weapons. The Swordsman's Guild does not approve of their activities, and the two groups to harass each other quite often.

Requirements

To qualify as a student of the Rasmussen Pistol School, a character must fulfill the following criteria:

Ability: Dex 13+.
Base Attack Bonus: +3.
Feats: Point Blank Shot, Weapon Focus (pistol).
Skills: Sense Motive 6 ranks, Bluff 4 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-63: The Rasmussen Pistoleer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Two-handed Quick Draw, Focused Training
2	+2	+0	+3	+0	Bonus Feat, Exploit Weakness
3	+3	+1	+3	+1	Fire Reflexively, Range Increase +10
4	+4	+1	+4	+1	Bonus Feat
5	+5	+1	+4	+1	Range Increase +20, Master

Class Skills

The Rasmussen student class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the pistoleer.

Weapon and Armor Proficiency: A student of this school is proficient with all firearms.

Focused Training: Students of this school receive the feat: Weapon Specialization (pistol).

Two-handed Quick Draw: At 1st level, students learn to fire a pistol and quickly draw another one. When using a pistol in the student's off hand they may fight as though they had the feats: Off Handed Accuracy, Ambidexterity and Quick Draw (when drawing a pistol).

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Fire Reflexively: At 3rd level, the student learns how to fire a pistol reflexively in response to a threat. While armed with a pistol, he may threaten an area as if he had a reach of 15 ft. He may take an attack of opportunity by firing his pistol against anyone moving through this threatened area.

Range Increase: At 3rd level, the student increases the Range Increment of pistols he fires by 10. This increases to +20 at 5th level.

Master: At 5th level, Rasmussen students have learned that speed is fine, but accuracy is final. If the student is using a pistol and has not moved since his last turn, he may add his Wis modifier to his Dex modifier when making their first attack roll of the round. Should he hit with the attack, he adds the Wis modifier to the damage.

Snedig Swordsman

Snedig is a derivative of the Leegstra style, using fencing weapons instead of broadswords or axes. The style combines Leegstra's sheer determination with a surgeon's knowledge of internal anatomy. While the rapier cannot match a heavy weapon's brute force, it can penetrate deeply into the vital areas of the body. The style teaches its students to target vital organs in order to maximize the damage and shock caused by its attacks, but concentrating first and foremost on defense.

Requirements

To qualify as a student of the Snedig School, a character must fulfill the following criteria:

Base Attack Bonus: +3.
Feats: Combat Reflexes, Weapon Focus (rapier).
Skills: Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d8.

Table 3-64: The Snedig Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Focused Training, Attack the Vitals
2	+2	+3	+1	+1	Stand Strong
3	+3	+3	+1	+1	Knowledge of Anatomy

Class Skills

The Snedig student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Heal (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Snedig school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades. This school does not encourage the use of armor or shields.

Focused Training: Students of this school receive the feat: Weapon Specialization (rapier).

Attack the Vitals: The student learns how to focus his fencing attacks on vital organs. Starting at 1st level when wielding a fencing blade, the student may forfeit his next attack in the round to deal +4 damage to the opponent. Additional attacks in the round may also be forfeited for further +4 bonuses to the damage. Thus if a character has 4 attacks available to him (from a Base Attack of at least +16), he could attack an opponent and forfeit his remaining three attacks for +12 damage. Extra attacks gains from wielding two weapon do not count towards extra attacks for this ability.

Stand Strong: Starting at 2nd level, when taking the Total Defense option students gain +2 AC for each attack they have available to them from their Base Attack Bonus. Students fighting defensively gains a +1 dodge bonus to their AC for each attack they have available to them from their Base Attack Bonus.

Knowledge of Anatomy: The student's knowledge of anatomy and grim determination to deal a mortal injury make his attacks with a rapier extremely dangerous. Starting at 3rd level, when the student strikes an opponent with a critical hit, he may add (and multiply) a bonus to the damage equal to his Intelligence and Wisdom modifiers.

Swanson Swordsman

This style is nominally meant to be used with a fencing sword in one hand and its sheath in the other, but hardly anyone carries their sword loose (most prefer to attach their scabbards to their sword belts). The only variety of fencing weapon not normally worn at the belt is the swordcane, which the Swanson style now caters to almost exclusively. Without Swanson the swordcane's lack of a guard, coupled with the tendency of the discarded sheath to get in the way, would be a considerable impediment in a duel. The school's main weakness is that it requires its student to stand closer to his enemy because of the shorter blade used.

Requirements

To qualify as a student of the Swanson school, a character must fulfill the following criteria:

Base Attack Bonus: +3.

Feats: Weapon Focus (sword cane).

Skills: Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-65: The Swanson Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Focused Training, The Sheath
2	+2	+1	+1	+3	The Wooden Horse
3	+3	+1	+1	+3	Economy of Motion, Quick Draw

Class Skills

The Swanson student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Swanson school.

Weapon and Armor Proficiency: A student of this school is proficient with all fencing blades. This school does not encourage the use of armor or shields by its students.

Focused Training: Students of this school receive the feat: Weapon Specialization (sword cane).

The Sheath: Starting at 1st level, when wielding a hard wooden sheath in his off-hand (which may be wielded as a 1d4 club), the student may choose to not attack with the cane, and gain a +2 armor bonus to his AC that may stack with other armor bonuses.

The Wooden Horse: At 2nd level, the student has learned the Swanson School's signature maneuver, nicknamed the Wooden Horse. The swordsman holds his sheath in between his bipedal enemy's thighs, restricting his mobility. To perform this ability the student makes an attack with a –3 penalty. If he hits, the student deals no damage, but the opponent's AC is reduced by 2 and is denied any Dodge bonuses as well. In addition, the opponent does not receive his Dex bonus to any skills until his next turn. On that turn the opponent and the student may make an opposed Dex check. The opponent gets a +3 bonus for this opposed check. If the swordsman wins he may keep the sheath in place and the penalties continue for another round. Should the opponent win the check, he frees himself from the sheath and the effects end.

Economy of Motion: By the time the swordsman reaches 3rd level, he has come to realize that economy of motion is the key to victory. When the student does not move (from one square to another) in a round, he gains a +2 dodge bonus to his AC until his next action.

Quick Draw: At 3rd level, when wielding a sword cane, the student may fight as though he had the feat Quick Draw.

Vestenmannavnjar Prestige Classes

If there is a historical equivalent of Vestenmannavnjar it would be the Norse Vikings. DMs running campaigns in worlds other than Théah should feel free to use the schools and classes of Vestenmannavnjar as their version of Norway.

Halfdansson Harpoon Fighter

The Vestenmannavnjar use harpoons to hunt at sea. They are useful for dealing with sea serpents and sirens, as well fighting against people when one ship attempts to board another. The students of Halfdansson style thrust their weapons deeply into their victims and then grab another harpoon. It is difficult for an enemy to fight effectively while impaled upon a long, barbed object. Halfdansson's students seek to anchor a harpoon within an enemy's body and then slay him at their leisure. The weakness of this school is that its students focus too much on making the perfect first attack, allowing a clever opponent to take advantage of their preoccupation.

Requirements

To qualify as a student of the Halfdansson school, a character must fulfill the following criteria:

Base Attack Bonus: +3.

Feats: Weapon Focus (harpoon).

Skills: Profession (sailor) 6 ranks, Spot 4 ranks, Balance 8 ranks Sense Motive 4 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-66: The Hafdansson Harpoon Fighter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Harpooning Basics, Impale
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Forcefully and Accurately
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	The Master's Throw, Range Increase

Class Skills

The Halfdansson student class skills (and the key ability for each skill) are Animal Empathy (Cha), Appraise (Int), Balance (Dex), Climb (Str), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Halfdansson school.

Weapon and Armor Proficiency: A student of this school is proficient with all Spears. This school does not encourage the use of armor or shields by its students.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Focused Training: Students of this school receive the feat: Weapon Specialization (harpoon).

Harpooning Basics: At 1st level, students of Halfdansson style learn that the best way to use a harpoon is to pierce deeply and let the target tire itself out. They gain a +2 bonus when using a harpoon against aquatic creatures and monsters such as sirens, leviathans, whales, sharks, sea serpents and so forth. The critical threat range on their harpoon is increased by 2, Thus if the student's half spear has a critical threat range of 20, it is increased to 18–20.

Impale: Starting at 1st level, when the student scores a critical hit against an opponent he may choose to not double the damage, but instead "impale" the opponent. Impaled opponents have a –5 penalty to all of their DCs, as well as being denied their Dex modifier and all dodge bonuses to their AC. Furthermore, any substantial disturbances to the spear will inflict an additional 1d10 points of damage. If the spear is disturbed, the opponent is freed from the impaling and the spear falls from the target's body.

Forcefully and Accurately: At 3rd level, students have learned to strike forcefully and accurately. When they attack a target that is denied its Dex modifier to its AC, they may roll an additional +2d4 damage. This does not affect the damage done by an impaled harpoon. The student's critical threat range is now increased by 3. Thus a 20 becomes a 17–20.

The Master's Throw: At 5th level, students instinctively know where to strike for the maximum effect, and they anchor their harpoons deeply in the bodies of their targets. The student may add his Str modifier to the damage of the Half Spear when thrown.

Range Increase: Due to the student's forceful throw as described above, the range increment of the half spear is increased by 10.

Kjemper Swordsman

Kjemper is one of the most ancient styles of personal combat of the Vestenmannavnjar. It has endured through the ages not only because of the Vestenmannavnjar's sense of tradition, but also because its technique is so sound. The style makes use of a bastard sword for offense and a round shield for defense. Often, the target of the swordsman's attacks will not be the enemy, but rather the enemy's weapon or shield. Kjemper experts delight in breaking their opponent's weapons and then continuing their onslaughts. When facing an aggressive opponent, the Kjemper student will stand behind his shield. When his opponent has exhausted himself, the student attacks with his shield, and then follows up with a series of blows from his sword. If an enemy gets too close, he will find himself knocked to the ground by a vicious bash. The weakness of the Kjemper style is its focus on eliminating threats to itself rather than creating a threat to its opponent.

Requirements

To qualify as a student of Kjemper, a character must fulfill the following criteria:

Feats: Exotic Weapon Proficiency (bastard sword).

Skills: Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

TABLE 3-67: THE KJEMPER SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Focused Training, Shield Focus
2	+2	+3	+1	+1	Sunder Mastery
3	+3	+3	+1	+1	Mighty Swing

Class Skills

The Kjemper student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Heal (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are the class features of the Kjemper Swordsman School.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic long blades, and all non-exotic shields. This school does not encourage the use of armor.

Focused Training: At 1st level, students of this school receive the Feat Exotic Weapon proficiency (bastard sword).

Shield Focus: When using a shield and a long blade the student gains an additional +1 armor bonus that stacks with all of his other armor bonuses from shields and armor.

Sunder Mastery: When wielding a long blade, students may fight as though they had the Sunder feat; additionally when the student attacks an opponent's weapon their damage is doubled. (This may stack with other abilities that multiply damage; however, the mutiplier equals 1 + the number of stacked effects. For example, if the character has two effects that allow him to double the damage, his damage is tripled. If he has three effects, the damage is quadrupled, and so on). Should the attack result in a critical, this doubled damage is multiplied by the weapon's critical multiplier.

Mighty Swing: Years of swinging his heavy blade have made the student's blows capable of shattering shield and enemies easily. When attacking with a long blade, the critical multiplier is increased by 1 and the damage die (dice) is increased by 1 size (i.e., a student wielding a bastard sword would roll 1d12 for damage instead of 1d10).

Leegstra Berserker

Leegstra isn't as much a fighting style as a philosophy or an act of willpower. It is designed to be used with a heavy weapon, such as a broadsword or an axe, and shows very little regard for the student's own safety. A warrior using the Leegstra style has been compared to a glacier: slow-moving, uncaring of any assault on itself and, ultimately, unstoppable. It teaches the student to absorb blows that would kill a lesser man and to focus incredible strength into a single killing blow. There are many tales of warriors using the Leegstra style to cleave off an opponent's head with a flick of their wrist.

The major flaw is its slow deliberation. Most fencers continue to fight against students of Leegstra as they do against anyone else, first testing here and there with experimental lunges. They are usually tragically surprised when the Leegstra Master utterly ignores them, sending a fatal blow crashing down. The key is to be quick and final. The wise opponent stabs for the heart, or the head, and then gets out of the way in a hurry.

Requirements

To qualify as a student of Leegstra, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Feats: Endurance, Power Attack and Toughness
Con 13+.

Game Rule Information

Alignment: Any.
Hit Die: d12.

TABLE 3-68: THE LEEGSTRA BERSERKER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Focused Training
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Take the Pain
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Devastating Blow

Class Skills

The Leegstra student class skills (and the key ability for each skill) are Heal (Wis), Intimidate (Cha), Jump (Str), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Leegstra school.

Weapon and Armor Proficiency: A student of this school is proficient with a with all large martial weapons. This school does not encourage the use of armor or shields by its students.

Focused Training: Students of this school receive the feats: Cleave, Great Cleave and Toughness.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Take the Pain: At 3rd level, students have learned to ignore wounds that would kill lesser men. Once per day, when the student is suffering damage from a humanoid's attack, they may reduce the number of hit points suffered to 0.

Devastating Blow: At 5th level, students have learned to cause grievous wounds using their heavy weapons. When the student critically strikes an opponent, the critical hit multiplier is increased by 2. Thus a ×3 would become a ×5.

Siggursdottir Axeman

The Siggursdottir School is a lightning-quick paired axe style. Its students initially learn to throw an axe, then quickly draw a spare. When combat closes in, the student launches a deadly volley of attacks, screaming battle cries all the while. The main weakness of the style is its devotion to emotion and speed rather than reason and caution.

Requirements

To qualify as a student of the school, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Feats: Weapon Focus (throwing axe).
Skills: Wilderness Lore: 4 ranks, Dex 13+, Str 13+.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-69: The Siggursdottir Axeman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Off-Handed Throwing and Fighting
2	+2	+3	+0	+3	Bonus Feat, Exploit Weakness, Focuses Training
3	+3	+3	+1	+3	Double Chop
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Flurry of Blows

Class Skills

The Siggursdottir student class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Siggursdottir school.

Weapon and Armor Proficiency: A student of this school is proficient with all axe blades. This school does not encourage the use of armor or shields.

Focused Training: Students of this school receive the feat: Weapon Specialization (throwing axe).

Off-Handed Throwing and Fighting: At 1st level, the student learns to carry at least three axes. The first one will be thrown, and then the third drawn to allow him to wield an axe in each hand. When fighting with an axe blade in their off hand, he may fight as though he had the feats Off Handed Accuracy, Two Weapon Fighting, Ambidexterity and Quick Draw (when drawing an axe).

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Double Chop: At 3rd level, students learn to make a lethal double strike, in which both of their axes strike an opponent simultaneously. The student may take a –2 Penalty to make one attack roll. If that roll hits, he does damage as though each axe in each hand hit. The student loses any extra attacks for having a Weapon in his off hand when using this ability for the turn. If the student has multiple attacks (from having a Base Attack greater than 5), he may use this ability multiple times in a round, once for each attack.

Flurry of Blows: At 5th level, Siggursdottir practitioners have become savage warriors who launch brutal flurries of blows with their axes. Whenever the student successfully hits his target with a normal Melee Attack (hand axe) roll, his next attack (even an attack of opportunity during the round) against the same target is made with the same bonus.

Sympathetic Healer

Certain Vestenmannavnjar have the ability to heal other people by taking their wounds and illnesses into their own bodies. Sympathetic healers may also take illnesses or poisons from someone else's body and into their own. The healer merely touches his patient and one dose of poison or one illness transfers from the patient to the healer, who immediately suffers its effects. In times of desperation, a sympathetic healer may try to transfer injuries, poison, or disease to another person.

Requirements

To qualify as a sympathetic healer, a character must fulfill the following criteria:

Alignment: Any good.
Nationality: Vestenmannavnjar.
Skills: Heal 8 ranks.

Game Rule Information

Alignment: Any good.
Hit Die: d8.

Table 3-70: The Sympathetic Healer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Sympathetic Healing: 0, Take Disease
2	+1	+3	+0	+3	Sympathetic Healing: 1, Take Poison
3	+2	+3	+1	+3	Sympathetic Healing: 2, Transfer Disease
4	+3	+4	+1	+4	Sympathetic Healing: 3, Transfer Poison
5	+3	+4	+1	+4	Sympathetic Healing: 4, Transfer Injury

Class Skills

The sympathetic healer's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the sympathetic healer.

Weapon and Armor Proficiency: A sympathetic healer is proficient with all simple weapons. The sympathetic healer is not proficient in the use of armor or shields.

Sympathetic Healing (Su): At 1st level the healer may take on the injuries inflicted on another onto himself. To do this, as a standard action the healer touches another character who has suffered 1 or more hit points of damage and then rolls a die (1d4, 1d6, 1d8, 1d10, 1d12). The target heals that many hit points up to their maximum. Then the healer rolls the same die again, and suffers hit points. At 2nd level the healer may roll a die (1d4, 1d6, 1d8, 1d10, 1d12) to heal that many hit points in another but then may roll a die of one size less and suffer that many hit points. At 3rd level the healer may roll a die 2 sizes smaller, at 4th a die 3 sizes smaller, and finally at 5th level a die 4 sizes smaller. That means that a 5th level healer may roll 1d12 to heal a target, but then only suffers 1d4 hit points. A healer may only use this ability once per round. This is a supernatural ability.

Take Disease (Su): At 1st level, as a standard action the Healer may touch a target and make a Fort save (DC 15), if successful the healer transfers a disease within the target into himself. The Healer immediately begins suffering the effects of the disease as though he had just become infected with the disease. This may be attempted once per day. This is a supernatural ability.

Take Poison (Su): At 2nd level, as a standard action the healer may touch a target and make a Fort save (DC 15), if successful the healer transfers one dose of a poison within the target into themselves. The healer immediately begins suffering the effects of the poison as though they had just ingested/injected/contacted/inhaled the poison. This may be attempted once per day. This is a supernatural ability.

Transfer Disease (Su): At 3rd level, as a standard action the healer may touch a target and make a Fort save (DC 20), if successful the healer transfers a disease within the himself to the target. The target immediately begins suffering the effects of the disease as though he had just become infected with the disease. This may be attempted once per day. This is a supernatural ability.

Transfer Poison (Su): At 4th level, as a standard action the healer may touch a target and make a Fort save (DC 20), if successful the healer transfers one dose of a poison within himself to the target. The target immediately begins suffering the effects of the poison as though he had just ingested/injected/ contacted/inhaled it. This may be attempted once per day. This is a supernatural ability.

Transfer Injury (Su): At 5th level, as a standard action the healer may touch a target and make a Fort save (DC 20), if successful he rolls a die (1d4, 1d6, 1d8, 1d10, 1d12) and immediately heals that many hit points. Then the target suffers that many hit points. A healer may not heal and inflict hit points that he has not suffered (thus if a healer has taken only 3 hit points damage, he may not heal and inflict more than 3 hit points with a roll). This may be attempted once per day. This is a supernatural ability.

Urostifter Swordsman

Another ancient fighting style of the Vestenmannavnjar, Urostifter uses a pair of longswords to great effect. It is not as defensively oriented as the Kjemper style, preferring to confound an opponent by beating his blade and using dazzling feints to create openings for attacks. This is usually accompanied by a steady stream of banter, mocking the opponent. It lacks the style and flair of a Valroux Swordsman, who will belittle his opponent's skill with the blade or fashion sense, but makes up for it in sheer vitriol. Urostifter's students tend to say horrible things about their opponent's wife, mother, sister, size, weight, and intelligence. Some think that the Urostifter's weakness is that it becomes useless when the swordsman loses one of his blades, but this is not the case. If one of his swords breaks or is lost, he is quite capable of defending himself with the remaining weapon. The real weakness of this school is that it focuses too much on trickery and taunting, so if the enemy does not react to the goading, the Urostifter swordsman is thrown off his stride.

Requirements

To qualify as a student of Urostifter, a character must fulfill the following criteria:

Base Attack Bonus: +4.

Feats: Combat Reflexes, Skill Focus (tumble), Weapon Focus (long sword).

Skills: Intimidate 6 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-71: The Urostifter Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Double Long Blades
2	+2	+1	+1	+3	Time and Practice
3	+3	+1	+1	+3	Shatter Confidence and Body

Class Skills

The Urostifter student class skills (and the key ability for each skill) are Balance (Dex), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Urostifter school.

Weapon and Armor Proficiency: A student of this school is proficient with all long blades. This school does not encourage the use of armor or shields by its students.

Double Long Blades: Urostifter teaches its students to use two longswords at the same time. At 1st level. when fighting with a long blade in each hand, the student may fight as though he had the feats: Two Weapon Fighting and Ambidexterity. Additionally, he may fight with the long blade as if they were small weapons, instead of medium (and thus may ignore any penalties for using a medium-sized weapon in his off hand).

Time and Practice: At second level, the student may add his Base Attack bonus to any bluff skill uses that involve Feinting. Additionally as a move equivalent action before the student attacks, he may feint against an opponent. If successful the opponent is not flat-footed but rather the critical threat range of the student's weapon is increased by the student's Cha modifier.

Shatter Confidence and Body: The Master's ability to shatter an opponent's confidence is matched only by his ability to shatter an opponent's body. At third level, the student gains the feats Weapon Specialization (long sword) and Skill Focus (bluff).

Vestenmannavnjar Bearsarker

Vesten Bearsarkers have climbed to the top of the world, where they spoke with the North Wind and became fearless berserkers. Now, when they call upon their gift, it sends them into a bloody rage that no mortal man can stop.

Requirements

To qualify as a bearsarker, a character must fulfill the following criteria:

Alignment: Any non-lawful.
Base Attack Bonus: +3.
Feats: Power Attack.
Nationality: Vestenmannavnjar.

Game Rule Information

Alignment: Any non-lawful.
Hit Die: d12.

Table 3-72: The Vestenmannavnjar Bearsarker

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bearsarker Rage 1/ day
2	+2	+3	+0	+0	Unstoppable
3	+3	+3	+1	+1	Bearsarker Rage 2/ day
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Bearsarker Rage 3/ day, Future Growth

Class Skills

The Vesten bearsarker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Vestenmannavnjar bearsarker.

Weapon and Armor Proficiency: A bearsarker is proficient with all simple and martial weapons. He is not proficient in the use of armor or shields.

Bearsarker Rage: At 1st level the bearsarker learns to let his rage come forth and go berserk. He temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a –2 penalty to AC. The increase in Constitution increases his hit points by 2 points per level, but they go away at the end of the rage when the Constitution score drops back to normal. While raging, a bearsarker cannot use skills or abilities that require patience and concentration. (The only class skills he can't use while raging are Craft, Handle Animal, and Intuit Direction.) He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The bearsarker may prematurely end the rage voluntarily. At the end of the rage, the bearsarker is fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for the duration of that encounter (unless he is a 20th level barbarian as well, when this limitation no longer applies). The bearsarker can only fly into a rage once per encounter, and only a certain number of times per day (determined by level; see below). Entering a rage takes no time itself, but the bearsarker can only do it during his action. If the bearsarker is a 15th level barbarian as well, his rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The AC penalty remains at –2.)

The bearsarker may rage once per day starting at 1st level, at 3rd level, twice per day and at 5th level three times per day. If the bearsarkers is also a barbarian, he may not use both Rage abilities at the same time.

Unstoppable: At 2nd level, the bearsarker's inner drive keeps him going when others fall. He may continue to remain active after being reduced below 1 hit point. He does not die — ever — until he reaches a number of negative hit points equal to 10 + his Constitution score. The bearsarker does not suffer any of the effect of being dropped below 1 hit point (knocked out, crippled, incapacitated). If he reaches a number of negative hit points equal to 10 + his Constitution score, he falls dead on the spot. He need never roll to stabilize; he is always considered stabilized when at negative hit points.

Fearless: At 4th level the bearsarker gains a +8 competence bonus versus fear and all Intimidation checks against him automatically fail.

Future Growth: At future levels the bearsarker may — instead of taking a feat (granted every three levels, not a Bonus Feat) — gain the ability Bearsarker Rage an additional time a day. Furthermore, if his character level is 15 or more, instead of taking a feat (granted every three levels, not a Bonus Feat), he may gain the Greater Rage ability, as per the barbarian ability of the same name (*see the Player's Handbook™*).

Bonus Feats: At 4th level, a student of this school gets a bonus feat as a fighter of the same level.

Vesten Raider

Vesten Raiders are fierce warriors of the north, feared by all civilized seafarers. Possessing great inner rage and fury, Vesten learn to channel those emotions into weapons of destruction. They rely primarily on their lightning speed and massive strength to defeat their foes. They are devoted to nothing greater than themselves, and are as likely to attack one ship as another.

Individually, Raiders vary greatly, but they all wear furs and hides and wield large, devastating weapons. They all prefer to surprise their foes and quickly overwhelm them. Their chief weapons are fear, surprise, their great strength, and inner rage. They love gold, booty, strong drink, and good cheer. Despite their normally cheerful nature, they have an unquenchable thirst for combat, and are an unstoppable force in battle.

Requirements

To qualify as a Vesten Raider, a character must fulfill the following criteria:

Abilities: Str: 15+, Dex: 13+.
Alignment: Any non-lawful.
Base Attack Bonus: +5.
Feats: Endurance, Great Cleave, Run.
Skills: Climb 6 ranks, Intimidate 9 ranks, Jump 8 ranks, Swim 6 ranks.

Game Rule Information

Alignment: Any non-lawful.
Hit Dice: d12.

Table 3-73: The Vesten Raider

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	War Cry, Fast Movement, Fury Unleashed
2	+2	+3	+3	+0	Berserker Rage 1/day
3	+3	+3	+3	+1	Lightning Assault 1/day
4	+4	+4	+4	+1	Battle Prowess
5	+5	+4	+4	+1	Berserker Rage 2/day, Fast Movement
6	+6	+5	+5	+2	Lightning Assault 2/day
7	+7	+5	+5	+2	Primal Rage
8	+8	+6	+6	+2	Berserker Rage 3/day, Damage Reduction
9	+9	+6	+6	+3	Lightning Assault 3/day
10	+10	+7	+7	+3	An Eye for an Eye, Fast Movement

Class Skills

The Vesten Raider's class skills (and the key ability for each skill) are Climb (Str), Balance (Dex), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Swim (Str), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the Vesten Raider.

Weapon and Armor Proficiency: Vesten Raiders are proficient will all simple and martial weapons, light armor, and shields. Note that armor check penalties for armor heavier than leather apply for the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

War Cry: Starting at 1st level, the Raider channels his inner fury to unleash a barbaric yawp that terrifies his enemies and inspires fellow Raiders. A longship full of Raiders, all unleashing their War Cries at the same time is a truly terrifying to behold. All enemies within 30 ft. of the Vesten suffer a –2 morale penalty to saving throws, attack rolls, and damage rolls for the duration of the battle. Other Vesten gain a +2 morale bonus to saving throws, and attack rolls for the duration of the battle. Shouting a war cry is a move equivalent action. This ability may be used 1 + Cha modifier times per day.

Fast Movement: Vesten Raiders move very quickly, for speed is the cornerstone of their attacks. When wearing light and not carrying a heavy load, their base speed is increased by +5 at 1st level, +10 at 5th level, and +15 at 10th level.

Fury Unleashed: Starting at 1st level, Vesten Raiders learn to channel their inner fury, temporarily boosting their strength and constitution. Twice per day, the Vesten adds his Raider class level to his Strength or Constitution as an inherent bonus. These temporary points last one minute.

Berserker Rage: Starting at 2nd level, a Vesten Raider can will himself into a berserk rage, in which he becomes a virtual whirlwind of destruction. While berserk, a Vesten can think of nothing other than battle and defeating his enemies. The berserk Raider receives a –2 circumstance penalty to his AC, a +4 circumstance bonus to attack and damage rolls, and a +2 circumstance bonus to all saving throws. Berserk Rage lasts 1 + Constitution modifier rounds. At 8th level, these bonuses increase to +6 to attack and damage, and +3 to all saving throws.

Lightning Assault: A Vesten Raider specializes in hitting his opponents hard and fast. For one round, he triples his base movement an gains an additional melee attack at his highest attack bonus. On the following round, he retains the additional melee attack. At the end of the lightning assault, he suffers a –3 morale penalty to all attack rolls and saving throws for 5 rounds. This ability may only be used in the first round of a battle.

Battle Prowess: At 4th level, Raiders are masters of martial combat. This gives them the Weapon Specialization and Improved Critical feats with any one weapon that they are proficient with.

Primal Rage: At 7th level, the Raider has furthered mastered his inner fury. Once per day, he can take a negative modifier to his Wisdom, Intelligence, or both. For every point sacrificed, he applies a +1 inherent modifier to his Strength. This bonus lasts 1 round per Raider class level. Neither Wisdom nor Intelligence may be lowered below 2. The penalties to Wisdom and/or Intelligence are inherent penalties.

Damage Reduction: At 8th level, while in berserk fury, the Raider has the ability to withstand more damage than most. The Raider gains damage reduction 5/+2.

An Eye for an Eye: At 10th level, when the Raider takes damage he can make an attack of opportunity against the opponent who wounded him. This attack is at the Raider's highest attack modifier.

Vodacce Prestige Classes

If there is a historical equivalent of Vodacce it would be Italy. DMs running campaigns in worlds other than Théah should feel free to use the schools and classes of Vodacce as their version of Italy.

Ambrogia Swordsman

Ambrogia is remarkable for two reasons. The first is that it teaches its students to fight with their sword in their left hand and their main gauche in their right. The second is that its creator, Veronica Ambrogia, also happens to be one of Vodacce's most famous courtesans. While Ambrogia does focus on the left hand (a factor that many swordsmen find difficult to deal with), it emphasizes practicality over style. The students learn to use whatever they find in their hands to win the duel.

The main weakness of Ambrogia is that it relies too heavily on forcing the opponent to react to the student's moves and tricks. If the opponent ignores them, the student is in serious trouble.

Requirements

To qualify as a student of Ambrogia, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Feats: Combat Reflexes, Weapon Focus (rapier).
Skills: Bluff 4 ranks, Sense Motive 4 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-74: The Ambrogia Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Bonus Feat, Focused Training, Off-Handed Fighting
2	+2	+0	+3	+0	Bonus Feat
3	+3	+1	+3	+1	Ride the Blade
4	+4	+1	+4	+1	Bonus Feat
5	+5	+1	+4	+1	Pull Them In

Class Skills

The Ambrogia student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of a student of the Ambrogia School.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades and all non-exotic small blades. This school does not encourage the use of armor or shields.

Focused Training: Students of this school receive the feats: Weapon Focus (main gauche) and Left Handed.

Off-Handed Fighting: When wearing light or no armor and armed with a small blade in their off-hand, a student of this school can fight with two weapons as if they had the feats Ambidexterity and Two-Weapon Fighting.

Bonus Feats: At 1st level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 2nd and 4th level.

Ride the Blade: At 3rd level, when the student inflicts damage to an opponent, he may suffer 1d6 hit points to deal an additional 1d6 + Str modifier hit points to the opponent. The student may only use this ability when fighting a humanoid.

Pull Them In: At 5th level, if the student's opponent attacks with his highest Base Attack and fails to hit the student, he is considered flat footed for the student's next attack. If the student does not attack the opponent on the next attack, this effect provides no benefit. The student may only use this ability when fighting a humanoid.

Bernoulli Swordsman

The Bernoulli import more than just artifacts from the Crescent Empire; they bring knowledge as well. The Bernoulli school developed out of the Crescents' use of the scimitar, incorporating a western cavalry saber into its stylistic flourishes. Bernoulli swordsmen learn to present their side to an opponent (much like the Aldana style of Castille), thus limiting their vulnerable spots. The blade's sweeping movements keep opponents at a distance until they weaken or show an opening, which a Bernoulli master can exploit.

The school suffers from an overly defensive approach, and the nature of the saber prevents any quick strategic adjustments. On the other hand, it also makes it very difficult to be hit, and Bernoulli swordsmen can keep their foes at bay for a long time without tiring.

Requirements

To qualify as a student of the school, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Feats: Weapon Focus (scimitar).
Skills: Sense Motive 4 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d8.

Table 3-75: The Bernoulli Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Sweeping Defense, Focused Training
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Fleché
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Press the Attack

Class Skills

The Bernoulli student class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Decipher Script (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), and Swim (Str). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of a student of the Bernoulli School.

Weapon and Armor Proficiency: A student of this school is proficient with all long blades. This school does not encourage the use of armor or shields.

Focused Training: Students of this school receive the feat Weapon Specialization (scimitar).

Sweeping Defense: Starting at 1st level, Bernoulli students first learn to use their saber (scimitar) as a defensive weapon, deflecting multiple blows with its broad sweeps. During the student's action, when fighting with a long blade, he may designate a humanoid opponent and receive a +2 armor bonus to Armor Class that stacks with bonuses from shields and armor. The student can select a new opponent at the start of any turn as a free action.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Fleché: At 3rd level, students have learned a saber maneuver known as a Fleché. The student points the tip of his blade at his opponent's head, then runs, leaps, or springs towards him. While armed with a long blade the student may fight as though he had the feats Power Attack and Improved Bull Rush.

Press the Attack: At 5th level, Bernoulli students have reached a stage where they can press an attack from a defensive position — even if they're retreating or pulling back. When the student fails an attack roll, he may forfeit one of his attacks of opportunity for the round in order to reroll the attack roll. However, if the attack fails again, the student's AC is reduced by 4 until his next turn. The student may only use this ability if they have any remaining attacks of opportunity for the round, and may not reroll and attack more than once.

Cappuntina Knife Fighter

Though not recognized by the Swordsman's Guild — indeed, in many circles it isn't considered a school at all — the women of Vodacce have found Cappuntina an invaluable tool. It is mainly a form of self-defense; the name derives from the phrase "hat pin," and the school developed out of a woman's need to protect herself when her husband wasn't around. Today it employs throwing knives, that a woman can easily conceal up her sleeve or pinned into her hair.

The main strength of Cappuntina is its surprising swiftness. Students learn to disable their opponents by pinning their hands or sleeves, cutting tendons to slow pursuit and striking when their defenses are down. Cappuntinapractitioners learn to strike swiftly, then flee before their opponents have a chance to recover.

The weakness of Cappuntina is that it lacks the stamina of other swordsmen schools. If a student can't disable her opponent quickly, she can do very little to stop him. Masters of Cappuntina can hamstring attackers before they know they're under attack, then escape without ever having to face a drawn blade.

Requirements

To qualify as a student of the school, a character must fulfill the following criteria:

Feats: Weapon Focus (dagger).

Skills: Bluff 4 ranks, Escape Artist 8 ranks, Sense Motive 6 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-76: The Cappuntina Knife Fighter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Quick Draw, Off-Handed Fighting
2	+2	+0	+3	+0	Pinning Attack
3	+3	+1	+3	+1	Hand Full of Daggers
4	+4	+1	+4	+1	Bonus Feat
5	+5	+1	+4	+1	Hand Full of Daggers

Class Skills

The Cappuntina student class skills (and the key ability for each skill) are Escape Artist (Dex), Heal (Wis), Hide (Dex), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Cappuntina school.

Weapon and Armor Proficiency: A student of this school is proficient with all small blades. This school does not encourage the use of shields or armor.

Focused Training: Students of this school receive the feat: Weapon Specialization (dagger).

Off-Handed Fighting: When wearing light or no armor and armed with a dagger in their off-hand, a student of this school can fight with two weapons as if she had the feats: Ambidexterity, and Off Handed Accuracy.

Quick Draw: At 1st level students may draw their daggers as if they had the feat: Quick Draw.

Pinning Attack: At 2nd level, students of Cappuntina learn to produce their weapons quickly and hurl them on the fly. Instead of throwing a dagger as an attack, the student may attempt to Pin an opponent with a single thrown dagger. She must take a -4 to their attack roll and may not perform multiple attacks. If she succeeds in the roll, the target's arm is pinned and he drops anything in that hand that he was holding. The target must spend a move equivalent action to free himself. The student may only use this ability if there is a surface directly behind the target that her dagger can penetrate and the target is wearing soft clothing that the dagger could pierce (a dagger cannot pierce a suit of armor.)

Hand Full of Daggers: Cappuntina students know how to strike with more than weapon at a time. When they attack, they may throw two daggers at once, with one hand and one attack roll. The daggers deal damage individually (typically 1d4 each). There is no penalty for taking this action. At 5th level, students can disable more than one attacker; some can take down entire brute squads in a single flight of knives. The student may now throw 3 daggers with one hand and one attack. In addition each may be aimed at a separate target, though the student must make a separate attack roll for each target she aims at. In addition, when the student throws only one dagger with one hand, she gains a +2 Competence bonus to her base attack. If the student throws only two daggers with one hand, she gains only a +1 Competence bonus to her base attack.

Bonus Feats: At 4th level, a student of this school gets a bonus feat as a fighter of the same level.

Lord's Hand

Some men in Vodacce serve as the instrument of their Prince's will, conducting various actions in his name. They receive a personal reprieve for all criminal actions in Vodacce, provided they act solely in the name of their Prince. Lord's Hands have certain responsibilities; in exchange, they may act without fear of legal reprisal (though personal reprisals are another matter entirely). Any trouble someone has with the Hand's actions must be taken up with their Prince. Lord's Hands have their equipment, room, and board paid for by their Prince.

In typical Vodacce fashion much of what the Hands are asked to do is of a fairly dubious nature, and may include corruption, spying, torture, assassination, etc. While theoretically any lawful alignment is permitted for members, lawful good Hands may have a difficult time fulfilling some of their missions in a way which does not conflict with their personal philosophy.

Requirements

To qualify as a Lord's Hand, a character must fulfill the following criteria:

Alignment: Any lawful.

Base Attack Bonus: +5.

Skills: Move Silently 6 ranks, Gather Information 4 ranks, Intimidate 4 ranks.

Nationality: Vodacce.

Special: In addition, the character must have done something to garner his Prince's attention and prove his loyalty to the Prince.

Game Rule Information

Alignment: Any lawful.

Hit Die: d6.

TABLE 3-77: THE LORD'S HAND

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	+1 Torture, Poison Use
2	+1	+0	+3	+0	+2 Torture, Crossbow Range Increment Doubles
3	+2	+1	+3	+1	+3 Torture
4	+3	+1	+4	+1	+4 Torture
5	+3	+1	+4	+1	+5 Torture
6	+4	+2	+5	+2	+6 Torture
7	+5	+2	+5	+2	+7 Torture, Crossbow Range Increment Doubles
8	+6	+2	+6	+2	+8 Torture
9	+6	+3	+6	+3	+9 Torture
10	+7	+3	+7	+3	+10 Torture

TABLE 3-78: POTIONS KNOWN BY LEVEL

Level	0	1	2	3	4	5
1	1	–	–	–	–	–
2	1	1	–	–	–	–
3	1	2	1	–	–	–
4	1	2	2	–	–	–
5	1	2	2	–	–	–
6	1	2	2	1	–	–
7	1	2	2	2	1	–
8	1	2	2	3	2	–
9	1	2	2	4	3	1
10	1	2	2	4	4	2

Class Skills

The Lord's Hand's class skills (and the key ability for each skill) are Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int Modifier.

Class Features

All of the following are class features of the Lord's Hand prestige class:

Weapon and Armor Proficiency: A Lord's Hand is proficient with all of the weapons suitable for stealth and sneak attacks. He is proficient with the crossbow (hand, light or heavy), the dagger (any type), the main gauche, the three-prong main gauche and the rapier. He is also proficient with light and medium armor but not shields (preferring the main gauche for parrying.) Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Torture: Lord's Hands are experienced in the fine art of torture; if their victim is immobilized and they have at least an hour to work on him/her, they gain a +1/level bonus to their Intimidate check, and another +1 for every eight hours of additional time spent on the procedure.

Poison Use: Lord's Hands are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Brew Potions: Lord's Hands can learn the Brew Potions feat (*see the Player's Handbook™*), but it allows the brewing of potions which recreate the effects of some spells up to 5th level (*see below*). In those instances where the material components for a spell are clearly unavailable on Théah, the DM may substitute something equally exotic. The potions are usually tasteless, since they are designed to be slipped into the victim's drink. Note that these potions are not magical in nature, nor are their effects. They only mimic the effects of the following spells:

0 level – *daze*

1st level – *charm person* (note that this causes the drinker of the potion to be charmed by the first person she sees after she drinks the potion), *grease* (this potion must be spread over the area the user wishes to have greased).

2nd level – *delay poison, Tasha's hideous laughter.*

3rd level – *haste, hold person, slow, suggestion* (note that this causes the drinker to accept a suggestion from the first person to speak to him after he drinks the potion)

4th level – *confusion, contagion, emotion, neutralize poison.*

5th level – *dominate person* (note that this causes the drinker to be dominated by the first person who speaks to her after she drinks the potion), *feeblemind.*

Sniping: Hands students are trained to use the crossbow as a long-range sniping weapon. At level 2, if a Hand is:

- using either a light or heavy crossbow,
- able to brace it against a steady support, or
- able to take time to line up the shot

he doubles the range increment for the weapon (i.e., 160 ft. for the light crossbow, 240 ft. for the heavy crossbow!). Note that bonuses to the range increment do not double (i.e., if the student has two abilities that double the range increment, the student would multiply the range increment by 3, rather than 4. Additionally if the student had an ability that increased the range increment by +10, that +10 would not be doubled.)

At 7th level the Lord's Hand triples his range increment.

Note that the total range for the weapon (10 × the range increment) does not increase.

Lucani Swordsman

The Lucani based their private style around the long sword introduced to their land by Kosar mercenaries from Ussura. Eventually, this school became open not only to members of the family but also to their servants and soldiers as well. The family allowed anyone who could pay a modest fee to receive instruction in the style, and have maintained it even in the face of their Prince's recent demise. This style, which is not especially fashionable in Vodacce, uses a long sword in one hand and holds the other in a closed fist, and attacks with either one. It is very aggressive and energetic, and does not avoid bodily contact with the opponent. While this can be a great strength, the eagerness with which Lucani fighters close with their foes can also be their undoing.

Requirements

To qualify as a student of Lucani, a character must fulfill the following criteria:

Skills: Bluff 4 ranks, Tumble 6 ranks.

Feats: Weapon Focus (long sword), Improved Unarmed Attack.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Table 3-79: The Lucani Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Focused Training, Light on Their Feet
2	+2	+1	+3	+1	Torquing Attack
3	+3	+1	+3	+1	Double Attack

Class Skills

The Lucani student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Heal (Wis), Jump (Str), Listen (Wis), Sense Motive (Wis), Swim (Str), and Tumble (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are the class features of the Lucani Swordsman School.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic long blades. This school does not encourage the use of armor or shields.

Focused Training: At 1st level, students of this school receive the feat: Dodge

Off-Handed Fighting: At 1st level, when wearing light or no armor and armed with nothing but their bare fist in their off-hand, students of this school can fight with two weapons as if they had the feats: Ambidexterity and Two-Weapon Fighting.

Light on Their Feet: Lucani teaches its students to attack with their swords and defend with their feet. When using the dodge feat the student may nominate two opponent's versus whom he gains the AC bonus from the dodge feat.

Torquing Attack: At 2nd level, the student's body is almost as dangerous a weapon as his long sword. When making an unarmed attack he may deal normal instead of subdual damage.

Double Attack: At 3rd level, the student has learned to make an attack with his fist and another with his long sword in rapid succession. The student, after acquiring at least nine character levels, may fight as though he had the Improved Two-Weapon Fighting feat. Additionally he may take a –3 penalty to his attack roll with either hand. If that attack hits, the next attack with the other hand receives a +3 bonus to its damage. Example: A student take a –3 penalty to his attack with his right hand (which is armed), and succeeds with the attack. The next attack the student makes with his bare hand, which also hits, inflicts +3 damage.

Villanova Swordsman

The sinister Villanova family has long used political machinations to enforce their will, but they are also deadly swordsmen. The Villanova school developed as a way to quickly return blows, as well as incorporating all number of dirty tricks into its fighting style. Students learn at a secluded academy hidden deep within the swamps of Villanova territory. It is whispered that all graduates must swear fealty to the Villanova family, although enough practitioners can be found elsewhere to discount such rumors.

The greatest strength of the Villanova school is its ability to turn opponents' attacks back on themselves. It also makes extensive use of feints and other deceptive moves, allowing a swordsman to conceal his true intent from his foe.

Unfortunately, the Villanova school also encourages overconfidence in its practitioners, who often believe that opponents cannot see their true intentions. More than a few Villanova students have underestimated their foes, dismissing their abilities only to be gutted by an unexpected move.

Requirements

To qualify as a student of school, a character must fulfill the following criteria:

Ability: Dex 13+.

Base Attack: +4.

Feats: Combat Reflexes, Weapon Focus (rapier).

Skills: Bluff 4 ranks, Sense Motive 4 ranks.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-80: The Villanova Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Stop-Thrust, Focused Training
2	+2	+0	+3	+0	Bonus Feat
3	+3	+1	+3	+1	Feinting
4	+4	+1	+4	+1	Unexpected Strike
5	+5	+1	+4	+1	Invite the Attack

Class Skills

The Villanova student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Forgery (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Villanova school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades and non-exotic small blades. This school does not encourage the use of armor or shields.

Stop-Thrust: At 1st level, students of this school may perform a stop-thrust instead of attacking. A stop-thrust is a combination of parry and counterattack that uses the opponent's blade as a guide for the swordsman's own. The student

may forfeit all of their attacks and designate an opponent. Until their next action, when that opponent attacks, the student may attack — as an attack of opportunity — immediately beforehand. This attack suffers a –2 penalty to hit. If the student hits, the opponent's first attack is negated and automatically misses (although other attacks may still be made). The student may stop one of his attacks for every one of his attacks of opportunity.

Off-Handed Fighting: Starting at 1st level, when wearing light or no armor and wielding a small blade in their off-hand, a student of this school can fight as if he had the feats Ambidexterity and Two-Weapon Fighting.

Focused Training: Students of this school receive the feat Weapon Focus (dagger).

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level.

Feinting: At 3rd level, Villanova students are skilled enough to conceal their movements behind a series of feints. They receive a +4 competence bonus to their Bluff skill when using the skill to feint. They also receive a +4 competence bonus to their Sense Motive skill checks versus a Bluff.

Unexpected Strike: Starting at 4th level when the student attacks an opponent who is denied his Dex bonus as a result of the student's feint, the student deals an additional +2d6 hit points with a successful attack. This extra damage may stack with an ambush attack or a sneak attack ability. (*See the Player's Handbook™ for more information on feinting.*)

Invite the Attack: At 5th level, the student learns to trap opponents by "inviting" them to attack. At the start of any Phase, the student may voluntarily lower his AC in increments of 3, to a minimum of 5. If he is attacked and performs a stop-thrust while his AC is lowered, then the student receives an additional +1 bonus to his Base Attack and damage for his stop-thrust attempt for every 3 points by which he lowered his AC to be hit. The bonus and penalty last until the student's next turn.

Secret Society Prestige Classes

Théah contains a number of secret societies, many of which have developed their own fighting styles. While they are specific to Théah, they can easily be adjusted to fit any swashbukling campaign.

Die Kreuzritter: Mortis Assassin

After it split from the Boucher school years ago, the Mortis school became much more focused on its possible uses as a tool of assassination. Students of Mortis wield a thin knife known as a stiletto in each hand, and use the two together in a series of attacks designed to mortally wound the opponent as quickly as possible. Like the Rilasciare's Vipera ex Morsi school (which also uses a stiletto), the intent is to ensure the target's death. Fancy skills and flashing blades come second to practical reality.

Mortis is different from Boucher in several ways. Its students are more likely to suddenly hurl a knife at an opponent or to use poison on their blades. Even among criminals there is some slight honor — not so among assassins. Students of Mortis also use intimidation and surprise tactics to kill their opponents with little risk to themselves.

Of course, Mortis still suffers from the same problems as Boucher. The knives have a short reach, though this can be solved by throwing them. Worse, students of Mortis get too used to their targets being paralyzed with fear, and a fearless swordsman can catch them off guard.

Requirements

To qualify as a student of the Mortis school, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Membership: Die Kreuzritter.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Table 3-81: The Mortis Assassin

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Off Handed Fighting, Ambush Attack +1, Aim for the Vitals
2	+2	+0	+0	+3	Ambush Attack +2, Bonus Feat
3	+3	+1	+1	+3	Ambush Attack +3, Fast Blade – Slow Opponent
4	+4	+1	+1	+4	Ambush Attack +4, Bonus Feat, Aim for the Vitals
5	+5	+1	+1	+4	Ambush Attack +5, Litany of Death

Class Skills

The Mortis student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Mortis school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic small blades. This school does not encourage the use of armor or shields.

Focused Training: Students of this school receive the feats: Weapon Focus (stiletto) and Weapon Specialization (stiletto).

Off-Handed Fighting: At 1st level, students of the Mortis style of fighting are trained to wield a stiletto in each hand. While fighting with a small blade in their off-hand, they may fight as though they have the feats: Two Weapon Fighting and Ambidexterity.

Ambush Attack: Any time the student is equipped with a small blade, and his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the student flanks the target, the student's critical threat range of their small blade is increased by their level in this school (thus a 5th level master would increase the 19–20 critical strike range to 14–20). The critical multiplier of the student's weapon is increased by his level in this school as well. This may stack with a sneak attack ability and another ambush attack ability from another school.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Fast Blade — Slow Opponent: At 3rd level, Mortis teaches its students to take advantage of a surprised opponent. When using a small blade in the primary hand, they may take –2 to their Attack Bonus to perform an additional attack with the weapon in their primary hand. They gain 2 additional attacks with their small blade if the opponent is caught flat-footed. The student use this ability once per round

Aim for the Vitals: The student's critical multiplier is increased by one when wielding a small blade (a ×2 would become a ×3). At 4th level The student's critical multiplier is increased by two when wielding a small blade (a ×2 would become a ×4). This stacks with other effects that increase the student's critical multiplier.

Litany of Death (Ex): At 5th level, the student has mastered the Mortis style and learned to perform the Litany of Death. He administers Last Rites to his opponent during the duel in such a way as to completely unnerve him. At the beginning of the student's action the student may nominate an opponent within 5 ft. He is then considered to have a Fear Aura versus the target opponent (10 ft.). The DC is 10 + 2 for each round he continues to recite the last rites to that opponent. This will not effect those immune to Fear effects and will only affect humanoids. The DC may not exceed 10 + two times the student's Cha modifier. This is an extraordinary ability.

Die Kreuzritter: Nacht Sorcerer

Nacht Sorcery is a unique form of magic, used by die Kreuzritter to fulfill their secretive duties. Because it is linked to certain specific magic items (not inherited through a bloodline, like most Théan magic), it essentially acts as a prestige class. In Théah, only die Kreuzritter members may possess it, and then only after donning the Black Ring found in the Crucible of Night (*see Chapter 6*). Using Nacht sorcery in other campaigns is subject to the DM's discretion.

The Knight gains the ability to step through shadows into another place. This ability is somewhat similar to other forms of sorcery, but has several key differences. The Knight does not have to tear open a portal — he merely steps into a shadow and wills himself to enter it. For a moment, it is as if the Knight were turning into a shadow himself, and then he vanishes without a trace. He is sworn to kill any non-Knight who witnesses this sorcery, upon threat of execution, although some Knights have received exemptions to this rule in regard to certain trusted comrades.

The Dark Paths

The Dark Paths are the spaces between shadows. Using Nacht sorcery, die Kreuzritter can roam the Paths, but this is not without its dangers. The Dark Paths are in a perpetual state of twilight. The "sky" is a translucent white, but does not give off much light. Over time, the Knights have come to feel that this sky is actually a barrier keeping something out of Théah. Once in awhile, grotesque, enormous shapes press up against it.

As for the ground, it is pitch-black and featureless, and gives slightly when stepped on. The hills and valleys of the real world are duplicated here, but buildings and other artificial structures do not appear. Only the shadows of such structures show up in the Dark Paths, sometimes hanging in mid-air. The same is true for living creatures and plants, except that their shadows typically move to match their "real world" counterparts. Bodies of water do not exist in the Dark Paths, so entering the Paths while swimming could be very dangerous. After all, suddenly finding yourself several hundred feet above the ground can be hazardous to your health.

Time passes at the same rate within the Paths, and many physical laws appear to work as normal. However, there are exceptions. First, and perhaps most importantly, fire won't burn there. Flint and steel are useless and open flames simply snuff out when introduced to the realm. This also means that firearms are useless on the Paths, since gunpowder must ignite to fire the bullets.

Secondly, as stated above, bodies of water do not exist on the Dark Paths. A character supported by water will fall immediately upon entering the Paths (but if the character is on a boat supported by water, the boat will remain where it is, supported by nothing). Third, the ground in the Dark Paths is some sort of indestructible black material. No efforts to dig into it in any manner have been successful. Lastly, sounds are greatly muffled on the Paths, sounding much farther away than they really are. This gives a penalty of –4 to any listen checks.

While the Paths are mostly uninhabited, several dangers threaten those who walk them. The first and most dangerous is shadowburn. Mortal beings in the Dark Paths are constantly assailed by an icy chill that seems to sap their strength. This works identically to the Drowning rules (*see the* Dungeon Master's *Guide*™), except that the only way to stop this damage is to leave the Dark Paths. There is no known way to prevent shadowburn except the Cloaks of Shadows, which die Kreuzritter fiercely protects.

The second danger of the Dark Paths are the Nights. These emaciated warriors claim to be Black Crosses who have died in the Dark Paths. Whether they are actually who they claim to be or not, these creatures seem to know many of the Knights' greatest weaknesses. Twenty are known to have existed at one point, although three of them have been destroyed by Black Crosses.

The last danger of the Dark Paths are the monstrous creatures that slither their way through tears in the Barrier. Nightmares of every variety have been found on the Paths, and a Knight never knows what he will encounter there.

Of course, shadow magic isn't good for everything. It won't allow a character to slip out of bonds, for instance, nor can it be used in complete darkness. Without light, there can be no shadows. This means, by extension, that a character cannot use it to escape a sealed, darkened cell, unless at least a little light penetrates it. In addition, objects thrown by the Character cannot pass through the shadows. He must be holding an object to take it from the real world to the Dark Paths and vice versa.

Finally, there is a pulling sensation when stepping through a shadow that does not allow a Character to step part way through and then out again. He must finish the transition completely before he can reverse the process: if he spends a standard action to cross the barrier, he must then spend another standard action to cross back.

Requirements

To qualify as a Nacht sorcerer, a character must fulfill the following criteria:

Base Attack: +2.

Membership: Die Kreuzritter.

Special: The user must don the Black Ring *(see Chapter 6)* in order to possess Nacht Sorcery.

Game Rule Information

Alignment: any.

Hit Die: d10.

Table 3-82: The Nacht Sorcerer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	The Dark Paths, Sneak Attack +1d6
2	+1	+3	+0	+3	Attacking Through the Shadows
3	+2	+3	+1	+3	Sneak Attack +2d6
4	+3	+4	+1	+4	Extended Resistance
5	+3	+4	+1	+4	Sneak Attack +3d6

Class Skills

The Nacht sorcerer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Nacht sorcerer.

Weapon and Armor Proficiency: A Nacht sorcerer's weapon training focuses on weapons suitable for stealth and sneak attacks. Thus the Nacht sorcerer is proficient with the crossbow (hand or light), sap, all non-exotic small blades, and all non exotic fencing blades. The Nacht sorcerer is not proficient in the use of armor or shields.

The Dark Paths (Su): A Knight who possesses Nacht sorcery may enter the Dark Paths as a move equivalent action as long as he's touching, or partially in a shadow, including his own. Unless in total darkness or an area with lighting designed to eliminate all shadows, this is usually a simple requirement to fulfill. Characters wearing a Cloak of Shadows may also enter the Dark Paths as a move equivalent action to raise the hood on the Cloak; they don't have to be touching a shadow to do so. When entering the Dark Paths by

either method, a character can bring along only 20 lbs. of equipment, and he can never bring another living creature across. (Once in the Dark Paths, however, the Cloaks may transport anyone touching them; their power is stronger here). There are no known natural entries to the Dark Paths.

The Paths are a shadow of Théah, so one mile walked in the Dark Paths is one mile walked on Théah. Of course, since no way has been found to bring riding mounts to the Dark Paths, travel tends to be much slower. The only exception to this is using the magical properties of one of the Cloaks of Shadows, in which case travel is instantaneous. The only drawback is that the Cloak must be returned to the Crucible of Night within 24 hours or it dissolves to nothing, dumping the wearer back into the real world.

A Knight may leave the Paths by touching or entering one of the shadows as a move equivalent action. He then reappears in the real world as close as possible to the shadow without appearing inside a solid object. The single exception to this is water. A Knight may reappear underwater, and then immediately begins suffering the effects of the Drowning rules (*see the* DUNGEON MASTER'S *Guide*™). Characters wearing a Cloak of Shadows may leave the Dark Paths as a move equivalent action to lower the hood on the Cloak; they don't have to be in or touching a shadow to do so. Entering and Leaving the Dark Paths is a supernatural ability.

Sneak Attack: Any time the Nacht sorcerer's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Nacht sorcerer flanks the target, the spy's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the Nacht sorcerer score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The Nacht sorcerer cannot strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the Nacht sorcerer can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty.

The Nacht sorcerer can only sneak attack a living creature with a discernible anatomy. Any creature immune to critical hits is also not vulnerable to sneak attacks. The saboteur must be able to see the target well enough to pick out a vital spot and must be able to reach it with his weapon. The Nacht sorcerer cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Attacking Through the Shadows: Characters using Nacht sorcery are capable of devastating surprise attacks on their foes. When a Knight sneak attacks from a shadow at his enemy, his opponent suffers a –4 penalty to his checks to detect the sneak attack (such as Spot, Listen, and Wis checks).

Extended Resistance: The DC for the student to continue to hold his breath increases by 1 every other round, instead of every round, after he exceeds a number of rounds equal to twice his Constitution score (*see the* DUNGEON MASTER'S *Guide*™).

The Explorer's Society: Shield Man

Less of a school and more of a philosophy, the shield man school teaches its students the arts of improvisation and quick thinking. No ruin is the same as the last, and shield men must use anything at their disposal — salt, sugar, sulfur and even spring water — to dispatch the threat.

Requirements

To qualify as a student of the Shield Man school, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Membership: Explorer's Society.

Game Rule Information

Alignment: Any.

Hit Die: d10.

TABLE 3-83: THE SHIELD MAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Improvised Weapons, Focused Training, Off-Handed Fighting
2	+2	+3	+3	+0	Bonus Feat, Exploit Weakness
3	+3	+3	+3	+1	The Fundamental Goal, Out of the Way
4	+4	+4	+4	+1	Bonus Feat
5	+5	+4	+4	+1	Developed Reflexes

Class Skills

The Shield Man student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disable Devise (Int), Escape Artist (Dex), Heal (Wis), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Shield Man school.

Weapon and Armor Proficiency: A shield man is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that wearing armor heavier than leather imposes a penalty to the skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Focused Training: Students of this school receive the feats: Improvised Weapon, Weapon Focus (improvised weapon) and Weapon Specialization (improvised weapon).

Off Handed Fighting: At 1st level, when fighting with a small improvised weapon in their off-hand, they can fight with two weapons as if they had the feats Ambidexterity and Two-Weapon Fighting.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

The Fundamental Goal: Protecting the lives of others is the fundamental goal of all Shield Men. At 3rd level, when the student fights defensively, he may apply the +2 AC dodge bonus to one adjacent friendly character as well as himself. If this character declares a total defense, then the adjacent character may be granted a +4 AC dodge bonus.

Out of the Way: At 3rd level when the student makes a successful Ref save to avoid a trap, he may push one friendly character 5 ft. in any direction to avoid the trap as well.

Developed Reflexes: At 5th level, Shield Men develop lightning fast reflexes. When the student fights defensively, he may reduce the base attack penalty by 2 (i.e., the –4 penalty becomes a –2 penalty, instead). In addition when declaring a total defense, the Shield Man may attack with a –4 penalty, once during his turn.

The Invisible College: Bonita Swordsman

The Bonita style teaches its students to hold their ground against multiple opponents, waiting for a chance to escape. It was created to allow a student to keep the attacking Inquisitors at bay while his assistants gather up his journals, allowing his work to escape with him. It is almost totally defensive, relying on repetitiously practiced parries for defense and a swift pair of feet for escaping. Students of this style know when to hold ground, and when to run. They keep a careful eye on the terrain, and try to fight on constricted ground whenever possible so as to bottleneck their opponents. The school exists to buy time for one's colleagues while minimizing the risk to one's self.

The weakness of this school is its relative lack of offense, and the constant movement of the parrying rapier. A person who knows its weakness can detect the rhythm of the parries and find ways to exploit it without fearing a counterattack.

Requirements

To qualify as a student of the Bonita school, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Membership: Invisible College.

Game Rule Information

Alignment: Any.

Hit Die: d10.

TABLE 3-84: THE BONITA SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Bonus Feat
2	+2	+0	+0	+3	Focused Defense
3	+3	+1	+1	+3	Fast Footed
4	+4	+1	+1	+4	Bonus Feat
5	+5	+1	+1	+4	Uncanny Senses, Bonus Feat

Class Skills

The Bonita student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Bonita school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades. This school does not encourage the use of armor or shields.

Bonus Feats: At 1st level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th and 5th levels.

Focused Defense: At 2nd level, students of the Bonita School have learned to play a waiting game, watching for attacks and opportunities to escape. When taking a full attack, they may forfeit their first attack to gain a +2 deflection bonus to their AC versus one opponent, until their next action; the student may forfeit additional attacks they have available for an additional +1 to the total bonus. They may forfeit all of their attacks if they wish for a greater AC bonus. The student may use this ability while Fighting Defensively, but he may only forfeit 1 attack (unless a special ability or effect would allow him an additional attack while fighting defensively). The student may only use this ability when wielding a fencing weapon.

Fast Footed: At 3rd level, the student has practiced escaping from pursuers, and knows how to mentally prepare for a chase before it happens. If the student's Dex is 13 or more, then his Base Speed is increased by 5. Regardless of the student's Dex the student gains the feat Run.

Uncanny Senses: At 5th level, students of the Bonita School are seldom caught in a situation where they cannot defend themselves. The student is never caught flat-footed.

Los Vagos: El Puñal Occulto Swordsman

El Puñal Occulto, "the hidden blade," is based on the well-known Aldana School, but adds a second weapon to the rhythmic moves and attacks, either a puñal (single-edged dagger) held in the off hand or a spring-loaded blade in the hilt of the primary rapier (*el puñal del estoque*). The puñal is usually held with the blade running back against the length of the arm, so that it can be used in slashing attacks. While this shortens the attack range, it also makes the weapon far less vulnerable to a disarm maneuver. More importantly, it often hides the blade from the opponent's view, keeping it as a deadly surprise until it is too late. Students of El Puñal Occulto learn to disguise their technique as the Aldana school.

This type of attack requires constant motion by the user. The swordsman tries get as close to his opponent as possible, pin the opponent's blade, and then use either the puñal or the puñal del estoque to finish off his foe. Since most of the moves of El Puñal Occulto are based on Aldana, many foes will initially hang back, waiting for their opponent's moves to become predictable, only to receive a nasty surprise when a dagger appears out of nowhere and runs them through.

The weakness of El Puñal Occulto is that it is something of a one-trick-pony. Once a foe becomes aware of the hidden puñal, much of the advantage is lost.

Requirements

To qualify as a student of El Puñal Occulto, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Membership: Los Vagos.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-85: The El Puñal Occulto Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Focused Training, Off-Handed Fighting, Masterwork Blade
2	+2	+0	+3	+0	Bonus Feat
3	+3	+1	+3	+1	Follow the Fallen
4	+4	+1	+4	+1	Bonus Feat
5	+5	+1	+4	+1	Time the Attack

Class Skills

The Puñal Occulto student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Puñal Occulto.

Weapon and Armor Proficiency: A student of this school is proficient with a Puñal Occulto rapier (an exotic weapon). This school does not encourage the use of armor or shields.

Masterwork Blade: At 1st level a student of El Puñal Occulto receives a masterwork rapier with the spring-loaded dagger within the pommel (*see El Estoque Occulto under the equipment section*).

Focused Training: Students of this school receive the feats Weapon Focus (rapier) and Weapon Focus (dagger).

Off-Handed Fighting: At 1st level, students of this school, while wearing light or no armor and wielding a small blade in their off hand may fight as though they have the feats Two Weapon Fighting and Ambidexterity.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Follow the Fallen: At 3rd level, students have learned how to attack with their off-handed weapon when fighting close. If the student succeeds with a Trip attack, he may immediately make one attack with his small blade at his base attack as an attack of opportunity. The student's opponent still falls down and becomes prone, regardless of the outcome of the attack. Students may not use this ability if they do not have any additional attacks of opportunity to use in the round.

Time the Attack: At 5th level, students have become incredibly adept at timing the hidden blade to do the most damage to their opponent. After the student successfully hits and deals damage with his rapier, he may reveal his hidden blade and take an additional attack against his opponent at his base attack bonus. The opponent is considered flat-footed for this attack and the attack is automatically considered a critical hit. Once the blade is exposed, the master may fight as if he had the feat Weapon Specialization (dagger).

The Rilasciare: Vipera ex Morsi Assassin

Rilasciare assassins have developed a nasty technique allowing them to close on their targets and deliver a lethal blow very quickly. While not a formal school (few outside the organization know it exists), it has proven invaluable when time is of the essence and targets must be struck decisively. They call it Vipera ex Morsi: old Théan for "The Adder's Bite."

Vipera derives from a very practical conceit — make sure your target dies from the blow. Its users often have only one opportunity to strike and must make the most of it. It is designed for stealth and for fast, lethal blows, and favors long knives over fencing blades. As a means of assassination, it is brutal: it attacks from surprise and can finish an opponent off before he even realizes he's in danger. Students of Vipera learn how to cut at vital points, such as the carotid artery or the spaces between the ribs. The blow opens up major blood vessels or ruptures vital organs — just enough to do the job.

There are drawbacks, however. Because it was not intended for lengthy combat, it has little defensive value and cannot withstand a patient opponent. Any competent swordsman with warning can fend it off easily, and extended battles invariably turn against the user.

Requirements

To qualify as a student of Vipera ex Morsi, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Membership: Rilasciare.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Table 3-86: The Vipera ex Morsi Assassin

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Ambush Attack +1, Focused Training, Off Handed Fighting
2	+2	+0	+0	+3	Ambush Attack +2, Bonus Feat
3	+3	+1	+1	+3	Ambush Attack +3, Focused Strikes
4	+4	+1	+1	+4	Ambush Attack +4, Bonus Feat
5	+5	+1	+1	+4	Ambush Attack +5, The Deepest Wounds

Class Skills

The Vipera ex Morsi student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Vipera ex Morsi school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic small blades. This school does not encourage the use of armor or shields.

Focused Training: At 1st level, students of this school receive the feats: Weapon Focus (main gauche) and Weapon Specialization (main gauche).

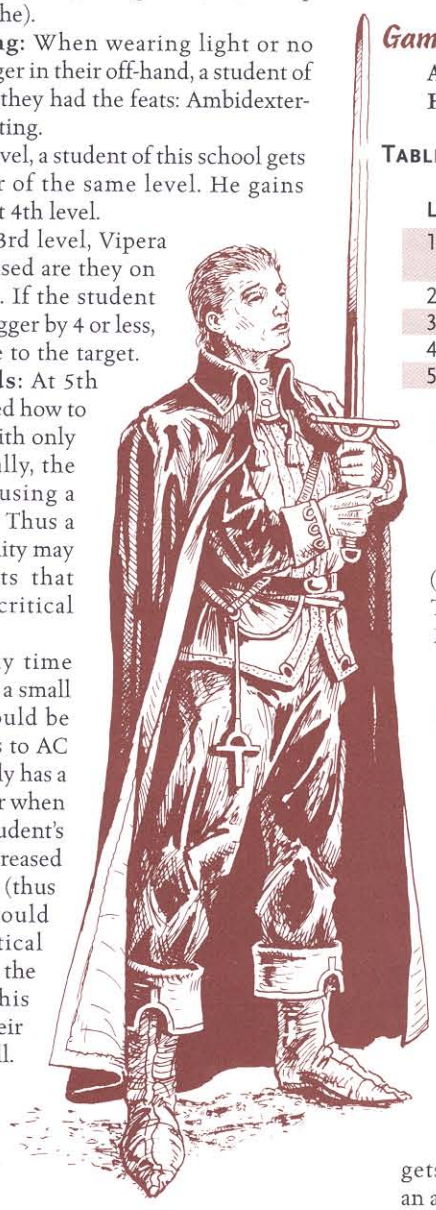
Off-Handed Fighting: When wearing light or no armor and wielding a dagger in their off-hand, a student of this school can fight as if they had the feats: Ambidexterity and Two-Weapon Fighting.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Focused Strikes: At 3rd level, Vipera users rarely miss, so focused are they on sending the blade home. If the student misses an attack with a dagger by 4 or less, he still deals half damage to the target.

The Deepest Wounds: At 5th level, students have learned how to cut their targets deeply with only a single blow. Additionally, the critical modifier when using a dagger is increased by 3. Thus a ×2 becomes a ×5. This ability may stack with other effects that increase the student's critical multiplier.

Ambush Attack: Any time the student is armed with a small blade, and his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks the target, the student's critical threat range is increased by his level in this school (thus a 5th level master would increase the 19–20 critical strike range to 14–20) and the critical multiplier of his weapon is increased by their level in this school as well. This may stack with a sneak attack ability and another ambush attack ability from another school.



Rose and Cross: Desaix Swordsman

Desaix derives from the Valroux style, adapted for use by the Knights of the Rose and Cross. It uses a rapier and main gauche, but eschews Valroux's defensive focus in favor of a nasty dual attack. It doesn't use verabl assaults and barbs, but makes up for it in sheer aggression. Its weakness is similar to Valroux's — a clever opponent can lure a student into a over-extended attack, and then cut him down when he takes the bait.

Requirements

To qualify as a student of the Desaix school, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Membership: Rose and Cross.

Game Rule Information

Alignment: Any.

Hit Die: d10.

Table 3-87: The Desaix Swordsman

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Focused Training, Off-Handed Fighting
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Two Blades – One Attack
4	+4	+4	+1	+4	Bonus Feat
5	+5	+4	+1	+4	Lightning-Quick Defense

Class Skills

The Desaix student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Desaix school.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic fencing blades and non-exotic small blades. This school does not encourage the use of armor or shields.

Focused Training: At 1st level, students of this school receive the feats: Weapon Specialization (rapier) and Weapon Specialization (main gauche).

Off-Handed Fighting: At 1st level, when wearing light or no armor and armed with an small blade in his off-hand, a student of this school can fight with two weapons as if he had the feats: Ambidexterity and Two-Weapon Fighting.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Two Blades – One Attack: Starting at 3rd level the student learns to master the art of fighting with a blade in each hand. While fighting with a fencing blade and a small blade at the same time, when this student takes an attack of opportunity, he may take an additional attack of opportunity against the same opponent, but suffers all of the penalties for fighting with two weapons.

Lightning-Quick Defense: Starting at 5th level when the student is being attacked by an opponent wielding a Small Blade, Long Blade or Fencing Blade, he may expend one (and only one) of his attacks of opportunity for the round in order to add a +3 armor bonus to his AC (which stacks with all other armor bonuses from shields and armor) until the student's next action.

Sophia's Daughters: Necare Assassins

The Necare style is an assassin's school, specializing in small, concealed knives wielded in tight quarters. Because these weapons are so light, they do little damage in ordinary combat. In order to enhance the lethalness of their attacks, these students often utilize poisons. The typical method of assassination is to embrace the victim, stab him with the dagger while he is defenseless, shove him to the ground, and flee while the poison spreads through his system.

The first priority of a Necare assassin is to appear non-threatening. Most of its students are attractive, charming people. They often become good friends of their victims, associating with them for months in order to gain their confidence. Some even become romantically involved with their victims in order to avoid suspicion and maximize their chances of catching him in an unguarded moment.

Requirements

To qualify as a student of the Necare school, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Membership: Sophia's Daughters.

Game Rule Information

Alignment: Any.

Hit Die: d8.

Table 3-88: The Necare Assassin

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Ambush Attack +1, Concealed Blade, The Deadliest Strike
2	+2	+3	+0	+3	Ambush Attack +1, Focused Training, Poison Mastery
3	+3	+3	+1	+3	Ambush Attack +1, Concealed Blade, The Deadliest Strike
4	+4	+4	+1	+4	Ambush Attack +1, Bonus Feat
5	+5	+4	+1	+4	Ambush Attack +1, Concealed Blade, The Deadliest Strike, The Light Touch

Class Skills

The Necare student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Listen (Wis), Move Silently (Dex), Pick Pocket (Dex), Read Lips (Int), Sense Motive (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Necare school.

Weapon and Armor Proficiency: A student of this school is proficient with all small blades.

Ambush Attack: When using a small blade, any time the student's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the student flanks the target, the student's critical threat range of her small blade is increased by her level in this school (thus a 5th level student would increase the 19–20 critical strike range to 14–20) and the critical multiplier of the weapon is increased by their level in this school as well. This may stack with a sneak attack ability and another ambush attack ability from another school.

Concealed Blade: At 1st level, students the Necare style learn to get close enough to their targets to ensure that their strikes will be effective. When the student has a small weapon concealed on her body, the difficulty to spot the weapon is DC 25 + her level in this school. At 3rd level the DC becomes 30 + her level in this school, at 5th level it becomes 35 + her level in this school.

The Deadliest Strike: The students learn how to dispatch someone with just their small blade. Starting at 1st level, once per day — when using a small blade — the student may add her level in this school to her damage roll; this damage is multiplied with a critical hit.

Staring at 3rd level, once per day — when using a small blade — the student may add twice her level in this school to her damage roll; this damage is multiplied with a critical hit.

Starting at 5th level, once per day — when using a small blade — the student may add three times her level in this school to her damage roll; this damage is multiplied with a critical hit. These abilities stack, meaning that the student can use the 1st level variant, the 3rd level variant and the 5th level variant each once per day.

Poison Mastery: Starting at 2nd level, the student may add her level in this school to any saving throws vs. Poisons. The student never risks poisoning herself when applying poisons to a blade.

Focused Training: At 2nd level the student gains the feats Weapon Focus (dagger) and Weapon Specialization (dagger).

The Light Touch: At 5th level, students of the Necare style have perfected a maneuver that they refer to as "the light touch." When using this, the student makes an attack at –4. If she succeeds, then she has successfully poisoned the victim and inflicted 1d6 points of damage. The victim must make a Wis Check (DC 35) in order to notice that he has been injured. The same DC applies for anyone searching the victim's body for injuries later.

Church Prestige Classes

These classes represent fighting schools developed by various Théan religious organizations. They may easily be adapted to fit similar institutions in any swashbuckling campaign.

Church of Avalon: Monastic Order Of Avalon

The Friars are a band of Inish monks who seem to epitomize their adopted nation's penchant for fisticuffs. Friars often fight with what is at hand but can use a sword or club handily. They often wear a boiled leather fighting girdle under their robes, which allows them to perform a move dubbed "The Strands of Theus." This is accomplished when a Friar allows an opponent to get within his guard. The Friar goes on the offensive as well, using his fighting skills to disarm or incapacitate his opponent. (However, while this technique works exceptionally well for fist fights, the girdles provide little protection from a sharp sword.) A Friar rarely kills, preferring to let the bruises and broken bones serve as the sinner's punishment.

Requirements

To qualify as a student of this school, a character must fulfill the following criteria:

Ability: Str: 13+.
Alignment: Any good.
Base Attack: 3+.
Feats: Unarmed Attack.
Skills: Knowledge (religion) 8 ranks.
Special: The character must become a member of the monastic order of Avalon which requires a great amount of faith and devotion.

Game Rule Information

Alignment: Any good.
Hit Die: d8.

Table 3-89: The Monastic Order of Avalon

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Two Fisted Fighting
2	+2	+0	+3	+3	Humiliate
3	+3	+1	+3	+3	Improvised Critical
4	+4	+1	+4	+4	Bonus Feat
5	+5	+1	+4	+4	Strands of Theus

Class Skills

The Monastic Order Of Avalon student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Heal (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Monastic Order of Avalon fighting school.

Weapon and Armor Proficiency: A student of this school is proficient with all simple weapons and light armor.

Two-Fisted Fighting: Starting at 1st level, when the Friar makes an unarmed attack, he may take a –2 to his base attack bonus to gain an additional attack at his base attack bonus –2.

Humiliate: Starting at 2nd level, after the Friar has a struck an opponent for the third consecutive time in a combat (landing three strikes in a row without a miss), he may humiliate his opponent. Until the end of the day, the opponent suffers a penalty equal to twice the Friar's level to all of his Cha and Cha skill checks versus anyone who witnessed the fight.

Improvised Critical: Starting at 3rd level, when the Friar is fighting with a Club or improvised weapon, the critical threat range of the weapon is increased by 1 (if the weapon does not have a critical threat range or multiplier it gains a critical threat range of 20, and a ×2 multiplier).

Bonus Feats: At 4th level, a student of this school gets a bonus feat as a fighter of the same level.

Strands of Theus: At 5th level the Friar learns to use a fighting girdle. The Friar lures his opponent into striking at an armored spot covered by the Friar's robe. The Friar declares he will perform the strands immediately before an opponent takes an attack of opportunity on the Friar. The opponent makes his attack roll and the Friar rolls 1d20 + Dex Bonus + Armor Bonus. If the Friar's roll is higher than the opponent's, the opponent's attack misses and the Friar may immediately take an attack of opportunity on the opponent. He may use this ability once per round and only if wearing a fighting girdle.

The Vaticine Church: The Rossini Halberdier

This school was developed by a devout Church Guard as an alternative to the Solomon school (*see page 125*). It relies on the halberd, a polearm which went out so style sometime ago. The Vaticine Church Guards still carry them during formal ceremonies, and have learned how to use the archaic weapons effectively.

While a trained halberdier can be a terror, well-trained opponents known how to get inside the reach of the polearm. Also, the Church Guard learn to handle adversaries with a minimum of harm. While this is excellent for avoiding injury to overzealous faithful, it can severely hamper the Guardsman in a fight with a serious opponent.

Requirements

To qualify as a student of the Rossini school, a character must fulfill the following criteria:

Base Attack Bonus: +4.
Feats: Power Attack, Weapon Focus (halberdier).
Skills: Sense Motive 8 ranks, Tumble 6 ranks.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-90: The Rossini Halberdier

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Focused Training, Protect Your Charge
2	+2	+3	+3	+0	Bonus Feat
3	+3	+3	+3	+1	Anticipate the Attack
4	+4	+4	+4	+1	Bonus Feat
5	+5	+4	+4	+1	Get Them Before They Get You

Class Skills

The Rossini student class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Rossini Halberdier School.

Weapon and Armor Proficiency: A student of this school is proficient with all non-exotic polearms and light armor.

Focused Training: Students of this school receive the feat: Weapon Focus (halberdier).

Protect Your Charge: Starting at 1st level, the guard may nominate one friendly adjacent character to be the Guard's charge. If the guard's AC is higher than the charge's, then the charge's AC becomes equal to the guard's while the charge remains adjacent to him.

Bonus Feats: At 2nd level, a student of this school gets a bonus feat as a fighter of the same level. He gains an additional bonus feat at 4th level.

Anticipate the Attack: Starting at 3rd level, guards learn to anticipate attacks before they happen. Once per round, the guard may roll an attack against one opponent. If the number on the d20 is greater than 10, then the guard (and his charge) gain a bonus to their AC equal to the roll minus 10 until next round against the attacked opponent.

Get Them Before They Get You: Starting at 5th level when the guard is armed with a polearm, he gains an additional attack of opportunity every round. Additionally when armed with a polearm, the guard may take two attacks of opportunity against anyone opponent moving through his threat area.

The Vaticine Church: The Swords of Solomon

The Vaticine Church Guard was officially created by Solomon Antone in 609. He also gave them a unique fighting style, which he claimed to have discovered in the mysterious land of Cathay. The Guards often incorporate a shield to protect their charge while fighting with their distinctive swords. Few swordsmen learn to fight against a shield or how to fight together.

Requirements

To qualify as a Swords of Solomon student, a character must fulfill the following criteria.

Ability: Dex: 13+.
Alignment: Any lawful.
Base Attack Bonus: 4+.
Feats: Combat Reflexes, Improved Initiative.

Game Rule Information

Alignment: Any.
Hit Die: d10.

Table 3-91: The Swords of Solomon

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Cover the Charge
2	+2	+3	+1	+1	Alongside his Brethren
3	+3	+3	+1	+1	Secrets of Solomon's Serpent Swords

Class Skills

The Swords of Solomon student class skills (and the key ability for each skill) are Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Swords of Solomon school.

Weapon and Armor Proficiency: A student of this school is proficient with all simple weapons, all martial weapons, and light armor. Additionally the student is proficient with the Serpent Swords of Solomon (*an exotic weapon; see page 163*). He receives one of these swords at 1st level in this class.

Cover the Charge: The first thing a guard learns is to escort or protect a charge. He learns to fight while having a defenseless person at his side or even as a prisoner, using his shield to hide his charge and keep him or her from danger. Starting at 1st level, the student does not suffer any check penalties granted by a shield; in addition he may apply the armor bonus granted by a shield to an adjacent friendly chara ter.

Alongside his Brethren: At 2nd level the guard learns how to effectively fight alongside his brethren. When surrounded, the guards form up back to back and hunch low, covering as much of themselves with their shields as possible. Often times they will protect someone while fighting in such a manner, placing their charge at their center. When a group of three or more Church Guards are fighting together, they focus on the targets in front of them, leaving their brothers to watch their sides. Each guard is allowed to take all of the attacks that he could if performing a full attack while fighting defensively (the –4 penalty still applies) and is granted an additional +1 armor bonus to his AC that stacks with other bonuses.

Secrets of Solomon's Serpent Swords: The guard now learns the deepest secrets of Solomon's serpent swords. Starting at 3rd level, when armed with one of these blades, once per round the user may add 3 to any roll made with the sword, whether this is a to hit roll or a damage roll.

Ussuran Orthodoxy: Tyomny Swordsman

The Tyomny, or Dark Guard, are more than simple soldiers: every one of them is also an ordained priest of the Ussuran Orthodoxy. Only those who show prowess with the sword as well as faith in the Holy Mother Church may join the guard. The Tyomny are paragons of faith and loyalty, tested and blessed by the Patriarch himself upon their ascension to guard duty. Each year, those cadets who have earned a place within the Tyomny travel to St. Andresgorod's High Square in Ussura, where they are blessed by the Patriarch.

It has been said that the Tyomny had been bitter enemies of the fallen order of knights known as die Kreuzritter, but since the destruction of that order the Tyomny have claimed that their own continued existence proves Theus' judgement against such heretical bands.

The Tyomny train in the city of St. Andresgorod before moving on to duties under either the Orthodox Patriarch or the ruling Knias of Somojez (an Ussuran province), and serve the Church tirelessly all across Ussura. Technically, the Knias has final say over the Tyomnys' activities, but his decisions rarely conflict with the Patriarch, and few Tyomny are foolish enough to disobey their spiritual leader's dictates.

All Tyomny have room, board, and equipment paid for by the Ussuran Orthodoxy. In addition, they may claim sanctuary in any Ussuran Orthodox Church in the world, and may request assistance from other Tyomny in times of trouble. As representatives of the Somojez Knias, they may enforce the laws in his province, arresting and detaining criminals if necessary. Finally, as ordained priests, they may perform weddings, baptisms, and other functions designated for Church officials.

Requirements

To qualify as a Tyomny, a character must fulfill the following criteria:

Nationality: Ussuran.
Alignment: Lawful neutral or lawful good.
Base Attack Bonus: +6.
Class: At least one level of Cleric (of the Ussuran Orthodox Church).
Skills: Knowledge (religion) 4 ranks, Sense Motive 4 ranks.

Game Rule Information

Alignment: Any non-evil lawful.
Hit Die: d8.

TABLE 3-92: THE TYOMNY SWORDSMAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Detect Evil, Fright, Guard Duty +1, Loyalty +1
2	+2	+2	+0	+2	Enhanced Armor Guard Duty +2, Loyalty +2
3	+3	+3	+1	+3	Guard Duty +3, Loyalty +3, Speed
4	+4	+3	+1	+3	Guard Duty +4, Loyalty +4
5	+5	+4	+1	+4	Guard Duty +5, Loyalty +5

Class Skills

The Tyomny's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (religion) (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill Points at Each Level: 4 + Int Modifier.

Class Features

All of the following are class features of the Tyomny prestige class:

Weapon and Armor Proficiency: Tyomny are proficient with all simple and martial weapons, all types of armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Guard Duty: The Tyomny are some of the most effective guardians in Théah. While specifically on guard duty they gain a +1 for every class level bonus in Tyomny bonus to all Listen and Spot checks. Note that this bonus does not apply if the Tyomny is on any other kind of duty.

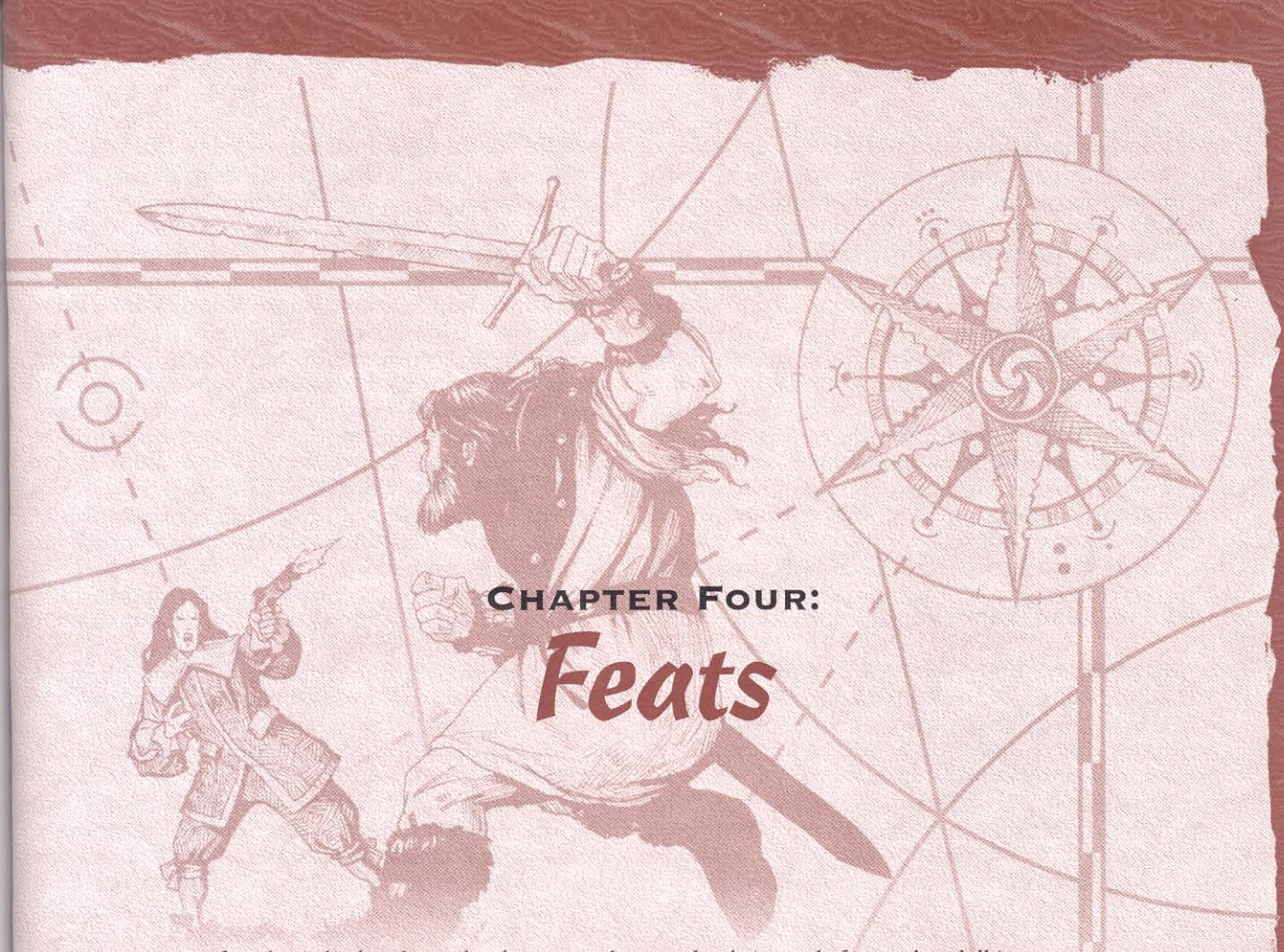
Speed: Tyomny spend so much time working out in their armor that they grow used to wearing it. At 3rd level Tyomny can ignore the effects of medium and heavy armor on their movement, while at 7th level they can add 5 ft. to their base move.

Enhanced Armor: Tyomny become accustomed to their armor in such a way that they can move in their armor beyond what a normal person can. Starting at 2nd level, when a Tyomny is wearing armor, the maximum dexterity bonus that the armor allows is increased by an amount equal to the half of the character's levels in Tyomny (rounded down).

Loyalty: Tyomny are almost supernaturally resistant to anything which might sway them from their duty. They gain a +1 for every class level bonus in Tyomny to saving throws against spells, potions or "offers" which might interfere with their ability to do their duty.

Fright: The Tyomny are greatly feared by their enemies, so intelligent opponents of the Tyomny's level or less suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Detect Evil: Once per day per class level, a Tyomny can detect evil as a spell-like ability. This ability duplicates the effects of the spell detect evil.



Chapter Four: Feats

Note: Some feats list "Théah only" under their type. This means that they refer to some specific element in the world of Théah and are intended primarily for that gaming world. They can be easily transposed into other worlds, but the DM will need to adjust the background information to match the setting in question.

Able Drinker [General]

There are those who can hold their liquor, and then there's you. You can drink anyone under the table, which can easily aid you in impressing certain people… as well as making money on tavern bets.

Prerequisite: Constitution 15+.

Benefit: You can drink any amount of alcohol without any negative effects and without any chance of getting drunk. If anyone who could be impressed by such a feat (such as pirates, mercenaries, etc.) sees you consuming such massive volumes of liquor, you receive a +4 bonus to any Charisma-based checks in social situations with them. Further, you receive a +1 to all saving throws versus poison.

Academy [Fighter, General]

There are institutions devoted to the broader topics of martial training, including tactics and strategy, leadership and command, and a wide variety of athletic techniques. These are much different from Swordsman Schools, and do not teach you the secret moves you would learn at such a school.

Prerequisites: Int 15+.

Benefits: You may choose up to three skills from the following list. Those Skills are considered class skills at all levels (instead of cross-class skills).

Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Special: You may only take this feat at first level.

Accurate Archer [Fighter, General]

You are a natural with the bow, and rarely miss your targets. Years of practice have left you able to judge distances and the wind accurately.

Prerequisites: Precise Shot, Weapon Proficiency (any bow).

Benefits: You ignore all penalties for hitting a target in cover with a Bow.

Acrobat [General, Profession]

You can use your acrobatic prowess during more pressing circumstances, such as the need to cross a chasm using only a thin line or the ability to leap from a building with minimal harm.

Prerequisites: Perform 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Climb, Jump, Tumble and Rope Use.

Acrobatic Dodge [General]

You are especially adept at using your natural talent and dexterity to move yourself out of harm's way. You can perform spectacular jumping and vaulting dodges.

Prerequisite: Dexterity 16+, Dodge.

Benefit: You must have at least one hand free to use this feat. A number of times per day equal to your Dex modifier when you would normally be hit by a melee or ranged attack, you may make a Reflex saving throw against a DC of 20 (if the weapon has a magical attack bonus, the DC is increased by an equal amount) to vault out of the way. You must be aware of the attack and not flat-footed. After dodging an attack, you are 5 ft. away from the direction and location of the attack. Using this feat does not count as an action.

Animal Affinity [General]

You get along very well with animals and vice versa. While this will not save you from an angry bear, it will help you train a domesticated animal.

Prerequisites: Cha 11+.

Benefits: Animal Empathy is considered a Class Skill for you, regardless of your class. You also gain a +1 Circumstance bonus to your Ride and Handle Animal Checks.

Appearance — Above Average [General]

Physically, you are more appealing to others. This can take the form of something blatant (like a perfectly sculpted face), or something more subtle (like a pair of radiant eyes).

Prerequisites: Cha 11+.

Benefits: You gain a +2 competence bonus to your Bluff (when in a social situation), Diplomacy, and Gather Information checks.

Special: You may only take this feat at first level.

Armor Piercer [Musketeer]

With a swift stab of your rapier, you slide your blade between the protective plates of heavy, ponderous armor.

Prerequisite: Weapon Focus (rapier), base attack 4+, Musketeer level 1+.

Benefit: When fighting a foe who wears armor that limits the wearer's maximum AC Dexterity bonus to 1 or lower, you ignore half their non-magical armor bonus to AC when you use a full-round action to make a single attack at your highest base attack bonus. You may only use this feat when attacking with a fencing blade or small blade (typically a Rapier or Small Weapon).

Arrow Stab [General, Fighter]

When fighting with a string bow you may make a melee attack against an adjacent opponent with one of your arrows.

Prerequisites: Defensive Shot.

Benefits: When fighting with a string bow you may make an attack against an opponent within a area that you threaten. You gain an additional melee attack equal to your next attack that must be made with the arrow you are notching. The melee attack and the following ranged attack are both made with a –2 penalty.

Arsonist [General, Profession]

It takes more than just lethal intentions and a barrel of gunpowder to demolish a building. You have to know where to plant the explosives, how a fire might spread, and what points are most vulnerable to attack. Arsonists have a strong understanding of flammable materials and combustibility, as well as

things like building foundations and load-bearing walls. While a bomb-maker can construct explosives, the arsonist knows where to put them to cause the most damage.

Prerequisites: Profession (arsonist) 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Knowledge: Mathematics, Alchemy, Hide, and Craft: Bomb.

Artist [General, Profession]

You specialize in one of the fine arts, perhaps composing love sonnets for your beloved or painting portraits for the nobility. Artists are a special breed and can make a living with their work, which has the potential to elicit emotion and manipulate the masses, or focus upon one individual and change his heart forever.

Prerequisites: Any Craft 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Bluff, Perform, Forgery, and Knowledge (arcana).

Assassin's Hand [General]

When you sneak attack or ambush attack an opponent, you have a greater chance of killing the target outright.

Prerequisites: You must be able to sneak attack or ambush attack an opponent.

Benefit: When sneak attacking or ambush attacking an opponent of a lower character level and you roll a natural 20 on the attack, you may declare that you are using the assassin's hand and roll again. If the next roll would also hit the target, the target is immediately reduced to –10 hit points; damage need not be rolled. You may only use this ability if the target is totally unaware of your presence before the attack roll is made.

Astrologer [General]

You have an innate ability to observe the stars and planets, and interpret their arrangements to predict the future and understand the present.

Prerequisites: Knowledge (astrology) 4 ranks.

Benefits: Once per day, by spending 1 hour doing nothing but studying the stars, you may make an Astronomy check (Knowledge (astrology), DC 20), to use your gift to aid or hinder someone. Making the roll requires access to astrology charts indicating heavenly body movement as well as cross referenced information (usually this can be obtained for a mere 2G).

If you hinder someone, you find some astrological factor acting against him. Any DC checks the target makes are increased by 2 for the remainder of the day.

If you aid someone, you find an astrological factor that is acting for him. Any DC checks he makes are reduced by 2 for the remainder of the day.

Only one Astrologer's effect can influence someone at a time. When one Astrologer tries to influence someone already affected by another Astrologer, he rolls as normal, and if their roll was greater than the previous Astrologer's roll, their effect takes precedence.

Back Brother [Fighter, General]

You fight better when you have a friend at your back.

Benefit: When you and another character with the Back Brother feat are fighting together, within 5 ft. of one another, you each gain a +1 morale bonus to your attacks, weapon damage, saves and checks. In addition you gain a +1 bonus to your AC (these morale bonuses stack with one another, so the net gain is actually a +2 to your AC, attacks, weapon damage, saves and checks, however you may not fight with more than one back brother at a time).

Barterer [General]

Primitive nations, such as Théah's Ussura, still depend largely on the bartering system. Haggling occurs in every marketplace, and experienced shoppers can bargain for hours. You have a combination of experience and persistence that naturally lends itself to such proceedings, and almost always come out ahead on trades.

Prerequisites: Appraise 4 ranks.

Benefits: You gain a +3 circumstance bonus when performing Bluff and Sense Motive rolls when haggling for goods or services.

Beat [Fighter, General]

You may attack to Knock the Opponent out of a defensive stance.

Prerequisites: Str 13+, Base Attack Bonus 1+.

Benefits: When you are attacking an opponent, you may attack as normal, but if you hit the target takes no damage, and may not use his primary (or secondary, your choice) weapon during his first attack of his next turn (if the opponent is not armed with 2 weapons, he forfeits his first attack of the turn). Furthermore he loses any Armor or Dodge bonus he may have for wielding the weapon. Finally the opponent must make a Ref save (DC 10) or the weapon flies out of his hand, and the opponent becomes disarmed.

Blessing [General]

The character believes firmly that Theus (or whoever his patron deity is) protects him as he goes about his tasks. To some extent this seems to be true, although whether the god in question really protects him is anyone's guess.

Prerequisites: die Kreuzritter Membership.

Benefits: All damage dealt to you is reduced by 1 hit point. This applies only once to each separate damage roll.

Special: Heroes with Sorcery or Shamanism cannot take this feat.

Brawny [General]

You possess great physical size and girth. You are not necessarily unnaturally large; you are simply muscular. Whether it is large muscles or big bones, you are unusually large.

Prerequisite: Strength 15+ or Constitution 15+.

Benefit: Your unusually large bone of muscle mass grants you damage resistance of 2/–. Further, you get a +1 on all Intimidate Checks.

Special: This feat can only be taken at first level.

Bruiser [Fighter, General]

Your have large and well-developed muscles. As a matter of fact, when it comes to sheer brute strength, your ability is unsurpassed. You do not hit as frequently as most people, but when you land a blow, it really hurts.

Prerequisite: Strength 15+, Base Attack Bonus +2.

Benefit: If you choose to take a –2 to an attack roll, if you hit with that attack, your Strength modifier is doubled for the purpose of determining damage, for that attack only.

Special: This feat may only be used with unarmed attacks or melee weapon attacks.

Captain [General, Profession]

Captains are similar to Commanders (*see below*), except for one important difference. Instead of learning how to fire artillery, which is useless aboard ship, they learn the art of bribery. Armed with that Knack, they're always ready to handle an unethical harbormaster or a corrupt tariff collector.

Prerequisites: Profession (sailor) 8 ranks or Profession (commander) 6 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Bluff, Sense Motive, Intimidation, Diplomacy, Spot, and Search.

Castillian Education [General, Théah only]

Perhaps as a result of their lost sorcery, the Castillians have devoted a great deal of effort toward furthering their minds.

Prerequisites: Castillian. Int 11+.

Benefits: You may speak all Théan languages and you receive 1 additional skill point per level. This point may only be put into Knowledge skills.

Special: You may only take this feat at first level.

Cold Climate Conditioning [General]

You are used to cold weather.

Prerequisites: Con 11+.

Benefits: When in cold temperatures (between 0° F and 40° F) and unprotected you need only make a roll every day (instead of once per hour). In conditions of extreme cold (below 0° F) you need only make a roll every hour (instead of once every 10 minutes. (*See the* Dungeon Master's Guide™, *Temperature*).

Combat Virtuoso [Fighter, General]

To you, combat is not everything... it is the only thing. You are never more comfortable than knee-deep in the bodies of your foes. Your battle prowess is unsurpassed, and opponents and allies alike are frequently awed by your performance in combat.

Prerequisite: Base Attack Bonus +6, Weapon Focus.

Benefit: When in combat, you may choose to forgo one attack at your lowest attack bonus. If you do, your allies receive a +1 morale bonus to attack rolls and to their armor class because of your skill. Also, your enemies suffer a –1 morale penalty to their attack rolls and armor class. Once you have opted to use this ability, you must continue to use it for the duration of the battle (giving up one attack per round until combat ends) because of your ego and love of showing off.

Commander [General, Profession]

Wise rulers know just how important capable commanders are to the survival of their country. A good general binds an army together; without his diplomatic and strategic skills, it all falls apart.

Prerequisites: Profession: Commander 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Sense Motive, Diplomacy, Knowledge: War, and Bluff.

Corps-á-corps [Fighter, General]

Corps-á-corps is the art of close, or body against body, fencing.

Benefits: When you lose a Trip Attack your opponent may not attempt to trip you. Additionally you gain a +2 competence bonus to your trip attacks.

Courtesan [General, Profession]

Clever, witty, and well educated, courtesans advise, seduce, and entertain their male clients, providing companionship on every level. They also learn to manipulate others to their advantage, for they lack the protection of family or marriage. In Théah, Vodacce courtesans are charming to a fault, and as dangerous as they are alluring.

Prerequisites: Female; Bluff 4 ranks

Benefits: The following skills are considered class skills for you regardless of class: Balance, Perform, Diplomacy, Sense Motive.

Craftsman [General]

You can make almost anything.

Prerequisites: Int 13+.

Benefits: You may make Craft checks unskilled as if you had 1 rank in the appropriate craft skill.

Criminal [General, Profession]

Criminals operate outside the law. They rob others, scam them out of their money and occasionally even set someone else up to take the fall. In short, they'll do anything it takes to get what they want.

Prerequisites: Profession (criminal) 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Pick Pocket, Open Lock, Innuendo, and Escape Artist.

Crossbow Arcing [Fighter, General]

You may arch the fire of your Crossbow. despite the difficulty involved.

Prerequisites: Int 13+.

Benefits: When you use a Crossbow the Range Increment is increased by 10 ft.

Crossbow Snap Shot [General, Fighter]

You may take a quick shot with a crossbow.

Prerequisites: Weapon Focus (light or hand crossbow).

Benefit: You may take a –2 to your base attack until the end of the turn to gain an additional attack with your crossbow against an opponent within 20 ft.

Special: This feat may only be used when wielding a light or hand crossbow.

Continuous Parry [Fighter, General]

You are extremely adept at parrying your opponents' attacks. If you devote your attention to complete defense, you can parry an increased number of attacks.

Prerequisite: Parry.

Special: You must be wielding a melee weapon in each hand to use this feat.

Benefit: If you elect to use Total Defense on your action, you may use the parry feat (*see page 139*) a number of times equal to your normal number of attacks + your Dexterity modifier (thus, a fighter with a base attack bonus of

+12/+7/+2 and a Dexterity of 18 could attempt to parry 7 attacks in a given round.) Each attempted parry counts as one of your total number of parries per round.

Counterattack [Fighter, General]

You have been trained to take advantage of your opponents' attacks by using the corresponding opening in their defenses against them.

Prerequisite: Base Attack Bonus +4, Combat Reflexes.

Benefit: When an opponent attacks you, you may use an attack of opportunity to make an attack, at your highest attack bonus, against that opponent. When you do this, both you and your opponent suffer a –2 armor class penalty. You must declare that you are using this feat before your opponent rolls his attack die.

Coven Member [Witch]

You are a member of a witch's coven.

Prerequisite: Witch level 1+.

Benefit: When within 30 ft. of at least two other members of your coven, you gain a +2 bonus on all Manipulate Spell skill checks, and +1 to the save DC of all your spells. You may attempt to prepare spells from the grimoire of another member of your coven with a successful Spellcraft check (DC 15 + spell level).

When creating a magical item, other members of your coven may choose to assist you by contributing some or all of the XP required to make the item. They must be present the entire time during the item's creation.

Special: A coven must have at least three members, and all members must know this feat. To join a specific coven, a new member must spend XP equal to 100 times his or her experience level. You may only be a member of one coven at a time.

Dangerous Beauty [General]

You have a certain something about you that attracts members of the opposite sex.

Prerequisites: Cha 15+, Appearance — Above Average.

Benefits: Targets of your Seduction attempts may not add their Wis modifier to their Sense Motive checks versus your Seduction roll.

Normal: Seduction rolls are made using your Bluff skill.

Special: You may only take this feat at first level.

Dark Vision [General]

You can see in near darkness

Prerequisites: Low Light Vision, Improved Low Light Vision.

Benefits: You can see in near darkness.

Dashing and Daring [General]

You are suave at all times, even in combat. You fight with grace, and interject witty comments to humiliate your opponents and impress any attractive members of the opposite sex that happen to be watching. Your attacks and defenses tend to be over-exaggerated, but uncannily precise and functional.

Prerequisite: Base Attack Bonus 4+, Dexterity 13+, Charisma 13+.

Benefit: You receive your Charisma modifier to your armor class in addition to your Dexterity modifier while wearing no armor. Furthermore, any members of the opposite sex who see you fighting are predisposed to like you. Any Charisma based skills or checks made receive a +2 bonus, but only for those who have seen you in action.

Dead Aim [Fighter, General]

You are more than proficient with firing firearms.

Prerequisites: Exotic Weapon Proficiency (firearms), Base Attack +2 or higher.

Benefit: When you attack with a firearm your armor bonuses do not contribute to your target's AC.

Normal: Targets gain Armor bonuses from their armor.

Special: This does not effect extraordinary armor (i.e., dracheneisen) or magical armor, but will effect masterwork and standard armor.

Deadeye Dick [Fighter, General]

To you, ranged weapons are natural extensions of your arms and hands. You can make unnervingly precise shots with pinpoint accuracy and little or no aiming.

Prerequisite: Dexterity 16+, Wisdom 12+.

Benefit: When using a ranged weapon, you gain your Wisdom modifier to your attack roll if you have not moved this or last turn.

Special: This feat may only be taken at first level.

Death Blow [Fighter, General]

Every attack you make can be potentially lethal.

Prerequisites: Evil alignment, Base Attack at least +14.

Benefits: Any blow that you deliver which reduces a target's hit points to 0 or less, inflicts 10 extra points of damage. If you character ceases to be of an evil alignment, the benefits of this feat are lost until your return to an evil alignment.

Normal: Without this feat, incapacitated opponents can survive to seek revenge against you in the future.

Debater [General]

You were born to argue. Nothing thrills you more than a heated debate, and you love winning the way a general loves victory in battle.

Prerequisites: Cha 13+, Bull 5 ranks.

Benefits: You gain a +3 competence bonus to your Bluff and Intimidate rolls when debating a point.

Defender of the Crown [Musketeer]

Your loyalty to your patron monarch is unshakeable. In the face of dangers, this faith grants you an inner core of bravery and toughness. Your acts of bravado also inspire your allies, giving them a sense of security and confidence.

Prerequisite: Musketeer level 1+.

Benefit: You gain a +4 competence bonus to all saves against fear effects and grant a +2 competence bonus against fear effects to all allies within 30 ft.

Defensive Shot [General, Fighter]

When you fire a weapon while adjacent to an opponent, you do not draw an attack of opportunity.

Prerequisites: Dodge.

Benefits: When firing a weapon while in an opponent's threatened area, you may take a –2 penalty to your base attack until the end of the turn in order to not draw an attack of opportunity from one opponent whose threaten area you are within.

Deflect Missile I [Fighter, General]

You can knock incoming missile fire out of the air as it comes to attack you.

Prerequisites: Combat Reflexes, Weapon Specialization (any fencing blade).

Benefit: When armed with a fencing blade or long blade with which you are specialized, you may expend an attack of opportunity when a missile weapon is coming at you. Roll 1d20 + Base Attack bonus + Dex or Str modifier (whichever you are using for the weapon in hand). If you total is higher than the opponent's attack roll you deflect the arrow, bolt, or dagger from its course to the ground and it does not hit you.

Special: This feat may not be used against incoming bullets from firearms or extra large missiles from Ballistas, catapults or cannons.

Deflect Missile II

You can knock bullets out of the air before they hit you.

Prerequisites: Deflect Missile I.

Benefits: As per Deflect Missile I, except that you may now target incoming firearm bullets.

Special: This feat may not be used against incoming bullets or bolts from extra large missiles from ballistas, catapults or cannons.

Detect Lie [General]

You can tell when someone is lying to you.

Prerequisites: Cha 13+, Sense Motive 6 ranks.

Benefit: You may take a 20 when you are making a Sense Motive roll to check if someone is lying to you. You may use this ability a number of times per day equal to half your Cha modifier (rounded up).

Dexterous Bow Use [Fighter, General]

You maximize your speed and agility when using a quarter-staff.

Prerequisites: Dex 15+, quarter staff proficiency.

Benefits: You may use your Dex bonus instead of your Str bonus when attacking with a quarter staff. Additionally on a critical strike you may add your Dex modifier to your damage instead of your Str modifier.

Disarm Master [Fighter, General]

You have mastered the disarm technique.

Benefits: If you disarm your opponent you may immediatly take an attack of oppurtunity against that opponent.

Disarm Shot [General]

You may make a shot with a ranged weapon to disarm an opponent's weapon at greater accuracy.

Prerequisites: Weapon Focus (any ranged weapon).

Benefits: When you make a disarm shot you do not suffer the –4 penalty to the to hit roll.

Doctor [General, Profession]

Doctors are trained in the professional art of healing (and sometimes the not-so-professional art of mangling the body for the "betterment" of the patient).They use just about anything to cure their charges, including medicines, bandages, cauterization, or even obscure folk remedies.

Prerequisites: Profession: Doctor 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Heal, Alchemy, Handle Animal, and Animal Empathy.

Double Chop [Fighter, General]

You may make an additional attack with your off-hand when following through with a cleave.

Prerequisites: Improved Two-Weapon Fighting, Great Cleave.

Benefits: You may make use your primary hand to follow through on a cleave created by your off-hand instead of attacking with your off hand again.

Normal: Without this feat, you only get to cleave with the same hand that attacked.

Driving Force [General]

Maybe you have a mission to accomplish, a damsel to save or just a desire to do your best and take down your opponent. Whatever the reason, something pushes you a little further than most people.

Prerequisites: Good Alignment. Base Attack Bonus 5+.

Benefits: You may take a move equivalent action after you take all of your other actions or you may take an additional attack after all of your other attacks (the attack is performed at your highest Base Attack). Additionally you may reroll any save that you have just failed. You may use this feat a number of times per day equal to your character level divided by 5 (rounded down).

Eagle Eyes [General]

You can see further than most people.

Prerequisites: Wis 13+. Alertness feat.

Benefits: Your range penalties are reduced by 2. Thus a –3 penalty suffered for being beyond a range increment would be reduced to –1. This will not provide you with a bonus if you are not suffering a penalty for range or you are suffering a penalty less than 2.

Engineer [General, Profession]

Engineers are often hired by royalty to make their dreams a reality. Military fortifications, artillery, and civil architecture are all planned by engineers of various sorts.

Prerequisites: Profession: Engineer 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Knowledge: Mathematics, Alchemy, Disable Devise, and any Craft Skill.

Evil Reputation [General]

This feat is intended for NPC use only, although player characters may take it with DM permission (and a darn good justification). The character has built up such a body of myths around his name that mothers tell stories of him to frighten their children into good behavior.

Prerequisites: Cha 13+, Character Level 10+.

Benefits: Once per encounter you gain a Fear Aura (DC equal to the character's level plus the character's ranks in the Intimidate skill) until the end of the current Encounter. You must spend a standard action to activate this effect.

Exotic Shield Proficiency [Fighter, General]

Choose a type of exotic shield or armor (*see Chapter 5*). You understand how to use that type in combat.

Prerequisites: Base Attack Bonus: +1.

Benefits: You may gain the AC bonuses for the Exotic Shield normally.

Normal: A character not proficient with a shield that they are attempting to use does not gain the AC bonus from the shield.

Special: You may take this feat multiple times. Each time you do it applies to another Exotic Shield or Armor. Certain Armors and Shields may have prerequisites listed in their descriptions.

Exotic Weapon Proficiency (firearms) [Fighter, General]

You may use pistols and other firearms without penalty.

Prerequisites: Base Attack +1 or higher. Benefit: You may make attack rolls with firearms normally.

Normal: A character who uses a firearm without this skill suffers a –4 penalty. Additionally at the DM's discretion, a character may not reload a firearm without this feat, or perhaps the character takes twice as long to reload the weapon.

Extra Finesse [Fighter, General]

You deal extra damage with light weapons because you know where to put the blade.

Prerequisites: Weapon Finesse.

Benefits: You may apply your Dex modifier instead of applying your Str modifier when inflicting damage with a small or fencing blade that you use with the Weapon Finesse feat.

Faith [General]

It doesn't matter what faith you follow, you are a devout believer in its message. In Théah, you believe that life is a riddle, that it can be sorted out, and that those who do so come closer to the Creator. You aren't really sure what this feat does. In fact, it may not do anything at all. Below are a few suggestions for your DM, but in the end, it's up to him. Is it worth it? You'll have to exercise some faith and find out.

Prerequisite: Good Alignment.

Benefit: We suggest that the DM secretly pick one (or more) of the five mechanics suggested below (or one of his own) and stick with it for the rest of the same campaign. That's fairer to the players than jumping from effect to effect, and while the players will never know if the DM is dropping one effect and picking up another, it is the right thing to do.

- **Option #1:** Heroes with Faith have an aura of power around them that is palpable to the forces of evil. If a character of evil alignment — or any of his cohorts — directly opposes a character with Faith, that character suffer a –4 penalty to all rolls versus that character.

- **Option #2:** Faith in the Prophet's message bestows protection against the evil effects of sorcery. When characters of evil alignment attempt to use any magic against the character, he or she gains a +5 to all saving throws and any DC involved with a spell that the spell caster must make is increased by 5.

- **Option #3:** Faith bestows a powerful confidence that no horror can shake. Whenever the Hero confronts a Fear effect, the character gains a +5 sacred bonus to the saving throw, check, or roll.

- **Option #4:** The DM secretly chooses any one divine spell each day that a cleric of the same level could cast. Once per day, that spell is cast by the character without the player's knowledge.

- **Option #5:** Heroes who take Faith gain no special mechanics or advantages at all.

Falconer [General, Profession]

You know how to handle and train falcons and other birds of prey. You can care for them, raise them, and keep them healthy. You know how to hunt with them and can procure meat in the wilderness. You can also entice your bird to perform more "civilized" tricks, such as flying through a hoop (or an open window). In Théah, the ancient sport of falconry is dying out, but it continues to thrive among Ussura's boyars and the nobles of the Crescent Empire.

Prerequisites: Handle Animal 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Animal Empathy, Sense Motive, Handle Animal, and Wilderness Lore.

Fence [General, Profession]

A fence is a middle man who can transfer stolen goods to a prospective buyer. Thieves often need fences to move the goods they steal. Most fences have legitimate occupations and rarely dabble in crime directly.

Prerequisites: Profession: Merchant 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Appraising, Diplomacy, Gather Information, and Bluff.

Firm Grip [General, Fighter]

Your hands are extremely strong and can hold things as firmly as a vice.

Prerequisites: Weapon Focus (any fencing blade).

Benefits: When you are attempting to bind or disarm an opponent's weapon you receive a +2 competence bonus.

Flashing Steel [Fighter, General]

You are perfectly at ease with a blade in each hand. When fighting with dual steel, you are a whirling, shimmering, engine of destruction, slicing your opponents and turning aside their blades with ease.

Prerequisite: Base Attack Bonus +4, Improved Two Weapon Fighting.

Benefit: You can only use this feat if you are fighting with a weapon in each hand. On your action, you can choose to use this feat to whip yourself into a whirlwind of blades. This grants you a +2 bonus to your AC, and a +2 bonus to all your attacks. However, all of your attacks do –2 damage (minimum 1).

Flurry of Strikes [Musketeer]

With a weapon as light as a rapier, you can send a swarm cuts and stabs at your enemy, attacking much faster than someone armed with a heavier, slower weapon.

Prerequisite: Weapon Focus (rapier), Musketeer level 1+.

Benefit: Whenever you attack with your rapier, you may opt to take an additional attack with that weapon at your highest base attack bonus. However, all of you attacks for that round, including the extra one, suffer a –2 penalty to hit. You may use this feat once per round. Thus, if you wield two rapiers, you cannot use it with both of them.

Forger [General, Profession]

Many criminals can forge documents, but it takes a professional to truly excel at it. Trained forgers know how to locate specific documents, what kind of paper to use, and how to slip papers in and out of guarded locales.

Prerequisites: Forgery 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Forgery, Decipher Script, Gather Information, and Bluff.

Fortune Teller [General, Profession]

This feat consists of various means of divining the future — palm reading, card reading, knowledge of omens — as well as ways to convince a customer that the divinations are true.

Prerequisites: Perform 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Scry, Sense Motive, Bluff, and Diplomacy.

Foul Weather Jack [General]

Whether you like it or not, excitement has a way of finding you. Princesses come to you seeking a rescuer, and old enemies turn up after years, only to be involved in plans to take over the world with your best friend. Never let it be said that you lead a boring life.

Prerequisites: Good alignment.

Benefits: When your party receives experience points, all good aligned characters in your party gains a 5% bonus to their Experience points. If you have additional Foul Weather Jacks in your party, the good aligned characters in your party gain an additional +2% for each additional Foul Weather Jack in the party (+20% maximum). So if your party contained 3 Foul Weather Jacks your party would gain a 9% bonus.

Frightening Countenance [General]

You are particularly fearsome when angered or enraged.

Prerequisite: Charisma 12 or less.

Benefit: Whenever you use a skill or ability check in which fear could work in your favor, you receive a +3 morale bonus to that check. Furthermore, if your Charisma would give you a negative modifier, you treat it as if it were positive, as long as fear can be worked in your favor.

Giant [General]

You are much larger than a normal member of your race. You are either genetically disposed to being large, or you were blessed or cursed at birth. Either way, you are very big, and have mastered using your size to your advantage.

Prerequisite: Brawny.

Benefit: Your reach is effectively increased by 5 ft., and your large size grants you a +1 to attack and damage rolls. Further, any checks that include a modifier based on size count you as being one size category larger than you are (such as grappling, bull rushing, etc.)

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

Gifted Liar [General]

You were born with the ability to get anyone to believe anything. Either your words are especially believable, or you just convey an air of truth. Whenever you tell a lie or even a slight untruth, you are more believable than when you actually tell the truth.

Prerequisite: Cha 12+.

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

Benefit: You receive a +4 competence bonus to Bluff, Diplomacy, and Innuendo checks, as long as you are lying or attempting to pass along false information. When you are trying to pass along true or accurate information, you only receive a +1 bonus.

Greater Bind

After you bind an opponent's weapon you may take advantage of the situation.

Prerequisite: Improved Bind.

Benefit: When you have bound an opponent's weapon, the critical threat range of your next attack (if attacking with a melee weapon) is increased by the twice the number of rounds that you keep the opponent's weapon bound (including this round). So if this is the second round that you have an opponent's weapon bound, your threat range is increased by 4 (so an 18-20 would become a 14-20).

Note: If an opponent is not holding his weapon, his weapon is not bound; instead he is disarmed.

Greater Off-Hand Fighting [Fighter, General]

You are a master at fighting two-handed.

Prerequisites: Improved Two-Weapon Fighting, Str 13+, Base Attack 12+.

Benefits: You may use a medium sized weapon in your off-hand as though it were a light weapon.

Normal: Without this feat, fighting with a medium sized weapon in your off-hand incurs a –2 penalty to hit with both the primary and off-hand attacks.

Greater Sneak Attack [General]

Your sneak attacks are more deadly than the common form.

Prerequisites: Sneak Attack, character level 9+, Improved Sneak Attack.

Benefits: You may role d10s instead of d8s for the extra damage of a sneak attack.

Normal: Without this feat, you only role d6s for the extra damage with a sneak attack.

Guide [General, Profession]

Some cities are bewildering mazes of narrow streets and towering buildings. Foreigners — and even locals from other cities — constantly complain about difficulties in getting around, and city visitors often find themselves lost the instant they arrive. Natives sometimes hire themselves out as guides, offering to lead travelers wherever they need to go. Most guides are familiar with one particular city, which they know like the back of their hand. They sometimes double as coach drivers when tourist traffic is low.

Prerequisites: Knowledge (working location) 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Gather Information, Perform, Climb, and Intuit Direction.

Handy [General]

You have a natural aptitude towards building things. You instinctively understand how to put things together and can transform an abstract diagram into a practical object with little more than a few tools.

Prerequisites: Int 13+.

Benefits: When making a Craft roll to build something you may gain a +1d4 competence bonus.

Healing Touch [General]

You have a nature affinity for healing others naturally.

Prerequisites: Healing 8 ranks.

Benefits: When you administer first aid with your heal skill, the target of the care receives +1d3 hit points upon becoming stable. Additionally when administering Long Term Care, the recipient of the care gains hit points at triple the normal recovery rate instead of double the rate.

Heightened Senses [General]

Your senses are greatly honed, surpassing the senses of any animal, reaching preternatural levels of accuracy.

Prerequisite: Alertness.

Benefit: You receive a +2 bonus (that stacks with other bonuses) to all Listen, Spot, and Search checks. Furthermore, when you make ranged attacks at medium or long range, you receive a +1 bonus to those attacks.

Special: This feat may only be taken at first level.

Herbalist [General, Profession]

You have a strong knowledge of various kinds of flora: where they grow, what they thrive upon, and which ones have beneficial (or harmful) effects. Many herbalists also specialize in healing, acting as "practical physicians" in areas where formal doctors cannot be found.

Prerequisites: Wilderness Lore 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Wilderness Lore, Heal, Alchemy, and Knowledge (nature).

Hip Shot [General, Fighter]

You can threaten an area when armed with a pistol.

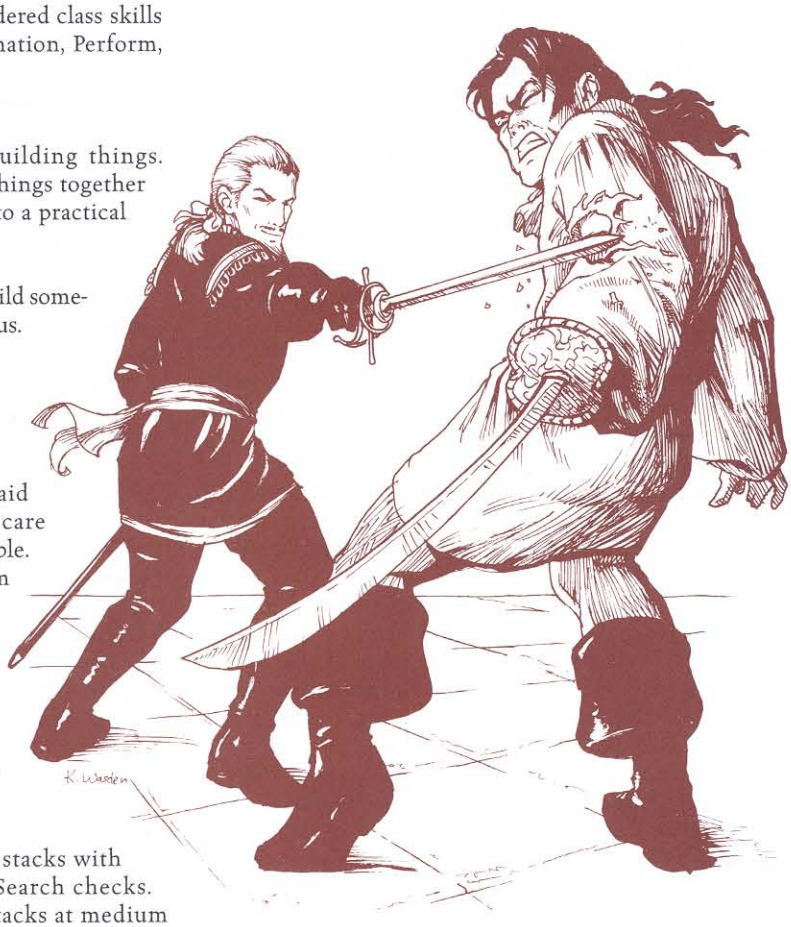
Benefit: When armed with a loaded pistol, you threaten the 5-ft. area that surrounds you as if armed with a melee weapon.

Hunter [General, Profession]

The hunter makes his home in the forest. He knows its paths and ponds as well as any cutpurse knows the alleys of his city. He has learned to make a living off the land, feeding himself and using the excess to trade for other essential supplies.

Prerequisites: Profession: Hunter 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Wilderness Lore, Spot, Listen, and Climb.



Improved Bind [Fighter, General]

You are more skilled at binding an opponent's weapon.

Prerequisites: None.

Benefits: When performing a Bind you do not draw an attack of opportunity and you gain a +2 competence bonus.

Improved Low Light Vision [General]

You have keen low light eyesight.

Benefits: Your low light vision range is increased by 10 ft. If your character has Low Light Vision, this distance increases to 15 ft.

Improved Sneak Attack [General]

Your sneak attacks are more deadly than the common man's.

Prerequisites: Sneak Attack, character level 6.

Benefits: You may role d8s instead of d6 for the extra damage you role with a sneak attack.

Normal: Without this feat, you only role d6s for the extra damage with a sneak attack.

Improvised Weapon [Fighter, General]

You can use almost anything as a weapon: chairs, bar stools, drinking mugs, candelabra, etc.

Prerequisites: Base Attack Bonus +2.

Benefits: You may pick up any items and use it as a weapon. The damage, critical threat range and multiplier are determined by the size of the item. The type of weapon (pierc-

ing, slashing, or bludgeoning) is determined by the DM. You may even pick up an Weapon that you are not proficient with, but the stats below replace the weapon stats. Special abilities of the Weapon may not be used as well.

Small: d4 20/×2
Medium: d6 20/×2
Large: d8 20/×2

Normal: Characters without this feat suffer a –4 penalty to their attack rolls when using an improvised weapon.

Increased Manual Dexterity [General]

Natural talent or long hours of training has greatly increased your deftness with your hands, granting you great ability with fine manipulation or motor skills.

Prerequisite: Dex 11+.

Benefit: You gain a +1 to your Dexterity modifier that only applies when you are using skills that require fine manipulations and the use of your hands (such as Pick Pocket, Open Lock, Disable Device, etc.)

Special: This feat may be taken multiple times.

Indomitable Will [General]

You are a stout soul, set in your ways and hard to convince; you can stand in a room of bickering nobles and never feel the need to side with any of them.

Prerequisites: Iron Will.

Benefits: You gain a +4 competence bonus when making Sense Motive checks versus Bluff, as well as Diplomacy versus Diplomacy checks. Your Iron Will bonus is increased to a +3.

Informant [General, Profession]

Informants eat away at the stability of a nation from the inside, like a worm in an apple. They skulk about, bribe underlings, steal secrets, and assassinate leaders. The outcome of an entire war can rest on their shoulders.

Prerequisites: Profession (spy) 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Move Silently, Gather Information, Listen, and Hide.

Keen Senses [General]

You have very acute senses, making you more likely to spot a small mark on the floor or detect the faint taste of almonds in your tea.

Prerequisites: Alertness, Wis 11+, and Int 11+.

Benefits: Your +2 bonus gained from Alertness becomes a +3, furthermore the bonus also applies to Search checks.

Large [General]

You have learned how to put your size to good use in combat.

Prerequisites: Con 13+, Str 13+, Brawny, You must be at least 6 in. taller than the racial average. A human needs to be at least 6 ft. tall to take this Feat (*see the Physical Description section under the race in question in the Player's Handbook™*).

Benefits: You gain a +4 circumstance bonus to your Intimidation checks versus an opponent of a lesser Height and Weight than you. Additionally you gain a +2 bonus to your Damage rolls versus an opponent of a lesser Height and Weight than you.

Left Handed [Fighter, General]

You use your left hand as your primary hand while attacking, and know how to put the trait to good use in combat.

Prerequisites: Base Attack at least +5, Dex 13+.

Benefits: When fighting defensively against a right-handed opponent the attack penalty is reduced by 1 (–4 becomes –3) and the AC is increased by 1 (+2 becomes +3). Additionally you gain a +1 circumstance bonus to your disarm and bind attacks against a right handed opponent.

Special: This feat may be taken by a right-handed character but the bonuses only apply when fighting against a left-handed opponent. An Ambidextrous character may take this feat and simply fight with the hand opposite his opponent's to gain these bonuses.

Legendary Trait [General]

Somehow, your have potential beyond the average person's. You might just be special, or you might have devoted your entire life to one particular characteristic.

Prerequisites: One of your abilities must be 17+.

Benefits: When you take this Feat, name one of the six abilities. At 6th level and every 6 levels thereafter (6th, 12th, and 18th level) you gain a +1 to that ability.

Note: If you take this feat at 7th level you do not gain the benefit for 6th level. The same goes for 13th level and the 12th level bonus; if the feat is taken at 19th level or higher, you gain the feat with no effects.

Lethal Strike [Musketeer]

With one strike of your rapier, you sever tendons, skewer organs, and cause grievous injuries to your enemies.

Prerequisite: Improved Critical (rapier), Musketeer level 1+.

Benefit: When wielding a fencing blade, your critical multiplier increases by 1.

Lightning Reflexes [General, Fighter]

You react very quickly to threats against you.

Prerequisites: Combat Reflexes.

Benefits: When an opponent charges into an area that you threaten, you may take an attack of opportunity against that opponent.

Normal: Normally you may not take an attack of opportunity against an opponent unless they move through an area that you threaten, not just into an area that you threaten.

Linguist [General]

You have a natural ability with languages; you look at foreign words and can work out the common denominator between them. This makes you an invaluable commodity as an interpreter if nothing else.

Prerequisites: You must know 4 or more languages.

Benefits: When you spend a skill point to speak a language, you may choose two languages to learn instead of one.

Loyal Companion [General]

You have a trained pet who will follow your spoken orders.

Prerequisites: Animal Affinity, Cha 11+, Special: You must spend at least 1 month training the pet for no less than 1 hour a day before you take this feat.

Benefits: Loyal Companion acts much as a Druid's Animal Companion, but without the use of the required spell. The companion will remain loyally at your side until dismissed, provided it is treated well. You may choose a 1 hit die pet from the following list: Asprey, Bird, Cat, Dog, Monkey, or Parrot. Stats are provided later in this book. You may choose another 1 hit die pet with DM approval, although choices should be restricted to Animals and Beasts. During game play you control the actions of your pet, unless the pet is under an effect that would alter its normal behavior (such as *fear* or a *charm* spell).

Special: Should the pet be killed you receive a +3 circumstance bonus to your attack and damage rolls versus the party responsible until that party is dead. You may retrain another pet (1 hour every day for 1 month) and gain another loyal companion without taking this feat again. You may not take this feat more than once.

Lunge [Fighter, General]

You may thrust your sword for greater damage.

Benefits: As an attack you may Lunge. When you Lunge you draw an attack of opportunity. The attack is performed as normal but if you successfully hit your opponent the damage is increased by 5.

Special: You may only use this Feat with a Bladed Weapon (generally a sword) or a piercing weapon (like a spear).

Master Swordsman [General, Fighter]

You are qualified to teach the swordsman techniques that you have learned to others.

Prerequisites: Cha 13+, Special: You must have attained the final level of a swordsman school (*see Chapter 3; the exact level depends upon the particular school — some take longer to master than others*).

Benefits: By spending time with a student you may pass on those techniques that you have acquired. You may pass on techniques from another school that you have not mastered, but may not pass on techniques that you have not acquired. A student must spend 40 hours per level that you wish to pass on. This time may be broken up in any way that you see fit. A teacher could in theory spend a straight 200 hours with a student, giving the student exercises to work on and the basics for those techniques. When the student matures and advances, the instructions will later make sense and fall into place (i.e., as the student gains levels).

Membership — Secret Society [General]

There are many groups within Théah that can claim to be "secret," and other worlds may contain similar organizations. You belong to one. These groups may not be hidden away in some tower plotting a coup of the throne (in fact, they may not be hiding at all), but by belonging to one, you take on a sizable responsibility. You must not only maintain the profile of your secret society, you must fulfill its goals as well. And as some groups demonstrate, this is not always as easy as it sounds.

Benefits: There are no benefits to taking this feat, it does open up other character advancement options, depending on the society you choose (such as feats, special equipment and prestige classes).

Special: You may purchase membership in only one Secret Society. The secret societies in Théah are: the Explorer's Society, Invisible College, die Kreuzritter, The Rilasciare (Free Thinkers), Knights of the Rose and Cross, Sophia's Daughters, and Los Vagos. Additionally the character may take a Membership in a club or guild (representing a high standing within it), but this generally yields no rule benefits. It may yield many story benefits, however. The most important Théan Guilds are the Jenny's Guild, Merchant's Guild, and Swordsman's Guild, as well as many "gentlemen's clubs" scattered across the continent.

Merchant [General, Profession]

As long as something can be sold, there will be merchants. In Théah, they are a rising power, guided to some degree by the Vendel League and/or the Vodacce Merchant Princes.

Prerequisites: Profession (merchant) 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Appraise, Bluff, Sense Motive, and Speak Language.

Miracle Worker [General]

There are those who believe that holy forces work miracles through them. However, gods work in subtle ways, and the benefactors of a miracle aren't always able to prove such intervention.

Prerequisites: Knowledge Religion 4 ranks. Lawful Alignment.

Benefits: A Hero with the Miracle Worker Advantage rolls 1d4-1 for his DM at the start of each week. The DM controls when, and if, these miracles are activated. The DM can activate the miracle at any time during the game. They can be anything the DM desires, provided they leave no physical evidence of intervention after a miracle. Several example miracles are described below. Finally, a PC receives a number of XP for each unspent Miracle at the end of a week equal to their level times 100.

- *Healing Wind:* You feel a gentle wind blow through your body, and suddenly your wounds don't bother you as much anymore. You gain 1d20 temporary hit points. The wounds look just as bad as ever, but the bleeding slows to a stop and you are no longer impeded by them.

- *Righteous Fury:* Just as you are about to fail miserably, you feel a flush of heat that gives you a push that may help you succeed. After you have failed an important roll, this Miracle provides a +3d4 bonus added to the roll.

- *Shield of the Faithful:* When looking death in the eye, a chill wind blows past you and those around you. If you're quick, it may allow you to cheat death for a little while longer. When an opponent of evil alignment attacks you, this Miracle causes the NPC to automatically fail his roll. In addition, the NPC's remaining attacks for the Round are discarded.

- *Strength of Theus:* When the PC thinks he's exhausted his last reserves of strength, energy fills him and the power of his belief keeps him going. After the character has failed a roll, he gains a +1d6 Divine bonus that he may add to any roll made next turn.

New Use for an Old Skill: Diplomacy

Bribe: As per the standard uses of Diplomacy, but a bribe may be used to gain bonuses to the skill check much like using a masterwork tool. The bonus derived depends on the value of the bribe and the target character's level. The first number listed is the character's level, the second is the amount of money the character requires in order to acquire a +1 Circumstance bonus to the check. Any multiple of the amount may be paid for a larger bonus. Furthermore a gift may be given for a bribe with a bonus equal to the value of the gift. Once a bribe is offered it must be given before the check is made. Should the bribe not be given ahead of time, the bonus to the check is halved (rounded down) and may require a bluff check. The bonus granted from a bribe may not exceed a +5 bonus total.

Table 4-1: Bribe Chart

Level	Amount
1	10 G
2	30 G
3	60 G
4	100 G
5	150 G
6	210 G
7	280 G
8	360 G
9	450 G
10	550 G
11	660 G
12	780 G
13	910 G
14	1,050 G
15	1,200 G
16	1,360 G
17	1,530 G
18	1,710 G
19	1,900 G
20	2,100 G

Natural Diplomat [General]

You were born with the gift of gab. You have the natural ability to help people cone to peaceful compromises that benefit everyone involved in the negotiations.

Prerequisite: Charisma 17+.

Benefit: You get +4 competence bonus to all Diplomacy checks and Sense Motive checks against your opponents' Diplomacy checks.

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

Nightblade [General, Théah Only]

You were chosen to wear the Black Glove of die Kruezritter. You may call forth a nightblade from your palm.

Prerequisites: Die Kruezritter Membership.

Benefits: Wearing the Black Glove gives you the ability to create a knife of shadow in your hand that leaves no visible wounds on those you stab with it. The process leaves a black spot in the center of your palm that is ½ in. in diameter. Those who wear the glove have the ability to call forth a "nightblade" from their hand as a free action. A nightblade is a stiletto made out of shadows, and it deals damage as a normal stiletto (*see below*). However, it leaves no visible wounds on its victims, and you can dispel it at will, as a free action. The nightblade passes through non-living objects, meaning that armor bonuses do not count against an attack from the nightblade. This also means that it can't be used to parry, either (you may not use the stiletto as an off-hand weapon to gain an armor bonus). If any part of the blade is exposed to direct sunlight, the nightblade vanishes and cannot be recalled for an hour.

Note: The use of the nightblade can be canceled by things that cancel or dispel sorcery and spell effects. Acquiring the nightblade causes a sorcerer to lose all of his previous sorcery, with the exception of Nacht sorcery. Nightblades cannot be thrown like ordinary knives.

Stiletto

A stiletto is an assassin's knife, easily concealed, with a long, thin blade. When performing a sneak attack on a target, if the target is not wearing a form of plate mail (breast plate, half plate, full plate, etc.) you may ignore the target's AC bonuses granted to him for the armor he is wearing. Furthermore if the user has the feat Weapon Finesse: Stiletto, the user may add his Dex modifier to the damage, instead of his Str modifier when making a sneak attack.

Nightblade	Exotic Weapon — Melee, Tiny
Damage:	1d4
Critical:	18-20 / ×2
Weight:	0 lb.
Type:	Piercing

Odd Sleeping Habits [General]

This character has grown accustomed to an unusual sleeping pattern. Perhaps he takes five one-hour naps during a 24-hour period rather than sleeping at night, or perhaps he sleeps four hours a night and takes a two-hour nap during the afternoon. In any case, he needs less sleep than the average character to get by.

Prerequisites: Con 11+.

Benefits: This character only requires 4 hours of sleep a day and may sleep in short spurts in order to be rested (as long as a full 4 hours are met during the day).

In addition the character receives an additional +4 competence bonus to any Knowledge skill check after 4 or more hours of research.

Off-Handed Accuracy [Fighter, General]

You can fight with a weapon in your primary hand and a ranged weapon (dagger, crossbow, pistol, etc.) in your off hand.

Benefit: Your penalty for fighting with a ranged weapon in one hand and another weapon in your other hand is reduced by 2.

Normal: The Ambidexterity feat reduces the attack penalty for a second weapon by 4. Two Weapon Fighting does not apply to ranged weapons (*see the Player's Handbook™*).

Old Name [General, Théah only]

Your name is an old and honored one among the Vestenmannavnjar.

Prerequisites: Vesten.

Benefits: You gain a +5 circumstance bonus in all social situations with all Vesten characters (with the DM's discre-

tion, of course). In worlds other than Théah, this feat may apply to any single tribal or national group which the DM permits.

Ordained [General]

You've obtained a position in the Church of the Prophets or similar religious order, a position that brings you a great deal of influence and advantage (most likely that of a priest, though we leave that detail up to you and your DM).

Prerequisites: lawful alignment, Int 13+.

Benefits: You receive one rank in the Knowledge: Arcana skill for free. You also gain a +4 circumstance bonus in all social situations with characters who are adherents to your faith (with the DM's discretion, of course). In addition, being a member of the Church means you get three square meals a day, a stipend of 30 G per month, and all of your basic needs attended to.

Orders [Fighter, General]

You can inspire soldiers to push themselves farther.

Prerequisite: Cha 13+, Leadership or Tyrant.

Benefit: You may give orders to all NPC characters under your command. Only one order may be in effect at a time.

- **Hold Your Ground:** All NPCs gain +4 temporary hit points.
- **Stand Strong:** All NPCs gain a +2 morale bonus to their saves.
- **Attack:** All NPCs gain a +2 morale bonus to their attack rolls.
- **Wipe Them Out:** All NPCs gain a +2 morale bonus to their damage rolls.

Pain Tolerance [General]

You are highly resistant to pain.

Prerequisites: Con 13+.

Benefits: You may continue to act (you remain conscious) until you reach –5 hit points (instead of 0 hit points). In addition, you get a +2 circumstance bonus to all Fort saves and other rolls to resist interrogation based on torture.

Panache [General]

You have that certain flair that gives you the edge and sets you apart from the norm.

Prerequisite: Cha 13+.

Benefit: You begin the day with a number of Panache points equal to your Charisma Modifier. Any time you make an attack roll, damage roll, skill check, ability check or save, you may spend a Panache point to gain a +1d4 circumstance to the roll. Additionally before an opponent makes a roll against you (whether an attack, damage or check) you may spend a Panache point to incur a –1d4 circumstance penalty on the opponent's roll or check. Unspent Panache points are lost at the end of the day.

Special: You may take this feat multiple times. Each additional time increases the size of the die (thus if you take the feat three times you would roll d8s, which are two sizes larger than a d4, for your Panache points) and you gain 1 additional Panache point (thus if you took this feat 3 times, with a Charisma of 16 you would have 3 Panache points for your Charisma modifier and 2 additional Panache points for the additional feat).

Parry [Fighter, General]

You have been trained to deflect your opponents' attacks with your own weapon.

Prerequisite: Expertise.

Benefit: Once per round when you would normally be hit by a melee attack, you may make an attack roll against an AC equal to the opponent's attack roll to deflect the attack with your weapon. You must be aware of the attack and not flat-footed. Using this feat does not count as an action.

Special: You must be wielding a sword or dagger (something with a prominent blade) to use this feat.

Performer [General, Profession]

Performers earn their living by making crowds of people laugh, cry, and cheer. Whatever comes back when they pass the hat is often all they have to eat with that night. Because the take is so small (or maybe just because they can), some performers turn their talents to other (less honest) purposes.

Prerequisites: Perform 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Perform, Sense Motive, Bluff, and Disguise.

Pinpoint Accuracy [Fighter, General]

You have uncanny aim. When you aim for even the smallest target, you almost never miss. You can easily identify the chink in your opponents' armor, and aim for that small point, allowing you to bypass some of their armor's defenses.

Prerequisite: Sharpshooter, Wisdom 14+.

Benefit: If you spend a round doing nothing except aiming for a specific opponent, you may make a Concentration check DC 10. If successful, on the next round, you may make one attack, at your highest attack bonus, that receives an additional bonus to hit equal to the result of your Concentration check –10. After that attack, any subsequent attacks in the round are made normally. For example, after a round of aiming and a successful Concentration check of 20, you would receive a +10 bonus to your first attack in the subsequent round.

Pirate Trick [Fighter, General]

You have learned one of the Pirate Tricks of the practitioners of the Rogers fighting style.

Benefits: You gain two of the pirate tricks from the Rogers School prestige class, listed below.

- **Against the Rails:** The student receives a +4 competence bonus when using a trip attack.
- **Belay That!:** The student rolls 1d8 for damage when attacking an opponent with a belaying pin (club 1d6). When using a club in their off-hand, the student may fight as though they had the feats Two Weapon Fighting and Ambidexterity
- **Dagger Ride:** By spending one Action, the student can drive a knife into a nearby sail and ride it to the deck (suffering no damage from the fall). While doing this, the student can attack someone below them at their Base Attack. If the attack succeeds, the student inflicts 1d6 damage for every 10 ft. the student descended (rounding down).

- **Death from Above:** If the student is at least 10 ft. higher than an opponent, the student may make a Ref save (DC 15) to swing down and attack the opponent. If the student succeeds in the Ref save they may make one attack at their Base Attack. If the attack succeeds, the attack inflicts 2d4 damage, and the opponent becomes prone. If the student fails to hit, the student must make a Ref save (DC 20) or become prone himself.
- **Hold Your Liquor:** The student suffers none of the effects of alcohol. In addition, the student gains a +2 competence bonus when attacking with a bottle or mug as a club.
- **Kick Up:** The student may grab a weapon off the ground as a free action before they make an attack, provided they are standing right next to the weapon at the start of their turn.
- **Over the Side!:** Once per day, all friendly allies within a 30 foot radius gain +1 to all of their attack rolls, saving throws and skill checks until the end of the combat.
- **Quick Draw:** The student may draw a pistol as though he or she had the Quick Draw Feat. If the student already has the Quick Draw feat he gains +1 to his first attack roll with the pistol after he draws it.
- **Sea Legs:** The student gains a +4 competence bonus when making Balance skill checks.
- **Sidearm:** When fighting with a pistol in his off-hand, a student may fight as though he had the feats Ambidexterity and Off-Handed Accuracy.

Poison Immunity [General]

Either through natural immunity or gradual exposure, you have no fear of a specific type of poison; it is no more harmful to you than children's milk.

Benefits: Select a single type of poison. You may ignore all effects of that poison when exposed to it.

Special: You may gain this Feat as many times as you like. Each time it applies to a different poison.

Politicker [General, Profession]

Courtiers are skilled in the diplomatic arts. As a member of this esteemed profession you can dine with kings, chat pleasantly with cardinals or, when required, pull state secrets from your own lovers' lips.

Prerequisites: Diplomacy 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Diplomacy, Sense Motive, Bluff, and Speak Language.

Pommel Strike [Fighter, General]

You may surprise your opponent with a Pommel Strike when they least expect it.

Benefits: Instead of making a normal attack with your sword you may make a Pommel Strike. You attack as normal. If you hit, you inflict 1d4 points of subdual damage and the target is denied their Dex modifier and all dodge bonuses to their AC until next round.

Special: You may only use this Feat when fighting with a Weapon that has a shaft and handle.

Priest [General, Profession]

Priests are the foundation of a strong religion, in one form or another. They provide comfort to grieving practitioners and answers to those who seek enlightenment. Someone with the Priest Skill isn't necessarily ordained (and vice versa), but he or she has a strong grasp of what it takes to become one. You must still purchase the Ordained Advantage in order to be a priest.

Prerequisites: Profession (priest) 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Knowledge: Religion, Diplomacy, Alchemy, and Diplomacy.

Professor [General, Profession]

Professors are academics who spread their knowledge to the best and the brightest students they can find. Rather than spending their lives locked in laboratories or libraries, they dedicate their time to instructing classrooms full of eager young scholars. They write textbooks, give lectures, and see to it that their courses receive adequate financial support.

Prerequisites: Any Knowledge skill 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Perform, Gather Information, and any one Knowledge skill.

Quick Chamber [Fighter, General]

You can ready your next shot faster than the normal gunman when using a revolver or repeater firearm.

Prerequisites: Dex 13+, Exotic Weapon Proficiency (firearms).

Benefits: When using a repeating or revolver firearm you may ready the next round as a free action between attacks instead of as a move equivalent action. You must have your off-hand free to use this feat.

Normal: Normally it takes a move equivalent action to ready a round with a repeater or revolver firearm.

Quick Reload [Fighter, General]

You can reload your weapons more quickly than the average person.

Prerequisites: Dex 13+, Exotic Weapon Proficiency (firearms).

Benefits: The time for you to load your firearms is reduced by 50%.

Special: If the DM is using the standard reload time for firearms (1 round), you may reload your firearm with a move equivalent weapon. If the DM is using the 8-10 round reload rule, then your reload time is reduced to 4 rounds for a pistol and 5 rounds for a rifle or musket.

Ranged Expertise [Fighter, General]

You are trained to stay light on your feet when fighting at range.

Prerequisites: Wis 13+.

Benefits: When you use the attack or full attack action with a ranged weapon, you may take a penalty up to –5 to gain a the same number as a bonus to your AC (up to +5). This number may not exceed your base attack bonus and lasts until your action next round. This is a dodge bonus.

Really Tough [General]

Your resilience is more than notable.

Prerequisites: You must have taken the Toughness feat two or more times, Con 13+, Level 10.

Benefits: You gain 6 hit points.

Special: You may not take this feat more than once.

Reserve Energy [General]

You can go longer without food than the average man.

Prerequisites: Con 13+.

Benefits: You may go an additional amount of days without food equal to your Con modifier plus 1.

Normal: A character begins making Con checks after 3 days without food (*see the* Dungeon Master's Guide™).

Rimâl I [General, Théah only]

Some members of the Crescent Empire's Yilan-bazlik tribe, known as the rimâl, have the magical ability to manipulate the sand. The rimâl come from all walks of life within the tribe, and there seems to be no pattern as to who will become one and who will not. They are frequently used as scouts in the desert.

Prerequisite: Crescent, Will save 4+, Class: Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, or Wizard.

Benefit (Su): You cannot be harmed directly by sand. You may fall any distance onto sand and you will not take damage. Any amount of sand may be poured upon you from any height and you will take no damage, as long as the sand comes into direct contact with you or your possessions. If the sand contacts you indirectly, you will take damage as normal. For instance, 40 pounds of sand in a bag dropped on you from a great height is considered to an ordinary 40-pound object because the fabric of the bag prevents the sand from contacting you directly.

Furthermore, airborne sand does not obstruct your vision, allowing you to see clearly in a sandstorm. Also, sand does not obstruct your breathing, no matter how much of it is around you. Therefore, you can be buried under any amount of sand and you will not have any difficulty breathing. Sand does prevent your motion normally when you are covered in it, so being buried will still render you unable to move. It also does not let your voice carry through it any more than anyone else's would. Finally, you never leave a footprint when you walk on sand. This is a supernatural ability.

Special: You may not take the Ruzgar'canli, Sharkici, Sulimaq I, or Takim'aldiz feats.

Rimâl II [General, Théah Only]

You can create dust storms.

Prerequisite: Crescent, Will save 4+, Rimâl I.

Benefits (Su): Once per day you may create a dust storm around yourself, provided that there is plentiful sand nearby. Make a Constitution check (DC 15). You may also spend an Action to cause sand in a sandstorm you have created to target one particular person by making a ranged attack against the target (armor bonuses do not add to the target's AC for this attack). If successful the target suffers the effects of the dust storm for 1d6 rounds. When you create a sandstorm, you can give the sandstorm a shape, such as a giant copy of yourself or a pack of giant wolves made of sand. This is a supernatural ability.

Riposte [Fighter, General]

When attacked with a fencing weapon, you may stop the attack and immediately launch a counterattack.

Prerequisites: Parry.

Benefits: After you parry and negate an opponent's attack you may immediately make one attack against the opponent. This does not count as an attack of opportunity and is taken at your highest base attack.

River Boat Pilot [General, Profession]

The sailors who pilot mighty rivers are a very different breed from those who ply the open sea. While their sea-faring brethren sneer at these "mud skippers," they know that only a riverboat pilot can assure a safe voyage through temperamental river waters, filled with submerged rocks and logs.

Prerequisites: Feat: Ship Operation — Pilot.

Benefits: The following skills are considered class skills for you regardless of class: Balance, Rope Use, Swim, and Spot.

Road Scholar [General]

You know a little about everything.

Prerequisites: Int 13+.

Benefits: You may make Knowledge checks unskilled at a +1.

Normal: Normally you may not make unskilled Knowledge skill checks.

Ruzgar'canli [General, Théah only]

The Ruzgar'hala of the Crescent Empire believe that the spirits are all around them, carried on the wind. The Ruzgar'canli have the uncanny ability to speak with these spirits.

Prerequisites: Crescent, Cha 13+, Class: Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, or Wizard.

Benefit (Su): Once per week, you may make a Charisma check (DC 20) to ask the Ghost Wind one question. The question must be something that the Wind can answer. The Wind is only able to see things exposed to the wind, so anything indoors or hidden underground is beyond its ability to answer. The Ghost Wind has a great memory, and can answer questions about the past, but it knows nothing about the future. This has the same effects of the spell *Divination* (*see the Player's Handbook*™). Instead of asking a question you may make a Charisma check (DC 20) to get the Ghost Wind to carry a message from you to any one person within its reach. The message may only be one word long, plus one word per character level that you have obtained. The message will be relayed to the intended person, who will hear the message as an eerie whispering in his ear. This is a supernatural ability.

Special: You may not take the Rimâl I, Sharkici, Sulimaq I, or Takim'aldiz feats.

Sailor [General, Profession]

Sailors work on ships. More specifically, they understand the wind and how it affects the rigging; they learn how to sail by the stars and how to plot a course; they know how to fire a cannon at an enemy ship. In short, they learn a lot of things that, when taken together, allow them to crew a ship.

Prerequisites: Profession (sailor) 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Balance, Wilderness Lore, Spot, and Intuit Direction.

Scholar [General, Profession]

A scholar is an academic who devotes his life to study and the pursuit of knowledge. Théah's scholars are responsible for her current social and technological level. Some of them are bookish types, locked away in libraries and laboratories, while others brave the deadly Syrneth ruins in search of lost truths.

Prerequisites: Any Knowledge skill 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Speak Language, and any 3 Knowledge Skills.

Scoundrel [General]

You have a reputation for being bad, for consorting with the "criminal element," and for knowing and doing things that only the bold or forsaken care to. It may be true (if you'd like), or you might just have been in the wrong place at the wrong time once too often.

Prerequisites: Chaotic or evil alignment.

Benefits: You gain a +2 competence bonus to your Gather Information skill checks when in a city, and you gain a +2 competence bonus to your Intimidation checks.

Scrounger [General, Profession]

The scrounger is well acquainted with a particular city. He may know where to shop for the best deals, where to make contact with criminals or mercenaries, or what path to take when fleeing from the city guard in the middle of the night.

Prerequisites: Profession (scrounger) 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Bluff, Gather Information, Forgery, and Pick Pocket.

The Secret [General, Théah Only]

Knights of the Rose and Cross know the secret message of the Third Prophet, which enables them to train themselves beyond the normal limits of human potential.

Prerequisites: Rose and Cross Membership.

Benefits: You gain +1 to your highest ability (if there is a tie between your highest abilities choose between the abilities).

Servant [General, Profession]

Nobles and merchants are demanding employers. A servant must tread softly and work diligently to meet their standards.

Prerequisites: Profession (servant) 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Sense Motive, Speak Language, Gather Information, and Diplomacy.

Sex Appeal [General]

For some reason, members of the opposite sex find you almost irresistible, and members of your sex are more than a bit jealous of your natural gifts. Your charm and looks are especially effective when you use them in a friendly or amorous fashion.

Prerequisite: Cha 15+.

Benefit: You receive double your Charisma modifier to all Charisma-based skills and ability checks when dealing with members of the opposite sex. However, when dealing with members of your sex, you suffer a –2 penalty to all Charisma-based skills and ability checks because of their irrational jealousy.

Sharkici [General, Théah only]

The Crescent sharkici, one of the orders of rahib among the Jadur'rihad, practice tonal chanting as a means of combating supernatural spirits.

Prerequisite: Crescent, Will save 4+, Class: Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, or Wizard.

Benefit (Su): You may use your chanting to affect any supernatural creature, including Sidhe, Sorcerers, and Syrneth creatures… basically any creature that is not an animal and any character with a supernatural or spellcasting ability. Once per day you may make a Perform (Singing) check opposed by the target's Sense Motive check. The individual making the higher check inflicts a number of hit points of damage to the other equal to the difference between the checks. This ability has no effect on items made by supernatural forces such as magical items or artifacts. This is a supernatural ability.

Special: You may not take the Rimâl I, Ruzgar'canli, Sulimaq I, or Takim'aldiz feats.

Sharp Shooting Expert [General]

You can focus your ranged strikes to hit vital areas.

Prerequisites: Dex 13+, Int 11+.

Benefits: On your action, before making an attack roll at range you may take a penalty to your base attack and add the same number to all of your damage rolls. This number may not exceed your base attack. These bonuses and penalties last until the end of your action.

Showmanship [Fighter, General]

You have flawless timing and an ability to work crowds that borders on the uncanny. You long ago determined that anything worth doing was worth doing stylishly. You move, speak, fight, and even eat with flair. While this has obvious uses on the stage or working a crowd, it also has applications elsewhere.

Prerequisites: Cha 15+.

Benefits: As a move equivalent action you may make a perform Check DC (15), if you succeed you gain a +2 circumstance bonus to your Attack Rolls and Damage Rolls while you have an audience of at least 5 people.

Side Step [Fighter, General]

You are adept to moving out of the way of incoming blows.

Prerequisites: Dex 13+.

Benefits: When an opponent fails to hit you with an attack, you may take a 5-foot step to the side of the attack (you may not move towards or away from the attack, however; only to the side).

Six Fingers [General]

You were born with six fingers on each hand. While your additional features gain you strange and sometimes disdainful stares, you have greater ability in any area where manual dexterity or grip comes into play.

Benefit: When using a missile weapon or the Weapon Finesse feat, you receive an additional +1 to attack rolls. Further, in any situation where manual dexterity or the use of your hands comes into play, you receive a +1 on all relevant skill or ability checks.

Special: This feat may only be taken at first level.

Skilled Liar [General]

Not only were you born with the ability to lie convincingly, you have spent much time practicing. Your untruths are all but undetectable to even the most perceptive listeners.

Prerequisite: Gifted Liar, Charisma 13+.

Benefit: You receive an additional +4 competence bonus to Bluff, Diplomacy, and Innuendo checks, as long as you are lying or attempting to pass along false information. Note that this bonus stacks with the bonus granted by Gifted Liar.

Slip [Fighter, General]

You are agile and adept at getting inside your opponent's guard.

Prerequisites: Base attack bonus +3, Dex 15+.

Benefit: When an opponent attacks you and misses, you can use an attack of opportunity to attack him or her. For this attack, you receives a +3 circumstance bonus to your attack roll. This takes up one of your attacks of opportunity and may not be used if you have no remaining attacks of opportunity for the round.

Small [Fighter, General]

You are smaller than the average person, and know how to put that to good use in combat.

Prerequisites: Dex 13+; Your character must be at least 6 in. shorter than the racial average. A human needs to be at maximum 5 ft. to gain this Feat (see the Physical Description section under the race in question in the *Player's Handbook*™).

Benefits: You gain a +3 circumstance bonus to your Tumble and Hide skill checks versus an opponent of a greater Height and Weight than you (minimum 10% larger).

Special: You cannot take the Large, Brawny or Giant Feat, and may not take this feat if you have taken any of the aforementioned feats.

Sneak Attack Training [General]

Training and experience has improved your Sneak Attacks.

Prerequisites: You must be capable of a Sneak Attack.

Benefits: The number of dice that you use for a Sneak Attack is increased by +1d6. If you have any feats that allow you to use another die besides a d6, you may use that die with this feat.

Sniper [General]

You may sneak attack with a Ranged Weapon.

Prerequisites: Dex 13+, Wis 13+, capable of a Sneak Attack.

Benefits: When you are at range, you gain the bonuses of your Sneak Attack class feature as if you were making melee attack. You must be within 3 range increments of your weapon. You only gain the bonuses to damage if the target does not know that the attack is coming and is flat-footed (as per the Sneak Attack feature).

Normal: Without this feat you must use melee weapons or be within 30 ft of an opponent when Sneak Attacking.

Spark of Genius [General]

The character has an intuitive understanding of one academic field. He is able to solve difficult problems related to that field without the use of scratch paper or referring to his notes.

Prerequisites: Int 13+.

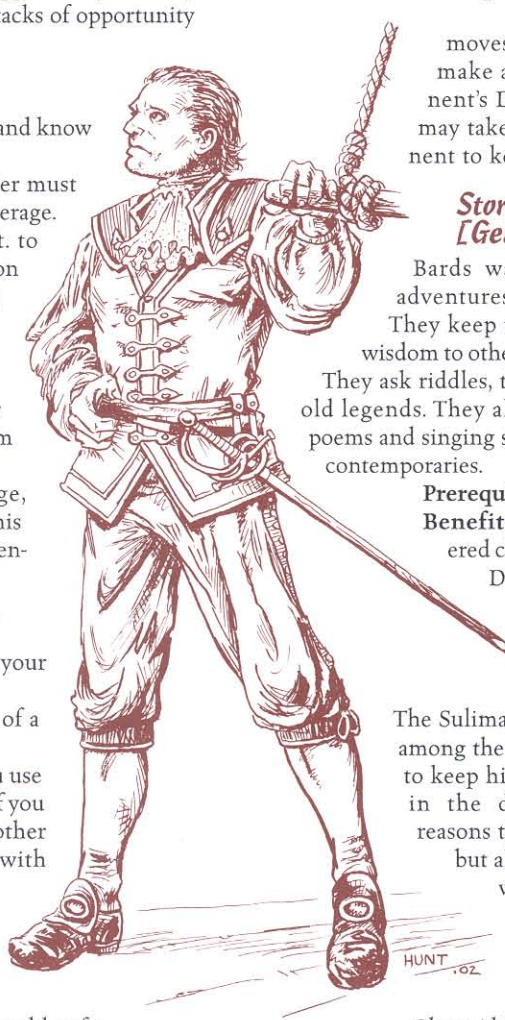
Benefits: Pick a Knowledge Skill. You gain a +4 competence bonus when making rolls with that skill.

Stay on their Tail [Fighter, General]

You may pursue an opponent when they attempt to escape your threat range.

Prerequisites: Dex 13+, Mobility.

Benefit: When an opponent moves out of your threatened area, you make a Ref save (Dc equal to the opponent's Dexterity score). If successful you may take one 5-foot step toward the opponent to keep them in your threatened area.



Storyteller (true bard) / Skald [General, Profession]

Bards wander the countryside seeking adventures, stories, and the world's riddles. They keep traditions alive, and pass on their wisdom to others by singing or telling epic poems. They ask riddles, the keys to which are found in the old legends. They also make new legends by writing poems and singing songs about the great deeds of their contemporaries.

Prerequisites: Perform 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Decipher Script, Perform, Bluff, and Diplomacy.

Sulimaq I [General, Théah Only]

The Sulimaq'i is a special kind of holy person among the Crescent Yilan-bazlik. His abilities to keep his community supplied with water in the desert are one of the biggest reasons that his tribe has not only survived but also prospered. Not only can he find water hidden under the sand, he can also, in times of great need, bring a rainstorm from nowhere in order to save his people.

Prerequisites: Crescent, Wis 13+, Class: Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, or Wizard.

Benefit (Su): Once per day, you may dowse for water. Make a Charisma check (DC 5). If you succeed, you find a location where, with about ten minutes of digging, you can recover one pint of water. You may increase the DC of the check by 5 for each additional pint of water you wish to dowse for. For all intents and purposes, this water was not there before you attempted to find it, and once you have exposed it to air by digging for it, it will evaporate soon. This is a supernatural ability.

Special: You may not take the Rimâl I, Ruzgar'canli, Sharkici, or Takim'aldiz feats.

Sulimaq II [General, Théah Only]

You can summon rainstorms and sense bodies of water.

Prerequisites: Crescent, Wis 13+, Sulimaq I.

Benefit (Su): Once per day you may summon a rainstorm by making a Charisma check (DC 20). If you succeed, you create a rainstorm that will drop one quarter of an inch of water in a day, plus another quarter inch per Raise you make on the roll. This rainstorm will last for one day (24 hours). This ability may not cause existing storms to worsen. *See the Dungeon Master's Guide™ for rules on rainstorms.*

Additionally once per day, instead of summoning a rainstorm, you may attempt to find the nearest body of water that you have drunk from in the past. To do this you must make a Intuit Direction check (DC 25). If successful you know the direction to the nearest body of water that you have drunk from in the past (the actual distance is world-specific and left to the DM's judgement). This is a supernatural ability.

Suppressive Fire [Fighter, General]

You may pin down a location and make attacks of opportunity against those crossing, entering, or moving through that line.

Prerequisites: Point Blank Shot, Combat Reflexes.

Benefit: As a standard action you may nominate a strait or diagonal line of squares. As long as you do not move, you may expend an attack of opportunity to fire your weapon at anyone crossing, entering, or moving through that nominated line of squares. The number of squares in the line is only limited by the range increment of the ranged weapon.

Survival [General]

You are adept at surviving in certain terrain.

Prerequisites: 2 ranks in Wilderness Lore.

Benefits: When you take this terrain, name a terrain type. You have a +4 bonus to your Wilderness Lore checks as well as a +2 bonus to all Fort saves against weather and terrain conditions while in the named terrain.

Special: This feat may be taken multiple times (once for each terrain type).

Sword of the Crown [Musketeer]

Nothing stands between you and the wishes of the monarch to whom you swore loyalty. Your fighting spirit and dedication prompt you to incredible acts of heroism.

Prerequisite: Defender of the Crown, base attack bonus 8+, Musketeer level 1+.

Benefit: Once per day, you may draw upon your inner strength and loyalty to become a ferocious opponent in combat. You gain a +2 bonus to hit and damage in melee and a +8 bonus to all saves against fear effects. These bonuses last for 5 rounds.

Tagging [Fighter, General]

Tagging is a particularly flashy piece of showing off with your weapon, designed to temporarily dishearten your enemy. This could be anything from cutting off a lock of his hair to carving your initials in his shirt.

Benefits: When you land an attack on an opponent you may choose to deal no damage. The next time you strike that opponent with a Critical Hit during this encounter the damage multiplier is increased by 2, the Damage Die is increased by 1 level (thus 1d6 becomes 1d8), or your Str Modifier is doubled. You may tag an opponent up to three times, each time choosing a different effect to apply to the target. Additionally, each time you tag an opponent the critical threat range of your weapon is increased by 1 (to a maximum of +3) while attacking that opponent, until a critical hit is rolled.

Takim'aldiz [General, Théah Only]

The Crescent Aldiz'ahali know the ways of the heavens far better than anyone else in the world. They use the stars to determine their calendar, their current locations, and fortune-telling. The Takim'aldiz is a holy person who has meditated upon the stars until his consciousness merges with them. He can see the stars in their current positions, even when they are not visible to other people. He can also see how the stars interact with those around him. The Takim'aldiz's unearthly perceptions cause him to have a faraway look in his eyes most of the time.

Prerequisites: Crescent, Wis 13+, Class: Alchemist, Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Witch, or Wizard.

Benefit (Su): You can see the current positions of the stars, planets, sun, moon, and any other celestial objects such as comets, even when these are ordinarily not visible because of factors such as daylight, weather, or having your eyes closed. You sense them even when you are asleep or blindfolded, but they do not provide any extra light for you to see by.

You also innately know the geometrical relationships between them at all times. Therefore, you always know what time it is, and your current latitude and longitude, giving you a +2 competence bonus to any skill check involving Knowledge (navigation) or Intuit Direction.

Once per day, by looking at a person for 1 round (6 seconds), you may make a contested Wisdom check. If you succeed, you can gain a sense of what astrological sign he was born under (that constellation seems to glow brighter while you concentrate on him) and you gain a +4 competence bonus to any skill check used against that character. This is a supernatural ability.

Special: You may not take the Rimâl I, Ruzgar'canli, Sharkici, or Sulimaq I feats.

Tinker [General]

You have a knack for mechanical devices.

Prerequisites: Feat: Craftsman. Knowledge Mathematics 4 ranks.

Benefits: The Bonus provided by your Craftsman Feat is increased by +2 (+3 total).

Transmutator [General, Profession]

You have knowledge of arcane chemical theories intended to transform one base object into another. In Théah, most alchemical notions have been replaced by more modern concepts of chemistry and natural philosophy, but the Daughters of Sophia still make use of them from time to time… as does Alvara Arciniega and his followers.

Prerequisites: Alchemy skill 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Knowledge (religion), Gather Information, Alchemy, and Knowledge (arcana).

True Alchemist [General]

Much like Faith, true alchemy relies on the utter conviction that it actually works. For this reason nearly all dabblers in the art meet with nothing but failure. The devout practice of alchemy revolves around the transformation of the spirit, a technique first developed through the transformation of base matter. The true alchemist realizes that turning lead into gold and other myths ascribed to alchemy may not even be possible, but that such transformations aren't actually the point. By transforming his surroundings, the alchemist hopes that he too will be transformed.

Prerequisites: Invisible College Membership (Théah only; prerequisites on other worlds are up to the DM).

Benefits: When you take this feat, nominate one of your abilities. When you make a skill check based on that ability you may roll 2d20, taking the d20 that rolled the highest for the check.

Note: This ability may not be used with an attack or damage roll, only skill checks.

Two Strikes as One [Fighter, General]

You may make an additional attack when charging.

Prerequisites: Greater Two-Weapon Fighting.

When you charge and are armed with two melee weapons, you may make an additional attack with your off-hand targeting the same attack as the attack made by the primary hand.

Normal: Without this feat, you may only attack once when charging.

Tyrant [General]

You are adept at bullying evil creatures into following you. You possess the brutal charisma that evil humanoids seek in leaders, and can recruit a horde of followers from amongst evil races and evil beings. Unlike characters with the Leadership feat, you rely on brutal strength, threats, and an iron-fisted rule to maintain a hold over your followers.

Prerequisites: Level 6+, evil alignment.

Benefits: This feat allows you to attract a sizable horde of evil humans or humanoids. However, you must constantly strive to maintain your command over these followers, as you lead more out of a sense of fear and a promise of loot than any sense of loyalty.

Tyrant Score: A character's Tyrant score is equal to his level plus the higher of his Strength or Charisma modifiers.

Number of Followers by CR: You can control up to a number of creatures of each Challenge Rating listed for your Tyrant Score. It's possible to lead more creatures than this, but doing so has a negative effect on your followers' morale. The creatures attracted to your horde are unclassed monsters or humans native to the region in which you recruit. It takes 1 week and 50 G in supplies to attract 100 followers to your banner. At the DM's option, he may require you to role-play negotiations with humanoid tribes or defeat bandit champions in combat to earn their respect. Of course, the DM has final say as to whether enough creatures live in a region to create a horde.

Whenever your horde enters combat, each unit under your command that is not within your or a trusted lieutenant's line of sight must make a Will save with a DC equal to your current Tyrant score. If the unit succeeds, it flees from the fight or cowers at the edge of the combat zone, seeking a chance to loot but avoiding any direct fighting.

You may attempt to rein in a horde larger than the one you can control given your current Tyrant Score. Look up the highest Tyrant Score you would need to control your horde. Subtract your current Tyrant Score from this value, and use the resulting value as a bonus to your followers' Will save to avoid combat at the beginning of a battle.

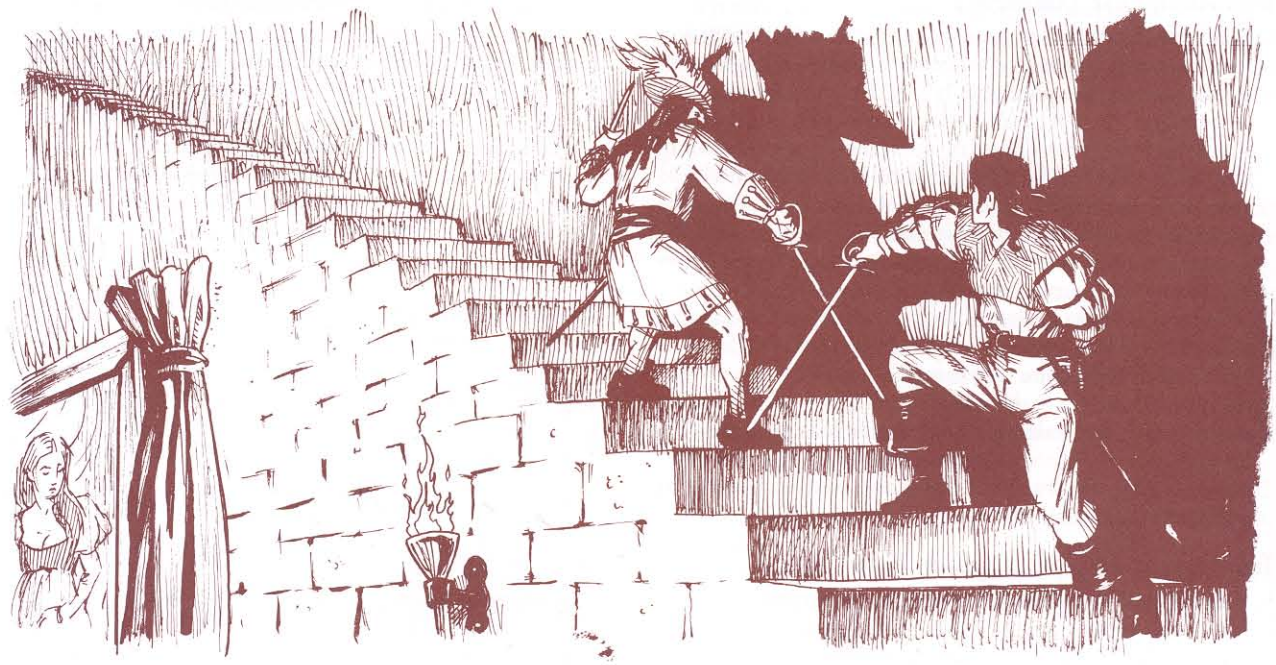
If you command more than your maximum number of more than one creature type, find the Tyrant Score you would need to control the entire horde. Subtract your current score from this score to compute your horde's Will save bonus.

Table 4-1: Tyrant Follower Table

Tyrant Score	Number of Followers by CR								
	¼	½	1	2	3	4	5	6	7
<1	–	–	–	–	–	–	–	–	–
1	1	–	–	–	–	–	–	–	–
2	1	–	–	–	–	–	–	–	–
3	1	–	–	–	–	–	–	–	–
4	1	–	–	–	–	–	–	–	–
5	2	1	–	–	–	–	–	–	–
6	4	2	–	–	–	–	–	–	–
7	8	4	–	–	–	–	–	–	–
8	12	6	1	–	–	–	–	–	–
9	16	8	3	–	–	–	–	–	–
10	20	10	5	1	–	–	–	–	–
11	24	12	6	3	–	–	–	–	–
12	32	16	8	5	1	–	–	–	–
13	40	20	10	6	3	–	–	–	–
14	60	30	15	8	5	1	–	–	–
15	80	40	20	10	6	3	–	–	–
16	100	50	25	15	8	5	1	–	–
17	110	60	30	20	10	6	3	–	–
18	120	70	35	25	15	8	5	1	–
19	130	80	40	30	20	10	6	3	–
20	140	100	50	35	25	15	8	5	1
21	240	120	60	40	30	20	10	6	3
22	300	150	75	45	35	25	15	8	5
23	360	180	90	50	40	30	20	10	6
24	440	220	110	55	45	35	25	15	8
25	540	270	135	60	50	40	30	20	10
+1	+100	+50	+25	+5	+5	+5	+5	+5	+5

The Tyrant has a reputation for:	Modifier
Cruelty	+2
Success in combat	+1
Magical power	+1
Working with demons or devils	+1
Losing battles	–1
Restraining looting or pillaging	–1
Mercy	–2

Events	Modifier
Victory over enemy army	+4
Tyrant defeated in personal combat	–6
Defeated by enemy army	–8
Unsuccessful coup	–2
Village looted	+4
City looted	+6
Tyrant defeats tribal leader in combat	+1
Tyrant's horde actively campaigning	+2
Tyrant's horde inactive	–4



Unarmored Defense Proficiency (Beginner) [Fighter, General]

You have a general knack for protecting yourself when you are unarmored and your flesh is exposed to attack.

Benefits: Your base AC (normally a 10) is increased by a bonus determined by your level when you are unarmored. This bonus does not stack with any armor bonuses granted by armor. When wearing armor this bonus is not applied. The bonus is supplied below.

level	Bonus	level	Bonus
1	+3	11	+6
2	+3	12	+7
3	+4	13	+7
4	+4	14	+7
5	+4	15	+8
6	+5	16	+8
7	+5	17	+8
8	+5	18	+9
9	+6	19	+9
10	+6	20	+9

Special: This bonus is applied even when your character is caught flat-footed or is denied his Dex modifier to his AC. This bonus is an increase to the character's base AC and thus is not named.

Unarmored Defense Proficiency (Intermediate) [Fighter, General]

Your ability to defend yourself when unarmored has further improved.

Prerequisites: Unarmored Defense Proficiency (Beginner).

Benefits: The bonus to your character's AC granted by the beginner version of this feat is replaced with the following chart:

level	Bonus	level	Bonus
1	+5	11	+9
2	+6	12	+10
3	+6	13	+10
4	+6	14	+10
5	+7	15	+11
6	+7	16	+11
7	+8	17	+12
8	+8	18	+12
9	+8	19	+12
10	+9	20	+13

Special: This bonus is applied even when your character is caught flat-footed or is denied his Dex modifier to his AC. This bonus is an increase to the character's base AC and thus is not named.

Unarmored Defense Proficiency (Master) [Fighter, General]

You have mastered the ability when wearing no armor.

Prerequisites: Unarmored Defense Proficiency (Intermediate).

Benefits: The bonus to your character's AC granted by the intermediate version of this feat is replaced with the following chart:

level	Bonus	level	Bonus
1	+7	11	+12
2	+8	12	+13
3	+8	13	+13
4	+9	14	+14
5	+9	15	+14
6	+10	16	+15
7	+10	17	+15
8	+11	18	+16
9	+11	19	+16
10	+12	20	+17

Special: This bonus is applied even when your character is caught flat-footed or is denied his Dex modifier to his AC. This bonus is an increase to the character's base AC and thus is not named.

University [General]

In a swashbuckling era, universities — offering a wide variety of scholarly training — are coming into fashion. You have attended one of these schools.

Prerequisites: Int 13+.

Benefits: You gain +3 skill points at character creation and every two levels thereafter (1, 3, 5, 7, etc.). These points may only be put into Knowledge skills.

Special: This feat may only be taken at first level.

Unnerving Countenance [General]

Physically, you are less appealing to others, and they feel uncomfortable around you. While this can be awkward in many situations, there are times where being ugly can help. Many people simply assume that your soul matches your form in its hideousness, so you can cow them more easily. Your lack of beauty could take the form of something blatant (hunchback, excessive scarring, warts, missing teeth, etc.) or it could be something more subtle (eyes that seem as though they never blink). Regardless of the cause, the game effects are the same:

Benefits: You have a –3 penalty for all Cha rolls made in a social situation, except for those where being unpleasant to behold can be beneficial. Those social rolls get a +5 competence bonus, which also applies to Intimidation attempts. Furthermore you may attempt to intimidate as a free action once per round.

Special: You cannot take the Appearance Feat if you have this Feat. You may only take this feat at first level.

Urchin [General, Profession]

When you're raised in the streets or wilds with nobody to take care of you, you pick up certain skills, such as finding discarded food and begging for handouts. This sort of life often teaches a moral flexibility that says survival is more important than honesty.

Prerequisites: Profession: Scrounger 4 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Hide, Move Silently, Pick Pocket, and Wilderness Lore.

The Vow [General, Théah Only]

Knights of the Rose and Cross have the ability to make a Vow that aids them in upholding the Three Vows they take at initiation. Their extraordinary willpower causes this Vow to come to pass, although perhaps not in the manner they intended.

Prerequisites: Rose and Cross Membership.

Benefits: In game terms, you must declare your Vow to your DM, and he must approve it before the Vow can take effect. DMs may veto any Vow. Some guidelines to follow include:

1. The Vow cannot declare that you will take an action that could be considered "evil" (murder, theft, etc.). You cannot make this Vow: "I Vow I will murder the Compte du Torville!"

2. The Vow cannot declare that you will take an impossible action (one that violates physics, such as leaping across an ocean). You cannot make this Vow: "I Vow I will run from Montaigne to Ussura tonight!"

3. The Vow cannot declare that you will take an action that directly or indirectly violates any of the Three Vows of the Rose and Cross. You cannot make this Vow: "I Vow I will rob that poor man of all his possessions!"

4. Your Vow cannot directly affect the actions of others. You cannot make this Vow: "I Vow you will fail to woo her heart!"

In order to make a Vow, you must first pay for it with Experience Points. At the end of each session, you may put the points into a Vow pool. These points are recorded on your character sheet. When you have accumulated a number of points in your pool equal to your current level times 100, you are eligible to make a Vow. Your DM will determine how the Vow is fulfilled.

You may not build two Vows at a time and you may not make a second Vow until the first is fulfilled. The Vow will be fulfilled in someway through play. The DM will work with you to accomplish this Vow. Upon completing the vow all Experience Points are returned to the player.

You gain a +2 sacred bonus to all attack and damage rolls as well as all saves and skill checks that are considered part of completing your Vow (DM discretion).

Warrior Born [Fighter, General]

You were born under the warrior's star, destined for combat. You are inexplicably drawn to the warrior's art, and you are a natural combatant. You may choose any career path you like, but your heart will always long to be a warrior.

Benefit: When in combat, you receive a +1 morale bonus to damage rolls.

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

Weapon Expert [General, Fighter]

You have spent many long hours training with a certain weapon. As a result, you have an unusually and unnervingly high degree of ability with your weapon of choice. Your enhanced abilities allow you to easily hit the most heavily-armored opponents, and you can deal startling amounts of damage.

Prerequisite: Base Attack Bonus +6, Weapon Focus (any).

Benefit: When attacking with your chosen weapon, you receive an additional +3 bonus to hit. Further, the die type of the weapon is increased by 1 (from d6 to d8, d10 to d12, etc.)

Special: You must possess a masterwork or magical version of your chosen weapon.

Weapon Grand Master [Fighter, General]

Your ability with your chosen weapon is unsurpassed in the land. When wielding you weapon of choice, you are virtually unstoppable. You can slice through the thickest armor with ease, and even the mightiest opponents fall before your deadly mastery.

Prerequisite: Base Attack Bonus +12, Weapon Master.

Benefit: When in combat, you may choose to give up half of your normal attacks to make one attack at your highest

attack bonus; if successful, it is automatically a critical threat. This may be done no more than twice per round, and no more than a number of times per day equal to your Constitution modifier. For example, a fighter with a Base Attack Bonus of +16/+11/+6/+1 and a Constitution of 14 can make 4 attacks normally, or 2 attacks at +16 that guarantee critical threats if they are successful. Further the same fighter can only use this feat twice per day, because of his Constitution modifier of +2.

Weapon Master [General, Fighter]

You have spent many long hours in battle and training with a certain weapon. As a result, you have attained an unsurpassed level of mastery with your chosen weapon.

Prerequisite: Base Attack Bonus +10, Improved Critical, Weapon Expert.

Benefit: When attacking with your chosen weapon, you receive an additional +5 bonus to hit. This bonus replaces the bonus granted by Weapon Expert. Further, the critical hit damage modifier is increased by 1 (from ×2 to ×3, etc.)

Special: You must own a magical version of your chosen weapon. A masterwork version of the weapon maybe substituted for this prerequisite if there are no magical weapons in the world, or the DM decides that magical weapons are too rare in the world.

Weapon Mastery — Large Melee Weapons [Fighter, General]

You are a master librarian of large exotic melee weapons and their uses.

Prerequisites: Exotic Weapon Proficiency in at least two Large exotic melee weapons, Wis 15+.

Benefits: You are considered proficient with all large exotic melee weapons.

Weapon Mastery — Medium Sized Melee Weapons [Fighter, General]

You are a master librarian of medium exotic melee weapons and their uses.

Prerequisites: Exotic Weapon Proficiency in at least two medium exotic melee weapons, Wis 15+.

Benefits: You are considered proficient with all medium exotic melee weapons.

Weapon Mastery — Ranged Weapons [Fighter, General]

You are a master librarian of exotic projectile weapons and their uses.

Prerequisites: Exotic Weapon Proficiency in at least two exotic ranged weapons, Wis 15+.

Benefits: You are considered proficient with all exotic ranged weapons.

Weapon Mastery — Small Melee Weapons [Fighter, General]

You are a master librarian of small exotic melee weapons and their uses.

Prerequisites: Exotic Weapon Proficiency in at least two small exotic melee weapons, Wis 15+.

Benefits: You are considered proficient with all small exotic melee weapons.

Whaler [General, Profession]

You are skilled at hunting whales and other large creatures on the high seas. On Théah, whalers have a much more difficult time plying their trade. The whales are guarded by the fearsome leviathans, who attack not only anyone they sense harming a whale, but any ship that smells of whale's blood. Whalers are usually fearsomely strong, completely unafraid of anything, and expert swimmers.

Prerequisites: Profession: Sailor 6 ranks.

Benefits: The following skills are considered class skills for you regardless of class: Sense Motive, Spot, Jump, Climb, and Search.

Wicked Strike [General, Fighter]

When you strike an opponent, it hurts. Bad.

Prerequisites: Str 13+.

Benefits: When you roll your Damage with a Weapon, and you roll the maximum number on the Die, your weapon is considered to have the Wounding effect (*see the* DUNGEON MASTER'S *Guide*™). If the weapon already has the wounding effect, the wounding is increased by 1.

Additionally, if the weapon scores a critical hit or another effect allows for extra damage, the base damage may be rolled separately from the additional damage granted by the critical hit multiplier or other possible extra damage (i.e., sneak attack) to see if the weapon "wounds" the opponent.

Special: You must actually roll a die to use this ability. A weapon that rolls 2 or more dice for damage must have rolled the highest amount of damage possible between the two dice.

Arcana

A few special people are blessed (or cursed) with a particular aura, which helps guide their destiny for good or ill. In Théah, these aura are called Arcana, and can be sensed by the mysterious Fate Witches of Vodacce. Arcana act as special feats. At first level, a human may take an Arcana feat instead of another feat for their additional feat. Only Virtues and Wiles may be taken in this way. You may only take an Arcana if your character is good or evil. Good characters take Virtues, while evil characters take Wiles. If you take a Hubris or Flaw you gain an additional bonus feat (thus a first level human could start with 3 feats at 1st level). Your character must be good or evil to take a Hubris or Flaw. A good character takes a Hubris while an evil character takes a Flaw. Players should consult with their DMs before assuming that they may take an Arcana. These rules are optional and may drastically alter the dynamics of the d20 rules; whether that is good or bad is left to the discretion of the DM.

Adaptable [Virtue, Wile]

You react to changing situations with lightning-quick mental reflexes. When someone leaps off of a balcony at you, you calmly step aside. When scything blades whip out of the floor and attempt to cleave you in two, you retain the presence of mind to dive out of the way.

Prerequisites: Good or evil alignment.

Benefits: Once per day, you may activate your Virtue/Wile in order to cancel the effects of being flat-footed. This Virtue applies only to you; no others can benefit from it.

Special: May only be taken at first level.

Altruistic [Virtue]

You are always willing to help other people. In fact, you're more comfortable lending aid to someone else than working towards your own ends.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue in order to reroll any roll that you made while attempting to help someone else. You may do this only once for any particular test.

Special: May only be taken at first level.

Ambitious [Hubris, Flaw]

You crave power. Money is nice, but being in charge of other people is your favorite thing. You are likely to be brought down by attempting a risky grab for power and failing.

Prerequisites: Good or evil alignment.

Benefits: Once per day the DM or another player can activate your Hubris/Flaw in order to get you to chase after power, even if the deal you're getting is risky.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Arrogant [Hubris, Flaw]

You firmly believe that you are better than anyone else is. Your ideas are the best, your clothes are the most stylish, and you have to let everyone else know how much better you are.

Prerequisites: Good or evil alignment.

Benefits: Once per day the DM or another player can activate your Hubris/Flaw in order to get you to show contempt or disdain for someone else.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Beguiling [Wile]

You sure don't look like a villain. In fact, most folks would trust you with their grandmother's pension. Play your cards right and the heroes may never discover your true nature... until it's too late, of course.

Prerequisites: Evil alignment.

Benefits: Once per day, you receive a 1d4 that you may roll with any other roll as a circumstance bonus every time you help the PCs in some significant manner. Whenever you make a roll that helps the PCs, you receive a +2 Circumstance Bonus. I the 1d4 is not used at the end of the day, it is lost.

Special: May only be taken at first level.

Brilliant [Wile]

Do the words "criminal mastermind" ring a bell? Elaborate plots and plans are your bread and butter. Your plots are so deep, not even your henchmen can keep track of where they're going. Whenever it seems the heroes have you figured out, you pull some twist out of your pocket and throw them off-guard.

Prerequisites: Evil alignment.

Benefits: Once per day, if your Initiative total is the same as another character's, you may cause him or her to fail their first roll of that phase. You must use this ability before the other character rolls.

Special: May only be taken at first level.

Careful [Wile]

Your plans are extremely well thought out and you design exceptionally deadly ambushes and traps. Your plans always have a back-up contingency, and there are never obvious flaws in them.

Prerequisites: Evil alignment.

Benefits: Once per day, you may activate your Wile after you fail a check, to reroll that check.

Special: May only be taken at first level.

Careless [Flaw]

For some reason, heroes always seem to escape your clutches. You don't understand how that's possible. After all, you throw them into your easily escapable deathtraps before leaving them alone with your bumbling guards while you wander away for no apparent reason.

Prerequisites: Evil alignment.

Benefits: Once per day, the DM or another player may activate your Flaw in order to succeed automatically at a skill check during an escape from you, one of your traps, or one of your prisons.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Charismatic [Wile]

You are an exceptional public speaker. Your men will follow you to the death. It annoys you to have to pretend to care when they die, but it helps keep morale up.

Prerequisites: Evil alignment.

Benefits: Once per day, you may activate your Wile in order to have one of your followers die fearlessly for you, whether it furthers your cause or not.

Special: May only be taken at first level.

Comforting [Virtue]

Other people are comfortable near you. You have a way of making them feel safe. Even though there's a hideous monster barreling down on the group, as long as you stay calm, your example will set the tone for the rest of the group.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue to cancel the effects of any one Fear effect on your party, including yourself, until the end of the encounter.

Special: May only be taken at first level.

Commanding [Virtue, Wile]

You exude confidence and composure. This has a tendency to unnerve your opponents, since they feel that you must know something they don't.

Prerequisites: Good or evil alignment.

Benefits: Once per day, you may activate your Virtue/Wile to reroll any one Intimidation roll.

Special: May only be taken at first level.

Courageous [Virtue]

Although some beasts rouse supernatural horror in the hearts of men, you are immune to their powers, which makes you particularly dangerous to them. When a monster becomes used to people fleeing in terror from its presence, a hero who stands and fights makes it unsure of its power, wondering if it might be the prey instead of the predator this time around.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue in order to reflect the effects of *fear* back on to one of your opponents. The opponent who generated the *fear* effect now suffers the effect. The rest of your party is still affected by the opponent's *fear* effect.

Special: May only be taken at first level.

Cowardly [Hubris, Flaw]

You have a strong sense of self-preservation. You often hesitate to put yourself at risk, even if there's a good reason to do so.

Prerequisites: Good or evil alignment.

Benefits: Once per day, whenever you're about to do something dangerous, such as swing across a spiked pit on a fraying rope, your DM or another player can activate your Hubris/Flaw in order to talk you out of putting yourself in danger.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Creative [Virtue]

You are prone to sudden flashes of inspiration. You might notice that there are the same number of wall frescoes as there are knobs on a mysterious artifact, which could well cause you to deduce that each of the frescoes contains a clue as to what each knob should be set to.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue in order to get an idea from the DM. You tell the DM — in general terms — what it is that has you stumped, and he must give you an idea to help you solve the problem. This may take the form of a hint or further (though commonly easier) puzzle.

Special: May only be taken at first level.

Cruel [Flaw]

You have a sadistic streak that causes you to perform acts of cruelty for no good reason. Of course, this doesn't endear you to your followers.

Prerequisites: Evil alignment

Benefits: Once per month, the DM or another player may activate your Flaw in order to have an underling, sick of the treatment he receives at your hands, betray you. Maybe not this very second, but as soon as it's feasible. If at all possible, you may attempt to kill the underling the moment you find out about his betrayal. The betrayal could be anything from abandonment to a knife in the back.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Virtue or Wile without it counting against your first level feat.

Deceitful [Wile]

You don't strike others as a villain. They never suspect you until it's too late.

Prerequisites: Evil alignment.

Benefits: Your Wile is always on; you do not need to activate it. When someone else attempts to view what Arcana you have, you may choose what Arcana she sees.

Special: May only be taken at first level.

Envious [Hubris, Flaw]

Everyone else seems to have it better than you do. They have more money, better toys, and a prettier wife. You tend to get envious over the smallest things.

Prerequisites: Good or evil alignment.

Benefits: Once per day, the DM or another player can activate your Hubris/Flaw in order to get you to covet something belonging to someone else. You should attempt to get it for yourself.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Exemplary [Virtue]

You lead by example. You are very good at showing others how to imitate your movements and at getting them to coordinate their efforts with you.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue to allow the rest of your group to use one of your Skill ranks during a shared activity, such as sneaking through the forest. This is good for only one roll.

Special: May only be taken at first level.

Extravagant [Flaw]

You enjoy living in the lap of luxury. Ale is never good enough if you can get fine wine instead. You aren't happy with anything less than the finest room in the inn.

Prerequisites: Evil alignment.

Benefits: Once per day, the DM or another player can activate your Flaw in order to get you to focus on your own comfort instead of your job or plans.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Fanatical [Wile]

Your cause means everything to you. Death is acceptable if it helps you accomplish your goals. The most dangerous man in the world is the man who isn't afraid to die.

Prerequisites: Evil alignment.

Benefits: Once per turn, you may activate your Wile in order to ignore your injuries for one Phase. Meaning that you may continue to act for 1 turn after you have been reduced below 0 hit points. If you are below –10 hit points you will die on your next round.

Special: May only be taken at first level.

Focused [Virtue, Wile]

You can concentrate all of your energy on a single task. Your world narrows until only the thing you are working on remains. This allows you to accomplish a great deal, using limited resources.

Prerequisites: Good or evil alignment.

Benefits: Once per day, you may activate your Virtue/Wile of the encounter (for example, a Str 16 and Con 12 could become a Str 14 and Con 14). This transfer expires at the end of the encounter.

Special: May only be taken at first level.

Fortunate [Virtue, Wile]

Those little annoying quirks of misfortune that haunt other people seem to always overlook you. Horses don't run underneath low branches when you're riding them, and you never fall into the water when making an easy leap aboard ship.

Prerequisites: Good or evil alignment.

Benefits: Once per day, you may activate your Virtue /Wile to reroll any failed check or save whose DC is 20 or less.

Special: May only be taken at first level.

Friendly [Virtue]

You make friends easily and have an easygoing personality that endears you to most people. As a result, friends are constantly popping up just when you need help out of a tricky situation.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue/ Wile to grant you a Connection at some point within this Scene. The DM determines whether the Connection is an Ally, Informant, or Confidant, under what circumstances the Connection is met, and whether or not the Connection lasts after the Story ends.

Special: May only be taken at first level.

Greedy [Hubris, Flaw]

Money makes your eyes light up with joy. The more, the merrier, as long as it spends.

Prerequisites: Good or evil alignment.

Benefits: Once per day, whenever you're divvying up shares of the loot, being offered a hefty bribe, or catching wind of some fabulous treasure, your DM or another player can activate your Hubris/Flaw to convince you to grub for as much money as possible.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Hateful [Wile]

You know how to hold a grudge. When someone makes an enemy of you, he doesn't know what he's gotten himself into. You are capable of devoting your entire being to the destruction of another individual.

Prerequisites: Evil alignment.

Benefits: Once per day, you may activate your Wile in order to declare someone who has just foiled one of your schemes to be your enemy. From now on, you are immune to any attempts by him to Bluff or intimidate you. In addition, you always have a +2 circumstance bonus when personally fighting your enemy. You may only have one enemy at a time, and you cannot declare a new enemy until you have killed the first one.

Special: May only be taken at first level.

Hedonistic [Hubris]

You love a good time. You party too much, drink too much, and eat too much. You have trouble resisting an invitation to join someone in a drink and sometimes shirk your duty if offered a more enjoyable time elsewhere.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player can activate your Hubris in order to get you to relax your guard and have a good time.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Honorable [Wile]

You're not the ruthless type. In fact, there's a very well-defined line that you just won't cross. You've subscribed to some of those romantic ideals that are going around the courts these days. Some of them.

Prerequisites: Evil alignment.

Benefits: Whenever you have an opportunity to gain or profit from a "dishonorable act" and you refrain, you gain a 1d4 that you may add to any other roll as a circumstance bonus. If the 1d4 is not used by the end of the day, it is lost.

Special: May only be taken at first level.

Hot-headed [Hubris, Flaw]

You have a chip on your shoulder. A big one. Your fuse is short, and you're ready to get in a scuffle at the slightest hint of an insult.

Prerequisites: Good or evil alignment.

Benefits: Once per day, the DM or another player can activate your Hubris/Flaw to get you to fly off the handle and lose your temper.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Inattentive [Hubris]

Your mind has a habit of drifting off at inopportune moments. It flits from one thought to the next so fast that you have trouble getting it to concentrate on the here and now.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player can activate your Hubris to cause you to fail a Perception Check automatically, or to give you a –2 dice penalty to any Surprise Check.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Indecisive [Hubris]

You have been known to hesitate when faced with difficult choices or split-second decisions. If forced to choose between letting a villain escape and rescuing a loved one from being lowered into a snake pit, you're likely to agonize over the situation until something — perhaps a cry for help from your sweetheart — forces your hand.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player may activate your Hubris during time-sensitive moments in the game to force you to discard one Action die from your Initiative Pool.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Insightful [Virtue]

You understand human nature. You can quickly determine the defining characteristic of another person's personality. This is often useful in ferreting out weaknesses or gaining forewarning of an enemy's strengths.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue to determine which Arcana (if any) another character possesses. In addition, if you determine that a Villain has a Virtue then you can make a Wis roll (DC 15) to cancel that Virtue.

Special: May only be taken at first level.

Inspirational [Virtue]

Being around you spurs other people to greater achievements. You are always encouraging others and helping them to find that little bit of potential within themselves that they've always overlooked.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue in order to add a +3 circumstance bonus to any other character's Action.

Special: May only be taken at first level.

Intuitive [Virtue]

Somehow, you seem to know things that you shouldn't. Random bits of information mesh inside your mind, leading you to conclusions others would never have guessed. This gut feeling doesn't always give you the answer you're looking for, but it seems to consistently lead you in the right direction.

Prerequisites: Good alignment.

Benefits: Once per day, the DM may activate your Virtue. Whenever he does so, he will give you a hint or piece of information that leads the party back on track.

Special: May only be taken at first level.

Judgmental [Hubris]

You form opinions quickly and change them very slowly. You also have a tendency to judge people on their appearance. A man dressed as a pirate, no matter how gentlemanly, is a scoundrel and a dog as far as you're concerned. A man covered in mud is a peasant, and a woman wearing revealing clothing is a prostitute.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player can activate your Hubris in order to get you to jump to conclusions and form an unsubstantiated opinion of someone you've just met.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Lecherous [Hubris, Flaw]

You have a lusty nature and a tendency to pursue the pleasures of the flesh. A pretty woman or a handsome man (however your tastes run) is an almost irresistible temptation to you.

Prerequisites: Good or evil alignment.

Benefits: Once per day, the DM or another player or another player can activate your Hubris/Flaw in order to convince you to give in to temptation.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Loyal [Hubris]

You find it very, very difficult to abandon a friend, even if it's only to run and get help for them. As for leaving a fallen comrade behind to die — forget it.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player can activate your Hubris in order to get you to go back for a fallen comrade or to prevent you from leaving his side in the first place.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Megalomaniacal [Flaw]

You want to rule the world. You believe that you are the only person on the planet worthy of possessing power. You are quite willing to play your henchmen along for fools, but you would never actually let them share in your victory.

Prerequisites: Evil alignment.

Benefits: Once per day, the DM or another player can activate your Flaw in order to get you to admit in front of your underlings that you don't plan on sharing power with them. The DM will decide the reaction of your underlings.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Merciful [Flaw]

For a villain, you have a terrible weakness — you don't like to hurt people. Given the choice, you'd rather exile your deposed brother to another country than do him in. Whether this is because you want him to live knowing that you beat him, or whether you just have a small soft spot down in your heart somewhere, the result is the same: your enemies keep coming back again and again.

Prerequisites: Evil alignment.

Benefits: Once per day, the DM or another player can activate your Flaw in order to stop you from killing or having someone killed.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Misfortunate [Hubris, Flaw]

Lucky breaks are something that happen to other people. Your luck isn't terrible; you wouldn't have survived as long as you have if it were. It just isn't very good. Look at it this way: if you need some blind luck to get you out of a sticky situation, expect to be sticking around for a while.

Prerequisites: Good or evil alignment.

Benefits: Once per day, the DM or another player can activate your Hubris/Flaw to cause you to reroll a successful test whose DC was 20 or higher. Your DM can only do this once to any given test.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Misled [Flaw]

You don't know that you're a villain. You honestly believe that you are doing the right thing. Sometimes, though, you have your doubts...

Prerequisites: Evil alignment.

Benefits: Once per day, the DM or another player can activate your Flaw in order to cause you to doubt your actions for one crucial moment (one Action).

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Overconfident [Hubris, Flaw]

Nothing is beyond your capabilities. If you wanted, you could defeat the best swordsmen in the world; you just haven't had any reason to do so yet. And surely that chasm isn't too wide for you to leap across.

Prerequisites: Good or evil alignment.

Benefits: Once per day, the DM or another player can activate your Hubris/Flaw in order to squash any doubts you may have had about your own capabilities.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Overzealous [Hubris]

You are incapable of having a weak opinion. Everything you believe, you believe as if your life depended on it. Everything you don't believe in, you hate with a passion.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player can activate your Hubris in order to get you to strongly defend one of your opinions, no matter how inappropriate the time and place.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Paranoid [Flaw]

Everyone is waiting for their chance to betray you. Make sure you get rid of them before they get the chance. The players can activate your Flaw in order to make you believe that one of your henchmen has betrayed, or is about to betray you.

Prerequisites: Evil alignment.

Benefits: Once per day, the DM or another player can activate your Flaw in order to make you believe that one of your Henchmen has betrayed, or is about to betray you.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Passionate [Virtue]

You are at your best when swinging down to rescue a loved one from a grisly death on the rocks below. At those moments everything comes into focus for you and you surpass your normal limitations, pulling off amazing feats of skill and heroism.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue in order to double nay one die roll for any one Action with which you are directly saving the life of a loved one or friend.

Special: May only be taken at first level.

Perceptive [Virtue]

Your eyes are drawn to details. You notice the slight guttering of torches next to secret passages, and the hostile stares that ladies direct at the man you're talking with. These observations are second nature to you, and you rarely overlook important clues.

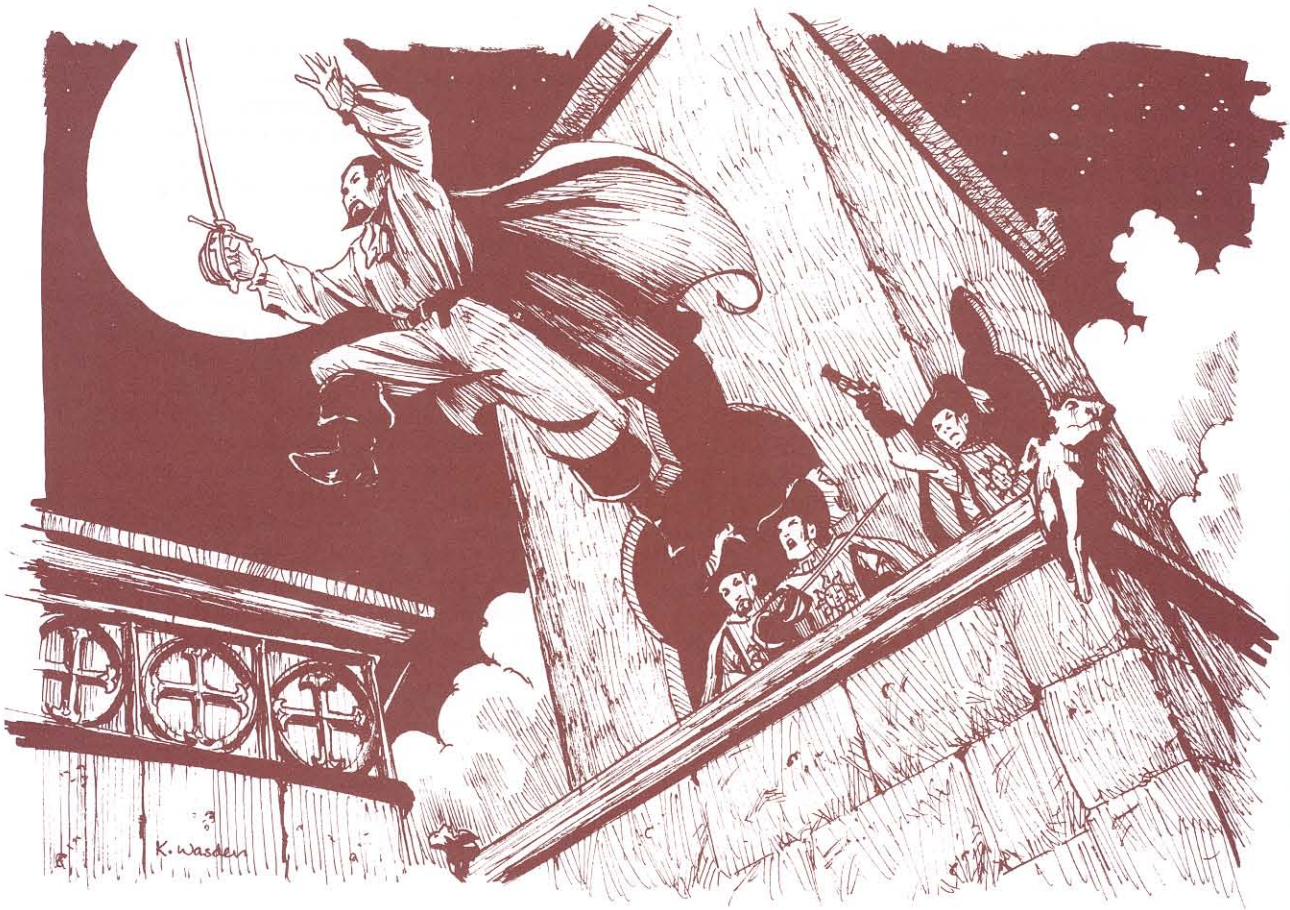
Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue in order to succeed automatically at any Spot, Listen, or Search check.

Special: May only be taken at first level.

Perspicacious [Virtue]

In order to fight evil, you have to understand it, and you do. You may not like it, but you can put yourself in the villain's shoes and understand him.



Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue in order to predict what an opponent's very next Action is going to be. Once the DM has told you what the Action is, he cannot change his mind based on your actions.

Special: May only be taken at first level.

Propitious [Virtue]

Things come together for you just as the right moment. You get thrown into prison on the eve of the big breakout, aging timbers in the floor decide to give out right before the villain can finish you off, and every deathtrap you get thrown into has a convenient method of escape built into it.

Prerequisites: Good alignment.

Benefits: Once per year, you may activate your Virtue in order to call for a lucky escape from the current encounter. This will extract you and your entire party from your current predicament.

Special: May only be taken at first level.

Proud [Hubris, Flaw]

You don't like accepting help from others. If a gift or offer of aid smacks of charity or pity even the slightest bit, you grow indignant and refuse it.

Prerequisites: Good or evil alignment.

Benefits: Once per day, the DM or another player can activate your Hubris/Flaw in order to get you to refuse an offer of aid.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Prudent [Wile]

Some villains go after their enemies with reckless abandon. Not you. You carefully consider each and every step you take toward your goals. Every move you make is deliberate and designed.

Prerequisites: Evil alignment.

Benefits: Once per day you may activate your Wile to reduce all of another character's circumstance, Competence, Insight, Luck, and Morale bonuses to 0.

Special: May only be taken at first level.

Rash [Hubris]

You have the urge to go and look when you hear a strange noise downstairs in the middle of the night. It's not that you're stupid, it's just that sometimes that little voice that says, "What would happen if I..." gets too loud to ignore.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player may activate your Hubris to force you to investigate something unusual, even if it looks like it might be dangerous.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Reckless [Hubris]

You lack the emotion of fear. Unfortunately, it is often an important cue that keeps men from doing foolhardy things. Sure, you don't flinch at the sight of even the most hideous monster, but neither do you feel the need to run away when outclassed.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player can activate your Hubris in order to get you to ignore any nagging feelings of worry or hesitation you may have when confronted with a potentially dangerous environment.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Recurring [Wile]

You're a slippery fish. Whenever your enemies think they've killed you, you return to torment them another day. If they burned your bloated corpse, then it wasn't really you, it was someone else that looked like you. If you fell off a waterfall while battling them, then of course you survived the fall.

Prerequisites: Evil alignment.

Benefits: Once per day, you may activate your Wile to succeed in one roll involving escaping another character, no matter how impossible that may seem.

Special: May only be taken at first level.

Regal [Wile]

Most thugs couldn't care less about who they work for, but your underlings are different. You've so impressed them with your majestic demeanor, they draw strength from your own confidence.

Prerequisites: Evil alignment.

Benefits: Once per day, you may activate your Wile to give up to 6 of your Henchmen a +2 Circumstance bonus to all Attack Rolls and Skill Checks until the end of the Round.

Special: May only be taken at first level.

Resourceful [Wile]

The good guys have a tendency to underestimate you. Too bad for them. You've spent a lifetime becoming what you are now, and no bunch of idealistic fools will keep you from achieving your goals.

Prerequisites: Evil alignment.

Benefits: Once per day, you may gain a +2 Circumstance bonus to any skill that you are unskilled in until the end of the turn. You may use the chosen skill as if you were trained in the skill as well.

Special: May only be taken at first level.

Righteous [Hubris]

The end justifies the means. You are willing to perform morally repugnant actions in order to achieve noble goals. Unfortunately, this can alienate those people who might support your cause if you didn't use such heavy-handed methods.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player can activate your Hubris in order to dispel any doubts you might have about the moral justifiability of your actions.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Ruthless [Wile]

You never hesitate to do whatever it takes to accomplish your goals. Nothing is too evil for you, as long as it serves the purpose you desire. This often leaves your enemies reeling with shock while you finish them off.

Prerequisites: Evil alignment.

Benefits: Once per day, you may activate your Wile in order to try to shock your enemies. You must first perform an evil act of a shocking nature. Then, you make an Intimidation attempt against each of the other characters who witnessed the act. Any character that you manage to intimidate is considered flat-footed for the rest of the round.

Special: May only be taken at first level.

Scheming [Flaw]

You like big, complicated plots. The more convoluted, the better. In fact, sometimes your schemes are so hard to grasp that your minions screw them up entirely. It's so hard to find good help these days.

Prerequisites: Evil alignment.

Benefits: Once per day, the DM or another player can activate your Flaw in order to prevent you from doing things the easy way. It's not enough to kill an enemy; you have to lower him into a deadly maze, complete with lethal traps.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Seductive [Wile]

With whispered words of evil, you can convince even the most honest man to lie, cheat, steal, or kill. Your slippery arguments can twist a man's head around and make him believe that he's doing evil for a good cause.

Prerequisites: Evil alignment.

Benefits: Once per day, you may activate your Wile in order to make a Bluff check to convince another character (NPC) to commit a deed that he normally wouldn't perpetrate. You gain a +5 insight bonus to this roll.

Special: May only be taken at first level.

Self-controlled [Virtue, Wile]

The verbal slings and arrows hurled by others roll off your back. You see through seduction attempts and laugh them away. And of course, nobody ever intimidates you.

Prerequisites: Good or evil alignment.

Benefits: Once per day, you may activate your Virtue/Wile to succeed at any Sense Motive roll versus a Bluff or cause any Intimidate Check targeting you to fail.

Special: May only be taken at first level.

Squeamish [Flaw]

You don't want anyone's blood on your hands. It's perfectly okay to get blood on your underlings' hands, but you don't like to do the deed yourself. Of course, you don't always follow up on things to make sure the job actually gets done — after all, the sight of blood has always disturbed you.

Prerequisites: Evil alignment.

Benefits: Once per day, the DM or another player can activate your Flaw in order to get you to pawn off the task of killing someone on a minion.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Virtue or Wile without it counting against your first level feat.

Star-crossed [Hubris]

You keep falling in love with the wrong people. You're the common soldier who falls in love with the king's daughter at first sight, or the hero who falls for the villain's daughter without knowing who she is.

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player can activate your Hubris in order to shoot you with Cupid's arrow yet again.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Stubborn [Hubris, Flaw]

You don't change your mind very often, if at all. Once you've decided on a course of action, you follow through no matter what. Attempts to convince you that you're wrong roll off your back with no effect.

Prerequisites: Good or evil alignment.

Benefits: Once per day, the DM or another player can activate your Hubris/Flaw in order to prevent you from changing your mind.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Talkative [Flaw]

You have a problem keeping your plans to yourself. Your ideas are simply so clever that you tell them to other people, so that you can watch the astonishment creep across their faces just before they tell you just how smart you are. The DM can activate your Flaw in order to get you to reveal your evil scheme to the wrong people. There's nothing preventing you from dropping them into a deathtrap afterwards, but should they survive, then you've got problems.

Prerequisites: Evil alignment.

Benefits: Once per day, the DM or another player can activate your Flaw in order to get you to tell them your evil scheme.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Trusting [Hubris]

You don't like to believe that other people are capable of misleading and lying to you. After all, people are basically good, right?

Prerequisites: Good alignment.

Benefits: Once per day, the DM or another player can activate your Hubris in order to quell any doubts you may have about another person.

Special: May only be taken at first level. If you take a Hubris or Flaw you may also take a Feat, Virtue or Wile without it counting against your first level feat.

Uncanny [Virtue, Wile]

Some people think that you have a little bit of sorcery in your blood, while others just think that you have sharp eyes and keen ears. The truth is, you've always had feelings that you don't quite understand. You just know that they mean trouble is coming, and coming quick.

Prerequisites: Good or evil alignment.

Benefits: Once per day, you can activate your Virtue/Wile. The next time your DM is about to spring an awful surprise on you, he has to give you some warning just before he does so.

Special: May only be taken at first level.

Victorious [Virtue, Wile]

You are the darling of the gods of war. Somehow, when it seems like you are doomed to fall in battle, you can summon up incredible reserves of strength to strike your opponent down, if only you can get through his defenses.

Prerequisites: Good or evil alignment.

Benefits: Once per day, you may activate your Virtue/Wile after you hit your opponent with a potential critical hit, but before you roll to back it up. The hit is automatically a critical hit.

Special: May only be taken at first level.

Willful [Virtue, Wile]

Simply put, there is nothing in this world that can keep you from your goals. Nothing.

Prerequisites: Good or evil alignment.

Benefits: Once per day, you may activate your Virtue/Wile in order to prevent another character from using any extra bonuses granted to them by special features or effects when they are facing you in direct combat until the end of the encounter.

Special: May only be taken at first level.

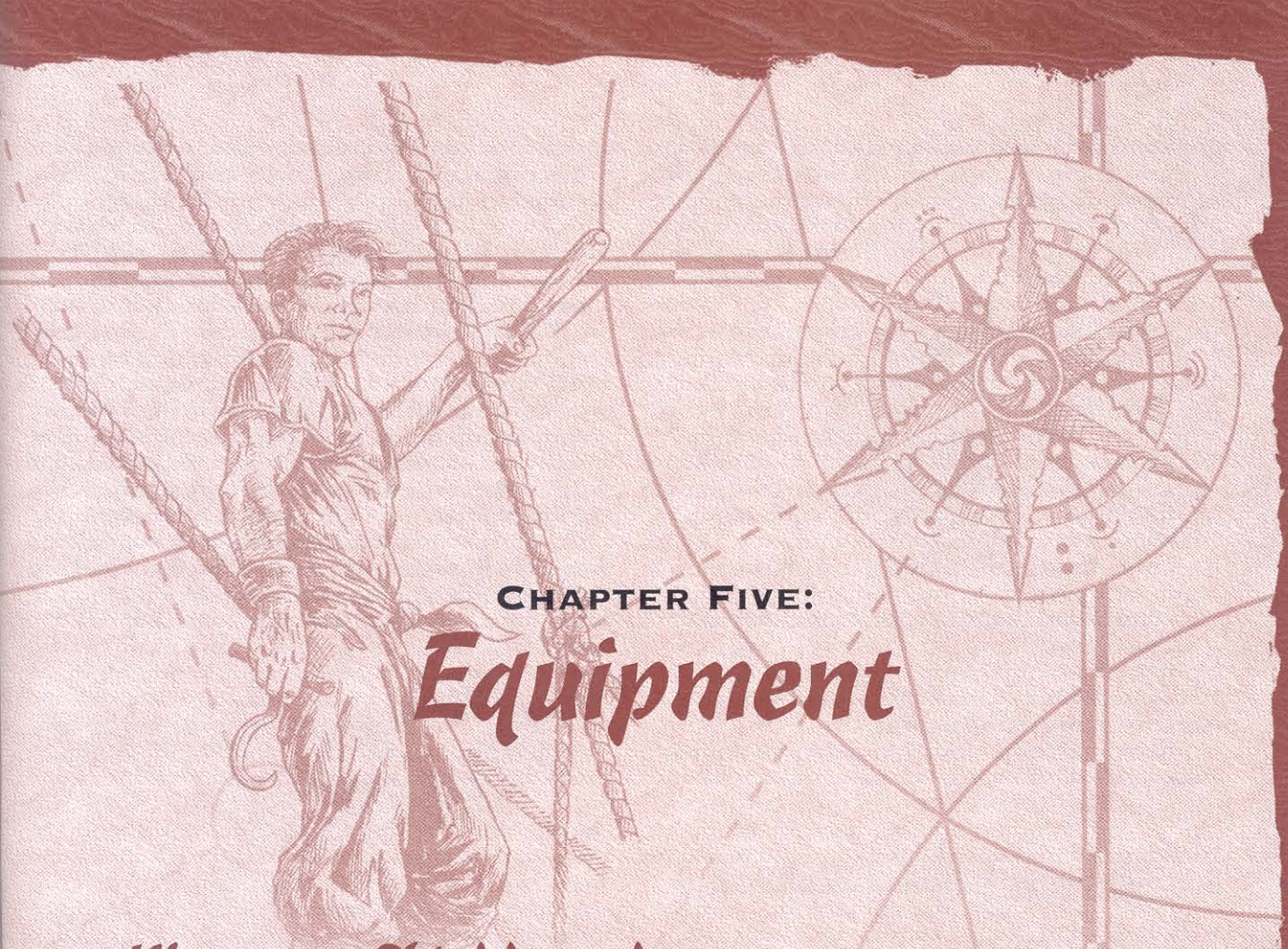
Worldly [Virtue]

You've been around, you've seen things, and you've got more than your share of know-how.

Prerequisites: Good alignment.

Benefits: Once per day, you may activate your Virtue. Until the end of the day, you have one rank in any skill that you do not currently have a rank in.

Special: May only be taken at first level.



Chapter Five:

Equipment

Weapons, Shields and Mundane Items

Most swashbuckling-style campaigns take place in a different era than classic fantasy campaigns — usually some two hundred years ahead in terms of cultural and technological development. Weapons and other equipment have changed to fit the times; some have become obsolete, to be replaced by newer or more efficient designs. This chapter covers new weapons, armor, and other equipment of the age; some of these are Théah-specific, though they can be transferred to non-Théan campaigns with ease. Other equipment can be found in the appropriate section of the *Player's Handbook*.™

Swashbuckling characters are outfitted much the way their fantasy counterparts are: PCs begin the game with a set of normal clothes and a random amount of money determined by their class.

Table 5.1 Starting Gold

Class	Amount (G)	Class	Amount (G)
Assassin	4d4×10	Pirate	3d4×10
Courtier	6d4×10	Spy	5d4×10
Highwayman	5d4×10	Swashbuckler	5d4×10
Inquisitor	6d4×10	Wanderer	3d4×10
Musketeer	6d4×10	Witch	3d4×10
Noble	8d4×10		

Weapon Descriptions

The game mechanics for the weapons described below can be found on Table 5-2: Weapons.

Adaga: The bizarre parrying weapon known as the adaga is also a powerful offensive tool. Running up and down through the buckler-sized rectangular shield is a spear, 4½ ft. long, with a broad blade at the top and a sharp spike on the other end. A large knife blade about one foot long protrudes from the middle of the shield. A pair of short spikes above and below the blade, set at 45 degree angles from the shield, are used to catch opposing weapons. Most attacks made with an adaga are thrusts with the spear. Because of its hybrid nature, the adaga is a difficult weapon to master. A character wishing to properly use this item as a shield must take the feat: Exotic Shield Proficiency (Adaga). If the character wishes to attack with the Adaga must take the feat: Exotic Weapon Proficiency (Adaga).

Aldana Blade (Custom Rapier): The Aldana blades of Castille are light and flexible, excellent for quick strikes and rapid parries. The blade's light weight grants the user a +2 bonus to their initiative. These masterwork rapiers are typically only forged for Castillian nobles and those that have been deemed heroes of Castille.

Avalon Longbow: Avalon history is peppered with prominent use of the longbow, from the exploits of Robin Goodfellow to David III's stirring victories over the Montaigne. Avalons use a larger and heavier bow than their continental counterparts. This increased pull gives the Avalon longbow an increased range.

Axe Pistol: A handaxe with a pistol barrel built into the hilt, this may be used for either melee or ranged attack. Once the pistol is fired, the wielder still has a weapon in his hand to fight with. Due to the clumsy design, there is a 1 in 10 chance that a successful blow with the axe causes the pistol to fire (should the weapon still be loaded). Masterwork and dracheneisen axe pistols do not fire accidentally.

Basket Hilt: A basket hilt on a sword completely protects its wielder's hand. Pommel strikes from the sword do an additional 1d4 bludgeoning damage, and any strikes attempting to hit the sword hand automatically fail. Weapons with this modification may not have any other hilt modifications.

Bayonets (affixed to a musket): A typical bayonet is simply a long knife blade with a rounded handle designed to fit inside the barrel of a musket. When it is mounted in place, the musket can be used as a polearm and grants the wielder a 5-ft. reach. It takes one Standard Action to either mount or to unmount a plug bayonet. A musket fired with a mounted plug bayonet will explode, inflicting 2d10 hit points of damage to its wielder.

In Théah, Montaigne has recently developed the attached bayonet, which clips to the side of the musket barrel and does not prevent the weapon from firing.

When not affixed to a musker, a bayonet deals damage as a dagger (1d4).

Belaying Pin: This is a heavy wooden dowel used for tying off ropes on a ship, but it makes a handy club in a fight. They are easy to find on a ship but rarely found outside of them, although some sailors carry them in port if they're expecting trouble. Belaying pins function as a club.

Bell Guard: This sword guard completely covers the top of the wielder's hand, granting a +2 circumstance bonus for the purposes of defending against disarm attacks. Weapons with this modification may not have any other hilt modifications.

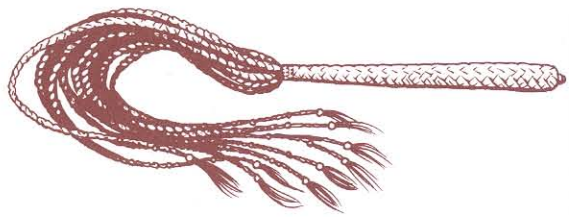
Boar Spears: A boar spear is a polearm approximately five to 7 ft. long, with a crossbar behind the tip that can force opponents back away from the wielder. Boar spears require one hand to wield. However, an opponent successfully hit by a boar spear must reduce his initiative by the amount of damage delivered by the boar spear. The boar spear grants the user a 5 ft. reach.

Bodice Dagger: While many daggers can be hidden in bodices, most of them are ordinary weapons sheathed somewhere between the body and the outermost layer of clothes. A bodice dagger is a special piece of equipment designed especially for concealment in a woman's clothing. The blade is never more than 3 in. long, and the handle is not large enough to allow more than the thumb and two fingers to grip it. They are socially acceptable because they are viewed as the last line of defense for a woman's honor.

Anyone attempting to disguise (conceal) this weapon on their person gains a +2 competence bonus to their skill check.

Buckler Hook: An addition popular among Vendel swordsmen (who use it to carry their lamps), the hook alternately gives a +4 bonus to any disarm checks made with it. Any shield less than 10 lb. in weight may have a buckler hook, so long as it does not also have spikes.

Built-in Pistol: This extra may only be affixed to a dracheneisen panzerhand. A pistol is built into the panzerhand. When loaded, the first successful Attack with the panzerhand causes it to go off (and automatically hits the target). The panzerhand deals damage as normal, in addition the pistol deals damage as well. The pistol is a standard pistol made of dracheneisen (*see dracheneisen and pistol*). The pistol may be fired as normal as well, but it requires two hands to fire. This adds 3 lb. to the weight of the panzerhand. The wielder must be proficient with the use of pistols or he suffers a –4 penalty when firing the weapon at range (the weapon still fires normally when making a standard panzerhand attack).



Cat o' Nine Tails: This specialized whip consists of nine separate whips woven together at one end, so that a victim is actually hit with up to nine lashes! Because of its weight and length it is cumbersome to use, and can only be used every other round. For that reason it is much more often used for the punishment of a bound individual than in combat.

Like all whips it deals subdual damage, and no damage at all to anyone who has a +1 or greater armor bonus, or +3 or greater natural armor bonus. Since it can be used to attack enemies up to 15 ft. away, it is considered a ranged weapon. Because of its bulk, a cat o' nine tails gains no bonus on either trip or disarm attacks. It does, however, have a unique if somewhat repulsive advantage. Because it is designed to tear the flesh off of its victims, bits of flesh and blood lodge in the "tails" and putrefy, producing a toxic substance which can cause infections in flesh that is opened with the whip. Once a "cat" has caused damage for the first time, subsequent attacks may cause infection (DC 14, Incubation 1 day, Damage 1d4 Con) per the disease rules in the DUNGEON MASTER'S *Guide*™.

Chakram: These exotic weapons are sharpened metal rings about 1 foot in diameter. Tiny versions exist (6 in. diameter), doing 1d3 damage. Many seasoned pirates carry these weapons as souvenirs of their travels.

Claymore: Claymores are extremely large and heavy blades, weighted in order to put enormous impetus behind their blows. A claymore is considered a great blade.

Cloak: A character wearing a cloak in combat can remove it in order to use it as a sort of makeshift buckler, but this requires the exotic shield proficiency to do effectively. Cloaks never inflict damage in combat, but unlike a buckler, they can be used to entangle an opponent. If you are proficient in the use of a cloak as a shield, you gain a +2 competence bonus when attempting to disarm an opponent with a fencing blade

or a light melee weapon; furthermore the opponent does not gain the typical +4 bonus for having a larger weapon. The Armor bonus does not apply if you are facing an opponent armed with a large weapon.

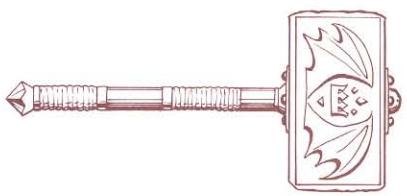
Cutlass: Cutlasses are lightweight slashing weapons, similar to a scimitar and weighted like meat cleavers to cut easily into flesh and bone at the expense of accuracy. A cutlass is a fencing blade and may be used in conjunction with the Weapon Finesse feat.

Daphan Scimitar: The Daphan swordsmen of Théah carry special scimitars that aid them in their weapon-breaking maneuvers (*see page 78*). These are masterwork scimitars, affixed with serrated teeth within the blade and the handguard. They may be wielded as a normal scimitar. If a Daphan swordsman wields one, he receives a +2 circumstance bonus to the check of their "Snapping the Blade" ability.

Dietrich Sword (Custom Rapier): Many Théan Knights of the Rose and Cross have been blessed to wield one of Dietrich's famous swords. When making damage rolls with the sword, a 1 is treated as a 6. This weapon is wielded as a rapier, and is only available to members of the Rose and Cross.

Dilmekiri: A dilmekiri is a two-handed curved sword, resembling a scimitar but with a heavier and even more extremely curved blade. As with the scimitar, it is a cutting and slashing weapon, with a point that is essentially useless for offense.

Disguised Blade: This small knife looks like a Vaticine cross or other holy symbol. Users gain a +8 Competence bonus to Disguise (conceal) the knife on their person. Disguised blades are not usually for sale. In Théah, die Kreuzritter members sent on mission receive one blade at no cost, and are expected to return it after their mission.



Eisen Greathammer: The greathammer is a heavy two handed warhammer but with a short handle from the grip to the hammer head.

El Estoque Occulto: The chosen weapon of the mysterious El Vago, this weapon is an ordinary rapier, modified to contain a spring-loaded dagger in the hilt. It looks completely normal but close inspection reveals a small button underneath the hilt that can be pressed to release an 8–10 in. blade from the pommel into the user's other hand. The weapon is called *el puñal del estoque.*

This extra may be attached to any rapier. The stats provided are for the dagger that comes from the pommel. In Théah, this extra may only be purchased by members of Los Vagos.

Fencing Ring Grip: The grip is a ring above the quillions of a blade; the user can put his or her fingers through it, allowing for greater control of the weapon. A ring grip may only be affixed to a fencing weapon such as a rapier or smallsword.

If the user has a Base Attack Bonus of +6 or more, the user may forfeit one of his attacks to feint, using his Bluff skill, instead of spending a standard action feinting.

The user of the ring grip gains a +1 competence bonus to all Bluff checks made when feinting.

Should the wielder be disarmed of his fencing weapon, he suffers 1d2–1 hit points, as any fingers he has in the ring grip are battered and possibly broken.

Fighting Lantern: A fighting lantern is a masked bull's-eye lantern. Very little light escapes it when its mask is down, and when the mask is up, light can be directed in one direction only. The handle of the lantern is attached to its back, and a thumb-activated lever allows its user to raise and lower the mask.

Note: A character without the Feat: Exotic Shield Proficiency, does not gain the AC bonus the Fighting Lantern grants when fighting with the lantern.

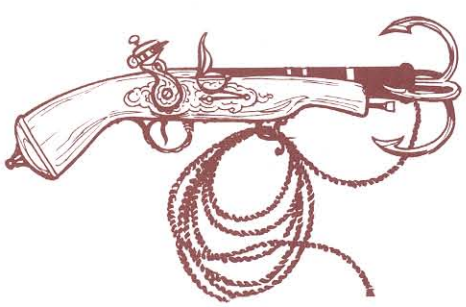
The lantern may be used to perform a shield bash as per the rules for a shield bash (*see the Player's Handbook™*). The fighting lantern is considered a medium shield.

Gallegos Blade (Custom Rapier): Gallegos blades are well-balanced and durable. They can be bent nearly double and will spring straight again. This blade has a hardness of 15. These masterwork rapiers are typically only forged for Castillian nobles and those that have been deemed heroes of Castille.

Garrote: A garrote is a long piece of wire which wraps around a victim's throat in order to strangle him.

Garrotes are used along with a sneak attack; with a successful attack, the victim cannot make a sound and begins to suffocate (*see the Drowning rules in the* DUNGEON MASTER'S *Guide™*). The victim is considered grappled and can attempt to break free normally as per the grappling rules.

If the user scores a critical the target can only hold their breath for a number of rounds equal to their Constitution score (instead of double their Constitution score as normal).



Grappling Gun: Grappling guns are normally used to fire a rope across to another ship for boarding purposes. The user may make an attack versus the object that he wishes to affix the hook to (DC 15). If successful, the rope is hooked in place,

and can be used to swing across on. If the roll fails, the hook comes loose as soon as the character tugs on it. A grappling gun is reloaded as a firearm. For proficiency purposes a grappling gun is considered a firearm.

Grappling Gun, Rilasciare: As discussed earlier, a grappling gun fires a rope attached to a hook to a ship or building. Military vessels have used grappling guns for years, but in Théah, the Rilasciare has improved the basic design, giving it increased range and accuracy. Like a standard grappling gun, the user may make an attack versus the object that he wishes to affix the hook to (DC 15). If successful, the rope is hooked in place, and can be used to swing across on. If the roll is a failure, the hook comes loose as soon as the Hero tugs on it. The grappling gun is reloaded as a firearm. For proficiency purposes a grappling gun is considered a firearm. In Théah, these weapons are available only to Rilasciare members.

Grenade: Grenades are basically a wrought iron shell filled with gunpowder, and a piece of cannon fuse to light them with. When the fuse is lit, it burns down to the gunpowder, which explodes, shattering the iron shell into pieces of shrapnel. Grenade-like weapons require no proficiency to use. The grenade has a blast radius of 5 ft. Those within the radius may make a Ref save (DC 20) to halve the damage.

Grenade Launcher: An unwieldy, silly-looking device with an oversized barrel, the grenade launcher simply fires a lit grenade by means of using packed gunpowder. Every bit as dangerous as it sounds, the grenade launcher explodes if the wielder rolls a natural 1 while firing it, dealing its damage as though the grenade landed on the firer. Masterwork and dracheneisen grenade launchers are merely ruined on a natural 1, as they absorb the full blast. Proficiency with firearms covers the use of this weapon. Damage is done as per the grenade type.

Grooved Blade: The blade has a thin groove along it, making wounds it inflicts more deadly. When used as part of a sneak attack, grooved blades deal an extra point of damage every round for 1d10 rounds, with multiple wounds being cumulative. Only piercing weapons may have grooved blades. Weapons with this modification may not have any other blade modifications.

Half-Basket Hilt: The sword has a hilt covering the front and outer edge of the wielder's hand. Pommel strikes from the sword do an additional 1 bludgeoning damage, and the sword hand is considered to have +5 AC. Weapons with this modification may not have any other hilt modifications.

Harpoon: Harpoons are a pronged spear, attached to a line and usually used to hunt large sea creatures such as whales or leviathans. They see little use away from ships.

Hatchet: A hatchet is a small, one-handed axe commonly used for chopping wood.

Heavy Blade: This weapon is weighted towards its blade, dealing 1d4 extra damage, but making the weapon more unwieldy. Weapons with this modifier require an Exotic Weapon Proficiency (heavy-bladed weapons) feat in addition to the usual proficiency. This modification may be made to any slashing melee weapon of medium-size or larger sizes, so long as it is not a double-weapon. Weapons may not have both this and the heavy pommel modification.

Heavy Pommel: This weapon is weighted towards its pommel, allowing its wielder to parry more easily, but dealing less damage. The weapon's damage dice are reduced by one die type, but the wielder has +2 AC while he has the weapon ready but is not making full attacks or charges. This modification may be made to any slashing or bludgeoning melee weapon of medium-size or larger sizes, so long as it is not a double-weapon. Weapons may not have both this and the heavy blade modification.

Hook: The most popular replacement for a lost hand, a hook costs anywhere from 2 G for a simple, sturdy hook to 50 G for a beautifully wrought and engraved piece of metal work, and jewels and precious metals can add even more to the cost. Alternately, a hook may be used by a character with two hands. They can be commonly found aboard most ships.

Höpken Heavy Crossbow: Journeymen of the Höpken crossbow school in Théah carry these. They are rarely seen outside of Höpken student's hands. The bow carries a larger punch than the standard heavy crossbow. Due to the increased tension of the bow, a character with a Strength less than 13 must spend 2 full round actions (instead of the standard 1 full round action). In all other ways it works just like the heavy crossbow. The Höpken bow is considered a masterwork weapon.

Improved Crossbow Bolts: Though firearms are quickly making older bows obsolete in most swashbuckling worlds, crossbows are often used for long-distance assassinations. The bolts are quiet, have greater penetrating ability and accuracy than a pistol, and can be coated with poison if necessary. In Théah, the Rilasciare has developed a special kind of bolt, made of metal, which increases the range even further. The Rilasciare never allows anyone to carry more than two at any time.

When used with a crossbow, the Critical Hit Multiplier is increased by 1 and the threat range is increased by 1 as well. Furthermore the damage is increased by 1 die type (to a maximum of a d12) and the Range Increment is increased by 25%. So a light crossbow would roll 1d10 for damage (versus the normal 1d8), have a Critical Multiplier of ×3 (versus the normal ×2), a threat range of 18–20 (versus the normal 19–20), and a Range Increment of 100 ft. (versus the normal 80 ft.) when firing one of these bolts. In Théah, only characters with a Rilascaisre membership may purchase these rare crossbow bolts.

Katar (Punch Dagger): A katar is a heavy-bladed knife with a hilt that consists of two parallel bars connected by two crosspieces. One of these is the handle, and the other is connected to the base of the blade in such a way that the blade is perpendicular to the handle. The blades are invariably double-edged, and usually straight, although some are curved. Westerners usually refer the katar as a punch dagger or thrusting dagger due to the punching action required to wield the weapon. The weapon allows wielders to put their full force behind their attacks.

Locking Grip: This extra may only be affixed to a dracheneisen panzerhand. When using the Bind feat or attempting to disarm an opponent, your opponent may not break your grip (the roll may not even be made). Furthermore you gain a +10 bonus to disarm the target as if you had a locked gauntlet attached to the target's weapon. It requires a key and a move equivalent action to release your grip, and until then, your off-hand cannot be used for anything else (you may still use the panzerhand as a shield). This adds 1 lb. to the weight of the panzerhand.

Main Gauche: A long dagger used in the left ("gauche") hand, this is mainly intended as a parrying weapon. It is not balanced for throwing. Characters who have the Exotic Shield Proficiency (main gauche) feat add +1 to their AC when using it (it may be used as a martial weapon for attacking normally).

Manople: A manople is a Crescent gauntlet sword, which has been out of fashion with the Kurta'kir and the Atlar'vahir for over a century. It still sees use today, however, especially among the Jadur'rihad and the Aldiz'ahali tribes. The weapon consists of a short central double-edged blade and two very short, outwardly curved side blades. The blades of the manople attach to a plate that covers the back of the wielder's hand, which is in turn attached to a bracer that both protects the wrist and keeps the weapon on the wielder's arm. This arrangement leaves the wielder's hand free, but somewhat impaired, and makes attacks with the weapon somewhat awkward. The manople may be used as a fencing blade in that the wielder may take the Weapon Finesse feat to apply their dexterity modifier instead of their Strength modifier to their attack rolls. The wielder may attempt to take actions with the hand wielding the manople, but doing so incurs a –4 penalty to any action that requires fine dexterity. One could open a door without any trouble, but repairing a buckle may prove more challenging. If the manople's wielder is holding something in the hand that wields the manople, the wielder suffers a –3 penalty to all attack rolls with the manople.

Martingale: The martingale is a loop of cord attached to the pommel of a weapon which the wielder puts his hand through during combat. While others may disarm the wielder, the weapon remains attached at his wrist, halting any attempts to take the weapon away. This may be added to any melee weapon.

Montaigne Grenade: Montaigne grenades consist of a wrought-iron shell filled with gunpowder, and a piece of cannon fuse to light them with. When the fuse is lit, it burns down to the gunpowder, which explodes, shattering the iron shell into pieces of shrapnel. Grenadiers, who are normally conscripted peasants, last an average of 2.7 battles.

Grenade-like weapon require no proficiency to use. The grenade has a Blast Radius of 5 ft. Those within the radius may make a Ref save (DC 20 to half the damage).

Mounted Crossbow: This extra may only be affixed to a dracheneisen panzerhand. A crossbow is built into the panzerhand. The crossbow deals damage as a hand crossbow, but does not require an exotic weapon feat to use. It adds 3 lb. to the weight of the Panzerhand. The wielder must be proficient with the use of crossbows or he suffers a –4 penalty. You can draw the crossbow back by hand. Reloading the crossbow is a move equivalent action that provokes attacks of opportunity.

A Note on Firearms

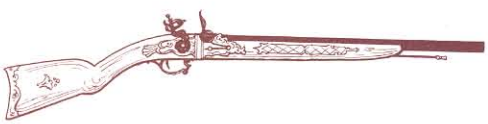
The *Dungeon Master's Guide™* states that it takes only one round to reload a firearm. If one round is supposed to be 6 seconds, this means that the reload rates have been slightly trimmed. During the 17th and 18th century a wartime soldier, at his fastest, could reload a musket in 45 seconds, where the average hurried reload time was actually about a full 60 seconds.

This is where reality and playability clash. DMs who wish to impose a bit of reality on their players may instead force players to spend 10 full round actions to reload a musket and 8 full round actions to reload a pistol.

The rules in this book are designed to be used either way. As the DM, it is up to you to decide which path to take.

Musket: This is the standard musket of Théah. The less-convenient larger size grants the user more damage at a longer range. A musket holds a single shot, and requires a standard action to reload and one ounce of gun powder to propel the bullet. If the powder is wet, it will not ignite and the bullet will not fire. 10 bullets weigh 2 lb.

Musket, Double Barreled: These muskets have two barrels, one on top of the other or one beside the other. The bearer may fire both weapons at once, increasing the critical threat range to 17–20 if the target is within the pistol's range. Additionally the weapon may be fired one barrel at a time, with the second shot readied for firing immediately after the first. The weapon is otherwise functionally identical to normal weapons of its type, including range, reload time, and damage.



Musket Carbine: A short musket, originally intended to be used by cavalry, its shorter length makes it easier to load for a soldier on horseback. It also makes the musket less accurate over a distance, but that's rarely a concern for massed cavalry. Carbines are also popular among adventurers and explorers, who find the shorter weapons easier to handle in tight spots.

Musket Sight: More than just an aiming stud at the end of the barrel, this very sophisticated device made of brass attaches to the barrel of a weapon, and if properly used, allows the shooter to compensate not only for distance, but windage as well. It is complicated and slow to use, requiring the user to estimate the range to the target and the force of the wind,

and then adjust the site accordingly. It is also quite delicate, and can be easily bent or broken by rough handling. For these reasons it is rarely used on the battlefield, being much more common among sharpshooters and assassins, who can take their time setting up their shots.

If a character wishes to use a sight they must first have one made specifically for their weapon. Sights are not interchangeable between weapons, even supposedly identical ones. They can, however, be removed from the weapon (five rounds) and put back on again (ten rounds). To use the sight the character must spend a move equivalent action aiming at his target. The character may then make a Wisdom check with a DN of 15 before firing. If the check is successful the shooter gets a +4 bonus to his attack roll. If the check is unsuccessful the character may spend another turn aiming and not fire the round. This extra adds 1 lb. to the weight of the weapon.

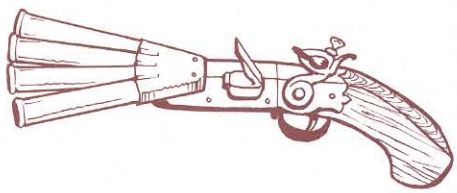
Panzerhand: A panzerhand is a heavy iron glove, designed to deflect or block blows from melee weapons. In Théah, it is almost exclusively the providence of Eisen nobles and warriors. When attempting to disarm an opponent, the user gains +5 to the roll if using the panzerhand. Many Eisen schools require the use of a panzerhand. Characters who have the Exotic Shield Proficiency (panzerhand) feat add +1 to their AC when using it (it may be used as a martial weapon for attacking normally).

Pattern-Welded Steel Weapon: A pattern-welded steel weapon is a masterwork weapon. In Théah, the technique is only available in the Crescent Empire, where it was perfected. Various types of high and low carbon steels or iron are used to create this amazing material. Alternating layers of these steels are heated and forged together into a blank. A high layer count is built up by cutting, folding and re-welding the blank. Twisting, drilling, punching, folding and filing the blank during forging can bring out interesting patterns that are then enhanced by an acid etching process. The end result of is a weapon made of stronger steel, with an attractive pattern in its finish. The weapon's hardness is increased by 5 and the weapon's weight is reduced by 20%. The weapon also receives a +1 enhancement bonus to attack rolls for being a masterwork item. Weapons with this modification may not have any other blade modifications. Because of its Crescent origins, pattern-welding cannot be applied to weapons originating in other countries (Aldana, Soldano, Torres, and Zepeda blades, drachenesien, etc).

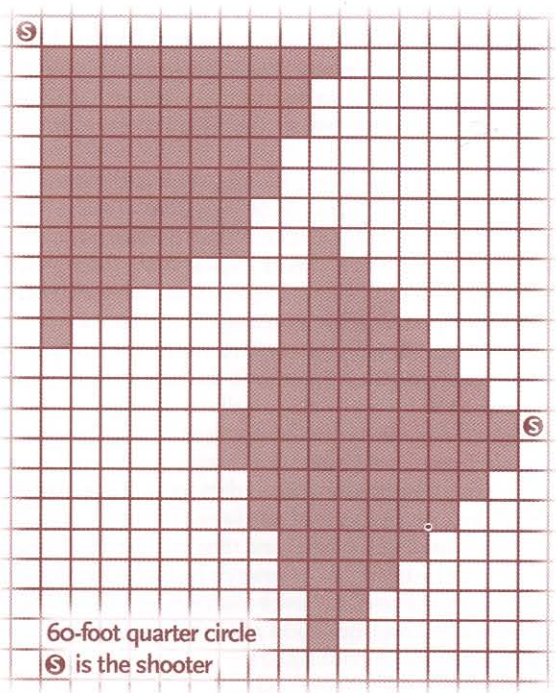
Peg-Leg Carbine: This weapon is hidden in a peg leg, and may only be discovered on a Search check (DC 20). The carbine may only be fired from a prone position, and is even more difficult to aim than a normal gun, thus the unusually low range increment. Due to the awkward positioning, the wielder of this weapon cannot reload it with ease, and takes ten times as long to reload it as the listed reload time. Finally, the uneasy firing mechanism jolts easily, and fires whenever it sharply raps against another object (such as when jumping, or when the wielder is hit with a critical hit). Dracheneisen peg leg carbines do not misfire in this manner, but are much more likely to draw onlookers' attention. Peg leg carbines reduce their wielders' base speed by 5 ft.

Pistol: This is a standard flintlock pistol. Pistols have an advantage of delivering a good amount of damage at a good amount of range. A pistol holds a single shot, requires a standard action to reload and one ounce of gun powder to propel the bullet. If the powder is wet it will not ignite and the bullet will not fire. 10 bullets weigh 2 lb.

Pistol, Double Barreled: This is a pistol version of the double-barreled musket, above, except for the statistics as noted.



Pistol, Duck Foot: This exotic-looking weapon consists of a normal pistol grip with four barrels which splay out forward of the trigger-and-wheellock (or flintlock) mechanism, making it look somewhat like a duck's foot. Target the closest character within a 60 ft quarter circle and roll to hit that character (*see the* DUNGEON MASTER'S *Guide*™). If the attack roll succeeds, the target has a 50% chance of being missed. After that target is resolved, target the next closest target and roll to hit. This continues until either 4 individuals have been hit or there are no more individuals within the quarter circle to target. Alternatively the weapon may be fired at point black range with all four barrels hitting the adjacent target on a successful hit (4d8 damage). Reloading the barrels takes as long as loading four separate weapons, however.



Pistol Grip: Pistol grips replace the normal hilts and pommels of fencing weapons. Though rendering the weapon incapable of dealing pommel strikes or hilt modifications, pistol grips allow unprecedented control of the weapon once the wielder gets used to its intricacies. When striking with a pistol grip fencing weapon, the wielder may choose to take any amount of penalty (up to his base attack bonus) to increase the weapon's critical threat range by the same amount. Pistol grip weapons require the Exotic Weapon Proficiency (pistol grip weapons) for proper use.

Pistol Knife: This is a pocket pistol (*see below*) with a knife attached to the barrel. Note that the Exotic Weapon (pocket pistol) feat covers the use of this as a missile weapon, and the Simple Weapons (melee) covers the use of it as a melee weapon. The presence of the knife interferes with the use of the pistol, imposing a –2 penalty on its use, and the presence of the pistol interferes with the use of the knife, imposing a –2 penalty on its use. All these penalties are worthwhile, however, when you've fired the pistol at a charging enemy and don't have time to reload before he is on you.

Pistol Sight: If a character wishes to use a sight they must first have one made specifically for their weapon. Sights are not interchangeable between weapons, even supposedly identical ones. They can, however, be removed from the weapon (five rounds) and put back on again (ten rounds). To use the sight the player must spend a move equivalent action aiming at his target. The player may then make a Wisdom check with a DN of 15 before firing. If the check is successful the shooter gets a +4 bonus to his attack roll. If the check is unsuccessful the character may spend another turn aiming and not fire the round. This extra adds 1 lb. to the weight of the weapon.

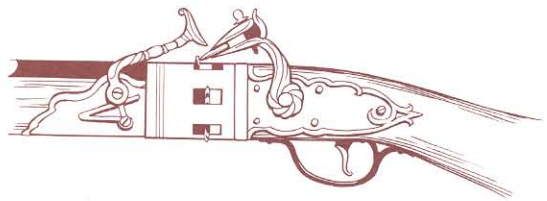
Pistol Sword: Differing only in scale from the pistol knife, this is a hand pistol with a sword attached. The pistol maybe fired as a free action when the blade scores a critical threat, the pistol maybe fired as a free action. Effective use of this as a missile weapon requires the firearms proficiency, while its use as a sword requires proficiency with the blade. The may be used in conjunction with the Weapon Finesse feat.

Pocket Pistol: This is the 17th century version of the derringer, meant to be concealed and used at close quarters. It doesn't do much damage, and is inaccurate at all but the shortest ranges, but it can be a lifesaver in a tight spot.

Powder Magazine: A powder magazine is a pre-measured container of gunpowder designed to make reloading firearms and artillery both faster and easier. Every other round, while using powder magazines, the character may make a Ref save (DC 15). If successful he may reload and fire his pistol/musket/cannon in the same round that he reloaded it. The user may not make the Ref save if he did not use a powder magazine last round.

Repeating Musket: An unwieldy, dangerous device used by some pirates, the repeating musket has twelve chambers, and may fire continuously until all are spent by means of a rotating lever; this measures out the powder and places a ball in the chamber. Rotating this lever is a move equivalent action. The listed reload time is for the entire weapon. In a pinch, the wielder may choose to reload only one chamber, at the usual rate for muskets.

Repeating Pistol: The repeating pistol has seven chambers, and may fire continuously until all are spent by means of a rotating lever; this measures out the powder and places a ball in the chamber. Rotating this lever is a move equivalent action. The listed reload time is for the entire weapon. In a pinch, the wielder may choose to reload only one chamber, at the usual rate for pistols.



Revolver Musket: These are examples of "experimental" weapons of this period, intended to speed up a soldier's rate of fire. Like a duck's foot pistol they consist of a stock (or grip) with a trigger/wheellock or flintlock mechanism. Suspended in front of this, however, is a set of five barrels set around a cylinder. Each barrel can be rotated into place by hand (taking a move equivalent action) and then fired. This enables the shooter to theoretically fire five shots in five rounds, an astounding rate of fire for the period. The "theoretical" part of this comes from the fact that these weapons are still experimental, and prone to jamming. On any combat check of 1–3 the mechanism has jammed and the barrels can no longer be rotated. Repair requires a craft (gunsmithing) check with a DN of 15. A jammed revolver musket/pistol can be used as a normal musket, reloading between each shot. Masterwork versions of these weapons only jam on a 1.

Revolver Pistol: This is a pistol version of the revolver musket, above. It performs identically to a revolver musket except for the statistics as noted.

Sailor's Knife: Somewhere in between the short sword and the dagger lies the sailor's knife. These knives are not balanced for throwing but perform well in a melee combat.

Sword of Solomon: The unique sword of the Vaticine guard is forged in a fashion originating in Cathay. When the metal is folded over and over again, a dark serpentine shape forms in the center of the blade. Today, the sword resembles a baskethilt claymore with an open grip, but the blade remains the same as the years past. The sword is considered a masterwork greatblade with a hardness of 25 and 25 hit points. A character must be a member of the Church Guard and a student of the Swords of Soloman swordsman school.

Serrated Blade: The serrated blade inflicts extra damage on critical hits (×2 weapons become ×3, ×3 weapons become ×4, etc.) Only piercing melee weapons may have serrated blades.

Smallsword: A smallsword is the favored fencing weapon of Avalon, and similar nations in worlds other than Théah. It shares many similarities to a rapier in its speed and accu-

racy in use. The difference lies in the length and width of the blade. The blades are made a bit shorter and a bit wider when compared to the standard rapier. This allows them to make better slashing attacks by forfeiting some of the piercing advantages of the rapier. A smallsword is a fencing blade and may be used in conjunction with the Weapon Finesse feat.

Soldano Blade: The fine Soldano steel is forged by the best Castillian blacksmiths into blades of truly exceptional worth. These swords hold an edge longer, are harder to break, and are better balanced than most others.

This blade has a hardness of 15. These masterwork rapiers are typically only forged for Castillian nobles and those that have been deemed heroes of Castille.

Spiked Vesten Shield: This Shield is like the other Vesten shield, except that it is armed with spikes. When the wielder performs a shield bash use the damage, critical threat rage, and critical multiplier provided for this shield.

Spikes: This extra may only be affixed to a dracheneisen panzerhand. The panzerhand has spikes built into it, increasing its damage to 1d8 and its critical multiplier to ×3, and changing the type to piercing. This adds 2 lb. to the weight of the panzerhand.

Spring-Mounted Pommel Blade: This sword's pommel contains a hidden, retractable dagger that no gentleman would ever admit to using. The dagger does 1d4 piercing damage, threatens a critical hit on a natural 20 (doing ×3 damage), and springs out as a free action. The dagger may either pop free, or remain attached as a double-weapon (requiring an exotic weapon proficiency to use in this manner; chosen at time of weapon creation). Pommel strikes from this weapon do 1d4 additional piercing damage.

Stiletto: A stiletto is an assassin's knife, easily concealable, with a long, thin blade. When performing a sneak attack on a target, if the target is not wearing a form of plate mail (breast plate, half plate, full plate, etc.) you may ignore the target's AC bonuses granted to him for the armor he is wearing. Furthermore if the user has the feat: Weapon Finesse: Stiletto, he may add his Dex modifier to the damage, instead of his Str modifier when making a sneak attack.

Sword Cane: A swordcane is a light fencing blade hidden in a cane. The sword's grip forms the cane's handle, and the remainder of the cane forms the sheath. There is usually some sort of locking mechanism to prevent the sword from coming out accidentally.

It takes a Wis check (DC 20) to notice that a sword cane is not an ordinary cane. Treat the swordcane as a rapier when wielded, with one exception: its lack of a guard gives a penalty of –1 AC when fighting one or more opponents armed with fencing weapons as well.

When wielded as a cane, or when the sheath of the cane is wielded by itself, the cane is treated as a club that does 1d4 damage. The character's Dex modifier may still be used instead of the student's Str modifier if the student has taken the feat: Weapon Finesse (sword cane).

Three-Prong Main Gauche: Also called a "sword breaker," this parrying weapon is similar in style and function to a normal main gauche (*see above*), but it has a curved prong sticking out of either side of the main blade, making the weapon look something like a large three-pronged fork. This makes it more complex than a main gauche, requiring the feat: Exotic Weapon Proficiency (three-prong main gauche) and Exotic Shield Proficiency (main gauche), which is the prerequisite. Like the main gauche. the sword-breaker grants its user a +1 AC bonus. In addition, if an attacker is using a bladed or hafted weapon and the defender is using a sword breaker, and that +1 AC bonus causes the attacker to miss his attack, the defender has caught the blade of his opponent's weapon between the prongs of the sword-breaker. The two combatants immediately make opposed Strength rolls. If the defender wins, he has twisted the sword out of his opponent's grip and sent it flying 1d8 yards in a random direction. If the attacker wins he maintains control of his weapon, but the defender then does 1d10 + his Strength bonus to the weapon, possibly breaking it (*see the Player's Handbook™*).

Thrusting Sword: This is a vicious weapon, basically a stiletto the size of a great sword. It has no sharpened edge, but a needle-sharp thrusting point. As such it isn't intended to wound, but to go directly for the kill. A character may take Weapon Finesse (thrusting sword) and apply his Dex modifier to their attack rolls instead of their Str modifier; however the weapon must still be wielded with 2 hands.

Tiger's Claws: Tiger's Claws are long (4 in.) claws, attached to a cylinder held in the palm with the fingers wrapped around it. The claws protrude out past the knuckles, giving the user the ability to make a piercing or slashing attack with his "bare" hands.

Torres Blade (Custom Rapier): The Torres blade is known for its extraordinarily keen edge. This allows the blade to cut deeper and do more damage in general. These masterwork rapiers are typically only forged for Castillian nobles and those that have been deemed heroes of Castille.

Vesten Shield: A Vesten shield is similar to a normal shield, but much larger and heavier. The wielder relies on its size for protection. In Théah, the Vesten build their shield to be bashed and deliver punishment as well as absorb it. When the wielder performs a shield bash the user uses the damage, critical threat rage, and critical multiplier provided for this shield.

Vodacce Throwing Knives: The Vodacce use throwing knives for a variety of purposes, since they are easily concealed and quickly replaced. Students of the Cappuntina school learn to hide them up their sleeves, in their bodices, or even disguised as hat pins.

Weighted Knuckles: This extra may only be affixed to a dracheneisen panzerhand. The panzerhand is fused shut in a fist, and possesses heavy weighted knuckles. This increases its damage to 1d8 and its Critical Threat Range to 18–20/×2, but it cannot be used for anything except attacking and acting as a shield. It adds 3 lb. to the weight of the panzerhand.

Zepeda Blade (Custom Rapier): Zepeda blades are generally considered the least valuable of the Castillian blades. Although they are lighter and sharper than a typical rapier, they pale in comparison to the magnificent Soldano blades. These masterwork rapiers are typically only forged for Castillian nobles and those that have been deemed heroes of Castille.

Zweihanders: Zweihanders are enormous great blades that often stand taller than their wielder. The sword is designed to allow eight points of attack along its length.

TABLE 5-2: WEAPONS

SIMPLE WEAPONS — MELEE

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny						
Bodice dagger*	3 G	1d3	×3	—	½ lb.	Piercing
Disguised blade	*	1d3	×2	—	½ lb.	Slashing
El Estoque Occulto*	10 G	1d3	×3	—	1 lb.	Piercing
Spring-Loaded Pommel Blade*	12 G	1d4	×3	—	1 lb.	Piercing
Vodacce throwing dagger*	5 G	1d4	×2	—	¾ lb.	Piercing
Small						
Belaying pin	2 G	1d6	×2	10 ft.	3 lb.	Bludgeoning
Hatchet	4 G	1d4	×2	10 ft.	4 lb.	Slashing

MARTIAL WEAPONS — MELEE

Tiny						
Garrote*	2 G	0*	19–20/×2	—	½ lb.	Special*
Main gauche*	5 G	1d4	19–20/×2	—	2 lb.	Piercing
Small						
Katar	2 G	1d4	×3	—	2 lb.	Piercing
Pistol knife*	275 G	1d4	19–20/×2	—	2 lb.	Piercing
Sailor's knife	5 G	1d4	17–20/×3	—	1 lb.	Slashing
Medium						
Aldana blade*	500 G	2d4	×4	—	2 lb.	Piercing
Cutlass	18 G	1d6	×4	—	3 lb.	Slashing
Daphan scimitar*	400 G	1d6	18–20/×2	—	3 lb.	Slashing
Dietrich sword*	500 G	1d6	×4	—	3 lb.	Slashing
Dilmekiri	15 G	1d10	19–20/×3	—	15 lb.	Slashing
Gallegos blade*	450 G	1d6	18–20/×2	—	3 lb.	Piercing
Pistol sword*	350 G	1d6	19–20/×2	—	10 lb.	Slashing
Smallsword	20 G	1d6	19–20/×2	—	3 lb.	Slashing
Soldano blade*	750 G	1d8	18–20/×2	—	3 lb.	Piercing
Torres blade*	1,000 G	1d6	17–20/×2	—	3 lb.	Piercing
Zepeda blade*	800 G	2d4	19–20/×2	—	3 lb.	Piercing
Large						
Bayonet*†	10 G	2d4	×2	—	2 lb.	Slashing
Boar spear*†	35 G	2d4	19–20/×2	—	8 lb.	Piercing
Claymore	50 G	1d12	19–20/×2	—	15 lb.	Slashing
Eisen greathammer	20 G	3d4	×2	—	22 lb.	Bludgeoning
Harpoon	10 G	2d4	×3	10 ft.	10 lb.	Piercing
Sword of Solomon	600 G	1d12	19–20/×2	—	15 lb.	Slashing
Vesten shield	50 G	1d4	19–20/×2	—	10 lb.	Bludgeoning
Vesten shield, spiked	60 G	1d8	19–20/×3	—	10 lb.	Bludgeoning
Zweihanders	50 G	3d4	×4	—	15 lb.	Slashing

MARTIAL WEAPONS — RANGED

Large						
Longbow, Avalon*	100 G	2d4	19–20 /×2	110 ft.	3 lb.	Piercing
Arrows (20)	1 G	—	—	—	3 lb.	—
Höpken heavy crossbow*	450 G	2d6	19–20/×2	120 ft.	10 lb.	Piercing
Bolts, crossbow (10)	5 G	—	—	—	2 lb.	—

EXOTIC WEAPONS — MELEE

Tiny						
Hook	2 G	1d6	×2	—	3 lb.	Piercing
Stiletto*	8 G	1d4	18–20/×2	—	2 lb.	Piercing
Three-Prong Main Gauche*	10 G	1d4	19–20/×2	—	3 lb.	Piercing
Tiger's claws	50 G	1d6	19–20/×3	—	2 lb.	Slashing
Small						
Axe pistol*	310 G	1d6	×3	—	8 lb.	Slashing
Panzerhand*	6 G	1d6	×2	—	2 lb.	Bludgeoning
Sword Cane*	15 G	1d6	19–20/×2	—	3 lb.	Piercing
Medium						
Adaga*	60 G	1d8	19–20/×2	—	7 lb.	Piercing
Manople*	25 G	1d6	19–20/×4	—	3 lb.	Slashing
Large						
Thrusting Sword*	70 G	1d6	18–20/×4	—	12 lb.	Piercing

Exotic Weapons — Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny						
Pistol, pocket	125 G	1d6	×2	25 ft.	1 lb.	Piercing
Small						
Axe pistol*	155 G	1d10	×3	50 ft.	8 lb.	Piercing
Chakram	10 G	1d4	x3	30 ft.	2 lb.	Slashing
Duck foot pistol*	75 G	1d8	19–20/×3	60 ft.	5 lb.	Piercing
Pistol	125 G	1d10	×3	50 ft.	3 lb.	Piercing
Pistol knife*	150 G	1d6	×3	25 ft.	2 lb.	Piercing
Pistol, double barreled*	175 G	1d10	×3	50 ft.	9 lb.	Piercing
Pistol, revolver*	225 G	1d8	×3	50 ft.	7 lb.	Piercing
Medium						
Cat o'nine tails*	10 G	3d2§	×2	15 ft.	8 lb.	Slashing
Grappling gun*	150 G	1d6	—	40 ft.	10 lb.	Bludgeoning and Piercing
Grappling gun, Rilasciare*	175 G	1d6	—	80 ft.	9 lb.	Bludgeoning and Piercing
Musket	250 G	1d12	×3	150 ft.	10 lb.	Piercing
Musket carbine	150 G	1d12	×3	45 ft.	10 lb.	Piercing
Peg-leg carbine*	250 G	1d10	×3	10 ft.	8 lb.	Piercing
Pistol sword*	175 G	1d8	×3	50 ft.	10 lb.	Piercing
Pistol, repeating*	250 G	1d10	×3	50 ft.	8 lb.	Piercing
Large						
Grenade launcher*	225 G	*	*	50 ft.	15 lb.	Per grenade type
Musket, double barreled*	300 G	1d12	×3	150 ft.	17 lb.	Piercing
Musket, repeating*	375 G	1d12	×3	150 ft.	10 lb.	Piercing
Musket, revolver*	375 G	1d10	×3	75 ft.	20 lb.	Piercing

Table 5-3: Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penality	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Adaga*	60 G	+2	—	–3	15%	—	—	7 lb.
Cloak*	10 G	+2*	—	–2	0%	—	—	1 lb.
Fighting lantern*	5 G	+2	—	–2	5%	—	—	5 lb.
Main gauche	5 G	+1	—	–1	0%	—	—	2 lb.
Panzerhand*	10 G	+1	—	–1	0%	—	—	2 lb.
Three prong main gauche	10 G	+1	—	–1	0%	—	—	3 lb.
Vesten shield	50 G	+1	—	–2	15%	—	—	10 lb.
Vesten shield, spiked	60 G	+1	—	–2	15%	—	—	10 lb.

Table 5-4: Special and Superior Items

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Improved crossbow bolt (10)*	1 G	—	—	—	3/4 lb.	—

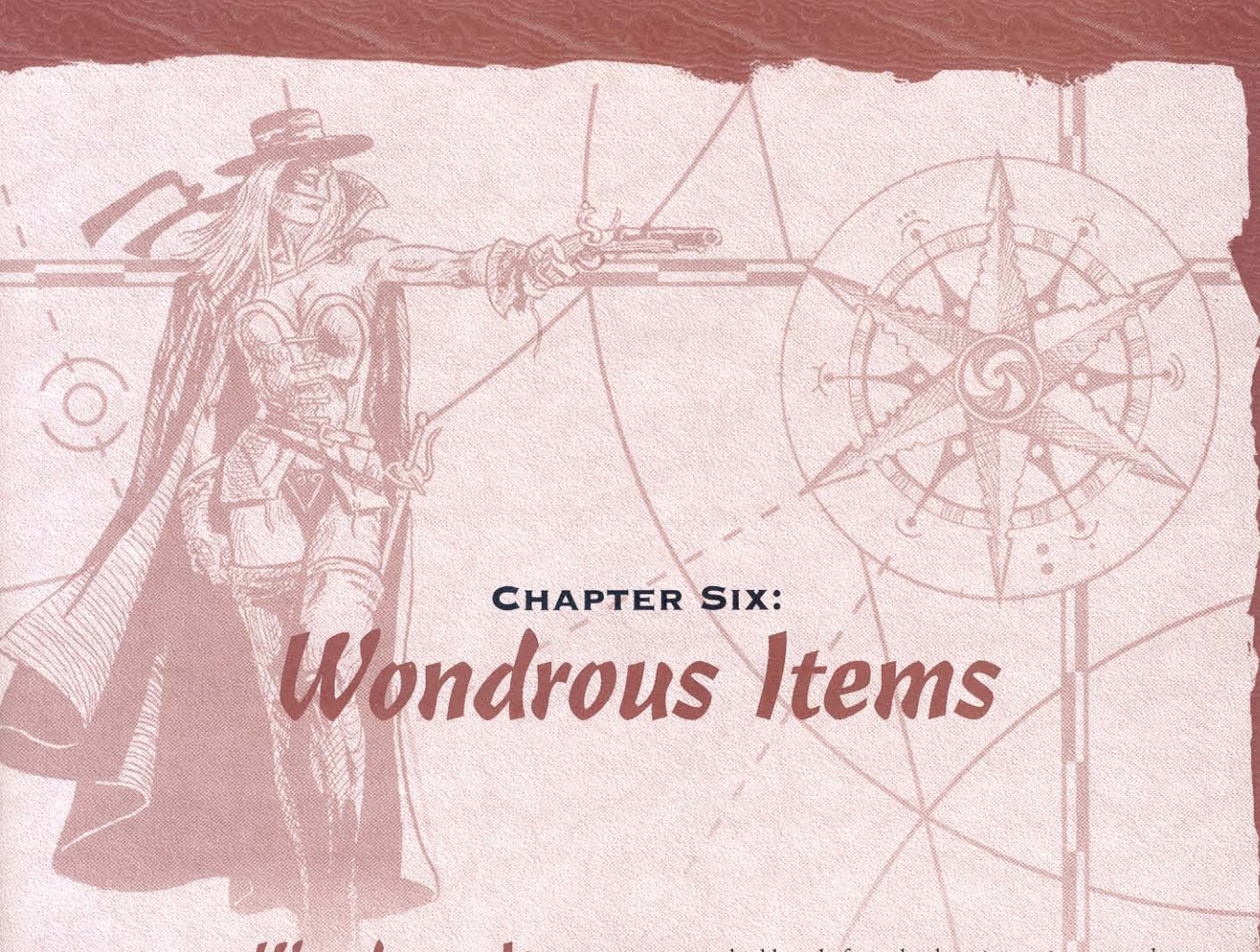
Table 5-5: Extras

Weapon	Additional Cost	Weapon	Additional Cost
Basket hilt*	+10 G	Mounted crossbow*	+150 G
Bell guard*	+2 G	Musket sight*	+75 G
Buckler hook*	+3 G	Pattern welded steel weapon*	+350 G
Built-in pistol*	+350 G	Pistol grip*	+25 G
Fencing ring grip*	+6 G	Pistol sight*	+40 G
Grooved blade*	+6 G	Powder magazines* (10)	1 G
Half-basket hilt*	+5 G	Serrated blade*	+150 G
Heavy blade*	+4 G	Spikes*	+150 G
Heavy pommel*	+3 G	Spring-mounted pommel blade	+25 G
Locking grip*	+150 G	Weighted knuckles	+150 G
Martingale*	+1 G		

Table 5-6: Grenadelike Weapons

Weapon	Cost	Damage: Direct Hit	Damage: Splash	Range Increment	Weight
Grenade	150 G	2d6	1d6	10 ft.	1 lb.
Grenade, Montaigne	175 G	3d4	2d4	10 ft.	1 lb.

* See description of this item for special rules.
§ This weapon deals subdual damage rather than regular damage.
† Reach Weapon



CHAPTER SIX:

Wondrous Items

Wondrous Items

The world of Théah contains numerous treasures — some left over from the extinct Syrneth races, others the creation of sorcerers and cunning artisans. While not strictly magical (at least the way fantasy magic items are), they convey benefits which cannot be found in the merely ordinary.

Dracheneisen

The Eisen have never possessed sorcery, but their land is riddled with veins of ore they call dracheneisen (or "Dragon Iron"). It is a superior grade of iron-bearing ore unseen anywhere else in Théah. An entire group of Eisen's smiths — called the *Nibelungen* — have devoted their lives to crafting items from it. The process is long and difficult, but the end results are impressive.

Dracheneisen items have a hardness of 50 and 50 hit points per inch of thickness. A weapon made out of dracheneisen reduces the size of the weapon by 1 level (thus a Medium-sized weapon in the hands of a Medium-sized creature is considered a Light Weapon). Furthermore the wielder gains a +1 Enhancement bonus to hit and the critical threat range of the weapon is increased by 1 (thus a weapon that normally scores a critical hit on a 19–20 would score a critical on an 18–20). A ranged weapon made with dracheneisen with a range increment less than 30 gains a +5 to its range increment. If the range increment of the dracheneisen weapon is 30 or more but less than 60 the weapon gains a +10 to its range increment. A weapon with a range increment of 60 or more gains +15 to its range increment.

A shield made from dracheneisen gains a +1 enhancement bonus to the AC bonus and the armor check penalty is reduced by 1 to a minimum of 0. The arcane spell failure percentage is reduced by 5 to a minimum of 5. Thus a buckler made of dracheneisen would provide a +2 AC bonus, a –0 armor check penalty and have a arcane spell failure rating of 5%.

Suits of dracheneisen armor are not simply handed out. Pieces are distributed and rewarded to those who prove themselves. To have an entire suit is a rarity and a right reserved for only the greatest nobles. Suits of dracheneisen are pieced together. When you accumulate a number of pieces of dracheneisen, you total the number of points and compare that to the armor that you are wearing. The armor you are wearing gains bonuses depending on how you apply the dracheneisen. The adjustments for a masterwork suit of armor are provided next to the armor check penalty and the arcane spell failure stat. Applying more than 6 points of dracheneisen to medium armor makes it heavy armor. Less than 4 points of dracheneisen has no effect on the armor's performance (*See table 6.1*).

Dracheneisen is rarely sold but values have been estimated. The cost of a dracheneisen item is 5 times the normal cost of the item. Only on the rarest occasions has a dracheneisen item been sold. Typically they are dispersed to nobility from the princes that own dracheneisen mines. Since the War of the Cross, some pieces of dracheneisen have been scattered, and are now carried by common looters or else hidden in the ruined estates of their former owners.

The cost of individual armor pieces are provided below. When costing dracheneisen items, multiply the values below by 5 (including the custom fitting cost).

- Breast Plate 130 G (a character may wear up to 1 breastplate) 2 points.
- Helmet 90 G (a character may wear up to 1 helmet) 1 point.
- Arm Greave 35 G (a character may wear up to 2 arm grieves) ½ points each.
- Epaulettes, a.k.a. shoulder guard 65 G (a character may wear up to 2 epaulettes) 1 point each
- Elbow Guard 30 G (a character may wear up to 2 elbow guards) ½ points each.
- Groin Plating 80 G (a character may wear up to 1 groin plate) 1 point.
- Gauntlets 35 G (a character may wear up to 2 gauntlets) ½ points each, Panzerhands do not count towards armor points as Gauntlets. A gauntlet and a panzerhand may not be worn at the same time on the same hand.
- Joint Plates 40 G (a character may wear up to 6 joint plates) ½ points each (includes shoulder, waist/abdomen, hip, knee plates).
- Thigh Plates 45 G (a character may wear up to 2 thigh plates) ½ points each.
- Lower Leg Plates 40 G (a character may wear up to 2 lower leg plates) ½ points each.
- Custom Fit (required for Full Plate): 50 G per piece. If custom-fitting dracheneisen armor, all pieces of the armor are custom fitted to the user by a Nibelung.

Note: Wearing armor interferes with a character's use of skills and arcane spell casting. These penalties are listed on Table 6–1: Armor under the armor check penalty and arcane spell failure columns. If the armor is masterwork armor, these penalties are reduced as noted on Table 6–1.

Poisons

Poisons work a little differently in Théah than they do in the *Dungeon Master's Guide™*. Some take days to take effect, where others will kill upon ingestion. In order to include all of these timing possibilities, we have modified the rules a bit. Upon contact (ingestion, inhaling, etc.), the target takes the initial damage. But then the target takes an amount of damage in intervals, for the duration of the poison. A poison with an Interval of 30 minutes and a duration of three days, means that the target will take the secondary damage once every 30 minutes for 3 days. Otherwise poisons work just like in the *Dungeon Master's Guide™*. Of course DMs should choose whether they wish to use our duration/interval rules or just use the damage system provided in the *Dungeon Master's Guide™* but some modifications may need to be made to the provided poison stats.

Arsenic

Type: Ingested DC 15
Interval/Duration: 30 minutes/3 days
Initial Damage: 1d4-1 Con
Secondary Damage: 4 Con
Price: 5,000 G.
Description: Usually found as a white powder, arsenic is a fairly common poison. It begins to take effect about 30 minutes after ingestion, and causes stomach pain. Death can be as quick as an hour, or it can take up to three days.
Notes: Arsenic has a bitter taste that can be easily detected with a Wis Check (DC 10). Strong tastes may help to disguise this. There is no known antidote for arsenic, though drinking plenty of milk will increase the interval to six hours.

Blind Thorns

Type: Contact DC 19/Ingested DC 19
Interval/Duration: Varies/Varies
Initial Damage: Special, *see below*
Price: 50 G.
Description: This plant extract interferes with eyesight, causing blurry vision and mild headaches. It is typically sprayed in the victim's face, though it can also be ingested. While in effect, the Hero suffers the penalties of being in Dim Lighting.

Concentrated Yilan Viper Venom

Type: Ingested DC 14.
Interval/Duration: 10 minutes/2 hours.
Initial Damage: 1d4 Con.
Secondary Damage: 4 Con.
Price: 7,000 G.
Description: The poison of the Yilan viper can be heated and then mixed with ordinary salt. A gray-green solid will form in the bottom of the flask which, when filtered out, leaving a liquid hemotoxin, even more powerful than the raw venom from which it was derived. This poison causes rapid degeneration of the circulatory system, but its effects are so rapid that it does not remain active in its victim's system as long as the raw toxin does.

Crimson Thinner

Type: Injury DC 18.
Interval/Duration: 1 Round/1 Round.
Initial Damage: 15% of hit points currently suffered.
Price: 100 G.
Description: This chemical compound interferes with the body's healing process, preventing clotting and keeping wounds from closing. It is usually smeared on weapons or introduced to the bloodstream through open cuts. It causes a number of hit points damage equal to their maximum hit points minus their current hit points.

Table 6–1: Armor

Armor	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Armor is Now Considered	Weight
Medium Armor								
Hide	+3	+4	–3 (mw: –2)	20% (mw: 15%)	20 ft.	15 ft.	Medium*	25 lb.
2 points	+3	+5	–3 (mw: –2)	20% (mw: 15%)	20 ft.	15 ft.	Medium	22½ lb.
3 points	+3	+5	–2 (mw: –1)	15% (mw: 10%)	20 ft.	15 ft.	Medium	17½ lb.
4 points	+3	+5	–1 (mw: –0)	10% (mw: 5%)	30 ft.	20 ft.	Medium	12½ lb.
5 points	+3	+6	–0 (mw: –0)	5% (mw: 5%)	30 ft.	20 ft.	Light	7½ lb.
6 points	+4	+6	–0 (mw: –0)	5% (mw: 5%)	30 ft.	20 ft.	Light	2½ lb.
Scale Mail	+4	+3	–4 (mw: –3)	25% (mw: 20%)	20 ft.	15 ft.	Medium	30 lb.
2 points	+4	+4	–4 (mw: –3)	25% (mw: 20%)	20 ft.	15 ft.	Medium	27 lb.
3 points	+4	+4	–3 (mw: –2)	20% (mw: 15%)	20 ft.	15 ft.	Medium	21 lb.
4 points	+4	+4	–2 (mw: –1)	15% (mw: 10%)	30 ft	20 ft	Medium	15 lb.
5 points	+4	+5	–1 (mw: –0)	10% (mw: 5%)	30 ft	20 ft	Light	9 lb.
6 points	+5	+5	–1 (mw: –0)	10% (mw: 5%)	30 ft	20 ft.	Light	3 lb.
Chain Mail	+5	+2	–5 (mw: –4)	30% (mw: 25%)	20 ft.	15 ft.	Medium	40 lb.
2 points	+5	+3	–5 (mw: –4)	30% (mw: 25%)	20 ft.	15 ft.	Medium	36 lb.
3 points	+5	+3	–4 (mw: –3)	25% (mw: 20%)	20 ft.	15 ft.	Medium	28 lb.
4 points	+5	+3	–3 (mw: –2)	20% (mw: 15%)	30 ft.	20 ft.	Medium	20 lb.
5 points	+5	+4	–2 (mw: –1)	15% (mw: 10%)	30 ft.	20 ft.	Light	12 lb.
6 points	+6	+4	–2 (mw: –1)	15% (mw: 10%)	30 ft.	20 ft.	Light	4 lb.
Breast Plate	+5	+3	–4 (mw: –3)	25% (mw: 20%)	20 ft.	15 ft.	Medium	30 lb.
2 points	+5	+4	–4 (mw: –3)	25% (mw: 20%)	20 ft.	15 ft.	Medium	27 lb.
3 points	+5	+4	–3 (mw: –2)	20% (mw: 15%)	20 ft.	15 ft.	Medium	21 lb.
4 points	+5	+4	–2 (mw: –1)	15% (mw: 10%)	30 ft.	20 ft.	Medium	15 lb.
5 points	+5	+5	–1 (mw: –0)	10% (mw: 5%)	30 ft.	20 ft.	Light	9 lb.
6 points	+6	+5	–1 (mw: –0)	10% (mw: 5%)	30 ft.	20 ft.	Light	3 lb.
Heavy Armor								
Splint Mail	+6	+0	–7 (mw: –6)	40% (mw: 35%)	20 ft.**	15 ft.**	Heavy	45 lb.
4 points	+6	+1	–7 (mw: –6)	40% (mw: 35%)	20 ft.**	15 ft.**	Heavy	40½ lb.
6 Points	+6	+1	–6 (mw: –5)	35% (mw: 30%)	20 ft.**	15 ft.**	Heavy	31½ lb.
8 Points	+7	+1	–5 (mw: –4)	30% (mw: 25%)	20 ft.**	15 ft.**	Heavy	22½ lb.
10 Points	+7	+2	–4 (mw: –3)	25% (mw: 20%)	20 ft.	15 ft.	Medium	13½ lb.
12 Points	+8	+2	–4 (mw: –3)	25% (mw: 20%)	20 ft.	15 ft.	Medium	4½ lb.
Banded Mail	+6	+1	–6 (mw: –5)	35% (mw: 30%)	20 ft.**	15 ft.**	Heavy	35 lb.
4 points	+6	+2	–6 (mw: –5)	35% (mw: 30%)	20 ft.**	15 ft.**	Heavy	31½ lb.
6 Points	+6	+2	–5 (mw: –4)	30% (mw: 25%)	20 ft.**	15 ft.**	Heavy	24½ lb.
8 Points	+7	+2	–4 (mw: –3)	25% (mw: 20%)	20 ft.**	15 ft.**	Heavy	17½ lb.
10 Points	+7	+3	–3 (mw: –2)	20% (mw: 15%)	20 ft.	15 ft.	Medium	10½ lb.
12 Points	+8	+3	–3 (mw: –2)	20% (mw: 15%)	20 ft.	15 ft.	Medium	3½ lb.
Half-Plate	+7	+0	–7 (mw: –6)	40% (mw: 35%)	20 ft.**	15 ft.**	Heavy	50 lb.
4 points	+7	+1	–7 (mw: –6)	40% (mw: 35%)	20 ft.**	15 ft.**	Heavy	45 lb.
6 Points	+7	+1	–6 (mw: –5)	35% (mw: 30%)	20 ft.**	15 ft.**	Heavy	35 lb.
8 Points	+8	+1	–5 (mw: –4)	30% (mw: 25%)	20 ft.**	15 ft.**	Heavy	25 lb.
10 Points	+8	+2	–4 (mw: –3)	25% (mw: 20%)	20 ft.	15 ft.	Medium	15 lb.
12 Points	+9	+2	–4 (mw: –3)	25% (mw: 20%)	20 ft.	15 ft.	Medium	5 lb.
Full Plate	+8	+1	–6 (mw: –5)	35% (mw: 30%)	20 ft.**	15 ft.**	Heavy	50 lb.
4 points	+8	+2	–6 (mw: –5)	35% (mw: 30%)	20 ft.**	15 ft.**	Heavy	45 lb.
6 Points	+8	+2	–5 (mw: –4)	30% (mw: 25%)	20 ft.**	15 ft.**	Heavy	35 lb.
8 Points	+9	+2	–4 (mw: –3)	25% (mw: 20%)	20 ft.**	15 ft.**	Heavy	25 lb.
10 Points	+9	+3	–3 (mw: –2)	20% (mw: 15%)	20 ft.	15 ft.	Medium	15 lb.
12 Points	+10	+3	–3 (mw: –2)	20% (mw: 15%)	20 ft.	15 ft.	Medium	5 lb.

* Adding a Breast Plate changes this to the Breast Plate Armor Type.
** When running in heavy armor, you only move triple your speed, not quadruple.

Family Heirlooms?

Several items in this chapter — notably dracheneisen and the Montaigne Puzzle Swords — involve unique backgrounds, and do not fall into the standard "treasure horde" motif of most fantasy games. They usually belong to noble families, passed down from one generation to the next for centuries. While a few may be found in the hands of looters or bandits, they all had an original "owner" whose descendents probably want it back.

Therefore, player characters who possess such an item should not gain it just by slaying some monster or running down to the local marketplace and buy it. The PC will most likely belong to a noble family which has held the item for quite some time, and who now carries it at the behest of his relative (unless he stole it or took it from a thief, both of which carry their own problems). It becomes part of the PC's birthright, a cherished heirloom like an estate or a family crest. Players should be encouraged to treat such items with the proper reverence, not just as a "cool toy" to be used and thrown away. In most cases, they will inherit it when an elderly relative passes on, or some similar circumstance. While the DM may wish to assign certain criteria for acquiring it — reaching a specific experience level, for example, or gathering enough money to pay the listed cost — he should take care not to make the process a simple or arbitrary one. He may even wish to anticipate such an occurrence in the early stages of a campaign — creating an old uncle for one of the PCs, for example, and having him show up periodically until he finally dies and wills his beloved dracheneisen panzerhand to his favorite niece (who has coincidentally just hit 5th level or earned enough guilders to pay for the old man's funeral). By adding background and history to these item, you can make them more than just lifeless rewards: they will become an integral part of the character who carries them.

Ethera

Type: Ingested DC 16
Interval/Duration: Varies/Varies
Initial Damage: Special, *see below*
Price: 50 G
Description: The Bernoulli import this drug from the Crescent Empire, where it is used as a painkiller and mild hallucinogen. While the victim is under the effects of this "poison", he ignores the effects of being at or below 0 hit points. The character may continue to suffer hit points of damage which will take effect when the "poison" wears off.

Godiva's Tears

Type: Ingested DC 18
Interval/Duration: Varies/Varies
Initial Damage: 2d4 Wis
Price: 25 G per dose. Interval and duration are up to the DM.
Description: This isn't strictly a poison, but rather an aphrodisiac developed by Sophia's Daughters for use by their courtesan agents. It clouds the judgment and renders the subject highly susceptible to romantic suggestion.

Knock-out Drops

Type: Ingested DC 17
Interval/Duration: Varies/Varies.
Initial Damage: Unconsciousness.
Price: 5–20 G
Description: This is not the name of a particular poison, but rather a collection of poisons designed to cause unconsciousness through ingestion. These poisons cannot cause death, only unconsciousness. They often have a bitter taste that can be detected with a Wis check (DC 10-20, DM discretion). You may also choose to allow characters a Con check (DC 20) to shake off the effects if you are feeling generous. Most knock-out drops have an antidote, though some can be overcome only by time. No knock-out drop should last more than a day, except through repeated doses.

Legion's Caress

Type: Injury DC 18
Interval/Duration: 1 Month/Unlimited.
Initial Damage: 1d2 Con
Secondary Damage: 1d2 Con
Price: 200 G
Description: The medical school in Dionna developed this particularly nasty poison while researching methods of chemical preservation. Only the vilest and most villainous killers use it, and then only when they wish to inflict a long and painful death.

Nightmare Powder

Type: Inhaled DC 20.
Interval/Duration: Varies/Varies
Initial Damage: Special, *see below.*
Price: 50 G per dose, depending on interval and duration (DM's discretion).
Description: The hallucinogenic drug causes no damage, but induces a deep-set fear in its victims. This poison inflicts a –10 penalty to the victim's saves versus fear effects.

Prophet's Breath

Type: Ingested DC 20
Interval/Duration: 1 Phase/1 Phase.
Initial Damage: Death
Price: 5,000 G per dose
Description: The perfect poison, if you want fast results. It is odorless, tasteless, and invisible once dissolved in liquid. It must be taken internally, and is extremely difficult to acquire. The poison comes from Cathay, and only three men in Vodacce know how to mix it.

Slivered Tiger Whiskers

Type: Inhaled DC 16/Ingested DC 14
Interval/Duration: 30 minutes/3 days
Initial Damage: 1d2–1 Con
Secondary Damage: 2 Con
Price: 500 G
Description: The whiskers of an ordinary tiger may be chopped finely and introduced by vigorous inhalation or ingestion into a victim's body. These slivers behave like tiny needles in the soft tissue of the victim's respiratory or digestive systems. Given enough time, they can even penetrate the bloodstream and damage the tissue of the heart.

Spider Venom

Type: Injury DC 16
Interval/Duration: Varies/Varies
Initial Damage: Special, *see below*
Price: 40 G per dose, depending on interval and duration (DM's discretion).
Description: This paralytic spider extract causes permanent muscle damage and in large doses can permanently paralyze a victim's limbs. While under the influence of this poison, the victim may not have any bonuses to any rolls (the result of the d20 is the result of the check).

Trembling Moss

Type: Ingested DC 21
Interval/Duration: Varies/Varies
Initial Damage: Special, *see below*
Price: 100 G per dose, depending upon interval and duration (DM's discretion).
Description: This poison induces powerful shudders and can cause permanent loss of muscle control. It is usually crumbled into powder and ingested in food. While under the effects of this poison, the victim must reroll any successful check or roll involving Dex (if the second roll results equal or higher result the character may keep the roll).

Syrneth Mist

Type: Inhaled DC 13
Interval/Duration: Special, *see below*/Unlimited
Initial Damage: Special, *see below*
Price: 50 G
Description: An import from the Midnight Archipelago, this poison comes from an exotic flower, which releases it as a cloud of gas. It is not normally available, and can usually only be found in Syrneth ruins. While exposed to this poison, the victim suffers the effects of Drowning.

Ten-second Beetle Venom

Type: Injury DC 16
Interval/Duration: 1 Round/Unlimited
Initial Damage: 4d4 Con (temp)
Secondary Damage: 2d4 Con (temp)
Price: 100 G
Description: The ten-second beetle is found only on the Thalusian Isles. It is so named because its venom inevitably slays within ten seconds. There is no known antidote, and even if there were, the rapid onset of the poison would make all but the swiftest treatments useless.

Notes: The poison must be injected by the beetle to take effect. It loses its potency if removed from the beetle.
If the target fails his Fort save, the target takes an additional –2d4 Con loss next round. If the target's Con reaches 0 the target dies.

Vagabond Root

Type: Injury DC 17
Interval/Duration: Special, see below/1 hour
Initial Damage: 1d6 Str
Secondary Damage: 1d6 Str
Price: 15 G
Description: The roots of a vagabond tree, when boiled down, form a red, syrupy fluid that can be smeared on weapons. When this fluid enters the body through a wound, it causes a lingering weakness that is sometimes capitalized upon to capture a dangerous enemy. A large doses of the poison cause a death-like sleep that lasts for approximately 24 hours.

Notes: Vagabond root causes injury only once, one Phase after the poison is introduced through a wound. Each fresh exposure causes the loss of Str. No ranks of Str return until the latest dose of vagabond root has expired, after which they return at a rate of 1d4 every ten minutes. When a character is reduced to 0 Str, he falls unconscious for one day. A salve of vagabond tree leaves rubbed on the wounds serves as an antidote to the poison.

Witchflesh

Type: Ingested DC 14
Interval/Duration: 1 Round/10 Rounds
Initial Damage: 10% of current hit points are lost.
Secondary Damage: 10% of current hit points are lost.
Price: 40 G
Description: A fairly potent poison, derived from certain swamp roots. It acts very quickly once ingested, and its victims rarely have time to realize their dilemma.

Woundwort

Type: Contact DC 14
Interval/Duration: 1 Hour/30 Hours
Initial Damage: 1d4 Con
Price: 15 G
Description: This venom is quite potent, but loses its strength quickly. The interval doubles every time the victim takes damage.

Yellow Lotus

Type: Ingested DC 16
Interval/Duration: 20 minutes/1 hour
Initial Damage: 1d4 Con
Secondary Damage: 1d4 Con
Price: 80 G
Description: Occasionally imported from mysterious Cathay, these blossoms enhance magical abilities in sorcerers for a short period of time, but they are harmful to anyone who partakes of them.

Notes: Any Sorcerer or anyone of sorcerous blood who eats the blossom of a yellow lotus increases his or her Sorcery levels by 1while the poison lingers in the blood (one hour). They may use the Features of a Sorcerer 1 level higher (such as special abilities, extra spell slots, access to higher levels of magic). Two blossoms have a cumulative effect, but increase the injury to 4d4 of damage. Further blossoms add 2d4 of damage to injury, but result in no further bonus.

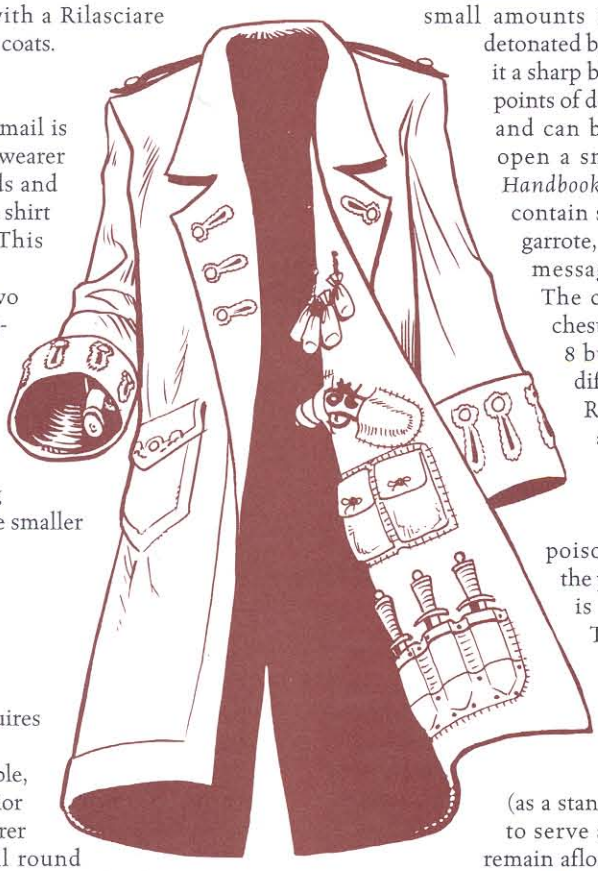
If a sorcerer gains access to and uses spells of a higher caster level, he suffers a –1d6 penalty to his Wis that lasts for one day each time he does so. Should this lower his Wis to 0, the sorcerer overextends himself and dies. Any effects generated by the features or spells gained through the use of the Lotus wear off with the effects of the poison.

The lotus has no beneficial effect for those without sorcerous blood or abilities.

Uppmann's Coat

Some Rilasciare members have acquired one of Hans Uppmann's ingenious coats, containing a hidden tool or special property of some sort. Alternatively, the coat could be a hat, a set of boots, or some other article of clothing; Uppmann's stock is quite diverse. No one is known to have more than one article of Uppmann's clothing: the man has many clients and he doesn't play favorites. The Rilasciare can use all of his coats to communicate via their mysterious "coat code," regardless of the clothing's other features.

A coat may have up to 2 modifications to it. A second Modification to the coat adds +1,500G to the coat's value. Only about 10% of Uppmann's coats have two modifications. Most of the options may be taken twice (at the increased value of course). Only those with a Rilasciare membership may purchase these coats.



Modifications

Armor: A thin layer of chainmail is sewn into the lining, giving the wearer protection against blades, swords and pole-arms. The coat acts as a chain shirt (*see the Player's Handbook™*). This option may only be taken once.

Knives: The coat contains two small knives hidden in spring-loaded triggers in the sleeve. Activating the trigger (a free action) places the knives directly into the wearer's palms. It a standard Action to reset each blade in the spring after they are used. The knives are smaller than your typical daggers.

Damage: 1d3
CTR: ×2
RI: 10
WGHT: ½ lb
TYPE: Slashing and Piercing.

Finding the hidden knives requires a Spot or Search check (DC 15).

Reversible: The coat is reversible, with a completely different exterior hidden beneath the lining. A wearer can turn it inside out (as a full round action) and appear to be wearing a completely different outfit. If the wearer wishes, the reversed exterior can mimic a specific type of outfit, such as an army uniform or a priest's frock; the wearer would still need a hat and other accessories to complete the disguise. Such specific coats cannot use the Rilasciare's coat code while they are reversed. This option may only be taken once. The user gains a +4 bonus to their Hide (when attempting to hide in a public setting) or disguise checks.

Picks: A set of lockpicks (or other small tools) is concealed in the collar. Finding the picks requires a Spot or Search check (DC 20).

Pistol: The coat holds a one-shot pistol hidden in a spring-loaded trigger in the sleeve. Activating the trigger (a free action) places the pistol directly into the wearer's palm. The pistol is quite flimsy and can only be fired once before it is destroyed. Replacements cost 25G each. Finding the hidden pistol requires a Spot or Search check (DC 15). The pistol's stats are:

Damage: 1d10
CTR: ×2
RI: 25 ft.
WGHT: 2 lb
TYPE: Piercing.

Secret Pockets: The coat contains two concealed pockets, unnoticeable to even the most thorough searches. Each pocket holds one item, pistol-sized or smaller (12 in. ×6 in. ×2 in.). Removing something from the pocket is a move equivalent action. Finding the hidden pockets requires a Spot or Search check (DC 30).

Secret Buttons: Three of the coat's buttons contain small amounts of gunpowder, which can be detonated by removing the button and giving it a sharp blow. The explosion causes 1d6 hit points of damage to anyone within 5 ft. of it, and can be used to blow out a window, open a small chest, etc. (*see the Player's Handbook™*). Alternatively, the buttons contain small amounts of poison, a wire garrote, or a hollow space to hide a brief message in (*see Poisons or Garrote*). The coat contains 6 buttons on the chest and 1 on each sleeve for a total of 8 buttons. Each button may have a different ability, based on the above. Removing a button for use is a move equivalent action. Replacing an explosive button costs 5G. A poison button varies depending on the cost of the poison used (but the shell to hold the poison costs only 1G). The garrote is as per the cost of a garrote. This option may only be taken once.

Waterproof: The coat has been waterproofed using rare materials imported from Cathay. It can be inflated (as a standard action) using a hidden tube to serve as a life preserver. Wearers can remain afloat for days if necessary. Coats are custom fitted to their owners. The coat may hold the wearer's weight (plus a few extra pounds, usually 20 lb. extra) afloat. This option may only be taken once.

Weighted: The bottom of the coat is weighted, making it an effective improvised weapon. The coat may be used as a sap (*see the Player's Handbook™*). This option may only be taken once. Finding the hidden Sap requires a Spot or Search check (DC 15).

Montaigne Puzzle Swords

Certain heroes are sometimes lucky enough to come into possession of one of the infamous Montaigne Puzzle Swords. If a Montaigne character possesses a Puzzle Sword, consult the following lists of features to determine its exact nature. When creating a Puzzle Sword for a campaign, the DM may

choose 1 common ability, and up to 1 uncommon ability and up to 1 rare ability. Each ability adds to the value of sword. Puzzle Swords are almost always made from a masterwork rapier (320 G). A sword with a rare ability will always have an uncommon and common ability as well. A sword with an uncommon ability will always have a common ability as well.

Common Puzzle Swords (Renard and Loup)

Renaurd and Loup blades are the least complex of the Montaigne Puzzle Swords. They utilize relatively simple mechanics and have basic tricks worked into their design. Elements of a common Puzzle Sword add 500 G each to the value of the sword.

Renard Puzzle Swords

Blade Catcher: The details on the hilt of the sword catch incoming attacks. When an opponent fails to hit the user with a medium sized bladed weapon, the user may make a Ref save (DC equal to opponent's fails attack roll). If successful, the opponent's weapon is caught in the sword and neither weapon may be used until the Puzzle Sword's user releases the other weapon (as a free action), or the opponent succeeds with an opposed Str or Dex check (opponent's choice).

Disguised Sheath: The sword appears to be a cane or a walking stick when sheathed. It requires a Spot or Search check (DC 25) to recognize as a sword.

Garrote Hilt: The sword hilt conceals a garrote which may be used just like a normal garrote (*see garrote*). Finding the hidden garrote requires a Spot or Search check (DC 30).

Locking Sheath: There is a catch on the sheath that holds the sword firmly in place unless a hidden latch is released. It can be pulled free with a Str check (DC 20), which breaks the sheath as the sword is forced loose. Finding the hidden catch requires a Spot or Search check (DC 20).

Locksmith's Hilt: The hilt of the sword conceals a hidden set of masterwork lockpicks (Spot or Search check (DC 35) to find them).

Long Reach: The wielder always adds +2 to his initiative total.

Rustproof: The sword is immune to the effects of age and weather. It does not rust, tarnish, or otherwise corrode.

Secret Compartment: The pommel of the sword has a tiny secret compartment concealed in it. Messages, jewels, and other small but useful objects may be completely concealed inside this compartment, which can be found only by making a Spot or Search check (DC 35). The compartment is 1 inch in diameter by 9 inches long.

Solid Grip: The sword's well-crafted grip allows its wielder to make tricky feints. You gain a +2 circumstance bonus to any Bluff checks made with the sword to feint.

Well Balanced: The sword's balance is so good that its enhancement bonus is increased by 1.

Loup Puzzle Swords

Barbed Guard: The sword's guard is decorated with filigree designed to catch on blades, and gives the wielder a +2 competence bonus to the wielder's disarm attempts.

Dagger Hilt: A dagger blade pops out of the sword's pommel when a hidden catch is pushed. The dagger may be ejected as a free action. The dagger has the stats of a normal dagger. Finding the hidden catch requires a Spot or Search check (DC 20).

Flambergé Blade: When making damage rolls for wounds inflicted with this sword, the wielder may reroll any 1s. He may continue to do so until no 1s remain.

Heavy Blade: The sword has a particularly weighty blade, and gives a +2 Circumstance bonus to its wielder when using the Beat feat.

Keen Blade: The sword's edge is so sharp that it increases the Critical Threat Range of the weapon by 1.

Light Sword: The sword is extremely light. When fighting defensively, you gain a +2 circumstance bonus to your attack roll (thus only suffering a –2 penalty, normally).

Never Dull: This sword never loses its edge. It never needs to be sharpened, cared for, or otherwise maintained, though it may still rust or be broken.

Serrated Blade: The sword's blade is designed to make ragged, painful cuts. The user may make his attack roll, taking a –1 penalty to the attack roll. If he still hits his opponent the die rolled is increased in size by 2 level to a maximum of a d12 (thus a sword that rolls 1d6+1 would roll 1d10+1 for damage instead).

Spiked Guard: The sword's guard is decorated with several sharp spikes. Pommel strikes performed with the sword inflict normal damage instead subdual damage (1d4–1 damage).

Unbreakable: The sword cannot be broken and always straightens when bent to any angle. The sword is considered to have a Hardness of 30.

Uncommon Puzzle Swords (Créer and Détruire)

Créer and Détruire blades are more complex than Loup or Renaurd swords. They utilize intricate clockwork elements and are capable of impressive tricks. Elements of an uncommon Puzzle Sword add 1,000 G to the value of the sword (each).

Créer Puzzle Swords

Adjustable Hilt: The hilt of this sword can be shortened or lengthened, for use as either a rapier (1d6, 18–20, ×2) or as a bastard sword (1d10, 19–20, ×2), as a move equivelent action. Using it as a bastard sword requires both hands (unless you have the feat: Exotic Weapon Proficiency: Bastard Sword), while in the rapier form it requires only one hand.

Articulated Grip: The sword's grip fits the wielder's palm precisely. Due to the improved ability to parry incoming blows, the wielder gains a +1 armor bonus that stacks with other bonuses, when fighting defensively.

Blade Breaker: The blade breaker is a device designed to strike an opponent's blade at a weak spot and shatter it. This is only useful when the wielder has failed to hit an opponent. The wielder then depresses a hidden button, by making a Ref Save (DC 10) as a free action, and part of the sword's hilt smashes down, attempting to break the other blade. The opponent's sword immediately suffers 5d4 hit points of damage as though the sword were attacked directly (this does not draw an attack of opportunity). Once sprung, a mechanism must be rewound in the sword, requiring 2 full actions, before the ability can be used again. Until then, the weapon is off-balance and loses its Enhancement bonus to hit. Finding the hidden button requires a Spot or Search check (DC 20).

Coiling Hilt: The hilt of this sword springs shut on its wielder's hand 6 seconds (1 round) after being picked up unless a hidden catch is released. It takes a Str check (DC 18) to pry the victim's hand loose once the hilt has sprung shut. The victim must make a Con check (DC 15) or the hand is broken for one month (giving him a penalty of –2 Dex and –2 to their attack rolls). The hilt can be opened by pushing the hidden catch. Finding the hidden catch requires a Spot or Search check (DC 20).

Grappling Hilt: The hilt of the sword can be used as a grappling gun (*see Grappling Gun*). It has 20 ft. of strong cord in it, and takes 1 full action to rewind. If used as a weapon while the cord is unwound, the sword is off-balance and loses its Enhancement bonus to hit.

Grasping Hilt: The sword's hilt is a form-fitting design that wraps around the wielder's hand. When grasped, it locks into place. This has two benefits. First, this acts as a Locked Gauntlet (*see the Player's Handbook™*). Secondly, the catch to release the hilt is hidden, which means that users unfamiliar with the sword will find that it traps their hand like a vise. Finding the hidden catch requires a Spot or Search check (DC 20).

Healing Touch: At the touch of a concealed switch, the sword injects a liquid into the wielder that heals him of 2d8 hit points. The formula for this liquid is known to the wielder and costs 5 G per dose, but is only effective if injected. Only one dose per day will work on a single person, and the sword's reservoir holds only one dose. Afterwards it must be refilled, which takes 2 Full Actions. When it is empty, the sword is off-balance and loses its Enhancement bonus. Finding the concealed switch requires a Spot or Search check (DC 20).

Lizard's Tail: The sword has a false tip that it can "shed." After a the sword's wielder fails to hit his opponent, the tip falls off and the target may reroll his attack. If the second roll is successful, the attack hits. It takes 1 standard action to reattach the tip properly; without the tip, the sword is off-balance and loses its Enhancement bonus to hit.

Loyal Hilt: A poisoned needle jabs into the base of the holder's thumb one round after picking it up unless a hidden latch is released. The poison must be in liquid form, and deliverable by ingestion or injury at the owner's option. Heavy gloves, gauntlets, or a panzerhand on the wielder's sword hand will defeat this security measure. The poison reservoir must be refilled after each use, but is not large enough to affect the sword's balance.

Smoke Cloud: The sword sprays smoke in a 10 ft. radius when a concealed button is pressed, plunging the area into total darkness for 1 round (*see Smoke in the* DUNGEON MASTER'S *Guide™*). The sword contains enough smoke for one use, then must be refilled with a mixture of oil and common herbs (costing 1 G). It takes one standard action to refill, assuming the mixture is prepared. When the reservoir is empty, the sword is off-balance and loses its Enhancement bonus to hit. Finding the hidden button requires a Spot or Search check (DC 20).

Détruire Puzzle Swords

Blinding Spray: The sword has a reservoir of liquid that can be sprayed into an opponent's face at the touch of a hidden button. This requires a successful Attack Roll at a –2 penalty. Instead of suffering damage, the victim is blinded (*as if the attacker were invisible, see the Player's Handbook™*) until the liquid is washed out of their eyes or one hour has passed, whichever comes first. The sword holds only enough liquid for one use, and takes a move equivalent action to refill (using water and herbs available for 50 G). When the sword's reservoir is empty, it is off-balance. Finding the hidden button requires a Spot or Search check (DC 20).

Collapsing Hilt: If the sword is drawn from its sheath without pressing a hidden catch, roll 1d20. On that initiative "phase" of this or next turn (whichever comes first), the sword falls apart in the wielder's hands, taking a Craft: Blacksmith check (DC 10) and 3 full round actions to reassemble. Finding the hidden catch requires a Spot or Search check (DC 20).

Dart Hilt: The sword can fire a small dart out of its pommel. The dart launcher has a range Increment of 5 ft. and requires an attack to fire. Deadly poisons or knock-out drops are typically smeared on the dart. If the dart is lost, a Craft: Blacksmith check (DC 15) is required to replace it at a cost of 10 G. When the dart is missing, the sword is off-balance and loses its Enhancement bonus to hit. Poison must be reapplied to the dart after each use. Finding the hidden button requires a Spot or Search check (DC 20).

Firebreather: When the sword is swung and a concealed button is pressed (as a free action following an attack roll), the sword sprays oil from its tip and ignites it with a built-in flint. This results in a five-foot flame extending from the blade's tip towards the hit opponent (*the fire is treated as described in the Player's Handbook™*). The sword holds enough oil for one use, and must be refilled afterward, taking 3 full round actions. When it is empty, the sword is off-balance and loses its Enhancement bonus to hit. Finding the concealed button requires a Spot or Search check (DC 20).

Pistol Hilt: There is a single-shot concealed pistol built into the hilt of the sword (pointing out towards the blade), which can be fired by depressing a hidden button (as an attack). If the button is pressed when the sword has just caused damage to an opponent (as a free action), the pistol automatically hits (no attack roll required), dealing damage as though it hit normally (1d10, ×3). The range increment of the pistol is only 30 ft. instead of the normal 50 ft. due to the reduced size. Otherwise, the wielder needs to make a successful Attack (Firearms) roll at a –2 in order to hit. Finding the hidden button requires a Spot or Search check (DC 20).

Poison Reservoir: There is a small watertight compartment inside the sword's hilt. When a certain decoration is twisted on the pommel, it opens up this compartment, allowing whatever is inside to flow out. If the sword is being held tip down when this is done, the liquid will flow down it, coating it liberally. This takes a move equivalent action. However, until the end of the Round (or until the first successful attack with the weapon), the liquid will cling to the blade and seep into any wounds it makes. Typically, deadly poisons or knock-out drops are placed in the reservoir. The sword holds enough poison for one use and must afterward be refilled, taking 3 full round actions. When it is empty, the sword is off-balance and loses its Enhancement bonus to hit. Finding the hidden decoration requires a Spot or Search check (DC 20).

Razor Edge: When the wielder scores a critical hit on his opponent the damage is increased by 1d12 after the damage is multiplied.

Spreading Blade: This sword is designed with a powerful spring between two half blades. When a hidden button is pushed, the two halves of the sword are forced apart. This often results in broken ribs and other horrifying wounds to the victim. In game terms, after the wielder has scored a critical hit against an opponent, he may activate this ability. When activated the critical hit multiplier of the sword is increased by 3 (thus a ×2 critical hit multiplier would increase to a ×5 critical hit multiplier). However, the sword's hardness is reduced by 5, and once it has been sprung, it is useless until 2 full round actions have been spent resetting it. Finding the hidden button requires a Spot or Search check (DC 20).

Strange Metal: The sword is made from metal so light that the when the wielder scores a Critical Hit with his attack, he may immediately take another attack on the same opponent. The attack is made a –4 to the wielder's base attack bonus and the wielder may not take more than one extra attack a turn in this fashion).

Tainted Metal: Opponents who have suffered damage from this sword cut the number of hit points healed through any means other than natural healing in half (rounded down). Thus, if the opponent is being healed 9 hit points from a potion, he would only heal 4 points

Rare Puzzle Swords (Maître)

The blacksmith Maître was the greatest sword maker Montaigne has ever seen. A full-blooded Porté mage with immense skills in clockwork mechanics and metallurgy, he combined all of his arts into the creation of his swords. The results are some of the most wondrous blades ever to grace the face of Théah. Elements of a rare Puzzle Sword add 2,000 G to the value of the sword (each).

Maître Puzzle Swords

The Eager Blade: This sword can instantly leap to its owner's hand whenever he wills it, from any distance. As a free action the sword's master may summon the sword to his hand. Should he ever hand the sword to another person hilt-first, the sword will begin to obey that person's commands. If the owner dies, the first person to touch the sword becomes its new master.

The Ghostly Blade: No one but the sword's owner can pick up this weapon. Everyone else's hands simply pass right through it. While the wielder holds it in his hand, the sword is solid and can be touched by others (and touch them in return) but if he lets go of it, the sword once again resumes its ghostly behavior. Should he ever hand the sword to another person hilt-first, the sword will then allow only that person to pick it up. If the owner dies, the sword becomes solid, and the first person to touch it becomes its new master.

The Grasping Blade: Once per day, as an attack this sword can cut at great distances. If the wielder can see a person, he can attack him with the sword, no matter how far away he is — the blade disappears into the air and emerges near the target. Unless the target of the attack is currently engaged, the target of the attack must make a Spot check (DC 15), or he is caught flat-footed.

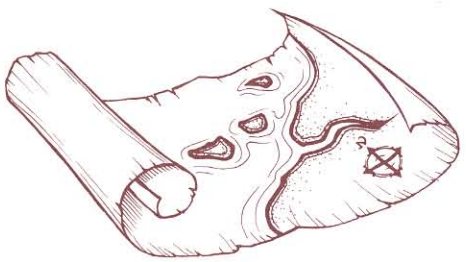
The Greedy Blade: This sword's wielder may spend one Action in order to cut open a hole in the air with the sword, and reach in with his other hand. The wielder may make a Wis check (DC 10) to place something in the pocket or remove something from the pocket. Only 30 lb. may be placed in the pocket. It takes a move equivalent action to place something in the pocket or remove something from the pocket. Liquids may not be stored in the pocket unless they are in a container. Attempts to pour a liquid into the pocket result in the liquid falling back out of the portal. Living creatures cannot be stored in the pocket; they simply can't enter it.

The Shimmering Blade: Once per day, this sword may "shimmer." It begins to waver in the air like a mirage, and until the beginning of the next round it ignores armor bonuses to the target's AC.

The Thirsty Blade: Once per day, this sword can draw some of the blood out of an opponent. After scoring a hit on an opponent, the wielder may declare that he is using the sword's ability. The damage of the sword is doubled. If this is used with a critical hit, the critical hit multiplier is increased by 1 (thus a ×2 would become a ×3).

Artifacts of Théah

The following artifacts are scattered throughout Théah, relics of a bygone age. Some are hidden in ancient Syrneth ruins, while others are carried by pirates and explorers, spoils of their adventures. These artifacts may be found nearly anywhere, though particular descriptions might suggest a probable resting place.



Ancient Maps: Within the confines of certain Eisen churches and military academies are a series of maps in a strange script, depicting unknown lands. Those who study the maps and modern geography gain a +5 insight bonus to Inuit Direction rolls, but only when seeking out Syrneth ruins.

Artifact Leg: These Syrneth "peg legs" are popular among explorers and raiders alike. They resemble long, thick scrollcases, which is no coincidence: by pressing a series of hidden points, the peg leg swivels open to reveal hidden compartments, capable of holding two small objects, or six tiny objects. These hidden compartments are utterly invisible unless someone searches the leg itself. Even then the would-be investigator must have Knowledge (Syrneth artifacts) to discover the treachery. The compartments open or close as move-equivalent actions.

The Balm: The Balm allows the user to escape the effects of aging (including death from old age). Each dose allows the user to ignore the effects of aging for 25 years. The user's appearance will remain as it did when she applied the Balm. After the 25 years of effectiveness have passed, the user begins to age as normal, unless she gain access to another does of the balm. (*See the Player's Handbook™ for rules on aging*).

The Daughters of Sophia control the secret of the Balm, and only administer it in exceptional cases, so the DM should have a very good reason why a PC has access to the balm. Keep in mind that the Balm does not render its user invulnerable: the character still takes damage as normal and if she suffers enough hit points, she'll die just like everyone else. Immunity from aging is not immortality.

Berek's Pistols: Jeremiah Berek is the leader of Avalon's privateers, the Sea Dogs. His twin flintlock pistols hold lingering reminders of his extraordinary luck. Anyone wielding them in combat gains the benefits of the Quick Draw feat with them, and may use the pistols' shots to disarm or trip opponents (and may use any associated feats). Furthermore, as Berek has never actually killed a man, damage from the pistols is subdual. The magic will depart, however, the moment the pistols' wielder attempts to kill someone with them. Jeremiah Berek still owns his pistols, but is unaware of their enchantment.

Bjornsson's Horn: This potent artifact is a lingering reminder of the power of the Vesten people, and ranks among the most sought-after items in Théah. The owner of this item may, once per day, blow it and cast Tenser's Transformation on himself. If he has the Leadership feat, however, the Horn's effects extend to all his followers and cohorts who hear it as well. Each person may choose whether to accept the Horn's blessing. Only Vendel citizens receive no benefit from the Horn; a Vendel cannot even use it as he would a normal horn. The Horn's whereabouts are anyone's guess, but the fierce raider Yngvild Olafssdottir is the captain currently most associated with it.

The Black Glove: Found in die Kreuzritter's Crucible of Night, the Black Glove is a similar type of artifact. When worn, the Glove emits an icy sensation that fades after a few seconds, and leaves a black mark in the center of the wearer's palm. This mark, unlike that left by the Black Ring, does cast a shadow. The wearer also gains the ability to project a knife seemingly made out of shadows from the mark (*see Dark Blade, page 177*).

The Black Glove must remain within the Crucible of Night for an entire year to recharge after its use. This is why die Kreuzritter members don't all have the Nightblade Feat. Knights may not borrow it for missions.

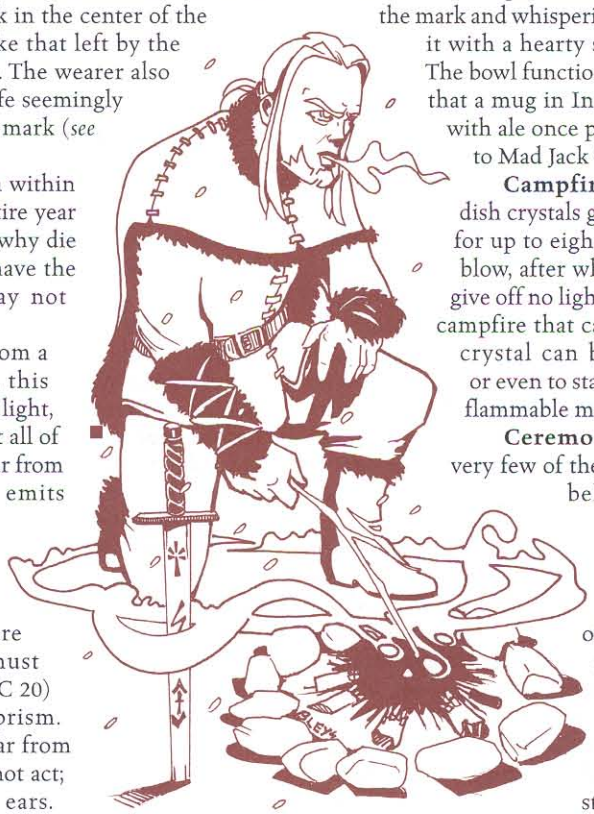
The Black Prisms: Made from a very hard, obsidian-like rock, this black mineral actually disperses light, much like a prism (although not all of the colors of the spectrum appear from the Black Prism). The prism emits a low-pitched growl that only creatures with less than human intelligence (and particularly sharp-eared characters) can detect. Any creature within 100 ft. of the prism must make a successful Wis check (DC 20) to resist the fear aura of the prism. Those who fail must move as far from the prism as possible and may not act; they cower and cover their ears. It is very useful for getting past guard dogs and when setting up camp. A few dozen of these stones are known to exist and no two look alike.

The Black Ring: Originally found within die Kreuzritter's Crucible of Night, this small, plain ring is made of an unknown shiny black material. Those who place the ring on one of their fingers feel an icy sensation that dies away after a few seconds. When the ring is removed, it leaves a black mark around the finger where it was worn. Oddly, the area so marked casts no shadow. In addition, the wearer gains Nacht sorcery (*see page 117*). Any other sorcerous or shamanic abilities are lost when the Black Ring is worn.

The Black Ring must remain within the Crucible of Night for an entire year to recharge after its use. This is the only reason the Knights don't all have Nacht sorcery. Knights may not borrow it for missions.

Bonnie McGee's Daggers: The Highland privateer "Bloody" Bonnie McGee is one of the only non-Eisen ever to receive dracheneisen weapons. Her two daggers are the only known case of dracheneisen ever holding supernatural enchantment. When wielded by a good character, or anyone capable of casting Glamour spells, the daggers come alive, guiding the hands of their new master. In these circumstances, the daggers have the following enchantments: *keen, quick,* and *wounding,* but the daggers themselves choose when to grant these boons. Like the Sidhe magic which spawned them, the daggers are tricky, and will draw villains to them if their wielder does not seek out such foes. Though Bonnie's daggers recently disappeared (along with their owner), the Sidhe are unlikely to let them sit unused in their mysterious kingdom.

Bowl of Plenty: This appears as a simple wooden peasant's bowl with a strange mark burned on the underside. Touching the mark and whispering thanks to the Goodly Folke fills it with a hearty stew along with a piece of bread. The bowl functions only once per day. It is rumored that a mug in Inismore has similar powers, filling with ale once per day when the user gives thanks to Mad Jack O'Bannon.



Campfire Crystals: These fist-sized reddish crystals give off the same heat as a campfire for up to eight hours after being struck a sharp blow, after which they are useless. The crystals give off no light, and this allows the user to have a campfire that cannot be spotted. The heat of the crystal can be used to keep warm or cook, or even to start a fire if activated and left among flammable materials.

Ceremonial Crystal Dagger: There are very few of these mystical blades in Théah; most belong to the Sophia's Daughters. The ceremonial dagger boasts a wavy blade made of some unknown crystalline material, supposedly mined from the land of Bryn Bresail. The Daughters use crystal daggers only for the initiation ceremony and it will not work if the candidate cannot properly perform the required rituals. The Crystal Dagger is a standard +1 magic dagger.

Claw of the Thalusai: Though the Explorer's Society has catalogued six of these strange artifacts, more almost certainly exist. The Claws resemble nothing so much as oversized bird claws which easily fit over either hand. Anyone proficient with the use of a gauntlet as a weapon may use a Claw properly, but despite its wicked appearance, it is otherwise no different from a dracheneisen panzerhand. Unlike the panzerhands, the Claws still allow for fine manipulation, but the Claws also carry a curse: the shadows themselves hunt the wearers. Incorporeal foes may affect the wearer of a Thalusai Claw as though he himself were incorporeal, though the poor victim cannot return the favor.

The Cloaks of Shadows: There are three of these artifacts, which appear as puddles of shadows that can be held and even draped over the shoulders like a cloak, leaving a shadowy hood hanging behind the wearer's head. If the hood is raised, the wearer enters the Dark Paths immediately, whether or not he possesses Nacht sorcery. Furthermore, the wearer and anyone touching the Cloak is immune to the effects of shadowburn. Finally, the Cloak can instantly carry its wearer and anyone touching it to anywhere in the Dark Paths as long as one of them is familiar with the place and can picture it in his mind. When the hood on the cloak is lowered, the wearer reappears in the real world just as if he were stepping out of a shadow using Nacht sorcery.

The Knights keep at least two of the Cloaks in the Crucible of Night at all times. There used to be four of them, but it was discovered that if a Cloak stayed out of the Crucible for more than a day and a night without being recharged for a like amount of time, it would dissolve into nothing. Since the Cloaks must be recharged so often, two of them must be kept constantly cycling. The other is reserved for emergencies. To acquire one of these cloaks a Character must be a member of die Kruezritter, posses Nacht sorcery and then ask a high ranking die Kruezritter. The player must roll 1d20 and add his character level (DC 30). If successful the Knight may borrow the Cloak for 1 day and 1 night when the cloak must be returned or it dissolves into nothing.

Crimson Cutlass: The blade of this cutlass can duplicate an earlier move used against an opponent to similar effect. Once per day, after you hit and deal damage to an enemy with this cutlass, you may use your next attack (once it's valid) and activate the cutlass' power. The cutlass imitates the earlier attack exactly, including the attack roll and damage roll (assuming that attack roll hits again, only the rolls are the same, the bonuses are determined by the current attack). This cutlass is a standard +1 cutlass.

Cross of Virtue: Perhaps the most powerful artifact not of Syrneth make, this golden cross is otherwise nondescript — indeed, before it passed into the hands of the Castillians, Khereid-Din himself found it and mistakenly discarded it as a icon of the infidels. Though its form is subtle, its powers are anything but: people who have used it claim that it empowered them to the level of a Prophet, creating true miracles almost by accident. It has resurrected the foul charges of the Black Freighter, and it has also allowed otherwise faithless men to hold Legion's minions at bay. Wielders may use the Cross to turn or rebuke undead as a cleric of their level, and may cast any divine spell through the Cross once per day.

The Crucible of Night: This black bowl is approximately 3 ft. in diameter and 2 ft. deep. It seems eternally filled with shadows, and those who reach into it feel an icy chill where the shadows touch their skin. Die Kreuzritter members who stand near the Crucible for too long get the feeling that someone or something is watching them. The Crucible does not possess any magical powers itself that the Knights are aware of, but it is used to recharge all of the major artifacts used by the Knights, with the exception of the Dark Blade.

The Crucible of Night lies in a secret room in a die Kreuzritter hideout, far from any sunlight. A single ray of sun striking its surface shorts out the Crucible's recharging abilities for 28 days. Knights may not borrow it for missions.

The Cup of the Unseelie Court: The cup of the Unseelie Court vanished one day from the glen where had laid for centuries. Since then, Unseelie Sidhe of all varieties have hunted for it in vain. The cup is a twisted reflection of the Seelie Graal (*see page 179*), a gnarled, blackened goblet of black basalt. Drinking from it causes the drinker's skin to go pale for one day and one night. All night they glow with a soft white-green light. During that time, they gain the Dark Vision and a +3 Bonus to their Spot and Listen checks. However, the Cup marks those who drink from it, and any Unseelie who spies them will thereafter know that they have tasted from their icon.

Cutlass of Command: Somewhere amidst Théah's seas lies a cutlass unlike any other. Though indistinguishable from most others of its ilk upon first glance, the weapon is finely balanced and utterly indestructible. It is the Cutlass of Command, the most fabled weapon in pirate lore. The Cutlass itself has no special bonuses to attack, though it lacks the usual penalty for cutlasses. Instead, if its wielder gains the Leadership feat, the Cutlass bestows a +3 enhancement bonus to all of his abilities and saving throws. Unfortunately, some captains have held on to the Cutlass so jealously that mere death cannot convince them to part with it.

The Dark Blade: Potentially the most dangerous artifact die Kreuzritter possesses, the Dark Blade is a sword with a hilt and pommel made of human bone and a blade formed of shadows. This artifact was reportedly taken from a slain phantom's body, retaining its properties even after the creature's death. The Blade is seldom lent out to a Knight, because it seems to contain some of the original owner's hatred for life, making it dangerous in even the most pacifistic person's hands.

The Dark Blade's wielder ignores armor bonuses when attacking. In addition, the wielder may increase the damage inflicted by the Blade by suffering damage himself, on a one-for-one basis. Thus, if the Damage Roll was a 10, the wielder

could increase it to a 22 by suffering 12 hit points himself. Finally, the curse of the Blade means that the person carrying it (it must be a person or humanoid; no animal will permit the Blade near it) acquires an extra Hubris called "Bloodthirsty." The DM may activate this Hubris once per day in order to anger the user, forcing him to draw the Blade and attack a helpless foe (for one round). Fate Witches who examine the Hero's Arcana will see a dark, looming shape above it. The Dark Blade is +4 magic longsword with the aforementioned abilities.

To acquire this blade, a character must be a member of the die Kreuzritter and then ask a high ranking die Kreuzritter. The player must roll 1d20 and add his character level (DC 25). If successful the Knight may borrow the Blade for the duration of his proposed mission.

Domae Stones: "Domae stones" are some of the most desired artifacts in all of Théah. The stones have their own individual color, but when four of the nine types are placed in proximity to each other, they lose their color, appearing to be diamonds. The stones also change color at the rising and setting of the sun. Finally, some stones have dangerous effects when placed together, as you will soon see...

Domae Blackstone: Blackstone is, without a doubt, the most dangerous Domae stone. When placed next to another Domae stone, both begin to vibrate. As they are brought closer, the vibrations become highly violent. Finally, if the two stones touch, they explode (1d6 hit points, 5 ft. radius).

While blackstone does not change its color as the other stones do, it refracts light in a most peculiar manner. When light passes through a blackstone, it becomes a deep blue. The light also stains whatever it is shining upon with the same deep blue color. The stain fades within minutes.

Domae Bloodstone: During daylight, bloodstone is a milky clear color with "veins" of red. As the sun sets, the veins thicken and a "heart" appears in the center of the stone.

Domae Bonestone: Bonestone earns its name from its color: a pale white/yellow that resembles human bone. When the sun sets, the stone becomes almost pure white. The current fashion in Vodacce is to grind up bonestone into a fine powder and add it to a morning drink of wine.

Domae Diamond: Domae diamonds actually look nothing like mundane diamonds. They are green in color with speckles of blue. However, the stones earned their name from their hardness. Domae diamonds are the hardest substance found on Théah, the only material that can cut the other Domae stones.

Domae Moonstone: There are two types of "moonstone" in Théah. The first appears much like smokestone. This is the second. Domae moonstone has many similar qualities to bloodstone; it is milky white during daylight hours. However, as the moon rises, its color fades to translucent with a dim glow. The glow is enough to recognize in the dark, but not bright enough to see by.

Domae Rainbowstone: Rainbowstone is highly desired by the nobility for its wide range of colors that seem to change depending on who wears the stones. The colors in a rainbow stone include red, blue, yellow, green, orange, purple and "white" (transparent). Many scholars have studied the stones, attempting to make sense of the colors, but no pattern has made itself evident.

Domae Smokestone: Smokestone gains its name from its color. The stone also has veins of black that coalesce in pools of darkness. As nighttime approaches, smokestone grows darker and colder. At midnight, smokestone is so cold it burns human flesh.

Domae Sunstone: Sunstone is a pale yellow with shards of bright orange. As the sun rises, the orange shards begin to glow with the same radiance as moonstone.

Explorers have used both sunstone and moonstone to create "Domaedials." The small jeweled time pieces have both moonstones and sunstones, and are used while underground to keep track of day and night. Experienced explorers can look at the brightness of both stones and tell the time of day to the hour.

Domae Waterstone: Waterstone is one of the strangest Domae stones. Its color is a mixture of blues that seem to shift as the observer turns the stone to the left and right. The stone grows dark blue as storms approach, a quality that makes it very valuable on ships.

Drachen Rod: This enormous rod topped is with man-sized pictographs, made of lustrous gray stone and weighing several tons. When a character touches the correct pair of pictographs at the same time, he ceases to age for next five years, although the only noticeable effect at the time is that of energy being transmitted through the chraracter's body. After it's been used once, the rod cracks and is useless.

Firinbrand: *Firinbrand* is a +5 long sword of great enchantment wielded by the Avalon champion of the Lady of the Lake — currently Lawrence Lugh. The champion is always proficient with *Firinbrand*. Also, while on Avalon's shores (or in Inismore or the Highland Marches), as long as he wears the sheath, the wielder takes no hit points from any attacks made with bladed weapons (even magical). In addition, the weapon can cut through any material, including dracheneisen. This means that when wielding *Firinbrand* the wielder may ignore armor bonuses when striking an opponent (even magical).

The Flash Rifle: The Flash Rifle is actually a regular Théan musket with a hollowed cylinder of a bone-like substance mounted directly on the musket's barrel. It looks like a solid white or gray alchemical tube on the end of the musket, and does not affect the gun's weight or balance. The normal effects of musket fire include a loud noise and a bright flash of fire. With the cylinder attached, the gunshot is louder and the flash is hotter, larger, longer and brighter. In a crowd this can cause severe panic and fear; it also increases the danger of fire if the musket barrel touches anything flammable immediately after the round is discharged.

When fired the Flash Rifle produces a flame that extends almost a foot from the barrel and at its end is nearly 6 in. wide. The rifle does more damage than the average musket (3d6). The flame is so hot for the rest of the round which it erupts from the barrel that almost anything but stone or metal will catch fire and burn should it make contact with the barrel. A character that has fired one has his AC increased by 3 until next round, due to the incredible heat produced. In addition, character may attack with the weapon as a musket with a bayonet. Anyone struck with the flame suffers 2d6 hit points (heat damage). The flame lasts until the player's next turn.

Foul Weather Jack's Maps: The accidental creation of an unlucky explorer and his mates, the maps were actually four pieces of one map, together revealing the path to an ancient Vesten artifact: the now-destroyed Spear of the West Wind. Hidden within the borders of each piece is a code (Decipher Script check, DC 20 to break) describing the unusual tactics used by the explorers to safely land on the island. Each map gives those who study it daily a +1 competence bonus to Sailing, Diplomacy, and Gunnery, and each subsequent piece sheds more light on the others as the reader fully grasps the story, granting an additional +1 competence bonus to all skills per map piece studied.

Franzini's Lost Notebooks: Though the common man might consider these texts the odd ramblings of an odd woman, any scholarly institution views even the least of the genius Franzini's works as priceless. Franzini was, by all accounts, a mind without peer, excelling in her every interest, and her copious notebooks cover every known skill. Those who consult with a notebook while making a skill check gain a +3 competence bonus, though they must take double the normal time to do so. Additionally, individual notebooks concerning single Crafts, Knowledges, or Professions skills give instead a +6 competence bonus. The rarest of her books cover combat skills, allowing those who study their contents insight into a single Feat, which they may use regardless of requirements so long as they study from the book.

The Graal: The Graal is less a physical object and more a symbol of the relationship that men and Sidhe share. It is man's promise to keep and protect the land and to respect Avalon's traditions and legends. As long as the monarch of Avalon is true to the land, the Graal protects Avalon. For as long as Avalon has the Graal, it shall never fall before its enemies. It stands in Elaine's throne room, where none save the Queen herself may touch it.

Gem of Warning: A blood-red ruby embedded in the right eye socket of a skull, the Gem of Warning is a subtly dangerous artifact. The gem bleeds when danger looms near it... except for the gravest dangers of all. Whenever a threat is near enough to affect the skull or an object marked by it (a simple act caused by lifting the eyepatch over the left socket of the skull), its present owner makes a Wisdom check with a DC equal to twice the challenge rating of the threat. If he succeeds, the eye bleeds. Almost every captain associated with the Gem of Warning has died a foolhardy death, including the captain whose skull houses the gem.

The General's Armor: Actually just a dracheneisen breastplate, the General's Armor is nevertheless among the finest artifacts ever to grace the Nibelungen's forges. The breastplate acts as a second ribcage, deflecting the bulk of any serious harm to the sternum by spreading it along the whole of the armor. When the wearer would take an amount of blunt, physical damage so great that it would kill him instantly (such as a direct hit from a cannonball, a collapsing building, or a fall following a defenestration), he may make a Fortitude save (DC 20, -1 for every other piece of dracheneisen-equivalent armor worn). If he is successful, the armor absorbs the lethal force of the blow, leaving him with 1 hit point.

The armor belonged to the Eisen mercenary known as the General, who was wearing it when he and his ship disappeared.

The General's Fist: Though of far lower quality than the Armor, the General's Fist is nonetheless a fine weapon. A left-handed dracheneisen panzerhand, the Fist's fingers are weighted, and the grip can lock. When making a grapple with the panzerhand, the wielder can choose to lock his fist closed as a free action (he must announce this before rolling). A successful grapple is unbreakable so long as the Fist is whole, but an unsuccessful grapple locks the Fist shut. Regardless, the wielder may not use the ability again until he has unlocked the grip (a full-round action). Additionally, the Fist can break any non-magical, non-Syrneth weapon it has grappled as a move-equivalent action. As with his Armor, the General's Fist was with its owner when he and his vessel vanished.

Glowing Stones: These palm-sized rocks cast a greenish light illuminating up to 6 in. away. This allows their carrier to work in the dark without attracting unwanted attention.

Golden Marble: This is a simple golden marble. If you tap it with your fingernail, carry it somewhere else, and then drop it on the ground, it begins to roll back towards the place where you tapped it. It only "remembers" the last place it was tapped, and the marble never "forgets" a location as long as it isn't tapped again. When rolling, it moves back along the path it has traveled since then at a slow walking rate. It is possible to pick the marble up while it is retracing its path, take a break, and then drop it and have it resume its journey later. If the marble reaches water, it stops at the edge, and if carried across and dropped again, will continue on its way.

Gray Powder: Gray powder has no scientific name yet; pirates and others that have encountered it a few times know the powder as "Devil's Snuff" or "that cursed sludge." It comes from a beach on a distant Syrneth island; though the Explorer's Society has tried to regulate it, quantities are still available on the black market. Without additives, the finely packed gray powder can be used as an explosive, and in some cases pirates have packed it into their pistols and muskets with devastating effects. It burns quickly and hot, like phosphorus, and explodes in a bright flash of white light.

Weapons kick differently when filled with gray powder, and marksmen have noted that it spoils their aim. If used instead of gunpowder it increases the weapon's damage by +1d6 but the wielder suffers a –3 penalty to hit. In addition, the powder damages the firearm, increasing the likelihood of destroying the pistol or musket when it is fired. The chance to destroy a firearm the first time gray powder is used in it if the wielder rolls a 1–2 on the attack roll; the second time if the wielder rolls a 1–4 on the attack roll, and so on. If the powder destroys the weapon, it explodes in the user's hand (4d6 damage, Ref save (DC 20) to take half damage). If used in a cannon the damage is increased by 2d12, but the user suffers a –4 penalty.

If gray powder were used as an explosive charge in a grenade or keg, the explosions damage is increased by +3 for each die of damage rolled (thus an explosion of 3d8 would be 3d8+9 damage).

The powder may be "cut" (mixed) with another substance. Only the Rose and Cross, Explorer's Society, and Invisible College are aware of the various methods of "cutting" gray powder. If it is cut with an approximately equal amount of ash or charcoal, the powder smolders and burns slowly, lasting eight hours for every pound of gray powder consumed. The mixture burns slowly and emits gray smoke, lighter or darker depending on the admixture proportions and how tightly packed the powder is. This method is ideal for keeping warm or sending smoke into the air to alert others of your presence.

Gray powder can also be cut with talc or chalk. The talc/gray powder combination is strange and benign. Again the powder burns slowly, but with talc it emits a sickly, yellowish-gray smoke with a pungent, bitter odor akin to dirty feet or old clothes. When inhaled it induces sleep (fort save (DC16) to resist) and in some cases nausea. Those that succumb to this powder's smoke will sleep for 1d4+1 hours. Those that are not affected will cough and sputter for 1d10 rounds until they acclimate to the smell.

On the black market, gray powder is 10 to 20 times more expensive than black powder. Few black marketeers will sell more than a pound of it. Vincenzo Caligari kept a large supply in his home, although he supposedly keeps it far from everything else, in case of "accidents."

Green Bracelet: While this bracelet is worn, the wearer ignores the first 5 hit points that they take during a day (they are healed as a free action). At sunrise, its ability to instantly heal wounds recharges and can be used again.

Grinning Armband: This wide golden armband has a small silvered animal skull inset in it. When you wear it and tense your arm rapidly two times (a free action), the skull's mouth opens and a bony hand, trailing a thin silver cable, fires out of it. The hand can extend up to 50 ft. and tightly grabs anything it hits. After the hand has a firm grasp, the cable retracts, swinging you over to where the hand is hooked. This operates like a grappling gun, except that it is simpler to use (DC 10 instead of 15), and you never need to worry about slipping and falling off the rope.

Herbal Balm: This aromatic gel takes one standard action to apply to a character. It heals 1d10 hit points or restores the character back to 4 it points if the character has less than 4 hit points (whichever is greater), at the character's option.

Heavy Knife: These knives are found around Théah, usually purchased from strangers in alley ways and the like. Cuts inflicted by this strange gray knife are deeper and take longer to heal. The knife is too heavy to be thrown. These knives posses the wounding effect and produce +2 damage when they inflict wounds on an opponent.

The Hochmeister's Ring: The leader of die Kreuzritter, Gunther Schmidl has a ring, passed on from Hochmeister to Hochmeister since the founding of the Order. The ring is onyx, with a strange carving of a cat on it. It serves primarily to alert the wearer when an assigned mission has failed or a Knight has been killed. The Hochmeister touches it to each new Knight as they depart on their first missions. It lets him know when anyone it has touched has died by weeping blood and projecting to its wearer a mental image of the person who has died. The Hochmeister's Ring may not be borrowed for any reason, and does not need recharging.

Hound's Powder: This silvery dust is taken like snuff. It greatly improves the user's sense of smell, adding a +2 competence bonus to his Wilderness Lore skills rolls when using the Tracking feat for up to eight hours after application, although this benefit is canceled if the creature being tracked has no scent.

Ivory Spyglass: Despite the name of this Syrneth artifact, the spyglass itself is of unidentifiable make — the color suggests bone, but the texture steel. Regardless, the spyglass is a rare oddity in Théah: it contains perfectly ground lenses. Though otherwise unremarkable, this simple fact means that the Explorer's Society, the Invisible College, the Vendel League, and any number of private institutions, patrons, and ships' captains seek out the device. When using the ivory spyglass, ignore any penalties for distance or circumstance that are less than the viewer's Spot skill.

Ivory Totem: These ivory figures of Vesten heroes burst into flames if held by a man who recited an oath, but did not mean it. If a man holds a totem on his person as he recites an oath he intends to break, the totem explodes for 3d6 points of fire damage. Only Vesten rune mages know how to create these devices.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Object, Kjott Rune, Laerdom Mastery, Styrke Rune; *Market Price:* 1,000 g; *Cost to Create:* 500 g and 500 XP.

Keel of Rowan Wood: Though hardly a magical or Syrneth creation, rowan wood is expensive and its effects wondrous. A ship with a rowan keel weighs less than ordinary vessels, sits higher in the water, and moves more quickly under full sail. When a ship with a rowan wood keel sails during good weather, its movement doubles.

Prerequisites: Craft (shipbuilding): 10 ranks. *Market Price:* Adds half the base price to the ship's value. *Cost to Create:* 250 g per cubic foot.

Karolan's Drum: The legend of Karolan's Drum is actually tied to the ancient Avalon legend of the Stone Knight. Renowned for his bravery in battle, the Stone Knight held a narrow pass by himself until his fellow knights could arrive, at which point he dropped dead of exhaustion. He carried with him a drum, which supposedly captured his voice before he died. Since that time, numerous "drums" have been produced, each one claiming to be the original Drum of Karolan. The "voice" of the drums may in fact be that of the Stone Knight himself, calling to rouse Avalon's defenders, or simply the result of his residual Glamour. Regardless of their authenticity, anyone using these drums who has the Leadership feat gains a +5 competence bonus to their Bluff roll when attempting to incite his followers (*see the "New Uses for Old Skills" section of this book*).

Kazi's Ointment: This greenish cream conceals a man's scent for up to eight hours after being applied. It confounds animals that use scent to track and makes the wearer "invisible" to most animals unless he moves while in their sight. This provides a –4 penalty to any creature attempting to Track the user with a Wilderness Lore check.

Khereid-Din's Scimitar: A fearsome weapon, Khereid-Din's scimitar was wielded by the fearsome Corsair pirate of the same name. He himself carved the blade from the shoulder of a drachen skeleton, and lacquered it in a variety of strange potions and unguents. Despite its size, it weighs only one pound, but its true power is in the wounds it delivers. Each successive, strike on the same target inflicts an additional wound (cumulatively). Kheired-Din recently lost the sword, and has hunted for it ever since. He knows precisely what to do with thieves...

Leviathan Bone: While many pirates bear their scars proudly, some take it to a further extreme. Though it is easy, even likely, to cripple a limb while sailing, a splint made of leviathan bone can more than make amends for the weakness of mere human bodies. Limbs girded with leviathan bone may operate without penalty, even if crippled, and furthermore do not yield until the leviathan bone itself breaks (requires a successful hit from a Syrneth, Dracheneisen, or magical weapon). If splinting a weapon arm, this unyielding strength lends itself to damage; add one to the critical threat range of any weapon used with a leviathan bone-backed arm.

The Mask of El Vago: The vigilante El Vago and his band of followers have sworn to protect Castille from any threats. Whoever wears his white mask — whether it is finely tooled leather or a simple cloth mask — is revered as a savior of the people, which increases his or her natural leadership abilities. The user gains a +5 Competence bonus to any Cha rolls or checks whenever wearing the mask.

Mechanical Hand: This hand is composed of a strange reddish metal. When pressed against the stump of an amputated hand it attached itself to the stump. It has proven to be no stronger or more dexterous than a normal hand, but it never gets tired. It can be damaged as easily as a real hand, but it repairs itself after a few days, and if it gets cut off, it can be reattached. Attaching the hand takes one standard action.

Metal Rod: The Knights of the Rose and Cross recently acquired this hard metal rod, about the size of a dagger. When the rod is slapped hard, the ends jut out quickly to a length of 8 ft. and short spikes extend out of the top and bottom. With a Str check (DC 5+Hardness of the object) the rod can be pushed slowly into almost anything. Once inside the rod will hold firmly for one hour, at which point it folds up to the size of a dagger again and falls to the ground. While extended the metal of the rod is warm (body temperature) and hums softly. Some Knights have reported that the metal transmits an unsettling sensation to their feet when they stand on it.

Orduño's Cutlass: Admiral Enrique Orduño's cutlass is not magical, Syrneth, or even blessed. It is finely balanced however, ignoring the usual penalty for a cutlass, but to such a degree that it grants Weapon Finesse in its use. If the wielder already has Weapon Finesse (Cutlass) he adds both his Dexterity and Strength modifiers to hit and damage. When the Inquisition imprisoned Orduño, it stripped his sword from him. It presumably lies somewhere in their vaults, though it may have moved elsewhere.

Ornate Glove and Throwing Knife: The silver filigreed glove has a concealed dagger sheath which contains a bluish knife, balanced for throwing. Whenever you pull your gloved hand back as though you were about to throw a knife, the dagger appears in your hand. If you attempt to throw the knife again before it hits its target, it returns to your hand before hitting its target. In addition, the knife must be left in its sheath at least two hours every day, or it loses its returning property until being recharged in that manner. The glove itself seems to draw its energy from being worn. You must wear it at least ten hours a day, or the dagger stops returning to the glove until it has been worn for ten consecutive hours. The dagger is a standard +1 weapon of its type.

Pebble Watchmen: These small black stones burst with loud popping sounds when stepped on. If scattered around a campsite, they provide a –8 penalty to anyone attempting to use their Move Silently skill in the targeted area unless they have been tricked by pebble watchmen before, in which case they can take special care not to set them off and ignore the penalty. It takes 250 pebbles to cover a 10 ft. × 10 ft. area.

Queen Elaine's Book: One of the Sidhe's many gifts to their favored mortal, Elaine's book is a slim tome bound in leather. Opening it reveals innumerable pages — so many that a man could do nothing with his life but read them, and die with only a comparative handful of pages turned. By naming a person before opening the tome, the book flips to its middle, and before the reader's very eyes, the book writes script and draws pictorials of the named subject's present actions.

Reis' Scythe: Possibly one of the most power artifacts in all of Théah, Reis' Scythe is a weapon to fear no matter who wields it. The Scythe has become so synonymous with the dreaded pirate Reis that the glamour of Théah has the ability to change whoever holds the scythe into Reis, should the previous Reis be dead (see the Reis prestige class). The Scythe is a +5 magical Scythe of Syrneth origins. Furthermore the weapon has the following properties: Defending, Keen. Mighty Cleaving, Speed, and Vorpal (*see the* DUNGEON MASTER'S *Guide™ for ability descriptions*). Additionally anyone wielding the blade may attempt to Intimidate one person each round as a free action. The Intimidation check receives a +6 Morale bonus. Furthermore the scythe does double damage to weapons that are not of at least masterwork quality when attacking a weapon.

Ring of Honor: Five gems (an emerald, a ruby, a sapphire, an amethyst, and an onyx) adorn this golden band, forming a rough prophet's cross. When worn by a good-aligned character, that character may choose to reduce the amount of damage another person takes by 2 per damage dice, up to three times per day. The ring never works for its wearer, and immediately slips off if the wearer proves unworthy. The Ring of Honor currently sits on the right middle finger of the famous Eisen pirate, the Kire.

Ring of Villainy: Held to be the true ring of "Saint Roger," this ring bears a death's head with two small rubies inset into the sockets. When worn by an evil character, the ring's eyes glow, and any weapon in the same hand inflicts two extra damage per die. Should the ring's bearer recant, it bites deeply into its finger, severing it. The Ring currently rests upon the left ring finger of Aaron Blackstone, an Avalon pirate and the Kire's former cellmate.

Root of the Silver Weed: This rare root is avidly sought by most every Avalon. Hundreds of rumors tell of its powers to heal, to increase energy, to open the mind to great unthinkable realms, or to transform the drinker into a giant ravenous wolf. When steeped in hot water and drunk, the root grants the drinker 1 extra spell slot for each level of magic they have access to regardless of class. If the character is not a magic user, then it has no effect at all, but still grants a light airy feeling for an entire day; the character cannot grow tired and needs no sleep until the root wears off (24 hours).

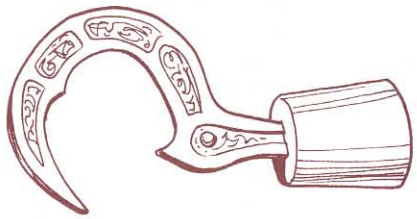
Alternatively, the root can be steeped for 24 hours and then cooled for another 24 hours. If ingested within the following day the character ingesting the root has a 75% chance of being transformed into a Dire Wolf for the following 24 hours (this transformation may not be voluntarily given up).

If the above steeping and cooling process is followed, but then a drop of human blood is added to the broth, the broth becomes a healing potion that, when drunk acts as the spell Cure Serious Wounds had been cast on the ingester.

Sails of Wind: These great sails are almost twice the size of normal ones, leading many unwise men to decide to cut them down to fit the "proper" shape. A ship bearing Sails of Wind may move at half its sailing maximum, even with no wind or against the wind.

Scarlet Gem of Death: Hidden in a temple dedicated to Legion, obscured somewhere in the waters of the Mirror, lies a single, perfect ruby the size of a human face. Despite its remote location, no fewer than a dozen pirates and merchants have verifiably owned such a gem, but each has died terrible deaths. The Scarlet Gem of Death is the most unholy of artifacts, a direct link to Legion's will. An evil man may hold it aloft safely, but anyone else loses three temporary levels until they put it down. When forcefully held, the Gem allows its holder to rebuke or control undead as a cleric of equivalent level, but its true power is far more insidious. At the end of every round, the gem glows a bright red, and casts animate dead on any corpses within 15 ft., even if it has no user (or even if the user has himself died). Undead animated in this fashion serve the gem, rather than its user. In the hands of an evil, undead wielder, the gem also grants all undead (including the user) within 15 ft. +3 turn resistance, and +3 hit points per hit die. Should the user die and the gem be removed from the presence of all evil creatures and dead bodies, it simply vanishes when no one is looking, returning to its temple in the Mirror.

Scarlet Hook of Madness: The Scarlet Hook of Madness appears as a normal pirate's hook... until its wearer kills someone with it, activating the curse. The wielder then suffers terrible nightmares (Will save, DC 17, or cannot memorize spells for the next day or cast spells for 24 hours) and an ever-growing rage (Will save during times of stress such as combat, DC 10 + 2 for every person killed with the hook, or move one step closer to chaotic evil; if chaotic evil already, the user commits suicide with the hook). Once the curse activates, the Hook cannot be removed by any means short of killing the owner; cutting it off simply causes it to reattach to the stump the next time the owner sleeps. The hook acts as a +2 punching dagger without off-hand penalty, and its owner is immune to Divination spells. An atonement spell might destroy the hook, but none have yet attempted it.



Seal of the Thalusai: The Explorer's Society has discovered these strange insignia deep within ancient ruins and caverns, and have regretted all such encounters. Within the presence of a Seal of the Thalusai, magic and even other Syrneth items (including dracheneisen, which grows soft) cease to function, as per an antimagic field spell. These seals usually guard fearsome, destructive artifacts; damaging them typically unleashes enough disaster to destroy those who attempt it. The Explorer's Society has removed one Seal intact, which they keep in their storehouse in the city of Kirk.

Setine Æther Compass: These famous artifacts vary greatly in appearance. They always point north, except when the holder is pointed north. Then, it spins and points south.

Setine Clockwork Eye: This mechanical device may be placed in an empty eye socket, where it attaches itself and serves and a replacement eye. It requires a Knowledge (arcana) check (DC 30) to attach. If successful, the wearer gains Dark Vision, but takes 1d4 hit points of damage for every hour he is exposed to sunlight.

Setine Clockwork Hand: Only three of these devices have been found. They appear as vageuly humanoid hands, composed of alien clockwork technology. Fifty years ago, an alchemist found a way to attach the hand to the human body. His life and name were eradicated by the Inquisition. Repeating the feat requires a Knowledge (arcana) check (DC 30). If successful, the recipient gains a +2 competence bonus to all attack and damage rolls when using the hand bare handed. Unfortunately, as long as the hand is attached, he suffers a –1 penalty to all Wis and Wis-based skill checks.

Setine Key: Discovered by the late Javier de Bejarano, the Setine Key was a large device, as tall a man and half as wide, but unimaginably useful. By careful tinkering (Disable Device check, DC 20) the key could simulate any tool known to the user. The Setine Key surrently resides on the Syrneth Isle of Cabora, imbedded in a large, clockwork mechanism.

Seven-League Striders: Avalon bards and druids are normally the only owners of these items, although others may use them to lesser effect. They enable anyone wearing them to travel at an incredible rate, speeding across the landscape like an arrow. By "striding" to any location within line of sight, a druid with seven-league striders can cross the island of Inismore in a single day. It takes only a few moments of concentration, but while outdoors the wearer will move quickly and swiftly across the landscape. The druid may move at 20 mph when not in combat and moving in a strait line. It takes 10 rounds to bring the Striders to speed.

No one but an Avalon druid can use them to "stride," but other wearers receive a +2 bonus to their Dex for all actions not conducted while in combat, while wearing them. Under no conditions will the boots work in combat or indoors. They lack the finesse necessary for close-quarters fighting or for maneuvering through any buildings smaller than a stadium.

Shadow Bag: This pitch-black, oily bag is cold to the touch and holds up to 8 cubic ft. of material in a 2 ft. × 2 ft. × 2 ft. space. Its contents are weightless, no matter how much they would normally weigh. In addition, it can be placed inside the user's shadow for safekeeping. This takes one Standard Action and ensures that only the user or a Nacht sorcerer can retrieve it.

Shining Belt: When clasped around your waist, this segmented belt begins to glow with a pale white light that illuminates 20 ft. in all directions, and leaves your hands free. Once the belt has been fastened, only the wearer can remove it. The belt stops shining when exposed to direct sunlight or unclasped.

Sidhe Bow and Arrows: Sidhe bows and arrows are special gifts. A Sidhe bowstring can never be broken, and the six arrows that come with it can always be retrieved after firing. Those who receive a killing blow with a Sidhe arrow do not die but instead fall into an enchanted sleep, which lasts as long as the DM sees fit (a single night is normal, but periods of up to one hundred years are known). All damage done to the target by the bow heals after the victim awakes from their sleep. The bow is considered a standard +3 Avalon longbow and the arrows are considered standard +3 arrows.

Sidhe Dagger: A Sidhe dagger can be as deadly as its larger counterpart. When rolling for Initiative, the user may roll 2d20 instead of 1d20, keeping either die. The dagger is otherwise considered a standard +2 dagger.

Sidhe Sails: These rare cloths are translucent lengths of white material, glamoured by the Sidhe and capable of catching the winds of the strange Sidhe Storms. Sidhe Sails catch wind well, doubling the ship's normal move speed. When combined with a keel of rowan wood (*see page 180*), the ship can actually fly at its normal speed (though this is dangerous during a storm). Unfortunately, the Sails bear the mark of the Sidhe, and common iron easily destroys them. Any successful hit from chain shot destroys Sidhe Sails.

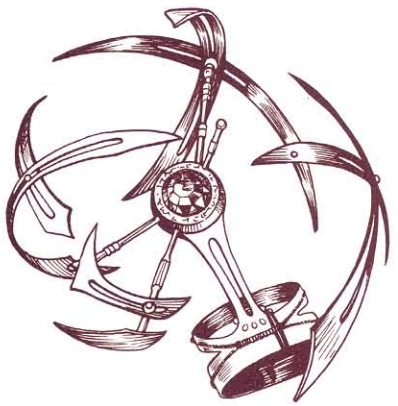
Sidhe Sword: A Sidhe sword is as light as smoke and as deadly as fire. Sidhe swords can be wielded by anyone as a smallsword. When rolling for initiative, the user may roll 2d20 instead of 1d20, keeping either die. The Sidhe sword is considered a standard +2 smallsword.

Silver Thimbles: These two small silver thimbles can be worn on a finger and a thumb. When struck together, they make a clicking sound that affects all locks (max DC 30) within 5 ft. of them. If they are locked the locks unlock, and if unlocked they lock themselves. This only works on non-magical locks, and the sound is audible up to 30 ft. away.

Silvery Box: Only the box's owner may open the box. When the box is without an owner (due to death or abandonment by purpose) the first one to pick it up becomes the new owner. The box has proven impervious to all ordinary attempts to force it open or destroy it, though perhaps another Syrneth artifact could accomplish the task. The box's inner cavity measures 4 in. ×2 in. ×1 in.

Sounding Beads: These one-inch diameter beads come in sets of two: a black bead and a white bead. Whenever noise is made near the black bead, the white bead reproduces it perfectly — provided it's within 50 ft. of the black bead. Thus, the user can leave the black bead in a room and listen to what is said with the white bead.

Syrneth Crystal Eye: Though it bears resemblance to a gilt opal, Syrneth Crystal Eyes are favored tools of dignitaries and those who prefer words or implied threats. The deep, incandescent beauty of the eye gives its user a +2 inherent bonus to Charisma, and an additional +2 enhancement bonus to all Charisma-based skill checks. The eye itself allows for milky vision at best, however, imposing a –2 circumstance penalty on all Spot checks.



Syrneth Navigator: A shifting series of balances and counterbalances surrounding a palm-held compass, these devices lock into place when held, and the wearer can only remove them after five full rounds of manipulation. While grasped in such a manner, the user gains a +4 insight bonus to his Intuit Direction checks. While wearing a navigator, the user's off-hand is incapable of any other action.

Syrneth Powder: A glowing pile of silvery dust, many would-be Syrneth collectors overlook the use of this powder in warfare. All guns and cannons loaded with this substance have triple their normal critical threat range, producing loud, almost beautiful explosions. Unfortunately, the powder is unstable at best; a roll of a 1 not only destroys the packed weapon, but causes it to explode like a grenade weapon (use the weapon's base damage for determining the damage and radius).

Tapestries: Artisans and druids have been known to weave tapestries with a hero's story embodied in the fibers of the cloth. There are a number of different powers that can be bestowed based on the type of tapestry woven. Some enchant, others record, and some still foretell and bless the coming day. An enchanted tapestry blesses those who touch it before a battle, before sailing off to sea, or before an important or momentous occasion. Hundreds of tapestries have been created detailing important parts of Avalon culture. Seafaring tapestries are the most common type; many sailors seek them out in abbeys or sacred places and touch the cloth before going out to sea. Other sailors scoff at the notion that a woman's handiwork could aid a man at sea, and yet all of them find a way to touch an Avalon "quilt" before setting off. Sailors who touch a seafaring tapestry before setting off to sea gain a +4 Luck bonus on any one seagoing action during that voyage. Fighting and drinking are not considered a seafaring

actions, but knot-work, rigging, navigating, and similar skills are (the bonus may be used at any time decided by the player). The sailor must touch the tapestry up to 1 week before setting off to sea or the effect is lost.

Tarnished Mug and Tap: The tap appears to be the sort used for tapping a keg of beer. The mug is a tall, narrow vessel, with a handle much too thick for human hands to hold properly. Both it and the tap seem impervious to ordinary damage. When the tap is in place on a barrel or keg, and opened, nothing comes out. However, if someone then attempts to drink from the mug, liquid from the tapped container appears in the mug. The liquid only flows if someone drinks from the mug; it cannot be spilled. The tap only works if it has been inserted in a container. Simply throwing it into a freshwater lake would not guarantee endless drinking water.

Tessera Coin: This is a coin-sized metal disk with blank facings. Whenever it's dropped, it always lands on its edge.

Tessera Heater: The heater appears as a curved and pointed device with two gemstones set into the top and side. This device's original intent may never be discovered, but its current use is sufficient enough. When the stones are touched, the device begins to hum and vibrate. Then, in the span of six seconds (1 round), an intense magnetic field fills the room, causing all metal objects to vibrate and hum at the same frequency. Both the device and the metal objects begin to heat up, until after a minute, they burn any flesh in contact (1d6 hit points damage). If contact with the object is not broken by the time 60 seconds (10 rounds) have elapsed, it will cease to function until reactivated.

Tessera Needle: This is a small needle. When placed inside a lock, it warms up, then pops the lock open. This takes one round.

Tessera Sphere: This appears as a small, flattened sphere that fits neatly into the palm. When squeezed, it slowly grows warm and begins to lift. It will lift up to two hundred pounds upward at a rate of 5 ft. a round. Unfortunately, it continues to heat up as it lifts and will begin to scald skin (1d6 hit points damage) after 60 seconds (10 rounds). It also leaves a distinct coppery taste in the user's mouth for about a day.

Thalusian Amber Rod: This appears as long, thin, twisted piece of amber. It's a perfect shaft for a polearm or even just a walking stick. It has a hardness of 15 and 25 hit points.

Thalusian Gauntlet: This appears as a strange, alien gauntlet with a gem inset slightly above the wrist. When placed on a hand, the gauntlet shuts tight around the skin and the wearer can feel a slight "sting." He'd better like the gauntlet, because it's never coming off short of amputation. The gauntlet may be used as a panzerhand and the user gains a +1 Enhancement bonus to all Str and Str-based skill checks. The user of a gauntlet hand may declare at the beginning of the round that he is using the panzerhand defensively, in which case the user may not attack with the gauntlet but gains +1 to their AC as if the gauntlet were a buckler. When attempting to disarm an opponent, the user gains +5 to the roll if using the gauntlet. The gauntlet is otherwise considered a standard +2 Panzerhand.

Theus' Cup: This golden goblet has the power to heal those who drink from it. Once per day, any injured character may swallow whatever liquid is placed into it to automatically heal all of the drinker's hit points. The cup can only work once on any given person, however. Once touched by its blessing, a drinker can never be healed by it again.

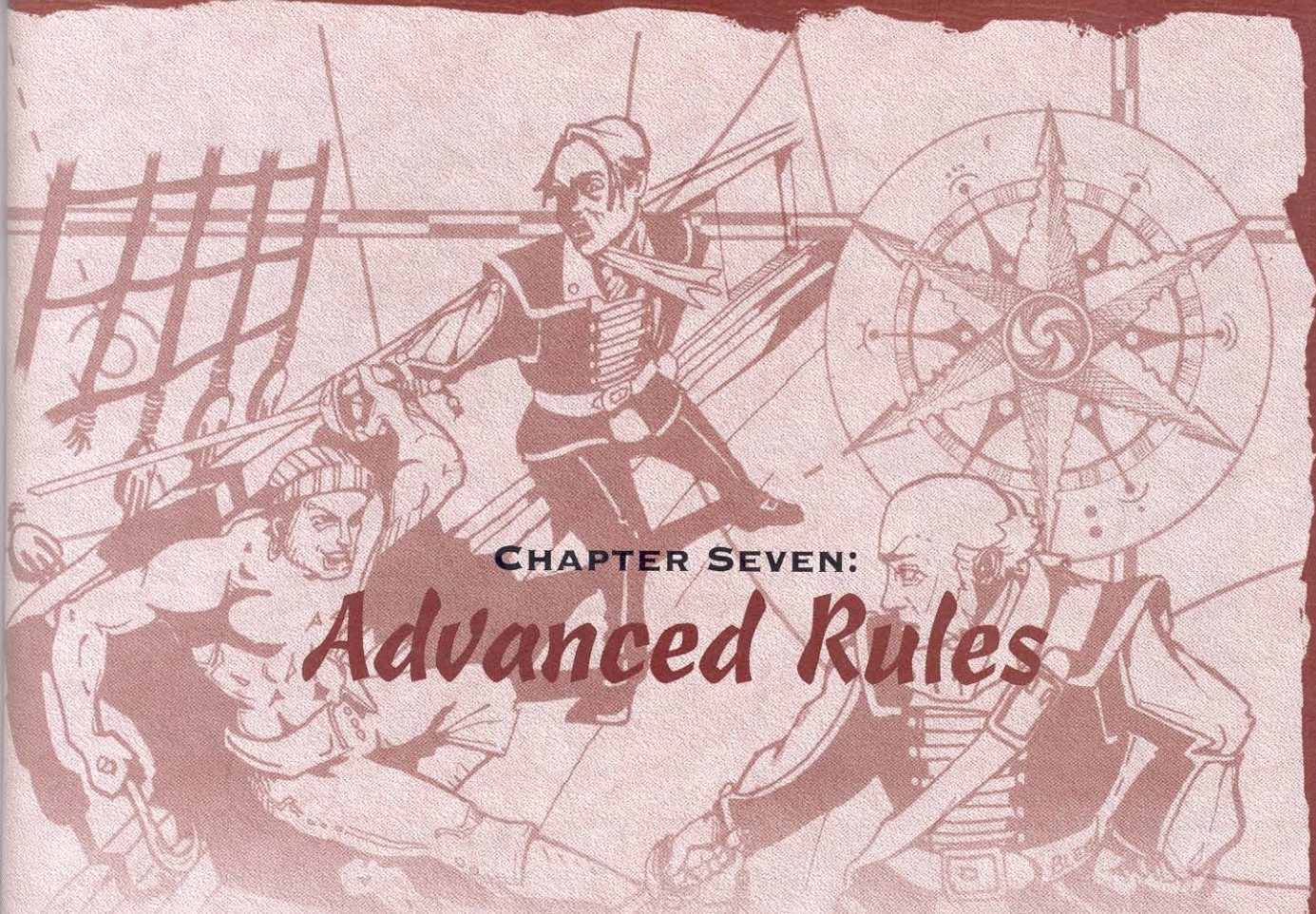
Tinder Box: This small box of flint, steel, and tinder contains an unlimited supply of tinder, wax, oil, and almost any other basic adventuring gear. Every time the Hero reaches into the box to fetch an item, anything that could fit into the 3 in. × 4 in. × 6 in. area appears. The Hero needs only to think of what he needs and it appears. The item will disappear after a day's time, and no more than 20 of a single item can be "summoned" in a single day from the box. The box cannot contain money or precious materials.

Topaz Pendant: These tiny gems are not truly topaz, but merely passably similar. When worn or faceted into an object, they lie dormant, waiting. The next time the wearer fails a roll, the pendant cracks, and the user may reroll, accepting the new result. Cracked pendants are useless and rather ugly, but few beneficiaries complain.

Vivianne's Light: This hot yellow liquid is thick like honey and must be kept in glass jars. Vivianne's Light eats through almost any material, given enough time (lead, metal, and stone, for example, are resistant but not impervious), but the effects are so slow that few uses have been found for the liquid. It eats through clothing and skin very quickly and the only way to properly contain it is with glass. The Explorer's Society claims it came from a submerged volcano. The Knights of Rose and Cross have developed special methods of carrying and storing it, as many Wandering Knights have a great deal of interest in the "goo" without really knowing what it can do. Vivianne's Light also manifests these notable effects:

- At night it gives off a soft reddish glow.
- It radiates a low heat (120 degrees) at all times.
- When poured over water it floats and steams.
- It seems to ignore the effects of air pressure and only responds to the direct pressure of stone or some other hard substance.
- It is very heavy in direct sunlight, but lightweight otherwise.
- It completely absorbs blood in any form.
- It deals 1d2 damage to an object every round.

Yngvild's Axe: Studded with Laerdom runes and bearing the name of her fallen father, the axe of Yngvild Olafssdottir, feared Vesten Raider, serves as a focus for her spells. Whenever she or someone within her line of sight strikes with it, she may immediately cast a spell through it, targeting the victim. The axe, a +3 keen handaxe, does not work for anyone else, even other Lærdom sorcerers.



CHAPTER SEVEN:

Advanced Rules

With the increased technological development of a swashbuckling era, some of the classic combat rules must be adjusted, and new rules added. This chapter contains additional guidelines for swashbuckling combat and other forms of mayhem.

Bombs

Bomb making in the swashbuckling era is a slow, unpredictable, and incredibly dangerous process requiring absolute concentration. Hair triggers and mercury switches are centuries off. What you have instead are volatile and unstable chemicals, triggered by fuses which cannot be accurately timed. The simplest bomb is a grenade, or a cannon fuse stuck in a gunpowder keg, but such bombs lack finesse and are just as likely to kill the user as the intended target.

In order to construct a proper bomb, you must determine how much explosive you need, what kind of deployment device you must use, how accurate your timer is, and so on. A bomb requires three essential components: a trigger, a containment case, and some form of explosive. A Théan grenade, for example, has a fuse (the trigger), a metal shell (the casing), and a copious amount of gunpowder (the explosive). Canny bomb-makers can vary these elements to achieve different effects. The more complicated the bomb, the longer and more difficult it is to construct. Assembling all of these requires the use of the skill Craft (explosives) where constructing their individual pieces requires the use of different Craft skills.

The Trigger

Fuse

Fuses are the most common triggers. The time to create them is negligible. Fuses used for larger explosions are usually longer — and require different rules — than grenade fuses. An ample length (15 ft. or more) gives the demolitionist time to exit the area before the explosion occurs, so most demolitionist use long-term fuses whenever they can. It takes 1 round for 1 ft. of fuse to burn (10 ft. takes 1 minute to burn or 10 rounds). The fuse must not loop upon itself or be touching any explosive to burn properly; a fuse looped upon itself cuts the burn time by the length of the loop. A fuse touching explosives along its length detonates them the instant the spark touches the explosives.

Tripwire

A tripwire is a length of wire placed in a spot where someone is likely to tug it or trip across it. When tension is placed upon it, the bomb goes off. It takes one hour unmolested and a Craft (trap) check (DC 15) to plant the tripwire properly. The total of the Craft (trap) check is the DC required to spot the trip wire opposed by a Spot check to see if anyone notices the wires or a Search check if someone is looking for the wire; you'd better have a good explanation if the guards come along. Anyone coming across the trip wire and failing a Spot check triggers the bomb.

Clock Timer

Clock timers are not actually clocks, but bags of sand, burning candles and other devices which involve some sort of timed delay. They are much more accurate than fuses, but require more time to set up and can be exceedingly tricky. It takes at least three hours unmolested and a Craft (explosives) check (DC 20) to set up a clock timer properly. If the check is successful, the bomb-maker can determine within ten minutes when the bomb will detonate. A Craft (trap) check (DC 15) should be made to set the clock and set the DC to notice the device.

The Casing

The bomb casing needs to be tight enough to keep water and other elements out, and to keep the explosive from leaking. If the bomb-maker is creating the casing himself, he should make a Craft (blacksmith) or Craft (carpenter) check depending on whether the casing is made of metal or wood (DC 12 for most casings, DC 18 for particularly complicated or elaborate casings). Failure reduces the damage of the bomb by one die for every 3 points by which the roll was failed. It takes half a day per Explosion Rating (and the proper tools) to create a bomb casing.

Alternatively, the bomb maker can purchase a barrel or an empty cannon shell to use as a casing. The DM should make a secret Craft (blacksmith) or Craft (carpenter) check for the character to determine if a given object is suitable to use as a casing. Success means the casing functions normally. Failure means the bomb's Explosion Rating is reduced by one die for every 5 points by which the check failed. Gunpowder kegs do not require this check; they succeed automatically.

Shrapnel

When a metal casing explodes, it creates shrapnel which can tear flesh to ribbons. A bomb made with a metal casing adds one die of damage versus people and creatures of a flesh nature. Wooden casing produces no effective shrapnel.

Experienced bomb-makers can add nails or metal shavings to create even more shrapnel — at the cost of explosive power. Each pound of shrapnel added to a bomb decreases the bomb's damage by one die, but adds two dice of damage versus people and creatures of a flesh nature in its radius. Additional shrapnel can never be added to a bomb with a damage below one die (you don't have a bomb at damage zero dice; you have a barrel of nails).

The Explosive

The only effective form of explosive currently available in Théah is gunpowder. Other types of explosives, such as Crescent Fire and Syrneth creations, are extremely rare and hardly ever used. Other swashbuckling worlds may have alternate forms of explosives available, but they are rare and subject to the DM's discretion. The amount of gunpowder determines the power and radius of the explosion.

Assembling the Bomb

It takes three times the bomb's Explosion die rating in hours to assemble the device, over and above any time spent acquiring the materials. Successful assembly requires a Craft (explosives) check. To determine the DC add the number of dice used for the explosion to the base number of the die being used and multiply that total by 2. Thus a Bomb with an explosive nature of 6d4 would be 6 (number of dice) plus 4 (the base die type) times 2 for a DC of 20. Additionally if you exceed the DC of the check, the damage of the bomb is increased by 1 die for every 10 points you exceeded the DC by. This represents a master making the most of what he's got.

The DM may assign penalties for difficult conditions or if the explosives are particularly unstable. If the roll for the check results in a 1, the player must roll the die again, if the player fails the DC again, the bomb explodes in front of him and he takes the full amount of damage as well as anyone within the blast radius.

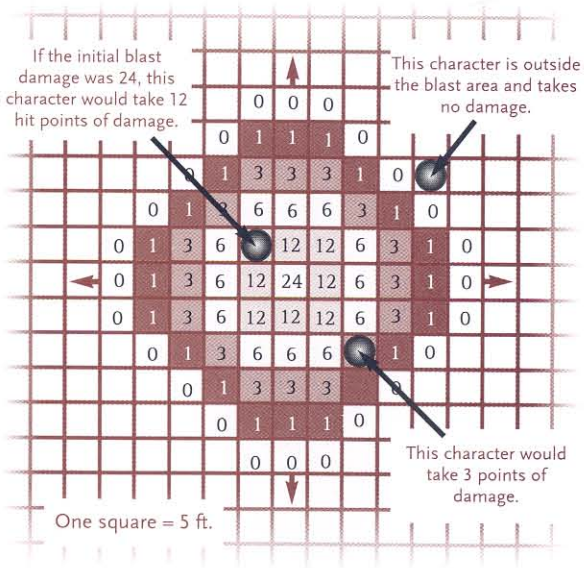
Planting a Bomb

Planting a bomb is the toughest part of the process, and the characters should think carefully about how they intend to do it. Circumstances vary wildly. If they wish to detonate in a public place, they can probably put it in a disguised cart or some other vehicle. Buildings are much tougher, especially guarded ones. The characters have to sneak the bomb in, set up a trigger, and get out again, all without being seen. The scenario should be roleplayed out, with challenges and obstacles appropriate to the setting. DMs should use their best judgment.

Blast Damage

Blast damage affects all characters and objects within its blast radius, which is measured in squares (*see diagram below*). Everyone and everything within the first blast increment takes the full damage of the blast. This damage is reduced by half (rounding down) within each blast increment out from the center of the blast. Blast Damage below 1 point has no effect.

When a character suffer blast damage they may make a Reflex save (DC 15 + 1 per die of damage) in order to dive for cover, halving the damage they suffer from the explosion (rounding down). When they succeed with such a Reflex save, they have moved to the nearest square in the next ring outward from the center of the blast (player's choice).



Destroying a Building

So what happens when the bomb goes off? Every building has a Demolition Rating. You must match the building's Demolition Rating with an equivalent amount of damage produced by the bomb to bring it down.

Knowledge (architecture) can help by locating load-bearing walls, structural supports, and other vital points. Before the bomb is placed the character must make a Knowledge (architecture) check (DC 25). If the check is made by 10 or more, the damage required to bring the building down is reduced by 10 percent. If the check succeeds by less than 10, the character knows where to place the bomb. If the check fails, the number is increased by 10 percent. The arsonist may reduce the DC by 10 if they are familiar with the building's layout (studied maps or view the foundation).

Demolition Ratings are as follows:

Rating	Building Type
15	peasant's hut
20	wood-frame town house
30	rural church
35	inn or large building
40	city wall (creates a 5 ft. × 5 ft. hole)
50	wooden fortress
55	stone guard tower
65	stone cathedral
75	marble building (courthouse, city hall)
85	stone fortress
125	El Morro

A bomb which cannot meet the Demolition Rating does not destroy the building, but still may damage it. It takes a number of days equal to the Bomb's DC (used to create the bomb) to repair any damage caused by an explosion. During that time, the building is considered unsafe and cannot be used. Success, of course, means the building is completely destroyed and will have to be rebuilt from scratch.

People Inside

Assuming the bomb goes off and has enough power to bring the building down, the people inside will suffer damage accordingly. Anyone in the building when the bomb goes off must make a Fort and Ref save (DC = to the Bomb's DC to create) to reduce the damage by half. People and creatures within the structure take damage equal to the bomb's damage versus the building.

Price List — Explosives

Item	Cost
Small gunpowder keg (175 shots)	15 G
Medium gunpowder keg (225 shots)	20 G
Large gunpowder keg (300 shots)	25 G
Cannon fuse (50 ft.)	2 G
Cannon fuse (6 in.)	2 C (.02 G)
Hollow bombshell	15 G
Grenade	22 G

New Uses for Old Skills

Bluff (Cha)

Sense of Security: A character with the Leadership feat may make a Bluff check (DC 15) to his followers to incite them. If the character succeeds his followers all gain a +1 Morale Bonus to their Attacks, Weapon Damage, checks and saves for one hour. The morale bonus last one each additional hour for every five points the check exceeded the DC by.

Seduction: A character may make a Bluff check against another character to seduce that character. This check is opposed by the sense motive check of the target. If successful the character appeals to the carnal natures of the target. Information may be extracted and the seducer may convince the target to perform tasks for them that they might not normally perform. The DM may assign bonuses to the target's sense motive roll based on sexual orientation (+10 when opposing someone's seduction if they are of the opposite sex than their sexual orientation), personal preferences (+1 to +3 based on the appearance of the seducer), and requests being made by the seducer (this varies greatly based on what the seducer is asking for, a simple chore may not require a modifier, but a betrayal of one's people may grant a +15 to the roll).

Disguise (Cha)

Conceal: A character may attempt to conceal on object on his person with the Disguise skill. The character hiding the object makes a Disguise check, which sets the DC for any Spot or Search checks to notice the object. Tiny objects receive no penalty to be hidden. Small objects receive a –2 penalty, medium objects receive a –6 penalty, objects larger than medium may not be hidden on one's person.

New Combat Options

Bind

Instead of standard attack you may attempt to bind your opponent's weapon. When a weapon is bound it may not be used by the opponent until it is broken free. To bind an opponent's weapon you roll an attack against the opponent; if you succeed you do not deal any damage. Instead a weapon or shield of your choice wielded by your opponent and a shield or weapon wielded by you are bound. Attempting to bind a weapon provokes an attack of opportunity. While in a bind neither of your respective bound weapons may be used. Bound shields provide no armor bonus while bound. The instigator of the bind may break it at any time as a free action. During the opponent's turn he may attempt to break the bind instead of attacking with one of his attacks. To do this he rolls his Str modifier + Base Attack Bonus versus your Str modifier + Base Attack Bonus. If the opponent succeeds the bind is broken and he may use his weapon with his remaining attacks.

Disarm Shot

Instead of making an attack you may attempt to disarm an opponent by firing at their hand or weapon. To do this you declare your intention and take a –4 to your base attack with a ranged weapon. If you hit, then you roll damage and add 1d20. The target must then make a Str check (DC equal to the damage +1d20 total). If the target fails the roll then his weapon is dropped where he stands.

Dramatic Criticals

Before you make an attack against an opponent you may declare that you are extending the critical threat range of your weapon up to +5. However you also incur a critical failure range equal to the bonus starting from 1 up to 5. When you make the attack roll, if the roll on the die is falls within the critical failure range (equal to or less than the bonus to the threat range), you suffer a critical failure. Unlike a potential critical hit, there is no secondary roll to "back up" the critical failure; it is just a critical failure.

When you suffer a critical failure you are considered flat-footed until your next turn; your current turn ceases and play continues to the next character. Additionally, if you are in melee combat, you draw an attack of opportunity from any and all opponents whose threatened area you occupy. This attack of opportunity does not count against any of their attacks of opportunity for the round. Furthermore, the bonus number that you took to increase your critical threat range increases the threat range of the opponent's weapons when they take this attack of opportunity against you.

Called Shots

When you roll an attack and score a critical hit, you may — instead of multiplying the damage by the weapon's Critical Multiplier — declare a called shot. Choose one of the effects below. Some may have a prerequisite that you must meet before you may use the effect. The effect of the called shot follows that. Finally any extraordinary restrictions or rules are listed under the Special segment.

Called Shot to the Arm

You land a blow against your opponent's arm, which will render it useless.

Prerequisite: Base Attack Bonus 2+.

Effect: +1d4 points of damage. –4 penalty to all checks and attack rolls made with the wounded arm for 1d6 rounds unless healed. The opponent drops anything held in that arm and is considered immediately disarmed.

Special: You may not target an arm equipped with a shield.

Called Shot to the Eye

You land a strike against the opponent's eye or near the eye which will either destroy it, or fill it with so much blood that he is essentially blind for the time being.

Prerequisite: Base Attack Bonus 10+.

Effect: +1d6 points of damage. –4 penalty to all attack rolls and Reflex saves. –10 ft. from Base Speed. –4 penalty to all Dexterity based checks. All effects (except bonus damage) last for 1d6 hours unless healed.

Special: If an opponent suffers two called shots to the eye, the opponent is essentially blinded. After the 1d6 hours have elapsed, the opponent must make a Fortitude save (DC 15) to return his eyesight to normal. If the rolls fails the opponent loses the use of his eye unless a regeneration spell or similar effect is applied.

Called Shot to the Groin

You land the famous "scoundrel's choice" strike.

Prerequisite: Base Attack Bonus 2+.

Effect: The opponent is staggered and may only take partial actions for 1d6 rounds, unless healed.

Called Shot to the Gut

You land a shot to the gut that will kill a man slowly over a long period of time.

Prerequisite: Base Attack Bonus 4+.

Effect: +1d4 points of damage and the opponent takes an additional 1d2 points of damage every half-hour for 5d6 hours, unless healed.

Called Shot to the Head

You land a stunning blow on top your opponent's head.

Prerequisite: Base Attack Bonus 8+

Effect: +1d4 points of damage. Opponent is stunned and flat-footed for 1d4 rounds. Anyone attacking the opponent will receive a +2 circumstance bonus to their attack.

Called Shot to the Throat

You land a potentially fatal blow to your opponent's throat, either crushing the windpipe, or cutting one of the major blood vessels.

Prerequisites: Base Attack Bonus 12+.

Effect: +1d6 points of damage. Opponent is stunned and flat footed. Furthermore the opponent must make a Fort save (DC equal to your Strength of Dexterity score, whichever modifier you are adding to your attack roll) or begin suffering the effects of drowning (*See the* DUNGEON MASTER'S *Guide*™).

Called Shot to the Leg

You land a blow against your opponent's leg that will cripple his movement.

Prerequisite: Base Attack Bonus 2+.

Effect: +1d4 points of damage. Base speed is halved (round up). –4 penalty to all Climb and Swim checks. All effects (except bonus damage) last for 1d6 hours unless healed.

Losing Limbs

In any port in Théah one can see men and women walking (or stumping) about without all of the body parts the Creator gave them at birth. It is not uncommon to find heroes missing ears, eyes, arms, hands, legs and/or feet. While some are ashamed of their loss and try to hide it with artfully-built prosthetics, most are proud of their scars and will be very pleased to tell the long (and probably only marginally true) tale of how they lost the body part in question.

When a character scores a critical hit on an opponent (or vice-versa) and does damage equal to the opponent's Con or more, the wounded character may opt has to lose a body part of their choice. If they so choose the damage is reduced to the least amount of damage possible by the weapon (as if the strike was not a critical and all of the damage rolls resulted in ones). The lost body part must be chosen from an eye, either hand, either arm at the elbow, or either leg at the knee). The wounded character then suffers all the penalties of a character with no prosthetic for the missing body part in question.

Additionally when an attacker scores a critical strike on an opponent and does damage equal to the opponent's Con or more, the attacker may make a Ref save (DC equal to the wounded opponent's Dexterity score). If successful, the damage may be reduced to the least amount possible by the weapon (as if the strike was not a critical and all of the damage rolls resulted in ones). Then roll on the following chart to see which limb is removed. "Dominant" refers to the hand that the character wields his weapon with. Thus if a character wields his sword with his left hand, then his dominant eye is his left eye. Passive refers to the character's off hand. Thus if a character wields his sword in the left hand, then his right leg is his passive leg.

Roll	Limb
1–2	No Permanent Damage
3–4	Facial Scar
5–6	Passive Eye
7	Dominant Eye
8	Tendon Damage Passive Leg (develops a limp)
9	Tendon Damage Dominant Leg (develops a limp)
10–11	Passive Leg
12	Dominant Leg
13	Loss of a Finger Passive Hand
14	Loss of a Finger Dominant Hand
15–16	Passive Hand
17	Dominant Hand
18–19	Passive Arm
20	Dominant Arm

A Facial Scar results in a cut or wound that will mar the character's face for the rest of his life. A result of Tendon Damage results in a slight discomfort in the leg for the rest of the character's life. A result of Loss of a Finger has no effect unless the character is ever reduced to having less than 2 fingers and a thumb on that hand (at which point the character suffers a –2 to all saves, checks, attacks and damage rolls with that hand). The other effects have no other effect outside of flavor.

Note that only slashing weapons (*see the Player's Handbook*™) can actually remove body parts. Other weapons can crush or maim them so badly that even magic cannot make them whole. The remains must be removed during the healing process to avoid gangrene and other types of infection.

Prosthetics

Characters who lose body parts and live to tell about it often have some kind of replacement part attached in place their missing limb. Théan artificers have come up with some very clever prosthetics, from simple leather caps over the stump to beautifully crafted replacements intended to fool observers into believing it the real thing. They have not, however, reached the point where they can attach metal to muscle, so none of the available prosthetics have moving parts. For example, hooks are available, but grasping claws are not (except through certain rare artifacts, as detailed in Chapter 6).

Eye

A one-eyed character loses much of his depth perception, resulting in a –2 penalty on all melee attack rolls and a –4 penalty on all missile attacks. If a character loses their other eye in a subsequent encounter, they are blind and their disposition is left to the DM.

There really aren't any ocular prosthetics available in a swashbuckling game. The only choice a character missing an eye has is to cover the offending hole with a patch, which can run from 1 C for a rag to wrap around the head to 1 G for a fancy black leather patch.

Hand

Losing a hand can be traumatic event for a character. The player will need to remain aware of all of the activities that are effected by the loss, and role-play the complexities as well as the resulting frustrations. Remember that if the remaining hand is the character's "off" hand, he now suffers a –4 penalty to attack rolls, ability checks and skill checks involving the use of that hand, although the DM may permit this penalty to be "trained away" over time. A character who finds himself shorthanded has the following choices:

None: This means that a leather cap now covers the stump at the wrist. The character cannot use any tools or weapons requiring two hands, although he can strike his opponents with his stump as if it were a fist. Reloading time for all guns is doubled, due to the difficulty of manipulating the weapon and holding it firmly in place. Climbing and swimming checks suffer a –4 penalty. A character who loses both hands can no longer grasp anything. He can use no weapons, and all other penalties are doubled.

Hook: A hook costs anywhere from 12 G for a simple, sturdy hook to 50 G for a beautifully wrought and engraved piece of metalwork. Jewels and precious metals can add even more to the cost. No matter how fancy they are, hooks are considered exotic melee weapons that do 1–6 points piercing damage and ×2 damage on a critical hit. To most people's surprise, characters with hooks can use two-handed hafted weapons (but not swords), although at a –4 penalty. They suffer the same reloading penalty as those who have no prosthetic. Climbing checks incur a –2 penalty, while swimming checks incur a –4 penalty. While obviously no fine work can be done with the hook, experienced users often become surprisingly dexterous with their metallic member. A character who has lost both hands and replaced them with hooks can no longer effectively grasp anything. He can use no weapons other than the hooks and all other penalties are doubled.

Interchangeable: Another popular type of replacement is the interchangeable prosthetic. This is accomplished by boring a hole into the covering of the stump (and perhaps a bit deeper) and then creating a series of attachments that mount onto the stump and lock with a bayonet twist. Preparing the stump for interchangeable prosthetics costs 30 G and a few grueling hours for the character. Once that is accomplished, however, the character can use just about any tool or one-handed weapon that has been modified to mount onto his stump. This modification adds 50% to the cost of the tool or weapon. Because the character still does not have use of his wrist, most tools (DM's option) and all non-missile weapons suffer a –2 penalty. The DM should assign other penalties as the situation warrants.

Decorative: These simulated hands are usually reserved for the idle and the vain, since they are not very useful in the real world. Cheaper ones (made of leather stuffed with cloth) can be had for as little as 10 G, while a ceramic hand carefully painted to simulate the wearer's flesh can cost as much as 50 G. There is a rumor of a Montaigne noble who, having lost a hand in a duel, spent a thousand guilders on a silver replacement with precious jewels for the nails. There are advantages to the cheaper, more flexible alternatives, however. If sturdy wires are placed inside the fingers of the prosthetic then they can be bent so as to enable the wearer to "grasp" light objects (under three pounds). This adds an additional 15 G to the cost of the prosthetic. The wire available to Théan craftsmen is not strong enough to grasp a weapon in combat, but it does allow the wearer to use any shield that uses a two-point support system (basically anything larger than a buckler). A user attempting to determine if a hand is false ("Find the one-handed man!") suffers a –2 penalty if the wearer is using a leather prosthetic (unless a glove would be clearly inappropriate, such as at a public bath) or –4 if the wearer is using a ceramic hand.

Decorative prosthetics are useless in combat, and cannot even be used to strike an opponent (the leather variety is too soft, the ceramic too delicate). Climbing using a false hand incurs a –4 penalty, while swimming incurs a –2 penalty. Reloading a black powder weapon using a false hand adds one round to the reload time. A character with two false hands can only "grasp" objects if he is using gloves with wires inside, and then his grasp is extremely weak. It is also clumsier, since he can't use his other hand to "form" the wires effectively. He can only use weapons as described above, and all other penalties are doubled.

Arm

The most common means of replacing a lower arm is a wooden prosthetic, hinged at the joint so that it can be manually set in any position desired by the wearer. It is then capped with any of the hand prosthetics mentioned above. Such a prosthetic costs 30 G, plus the cost of the hand prosthetic. A few of the more enterprising (and bloody-minded) amputees have had guns mounted to their elbows. Any gun equal to or smaller than a carbine can be so mounted, which adds 50% to the cost of the weapon. While these still need to be triggered by the other hand, they do have the advantage that they can never be dropped. Such a weapon can be concealed inside the sleeve of a coat, although obviously it will not stand up to close scrutiny.

A character who loses both arms is in real trouble, since he will be unable to feed himself or indeed pick up anything at all. The possible disposition of such a character is left to the DM.

Misfire Rules

Some DMs may wish to add the drama of misfires into their campaign. Use the following rules:

When a character makes an attack roll with a firearm and rolls a 1, the weapon misfires. It takes the damage of the attack times its printed critical hit multiplier. Should the weapon be destroyed (reduced below 1 hit point), the wielder suffers the same amount of damage as the firearm suffered. See the *Player's Handbook*™ for more information on Hardness and Hit Points of items.

To represent a character that takes great care of his weapon, a character may make a Craft (gunsmithing) check (DC equal to 10+ the misfire damage). If the check is successful, the weapon does not misfire.

Leg

A character who loses a leg has few options for its replacement. The rules assume that the leg was removed at the knee, and sadly there just isn't that much you can do with a peg leg. Nonetheless, a character who finds himself one leg short has the following choices:

None: A character without a leg cannot walk without assistance. He can crawl at normal rates, use a single crutch to move at ⅓ his normal speed (round down) or use two crutches to move at ½ his normal speed (round down). A character missing both legs will be unable to use crutches and must pull himself around on a small wheeled cart, available for anywhere from 10 G to 35 G for what we would recognize as a modern wheelchair.

Peg Leg: This is the most common replacement for a missing leg. The wearer moves with a noticeable limp, and at ½ speed. A simple wooden peg leg costs 25 G, with costs going up from there. Note that a boot can be prepared (at the normal 50% additional cost) so as to accept a peg leg. If high enough, it can hide the prosthetic. A character with two peg legs can only get around by using two crutches, at ½ his normal speed.

Prosthetics in Combat

Many prosthetics are an interesting blend of weapon and body part, and need to be treated as such in combat. If a character wishes to strike an opponent's prosthetic (poor form though it may be) he must use the rules for striking a weapon as described in *the Player's Handbook*™. Note that hit points need to be tracked separately for each prosthetic. Points lost on the prosthetic are not subtracted from the wearer's total and vice-versa. The necessary skills, hardness and hit points are listed on the table below:

Prosthetic	Hardness	Hit Points
Hook	10	30
Weapon	per weapon	per weapon
Artificial Hand (Leather)	3	4
Artificial Hand (Ceramic)	1	2
Prosthetic Arm	3	10
Peg Leg	5	10

Dueling

In all duels (when one man faces another in formal, prearranged one-on-one combat) the duelists add their Base Attack to their damage rolls. This extra damage is multiplied with critical strikes as though it originated from the weapon itself.

Duels are considered gentlemanly activities, fought between nobles over affairs of honor. There are many forms for dueling, each with its own rules and codes of etiquette. Most involve either rapiers or pistols, and are fought until a predetermined criteria has been met (first strike, first blood, to the death, etc.). Most duels involve "seconds," friends or allies of the duelists who are present to ensure that the rules are followed fairly. A few utilize referees or other neutral parties to maintain parity.

A short description of other duels has been provided below.

Pirate Duels

When two pirates have a problem that they wish to settle without killing each other, they use this type of duel. The two duelists tie a 15 ft. rope or leather strap between them at either wrist (no more than 3 squares between the duelists may exist). The duelists then engage in unarmed combat. The strap prevents the other duelist from fleeing.

During the duel, either duelist may attempt to reduce the distance by wrapping the strap around his hand to reel the other duelist in. This is a slow, methodical way to bring the opponent in closer. The two duelists make a contested Strength roll as a standard action. The duelist attempting to reel the other in receives a +3 bonus to the roll. Once three consecutive rolls have been successfully made by the attempting duelist, the distance between the two contestants is reduced by 5 ft. (1 square) for the rest of the duel. Once the entire amount of slack is reduced both duelists lose their dodge bonuses to their AC until the end of the duel. Alternatively a duelist may shorten the gap as a move equivalent action before attacking. This is done by making a contested Strength roll. The other duelist receives a +3 bonus to this roll. If successful the other duelist is yanked over three squares and denied their dodge bonuses to their AC until next round.

During the duel the strap or rope may be used as a garrote to choke the opponent. This requires at least 5 ft. of slack, and is done by making an attack roll as if using the rope as a weapon. The duelists must be adjacent to one another when using this option.

If a heavy rope is being used, it acts as a 1d3 club. If a leather strap is being used it may be used as a 1d2 whip. Either way the attacking character's Str modifier is added to the damage. This may only be used if the opponent is adjacent and there is at least 5 ft. of slack in the rope or strap.

A duelist wins when either the other duelist gives up the fight or is knocked out or killed (reduced to 0 hit points or less).

Many more lethal variants of this duel exist, using daggers, knives and even cutlasses instead of just fists.

Vesten Shield Dueling

This form of dueling has its origins in the cold wastes of Vestenmannavnjar. Each duelist is given three wooden shields and one medium-sized, non-fencing bladed weapon. The two take up one shield apiece and their weapon and then engage in combat.

When taking damage, a duelist may sacrifice one of his shields to reduce any incoming damage to 0. There is one special rule: any effect which would cause you to lose your dodge bonuses to your AC also prevents you from sacrificing your shield. Once a duelist's shield is broken the other duelist backs off and allows his opponent to arm himself with another shield. Both duelists then reset their stances and engage in combat again. This continues until a duelist's third shield is broke, when the combatants reset and engage in combat again. This duel is usually fought to the death or forfeit.

Take the Shot Rules (Pistol Duel)

This form of pistol dueling is gaining popularity in the lands of Vendel and Montaigne. Two duelists stand with 20 paces between them (60 ft./12 squares). A coin is then tossed and the

winning duelist then takes a shot at the other duelist. The target may not move; he is considered flat footed. If the shot misses then the second duelist may return fire on his opponent. If that shot misses, then the original duelist who fired the first shot then takes another shot and so on. This continues until one duelists moves out of the way (takes his dodge bonuses to his AC), or is hit and concedes the duel. Alternatively some duelists simply fire one shot apiece each and then consider the matter closed, regardless of the outcome.

First Shot Rules (Pistol Duel)

In this form of pistol dueling, two men stand back to back and then take a set number of paces (usually 10 paces apiece, which is 60 ft or 12 squares), then turn and fire. A neutral third party counts the paces. On the 10th pace (or whatever the predetermined number is) the duelists make opposed Wis, Dex, and Cha checks. If the duelists tie, they are both considered to have lost the check. The duelist winning two of the three rolls may take the first shot. After the first shot is made then the second duelist makes his shot. Both duelists are granted their dodge bonuses to their AC. If for some reason a tie results and neither duelist gains the upper hand, then both fire at the same time. If a duelist is wounded he may still attempt to return fire. If neither duelist wounds the other, and they wish to continue, then both must reload their weapons, and repeat the process. This continues until one concedes (or is wounded past the point of continuing) or both consider the matter closed.

Simultaneous Fire Rules (Pistol Duel)

This form is similar to the First Shot duel, except that both men stand apart from one another (usually 30–60 ft.) and a neutral third party counts down from 10. Upon reaching 1, both duelists make a Wis check (DC 15). If the duelist make a successful check, he may fire; if not he must take their opponent's fire and then return fire. This applies to both duelists simultaneously. The duel may continue if both duelists are able to stand and willing to continue. If one man concedes (or is wounded past the point of continuing), then he has forfeited his position and the matter is considered closed.

Reputation

As heroes and villains proceed through life, their deeds reverberate beyond their immediate scope. The PCs may find themselves in a distant village, only to realize that everyone their knows about the time they rescued that noblewoman from pirates. Similarly, scoundrels may find themselves hounded by locals who know their evil reputation and want no part of them. DMs may wish to include reputation in their games to illustrate a character's growing fame or infamy.

Reputation is represented with a numeric value of 0. As the character gains levels and accomplishes great feats, his reputation may increase. Some effects like special feats or assuming an alias may allow a character to begin with a higher reputation but these cases are rare..

Armor-Piercing Firearms

DMs looking for historical accuracy should use the following bonuses for wielding firearms. When targeting a creature with any armor bonus, a character receives a bonus up to the creature's armor bonus. Small pistols meant for concealing or affixed to another item (Pocket, Knife, Sword, Built-in panzerhand option) grant up to a +2 bonus to hit. Normal sized pistols (standard, Double Barreled, Revolver, Repeating, Duck Foot) grant up to a +4 bonus to hit. Carbines (Musket, Peg-leg) and Muskets (standard, Double Barreled, Revolver, Repeating) grant up to a +6 bonus to hit. DMs not enforcing the historical reload rate rules presented in this book, may wish to consider halving the bonuses.

Gaining Reputation

When a character gains a level, he must make an ability check (DC 15), based on the character's highest ability modifier. Tales of great brawn travel just as quickly as tales of quick wits. If the check is successful the character gains +1 to his reputation. This check is made whether the character wants to make it or not. Reputation gains may not be refused, as the character cannot prevent others from telling tales of their deeds.

Additionally when a character performs an act of an extremely evil or good nature (DM discretion) that coincides with the character's alignment, he must make a reputation check. If the action is performed in complete anonymity the DM may rule that the action requires no reputation check. If the character performs an act of extreme world-altering importance, the DM may simply assign him a +1 to his reputation. Additional points may be assigned based on the importance of the deed. If the deed is great but does not measure up to the level of being world-altering, the DM may request any number of reputation checks at his discretion to see if the character gains any additional reputation. These acts must be performed in front of witnesses that will spread the tale of his deeds.

Furthermore when a character assumes a position of stature, the DM may assign a bonus to the character's reputation. Should the position be lost the bonus should be halved. The position of town sheriff may carry a bonus of +1 reputation, while a prominent senator may carry a bonus of +7, and the position of national leader may carry a bonus of +15.

Using Reputation

Whenever a character's reputation can come into effect — if a nobleman is deciding how to treat him, for example, or he needs help from a complete stranger — roll 1d20 and add his reputation score. If the roll succeeds, it adds a +5 circumstance bonus to the character's Charisma skill rolls while in that location. Rolls related to hiding the character's identity (such as Disguise or Bluff) suffer a –5 penalty. The DC of the roll is determined by the character's location at the time.

Location	DC
Home Town	15
Home Country	20
Neighboring Country	25
Non-Neighboring Country	30
Mainland Wilderness	35
Open Sea	40

Obviously there are exceptions to the list. A pirate character who lives on the open seas is more likely to have his tales told to other pirates than some inland farmer. A character may not make a reputation roll if he has a reputation less than 1.

A DM may revoke any bonus gained by reputation based on particular circumstances (a dreaded pirate attempting to use his Diplomacy may find himself working against his reputation, for example).

Aliases

A character acting under an alias gains reputation for the Alias, rather than their character. Thus a character performing dramatic deeds under the Alias of Reis, would gain reputation for the Reis rather than himself. Should someone else take up that Alias, he assumes all of the pertinent reputation points while acting under it.

Henchmen

A character of great reputation with the Leadership or Tyrant feat may gain bonuses to their Leadership or Tyrant score or suffers penalties equal to his reputation divided by 5 (rounded down). Thus a character with a Reputation score of 16 would receive a +3 to his Leadership score if he was good and -3 to his Leadership score if he was evil, whereas an evil Character would add +3 to his Tyrant score and a good character would subtract -3 from his Tyrant score. Furthermore when the character achieves a reputation of 10 or more, he may begin making Reputation checks against a DC of 25. If the check is successful the character picks up a contact, or friend. This person will not go out adventuring with the character, but may be trusted to stay behind and handle home affairs and business, or just be someone that the character can count on in times of need. A contact or friend can be counted on to supply the character with information, a place to sleep or even money. They can even be trusted to handle the character's finical affairs. The Dm has the final word on how and when these benefits may be applied.

Mass Combat Rules

Most swashbuckling combat in this game involves only a few characters, usually the party against a villain and his supporters. There are times, however, when large groups fight against each other. For instance, in Théah, the story may call for a battle between the armies of Castille and Montaigne, or one of the Eisen Princes may launch an offensive against another. When this is the case, the normal rules for combat become unwieldy. When a large battle needs to be fought these rules will allow the combat to be resolved in a much shorter time than the conventional methods would allow.

Creating Units

Before the battle begins, you must figure out the arrangement of your units. A unit is a group of characters, each using the same weapons and with essentially the same equipment and mounts. Each unit will move and attack together. Units act as one individual, and are treated in a manner similar to individuals.

Each unit should have a leader, who is in command. This person is considered a part of the unit, not just its commander. As such, he must move and attack with his unit.

A unit has several stats, based on their composition and size. These include Original Size, Current Size, Level, Hit Points, Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, Attribute Modifiers, Base Attack Bonus, Base Save Bonus, Damage per Hit, Movement Rate, Armor Class, and Skills.

Original Size: A unit's original size is equal to the number of men in the unit before the battle begins.

Current Size: A unit's current size is equal to the number of men who remain in the unit at any given time. At the beginning of the battle, this is equal to the Original Size. As members of the unit become casualties, this number will decrease.

Level: A unit's level is equal to the average (mean) level of the members of the unit. This can be determined by adding all of the levels of the members of the unit together and dividing the result by the original size. If the result is not a whole number, you will need to round to one. If the unit has trained together for at least a month, round any fraction up; otherwise, round down.

Consider, for instance, a unit of 23 level 1 characters and 2 level 4 characters. The average level of this unit it 1.24. If they have trained together for at least a month, then the level of the unit is 2. If they have not trained together for a month, then the level of the unit is 1.

Hit Points: The hit points of a unit is equal to the total hit points of all the members of the unit, divided by the original size of the unit. Round any fractions to the nearest whole number (round halves up to the next whole number). This represents the hit points of the average member of the unit.

Strength: A unit's Strength is equal to the average Strength of the men in the unit. Round any fractions based on the time the unit has had to train together, just as you did when determining the level of the unit.

Dexterity: A unit's Dexterity is the average Dexterity of the men in the unit. Round any fractions based on the time the unit has had to train together, just as you did when determining the level of the unit.

Constitution: The Constitution of a unit is equal to the average Constitution of the men in the unit. Round any fractions based on the time the unit has had to train together, just as you did when determining the level of the unit.

Intelligence: A unit's Intelligence is equal to the Intelligence of the leader of the unit.

Wisdom: A unit's Wisdom is equal to the Wisdom of the leader of the unit.

Charisma: A unit's Charisma is equal to its leader's Charisma.

Attribute Modifiers: The attribute modifiers of a unit are determined as if the unit were a character. For instance, a unit with 14 Strength would have a Strength modifier of +2. These modifiers apply to all situations and rolls that the unit makes just as if it were a character.

Base Attack Bonus: Calculate the base attack bonus of the unit as if it were a character with the level and attribute modifiers of the unit.

Base Save Bonus: The base save bonus of a unit is determined by its level, just as if it were a character.

Number of Attacks: Determine the number of attacks the unit gets by using its base attack bonus, just as if it were a character.

Damage per Hit: A unit's damage per hit is equal to the damage of the weapon that the unit is using, plus any

modifiers that would normally apply to such a weapon, such as Strength modifier for melee weapons.

Movement Rate: A unit's movement rate is equal to that of the slowest member of the unit.

Armor Class: The armor class of a unit is determined by its equipment and Dexterity score modifier. This is the target number for an attack roll to hit the unit.

Skills: A unit has all the skills that any of its members do, at the average (mean) value of all of the members of the unit. Round any fractions based on the time the unit has had to train together, just as you did when determining the level of the unit.

Unit Feats: A unit has any feat that every member of the unit has.

Leader Feats: The leader of the unit may have feats that allow him to lead troops more effectively. These should be noted here. The leader may use these feats even though the unit itself does not have them.

Making Rolls for Units

Whenever a unit needs to roll to make a saving throw or an attack roll, it rolls a single die for the entire unit. The result of the die roll is used to determine the degree of success that the unit achieves. Roll on the Mass Combat d20 Result Table and to see how well the unit succeeded.

The Essentials of Combat

Rounds

Mass combat rounds are exactly the same as normal rounds, consisting of 6 seconds each.

Initiative

Before the first round, each unit makes an initiative check. This is equal to 1d20 + Dexterity modifier. Action proceeds in order from highest initiative result to lowest. This check applies to all rounds of combat.

Attack Options

When a unit attacks, it has the following options:

Single Attack: The unit may make a move and a single attack, or a single attack and then a move.

Charge: The unit moves in a straight line for up to double its movement rate and then makes one single attack with a +2 charge bonus to its attack roll, but the unit also suffers a –2 armor class until its next action.

Full Attack: Units with members capable of making multiple attacks may only make multiple attacks by using a full attack. When making a full attack, the unit may not move farther than 5 ft.

Attack Roll

To make an attack, roll on the Mass Combat d20 Results Table. The target number for this roll is the Armor Class of the target of the attack.

Melee Attack Roll: 1d20 + base attack bonus + Strength modifier + size modifier (if any).

Ranged Attack Roll: 1d20 + base attack bonus + Dexterity modifier + size modifier (if any) + range penalty

The result of the roll is the percentage of the unit that has successfully hit the target unit.

Damage

Each of your troops who succeeds in hitting does an amount of damage based on the weapon he is using and any applicable bonuses. Any modifiers that would apply to an individual character will also apply to a unit's damage.

Units roll damage as individuals would. Roll damage as normal. Each member of the unit that hits will do an amount of damage equal to the amount rolled. Units do not score critical hits in the same way that individuals do, however, as is explained below.

For example, if the unit is a band of Vestenmannavnjar raiders armed with longswords and the unit's Strength is 13, it will roll 1d8 (base damage for a longsword) + 1 (Strength modifier). The final damage per hit is therefore 1d8+1.

Inflicting Damage: Each member of the unit that successfully hits the target, as determined by the attack roll, inflicts the damage per hit of the unit. Multiply these two numbers together and round the result up. This is the total damage of the attack.

For instance, if 20 Vestenmannavnjar raiders with Strength 13 attack with longswords and 80% of them hit, then 16 of them will hit the enemy. The damage roll is 1d8+1, resulting in 7 points of damage; 16 × 7 = 112 points of damage.

Hit Points: The hit points of a unit represent the amount of damage that any man in the unit may take before becoming a casualty. When a member of a unit becomes a casualty, the current size of the unit decreases by 1. Divide the damage inflicted by the hit points of the unit, and round any fractions down. This is the number of casualties inflicted by the attack.

Critical Hits: On an attack roll of 20, the unit scores a critical hit. Roll 1d20 and consult the table below to determine the results.

Table 7-1: Mass Combat d20 Result Table

Level of Success	% of Unit Succeeding	1	5	10	20	50	100	250	500	1000
TN+5 or more	100%	1	5	10	20	50	100	250	500	1000
TN+4	90%	1	5	9	18	45	90	225	450	900
TN+3	80%	1	4	8	16	40	80	200	400	800
TN+2	70%	1	4	7	14	35	70	140	350	700
TN+1	60%	1	3	6	12	30	60	120	300	600
TN+0	50%	1	3	5	10	25	50	100	250	500
TN –1	40%	0	2	4	8	20	40	80	200	400
TN –2	30%	0	2	3	6	15	30	60	150	300
TN –3	20%	0	1	2	4	10	20	40	100	200
TN –4	10%	0	1	1	2	5	10	20	50	100
TN –5 or less	0%	0	0	0	0	0	0	0	0	0

Table 7-2: Critical Hits Result Table

Roll 1d20	Result
1-13	Ordinary Critical Hit. multiply the damage as normal for a critical hit by an individual wielding the weapon employed in the unit's attack.
14-20	Leader Injured. In addition to the damage caused by the attack (which is not multiplied for being a critical hit), roll the damage from one attack and subtract this from the leader's hit points. If the leader's hit points are reduced to 0 or less, then the unit loses any Leader Knacks. On the next round of combat, any other member may become the leader of that unit.

Saving Throws

When a unit is subjected to a magical or other unusual attack, it must make a saving throw. Roll on the Mass Combat d20 Result Table to see how well the unit resists the effect. Saving throws come in the usual kinds: Fortitude, Reflex, and Will, which are determined as if the unit were a character.

Fortitude Saving Throw: 1d20 + base save bonus + Con modifier.

Reflex Saving Throw: 1d20 + base save bonus + Dex modifier.

Will Saving Throw: 1d20 + base save bonus + Wis modifier.

Movement

Each unit's movement rate is given in feet. It can move that distance before or after attacking. A unit may also make a double move, allowing it to move twice as far. In addition, the unit may run, which allows it to move at four times its normal movement rate. Running or making a double move negates a unit's ability to make an attack that round.

Moving in or away from an area that an enemy unit threatens will provoke an attack of opportunity from that enemy, except when one of these two situations exists:

- If all that a unit does is move (but not run) during your turn, the space that it starts out in is not considered threatened, and thus enemy units do not get attacks of opportunity against it. Should the unit move into another threatened space; however, enemy units get attacks of opportunity for this unit leaving its starting space.

- If the unit's entire move for the round is 5 ft., enemy units do not get attacks of opportunity because of the move.

Attacks of Opportunity

A unit threatens the area next to it at all times, whether it is currently that unit's action or not. When an enemy unit that is overlapping a unit's threatened area performs certain actions, that unit provokes an attack of opportunity. Each unit can only make one attack of opportunity per round. Such an attack is a single attack, not a full attack or a charge. The list of actions that provokes an attack of opportunity includes, but is not necessarily limited to: moving (*see the Movement section for more details*), performing magic, and attacking with ranged weapons such as longbows, crossbows, or firearms.

Casualties

The hit points of a unit is the amount of damage necessary to make a member of the unit a casualty. When a unit takes damage, the damage roll is divided by the unit's hit points. Any remainder is discarded without effect.

Fate of Casualties: At the end of the battle, determine the fate of the casualties. Roll on the Fate of Casualty Table to see the fate of any individual members of the unit who have become casualties.

Table 7-3: Fate of Casualty Table

Roll1d20	Result
1-3	Character is unconscious but otherwise unharmed, and will be able to participate in the next battle.
4-13	Character is wounded badly (1–2 hit points remaining).
14-17	Character is slain and his body lies on the field.
18-19	Character is slain and his body is missing from the field.
20	Character is missing from the field, but not dead (suffered 1d4 hit points and ran from the field).

Special Modifiers

Sometimes there are other factors in a battle besides the combatants. Terrain and tactics can combine to change the odds of a fight. Consult the nearby table to see how such factors affect the units involved.

Table 7-4:Mass Combat Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacking unit flanking defending unit	+2	+0
Attacking unit on higher ground	+1	+0
Attacking unit prone	–4	+0
Defending unit sitting or kneeling	+2	–2
Defending unit prone	+4	–4
Defending unit climbing	+2	–2
Defending unit has cover	—*See Cover*—	
Defending unit has concealment	—*See Concealment*—	

Flanking: When one unit is making a melee attack against another unit, and an allied unit is directly opposite from it and threatening the target unit, the two allied units are flanking the target unit, and as such they gain a +2 flanking bonus on their attack roll.

Delay: A unit may choose to delay, taking no action, and then acting normally at a later initiative point of its choosing. Restrictions for units are the same as for individuals.

Cover: Units enjoy the benefits of cover in the same fashion that individual characters do. When determining how much cover will benefit the AC of the unit, the DM must take into consideration not just the degree of cover given to a man in the unit, but also to the number of the members of the unit that enjoy the benefits of that cover. The fraction of men who are behind cover will be multiplied by the bonuses of that cover (round to the nearest integer, and round halves up) to determine the unit's benefit from the cover.

For example, if a unit of 34 infantry are firing from behind a 3 ft. high wall that is only long enough to provide cover to 19 of them, then the unit's cover bonus to AC is 19/34 (the frac-

tion of the unit behind cover) times +2 (benefit for one quarter cover), which rounds to +1 AC. The unit's cover Reflex save bonus is 19/24 times (+1), which rounds to +1.

Firing Missile Weapons into a Melee: It is possible to fire missile weapons such as muskets at a unit that is engaged in melee with another unit, the other unit provides cover for the target. In this case, the other unit may take damage as a result of being shot by fire that was intended for the target of the attack. To determine the amount of incidental damage, assume that this unit takes the difference in damage between what the target would have suffered if not for the cover and what it suffers after the cover given the same die result for the attack roll. This also applies to mounted units, treating mounts and riders as separate entities.

Consider, for instance, a unit of Avalon longbowmen firing at a unit of Eisen infantry who are engaged with a unit of Highlanders armed with claymores; the Highland unit gives a cover AC bonus of +3. If the result of the attack roll is that 40% of the longbowmen hit the Eisen, then 30% of the longbowmen hit the Highlanders instead.

Concealment: Units benefit from concealment in exactly the same fashion as individuals, taking into account the number of men in the unit that are concealed. Multiply the Miss Chance caused by the concealment by the fraction of men in the unit that are concealed, and round to the nearest percent (round halves up).

Consider, for example, a unit of 47 soldiers marching out of dense foliage and into a clearing, which is attacked while 6 of its men are out of the woods. Dense foliage provides three-quarters concealment, which gives those men covered by the trees a Miss Chance of 30%. The Miss Chance of the unit is 30% times 41, divided by 47, which rounds to 6%.

Mounted Units: Mounted units are treated as two sub-units, the riders and the mounts. As long as the current size of the riders is less than or equal to the current size of the mounts, all of the riders are mounted. Mounted riders move at the speed of their mounts. Mounts move at the initiative of their riders. With a successful Ride check (DC 5) the riders can guide their mounts with their knees and use both hands to attack or defend themselves while mounted.

Riding mounts can give the riders the +1 attack bonus for being on higher ground than their targets. When charging on horseback, riders deal double damage with lances or boar spears (such as the Pösen School would use). It is possible to use missile weapons from horseback while the horses are making a double move, but the riders suffer a –4 modifier to the attack roll. If the horses are at a full gallup, missile fire suffers from a –8 modifier to the attack roll. In either of these cases, the riders make the attack roll when the mounts have completed half of their movement.

When making melee attacks against a mounted unit, the attacker is assumed to be attacking the riders unless the player specifies that the target of the attack is the mounts.

Riders who do not have mounts are treated as an infantry unit of their own, which stands near the mounted unit and attacks with the same initiative. As more mounts become available due to riders becoming casualties, members of this unit may rejoin their original unit by mounting spare horses.

Overrun: When performing a charge action, a unit may attempt to overrun its target. An overrun occurs during the movement portion of a charge. By overrunning, a unit attempts to plow past or over its enemy, moving through the enemy's area. A unit may only overrun another unit whose members are of a smaller size category, the same size category, or the next largest size category. Each unit may only attempt one overrun attempt per action.

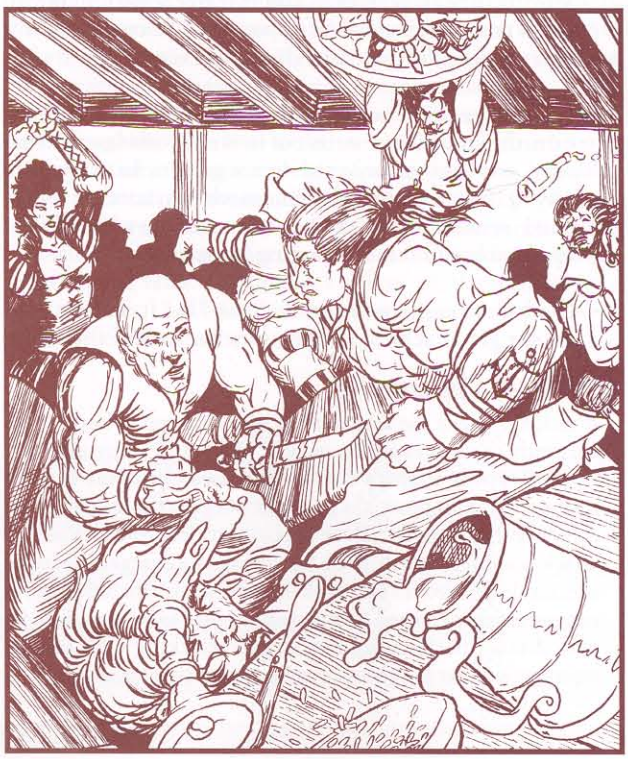
First, the unit moves at least 10 ft. in a straight line into the defending unit's space. This provokes attacks of opportunity as normal. The defending unit then may either avoid the unit or block it. If the defending unit avoids, then the attacking unit keeps moving. If it blocks, the attacking unit makes a melee attack. If this attack is successful, the unit makes a Strength check opposed by the defending unit's Dexterity or Strength check (whichever ability score has the highest modifier). Each size category difference between the two units' members modifies the roll by +4 per category larger and –4 per category smaller. If this check is at least 50% successful, then the unit has knocked over its target, rendering it effectively prone. If the attack fails, the defending unit may make a similar attack to try to render the attacking unit prone. If the two units both fail to knock each other prone, then the attacking unit moves back 5 ft. in the direction from which it came. If that space is occupied by another unit, this unit falls prone in that space.

Individual Characters in a Battle

Individual characters may participate in battles. In most cases, such characters are treated as their own units, except that they roll their damage and so on as if they were following normal combat rules instead of mass combat rules. They may attack other units or other individuals.

Experience for Mass Combat

Every character who participates in combat, including each and every individual member of a unit, is entitled to the share of the experience that he would have gotten if the battle had been resolved in a normal fashion.



Ship-to-Ship Combat

Few swashbuckling campaigns would be complete without the thrill of ship to ship combat, as daring adventurers board fearsome pirate vessels, or naval ships of the line launch devastating cannon volleys to send their enemies to the bottom. When ships fight against each other, they are treated as individuals, almost as if they were monsters, (although they retain the characteristics of inanimate objects).

Ship Construction Rules

A ship is a special kind of monster, which buys its stats out of the expense of building it rather than by experience.

Class

The first step in creating a ship is to determine its class. There are several classes of ship available. Each ship class uses the following format:

Base Cost: The cost in guilders of the least expensive vessel of this class; in other words, a level 1 ship of this class. Such a ship has the bare minimum of armament, oars, sails, and so on, and does not have a crew.

Cost per Additional Level: The cost in guilders of improving the quality of the ship. Each time the ship gains a level, it gains one more Ship's Feat from the list of feats available to it.

Length: The distance from the tip of the bow to the stern of the ship.

Width: The distance from the edge of the ship's starboard side to the edge of its port side.

Draft: An indication of how deeply the ship extends below the water. Vessels with draft 0 can come onto the shore, those with draft 1 can approach to within wading depth, those with draft 2 cannot come within wading depth but can clear most underwater obstacles, and those with draft 3 or higher must exercise some caution when navigating through narrow channels.

Cannon: A description of the potential batteries on the vessel. The actual cannons must be purchased separately. If this is given in guns, then the ship may have that many cannons that are larger than a boarding cannon, as well as up to a dozen boarding cannons.

Special consideration must be given to the vessel's firing arcs. At least 80% of the guns on a ship must be along her sides. The boarding cannons may be placed into whichever arcs the ship's owner sees fit. There are four firing arcs: Bow, Stern, Port, and Starboard. Cannons may not be relocated in the middle of combat.

Masts: The number of masts on the ship, and the HP value of each.

Oars: The number of oars that the ship has, if any.

Movement Rate: The number of hexes a ship may move in one turn.

Cargo: The tonnage that the ship can carry.

Rudder: An indication of the ship's maneuverability. This is the number of hexes that a ship must move between turns.

Crew: The maximum number of people comprising the crew (including boarding party) of the ship.

Armor Class: An indication of how difficult the ship is to hit.

Hull Hardness: The hull's resistance to damage.

Hit Points: The number of hit points that the ship has. This is an indication of the amount of damage that the hull may absorb before the ship completely breaks apart. When a ship's hit points are reduced to 0 or below, the ship begins to sink.

Starting Feats: A list of the feats that the ship starts with.

Rowboat

These are small boats propelled by oars. They include canoes, longboats, and skiffs.

Base Cost: 100 G
Cost per Additional Level: 50 G
Length: 10 ft.
Width: 4 ft.
Draft: 0
Cannon: 1 boarding cannon
Masts: 0 (25)
Oars: 2
Movement Rate: 2
Cargo: 800 pounds
Rudder: 0
Crew: 2
Armor Class: 11
Hull Hardness: 5
Hit Points: 40
Starting Feats: Oars
Special Notes About Feats: Mast: the ship's movement rate is equal to its movement rate while it has oars, but its rudder rating increases by 2.

Raft/Small Barge

These are small craft, usually reserved for river and coastal transportation. They have very little draft and usually carry no armament, although a few small cannons may theoretically be placed onboard.

Base Cost: 500 G
Cost per Additional Level: 150 G
Length: 20 ft.
Width: 12 ft.
Draft: 0
Cannon: 4 boarding cannon
Masts: 0 (25)
Oars: 4
Movement Rate: 1
Cargo: 1 ton
Rudder: 1
Crew: 4
Armor Class: 11
Hull Hardness: 5
Hit Points: 240
Starting Feats: Oars
Special Notes About Feats: Mast: the ship's movement rate is equal to its movement rate while it has oars, but its Rudder rating becomes 3.

Large Barge

A larger version of its smaller cousin, this type of ship suffers from the same problems as that class of vessel.

Base Cost: 3,000 G
Cost per Additional Level: 50 G
Length: 40 ft.
Width: 20 ft.

Draft: 0
Cannon: 8 boarding cannon
Masts: 0 (25)
Oars: 16
Movement Rate: 1
Cargo: 4 tons
Rudder: 2
Crew: 16
Armor Class: 11
Hull Hardness: 5
Hit Points: 800
Starting Feats: Oars
Special Notes About Feats: Masts: the ship's movement rate is equal to its movement rate while it has oars, but its Rudder rating becomes 4.

Longship

The traditional ship of the Vestenmannavnjar raiders, this vessel can be used for river, ocean, or coastal sailing. The crew act as both rowers and marines.

Base Cost: 15,000 G
Cost per Additional Level: 1,500 G
Length: 60 ft.
Width: 15 ft.
Draft: 1
Cannon: While these vessels could hold 16 boarding cannon, the Vestenmannavnjar are loathe to put such weapons on them. There is insufficient space on the deck for any heavier cannons. In some cases, a Vestenmannavnjar longship will have a single ballista or catapult added to it. This counts as one Ship's Feat, and the firing arc of this weapon is fixed to the forward arc.
Masts: 1 (30)
Oars: 60
Movement Rate: 3
Cargo: 3 tons
Rudder: 1, 2 with sail
Crew: 70
Armor Class: 12
Hull Hardness: 5
Hit Points: 900
Starting Feats: Oars

Galley

A galley is a long, oared vessel. Its primary method of propulsion is its rowers, but it also has a sail. Most of the space aboard a galley is taken up by the rowers. They are not very deep vessels, and prefer to stick to the coast to avoid heavy weather.

Base Cost: 50,000 G
Cost per Additional Level: 8,000 G
Length: 150 ft.
Width: 30 ft.
Draft: 1
Cannon: 10 guns
Masts: 1 (40)
Oars: 150 oars, each manned by 2 rowers
Movement Rate: 2
Cargo: 8 tons
Rudder: 2, 3 with sails
Crew: 400
Armor Class: 13
Hull Hardness: 5
Hit Points: 4,500
Starting Feats: Oars

Small Merchantman

This ship is used to transport cargo for a profit. That cargo can be passengers or goods.

Base Cost: 30,000 G
Cost per Additional Level: 3,000 G
Length: 40 ft.
Width: 15 ft.
Draft: 2
Cannon: 4 guns
Masts: 2 (35)
Oars: 0
Movement Rate: 5
Cargo: 10 tons
Rudder: 3
Crew: 12
Armor Class: 12
Hull Hardness: 5
Hit Points: 600

Large Merchantman

This is a larger version of the small merchantman.

Base Cost: 50,000 G
Cost per Additional Level: 4,500 G
Length: 80 ft.
Width: 25 ft.
Draft: 3
Cannon: 8 guns
Masts: 3 (40)
Oars: 0
Movement Rate: 4
Cargo: 25 tons
Rudder: 4
Crew: 25
Armor Class: 13
Hull Hardness: 5
Hit Points: 2,000

Frigate

These are small, fast warships. While not quite tough enough to be a part of the line of battle, they are very useful for fulfilling escort and patrol duties.

Base Cost: 40,000 G
Cost per Additional Level: 5,000 G
Length: 70 ft.
Width: 15 ft.
Draft: 2
Cannon: 16 guns
Masts: 2 (50)
Oars: 0
Movement Rate: 6
Cargo: 10 tons
Rudder: 2
Crew: 60
Armor Class: 13
Hull Hardness: 6
Hit Points: 1,050
Starting Feats: Prow Ram

Ship of the Line

These are the main warships in a large navy. They are relatively fast, maneuverable, and durable. They can also hold many guns.

Base Cost: 70,000 G
Cost per Additional Level: 8,000 G
Length: 100 ft.
Width: 25 ft.
Draft: 3
Cannon: 40 guns
Masts: 3 (60)
Oars: 0
Movement Rate: 5
Cargo: 20 tons
Rudder: 2
Crew: 150
Armor Class: 12
Hull Hardness: 7
Hit Points: 2,500
Starting Feats: Prow Ram

Ship's Feats

Hidden Towline: The ship has a hidden rope fixed to its underside, allowing it to haul contraband materials beneath the water. Up to 500 lbs of cargo can be hidden in this manner.

Oars: Oars allow the ship to move even when there is no wind, or when sailing directly into the wind.

Extra Mast: The ship has one more mast than most ships of its class. Adding a mast improves the movement by 25% (round fractions up).

Prow Ram: The ship has a ram at its prow and its keel is reinforced so that it can absorb the impact of a collision. When this ship makes a ramming attack on another ship, this ship suffers only three quarters of the damage it normally would (after hardness) and inflicts an extra 25% of its normal damage (before hardness).

Reinforced Masts: The masts of the ship are hardened, making them more resistant to the use of chainshot. The ship's hardness is increased by 2 when dealing with chainshot attacks.

Concealed Gunports: This ship's gunports blend nearly seamlessly into its hull, allowing it to surprise other vessels with a sneak attack akin to that of a rogue. This will do extra damage based on the level of the ship.

Overgunned: The ship has more space available for cannons than most ships of its class. Increase the maximum size of its batteries by 10%.

Silk Sails: The ship's sails are made from rare silk. They are more expensive, and are less likely to tear. Reduce all damage to these sails to one-half the normal damage.

Wide Rudder: The ship's rudder is wider than normal, allowing it to turn more quickly than other ships of its class. Reduce the ship's Rudder rating by 1.

Extended Keel: The ship's keel is exceptionally long, granting increased stability, but making the ship's draft deeper. This ship get a bonus of +2 to all saving throws against capsizing. Add 1 to the ship's draft rating.

Smuggling Compartments: Some of the ship's areas that seem to be solid are really hollow, and are used to smuggle contraband. Up to 1 ton of cargo may be kept in these compartments.

Extra Cargo Space: A careful redesign of the hold allows the ship to increase its cargo rating by 10%.

Extra Crew Quarters: This ship's quarters have been expanded, allowing it to hold 10% more men than normal.

Narrow Hull: This ship is extremely narrow, allowing it to slip through tight spaces. Any attempt to pilot it through a narrow area gets a +2 bonus.

Extra Boarding Guns: The ship has room on its deck for a number of small cannons used to repel boarding parties. The ship can have up to six boarding cannons attached to it per side.

Slight Draft: The hull of the ship is designed to sail into shallower water than other vessels of its own size may come into. Reduce the Draft of the ship by 1.

Swivel Cannon: There are swiveling mounts for some cannon on the deck. Up to four of its guns may fire in any firing arc.

Retractable Keel: The keel of this ship is retractable, which allows the ship to sail into shallow water, but making it more unstable. When the keel is retracted, the ship is at a –2 any saving throw to resist capsizing. While retracted the ship's draft rating is reduced by 1.

Chain Shot: This ship has a supply of chain shot, a specialized form of cannon ammunition allowing it to make a special attack against the masts of another ship. When this ship's guns inflict a critical hit that strikes a ship's masts, they do double damage to the masts.

Grape Shot: This ship has a supply of grape shot, allowing it to make a special attack against any members of another ship's crew that may be on the deck. This is especially useful against a boarding party. Such shot does extra damage but has problems penetrating hard surfaces. To determine the amount of damage that grape shot will do, look at the damage inflicted when the gun fires a normal cannonball, and add two dice to it. For instance, a boarding cannon does 5d6 damage normally, so it will inflict 7d6 from grape shot. However, each die of damage is counted as a separate attack against its target, so Hardness is subtracted from each die of damage instead of from the total of the damage.

Reinforced Hull: The hull of this ship has been specially reinforced. Its hull hardness rating is increased by 1. This Ship's Feat may be taken up to four times.

Masterful Construction: The vessel is extremely well-made, and can absorb more damage than most ships of its class. This feat may be taken up to ten times. Each time it is taken, it increases the ship's hit points by one tenth of the ship's original hit points, rounding fractions up.

Ship-to-Ship Combat Rules

Moving

A ship may move its movement rate in hexes per round. It may also double-move, giving any attacks it makes a –4 penalty, except for ramming attacks, which get a +2 bonus.

Maneuvering (turns)

A ship being propelled by oars that is not moving may change 1 hex side per hex in its movement rate. Other ships must move the ship's rudder score in hexes in between each change of a hex side that they turn. Turning in this way does not use a hex of the ship's movement rate.

For example, if a ship is moving 6 hexes and it has a rudder of 2, it may move 1 hex, turn 1 side to its right, move 2 more hexes, turn right by 1 side, and move another 2 hexes, then turn 1 more hex side to the right and move 1 more hex. This allows it to effectively reverse its course.

Saving throws vs. capsizing

In some situations, the pilot of a ship will need to roll a saving throw against capsizing. This is a Wisdom-based saving throw. The DC of this roll is determined by the Draft of the Vehicle:

Draft	DC
0	30
1	25
2	20
3	15
4 or more	10

Cannon Attacks

Ships make cannon attacks against each other just as if their crews were firing upon them. A quick method of doing volleys of cannon is to use the Mass Combat d20 Results table to determine how many cannon in a given volley actually hit, and then rolling damage for each successful shot in the volley.

On a roll of a 20, an individual cannon can score a critical hit, allowing it to hit a portion of a ship other than the hull. In such a case, roll on the table below to determine what has been hit:

1d6 roll	Item hit:
1	Cargo. Cargo takes damage as per a normal cannon hit.
2	Crew. Members of the crew take damage as per a normal cannon hit.
3-4	Hull. The hull takes double damage from the shot.
5-6	Masts. The masts of the ship take damage from a normal cannon hit. If there are no masts remaining, deal double damage to the hull.

Sinking

Once a ship is reduced to 0 hit points or below, it begins to sink. When this happens, the DM should roll on the chart below or choose a result to see how quickly it goes down:

1d10 roll	Result:
1	Ship hits shallow bottom. Sits on reef sandbar without completely submerging.
2	Sinks gently. Takes 5d10 rounds to submerge.
3-4	Lists to port. Takes 3d10 rounds to submerge. port goes under in half that.
5-6	Lists to starboard. Takes 3d10 rounds to submerge, starboard goes under in half that.
7-8	Ship breaks up. Pieces submerge in 2d10 rounds.
9	Straight down. The ship submerges in 1d8 rounds.
0	Ship goes down immediately, sucking down everything within 50 ft. Make a Swim check (DC 20) or immediately begin to drown.

Standard rules for drowning (*see the* DUNGEON MASTER'S *Guide*™) apply to anyone still onboard when the ship submerges.

Ramming

A ship may attempt to hit another ship (or a giant sea creature such as a leviathan) with its bow. Make a Knowledge (piloting) skill check with a DC equal to the target's Armor Class. In order to ram properly, you must hit the side of the vessel and you cannot approach it from more than a sixty degrees from the perpendicular.

When a ramming attack does hit, the ramming ship inflicts 1d10 damage per 10 ft. or fraction thereof in its length, and takes an amount of damage equal to 1d10 per 10 ft. or fraction thereof in the target vessel's width. A critical hit (20) from a ramming attack does double damage to the target.

Boarding

Treat a boarding attack between two ships as a mass combat between the two crews of the vessels. Pay careful attention to the use of boarding cannons against the crews, especially if grape shot is in use.

In order to begin a boarding it is necessary for one ship to come alongside one another and attempt to grapple it. This requires the pilot to make a Knowledge (piloting) skill check, with a DC equal to the AC of the other ship, to bring the two vessels close enough to touch each other, at which point the crew may attempt to grapple the other ship.

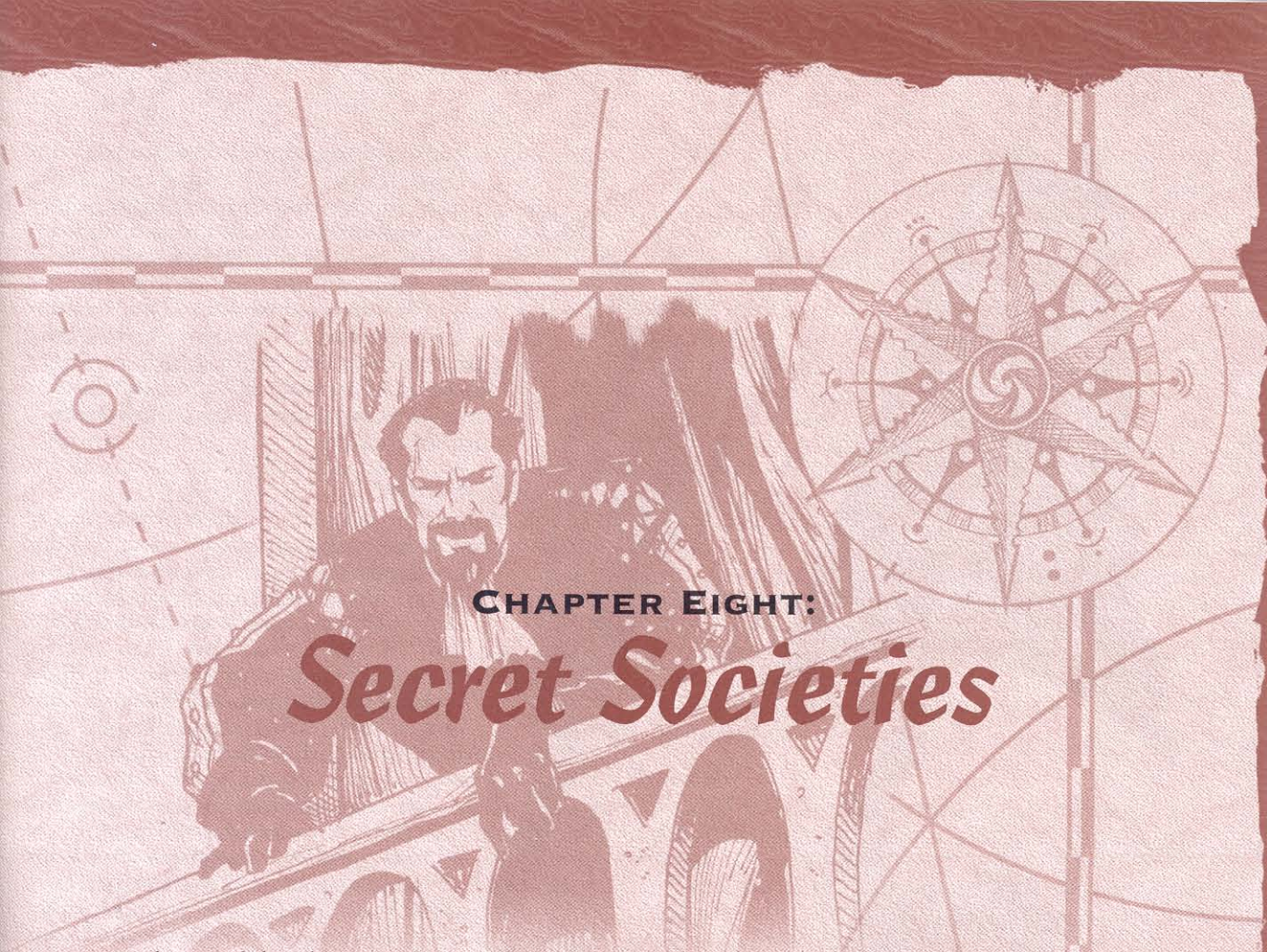
Grappling is done by the men on the deck, usually employing grappling hooks and ropes. There is a 1 in 4 chance that the crew of the grappled ship will be able to sever the line or remove the grappling hook before any of the boarders are able to come over. Once a crew has boarded another ship, combat may proceed as normal.

Weather Effects on Ships

Perhaps the worst thing that can happen to a ship is encountering excessive winds, which not only pose the risk of torn sails and snapped masts, but also kick up large waves that threaten its ability to remain afloat.

Any wind of more than 30 mph has a chance to damage or capsize a ship, requiring a saving throw against capsizing. Winds moving 30–54 mph have a 1% chance of capsizing the boat, and a 5% chance of doing 2d8 damage to the masts; sails left unfurled in such a gale will be ruined 20% of the time (10% if they are silk). Winds moving 55–74 mph have a 20% chance of capsizing the boat, a 25% chance of doing 3d10 damage to the masts, and will ruin exposed sails 45% of the time. If the wind reaches or exceeds 75 mph, it has a 40% chance of capsizing the boat, a 60% chance of doing 4d12 damage to the masts, and a 75% chance of ruining sails.

Absence of wind is another weather effect that can seriously interfere with a ship's effectiveness. Ships without oars that are becalmed are unable to move except by drifting with the current, if one exists.



CHAPTER EIGHT:

Secret Societies

Pater Felix scurried about the room, grabbing each book and stack of papers and casting them blindly into the fire. With the Montaigne falling back, the Inquisition could rededicate itself to their pursuit of the Invisible College, and he knew who they had come for when he saw the masked men approach the university.

Fortunately, his laboratory was small and easily hidden, though his texts sadly were not. His latest findings would soon be published, regardless, but the good priest was never one to take chances.

Felix looked up suddenly, and gasped. The hidden door was opening - they'd seen the crack in the fresco. He kicked the last of the papers back into the fire just as the first Inquisitor entered the room.

"Pater Felix, you are under arrest for heresy. Will you come quietly, or must we induce your cooperation?"

"Heresy?" Felix said, aghast, as the cinders billowed around his head in the secret room behind the chapel. "I've no idea what you speak of!"

The Inquisitor held aloft a metal stylus, and pulled back a small lever on it. Ink spilled onto the stone floor.

"You'll hang for this, old man."

Leadership and Secret Societies

With the singular exception of the Invisible College (whose organization does not allow for such), the size of a single cell of a secret society depends almost wholly upon the capability of its leaders. If the leader of a cell does not have the Leadership feat (*see the* DUNGEON MASTER'S *Guide*™), his cell will likely grow sporadically, if at all, and have fewer resources to call upon. Secret society members with the Leadership feat, however, may choose to recruit solely from (or into) the society itself. Such followers and cohorts are more loyal (no failure penalty so long as their leader held true to the society's goals), but of necessity fewer (no more than eight followers, per level, may belong to the society; cohorts are unrestricted). Additionally, the cell gets a monthly income equal to 100 times the Leadership score of its leader, whether from patrons, donations, or the hard work of its lesser members, or 200 times the Leadership skill for Vendel League cells.

Secret Society Hideouts

Despite what the enemies of Théah's secret societies would have you believe, most jenny houses, salons, churchs, and taverns are precisely what they appear to be. Secret society members — and their sympathizers — are far more clever than that. If they weren't, their enemies would have smoked them out long ago. They could not remain secret very long without cunningly hidden secret places.

The following is a list of options for secret society safehouses and meeting places. Though many of the modifications are beyond the PCs' price range, at least at first, the price for secrecy is tiny compared to the threat of discovery, even for "public" societies like the Knights of the Rose and Cross, the Vendel League, and the Explorers Guild.

Many of the secret societies have access to exclusive additions to their hideouts, or even little access to "common" hideout trappings. Each society has different enemies and methods, and therefore different priorities. So they rarely share resources.

Two Théan societies, the Rye Grin (who are entirely too new, and whose resources are based largely upon the PCs' own) and the Novus Ordum Mundi (who have access to all of this and more) are not included in the following. The rest are fully detailed in Chapter 9.

Affiliation

The cell has direct access to the society's leadership, whom entrust many of their more important tasks to the cell's members. Members of an affiliated cell may call upon the aid of influential individuals in emergency, giving the cell access to a 12th level NPC of the expert class upon request. The cell may request experts from any field (though some may be more difficult than others — a Rose and Cross cell expecting an expert in Syrneth writing had best look elsewhere), and the expert will arrive as quickly as he can, serving in any noncombat capacity for one session. This individual must remain safe, however, lest the cell fall out of favor with the society's heads. This option is not available to Rilasciare or Invisible College members, as neither society allows direct contact with the society's leaders.

Price: The expert may demand payment or recompense for his duties, as the DM decides, but the secret society will expect more and greater successes rather than guilders from an affiliated cell.

Chapel

(die Kreuzritter only)

The cell has ready access to an exceptionally old and holy chapel, where the members can pray. After praying at the chapel for one hour, a knight may choose to reroll a single noncombat check any time during the following week. This ability is supernatural, and does not accumulate with any other ability which allows for retools. Though other societies have access to churches, die Kreuzritter go out of their way to maintain the oldest, a secret which the Inquisition would pay dearly to know.

Price: Though there is no official price to have access to the chapel, die Kreuzritter who do not pay a tithe (usually 100 G per level of the knight, paid when the knight visits) may find their faith leaving them, gaining no benefit from the chapel.

Contact

(Invisible College only)

The Invisible College is the only secret society whose greatest allies and greatest enemies are frequently friends. The Church of the Prophets holds

as many sympathizers as Inquisitors, and discreet members may exploit this. Since the Inquisition is still part of the Church itself, movements of the former are rarely unnoticed by the latter, and friends of the College willingly risk their lives to give warning of Verdugo's plots. Sadly, many in the Church otherwise agree with the prevailing attitudes, and do not offer their aid to other targets of the Inquisition, such as die Kreuzritter or Los Vagos. The Rilasciare has a similar option, called Plant, with reference to the local government (and as such, Plants are all but worthless in the Rilasciare-dominated Montaigne). Contacts will not enter combat for the cell.

Price: Contacts usually prefer less vulgar payments than mere guilders. Syrneth trinkets are popular among some (especially royalty), as are collegians' inventions. Most Contacts consider themselves friends of the College, however, and expect the same friendship in return.

Should a Contact be exposed, the College (i.e., the PCs) may feel obligated to come to his aid.

Front

(Explorer's Society, Sophia's Daughters, and Vendel League only)

While having a business front is a common trait among secret hideouts, providing a clever cover for having so many disparate people come together in one location is limited to only a handful of societies who may do so without appearing readily treasonous. Jenny houses, portmasters, and moneychangers are commonly favored, providing an extra 700 G a year with this option. Furthermore, should outsiders discover the cell's meeting rooms, artifacts, and/or literature, such does not immediately appear to be anything unusual for the location unless the cell has made it so (i.e., a Syrneth cannon in a jenny house), requiring a Search or Knowledge (secret society) check to uncover the truth, with a DC equal to twice the lowest Wisdom of the cells' members. Other societies may have business fronts, but do not gain these benefits (though they still must pay the below price).

Price: The cell must employ several professionals, performers, and craftsmen to make the appearance genuine, and must decide whether to reveal the true nature of the establishment.

Healer

(die Kreuzritter and Sophia's Daughters only)

Though medical advancement is still technically heresy by Inquisition standards, even they balk at imprisoning most doctors. Had they seen the new sciences common among die Kreuzritter, or the strange practices of Sophia's Daughters, they would reconsider — such surgeons are centuries ahead of their craft. Both societies keep doctors on retainer in or near their safehouses. The Vendel League would pay a fortune rivaling Val Mokk's to discover these practices, and the Invisible College would have fits if they knew their own doctors were so far behind these. Hideouts with this advantage have ready access to a level 15 expert, with the Craft (medicine) and Knowledge (medicine) skills at 14+ each. Though loyal members of the societies, they are still noncombatants, and will destroy both their work and themselves before risking discovery. Such dedication is more precious than gold; both societies will go to great lengths to protect their healers.

Price: The healer requires a relatively modest stipend of 300 guilders a year, making his living in open (albeit more primitive) practice. His tools are another manner entirely, and his medical lab could cost over 5,000 G a year in new equipment and upkeep.

Hidden Rooms

Expensive and potentially self-defeating, many societies still risk engineering hidden rooms. Though their use is obvious, there remain two difficulties. First, an individual with even a passing knowledge of architecture may quickly realize that the building appears to be smaller within than it should be, a feat virtually impossible (Craft (carpentry or stonemasonry) check, DC 40) to hide. Secondly, even if the architect and workers are all loyal members of the faction, building secret rooms in a new building will always attract attention, and adding them to old ones involves requisitioning enough new materials for the same. Small wonder, then, that underground rooms are the favorites.

Price: The price of the architect (who must have a minimum Craft skill of 8) and his workers (a minimum of four in the same skill; a minimum of six workers), plus an additional 500 G per hidden room.

Library

(Explorer's Guild, Invisible College, Rose & Cross, Rilasciare, Sophia's Daughters, and Explorer's Guild only)

While most societies publish and maintain small collections of books, the cell with this advantage has a full library of rare lore within the safehouse. Though this takes up enormous room (a safehouse may not have this and the hidden rooms advantage, above), most would agree that the knowledge contained within makes up for the lost space. Characters consulting this library may make unskilled Knowledge checks, and skilled characters may always take 20 when making Knowledge checks while looking through this library.

Price: The books, especially the ones predating the press, are rare, expensive, and difficult to maintain. The standard library costs 5,000 G to collect, and an additional 1,000 G a year to update and maintain. Many of the books contained are also illegal, which may cause individual tomes to cost still more.

Link to Bryn Bresail

(Sophia's Daughters only)

Unique to Sophia's Daughters, this advantage represents an enchanted pool, mirror, or similar reflective surface (not iron) that allows passage to the Sidhe's home plane. This simply acts as a communal focus for Scrying abilities, rather than imparting any special power to non-sorcerors.

Price: As the link must remain absolutely pure, the Daughters use alchemical treatments to maintain its sanctity, costing 500 G a month, and an additional 100 G per use.

Secure Building

Though most society cells hope never to need such, many prefer the stoutest structures for their home bases. Constructed of granite, marble, or other solid materials, the building itself has commensurately increased hardness. All Climbing and Disable Device checks made on the building or its doors have an additional +10 to the DC, and characters making such checks may not take 10 or take 20 unless

they have an ability allowing them to do so under abnormal circumstances. The building's hardness is 18, and it has 15 hit points per inch.

Price: As per the building's size and materials, though most are extraordinarily expensive and require a great deal of time and money to procure.

Security

(Explorer's Guild and Rose and Cross only)

Though most Explorers, Knights and Vendel are well used to defending themselves, they cannot act on behalf of their homes when they themselves are not present. Fortunately for each, they have the resources to hire guards, and enough of a public face to do so without arousing suspicion (only the Vendel League, who regularly and publicly hire guards, may purchase both this and the Front advantage). The fighters hired in this manner are only loyal to their contracts, however, and often do not know the full ramifications of their employers' plots.

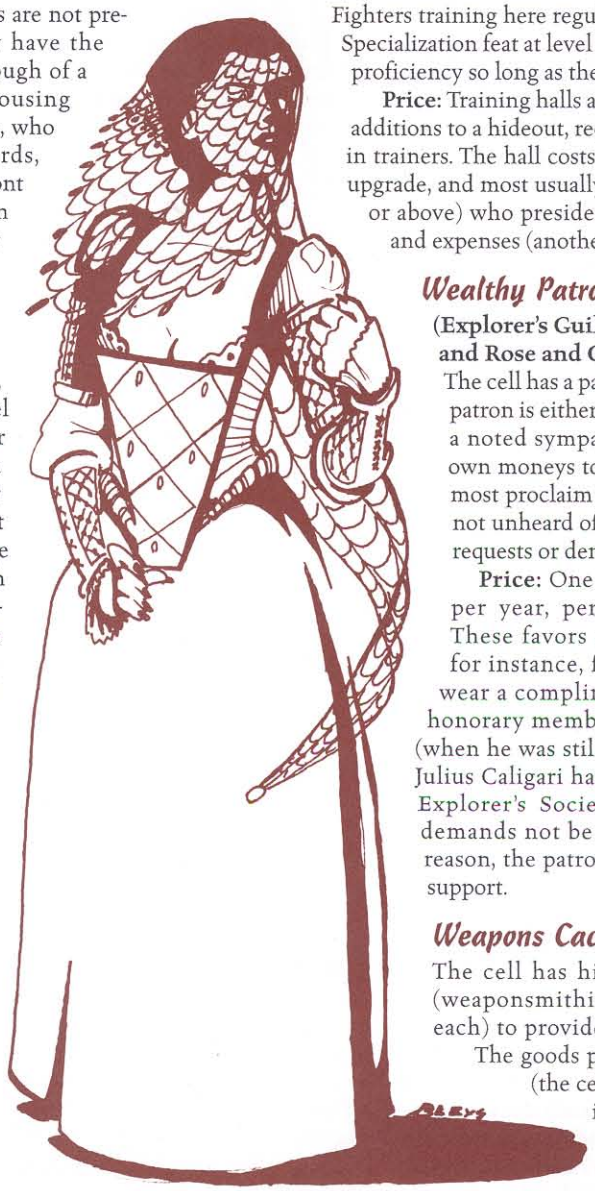
Price: The hideout has a number of hired guards (fighters), each costing 100 G a year per level (maximum of level 5 without other inducements, such as Syrneth weaponry, membership, or similar perks). The cell must also outfit them, though the guards are expected to maintain any such equipment themselves. Additionally, most guards have a form of life insurance, wherein their families are paid tens of thousands of guilders should they die in the line of duty.

Status

(Explorer's Guild, Rilasciare, and Rose and Cross only)

The cell is famed for a massive accomplishment, and hold the support of the residents of their town or city. Public members of the cell are additionally held in high acclaim by local leaders (at least to the public's face), and can request the aid of local government in time of need. Cells may not have this and the Front advantage (above), and each society has limits on where they may hold Status.

The Explorer's Guild has no status in Castille, Montaigne, Ussura, or Vodacce. The Rilasciare only have status in Montaigne. The Rose and Cross and Vendel League may not have status in Ussura or Vodacce.



Price: Technically free, though publicly-renowned cell members must contend with unwanted fans, inconvenient social functions, and of course the society's enemies. Should a cell member ever publicly behave in an evil manner, the cell must either publicly cast him out or permanently lose the benefits above.

Training Hall

(die Kreuzritter and Rose and Cross only)

Unique to the more combatant factions, training halls help their warriors advance in combat quickly and efficiently. Fighters training here regularly may purchase the Weapon Specialization feat at level 2, and gain a free exotic weapon proficiency so long as they train there weekly.

Price: Training halls are among the most expensive of additions to a hideout, requiring costly tools and the best in trainers. The hall costs 1,000 G a year to maintain and upgrade, and most usually have a retired fighter (level 10 or above) who presides in exchange for room, board, and expenses (another 800 G a year).

Wealthy Patron

(Explorer's Guild, Los Vagos, die Kreuzritter, and Rose and Cross only)

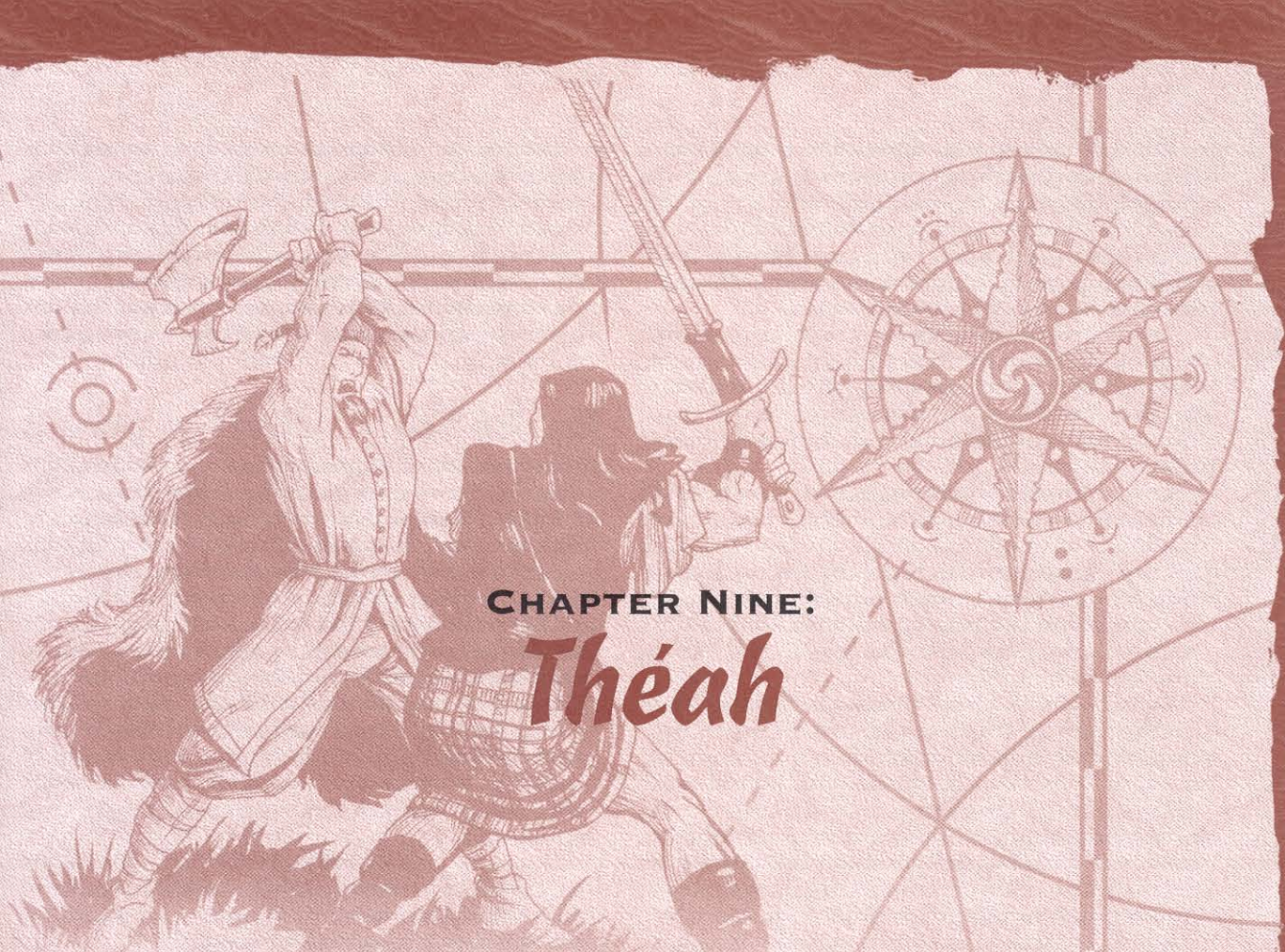
The cell has a patron of exceptional wealth. This patron is either a member, a retired member, or a noted sympathizer, and gives freely of his own moneys to support the local cell. Though most proclaim this as an act of generosity, it is not unheard of for the patron to make specific requests or demands of the cell.

Price: One favor of the patron's choosing per year, per 1,000 G donated annually. These favors may be small (it is common, for instance, for Rose and Cross patrons to wear a complimentary badge showing their honorary membership), or significantly more (when he was still on friendly terms with them, Julius Caligari had first pick on all artifacts the Explorer's Society recovered). Should their demands not be met, or indeed for any other reason, the patron may choose to withdraw his support.

Weapons Cache

The cell has hired a Level 8 expert (Crafts (weaponsmithing and armorsmithing) at 10 each) to provide arms and armor for the cell. The goods produced are of average quality (the cell may commission masterwork items at the regular price), but are free to members of the cell. The cell may, once per session, gain 2d8 weapons and armors of any non-exotic type, for free.

Price: The blacksmith himself requires only 500 G a year for himself, but needs an additional 500 G a year for tools and materials. Weapons and armor created for the party have no resale value, as they lack trademarks (and therefore no expected quality). The blacksmith stores the equipment in either his smithy or a drop spot for the cell.



Chapter Nine: Théah

The world of Théah — the setting for the *7th Sea* card game, role-playing game, and comic books — forms the primary example of a *Swashbuckling Adventures* campaign. Its unique combination of elements aptly the flavor and variety of a swashbuckling-style universe.

What The Setting Is... And What It Isn't...

Players and DMs should find the setting of 7th Sea both reassuringly familiar and excitingly new. At first glance, the setting resembles Europe during the 17th century, the Restoration. The nations and cultures draw cues from this historical period, but only in the broadest sense, and only as a frame of reference. Despite these similarities, the world is not our own. Cinema and literature, from the films of Errol Flynn and Douglas Fairbanks to the books of Alexandre Dumas and Rafael Sabatini, are more of an inspirational source than any factual time, place, or personality.

The heroes, villains, and stories of *7th Sea* are all larger than life. So is the world they inhabit. It is an idealized, fantastic place of action, adventure, sorcery, danger, and romance.

It is a world ready for you to enjoy and make your own.

The Big Picture

While the word "Théah" refers to the gaming world of *7th Sea*, the planet itself is called Terra. (Théah is the only developed continent on Terra — at least as far as its inhabitants are concerned.) Terra orbits a star, Solas, and is the third of six known planets to do so. Starting closest to Solas, the planets are Velme, Amora, Terra, Guer, Re, and Volta. Terra completes its movement around Solas roughly every 360 days and is itself orbited by a single moon, Luna, every thirty days. A day is commonly measured by a span of twenty-four, sixty-minute hours, as it is on Earth.

A string of islands, known as the Midnight Archipelago, lie across the waters to the west of Théah, but no other land mass of significance has been discovered...yet. The best scientific minds in Théah have long speculated that other continents must exist, given their estimates on the size of the world, but finding them has been problematic.

The largest obstacle to discovering new lands has been the lack of a reliable way to measure longitude when sailing. Close behind has been the dangers of the six seas surrounding Théah... not to mention the infamous 7th Sea itself.

The Six Seas

Six seas encircle the Théan continent, each offering its own unique challenges. Just because a ship's crew is able to handle itself successfully in one sea does not mean it is ready to take on another.

The Trade Sea lies off Théah's northern coast, so named because of the Vendel and Vestenmannavnjar traders who have braved its waters for centuries. The tides are especially treacherous here, often giving reefs the appearance of movement. Ships regularly report running aground on reefs that "came out of nowhere." Despite these peculiar incidents, the Trade Sea is considered a relatively safe place.

To the west of Théah is the Frothing Sea, home to countless hungry sharks and deadly sirens. The weather is always a concern, especially the thick banks of fog that roll in with little or no notice. "Sea mirages" are a common worry as well; optical illusions that have been known to fool the most experienced sailors.

La Boca de Cielo, "The Mouth of God," lies off Théah's southwestern shores. The waters are cold and deep, a favorite breeding ground for giant whales and even larger leviathans. Rumors of a monstrous serpent, dubbed "Estallio," have persisted for years, though no definitive proof of its existence has ever been offered. For centuries, pirates have found La Boca a perfect place to operate, a tradition kept alive today by the arrant Brotherhood of the Coast.

The Forbidden Sea, given its name by the Vaticine Church centuries ago when it declared trade with the Empire of the Crescent Moon heretical, touches the southern shores of the continent. Despite the Church's decree, daring traders and privateers still ply these waters, many of whom are never heard from again. A great pillar of water, several leagues in diameter, is reported to reach towards the sky and destroy any ships foolish enough to try and pass it. The fact that Crescent goods are found in markets throughout the continent indicates the phenomenon can be circumvented, though the method remains a closely guarded secret.

A calm, tranquil gulf lies off the southeastern coast of Théah. Called "The Mirror" for its smooth, reflective surface, many believe a supernatural entity called Vodanken lives at its center. Uncharted islands are known appear in the quiet sea for a time, settling back beneath the surface in a matter of hours. Explorers attempting to map these unstable atolls risk drowning, for no pattern seems to exist for determining when they might sink. The treasures said to be found there are worth the risk, however.

The Théan Calendar

A year of the Théan calendar consists of twelve months: Primus, Secundus, Tertius, Quartus, Quintus, Sextus, Julius, Corantine, Septimus, Octavus, Nonus, and Decimus. It is further divided into weeks consisting of seven days each: Soldi, Veldi, Amordi, Terdi, Guerdi, Redi, and Voltadi. Each month is exactly thirty days, with the fifteenth and thirtieth days set aside for feasting and religious celebration. The year ends with Prophets' Mass, a five- to six-day celebration that fills out the remaining days.

The passage of history has been recorded as two separate eras: AUC and AV, abbreviations for Théan phrases respectfully meaning "The Year of the Founding of the First City" and "The Year of Truth." AUC dates before the appearance of the First Prophet — which unofficially marked the genesis of the Vaticine Church — and AV dates are everything after.

The Corridors of Flame lies to Théah's east, a sea transformed by ancient sorcery into a fiery labyrinth. Walls of swirling fire, nearly 20 ft. high, jut out of the water, incinerating anything that touches them. Amazingly, these burning passages produce no heat, but are so narrow that turning a ship around once inside them is practically suicide. The few who have survived the perilous journey claim most of the corridors empty into a fierce whirlpool that spouts a column of unholy fire.

The 7th Sea

Most consider it nothing more than a myth and a legend, a simple sailor's story meant to frighten and fool the superstitious mind. Rumors of its dangers have existed for generations, and every culture in Théah has its own tales that speak of it. It is one of the greatest mysteries in Théan history.

It is a phenomenon known as the 7th Sea.

The 7th Sea does not exist in any one location. If reports are to be believed, it arrives like a quiet storm, and sailors do not know they have crossed its threshold until it is too late. The water becomes like silver and ghostly gasps and moans float up from some horrible realm deep below. Solas and Luna share the same horizon while the stars around them drift backwards. The unfortunate crew who sails into the 7th Sea often emerges thousands of miles off course, or worse: never appears again.

No one has yet unlocked the secrets of the 7th Sea, and most would say it is an impossible task. Still, stories persist of those with adventurous hearts setting sail to find the truth. If and when they do, it could change the world.

The Continent of Théah

The giant land mass known as Théah consists of three distinct regions: the area of Théah proper and the Cathayan and Crescent subcontinents. These area contain almost every type of terrain imaginable, from snow-covered tundra in the north to sandy deserts in the southeast. Forests, swamps, lakes, rivers, and mountains decorate the countryside, shaping the pockets of civilization that grew up around them.

Two of Théah's most unique features are also its most controversial. A huge waterway know simply as "The River," almost divides the continent neatly in half from the Frothing Sea to the Mirror. Some claim it is proof of a divine hand working upon the landscape, while others say it is further evidence of an advanced culture from Théah's distant past. Whatever the truth may be, the people of Théah have used the River as a major trade route since their earliest recorded history. It remains the sole source of livelihood for many in the present day and is routinely celebrated in story and song.

Théah's second oddity involves the Cathay subcontinent. An ever-burning wall of fire completely engulfs Cathay's circumference, isolating the land and its people from the outside world. Whether the magical wall was intended to keep the rest of Théah away from Cathay or Cathay away from the rest of Théah has been lost in the mists of time. Many intrepid explorers search of an answer, dedicating their lives to discovering their "foreign neighbor" through a entrance rumored to lie somewhere within the Corridors. If anyone has succeeded, they have never reported their findings.

Even though people live all across the continent, there are still areas that remain unknown and unexplored. Mapmaking is far from an exact science in Théah. In years past, it was not uncommon for a map drafted in one nation to bear only a passing resemblance to a map created in another. Political pressure, artistic license, and the lack of accurate information all contributed to this trend, but the past twenty-five years have seen an increased interest in exacting a true, scalable representation of the land.

History of Théah

Most scholars mark the beginning of Théan history with the founding of Numa, an ancient city in what is now known as Vodacce. The Numans were a clever, resourceful people, and built a mighty Empire which stretched across most of western Théah. It eventually fell into decline, however, spawning a lengthy "dark ages" of war and disease. Only in the last few centuries has Théah emerged from that long night, turning to concepts of knowledge and advancement to drive the dark ages back. Today, the continent basks in a new age of learning and enlightenment, where bold men and women push the boundaries of the known world.

What follows is a brief timeline of events in Théan history, from the founding of Numa to the present day.

AUC (Ab Urbe Condita, "After the Founding of the City")

1 AUC The city of Numa is founded near the mouth of the Tigres river in what would later become Vodacce.

102–228 AUC Numa expands her borders, conquering or absorbing her neighbors. The Numan Republic begins in earnest.

213 AUC Outnumbered Numan soldiers defeat a superior Crescent army at the Battle of *Pulo di Olimpia*.

228 AUC Numa and Acraga (located in what would eventually become Castille) sign a mutual trade treaty, intended to strengthen ties between the two powers. Their relations slowly sour over time.

236–255 AUC Numa launches a series of campaigns against the Eisen barbarian tribes. They are ultimately turned back.

~250 AUC Several primitive Vestenmannavnjar tribes fight a war for dominance on the eastern Vesten isles. The losers — a tribe known as the Novgod — are exiled to the northern coast of Ussura.

255 AUC The Numan Republic constructs a huge wall on the southern bank of the River to keep the Eisen hordes at bay.

268 AUC Precious metals are discovered in the Acragan mountain ranges. Numa launches an attack to seize the resources, beginning the Acragan Wars.

344 AUC After decades of fighting, Acraga suffers its final defeat and becomes a Numan colony for the next seven hundred years.

365 AUC The Novgod tribe, with the support of primitive Ussurans, fight a massive battle against invading Eisen barbarians on the fields west of modern Donskoy. The invaders are soundly defeated, and the Novgod change their name to the Novgorov.

424 AUC Numan General Julius Caius conquers Avalon. Numan-controlled territory now covers almost half of the known world, with millions of people under its rule.

425 AUC Caius declares himself Imperator, seizing power from the Numan Senate. The act marks the transformation of the Republic into an Empire.

502–508 AUC A series of huge barbarian raids destroys the Republic colonies in Eisen.

573 AUC Contact with Avalon is suddenly lost, as the island nation seemingly vanishes amid a hail of storms and fog banks. The Numan Imperator declares the nation cursed and refuses to endorse another invasion

581 AUC The Age of Imperators ends with the rule of Clementes the Mad. A popular uprising restores the Senate to power.

623 AUC The storms around Avalon cease. The inhabitants have not aged a day and are unaware that anything has happened. (Modern Avalons cite the alien Sidhe as the cause of the phenomenon.)

698 AUC Numan General Gaius Philippus Macer declares himself Imperator and seizes power from a corrupt Senate following an extensive campaign in Eisen.

724 AUC The Bargain. In an effort to regain power, a small group of senators makes contact with an unknown supernatural entity. They bargain for magical powers, forming the foundation of Théah's modern sorcerous bloodlines. With their newfound abilities, the Senators force Gaius to give up his authority, and rule with absolute power for another fifty years.

724 AUC	Matushka — Ussura's mother goddess — awakens from millennia-old slumber. According to Ussuran Orthodoxy, she has a conversation with the First Prophet ("The True Prophet") some fifty years before his arrival in Numa.
734 AUC	Senator Edwardus Ajax Gallen flees Numa in an effort to escape his sorcerous peers. He and his followers found the kingdom of Gallenia near the distant land of Cathay.
735 AUC	The Firewall rises on the eastern Gallenia border, apparently the result of Cathayan sorcery. The towering barrier traps numerous savage Cathayan tribes — known collectively as the Tumens — on the western side.
774 AUC	The arrival of the First Prophet in Numa. Marked as AV 1 in the Théan calendar.

AV (Anno Veritas, "the Year of Truth")

1 AV	The First Prophet appears on the floor of the Senate, advocating an end to sorcery and the worship of a single deity called Theus. The Senate arrests and executes him, but word of his teachings spreads, forming the beginnings of the Vaticine Church.
32 AV	The Empire of the Crescent Moon ejects Numa from its territory.
98 AV	Legio II stops a barbarian invasion from Ussura just short of Numan territory.
98 AV	The Numan Empire is divided in two: the Eastern Empire (governed by Numa) and the Western Empire (governed by what will become San Cristobal.) Imperators head each Empire, although the Senate still has nominal power over both. The date is generally considered the beginning of the end of the Numan Empire.
105 AV	The Eastern Imperator recognizes the legitimacy of the Prophet's faith. The Western Imperator soon follows suit.
130 AV	Most noble families in Numa now practice some form of sorcery and magic has become genetic, passing from parent to child with each successive generation.
203 AV	Eastern Imperator Danatius announces his conversion to the Prophet's faith. Sorcerous nobles are forced to flee or face the wrath of an entire religion.
297 AV	The Fall of the Numan Empire: Eisen hordes sack Numa and burn it to the ground. The kingdom of Rurik takes up some of the slack in the east, absorbing Somojez and parts of upper Vodacce, and forming a bulwark of civilization between the Eisen hordes to the west and the Tumen raiders to the east.
299 AV	Josémaria de Castillo is crowned the first King of a united Castille.
305 AV	The Second Prophet appears from the Crescent Empire, preaching a message of piety and departure.
306 AV	The Second Prophet gathers large flock and leads them on a pilgrimage to the Crescent Empire. They are slaughtered by marauding tribesmen, and the Imperator orders a Crusade against the "infidel murderers."
306 AV	A coup within the Crescent Empire claims the life of the ruling Caliph.
312 AV	Imperator Corantine comes to power, conquering most of western Théah. He declares the Faith of the Prophets to be his Empire's official religion.
313 AV	King Alonzo Al-Mahmud de Josémaria is named ruler of both Castille and the Crescent Empire. Imperator Corantine severely limits his power, however, and the Crusades bitterly divide his subjects.
325 AV	The Corantine Convention presents the Vaticine Credo to Corantine, which effectively unifies the bickering cults of the First and Second Prophets into a single entity: the Reformed Vaticine Church.
~327 AV	Formal founding of the Orthodox Church — eventually the Ussuran Orthodox Church — with Sousdal as its capital.
347 AV	The Vaticine Church founds the holy order of the Knights of the Cross (*die Kreuzritter*).
376 AV	Corantine dies. His three sons divide the Empire between them; their lesser kingdoms quickly fall apart.
~400 AV	First appearance of the White Plague.
523 AV	An Eisen warlord named Johann von der Velde launches an invasion of the Ussuran kingdoms. His army is buried by an ice storm that strikes in the middle of summer.

525 AV By command of Matushka, five separate kingdoms unite as a single political entity: Ussura. Matushka chooses a ruling Gaius — Baveroc Fyodovich — from the peasant class, and a council of ruling kings — the Knias Douma — to advise him. This system of government has existed essentially unchanged for over a thousand years.

600 AV The rise of Imperator Carleman. Carleman conquers most of Western Théah, forming the foundation of several modern nations.

609 AV Carleman is declared High Imperator of Théah by the Vaticine Church, legitimizing his rule.

654 AV Carleman dies, leaving his Empire to three sons: Charles, Stefan and Iago.

659 AV Charles dies, leaving his kingdom in the hands of his wife, Isabeau. She marries her cousin, Léon Montanus, and renames her newly-claimed nation "Montaigne."

686 AV Dracheneisen is first discovered in the Eisen mountains.

691 AV Stefan I officially founds the nation of Eisen.

782 AV Eisen Imperator Gottschalk I conquers much of Vodacce, including Numa.

818 AV The fierce barbarian tribes of the northern oceans unite under Gunnef the Raven haired. She gives them the title "Vestenmannavnjar," and launches an attack against the Avalon Isles. Their coastal raids will plague Théah for centuries.

818 AV Construction of Thingvallavatn in Vestenmannavnjar.

~900 AV Death of Gunnef the Ravenhaired. She is replaced as Vesten's High King by Ash Dagfinnrson.

~900–1300 AV The White Plague runs rampant throughout Théah. It spreads for centuries and ultimately claims one-third of the population; Castille is spared the worst effects, due to its connections with the Vaticine Church.

1000 AV The Third Prophet arrives in Castille. Preaching words of bloodshed and zeal, he deposes Castille's sorcerous kings and receives the blessings of the Vaticine Church.

1002 AV A Vaticine bishop is murdered by a mob of Crescents in the Castillian city of Malaca. The Third Prophet declares a new crusade against the Crescent Empire. Civil war erupts in Castille, as the Prophet's forces battle with pro-Crescent loyalists.

1009 AV The pro-Crescent High King Garcia is defeated. His death marks the end of sorcerous power in Castille, *El Fin del Ciclo*.

1011 AV Vodacce's "Mad Queen" Marrietta Lorenzo attempts to end the Crusades by using Sorte magic to wipe the Crescents from existence. The result destroys her family, her servants, and the island fortress from which they rule.

1011 AV The Crusades sputter to a halt, with Vodacce in disarray and the Vaticine forces too exhausted to continue the attack. Fighting will continue for another three centuries however, waxing and waning according to the current Hierophant's zeal.

1012–1019 AV The Hieros Wars. The Third Prophet moves the seat of the Vaticine Church from Vodacce to Castille, starting a new war between those two countries.

1014 AV Roman Sandoval is crowned High King of Castille, the first in a long dynasty of Sandoval rulers.

1014 AV "Mad Jack" O'Bannon returns to Inismore and drives the Vestenmannavnjar invaders away from its shores.

1019 AV Vodacce forces are decisively defeated by a defending Castillian army, ending the Hieros Wars. The capital of the Vaticine Church moves from Numa to the newly-founded Vaticine City.

1021 AV Jack O'Bannon abdicates the Inish throne and wanders away. Infighting erupts over his successor.

1028 AV Henri du Montaigne invades Avalon, Inismore, and the Highland Marches. He defeats the army of King Herygh at the Battle of Three Roads, and annexes the nations. The Sidhe flee Avalon, taking the powerful Graal with them. Glamour ceases to function and Montaigne begins a lengthy occupation of the country.

1030 AV The Third Prophet dies.

1034 AV The Eisen launch an invasion of Ussura. A series of freakish earthquakes and blizzards forces the army to retreat before it is destroyed

1088 AV The five Vodacce cardinals place the libraries of Alexia — books and scrolls stolen from the Crescent Empire — in Numa as a "gift to the Hierophant." The move consolidates Vodacce's power base within the Church.

1118 AV Hughes Allais du Crieux establishes the Poor Knights of the Prophet to protect lands captured from the Crescents during the Crusades.

1207 AV Eisen launches a third invasion of Ussura. As before, disastrous weather inflicts heavy casualties and forces the army to retreat.

1215 AV The rise of Robert the Dark in the Highland Marches.

1218 AV Robert the Dark defeats the Avalons at the Battle of Dun Vahl.

1219 AV Robert is declared High King of the High land Marches.

1267 AV Eisen Imperator Stefan III orders the construction of a military base on the Rotstrom River. The base, known as the Stein, serves as the heart of Eisen's defense for three hundred years.

~1300 AV The Vodacce renaissance begins, forming the foundation of a great mercantile empire. Vodacce traders dominate Théah's economy until the rise of the Vendel League in the sixteenth century.

1308 AV The Poor Knights of the Prophet are condemned as heretics. The Knights are executed and the Church declares the Crescent borders closed to all faithful, effectively ending the Second Crusades.

1347 AV Another rash of the White Plague breaks out across Théah. It lasts only a few months, but still has an effect. Avalon is particularly hard-hit.

1348 AV Eisen launches an invasion against Ussura. The army, lead by General Ernst Heilgrund, advances to the Ekaterina river before a massive flood destroys the entire force. The Eisen Imperator issues an edict forbidding further invasions of Ussura.

1355 AV The notorious pirate Justice Rogers disappears while being pursued by Montaigne warships.

1386 AV The Castillian capital of San Cristobal is struck by an outbreak of the White Plague. It kills the entire royal family, launching a flurry of political infighting for the throne.

1394 AV Cristoforo Scarovese publishes *Means to Ends*, which becomes a pillar of Vodacce political thought.

1402 AV Cristobal Gallegos leaves San Cristobal in an effort to sail around the world. He is never seen again.

1411 AV The holy order of die Kreuzritter is wiped out at the Battle of Tannen in Eisen.

1413 AV David III assumes the throne of Avalon.

1418 AV David invades Montaigne, defeating a superior army and laying claim to several western provinces.

1422 AV David dies, leaving his ten-year-old son, David IV, on the throne. The younger David soon falls victim to political infighting.

1425 AV Avalon relinquishes its claim to Montaigne territory.

1501 AV A small Vesten villages starves to death because their jarl (warlord) took their grain to feed his warriors. In response to the incident, a Vesten trader named Inger Holmstrom calls a great gathering of the Vesten underclass. They agree to travel forth from Vesten and learn about trading in an effort to better their lot.

1516 AV Inger Holmstrom forms a *de facto* council consisting of the Vestenmannavnjar farming class (*carl*) and serfs (*thrall*). The act effectively seizes political power from the Vesten warrior kings (most of whom are away on raids).

1517 AV Matthias Lieber, an Eisen monk nails a series of questions to his superior's door in Heilgrund. The act marks the beginning of the Objectionist movement. Lieber is arrested for heresy, but is rescued from Castille just before his execution and returned to Eisen.

1528 AV Vestenmannavnjar officially changes its name to Vendel, over the protests of many of its militant tribes.

1531 AV Avalon King Richard II launches an invasion of Inismore.

1535 AV An anonymous Avalon monk publishes an illegal book of traditional stories entitled *The Graal*.

1541 AV Avalon crushes the last elements of Inish resistance, annexing the entire island.

1547 AV Vesten High King Eindridi Utterstrom dies to be replaced by the intolerant Ulf Hövsgaard. Hövsgaard challenges the Vendel council, questioning their actions at every turn

1552 AV Cardinal Alfonso Orduñez proposes building a massive prison on the island of la Palabra de Dios.

1563 AV Cardinal Orduñez's prison is completed and begins accepting inmates.

~1565 AV High King Hövsgaard disappears after an argument with the Vendel merchant Leagues. He is the last Vesten King to publicly proclaim his crown.

1570 AV The Firework Dam incident. A huge Montaigne dam, constructed to provide the King with a fishing lake, is destroyed in a massive explosion. A group calling itself the Rilasciare ("Free Thinkers") takes credit for the incident.

1571 AV Cardinal Orduñez builds walls around his island prison "to keep civilization out."

1587 AV Weiss III becomes Imperator of Eisen. He forbids the persecution of Objectionists in his realm, easing tensions between Objectionism and the Vaticine faith.

1598 AV Cameron McCormick founds the Explorer's Society.

~1600 AV By now, Vendel has established a guild of merchants which effectively forms their national government. Vendel trade continues to flourish throughout northern Théah, challenging Vodacce's traditional economic power.

1600 AV A revolt on la Palabra de Dios — now known as *"la Bucca"* — kills ninety percent of the inmates and a third of the guards.

1608 AV An anonymous Vendel scholar invents the microscope.

1610 AV Church scholars — led by Caspar Gallus — complete the first map of the human body.

1610 AV Birth of Léon XIV of Montaigne.

1614 AV Richard IV ascends the throne of Avalon.

1615 AV Founding of the Knights of the Rose and Cross.

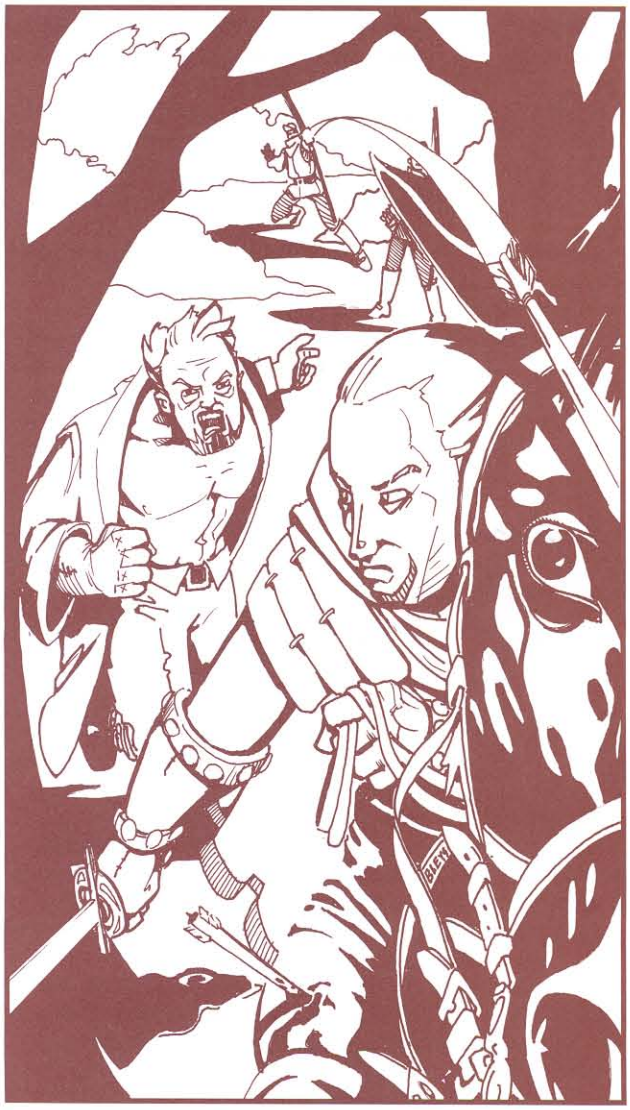
1617 AV The Hierophant gives the Rose and Cross the official blessing of the Church.

1620 AV Avalon scientist Jeremy Cook founds the Royal Fraternity for Scientific Minds in the Avalon capital of Luthon.

1622 AV Richard IV asks the Hierophant for permission to divorce his wife. The Hierophant refuses and Richard passes the Act of Supremacy in retaliation. The act creates the new Church of Avalon, with the Avalon king at its head.

1622 AV Death of King Léon XIII of Montaigne. His wife and her lover, the Cardinal Maurice d'Argeneau, govern the nation for six years until Léon XIV comes of age. The young king is cruelly mistreated under their ministrations.

1628 AV Leon XIV turns eighteen. He immediately banishes his mother to country exile and dramatically reduces Cardinal d'Argeneau's influence in court.



1636 AV — Imperator Weiss III dies, to be succeeded by Imperator Reifenstahl. A strict Vaticine, Reifenstahl resumes persecution of the Objectionists

1636–1666 AV — The War of the Cross. Reifenstahl's oppressive policies ferment an open revolt in southern Eisen. The conflict would quickly spread across the entire nation.

1636 AV — Vendel uses the Eisen conflict to vastly expand its economic power. The Vodacce princes finally realizes the threat to their power, and launches a quiet economic war.

1637 AV — Vendel Objectionists, led by General Stefano Wulf, overrun the Vaticine forces at the Stein. The loss ends the Vaticine's absolute hold over northern Eisen.

1639 AV — General Wulf retreats from the Stein, leaving the once-mighty fortress in ruins.

1644 AV — The Swordsman's Guild is founded.

1648 AV — The Crescent corsair Kheired-Din makes his first raid on western shores, attacking a coastal town and taking many citizens as slaves.

1649 AV — Eisen fisherman Faulk Fischler discovers a dracheneisen mine near the Sudlache. Reifenstahl gives him a new barony, formed from parts of other baronies. The act further destabilizes Eisen.

1649 AV — Birth of Ilya Nikolovich, son of Gaius Nikolai Nikolovich. At the child's birth, the Gaius tricks Matushka into promising that Ilya will become the next Gaius — not a member of the peasantry as has been the case for centuries.

1650 AV — The Inish revolt against Avalon's "Iron" Queen Margaret, in an attempt to establish an independent nation.

1651 AV — Mad Jack O'Bannon returns to Inismore, leading his people to war against the Avalons.

1654 AV — "Iron" Queen Margaret of Avalon dies, leaving no heir. Civil war ensues. The Highland Marches declares independence from Avalon.

1656 AV — Margaret's half-sister Elaine appears with the Graal. Glamour returns to Avalon.

1656 AV — Jack O'Bannon calls for a cease-fire in the war against Avalon.

1656 AV — Théah's first newspaper, the *Steinhalt Gazette*, is founded. With the coming of Niklaus Trägue in 1664, it changes its name to the *Freiburg Gazette*.

1658 AV — Elaine succeeds in reuniting Avalon under her rule. Inismore and the Highland Marches swear allegiance to her, creating a Triple Kingdom of linked-yet-autonomous nations.

1658 AV — First reported appearance of the Crimson Rogers.

1658 AV — Gaius Nikolai of Ussura dies under mysterious circumstances. His son Ilya becomes the new Gaius — the first time in history that that the title has passed along hereditary lines. The boyars take the boy and torture him mercilessly for the next seven years, in an effort to break his will.

1659 AV Nicklaus Trägue discovers a dracheneisen mine in the mountains of Eisen. He asks for the ruins of the Stein as his barony, eventually renaming it "Freiburg."

1659 AV The king of Castille raises a mighty armada to destroy Queen Elaine. Privateer ships under the command of Jeremiah Berek sink the armada off the Coast of Avalon.

1661 AV Avalon scholar Jeremy Cook publishes *The Rational Chemist,* denouncing alchemy and advocating Empiricism. The book causes a huge controversy, and the Vaticine Inquisition demands his death as a heretic.

1661 AV Franze Delefoe publishes a new map of the human body and denounces the humor theory of medicine. He is burned at the stake by the Inquisition, though they do not take credit for it until 1668.

1662 AV Jeremy Cook invents the air pump, but is executed by the Inquisition before he can reveal it to the public. A group of scholars calling themselves "The Invisible College" manage to save his notes and recreate his lost invention.

1664 AV The Vendel introduce the guilder as a way of dominating Théan currency. The act escalates the unspoken trade war between Vendel and its longtime rival, Vodacce.

1664 AV Nicklaus Trägue completes repairs on the Stein. He renames his barony Freiburg ("Free City") in hopes of attracting new trade.

1664 AV King Léon of Montaigne openly declares that he is a sorcerer, and that all sorcerers will have a safe haven within his borders.

1664 AV Crown Prince Javier of Castille disappears from his rooms without a trace.

1664 AV High King Salvador Aldana de Sandoval of Castille dies.

1665 AV After months of debate, the Church crowns the thirteen-year-old Salvador Bejarano de Sandoval King of Castille. His Church advisors deny him the due title *Rex Castillium,* severely hampering his power.

1665 AV First appearance of El Vago. He rescues as peasant girl named Lucinda Garcia from being burned at the stake.

1665 AV Gaius Ilya comes of age and takes formal control of Ussura. He has the men who tortured him put to death and his chief persecutor fed to his own hounds.

1665 AV The Crimson Rogers sink the *Highland Piper,* an Avalon mercenary ship, near the Midnight Archipelago. The *Piper's* captain, "Bloody" Bonnie McGee, escapes the destruction and returns to port in a lifeboat. She is the only known survivor of an attack by the Rogers.

1665–1666 AV Another outbreak of the White Plague appears in Avalon, Castille, and parts of Montaigne. Before Church scholars can diagnose the cause, it vanishes as quickly as it came.

1666 AV Castille and Montaigne invade a war-torn Eisen. Reifenstahl is forced to cede vast tracts of territory to them at the Treaty of Weissburg, effectively ending the War of the Cross.

1666 AV Castillian cardinal Esteban Verdugo raises an army to arrest the heretical King Léon, but they are defeated at the battle known as Montegue's Stand. Léon proclaims himself Empereur, raises Corporal Montegue to the rank of High General and marries him to his youngest daughter Dominique.

1666 AV The Vaticine Hierophant dies under mysterious circumstances while on a trip to Montaigne. Montaigne's Cardinal d'Argeneau disappears soon thereafter. The Inquisition, under control of Cardinal Verdugo, now has unchecked power to enforce its edicts. Scholarly learning within the Church — which had been under quiet siege for years — grinds to a halt.

1666 AV Castillian scholar Alvara Arciniega discovers the light spectrum with a series of home-made prisms. The Inquisition attempts to hang him, but he is a skilled swordsman, defeating his would-be assassins and escaping to the countryside.

1666 AV Prisoners on *La Bucca* stage a massive revolt, overthrowing their guards and taking control of the island. Their leader, Captain Allende, establishes the Brotherhood of the Coast, a new nation conceived on democratic ideals.

1667 AV Imperator Reifenstahl hangs himself, leaving his nation divided among seven Eisenfürsten ("Iron Princes").

1667 AV Gjæving Asbjornsson stumbles into a mystic cave, which marks him as the new High King of Vestenmannavnjar. He refuses to acknowledge his position and tells no one what has happened.

1667 AV General Montegue launches an invasion of Castille.

1667 AV Montegue is recalled from Castille and ordered to begin an invasion of Ussura. He seizes the port city of Odyesse and marches slowly towards Pavtlow — moving forward despite Matushka's supernatural efforts to stop him.

1667 AV Castille's General Montoya stops the Montaigne advance at *La Muralla al Ultimo.*

Recent History — 1668 AV

Quartus 26 General Montegue orders a retreat from Ussura. His forces march straight towards the city of Odyesse, where ship wait to take his army home.

Sextus (21–30) The Siege of Freiburg. A vein of drachenesien — possibly the largest ever recorded — is found beneath the city of Freiburg. Two armies, one from Fauner Pösen and one from Stefan Heilgrund, soon lay siege to the city in an effort to claim the mine for them selves. The city's defenders eventually fight off the armies, and Niklaus Trägue takes control of the mine.

Julius 7 Montegue's army reaches the city of Odyesse. Saboteurs in the pay of *l'Empereur* have burned his ships to the ground. Exhausted and bereft of supplies, the army has no choice but to head west into Eisen.

Corantine 15 The Battle of Salzsumpf. Montegue's army is met in eastern Eisen by an army lead by Eisenfürst Fauner Pösen Despite a valiant defense, Montegue's forces are defeated. Pösen takes Montegue hostage.

Corantine 30 A band of escaped prisoners steals a Syrneth water vessel from the heart of Vodacce Prince Vincenzo Caligari's island. The act triggers a cataclysmic reaction and the island sinks beneath the sea.

Septimus 1 An ancient Syrneth island — Cabora — rises from the depths of the Mirror.

Septimus 19 Assassins strike at five of the remaining six Vodacce Princes. Four of them are thwarted, but Prince Alberto Lucani is struck down, leaving no clear heir to his title.

Septimus 20 In a lightning-quick move, forces belonging to Vodacce Prince Alcide Mondavi invade territory belonging to three other Vodacce Princes.

Septimus 25 The beginning of the Montaigne Revolution. Peasants rise up against the rule of *l'Empereur;* nobles are attacked, government offices looted, and royalist sympathizers jailed. Many nobles flee the country. Others are caught and either imprisoned or executed.

Septimus 27 *L'Empereur* flees Charouse, and boards a ship bound for safe harbor. The ship vanishes at sea.

Octavus 12 *L'Empereur's* body is found hanging from a tree near the Montaigne shoreline.

Octavus 18 The Treaty of Cabora is signed by all major western Théan powers. Ussurans refuse to allow any expeditions heading to Cabora to dock in their ports, and the Church fortresses in the Forbidden Sea redouble their efforts to stop interlopers.

Nonus 7 The Montaigne Parlement is assembled, consisting of elected representatives from every province. They are lead by the Council of Eight, elected by their peers, who dictate the Parlement's agenda and hold its most important posts.

Nonus 8 A group of Montaigne nobles announces the creation of a government-in-exile in the Eisen city of Siegsburg. They are lead by the Empereur's daughter Anne and her husband, Jean-Marie Rois et Reines.

Nonus 14 Peace talks between Castille and Montaigne conclude. Montaigne agrees to a peaceable withdrawal from Castille in exchange for reparations and the ability to maintain a garrison in Barcino. Castille reluctantly agrees to their terms.

Nonus 18 The Council of Eight successfully negotiates the return of the Ussuran army from Eisen. They cannot meet Fauner Pösen's ransom demands for Montegue, however, and maintain *l'Empereur's* lie that he was killed while returning to Montaigne.

Nonus 21 The Explorer's Society prepares a series of new expeditions into the western ocean.

Prophet's Mass On the eve of the new year, Eisenfürst Niklaus Trägue commits suicide.

Recent History — 1669 AV

Primus 13 Logan Sieger becomes the Eisenfürst of Freiburg. He vows to rebuild the city, founded on the noblest ideals of Eisenfürst Trägue.

Primus 30 The Vaticine Church tells Alcide Mondavi to end his invasion or face excommunication.

Secundus 2 Mondavi halts his advance and makes peace with the four remaining Vodacce Princes.

Tertius 13 The King of Castille agrees to finance a new expedition into the western ocean.

Tertius 29 New Explorer expeditions depart from Carleon to points west.

Julius 15 "Bloody Feast Day." Two members of the Council of Eight are assassinated by a band of pro-royalist sympathizers. A third assassination attempt is thwarted in the nick of time. Leadership in the Council of Eight suffers a terrible blow, and *de facto* power falls into the hands of Arnaud du Charouse, the only member of the Council with the organizational skills to handle it.

Julius 24 The Council assassins are captured in an abandoned estate outside of Paix.

Julius 28 The assassins are executed in front of the Chateau d'Soleil. The last assassin to die hints at a wider conspiracy and further acts of violence.

Corantine 4 In a law dubbed Statement 15, Arnaud du Charouse creates the Committee of National Welfare to pursue enemies of the state.

Corantine 10 The Frenzy begins. Amnesty for Montaigne nobles is revoked. Practicing sorcery is now punishable by death. A new exodus of Montaigne émigrés escapes the coun try and executions reach an all time high.

Corantine 19 Moderates are removed from the National Parlement and executed.

Corantine 30 Present Day

The Nations of Théah

Seven nations have come to prominence in the main region of Théah, each with its own language, culture, and character. Though they often share parts of a common history or values, they have managed to remain strong and unique entities unto themselves. Collectively, they consider themselves to be the whole of the "civilized world." A brief summary is listed below, followed by a more thorough description of each nation.

Avalon: Also known as "The Glamour Isles," these three island kingdoms have recently been united under one crown. The new alliance, sealed with an enchanted pact and guarded by a navy of daring privateers, has earned the nation a respected role in Théan politics.

Castille: This vivacious, passionate nation has withstood foreign invaders throughout history; the most recent being the military might of Montaigne. It is home to both the Vaticine Church and the finest universities on the continent.

Eisen: Decimated by the War of the Cross, this nation is broken but not defeated. It is a dangerous land of feuding warlords, poverty, and mud, but its people survive with iron determination and a militant honor.

Montaigne: Once Théah's wealthiest and most powerful nation, the force of revolution has forever shattered the nobles' dominion over the long-suffering peasants. Other nations are watchful of the volatile political experiments being conducted within its borders for fear they might someday spread.

Ussura: Known for its harsh winters and a seemingly sentient hostility towards outsiders, the majority of this region remains unspoiled by human hands. Its people take a great pride in co-existing with the unforgiving elements, but they remain centuries behind the rest of Théah in scientific learning and technology.

Vendel/Vestenmannavnjar: Control of the Norvik islands off Théah's northern coast is fiercely divided among one people with two opposing ways of life. The progressive Vendel seek to dominate the continent with influential Guilds and paper currency, while the fierce Vestenmannavnjar desperately cling to the ancient ways of their ancestors.

Vodacce: Once the seat of the largest empire in Théah's history, this nation is now controlled by five feuding merchant Princes. Their complicated ploys and plans for power, known as "The Great Game," reach far beyond their borders and test the powers of Fate itself.

The United Kingdoms of Avalon

The Glamour Isles, resting off the continent's northwestern shore like a mist-enshrouded dream, are colloquially referred to by most Théans as "Avalon." In truth, they are three separate kingdoms that have only recently been unified under one crown. Before the current High Queen, Elaine, assumed the throne, Avalon, Inismore, and the Highland Marches warred with one another more frequently than they did with other nations. Their current alliance is tenuous, but has resulted in unparalleled prosperity.

Outsiders often remark that Avalon seems like something out of a færie tale, a place equally mysterious and fantastic. There is a tangible, magical presence throughout the realm that inspires both unspeakable beauty and unimaginable terror — often at the same time. The inhabitants understand and respect the enchanted powers of their land and have developed a number of beliefs and superstitions around them.

These are not acts of naivete. They are actions of necessity.

The Land

Each of the Glamour Isles has its own quirks and unique features but, on the whole, they are quite similar. All three kingdoms are known for their green, rolling hills, fertile glens, moors, and marshes. The numerous streams, swamps, and rivers on each island have a special place in the people's hearts and history. According to popular legend, all these bodies of water are the charge of a creature called the Lady of the Lake. In the distant past, the natives joined together and made a sacred vow to the Lady, which was symbolized by a cup called "the Graal." This Graal was entrusted to the king for safekeeping, and only the rightful ruler of Avalon could keep its water pure. Once the promise was made, a kind of spell settled over

the isles and brought magic and wonderment to the people. Then, at some point, the pledge was broken and the magic faded away. Afterwards, it was thought to be the stuff of fantasy – at least until ten years ago, when Queen Elaine made her bid for the crown. When she appeared in court, she bore the Graal in her pale hands as proof of her descent from the first king who guarded it, and the water inside once again became pure. When Elaine took her rightful place as Avalon's High Queen, the ancient enchantment returned and rejuvenated the kingdom.

There is a fourth island, directly off the eastern shores of mainland Avalon, which bears mentioning. It is called the Isle of the Grey Queen, named for the woman that lives there. The Grey Queen is only a woman in appearance, however, as she has dwelled in her lonely tower for centuries, looking down upon Avalon while sitting and spinning at her loom. People claim that no one who has sailed to the island has ever returned, but no one can remember any sailor making the attempt. Some speculate the Grey Queen is a feared banesidhe. Others hold she is something much worse.

Climate

The weather across the triple kingdoms is notoriously wet, but seldom cold enough to freeze, making farming easier here than in most other nations. No matter where one travels, heavy fog is always a problem through the late evenings and early mornings, blanketing the kingdoms even when cool winds blow in from the ocean waters. While most locals find it comforting, foreigners are more apt to describe it as "haunting."

The Sidhe

Often referred to as "the Goodly Folke" out of fear one of them might be listening, the Sidhe do not originally hail from Théah. They claim to travel from a place of perfection known as Bryn Bresail, where the grasses and trees are eternally green, the flowers are always in bloom, and snowflakes fall from a cloudless, crystal blue sky. They are ancient, immortal beings with a peculiar fascination for mankind. The only sight more stunning than their effervescent beauty is their horrifying wrath.

The most prevalent of these creatures are referred to as the Noble Sidhe. Hauntingly attractive, they are taller and more slender than humans, with wide eyes and gaunt, angular faces. They refer to themselves as "lords" and "ladies," are ruled by a king and queen, and divide themselves into two separate courts: Seelie and Unseelie. All Sidhe nobility possess the ability to change shape at will, and describe their various forms as "costumes." They taught the humans of Avalon the art of Glamour, but no mortal has ever come close to the raw power at the Sidhe's disposal.

Just as the Sidhe have a noble class, so too do they have commoners. Creatures like bogeys, boggins, brownies, and goblins make up this category, though humans would be hard pressed to recognize their differences. They are no less formidable than the Sidhe nobility, and just as problematic to deal with.

History

Few can say what is truly history and what is merely legend for the Glamour Isles, and some even claim there is no difference. Whatever the case, great heroes, magnificent kingdoms, and magical encounters are prominent themes for scholars and storytellers alike. Because of a strong oral tradition, histories and dates shift with each new speaker. Only after the Montaigne conquered the islands in 1028 AV did accurate written records begin to appear.

What the invaders wrote upon their arrival lends much credence to the seemingly fantastic tales accepted by many as fact. The islands' inhabitants lived in accord with an alien race called the Sidhe, who disappeared shortly after the invasion began. When the Sidhe fled, they took their unique magic with them, leaving their former subjects at the mercy of the victorious foreigners.

The occupying Montaigne changed the three kingdoms in many ways. Government and religion experienced the first alterations, but the gene pool and native language, Cymru, eventually changed as well. The islands were never allies to begin with, were intentionally kept at political odds to reduce the chance of rebellion. To their credit, the characteristically stubborn natives did not become ideal Montaigne citizens. Instead, the resident Montaigne integrated with the island ethos and learned to love and appreciate their new home. A hybrid culture began to evolve over time and, thanks to its geographic isolation, Avalon became a mostly self-regulated state. True independence, however, would not come again for six full centuries.

In 1658, Queen Elaine appeared in court with the near-mythical Graal. Her regal demeanor and ardent nationalism were contagious. Soon, she had all of Avalon united under her ultimate authority, and the rulers of Inismore and the Marches soon swore allegiance to her. The last vestiges of the old government quickly vanished and a devotion the country's ancient roots became a public obsession. The old legends again became relevant, and many people with Montaigne influenced names (like "William" and "David") changed back to the more traditional Cymru spellings and pronunciations (like "Gwillim" and "Dyffd").

As the newly named "United Kingdoms of Avalon" began to celebrate and revisit their almost forgotten heritage, the inscrutable Sidhe again took notice of them. A vow made in an age long past was at last renewed, and the Glamorous entities returned as suddenly as they had vanished. Sidhe enchantment again graced the islands. Every day and night became filtered through gossamer hopes and sanguine imaginings. Some people instinctually learned how to work the Sidhe's magical arts, called "Glamour." Each new casting strengthen their bonds to each other, the Sidhe, and the land itself. These events did not go unnoticed by the rest of Théah.

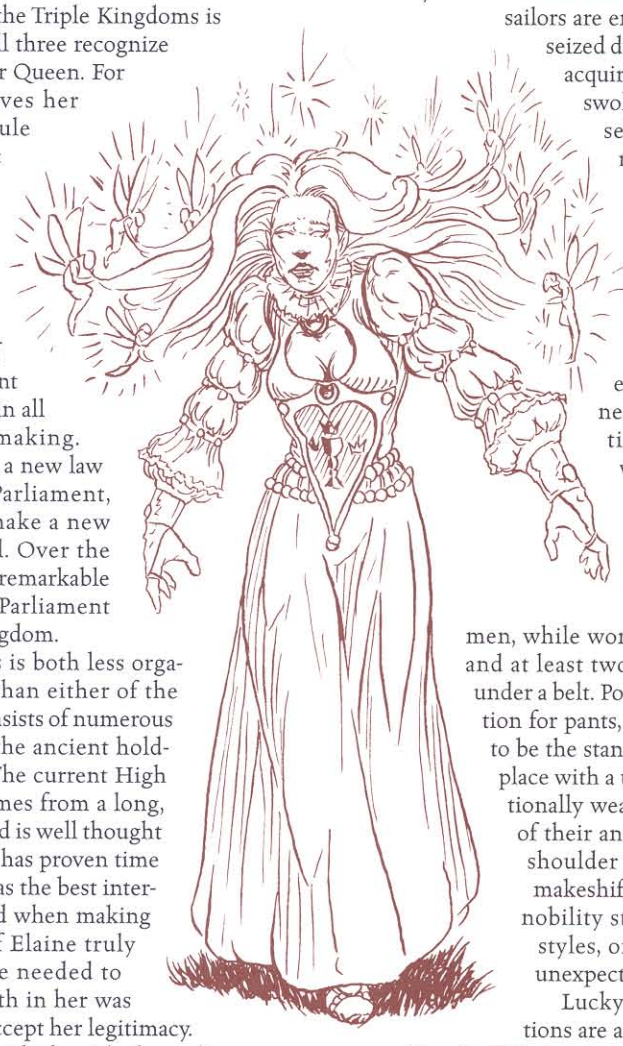
When Queen Elaine declared religious independence from the Vaticine Church and, despite her public "condemnations," allowed privateers to plunder foreign vessels to fill courtly coffers, the King of Castille decided to take action. In 1659, a Castillian Armada set sail for the Triple Kingdoms to make the upstart queen and her people pay for their insolence. It was a terrible mistake. A freak storm sank a third of the Castillian ships before they had completed half their journey. When they neared the coast of Avalon, the remaining ships found themselves too large to sail in such shallow

waters, a problem the small, swift Avalon vessels did not share. Another third of the Armada was sunk before it could retreat back home. Queen Elaine's eclectic privateer fleet had soundly defeated the most powerful naval force ever assembled, immediately making the Glamour Isles an important player upon the Théan stage.

Now, a full decade later, the Triple Kingdoms are well-established among the other nations and more powerful than ever. Every country in western Théah has attempted to ally itself through marriage to the maiden High Queen, but her cool response is always the same: "I cannot. I am already married to Avalon."

Politics

Each government within the Triple Kingdoms is a little different, though all three recognize and support Elaine as their Queen. For the most part, Elaine gives her kingdoms as much self-rule as she possibly can, a tactic which has, no doubt, aided in holding the fragile alliance together.



Elaine rules not only as the High Queen of the Glamour Isles, but also as the reigning monarch of Avalon proper. A Parliament of Lords helps the Queen in all aspects of policy making. The Queen may not make a new law without the consent of Parliament, and Parliament cannot make a new law without her approval. Over the years, Elaine has shown a remarkable ability to negotiate with Parliament for what is best for the kingdom.

The Highland Marches is both less organized and more unified than either of the other two kingdoms. It consists of numerous Clans, who each occupy the ancient holdings of their forefathers. The current High King, James MacDuff, comes from a long, unbroken line of rulers, and is well thought of by almost everyone. He has proven time and again that he always has the best interests of his country in mind when making decisions. His support of Elaine truly gave her the strength she needed to keep her crown, as his faith in her was enough for his people to accept her legitimacy. He makes his decisions with the aid of a parliament composed of a single member from every Highland Clan.

Inismore is governed by a monarchy as well, though one like no other. The current Inish king, "Mad Jack" O'Bannon, is reported to be over a thousand years old. There are hundreds of songs and stories of the O'Bannon, and he certainly embodies his legendary characteristics of mirth and savagery. In the past, the O'Bannon simply seemed to grow bored with ruling and walk away from the throne, telling his advisors he would soon return. His departure and indeterminable absence always led to a bloody scramble for the throne, and everyone hopes he will stay around for a while this time, at least until a suitable successor can be chosen. The Inish Parliament attempts to counsel the O'Bannon on affairs of the state, but he clearly has nothing but disdain for them. He is the O'Bannon, and he will not suffer his will to be challenged — a fact the crafty Elaine uses to keep Inismore as an ally.

Culture

Like most of the other nations, the people of the Glamour Isles can be classified by various social classes (i.e., peasant, clergy, merchant, noble, etc.). One new twist since Elaine's rise to power has been the creation of the "noble sailor," a title equivalent to an Avalon knight. This status is awarded to anyone who sails under the Avalon banner, and all noble sailors are entitled to a percentage of any plunder seized during their service, no matter how it is acquired. As a result, Avalon has a loyal navy swollen with eager privateers. Elaine, herself, is still surprised at how well her recruitment plan turned out.

Agriculture plays an important role on all three islands, from growing crops to herding sheep and cows. Even more important, however, is the role of fishing. Fishing villages are spread far and wide up and down every coast, and almost everyone knows how to cast a line or net to scrounge up a meal during hard times. As could be expected, shipwrights are in high demand as well.

Ever practical, the people of Avalon, Inismore, and the Marches dress as the weather and environment dictates. Simple pants, shirts, and boots are the most common for men, while women typically wear blouses, bodices, and at least two skirts, one of which is hitched up under a belt. Pockets are a recent and popular innovation for pants, though belts with pouches continue to be the standard. The Marches are really the only place with a unique style of dress. Men there traditionally wear kilts decorated in the tartan colors of their ancestral Clan, forming a sash over the shoulder that can be unpinned and used as a makeshift blanket. It should be noted that the nobility still look to Montaigne for the latest styles, only to personalize them in new and unexpected ways.

Lucky charms, omens, and other superstitions are an important part life in Avalon, a side effect the Sidhe's presence. The "Goodly Folke" are as fickle as they are powerful, and most superstitions are rooted in ways of keeping them at bay. No one wants to get on the bad side of a Sidhe. Ever.

Notable Towns or Cities

Carleon is the capital of Avalon, restored by Queen Elaine's chief advisor, the wizard Derwyddon, in a single night. Elaine's castle is a dazzling white and its mighty towers can be seen for miles.

Tara is the largest of Inismore's cities, though little more than a township by the rest of Théah's standards. It has ramparts reaching over 60 ft. high, surrounded by moats and other fortifications.

Kirkwall was constructed many centuries ago to withstand the sieges of foreign raiders, and it now serves as the keep of the High King and the Marches' official embassy. When the Clans hold their monthly meeting in the great hall, the population of the city triples as a huge fair springs up outside the walls.

Important People Of The United Kingdoms of Avalon

Elaine is the High Queen of the Glamour Isles, a position she embraces with all her soul. She truly wants what is best for her people and her nation, putting it before any personal needs or desires she might harbor. A brilliant mind, a quick wit, and porcelain perfect features make her a force to be reckoned with.

The O'Bannon, tall with flowing white hair and a small white goatee, would be an imposing figure even if he wasn't allegedly over a thousand years old. He is notoriously temperamental, jesting one moment and flying into a murderous rage the next. The O'Bannon's devotion to Inismore borders on the psychotic. His subjects sometimes wonder if they are included in his plans for the island, though nowhere within the king's earshot.

James MacDuff II is the High King of the Highland Marches. A natural politician, he feels the current alliance with Elaine serves his country well, at least for the time being. Handsome and sophisticated, his cool head and docile demeanor insures that people take notice when he speaks.

Derwyddon is Queen Elaine's chief advisor, a druidic wizard of indeterminate background. Though he deeply unsettles all those who meet him, his advice to the Queen is invaluable and his mystic powers have become a potent resource for her to draw upon.

The Syrneth

Humans may currently dominate Théah, but this has not always been the case. Ruins and mysterious artifacts from an elder race are spread across the land. Exactly who these ancients were largely remains a mystery, and some speculate there were more than one dominant species. Regardless, they have collectively become known as the Syrneth.

Scholars and treasure hunters have scoured the continent for centuries, searching for clues to the nature of the Syrneth and the priceless relics they left behind. Along with the natural dangers of this kind of exploration — cave ins, flooding, poisonous gas — there are additional risks. Elaborate traps lurk at some locations; while in others unnatural creatures not listed in any encyclopedia or travelogue have attacked hapless adventurers.

A group of islands west of Avalon appear to have been a particular haven for Syrneth civilization. The most famous of these are the Thalusian Islands, an archipelago of danger and adventure. Pirates are known to prey in these waters, attacking ships laden with precious (and difficulty obtained) cargo.

Castille

A nation that has spent a sizable span of its history dealing with foreign interlopers, Castille (called "Castillo" by its inhabitants) ousted the Montaigne army from its soil only a few months ago. Its people may be weary from the extended conflict, but it has not dampened their fiery nature or legendary lust for life. If anything, it has simply renewed their patriotic spirit and appreciation for one another.

Despite the current sense of relief, another danger lurks within the country's borders. The Vaticine Church — an integral part of Castillian culture — is currently without a Hierophant, and the Inquisition has begun to take a more active role in Castille's politics and daily affairs. The nation's boy-king, Sandoval, has come to realize the Church will never grant him his due title of *Rex Castillium* and understands he must take it from them to truly rule his nation.

For the first time in memory, it seems Castille's next conflict will be an internal one.

The Land

Castille is blessed with some of the most verdant and bountiful terrain on the continent. Its people take great pride in their land, and centuries of expanding scientific knowledge and practice have taught them how live in harmony with the environment. As a result, almost every acre is utilized to a degree of efficiency unmatched by any other nation. The abundance of well-managed natural resources keeps Castille's citizens and economy thriving.

There are four basic geographic regions that comprise the Castillian landscape. The fertile flatlands in the west yield the nation most of its exported crops (olives, oranges, lemons, grapes, and many other fruits and vegetables). A large, well-maintained road called "El Camino del Sol" stretches from the River southwards to the tip of the western peninsula.

Central Castille is a combination of fecund fields and marshes and swamps along the Rio de Delia. Rice paddies are a common sight, irrigated by dozens of small rivers and man-made canals. Other than the Rio de Delia, none of these rivers are large enough to allow ship traffic.

Thick forests and low, rough hills act as a natural border in the north. In addition to providing an organic defense, it is one of the most aesthetic settings on the continent and a favorite place to take holidays. The central strip of forest is called La Selva de Fendes, which translates to "The Forest of Fiends." It is so named because of influence from the Eisen language; the forest is only half of a large belt that extends across the River and deep into that northern nation. The Eisen people have long believed that the forest holds all manner of monsters and, after the disappearance of several woodland travelers, the Castillians are beginning to wonder if there is some veracity to the Eisen tales.

The only mountain range in Castille, Sierra de Hierro, lies on its eastern edge, dividing it from Vodacce. The altitude and accompanying harsh weather makes growing crops an exercise in futility, but the land is far from worthless. Veins of gold and silver streak through the peaks and valleys with surprising frequency. Countless caverns can be found here as well, some of which have been found to contain drawings from Castille's earliest people. They depict the lives of these early hunter-gatherers and the fire-wielding sorcerers that traveled among them.

Climate

As a rule, Castille has some of the best weather in Théah. Summers are long and pleasant and winters are mild and brief. Most rainfall accumulates during spring and early summer, though showers and evening thunderstorms are frequent along the coastline throughout the year. Snow is a rare phenomenon anywhere in the nation except the upper levels of Sierra de Hierro, which suits the populace just fine. Most Castillians harbor a strong dislike for the cold.

History

Castille was known as Acraga until late in the third century AV, when the Numan Empire fell. The Numan Senators who governed the land (the Castillus family) became the region's first kings, and from their blood all later kings have descended. It was the Castillus family who made early trade agreements with the Empire of the Crescent Moon, a union that proved advantageous for both sides. The Crescents brought much of their culture to the Castillians, so much so that historians have since dubbed them "silent invaders." Under Crescent influence, the country enjoyed nearly seven hundred years of peace and prosperity, but that would come to an end with the arrival of the Third Prophet.

In 1002 AV, the Prophet began to speak out against the "decadent influence" of the Crescents and, after a time, rallied his followers against them. Eight years of chaos followed as Castillians made war upon each other and the Empire they once called "ally." In the end, the Crescents were driven back to their homeland and Castille became the new home of the Vaticine Church.

The fifteenth century became an age of exploration for Castille as the High Kings took a renewed interest in international trade and the Church began to send out missionaries. A navigator named Cristobal Gallegos convinced the state to finance an expedition to circumnavigate the globe and claim new lands for Castille and the Prophets. He vanished somewhere in the vast western seas, however. As far as his financiers were concerned, he was either a victim of his own daring or the greatest swindler in history. Regardless of his fate, Castille's interest in exploration quickly waned and has only recently begun to pique again.

Wars and conflicts, both minor and major, spanned the remaining centuries up until the present day, mostly waged against the northern nations of Eisen and Montaigne. The War of the Cross, fought entirely in Eisen, managed to draw Castille into the turmoil of its final years, and an ill-planned invasion of Avalon in 1659 decimated the once proud Castillian Armada. In 1664, King Léon of Montaigne openly revealed himself as a sorcerer and promised other sorcerers shelter from the Church's oppression. Two years later, the Inquisition raised a small army to arrest the heretical ruler, only to be thwarted in the final assault upon his gates. Enraged, Léon declared himself Empereur and launched a counter-attack against Castille. After a series of devastating victories, the invaders were finally halted, resulting in a bloody stalemate that lasted until the Revolution in Montaigne overthrew Léon.

The latest war over, Castille has finally entered a time of renewal. Its people know to celebrate this peaceful period, for Theus only knows what the future might bring.

Politics

Even though the danger from Montaigne has passed, Castille's government is still in a precarious situation. For the first time in almost three hundred years, its monarch has been denied the title of *Rex Castillium* ("The King of Castille") by *El Concilio de Razon* — the council of Cardinals who act as the King's advisors. Every declaration issued by Good King Sandoval is picked apart and rephrased by the *Concilio*, ignoring his absolute rule in favor of its own judgment. Cardinal Ésteban Verdugo (*see page 220*), the head of the Inquisition, is the most outspoken member of the *Concilio*, and uses it to bend Sandoval and Castillian policies to his personal vision. Sandoval has matured enough to recognize the hazards this represents, and is busy plotting a way to take his nation back.

In theory, the High King and Church share equal power in Castille. The land itself is divided into counties called *ranchos*, each governed by a family Don for the King. It is the Don's duty to collect taxes and administer justice within his rancho, as well as see to his people's general welfare. Because of Church sanctioning, the ranchos are now divided equally. The war with Montaigne and other misfortunes left some noble families without any land. These roving Dons have less political influence than their landed cousins, though they are still more highly regarded than merchants and the common folk. Unlike other nations, the citizens of Castille do not place great value on social status (with the exception of the High King and Hierophant, of course). Nobles and commoners are always hospitable and friendly to one another, regardless of title, wealth, or accomplishments.

Culture

Castillians are both rational and passionate, with a love for the sciences as well as the arts. Generally speaking, they are the most well-educated people in Théah, enjoying free public schooling and access to the best universities on the continent. Their cities are clean and well-planned. An ambitious

series of aqueducts provide fresh water to even the most remote locations. It places a great emphasis on deep thinking and creative problem solving, and reaps the benefits both socially and economically.

But the people of Castille are far from austere or pedantic. They have a great zeal for life, their families, and each other. They appreciate the arts and have a special love for music and dancing (some of which has been labeled as "salacious" by more prudish outsiders). Their favorite musical instrument is the guitar. A gifted player can have it sing, weep, and rejoice just as easily as the human voice.

Daily activities regularly become spontaneous celebrations in Castille. Meals, in particular, are a time for being social. Castillians eat what they grow, and most diets consist of a wide variety of fruits, vegetables, and meats. Seafood is abundant, and heavy spicing (usually with garlic and peppers) is added to almost everything. Wine is the most popular drink and a popular export to other countries.

Honor is important to every Castillian; most will die for it. They place high value on *la familia*, the family, as well, and lineage is always taken into careful consideration. A sure way to start a fight with a Castillian is to question the honor of his mother. Just be prepared to take on the rest of the family as well, including second cousins twice removed. There is no concept of "extended family," only *la familia*.

Notable Towns Or Cities

San Cristobal is the capital of the Castillian government and, now that the war with Montaigne has ended, Good King Sandoval has returned to his throne. It has a different architectural style than most of the nation's cities, exhibiting the towers and minarets of its former occupants from the Empire of the Crescent Moon.

Vaticine City is the capital of the Church, lying along the *Rio de Dios* ("River of the God"). The Third Prophet appeared here three hundred years ago and subsequently moved the seat of the Church from its traditional home in Numa. Once a place of great learning and science, it has become the fearful headquarters of the Inquisition.

Barcino is the only part of Castille still under foreign occupation. A Montaigne garrison of two thousand soldiers holds the important river city in a firm and often-cruel grip, but they cannot break the citizens' spirits. The recent arrival of the masked vigilante, El Vago (*see page 234*), has given them new hope.

Important People Of Castille

Good King Sandoval has survived three difficult years of leadership, facing not only the Montaigne army but also three assassination attempts and the constant interference of his "advisors." At seventeen, he is the youngest ruler in Théah and also one of its most successful. He has the makings of a truly great king — or a fearsome tyrant.

Margaretta Orduño is a hero of the war against Montaigne, having rallied the scattered navy against an assault on San Cristobal. She has since helped spearhead the new age of Castillian exploration, embarking on a dangerous journey across the seas. She is looking for her husband, Enrique, whom she believes can be found somewhere in the distant west.

Cardinal Ésteban Verdugo is the fearsome leader of the Vaticine Inquisition. His quiet fervor and boundless charisma make him a terrifying opponent, and with the Hierophant still missing, may be the most powerful individual in the Church. He also serves as Good King Sandoval's chief advisor, ensuring that the boy monarch behaves as the Church dictates.

Eisen

In the middle of Théah lies Eisen, a land torn apart by war and left a tattered, muddy mess. For decades its people have known nothing but violence, horror, and sacrifice. Entire generations have been raised to hate and kill in the name of religion, while forgotten terrors again stalk from the shadows, thriving on all the misery and suffering. It is a land in turmoil, but it hasn't given up.

That's not the way things are done in Eisen.

Through the years, the nation has made up for its lack of sorcery by mining and forging dracheneisen, a mystical metal remarkable for its strength and lightness. A hand sheathed in a dracheneisen gauntlet can catch and crush swords of steel, while warriors in full-plate armor can swim through angry currents without fear of sinking. Like that sacred metal, the Eisen spirit will never be broken.

The Land

Seven *Eisenfürsten* (Iron Princes) rule over the seven divided *königreichen* (kingdoms) of Eisen, most bearing the name of its reigning noble: Fischler, Freiburg, Hainzl, Heilgrund, Pösen, Sieger and Wische. Each kingdom has a unique crest, a motto, and a piece of dracheneisen armament once belonging of the legendary Imperator Stefan I.

Eisen terrain is muddy and mountainous. Its centralized location has given it a significant role in the continent's history. Anything moving across the continent by land or water likely will travel through Eisen before its journey is complete.

Some *königreichen* are inhospitable, like Sieger, whose Eisenfürst purposefully ruined the soil to keep the foreign invaders from using it. Others have been trampled into muddy squalor by the movement of thousands of troops, as is the case in Wische. A few areas remain incredibly valuable, such as the mountains in Hainzl, home of the largest iron mines on the continent as well as the fabled *Nibelungen*, smiths who carry the secret of dracheneisen.

Fischler and Sieger *königreichen* both border *die Schwarzen Walden* (Black Forest). It is a place of terrible monsters, most notably the *Schattenmann*, a dark, spindly creature with inky black pools for eyes. It is notorious for catching travelers, cutting them into pieces with a set of enormous shears, and leaving the remains neatly tied up on the side of the road. In more primitive times, cults once worshipped the Schattenmann, and though the Church supposedly eradicated them long ago, a vestige of their old ways still continues. Residents still whisper silent wards against the Schattenmann and his ilk, and the annual Shadow Fair still takes place in every town and village near the *Schwarzen Walden*.

The land of Pösen holds the largest army in the nation. Most feel that if the Eisenfürst, Fauner Pösen, were to rise up and march across Eisen, none would have the strength to oppose her. Fortunately, she has not yet taken such an action.

The smallest *königreich* is Freiburg, a single city that has grown into the largest metropolitan center in Théah. The late Niklaus Trägue, who viewed the whole endeavor as a grand

experiment, supervised this anarchic municipality as an experiment in human nature. The controversial Eisenfürst committed suicide on the last night of 1668, but the city still prospers, welcoming pirates, criminals, and freemen of every ilk to continue Trägue's experiment and enjoy the freedom it has to offer.

Climate

For the most part, Eisen has miserable weather. The land is muddy from rain and snow, and clouds hang dark and pendulous in a constant vigil to keep the sun out. However, when the rays of Solas do break through, they warm everything they touch, proving that beauty can exist anywhere.

History

Legend holds that, before any human set foot in Eisen, fierce reptiles known as the drachen, ruled the land with a society and culture of their own. No one knows how the creatures met their demise. Only a handful of ruins and artifacts still exist from this ancient time and have been lumped together with the other Syrneth findings.

Human civilization began in Eisen with the rise of warring barbarian tribes. When the Numan Empire came to power in the south, raids into the "civilized" lands were the only things that brought the tribes together. For six hundred years, the Eisen barbarians remained a thorn in Numa's side, but never a serious threat. Then the unthinkable happened. In the late 3rd century, an Eisen horde lay siege to Numa, hoping to destroy their hated enemy. Their bloody conquest succeeded, and the continent was plunged into an age of darkness.

In the seventh century AV, a conqueror named Carleman rose to power and claimed a sizable portion of Théah through both warfare and diplomacy. Recognized as "Imperator" by his people, he was considered a just and fair ruler. At his death, he left the land in the center of his empire to his eldest son, Stefan. Two other brothers gained their own lands as well, and they all bickered constantly over alleged border violations. No peace could be found.

In 686 AV, the first dracheneisen was discovered on Stefan's land. Rather than share the ore and lose a possible advantage over his siblings, he forged arms and armor from it for his army. Amazed at the metal's incredible properties, he came to call his domain *Eisen* or "Iron." It was the perfect symbol for both the kingdom and the people.

The new Eisen facilitated the advancement of the Vaticine faith through military power. By the time one of Stefan's descendants, Imperator Gottschalk I, conquered the majority of Vodacce in 782 AV, Eisen and the Church were quite closely connected. The alliance benefited both parties for quite some time. It was perhaps ironic, then, that the single greatest philosophical threat to the Church rose from the Iron Kingdom in 1517 AV. Disgusted with the Church's growing abuses and indulgences, a monk named Matthias Lieber dared to challenge the Vaticine's authority. His harsh questions concerning Vaticine dogma formed the beginning of a new religion: Objectionism.

Objectionism spread through Eisen like a wildfire, igniting tensions between new converts and those who still held true to the Vaticine faith. Hostilities simmered for over a century before erupting into open warfare in 1636. Once the bloodshed began, it did not stop for thirty years. The results of this "War of the Cross" destroyed the nation, transforming a once-proud people into beggars and refugees. When the two sides finally exhausted themselves, forces from Montaigne and Castille marched into Eisen, appropriating sections for themselves. A peace treaty was signed, setting portions of the land aside specifically for Objectionist or Vaticines, Once hostilities ended, the Imperator weakly looked at his country's devastation. Unable to withstand the despair or his people's unending grief, he committed suicide, leaving no heir to succeed him.

In the chaos that followed, the nation's most powerful barons seized control of their provinces, turning them into separate *königreichen* (kingdoms) almost overnight. These warlords named themselves *Eisenfürsten* (Iron Princes). No one laid claim to the entire country, and no one wanted to fight any longer to reunify it.

Today, Eisen is a mere shadow of its former glory. There is not a person left alive who did not suffer from the War of the Cross, and those scars will take a long time to heal. The Eisenfürsten lend a small amount of stability to the land, but bandits and rogue military forces still roam the countryside, preying on the weak. Some survivors have fled Eisen altogether, taking military posts in other countries or hiring themselves out as mercenaries. Those who have remained are slowly picking up the pieces, looking for the day when the land they love will once again stand tall.

Politics

Politics in Eisen have become a distant second to daily survival. The Eisenfürsten manage to keep control of their respective kingdoms, but constantly bicker and plot against each other for fear one might eventually try to dominate the rest. There is little subtlety to these saber-rattling displays. The Revolution in Montaigne has brought international politics back to one *königreich*: the western province of Wische. Fearing for their lives, noble immigrants have crossed the border in search of sanctuary, vowing to help rebuild the kingdom as payment. Wische has since become a hotbed of anti-revolutionary sentiment, a fact that has not gone unnoticed by both Montaigne and the other Eisenfürsten.

Culture

Eisen has re-evaluated its culture over the last few years. Many of the old ways have been purposefully lost for more modern and practical traditions, but some remain as a way to guarantee a united Eisen in spirit if not in fact. Dracheneisen has made the Eisen people very proud of their past, since their "sorcery" comes from their own two hands. Possession of such items denotes nobility and status amongst the Eisen. In the wake of the War of the Cross, dracheneisen weapons have come to represent Eisen itself.

The landscape and social climate has a profound effect on every Eisen's psyche. Art is very sparse, drab, and usually has some religious significance. Most depict the world as serene and peaceful, as Eisen would wish it to be. War has become the chief commodity for the nation, as more and more soldiers sell their expertise to other nations. Science has made sparse advances outside the battlefield, but those few have helped change the world. The printing press, in particular, has changed religion and politics across Théah. Metallurgy is the one field that Eisen excels in, and Eisen smiths are considered the undisputed masters of their craft. Anyone wanting to build something, no matter how impossible, comes to Eisen.

Religion in Eisen remains violently split between Objectionists and Vaticines. Though neither faith has a home in the agnostic Freiburg, the other *königreichen* still argue over interpretations of the Prophets' words.

Notable Towns Or Cities

Freiburg stands as one of the most complex social experiments in Théah, a vivid and vivacious community dedicated to self-government at its most primal. The deceased Eisenfürst Trägue left a newly-found fortune in dracheneisen to his, Logan Sieger, who administers the city in the same, anarchic way.

Insel is located in Pösen, a militaristic fortress-city built to withstand a siege. Martial law is constant, and curfews are strictly enforced. The city is home to the famous Gelingen's Academy, which trains most of Pösen's the soldiers.

Stahlfort is a fortress-town carved piece by piece from unforgiving stone. Built atop a hill whose sides have been cut away to sheer cliffs, Eisenfürst Sieger has taken great measures to insure it is almost impossible to assault. Most experienced generals who have appraised the imposing complex believe it simply cannot be taken from the outside.

Important People Of Eisen

Fauner Pösen is much like her country: militaristic with no patience for politics. She commands the greatest army in Eisen, which recently captured and ransomed the Montaigne forces retreating from Ussura. All business, Fauner will often attend engagements in full dracheneisen armor.

Georg Hainzl is a crazed old man with a bad habit of adopting new personalities from time to time. Since an attempted coup almost claimed his power, he believes himself to be Carleman, ancient conqueror of Théah. The persona shows no sign of shifting, and he is now preparing to make war against nearby Fischler.

Erich Sieger salted his own land during the War of the Cross so that invaders would not want it. When his people began to starve, he traded his military strength and service to the Vodacce Prince Mondavi in exchange for fresh, fertile soil to revive his fields. He has been out of his country long enough that others have begun plotting a coup.

Montaigne

Until recently, Montaigne was considered the pinnacle of civilization, famous for its incredible wealth, cruel Empereur, and devotion to all things of beauty. In little more than a year, all that has changed. The oppressed peasants rose up in a bloody revolution and toppled the nobles from their seats of power. A new government, elected by popular vote, has replaced *l'Empereur* as the law of the land, and the people are caught up in the rush of "freedom" and "independence."

But the new government may ultimately prove just as oppressive as the last. Economic problems plague the ruling Parlement, and the people have become terrified of "pro-royalists" hiding in their midst. The Committee of National Welfare, a band of spies and government agents under control of the Council of Eight, is determined to purge the influence of any enemies of the state. Nobles in exile shudder from the news of daily executions, while the citizens back home look at each other with a feeling of growing paranoia.

The Land

Despite the nation's political troubles, the landscape remains one of tranquil beauty. It is a flat country, comprised mostly of fertile farmland and lush fields from border to border. Geographically, Montaigne can be roughly divided into five regions, centered around the capital province of Charouse. Charouse itself lies at bottom of an immense basin, one of the lowest altitudes in the country. A gradual incline to the west results in rolling hills and pastures, while eastward travel is completely even.

North of Charouse lies two of the nation's most noticeable features: *Les Somme Blancs* and the Sinueuse River. Reaching 10,000 ft. tall in places, Les Somme Blancs (The White Mountains) are the only significant mountains in the country. The Sinueuse River opens into the Frothing Sea through the city of Crieux, making it the largest port city in Montaigne and possibly the most well known in Théah.

To the east of Charouse, beyond the flatlands, is the forested area gained from Eisen after the War of the Cross. Its rich lumber is vital to Montaigne's industry, but the number of people who have simply vanished under the shadowy canopy is starting to raise concerns. In the south is the River, once the main point of contact with the rest of the continent. The city of Buché at its mouth remains a free trade port, along with the city of Barcino, the last of Montaigne's holdings in Castille.

Climate

The weather in Montaigne remains moderate throughout the year, unbroken by temperature extremes, drought, or violent weather. Winter temperatures rarely drop below freezing, and many regions vary little more than twenty degrees through the seasons.

History

In its early days, the land now called Montaigne served as the western frontier of the great Numan Empire. When the Empire fell, the descendants of the shrewd Senator Octavius Montanus, one of the Théah's first sorcerers, held on to the area as a base for their power and influence. They ruled with untouchable authority until Imperator Carleman soundly conquered them in the early seventh century AV.

When Carleman died and left his empire divided among his three sons, it was the second oldest, Charles, who inherited the western territory. To keep stability, he married the daughter of the Montanus patriarch, Isabeau. The next five years saw Charles' health deteriorate and, when he died, his wife became his sole heir. Isabeau took advantage of the situation by marrying her distant cousin, Léon Alexandre Montanus, to consolidate her power. She named her newly claimed kingdom "Montaigne," a translation of her family name into the local language. The locals eventually grew to see Isabeau as one of them, and she divided the country into eight provinces to make governing easier.

Centuries later, the rise of the Third Prophet in neighboring Castille gave the Montaigne nobility cause to worry. They turned the Vaticine Church violently against all forms of sorcery, and the fearful nobles were forced to hide their own power or risk excommunication or death. Still leery of the Vaticine Church's power to the south and east, the rulers of Montaigne looked elsewhere to expand their kingdom. The islands of Avalon proved a tempting target and Henri du Montaigne subjugated the three islands in 1028 AV. The occu-

pation did not prove as fruitful as intended, as the invaders' descendants gradually integrated with the natives and adopted some of their ways. The only surprise when Avalon ousted the last officials of the Montaigne regime in 1658 AV was that it had taken so long.

When the War of the Cross ignited in Eisen, young King Léon Alexandre du Montaigne XIV saw a perfect opportunity to finally act out against the Church. Backing the Objectionist forces with troops and supplies, Montaigne was awarded the western part of the broken nation and profited from its healthy supply of Eisen refugees and mercenaries. Emboldened by this victory, the king openly admitted he was a sorcerer. He then declared his nation would be a haven for all sorcerers from the Church's prosecution, an announcement that did not set well with the Vaticine Hierophant.

In 1666, an Inquisition-backed army of devout Castillians entered Montaigne to arrest the heretical King. Their advance ended right at Léon's gates, thwarted by a brilliant corporal named Montegue. Montegue was quickly promoted to High General of Montaigne, married Léon's youngest daughter, and entrusted to lead an invasion of Castille to free its people from the tyrannous power of the Church. The king changed his title to Empereur, and promised a swift vengeance against those who had persecuted him.

The invasion had only just begun when *l'Empereur* abruptly changed tactics. He removed Montegue from the Castillian front and sent him against the nation of Ussura. To his credit, Montegue followed the orders of his liege, leaving the army in Castille to fend for itself. Fighting two separate wars put a terrible strain upon Montaigne coffers, and the already-poor peasants suffered the bulk of the burden. As the wars raged on and their conditions became more unbearable, they finally rose up and seized control of the nation for themselves.

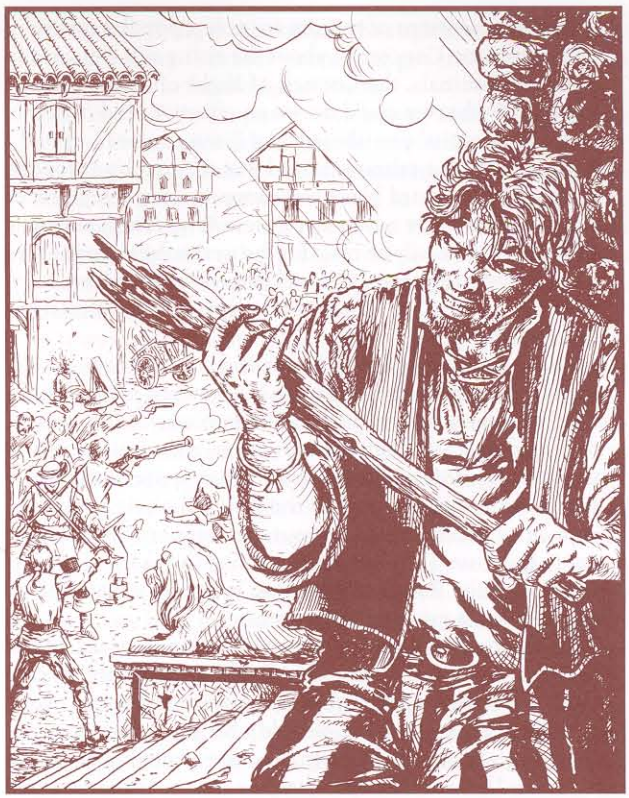
The Montaigne Revolution threw the country into complete chaos. Nobles, including *l'Empereur* and most of the royal family, were brutally executed by the people they had so long oppressed, and riots and looting became daily events. A new government of the common people, the National Parlement lead by the Council of Eight, brought a modicum of stability for a short while, but political infighting and assassinations impaired its ability to do much good. After two of its own members were murdered by pro-royalists, the new government became obsessed with rooting out all other alleged noble sympathizers, resulting in the deaths of thousands of innocents.

Today, the Committee of National Welfare continues to purge the nation of perceived enemies, an act that has become known far and wide as the "Frenzy." It seems the people have traded one form of tyranny for another.

Politics

Montaigne has a new government, an experiment hailed as a complete success or utter failure, depending upon who you ask. The traditional eight provinces remain the same, but the authority behind them is entirely different.

Each local area has its own elected prefect (still called "mayor" in urban areas) to oversee government affairs, assisted by a general council. An official from the Committee of National Welfare also aids the prefect in enforcing patriotic doctrine and punishing dissenters. The prefects take their direction from elected provincial governors, who take their direction from the Montaigne Parlement.



Parlement consists of 400 officials elected from every province in the nation, and is divided into various committees and subcommittees. The Council of Eight, elected by the Parlement, presides over all 400 members, dictating the agenda of the government. Though no one dares admit it, the Council effectively rules Montaigne, and its unspoken leader, Arnaud du Charouse, effectively rules the Council.

Culture

The art and high culture Montaigne was once famous for has been pushed aside by the Revolution. Today, everyone is caught up in the excitement (and terror) of the new government. Artists who once painted portraits of the nobility have either fled or dedicated themselves to capturing the people's heroic struggle on canvas. Musicians score stirring anthems to honor the nation's benevolent new leaders, while poets compose works of inspired jingoism. The artists were once lackeys of the noble class and have gone out of their way to support the new government. Survival can sometimes be a powerful muse.

Many of the larger cities have been taken over by mobs and resemble armed camps. The Council of Eight has implemented an elaborate system to quickly identify potential insurgents, with check points set up at all city exits to examine identification paperwork. Wandering patrols also search for proper credentials, and failure to produce correct identification at any time is grounds for immediate arrest.

The Revolution effectively drained away all of the nation's wealth, and once-prosperous merchants now dress as simply as peasants. The Parlement has promised more food for the citizens, but is looking to trade with Vendel, Castille, and Vodacce to keep its word.

Public executions of traitors are now a popular source of entertainment. Concerned about the rising number of condemned criminals, the Council of Eight offered a prize of 2,000 G to whoever could devise an effective (and humane) method for capital punishment. An Eisen engineer created a device where the criminal's head was secured by a wooden stock and a weighted blade was dropped along a high set of runners. The blade neatly decapitated the criminal in one slice and could easily be reset for the next subject. Arnaud du Charouse was impressed and nicknamed the invention *le coiffeur* ("the barber"). It is now a familiar sight in Montaigne town squares.

Despite such bloodshed, honor and courage have not yet abandoned Montaigne. The royal Musketeers, noble swordsmen who have always acted as champions of the people, remained intact through the Revolution and continue to protect innocent Montaigne citizens from oppression. While they cannot directly oppose the Council, their continued popularity grants them a measure of autonomy which they put to good use. They have quietly allied themselves with the Knights of the Rose and Cross (*see page 234*) in an effort to stem the worst excesses of the Frenzy.

In addition, other Montaigne have begun to act in the name of mercy and justice as well. The government in exile offers safe haven to those who manage cross the border, while émigrés in other countries provide what protection they can. And in recent months, rumors of a secret band known as the "Rye Grin" have surfaced in Charouse. These daring men and women have thwarted numerous atrocities: snatching victims from *le coiffeur*, helping persecuted innocents escape Montaigne, and tirelessly battling the Committee of National Welfare at every turn. The Council has made it a top priority to capture and unmask these "criminals," but thus far, the wily members of the Grin have remained out of their grasp.

Notable Towns Or Cities

Charouse has always been the capital of Montaigne, and remains the seat of the current government. Its architecture is full of marvels, but few buildings escaped the Revolution without some sign of damage. The sewers beneath the city were not carved by human hands, and may hold vital clues to a lost civilization.

Crieux is the largest port city in Montaigne, a grand metropolis that has dominated the region for generations. Despite the violence of the Revolution and the Frenzy, it remains the home of the Knights of the Rose and Cross.

Paix is caught in the grip of the Frenzy's "royalist" paranoia. Talk of freedom and liberty is nothing more than rhetoric here. No one speaks openly without first looking over his or her shoulder. Strangers are shunned and even old friends are held at arms' length. The only event that seems to unite the numbed citizens is the daily executions in the center of town.

Important People Of Montaigne

Arnaud du Charouse is a wily politician whose carefully-chosen words rarely fail to sway the Council of Eight to his various agendas. His patriotic fervor led to the grizzly Frenzy currently engulfing the nation, though he fails to see the damage he has caused. He truly believes himself to be a devoted servant of the people, acting to protect them from a genuine threat.

Marie Paix, a former Musketeer who refused to fight for *l'Empereur* when the Revolution began, was personally selected by Arnaud du Charouse to serve as the head of the Committee of National Welfare. She has created a fearsome troop of investigators and spies to keep the new government safe from all threats. A single word from her can send a man to *le coiffeur* or turn an entire city into an armed camp.

Anne du Montaigne, one of *l'Empereur's* surviving daughters, runs the Montaigne government-in-exile from the Eisen *königreich* of Wische. She coordinates efforts to relocate émigrés and leads political negotiations with the Council of Eight, hoping for some kind of reconciliation. In the wake of the Frenzy, that seems a distant dream.

Ussura

To the rest of Théah, Ussura is an unforgiving landscape of winter and wilderness. To its people, it is like a mother: protective and nurturing, but also strict and demanding. Even though the Montaigne army recently inflicted heavy damage, no nation has ever successfully waged war against the Ussurans on their own soil. The weather and environment prove just as deadly as the fierce populace, a condition even the best-trained soldiers are unprepared for.

Ussurans claim they are sheltered by the spirit of their land, an entity they reverently call *Matushka* (Grandmother Winter). In veneration to her, they keep ancient traditions and customs alive. This often means existing in more primitive conditions than other nations and keeping out of international affairs. It is just as well. There are more than enough challenges waiting for them at home.

The Land

Ussura is the largest nation in Théah, covering over a third of the continent's land. Vast areas remain untouched and unexplored. To outsiders, the land seems actively hostile: landmarks change of their own accord while blinding snowstorms come out of clear blue skies, leaving travelers lost and disoriented. Ussurans, on the other hand, are rarely affected by these peculiar occurrences and are genuinely puzzled why foreigners consider the environment harsh and inhospitable. They know Matushka will provide whatever they need; if she is sometimes hard, it's only because she wants her children to be strong.

To govern such an immense nation effectively, it has been divided into five provinces, each directed by a member of the Knias Council. Novgorov, Vladimirovich, Pietrov, Riasanova, and Pskov are the surnames of the five great Knias, and their provinces are respectively named Rurik, Veche, Molhyna, Gallenia, and Somojez.

Rurik, located in the northwest, is known for its lively fur trade and large packs of roaming wolves. These wolves seemingly make a conscious effort not to harm any of the local peasants' livestock.

Veche rests in the center of the country, bordered by the imposing Sorivdgrastov mountains in the northwest, while an ancient forest lies in the south, forbidden to lumber cutters and farmers.

The far northern province, Molhyna, is dominated by miles of flat, featureless tundra infrequently dotted with tufts of forest and low hills. The largest lake in Théah, Ozero Bodrustvovanye (Lake Vigil), is the most significant aspect of

the region. Its waters are now stagnant, but evidence remains that rivers or channels once connected it to the eastern sea.

Gallenia, the southeastern province, borders the vast wall of fire that surrounds the subcontinent of Cathay. It is a land of thick forests full of game and fur-bearing animals. The coastal region along the Mirror is home to hundreds of small fishing villages.

Somojez, in the southwest, is famous for its giant trees. Those who live there claim Matushka has expressly forbidden cutting down any trees a woodcutter cannot stretch his arms completely around.

Climate

Ussura is infamous for its cold weather, and rightly so. Only the most southern regions have seasons warm enough for growing crops, and even those are far shorter than in other nations. The rest of the land is buried in snow and ice nearly year 'round. During the brief spans when the snow melts, it is replaced with 5 or 6 feet of mud.

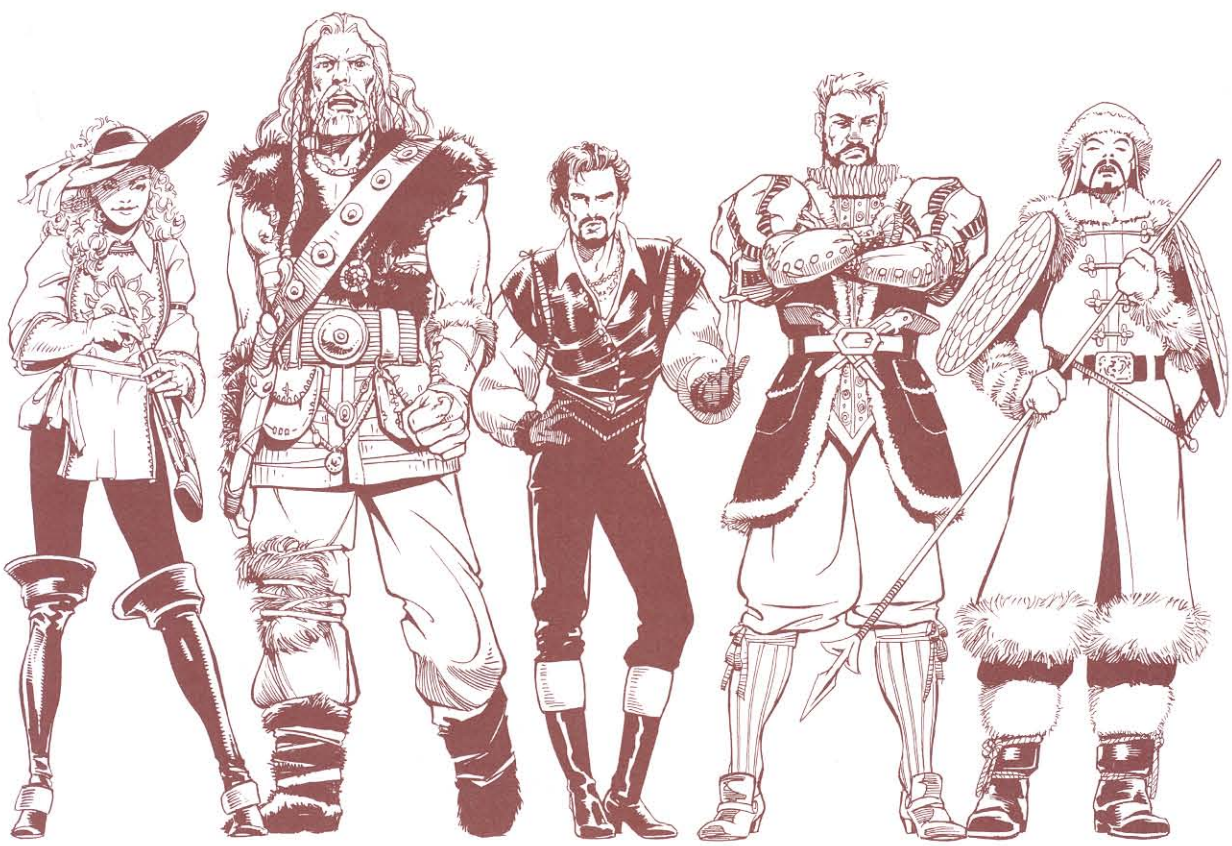
History

Recorded Ussuran history can be traced back to the Zakut, a loose network of tribes that survived the harsh land by hunting and fishing in groups. Explorers from the early Numan Empire eventually contacted these primitive people, sparking a friendly cultural exchange that lasted for several hundred years. Then, in approximately 250 AUC, an exiled tribe of Vestenmannavnjar, the Novgod, conquered and assimilated with the Zakut. In time, the provinces of Rurik and Somojez instigated a rough feudal government, led by a pair of "Knias" (kings) who ruled through the noble boyars beneath them. Ussura's current of government traces its lineage back to these original Knias.

As the Numan Empire rose in power, Matushka began to make her presence felt across the snowy landscape, gifting humans with the ability to understand the animals of the realm and even assume their form. At the beginning of the first century AV, the teachings of the First Prophet began to integrate with the culture. The tribal people's interpretations of the Prophet's message eventually grew into the modern Ussuran Orthodox faith.

It was not until the sixth century that the diverse tribes began to view themselves as an actual nation, and only after Matushka physically paid them a visit and told them to unite. Some were reluctant at first but, after a supernatural snowstorm thwarted a massive invasion of Eisen barbarians in 523 AV, everyone agreed that Matushka could not be ignored. After grouping the people under the single banner of Ussura, she chose a member of the peasant class to be the new ruler, called the *Gaius*, with a council of five Knias acting as his advisors. When the Gaius died, Matushka selected a worthy successor, marking her choice by turning his hair snow white. The system has continued in the same form now for over a thousand years.

Matushka continued to protect her charges through the following centuries, thwarting would-be conquerors and influences from the outside world outside. In 1667 AV, General Montegue of Montaigne was recalled from his assault on Castille and ordered to advance upon Ussura. Like countless armies before them, the Montaigne found



Montaigne Musketeer | Vestenmannavnjar Raider | Vodacce Knife Fighter | Vendel Pistoleer | Ussura Stelet

Ussura a living nightmare. However, despite freakish weather, vicious animals, and aggressive guerilla combat, the charismatic Montegue managed to rally his troops again and again, pressing further into the nation than any general before him. Then, just when the capital city of Pavtlow lay within his grasp, Montegue received a dire warning from his wife: he had been betrayed by *l'Empereur*. The entire Ussuran campaign was meant to kill him and his loyal troops. Disgusted and enraged, he turned his army around and began the long retreat home.

The near-defeat continues to reverberate through the nation as it tries to start the rebuilding process. For the first time, Ussurans felt truly vulnerable, and it shook their confidence to the core. Some have even begun to question whether Matushka is as powerful as they once believed.

Politics

The ruler of Ussura always comes from the peasant class (the *muzhiks*), chosen by Matushka and marked with a head of stark white hair. Called *Gaius* in honor of the great Numan ruler Gaius Philippus Macer, he is guided by his council, the *Knias Douma*. The council consists of Ussura's nobles class, the *boyars*, and traditionally controls the nations' political affairs, leaving the Gaius to oversee their efforts.

But that is not presently the case.

Ilya Sladivgorod Nikolovich, the current Gaius, has wrestled control away from the Knias Douma. He is a cruel man, often called "Ilya Grozny" (Ilya the Terrible) by the boyars. He fed the last boyar who crossed him to his own dogs while the man's horrified family watched. This act (and others like it) has endeared him to the muzhiks, who are happy to have a Gaius in charge of his own destiny. They feel he will make decisions based on the people's best interest, not just the boyars'. Time will tell if their faith is well founded.

International concerns have always been a low priority for the nation, and continue to remain so. There is too much work to be done at home to worry about foreign matters and, at least for now, the rest of Théah is content to leave the nation in peace.

Culture

The Ussurans live as one with their land. They respect and care for it and it respects and cares for them. They value honesty, integrity, and hard work, and everyone knows Matushka will not allow a man who pulls his weight to starve.

In general, Ussurans are known as a content and gentle people, especially with their own kind. Sharing is necessary to survive in the harsh climate, and no Ussuran will refuse hospitality to anyone except under the direst of circumstances.

Despite the cold, Ussurans have a very casual attitude towards nudity and feel quite comfortable with their bodies, no matter what condition they are in. They enjoy communal steam baths, where bathers strip bare before entering, and have few taboos about public nudity. Ussurans abroad often cause quite a stir with innocent displays of public exhibitionism. Meal times are almost as casual; the concept of table manners does not go well with large Ussuran appetites. The average muzhik rarely eats meat, since he must hunt or catch anything he cooks. Eggs, milk, turnips, garlic, and cucumbers are more easily obtainable. Cabbage soup is a regular meal, likely served with unleavened bread called *khleb*. The favorite alcohol, by far, is vodka. *Kvass*, a brew derived from bread, is popular as well, along with mead and weak beer.

The concept of currency escapes the average Ussuran, and most of those who do understand it still prefer the art of bartering. Thanks to the Vendel, the Ussurans acquire goods from all over Théah, and trade off their popular furs in return. Like the citizens of the Glamour Isles, the Ussurans are quite superstitious. Most of their beliefs focus on removing "bad blessings" and sundry illnesses, both mental and physical, though many also involve honoring Matushka and the land.

Notable Towns Or Cities

Pavtlow is the capital of Ussura, where the Knias Douma meet with the Gaius. Visitors enter the central district under the shadow of the *Aitskaya Bashnya* (Familiar Tower), and are often surprised at the city's paved streets and modern look, a stark contrast to the wilderness surrounding it.

Sousdal is the largest city in southern Ussura, though it remains rather small. It is home to the Orthodox Church and has grown quite wealthy through trade agreements with Vodacce and the Empire of the Crescent Moon.

Siev, located near the Volog and Ekaterina rivers, is one of the largest trade hubs in the nation. It hosts a number of famous craft competitions, including the annual woodcarving event which draws competitors from all over Ussura.

Important People Of Ussura

Ilya "Grozny" Sladivgorod Nikolovich became Gaius when he was only nine years old. The Knias Douma ran the country in his name, treating him cruelly in an effort to break his will. It didn't work. At sixteen he took control of the nation and made it his mission to ruin those who had once tormented him. He's twenty now, and still exacting his revenge.

Koshchei is often called "the Undying," for he has lived for hundreds of years with no apparent signs of aging. A seat on the Knias Douma has belonged to him since its creation. He is surrounded in mystery, and his motives remain as inscrutable now as they did a thousand years ago.

Ketheryna Fischler Dimitritova, the sister of Eisenfürst Faulk Fischler, wed Ilya for political reasons. Well-read, intelligent, and very perceptive, she advises the Gaius in private, hoping to curb his violent tendencies. She does not love her husband, but has come to love the country she married into.

Vendel/Vestenmannavnjar

One people split between two separate ideologies; the progressive Vendel and conservative Vestenmannavnjar inhabit the Norvik Islands north of the continent. The Vestenmannavnjar exist the same now as they have for centuries, while their Vendel cousins have become an economic powerhouse and a major player in Théan politics. Their ideologies stand in direct opposition to each other, and blood has been spilled on both sides when emotions run high. Most feel that war is inevitable and only one culture can survive. A few look to the destruction in Eisen, Montaigne, and Vodacce and hope there is a better way.

The Land

Eight islands rise out of the northern Trade Sea's cold waters. The coastlines are rocky and forbidding, rough with fjords and inlets. They hold some of the bleakest and most unforgiving terrain known to man, but their inhabitants love them dearly. Each island takes its name from a legendary hero, and belongs mostly to the Vestenmannavnjar in the north and the Vendel in the south. Ice blocks much of the northernmost islands for several months of the year. During the spring, dangerous icebergs float throughout the chain, some lasting well into the summer. Sailing anywhere north of Oddis can be a harrowing experience.

The island of Oddis is the largest of the chain and one of the most important. It serves as the *de facto* center of the growing Vendel culture, the home of the Vendel League, and, since the Montaigne Revolution, the wealthiest area in the civilized world.

To the south of Oddis is Örnsköldsvik, the smallest and rockiest of the islands. It has no arable land but remains important for one reason: the Hofsjokull, an enormous fortress with twenty-foot-thick outer walls bristling with Eisen cannon. It is an imposing sight meant to keep foreign invaders at bay. So far, it has worked incredibly well.

North of Oddis is Thórshöfn. Its inhabitants are highly insular, and do not tolerate outsiders — even other Vestenmannavnjar. At the rough center of the island stands Asegenir, the Tree of Life. Roughly 10 feet wide at its base, no one knows exactly what type of tree it is or how old it might be.

Eskjö claims a peculiar mix of Vestenmannavnjar fishing villages and Vendel vacation communities. The peak of the island's giant mountain, Kivik, is perpetually shrouded in clouds. The mountain's southeast base contains an enormous Vestenmannavnjar statue which the locals regard as holy.

Viddenheim is the second largest in the island chain and contains the best farmland the Vestenmannavnjar can still claim as their own. The jagged, snow covered mountains at its center are called Hjalmarr, the tallest of which is named Tårn. Residents claim that Living Runes — great heroes of legend — defeated the Great Wyrm there and brought sorcery to the Vestenmannavnjar.

Grimstadd stands north of Viddenheim, by far the coldest of the islands. It serves as the base for the most dangerous Vestenmannavnjar raiders. Vendel vessels avoid the area at all costs.

Klørbulg rests off Viddenheim's westernmost tip, a Vestenmannavnjar stronghold and thorn in Vendel's side. Secret meeting places are scattered far and wide across the island, connected by a strong desire to destroy the Vendel and return to a better way of life.

Soroya is found west of Klørbulg. Vestenmannavnjar populate most of the island, but the Vendel have also established a city on its shores. Called Isafjordhur, it is famous for its towering Lighthouse (it has no other name) and the Isafjordhur Academy of Navigation.

There is a tiny ninth island that does not appear on any map and can only be found when its inhabitants allow it. Known as "The Wanderer's Throne," the Vestenmannavnjar claim the old gods touch the world through this magic place, turning ordinary men and women into heroes.

Climate

It is amazing that humans survived the frigid conditions of the Norvik Isles long enough to develop a civilization. Westerly winds blowing from Avalon and the Trade Stream, bring a warm water current directly through the chain, but continued survival is a testament to the hardiness of the people.

History

As with the United Kingdoms of Avalon, the early history of the Vestenmannavnjar (and Vendel) has been lost. Legends remain of those early days and, as with any legend, there is a kernel of truth within them. According to *The Grumfather Cycle*, an ancient collection of Vestenmannavnjar poems, Grumfather, the Grey Wanderer, created the islands and everything in and on them. The people multiplied into a collection of tribes that made war against each other on a regular basis, but they came together when a giant serpent called the "Great Wyrm" appeared from the strange lands beyond the sky. The greatest heroes from each tribe went forth to combat the menace and, upon its defeat, were rewarded by becoming the living embodiment of Grumfather's *lærds*, the words of creation. They became known as the Living Runes.

The Living Runes eventually departed from mortal eyes, but not before gifting their people with a unique sorcery, *Lærdom*. In time, the island people fell back into the same cycle of violence as before the coming of the Great Wyrm. It is likely they would have fought themselves to extinction, but a great *jarl* (warrior) had other plans. Her name was Gunnef the Ravenhaired, and her fierce dream of a unified people spurred her to greatness. She conquered the islands tribe by tribe, requiring an oath of allegiance from each defeated enemy. Every subjugated tribe added to her power until, at last, the islands were united under her rule. She called them "Vestenmannavnjar," meaning "one people, west edge."

Grumfather took pleasure in Gunnef's deeds and made her his living avatar, marking her with gray hair and plucking out her left eye. With great solemnity, she declared herself the High King, Grumfather's proxy in the mortal world. She led the Vesten on successful raids against the islands of Avalon and the northern coast of Théah, setting the standard for all future High Kings. When Gunnef at last joined her ancestors, Grumfather chose another to take her place. The cycle would repeat itself through the centuries.

The raids against distant lands often brought limited trading agreements. This, in turn, saw the *carls* (the merchant class) slowly gain more and more power, a fact that escaped the battle happy jarls until it was too late. Discontented with the jarls leadership, dozens of carls formed a council in the city of Kirkjubæjarklauster to better organize themselves. They made trade agreements with distant lands and began to call themselves "Vendel" because their foreign partners had difficulty pronouncing Vestenmannavnjar words. Kirkjubæjarklauster eventually became "Kirk" and soon the entire language began to change. The other Vestenmannavnjar were furious — names were a vital link to the past and the power of the Living Runes. It was the beginning of the two cultures' separation.

By the dawn of the seventeenth century, the Vendel League had settled into its present form. The Merchant Princes of Vodacce began to view them as a threat, and an unofficial trade war began. About that time, the War of the Cross in

Eisen presented a golden opportunity for trade. The League made a fortune in providing goods to both the Vaticine and Objectionist factions, but their true moment of triumph came after the war ended. All the nations involved in the struggle began to look at the cost, and the League used the opportunity to introduce their own currency — the guilder — which could be exchanged (for a small fee) for any coin in Théah. It was an astounding success, creating a consistent scale for pricing goods and services between nations. International trade exploded and, in less than a decade, the guilder became the dominant force in the Théan economy.

Today, the Vestenmannavnjar watch the Vendel with disgust and contempt, claiming the merchants have sold out their ancestors for "progress" and that ignoring the ancient ways is nothing less than a harbinger to apocalypse. Some of these have become militant raiders; attacking Vendel interests in the hopes of staving off armageddon. The Vendel do not put stock in such ridiculous accusations, believing that they are merely shifting traditional Vesten power to adapt to a new age. Both cultures expect more changes in the future, and both are ready to fight to preserve their way of life.

Politics

For the Vestenmannavnjar, politics have not changed for centuries. Once a year, every jarl is expected to attend a communal meeting of all the Vestenmannavnjar called the Althing. Here, Vesten leaders make decisions concerning the society as a whole and punish grave offenders to the Vestenmannavnjar way of life. The High King, an individual chosen and marked by divinity, governs all the Vestenmannavnjar. Unfortunately, the last recognized High King died almost a century ago and there has been no sign of a replacement.

Politics among the Vendel are a completely different matter. All social authority ultimately comes from the Vendel League, from city planning to criminal prosecution. Matters are put to a vote, usually taken each morning. The League consists of nine "Chairs" and ninety-one "Seats." The Chairs are permanent positions, held by the masters of the eight most successful Guilds, and control the League's agenda and the general tenor of their debates. The ninth Chair belongs to the Imperator of Eisen as payment for financial assistance during the League's early days. Now that the Imperator is dead, his former butler has inherited it. Seats can only be held for three-year terms and are auctioned off to the highest bidders on the anniversary of the League's founding.

The average Vendel citizen has a direct say in the selection of his or her local leader: the Lord Mayor of each city. This official enters office by popular vote every five years and appoints a staff of advisors to handle various civil tasks. All Lord Mayors must obey the edicts of the League, but have great freedom on how such edicts are interpreted.

Culture

The Vestenmannavnjar still keep to the caste system of their ancestors, consisting of three social groups: *jarls* (warriors and warlords), *carls* (tradesmen and farmers), and *thralls* (serfs). These social groups are not as rigid as they were in the past, thanks largely to the defection of the majority of carls to the Vendel League. It is not unusual for someone to hold all three positions in a lifetime.

The Vendel have done away with such petty notions, believing that everyone should be measured by the success they generate in life — especially financial success. If a person is wealthy, he must have worked hard for it, and others would do well to pay him respect. The only segregation comes from profession; Guild devotion often runs as strong as any kind of familial love.

Notable Towns Or Cities

Kirk is the birthplace and home of the Vendel League, the most modern and wealthy city in Théah. It is constantly growing and expanding and has become something of a haven for fresh faces and new ideas. The smell of sawdust and paint lingers in the air all over the city.

Västeras is a city of extravagance, a playground for the rich and bored. Concerts, casinos, and courtesans are only the start of the pleasures provided, and almost anything can be had for the right price. It is just as clean and vigorous as Kirk, only more fun.

Thingvallavatn is a large fortress on the island of Viddenheim where the High King once held court. It is not so much a city as an annual meeting place, though fewer and fewer Vestenmannavnjar gather there every year.

Important People Of Vendel and Vestenmannavnjar

Val Mokk, the head of the Merchants' Guild and the most important person in the Vendel League, is determined to make Vendel the leading political power in the world. He is a gifted speaker and strategist who refuses to let the backward Vesten plunge the country back into darkness and poverty.

Boli Kollson is an Adept of Lærdom but works for the Vendel League. He is a strict believer in the Objectionist faith and looks upon the Vestenmannavnjar religion as a heresy. He sees Lærdom as just another type of sorcery, and feels that sorcery is neither good nor evil. Actively lobbies to turn his opinion into official Objectionist doctrine.

Gjæving Asbjornsson is missing his left eye and his hair has turned gray. He has been chosen by Grumfather to be the new High King of the Vestenmannavnjar, but fears the terrible responsibility of the position. He has spent time amongst the Vestenmannavnjar and the Vendel and has come to see the strengths and weaknesses of both.

Vodacce

Vodacce has always been about power. It produced the largest empire in the history of Théah, and served as the birthplace of the Vaticine Church. It has been the seat for some of mankind's greatest achievements, but is also a painful reminder of humanity's corruptible state. Internal strife has plagued the region for centuries. Schemes among the ruling Merchant Princes destroy the guilty and innocent with equal ease. Noble women, gifted with the ability to control Fate, are kept illiterate by their fathers and husbands so as not to threaten male authority. Quick tempers often lead to quick swords.

In Vodacce, might still makes right.

The Land

Vodacce is divided into two separate regions: the continent and the islands. Continental Vodacce mostly consists of swamps and flood plains, though forests and mountains exist along the eastern border with the Empire of the Crescent

Moon. The soil is rich, producing grapes, rice, wheat and (near the southern tip of the mainland) olives. Large permanent structures (ruins, castles, and forts) dot the landscape, constructed on the intermittent hard ground between the swamps and fields. The most famous of these is directly in the center of the peninsula, the capital city of the old Numan Empire. The rest of the mainland is divided into five principalities. The Princes actually govern from their respective islands.

There are apparently six main islands off Vodacce's coast, but appearances are deceiving. There are actually many more islands, linked into six main clusters through centuries of deliberate and methodical construction. Named after the five current Princes (Mondavi, Vestini, Villanova, Falisci, and Bernoulli), these islands are the heart of the nation's trade industry and proper society. They are also home to the most remarkable architecture in all of Théah. With so little land to build upon, the cities and palaces of the islands reach defiantly towards the heavens, teetering on an amazing and complex system of counterweights. Canals replace streets in the shadows between the buildings and gondolas assume the role of horse and carriage.

Social status in the islands is literally measured by how high a person lives. Laborers live on the very bottom in crowded, derelict quarters built directly upon the canal ways. The homes of the merchants and craftsmen are constructed on top of these dwellings, and the grand manors of the nobility stand on top of them. The tallest towers belong, of course, to the islands' Princes. Bridges cross the canals on several levels, and rope-and-wood causeways let the upper classes go about their business without ever setting foot upon the ground.

Until 1668 AV, there were seven islands under the Princes' control. On Corantine 30, a massive earthquake shook Caligari Island to its core. The aftershocks sank it (and Prince Caligari's status and fortunes) entirely beneath the waves. Tremors are a fact of life in Vodacce, but no one can remember a catastrophe of such magnitude ever happening before.

Climate

The weather in Vodacce is accommodating through most of the year. Winter lasts for approximately three months, bringing freezing temperatures, ice, and snow to the northern mainland. The southern mainland and islands are generally spared from such unpleasant occurrences, though the air still becomes noticeably cooler. Summer rarely gets uncomfortably hot, and mild temperatures are the norm for both spring and autumn. Rain falls frequently in late spring, often leading to flooding in the lower plains on the mainland.

History

The earliest human settlements in Vodacce represent the first known cultures in Théah, and the beginning of Théah's recorded history coincides with founding of the first major city, Numa. Numa prospered as a trading center and eventually began to expand its influence. It established a rule of law, instituted one of Théah's first organized armies, and created the notion of "citizens' rights" for those under its protection. In time, it came to control all of the lands west to what is now Montaigne and even made excursions as far north as Avalon. Numa was no longer a city or territory. It was an Empire.

Power and wealth eventually led to unbelievable decadence, and the inner workings of the Empire slowly became a breeding ground for corruption. Ultimate control seesawed between the various factions of government until a hero of the people, General Gaius Philippus Macer, seized the title of Imperator and relegated the Senate to the status of "advisors." He ruled with absolute but merciful authority for twenty-six years, until a small group of Senators uncovered dark powers to bend Gaius to their will.

Desperate for more power, these Senators had researched ancient artifacts of the extinct Syrneth race and made contact with a supernatural entity. They bargained for sorcerous powers, forming the foundation of Théah's modern magic. They spread their secrets among the noble class, insuring continued political dominance for the privileged wealthy.

The First Prophet of Theus arrived in Numa in 774 AUC – henceforth known as the year 1 AV, *anno veritas* or "year of truth." When he spoke against the sorcerous politicians and advocated a monotheistic form of worship, the Senate had him condemned and executed. To their surprise, his message spread even after his death, and Vaticine cults sprang up throughout the Empire. The Senators tried desperately to crush the popular movement, but increasing barbarian raids and other external problems proved insurmountable.

Determined to keep the Empire strong, the Senate consolidated Imperial control into two distinct entities, the Eastern Empire and the Western Empire. Their plan ultimately failed to stabilize the government and, in 105 AV the Eastern Imperator recognized the Church of the Prophet as legitimate. The Western Imperator soon followed suit, and popular opinion prevented the Senators from interfering. The Imperators used the Church to regain power and granted it a legitimacy it had never before enjoyed.

Despite such efforts, the power of the Empire collapsed in 297 AV when a rampaging horde of Eisen barbarians sacked Numa and put it to the torch. As the Empire crumbled into a dark age, dozens of principalities came to control the Vodacce islands: city-states ruled by former Senators and warlords. The area was again united under the rule of Carleman the Great but when he died, it fell to his cruel son, Iago. A trio of ancient Vodacce families eventually rose up and destroyed Iago, only to turn against one another in the aftermath. These three families (Delaga, Lorenzo, and Gallili) eventually splintered into the lines of the Merchant Princes who currently rule the nation.

Vodacce remains divided, and the current political climate is tenser than it has been in generations. In 1668 AV, Prince Vincenzo Caligari lost all of his power and influence to an earthquake that swallowed his island under the sea. The other Princes were quick to act in seizing his former holdings, bringing a brief period of open warfare to the mainland. Prince Alcide Mondavi attempted a bloody coup by sending assassins after the other five Princes, succeeding in the death of Prince Alberto Lucani. His private army and an elite band of Eisen mercenaries stormed across the countryside and were stopped only when the Church threatened Mondavi with excommunication.

The overt violence has ceased, at least for the time, but the remaining Princes continue to plot and scheme against one another for ultimate power.

Politics

The five surviving Princes rule their respective territories with absolute authority. Each one controls a different aspect of trade and commerce, casting envious glances at the wealth and power of others. It is no secret that they would each like to gain supremacy and unite Vodacce under their own rule.

The participants refer to Vodacce's constant politics and backstabbing as the "Great Game" and devote most of their waking hours to playing it. The rise of the Vendel League has, by necessity, forced some attention away from local plots, but the Princes never deviate from their favorite pastime for long. It is their passion, obsession, and greatest weakness.

Each Prince is also the patriarch of his own family. By tradition, his eldest son succeeds him when he dies. If the son is under the age of thirteen, the closest male relation acts as his advisor until he comes of age. Of course, there are always exceptions to this rule, and every Prince has a few underlings who would love to seize the throne for themselves.

Culture

The people of Vodacce, from the Merchant Princes to the lowliest peasants, are known for their pride. Their tempers are often as quick as their blades, and the last man standing is always in the right. There is a profound respect for strength and power that keeps the social hierarchy in place. Cowardice is the ultimate faux pas; a man's reputation will suffer a fatal blow if he refuses a duel, and challenges take place over the most minor and imagined slights. Fortunately, not all fights are fatal, but all are equally important.

Vodacce men consider romance a virtue, even through most marriages are arranged. While a man might respect his wife, his truest love is often reserved for the courtesans. A woman of good breeding learns modesty and humility, but professional courtesans are not bound by such rules. They are educated, witty, and learn not only to be comfortable with their sexuality but to use it as a means of control. They make perfect companions, able to visit places and experience things forbidden to "proper" women. All courtesans are easily recognizable from their lush costumes, glittering jewels, and decorative masks.

While the courtesans are some of the most educated women in Théah, the women of nobility are the least. Those born with the gift of Sorte never learn to read; as such an activity is considered vulgar for "noble" women. Noblewomen are expected to serve their fathers and eventual husbands without question, a practice meant to keep their powerful sorcery in check. They wear modest black dresses and cover their faces in public with thick, black veils so their eyes will never meet a man's who is not their husband.

The staple of the Vodacce diet is rice and seafood. Pasta has made its way from Cathay, via the Crescent Empire, and is also a popular dish. Merchants and the nobility are able to import foods from all around the world and enjoy quite a variety at mealtime.

Family is of great importance in the islands for both high and lowborn. Professions often pass down from father to son, and the father's reputation usually determines the son's fortunes.

Notable Towns Or Cities

Dionna is perched on the smallest island in Vodacce's chain and is the center of operations for the infamous Villanova family. Its picturesque towers cast long, dark shadows across its inhabitants. Smuggling is just as common as legitimate trade, and the city employs a full-time crew to fish bodies out of the canals every morning.

Amozare, located on Bernoulli Island, is one of the few places in Théah proper where merchants from the Crescent Empire can safely travel and trade their goods. Bernoulli architects are the cleverest in the world, devising ways for water to flow gracefully through the city's upper levels and constructing buildings that rise out of sea where no dry land exists.

Numa, in the center of the Vodacce mainland, was once the capital of the ancient Empire. Five Cardinals of the Vaticine Church now preside over the city, making the Church the sole source of power for a hundred miles in every direction. The Princes hold the area sacrosanct and would not dare include it in the Great Game.

Important People Of Vodacce

Prince Giovanni Villanova is as cruel as he is ruthless. He delights in his own wickedness and revels in every aspect of the Great Game. If there is a plot, plan, or intrigue happening in Théah, chances are the cold-blooded Prince is somehow involved.

Prince Alcide Mondavi, once mostly ignored by his cousins, has suddenly become a major player in the Great Game. Though he maintains a cool (and even boring) external façade, underneath lies the worst kind of black-hearted sadist.

Prince Gespucci Bernoulli uses his power justly and wisely for his people. Devoutly Vaticine, he is the largest single contributor to the Church in Théah. Popular rumor claims he will give most of his wealth and holdings to the Church instead of his three disspated sons upon his death. The Bernoulli family are the only western Théans the Church permits to conduct trade with the Crescent Empire.

Théan Subcontinents

Two other nation-states, the Empire of the Crescent Moon and the enigmatic land of Cathay, thrive on their individual subcontinents. Isolated from the rest of Théah by physical, mystical, and cultural barriers, these two distinct civilizations largely remain exotic, independent mysteries.

The Empire of the Crescent Moon

Beyond the Forbidden Sea lies a land steeped in mystery and tradition. Scorching deserts hide deadly Syrneth ruins beneath the shifting sand while wide fertile valley stretch across land, protected by forbidding mountains. For centuries, the lands of the Crescent Moon were divided into a series of territories ruled by tribal chieftains. While these chieftain still hold sway over their regions, today the land can be justly be called an Empire. From the beautiful city of Iskandar situated on the Bay of Emeralds, a noble Sultán rules his people, working to turn the Empire into a formidable power in Théah.

The Empire has always faced hatred and persecution from the west. A series of Crusades swept across the subcontinent soon after the fall of Numa, bringing death and destruction in their wake. The "heathen" religion and strange customs of these Eastern people always branded them as outsiders. In the 11th century, the Third Prophet launched a new Crusade designed to wipe their "unclean blood" from the earth once and for all. The Crescents defended themselves with unwavering courage, and though the Crusades continued for some time, the Vaticine Church was unable to make the lasting incursion it wanted.

The cultural ramifications of this Crusade, however, were devastating. Unable to destroy the Empire through military might, the Church announced an economic embargo, declaring commerce with the heathens to be a sin punishable by death. The Crescents, for their part, wanted nothing to do with such savage and barbaric people and withdrew into their own lands. Only the enterprising Bernoulli family of Vodacce, through their deep connections with the Church, were permitted to conduct trade with the Crescent Empire. A series of watch-posts were established in islets across the Forbidden Sea to prevent would-be adventurers from traveling to the Empire and so it has remained for over six hundred years.

Though the nation is currently isolated from western Théah, some travel and commerce occurs through Vodacce and certainly with Ussura to the north and Cathay to the east. However, those who would venture into the lands of the Crescent Moon should know that the people are very suspicious of strangers and quick to defend their lands and their honor with blood.

Important People of the Crescent Empire

Timur al'Aslan Cihangi, the current Sultán, is an enlightened and compassionate man who lives and breathes for his people. He currently seeks a greater understanding with western Théah and hopes to bring his nation out of its centuries-long isolation, although such may not be to the liking of his council or the ranking tribal leaders. The rise of Cabora has given him cause for concern, but he faces this challenge with his usual wisdom and courage.

Kheired-Din, a fearsome religious fanatic, leads the terrifying pirate band known as the Corsairs. It was his clever scheme that raised Cabora from the ocean depths; his whereabouts since the island's rise are unknown, but all of Théah quietly dreads his return.

Feyyed al-Mutarjim El Mumtaz roams the breadth and length of Théah looking to do the Will of Theus. An accomplished swordsman, he has the uncanny knack of arriving in the middle of a crisis to help those in need. His altruistic deeds have led those he has aided to think of him as a dark angel.

Cathay

If the Crescent Empire is a riddle, then Cathay is a riddle wrapped in a mystery inside an enigma. A huge curtain of mystical fire surrounds the entire nation, preventing outsiders from entering. Whether the fire was raised to keep Théans out or something else in, none can say for certain. The trinkets and artifacts that appear on the Théan side of the wall are usually found in the eastern markets of the Crescent Empire. Some western Théan sailors boast of visiting the

court of the Eternal Dragon but their stories cannot be trusted. The few reliable reports describe an country of ancient people with ivory-colored skin and dark almond shaped eyes, cities of intricately carved buildings stretching to the clouds, and undying sorcerer-kings who reign over the vast land with an iron fist.

Other Areas of Note

In addition to the great nations, numerous islands and atolls dot the seas surrounding Théah. Most are very dangerous, and those listed below have had a profound impact on Théah's recent history.

La Bucca

Once an impregnable Castillian prison island, La Bucca became a pirate have when the inmates rose up against their captors some three years ago, and declared themselves free men. They captured two supply ships docked on the shore and used them against Vodacce merchant vessels. In almost no time they had built a small pirate fleet and began calling themselves the Brotherhood of the Coast. Their favorite targets seem to be Montaigne and Vodacce shipping liners. Their leader is a man named Allende, and his men are fanatically loyal to him. He governs by popular opinion and has instituted the first truly democratic system in Théah.

Cabora

Cabora is a Syrneth island in the center of the Mirror — an artificial landmass constructed thousands of years before the rise of man. It resembles a huge clockwork engine, the buildings and passageways interconnecting to form a colossal mechanical structure. Some chambers form control rooms or laboratories; scholars have speculated that the entire island originally housed a great experiment, though no one can say exactly what. The power coursing through it was earth-shattering, however: strong enough to flatten a continent. Cabora's original inhabitants established a network of six great Switches which forced the island beneath the waves. Thus the secrets it held were secure, keeping its power out of the wrong hands. All of that happened long before the beginning of human history — perhaps before humanity existed at all.

It took a pair of obsessed sailors — the Explorer Guy McCormick and the Corsair Kheired-Din — to raise Cabora from its watery grave. First separately, and then together, they activated the six Switches, bringing the island to the surface. Since rising, several crews have ventured onto Cabora for their own purposes. Unfortunately, the island remains an incredibly dangerous place, even with no living inhabitants to threaten interlopers. Parts of the machinery have corroded and no longer function properly. Deadly traps hide behind every corner, and the Syrneth left guardians behind — clockwork automatons who have survived thousands of years beneath the ocean waves. Then there are the remnants of whatever experiments the original inhabitants performed. Not all of them were silenced when the island sunk. The island doesn't give up its secrets easily, and few who venture there have survived to tell the tale.

The Midnight Archipelago

Far to the west in the depths of the Frothing Sea lies an extensive chain known as the Midnight Archipelago. It contains thousands of tiny islands, some no bigger than a sandbar, some large enough to house an entire civilization. The warm waters around them produce a tropical atmosphere which many consider the closest thing to paradise. Many islands contain tribes of dark-skinned natives (some friendlier than others), but despite extensive efforts by the Explorer's Society and others, the majority of the Archipelago remains unexplored.

Syrneth ruins of all varieties can be found in here, producing a wealth of riches to those brave enough to claim them. Théan nations have also established colonies on some of the larger islands, trading with the natives and even constructing townships where they can. The Syrneth artifacts attract pirates as well, eager to steal what explorers and adventurers risked their lives to claim. The countless islands provide safe haven for all manner of criminals, who can hide from the reach of Théan authorities and strike at any unwary ship passing by.

The most prominent islands in the Archipelago include the Syrneth Isles (home to an immense Explorer's Society excavation) the Straits of Blood (where pirates and scoundrels gather to spend their ill-got gains), Kanuba, (whose native inhabitants trade regularly with local Théans), and L'Il du Béte (an island full of monsters, which the Montaigne nobility paid outrageous sums to hunt in the days before the Revolution).

Important Organizations and Societies

The nations of Théah are not the continent's only source of power and influence. Religious institutions, Guilds, and societies (both secret and overt) all have a role to play in the grand scheme of things. Below are summaries of some of the most prominent organizations.

Religious Organizations

The Vaticine Church of the Prophets

The Reformed Vaticine Church remains the most powerful and dominant religion in Théah proper. Its creed comes from the teachings of three Prophets; each claiming the world was created by a single deity, Theus, as a riddle for humanity to solve. The closer we come to solving the riddle, the better we will understand the mind of Theus. The Church also holds that a fourth Prophet will someday emerge, casting all of existence into a cosmic struggle for the souls of humanity. Two holy texts, the *Vaticine Book of Common Prayer* and the *Book of the Prophets*, are the groundwork for Church doctrine and practice.

The Church has currently fallen upon difficult times. Allegations of corruption and greed have turned many away from its authority. The Hierophant, the head of the Church, died in 1666, and one of the Cardinals directly beneath him disappeared under mysterious circumstances... as did the

archbishops beneath *him*. Until a replacement is chosen, the Cardinals cannot elect a new Hierophant, leaving the Vaticine without an effective leader.

In the vacuum of power, the fanatical Inquisition — charged with rooting out enemies of the Church — has gained more and more authority. Under the fanatical leadership of Cardinal Ésteban Verdugo, it has become obsessed with destroying heretics and punishing sinners, all for the greater glory of Theus. Verdugo feels he must be cruel to be kind and will sacrifice as many people as necessary to ultimately save their souls.

The Objectionist Reformers

In 1517 AV, an Eisen monk named Matthias Lieber presented a list of inflammatory questions to the annual Diet in Castille, challenging every notion of Church authority and calling for widespread reform. He was excommunicated immediately but fled back to his homeland before a death sentence could be served. He translated the *Book of the Prophets* into the common Eisen language and a new religious movement, dubbed Objectionism, came into being. Objectionism embraces the same basic tenets as the Vaticines but feels that the Church is not needed as an arbitrator between Theus and humanity. Priests cannot absolve sins and the Church cannot perform miracles; those abilities belong to Theus alone. Therefore, humanity should appeal directly to their Creator for absolution and guidance, not some mortal institution acting as His proxy.

The Church of Avalon

In 1622 King Richard IV of Avalon asked the Church for permission to divorce his wife and was denied. The act prompted Richard to pass the Act of Supremacy, establishing a new religion with himself at the head. Forty years later, Queen Elaine solidified his defiance when she "refused to acknowledge the Castillian right to rule Avalon..." The subsequent Church of Avalon has come to reflect the unique perspective of the Glamour Isles. Theologically, it falls somewhere between the Vaticine and Objectionist beliefs. Priests have honored the Sidhe by officially accepting Glamour as "a part of Theus' puzzle" along with relaxing a number of other, less popular, beliefs. Faithful followers of the Church often refer to themselves as "Vaticine without all the bother."

The Ussuran Orthodoxy

Literally meaning "right worship" or "right teaching," the Ussuran Orthodox Church was the first institution to break away from the Vaticine Church. It rejects the teachings of all the Prophets after the First and holds that the First Prophet paid a visit to Matushka before appearing in Numa. His eloquent words caused Matushka to awaken and cast her magical blessing over the Ussuran people. Orthodoxy views the coming Fourth Prophet in an entirely different light than the Vaticines. He is called Legion's Prophet and will turn the arrant Vaticine Church into a tool for the powers of darkness.

The Orthodox Church uses a unique holy text, a compilation of all the writings of the Prophet's Nine Witnesses, unedited in a single volume. It is called the *Orthodox Canon of the Prophet* and has never been changed or updated in any fashion since its initial assembly.

The Guilds

When the Vendel came to power, they gained the support of a number of Guilds across Théah. Strong trade relations developed, and most Guilds moved their base of operations to Kirk to be part of the budding center of commerce. At last count, there were over seventy-five Guilds in the League. They are a powerful economic force and a serious challenge to Vodacce's Merchant Princes. Four of the most prominent are the Merchant's Guild, Jenny's Guild, Blacksmith's Guild, and Swordsman's Guild.

The Merchant's Guild

Over the past century, the middle class has prospered like never before. New markets and trade opportunities appear almost every day, mostly due to the continued efforts of the Merchant's Guild. Under the determined strategies of Master Val Mokk, this Guild has quickly become the largest and most prosperous entity in Théah, an advantage not only to members but their clients.

The Jenny's Guild

Named after its famous founder, a prostitute named Jenny Malone, the Jenny's Guild originated in Avalon and quickly became one of the most successful and well-loved Guilds in history. It provides protection and health care for prostitutes (politely referred to "Jenny's girls" or "Jennys") all over the continent. The current efforts of Madame Lorraine Weller have made brothels perfectly acceptable places of leisure.

The Blacksmith's Guild

The Blacksmith's Guild has a long tradition of crafting quality goods. It has developed new smelting and forging techniques that are several years ahead of their time. Unfortunately, political turmoil exists within the Guild's ranks. Mistress Sela Cole is the first woman to lead the organization, and the male-dominated membership seems determined to test her mettle at every turn.

The Swordsman's Guild

Dueling is a fact of life across Théah, and the Swordsman's Guild has made great strides to regulate and control it. Recognized by their Guild Pins, Swordsmen have the legal authority to conduct duels and act as bodyguards. Master Linnae Knute claims to have studied every known fighting style in the world and has developed new techniques to defeat them all. The waiting list for his private tutelage has already surpassed three years.

The Nine Chairs of the Vendel League

1. Merchant's Guild – Master Val Mokk (Vendel)
2. Sailor's Guild – Master Allen Trel (Vendel)
3. Carpenter's Guild – Master Joris Brak (Vendel)
4. Blacksmith's Guild – Mistress Sela Cole (Vendel)
5. Jenny's Guild – Madame Lorraine Weller (Avalon)
6. Usury Guild – Master Red (Vendel)
7. Brewer's Guild – Master George Skard (Vendel)
8. Miner's Guild – Master Eladio Ballesteros (Castille)
9. Josef Volkner, Butler of the deceased Imperator of Eisen

Secret Societies

Clubs and associations are popular retreats in every nation, providing unique fellowship and camaraderie to their members. While many are non-assuming institutions with no goals greater than determining who will fund next summer's picnic social, others have secretive plots and plans, through which they hope to change the world.

The Explorer's Society

Since its founding in 1598 AV, the Explorer's Society has spearheaded archaeological research and discovery across Théah. It has unearthed ruins from Syrneth civilizations, catalogued nearly 500 individual artifacts, and maintains the largest library of maps in existence. In the last few months, the Society has embarked upon a new age of exploration, finding eager backers to fund their forays into the unknown. Society headquarters, located in the Avalon city of Carleon, regularly receives gifts and donations from well-wishers.

The Invisible College

Cardinal Ésteban Verdugo's Inquisition has called for all scientific research and experimentation to cease, claiming the time of the Fourth Prophet has. One by one, Church sponsored universities have closed their doors and men and women of science and learning have gone into hiding. A few brave souls, calling themselves the Invisible College, continue their work in secret, trying to save scientific advancement from the Inquisition's flames. Led by the brilliant Alvara Arciniega, the College clandestinely works against Verdugo's minions and smuggles its discoveries along the "Chain of Knowledge" to the waiting world.

The Knightly Order of the Rose and Cross

Dedicated to meting out justice, righting wrongs, and protecting those who cannot protect themselves, the Knightly Order of the Rose and Cross are a society of heroes adored by the common people and nobility alike. They have chapter houses scattered across Théah, and their doors are open to any who hold a membership.

Becoming a Knight requires three years of devoted service to the Order, regularly venturing on quests and duties that only a madman would undertake. Only the most worthy may wear the Seal of the Rose and Cross. Honorary positions may be purchased, and the Knights they support treat these "Benefactors" with special respect.

Die Kreuzritter

Die Kreuzritter, the "Order of the Black Cross," once provided hospitals for the poor, donated food to the needy, and fought against the heretics of the Crescent Empire. Their order flourished until 1411 AV, when the Eisen Imperator had a puppet Hierophant declare them heretics and destroyed them at the battle of Tannen. However, tavern-house rumors of disguised Kreuzritter protecting the innocent and doing the work of the Hierophant persist through the current day.

Los Vagos

Dark times have fallen upon Castille, and Los Vagos has come to the aid of the people. Led by a masked vigilante called "El Vago," this secretive group of Castillian patriots (and a few sympathizers from other nations) is devoted to protecting their King and country from all enemies. They were instrumental in slowing the advance of the Montaigne army and have now gathered in Barcino to drive the invaders out once and for all. They are also taking an active role against the Inquisition, rescuing innocents from Verdugo's fires.

The identity of El Vago is a closely guarded secret, and many members of the organization don his white mask to throw enemies off his trail. El Vago is the most gallant and daring of heroes, and those who follow him would do so to the death.

The Rilasciare

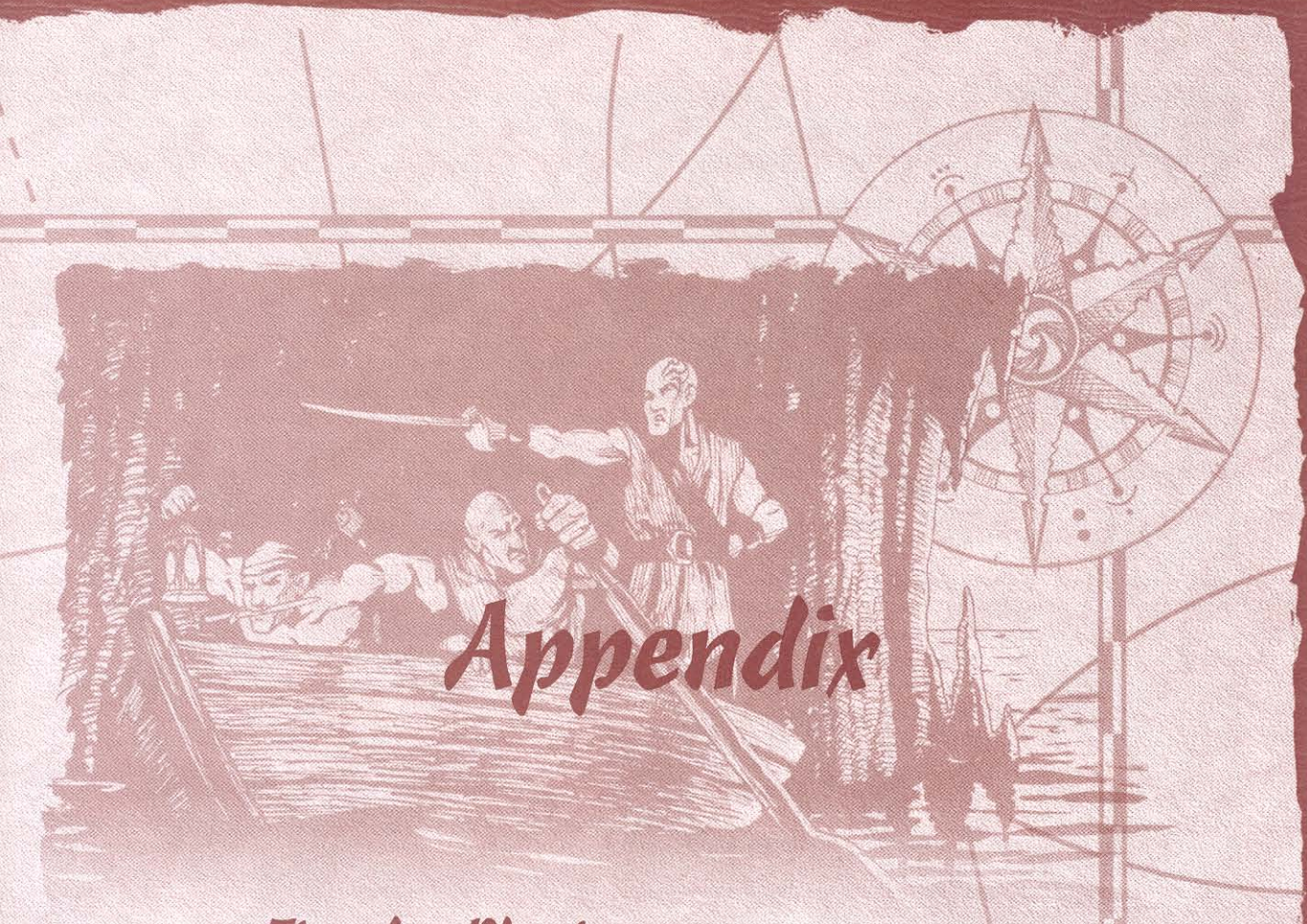
Commonly called the "Free Thinkers," the Rilasciare work to liberate humanity from the restraints of tyranny. Anything that limits human freedom is referred to as "the Enemy," including government, monarchy, the concept of ownership, money, religion, and sorcery. They believe that free thought leads to *vero coraggio* ("true courage"), the highest virtue mankind can achieve. People enlightened with true courage have no need for rulers or laws — *vero coraggio* makes its own justice.

The Rilasciare have no headquarters or official meeting dates. They are purposefully fractured to keep their identities hidden, and many within the organization do not see eye to eye. The world at large does not know they exist, but their efforts are felt more and more every day.

Sophia's Daughters

The existence and purpose of Sophia's Daughters is almost completely hidden. The name has no meaning outside the society, and those who know never speak it to outsiders. For centuries they have maneuvered the leaders of Théah for their own purposes, struggling against a foretold apocalypse by encouraging liberty, freedom, and enlightenment across the land.

The Daughters are subtle in their work, using boarding and finishing schools to train young women how to point those in power in the "proper" direction. They have made great strides in helping women in jeopardy all over Théah, from smuggling Fate Witches out of Vodacce to seeing that abusive fathers and husbands suffer debilitating (or even fatal) "accidents." This aid does not come for free, however, and anyone rescued by the Daughters must usually perform a service in return.



Appendix

Tips for Playing a Swashbuckler

A swashbuckler is more than just a lightly armed and armored hero. He is defined by his attitude rather than by his equipment, and if you are going to play a swashbuckler, you must understand the way his mind works. He is a wily rascal, who seeks to make fools of those with whom he does battle. He is charming, witty, and has a way with the opposite sex.

Swashbucklers are nimble and dexterous fighters who rely on their agility and wits rather than raw strength to defeat their opponents. They are skilled and graceful swordsmen who like to show off their technique with fancy maneuvers, finding great joy in humiliating their enemies. Their clothing is as ostentatious as their fighting style and they always look to impress the opposite sex with their skill and quick wit.

The weapons of choice for swashbucklers are rapiers and sabers, although there is some room in their arsenal for broadswords if they have military responsibilities. Also, the campaign setting provides possible variants in weaponry. Longswords, cutlasses, and scimitars, for instance, are appropriate weapons for swashbucklers in settings based on Vikings, pirates, and the Middle East. Many learn to fight with two weapons, or prefer off-hand items as cloaks, daggers, lanterns and bucklers to larger, heavier shields. They are not so concerned with inflicting massive damage in a single blow than they are with attacking with accuracy and performing tricks such as disarming their enemies. Pistols and muskets are appropriate ranged weapons for most swashbuckling settings, but longbows are certainly in keeping with a setting inspired by Robin Hood.

Swashbuckling characters tend to focus on Dexterity (for accuracy and grace), Intelligence (for wit), and Charisma (for charm). Strength and Constitution are also important, but not as crucial. Wisdom varies widely among swashbucklers, but it is commonly just a touch lower than other adventurers. After all, it takes a certain lack of common sense to be so reckless.

Skills commonly used by swashbucklers are Balance (Dex), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge: Nobility and Royalty (Int), Perform (Cha), Ride (Dex), Speak Language (Int), Swim (Str), and Tumble (Dex).

Swashbuckling feats include Ambidexterity, Combat Reflexes, Dodge, Expertise, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Lightning Reflexes, Mobility, Quick Draw, Run, Spring Attack, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, and Whirlwind Attack, among others. Weapon Specialization is nearly always taken by those who belong to a class that allows it.

Ironically, a major part of swashbuckling attitude lies in his flaws: not in terms of game mechanics, but rather in his own recklessness, arrogance, and charm. DMs should use such flaws in a fashion that enhances the campaign instead of detracting from it. These situations should be used to give a story a little more action, not a reason to give this one character more spotlight time than the others. Some of the more dramatic swashbuckling flaws are outlined below:

Swashbucklers are very carefree with their spending, and money seems to slip out of their fingers when they go out carousing. Such festivities can also lead to frequent drunkenness or even outright alcoholism. Wagering is another way to lose money quickly when he loses and to make enemies when he wins or cannot pay what he owes.

Swashbucklers have big egos. They are good, and they know it. Some of them become obsessed with their wardrobe, believing that they must wear only the latest and best fashions. Others focus more upon their intellectual prowess, and become extremely sensitive to any insult, real of imagined, to their intelligence. For instance, Tycho Brahe, a historical figure who would go on to become a famous astronomer, lost his nose in a duel over who was a better mathematician. Some swashbucklers are merely vain or snobbish, irking those about them with their bragging. Many become so vaingloriously obsessed with their reputations that they repeatedly endanger themselves and their comrades in order to be immortalized in story and song.

Entanglements with the opposite sex also frequently affect swashbucklers. Because of their great charm and grace, they can easily attract any man or woman they choose. Many swashbucklers develop a wandering eye, and are not always careful when selecting a companion for the moment. Sometimes, they seduce the wife of some powerful husband or the daughter of a protective father. Even if they are cautious in this regard, sometimes they attract unwanted attention from hopeful paramours. When the swashbuckler rejects their advances, they may refuse to take no for an answer. Some may decide that if they can't have the object of their desires, no one can.

Keep in mind that these difficulties, which result directly from the swashbuckler's own attitude, should provide many interesting moments of roleplaying, and more than a few adventure ideas. At the same time, however, they must not be allowed to steal the thunder of the other players in the group.

A Few Words About Female Swashbucklers

Historically speaking, women were treated as second-class citizens during the eras most commonly associated with swashbuckling. Therefore, female characters in a campaign set in such a society will have to choose between operating within the norms of society and being a misfit. Those who work within society's accepted limits need not be dull, but their activities are usually subtler than most male swashbucklers, using their beauty, cunning, and influence to defeat their enemies. A side benefit to the belief that women were fragile and helpless is the accompanying belief that they need to be protected. This allows a clever character to manipulate men into doing her bidding.

Female swashbucklers who act like their male counterparts will stand apart from society. One noteworthy woman

from history was Julie la Maupin, who was famous for her skill with the sword. Women who follow her example will often be reviled by society or viewed as eccentric celebrities. Of course, fictional worlds like Théah can bend the rules, providing wider opportunities for female characters. But even there, social perception will have an impact on any woman who dares to move beyond her "accepted place."

Tricks of the Trade

Swashbucklers do not fight the same way that other people do. They do things unexpectedly, and with flashy movements. They find ways to use their environments to their own benefit. Banisters exist to be slid down. Balconies will be leapt off of, frequently to land upon one's enemy. A window is the prop for a dramatic entrance as the swashbuckler either swings or leaps through it. Anyone facing a swashbuckler had best be careful not to stand under a chandelier, near a curtain, or on a carpet. Loose furniture such as light chairs and other items such as red-hot pokers, lamps, and mugs will be thrown. Tables may be flipped over. When fighting against the opposite sex, a swashbuckler may try to steal a kiss during the fight, especially if their respective weapons are caught in a bind.

Swashbuckling Archetypes

There are many kinds of swashbucklers, each with its own particular appeal. The thirteen archetypes listed below do not constitute a complete list, but they cover some of the most common types.

Courier

Couriers are charged with delivering their messages and packages at all costs. They must be able to ride, run quickly, and swim in order to travel as expeditiously as possible. Most have weapon training to fend off anyone who tries to stop them. Successful couriers are intensely energetic individuals who have an excellent knowledge of the region where they normally operate.

Duelist

The duelist is an expert with weapons who thrives on organized one-on-one combat. He makes his living fighting duels and issuing challenges. This is one of the easiest and most expedient swashbuckler types to create.

Explorer

Explorer swashbucklers do not always see a great deal of combat, but they are capable of holding their own. They are brave men and women who go into unknown situations to expand the boundaries of their world. Some do it for glory, or for the untold riches they may find, but others do it for the thrill of discovery. Their thirst for knowledge drives them to the far corners of the globe, hoping to gain new insight into its mysteries.

Fencing Master

The fencing master is an expert in at least one school of fencing and teaches its secrets professionally. He is not a professional duelist, but when he fights, he is every bit as dangerous as one.

Highwayman

The highwayman is a bandit who waylays travelers on the road. This may not seem like an obvious choice for a heroic swashbuckler, but it makes sense if the authority figures are corrupt and the highwayman is a symbol of the people's opposition to oppression, like Robin Hood. Many highwaymen employ dramatic flourishes to distinguish themselves, taking the role of "dashing rogue" to emotionally disarm their victims. The best can rob an entire coach blind without incurring a single angry word from its passengers.

Lover

This swashbuckler is absolutely fascinated with matters of romance, and spends a great deal of time making daring escapes from second-story windows, seducing wealthy countesses at parties, and fighting duels with jealous husbands, fathers, brothers, and suitors.

Masked Avenger

These swashbucklers dare not reveal their true identities for fear of reprisal. They fight a covert campaign to overthrow corrupt authority figures, protect the innocent, or defend an important location from harm. Good examples of this sort of swashbuckler are Zorro, the Scarlet Pimpernel, and Théah's El Vago.

Parrot

Tiny Animal
Hit Dice: ¼d8 (1 hp)
Initiative: +2 (Dex)
Speed: 5 ft. fly 40 ft. (average)
AC: 16 (+2 size, +2 Dex, +2 natural)
Attacks: Bite +3 melee, Slam –3 melee
Damage: Bite 1d3, Slam 1
Special Qualities: Mimic
Face/Reach: 2 ½ft. by 2 ½ft. (coiled)/0 ft.
Saves: Fort +0, Ref +4, Will –1
Abilities: Str 4, Dex 14, Con 10, Int 4, Wis 8, Cha 14
Skills: Listen +2, Spot +2
Feats: Weapon finesse (bite)
Climate/Terrain: Tropical
Organization: Solitary or pair
Challenge Rating: ¼
Treasure: None
Alignment: Always neutral
Advancement: none

These statistics apply to any type of brilliantly colored tropical parrot, including macaw, cockatoo, conyer, etc. They make excellent pets, being quite affectionate and protective of their territory.

Combat

In combat, parrots attack with their powerful bite and beating wings.

Mimic (Ex): Parrots possess the ability to learn speech patterns and sounds. Whether they know the meaning of the phrases and sounds they learn is a matter of debate.

Musketeer

One cannot say the word "swashbuckler" without conjuring up images of the Three Musketeers: members of an elite guard in the service of their king. They are expected to be very skilled with both muskets and fencing swords, and to defende their ruler against all harm. Their membership is the most important thing in their lives. It determines whom their enemies and allies are, and provides a steady income and a great deal of prestige.

Performer

This includes actors, debaters, lecturers, singers, musicians, dancers, jugglers, tumblers, and even writers. They embody the swashbuckler's theatrical side — the dramatic flourishes, the romantic life on the road, the craving of the spotlight — and many serve in other capacities as well. Numerous spies use performers as a cover for their true nature, but not every performer is a spy. Their wandering lifestyle provides countless opportunities for adventure, and most performers learn how to handle themselves in stressful situations.

Pirate or Privateer

These men and women sail the seas in search of their prey, whether it be loot or the ships of some particular nation. They include such famous scoundrels as Captain Blood, Blackbeard, Long John Silver, and the Dread Pirate Roberts from *The Princess Bride*. They can be the wickedest of men or the most dashing of heroes. When creating one of these characters, make sure that you include some knowledge of seamanship.

Sailor

These maritime adventurers are paid for their service aboard ship, either as a member of a navy or the crew of a private merchant vessel. As with pirates and privateers, these characters ought to have some knowledge appropriate to life on the sea.

Smuggler

These specialized merchants prefer stealth and speed to direct combat. They earn their living by using small, fast ships to carry goods in violation of (usually strict) trade regulations. They can sell some items for half the price of a merchant who has paid taxes and tariffs and make the same or better profit. They should have skills appropriate to life on the sea, and ought to be able to bluff their way past any inspection of their craft.

Soldier

The soldier can be a member of an army or part of a mercenary band. No other swashbucklers know more about fighting as a unit, but they are also capable duelists and do have interests outside of the military. One of the greatest soldier-swashbuckler examples is Cyrano de Bergerac.

Ne'r-Do-Wells

In a world of swashbuckling high adventure, PCs are likely to run into various types of disreputable NPCs, such as dockworkers, sailors, pirates, guards, thugs, and the like. These entries are meant to help the DM develop NPCs based on this type. Generally speaking, these NPCs will be of level 1 to 5. After all, if they were any higher level, they would be more than common thugs and sailors! However, DMs who want to create higher level brutes can use the NPC character classes in *Dungeon Master's Guide*™ to increase in their statistics. Note that the skills listed under each type of NPC do not always match those of the general NPC class, which is given with each entry.

NPCs of these types are seldom found alone. They almost always band together in squads of 2d4 individuals. The DM is free to make a squad as large as he wishes, but we recommend that it never numebr larger than 10 individuals. The size of the squad, coupled with the variability of the NPCs' level, allows the DM to tailor the Challenge Rating of any encounters however he wishes.

Brutes

These are the lowest of the low, men who would club their mother for a few coins, with no scruples save the gleam of gold and no skills except the strength of their arm. They can do little except brawl and attack, which makes them perfect for strong-arming troublesome heroes or stubborn commoners.

Hit Die: d4.

Table 10-1: The Brute (Commoner)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+0
2	+1	+0	+0	+0
3	+1	+1	+1	+1
4	+2	+1	+1	+1
5	+2	+1	+1	+1

Average Brute Abilities

Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 8.

The brute's skills (and the key ability for each) are Climb (Str), Jump (Str), Hide (Dex), Move Silently (Dex), Intimidate (Cha), Listen (Wis), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (2 + Int modifier) × 4.

Skill points at each additional level: 2 + Int modifier.

Class Features

The following is a class feature of the brute NPC class.

Weapon and Armor Proficiency: The brute is proficient with one simple weapon. He is not proficient with weapons, armor, or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 5d4 G worth of equipment.

Bully Boys

Bully boys are men who have been trained to fight either through military service or the school of hard knocks. They serve as hired muscle for whomever has coin enough to pique their interest. They can use most weapons, and are even acquainted with light armor.

Hit Die: d8.

Table 10-2: The Bully Boy (Warrior)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+2	+0	+0
2	+2	+3	+0	+0
3	+3	+3	+1	+1
4	+4	+4	+1	+1
5	+5	+4	+1	+1

Average Bully Boy Abilities

Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 8.

The bully boy's skills (and the key ability for each) are Climb (Str), Handle Animal (Cha), Hide (Dex), Jump (Str), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Ride (Dex), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (2 + Int modifier) × 4.

Skill points at each additional level: 2 + Int modifier.

Class Features

The following is a class feature of the bully boy NPC class.

Weapon and Armor Proficiency: The bully boy is proficient with all simple weapons, all martial weapons, light armor, and shields. He is not proficient with medium or heavy armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 3d4 × 10 G worth of equipment.

Cutpurses

Pickpockets, petty thieves, and roustabouts, cutpurses grew up on the street and docks of cities, living by stealing food and purses. They are not as skilled as true rogues however, since they focus all their efforts on robbing drunkards and the unwary, and then escaping unscathed. Cutpurses often work in teams, with one distracting their quarry while the other steals his purse.

Hit Die: d6.

Table 10-3: The Cutpurse (Expert)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+2	+1	+1	+3
4	+3	+1	+1	+4
5	+3	+1	+1	+4

Average Cutpurse Abilities

Str 10, Dex 14, Con 10, Int 10, Wis 10, Cha 10.

The cutpurse's skills (and the key ability for each) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Move Silently (Dex), Pick and Pocket (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (6 + Int modifier) × 4.

Skill points at each additional level: 6 + Int modifier.

Class Features

The following is a class feature of the cutpurse NPC class.

Weapon and Armor Proficiency: The cutpurse is proficient with all simple weapons. He is not proficient with martial weapons, armor, or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 2d4 × 10 G worth of equipment.

Fancy Dans

Fancy Dans are fops and dandies with too much money and time on their hands. They dress only in the most stylish clothing and are usually seen only in the most effete social circles. However, they do sometimes like to go "slumming" for a bit of entertainment, exploring the taverns and brothels of the seedier side of town.

Hit Die: d8

Table 10-4: The Fancy Dan (Aristocrat)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+2	+1	+1	+3
4	+3	+1	+1	+4
5	+3	+1	+1	+4

Average Fancy Dan Abilities

Str 12, Dex 10, Con 10, Int 13, Wis 12, Cha 12.

The fancy dan's skills (and the key ability for each) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Knowledge (Int), Perform (Cha), Sense Motive (Wise), and Speak Language. *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (4 + Int modifier) × 4.

Skill points at each additional level: 4 + Int modifier.

Class Features

The following is a class feature of the fancy dan NPC class.

Weapon and Armor Proficiency: The fancy dan is proficient with all simple weapons and one martial weapon. He is not proficient with martial weapons, armor, or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 10d6 × 100 G worth of equipment.

Guards

"Guard" is a comprehensive term referring to bodyguards, watchmen, or anyone expected to protect a particular object or person. Protection is their business, so they are proficient with most weapons and armor. They often come from a military background.

Hit Die: d8.

Table 10-5: The Guard (Warrior)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+2	+0	+0
2	+2	+3	+0	+0
3	+3	+3	+1	+1
4	+4	+4	+1	+1
5	+5	+4	+1	+1

Average Guard Abilities

Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

The guard's skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Ride (Dex), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (2 + Int modifier) × 4.

Skill points at each additional level: 2 + Int modifier.

Class Features

The following is a class feature of the guard NPC class.

Weapon and Armor Proficiency: The guard is proficient with all simple weapons, all martial weapons, firearms, all armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 3d6 × 10 G worth of equipment.

Marketeer

Marketeers are the "find-it" guys: men with connections who can locate just about anything, for a price. They may also be called "black marketeers." They're familiar with the underworld of the local area, and is invariably involved in fencing, smuggling, and other illicit trafficking.

Hit Die: d6.

Table 10-6: The Marketeer (Expert)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+2	+1	+1	+3
4	+3	+1	+1	+4
5	+3	+1	+1	+4

Average Marketeer Abilities

Str 10, Dex 10, Con 12, Int 14, Wis 10, Cha 12.

The marketeer's skills (and the key ability for each) are Appraise (Int), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Knowledge (Int), Read Lips (Int), Search (Int), Sense Motive (Wise), Speak Language, and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (6 + Int modifier) × 4.

Skill points at each additional level: 6 + Int modifier.

Class Features

The following is a class feature of the marketeer NPC class.

Weapon and Armor Proficiency: The marketeer is proficient with one simple weapon. He is not proficient with weapons, armor, or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 5d6 × 10 G worth of equipment.

Pirates, Buccaneers, and Privateers

More hard-bitten and greedy than average sailors, pirates ride the high seas, preying upon the weak and unwary. They flock to captains who promise the greatest rewards for the least

effort. What they cannot take by intimidation, they take by force.

These statistics also apply to other types of sea-going warriors, such as buccaneers and privateers, whose motives may be less greedy and bloodthirsty, but who are just as dangerous to those they call enemies.

Hit Die: d8.

Table 10-7: The Pirate/Buccaneer/Privateer (Warrior)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+2	+0	+0
2	+2	+3	+0	+0
3	+3	+3	+1	+1
4	+4	+4	+1	+1
5	+5	+4	+1	+1

Average Pirate/Buccaneer/Privateer Abilities

Str 12, Dex 14, Con 12, Int 10, Wis 8, Cha 8.

The pirate/buccaneer/privateer's skills (and the key ability for each) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (sailor), Search (Int), Spot (Wis), Swim (Dex), Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (2 + Int modifier) × 4.

Skill points at each additional level: 2 + Int modifier.

Class Features

The following is a class feature of the pirate/buccaneer/privateer NPC class.

Weapon and Armor Proficiency: The pirate/buccaneer/privateer is proficient with all simple and martial weapons, and with firearms. He is not proficient with armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 3d4 × 10 G worth of equipment.

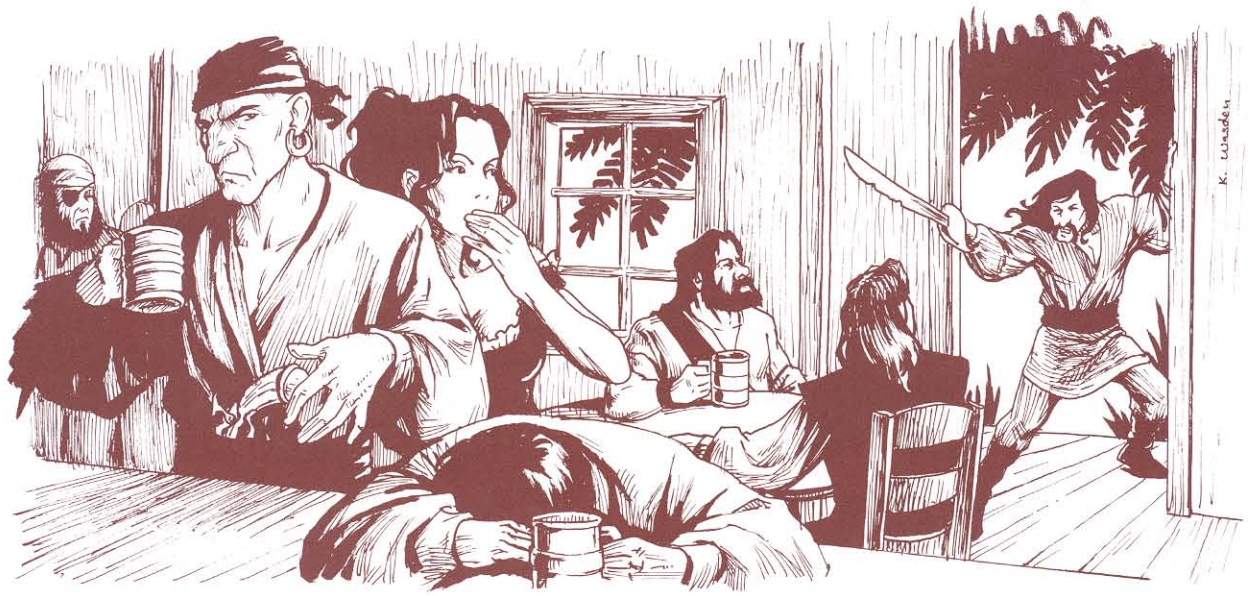
Royal Guard

A king's royal guard forms one of the most elite military units in their country. Well-trained in arts of fencing and musketry, the musketeers are renowned for their panache and steadfast loyalty. They are well-equipped and utterly devoted the crown.

Hit Die: d8.

Table 10-8: The Royal Guard (Warrior)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+2	+0	+0
2	+2	+3	+0	+0
3	+3	+3	+1	+1
4	+4	+4	+1	+1
5	+5	+4	+1	+1



Average Royal Guard Abilities

Str 14, Dex 14, Con 10, Int 10, Wis 10, Cha 14.

The royal guard's skills (and the key ability for each) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Intimidate (Cha), Listen (Wis), Ride (Dex), and Spot (Wis). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (2 + Int modifier) × 4.

Skill points at each additional level: 2 + Int modifier.

Class Features

The following is a class feature of the royal guard NPC class.

Weapon and Armor Proficiency: The royal guard is proficient with all simple weapons, all martial weapons, and firearms. Royal guards are not proficient with armor or with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 6d6 × 100 G worth of equipment.

Sailors

Sailors are the backbone of any sea-going vessel. They perform all the duties necessary to the task of sailing, from mending ropes to setting sails to swabbing the deck to pumping the bilge. They climb the rigging like monkeys, and they are not comfortable without a heaving deck beneath them.

Hit Die: d6.

Table 10-9: The Sailor (Expert)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+2	+1	+1	+3
4	+3	+1	+1	+4
5	+3	+1	+1	+4

Average Sailor Abilities

Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

The sailor's skills (and the key ability for each) are Balance (Dex), Climb (Str), Intuit Direction (Wis), Jump (Str), Listen (Wis), Profession (sailor), Spot (Wis), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (6 + Int modifier) × 4.

Skill points at each additional level: 6 + Int modifier.

Class Features

The following is a class feature of the sailor NPC class.

Weapon and Armor Proficiency: The sailor is proficient with all simple weapons. He is not proficient with martial weapons, armor, or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 3d4 × 10 G worth of equipment.

Shellbacks

"Shellback" is a slang term for an old sailor who has been at sea so long that barnacles and limpets have grown on his back. These are the grizzled old seamen who have sailed more leagues than the young can even dream. There is little that they have not seen or done. They often frequent quayside taverns and inns, waiting for their next chance to take to the open sea and ready to launch into a tall tale at a moment's notice.

Hit die: d6.

Table 10-10: The Shellback (Expert)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+2	+1	+1	+3
4	+3	+1	+1	+4
5	+3	+1	+1	+4

Average Shellback Abilities

Str 10, Dex 10, Con 10, Int 12, Wis 16, Cha 10.

The shellback's skills (and the key ability for each) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Pick Lock (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (sailor), Speak Language, Spot (Wis), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (8 + Int modifier) × 4.

Skill points at each additional level: 8 + Int modifier.

Class Features

The following is a class feature of the shellback NPC class.

Weapon and Armor Proficiency: The shellback is proficient with all simple weapons, all firearms, and with one martial weapon. He is not proficient with martial weapons, armor, or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 5d4 × 10 G worth of equipment.

Stevedores

Stevedores are the dock works with strong backs and weak minds who load and unload ships in port. When stevedores are between jobs, they hang around the docks waiting for ships to dock, at which time they simply walk up and offer their services for a small fee. Groups of stevedores are often highly territorial, staking their claim on a particular dock or area, and they will threaten or attack any other group who wanders into their territory.

Hit Die: d4.

Table 10-11: The Stevedore (Commoner)

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+0	+0	+0	+0
2	+1	+0	+0	+0
3	+1	+1	+1	+1
4	+2	+1	+1	+1
5	+2	+1	+1	+1

Average Stevedore Abilities

Str 14, Dexterity 10, Con 12, Intelligence 8, Wisdom 10, Cha 10.

The stevedore's skills (and the key ability for each) are Balance (Dex), Climb (Str), Jump (Str), Listen (Wis), Profession (laborer), Spot (Wis), Swim (Str), and Use Rope (Dex). *See Chapter 4 in Player's Handbook™ for skill descriptions.*

Skill points at 1st Level: (2+Int modifier) × 4.

Skill points at each additional level: 2 + Int modifier.

Class Features

The following is a class feature of the stevedore NPC class.

Weapon and Armor Proficiency: The stevedore is proficient with one simple weapon. He is not proficient with weapons, armor, or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Starting Gear: 5d4 G worth of equipment.

Asprey

Tiny Beast
Hit Dice: 1/4d10 (1 hp)
Initiative: +3 (Dex)
Speed: 15 ft. climb 15 ft.; fly 30 ft. (average)
AC: 17 (+2 size, +3 Dex, +2 natural)
Attacks: Bite +3 melee
Damage: Bite 1d3
Face/Reach: 2 ½ft. by 2 ½ft. (coiled)/0 ft.
Special Attacks: Flutter
Saves: Fort +2, Ref +5, Will –1
Abilities: Str 3, Dex 16, Con 10, Int 16, Wis 8, Cha 14
Skills: Escape Artist +8, Hide +2, Listen +5, Move Silently +8, Spot +5
Feats: Weapon finesse (bite)
Climate/Terrain: Tropical
Organization: Solitary, brood (2–5), nest (5–20), drove (20–40), flock (40–60)
Challenge Rating: ¼
Treasure: None
Alignment: Always neutral
Advancement: ½HD (Small), 1 HD (Medium-size)

Aspreys are small snakes with brightly colored, feathered wings. Their scales are bright, iridescent greens and yellows. An average asprey is 2–3 ft. long, with a comparable wingspan. They come from the Isle of Syrne, where they live in small communities. Despite their small size, they are quite intelligent and have been known to bond with humans occasionally, especially when the bond involves bribes of food. An asprey that bonds to a human follows him around wherever he goes. They are highly prized as pets, because they make affectionate, clever companions, and will often act to protect their owner from perceived threats.

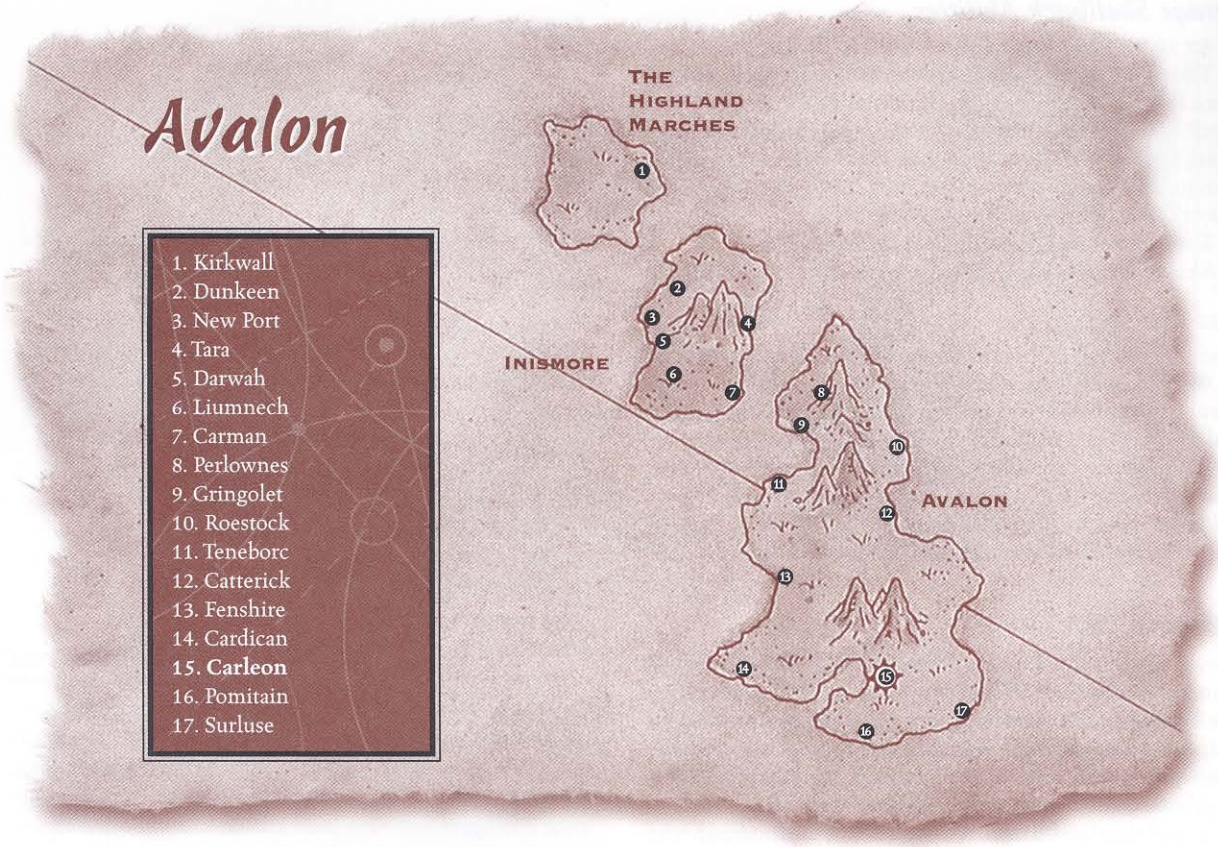
Combat

In combat, the asprey attacks with its painful, but non-venomous bite. If the asprey has a human companion it perceives to be in danger, it will attack the nearest threat. Its flutter attack is useful for preventing an attacker from harming the asprey's owner.

Flutter (Ex): The asprey attacks the face of a human or other creature in an attempt to confuse or distract its target. It flaps and writhes wildly, snapping at the target's eyes and nose. The target must make a Will save (DC 20) or be affected by the asprey's crazed fluttering. Any large-sized or smaller creature that fails its save must roll on the following table and suffers the appropriate effect.

1d10	Flutter Effect
1	Target may not take any actions for one full round.
2–4	Target may move normally, but may not attack or take any other action
3–5	Target loses a half-action at its next initiative.
5–7	Target may act normally, but with a –4 penalty to all attack rolls and action checks.
8–9	Target may act normally, but with a –2 penalty to all attack rolls and action checks.
0	No effect.

Avalon

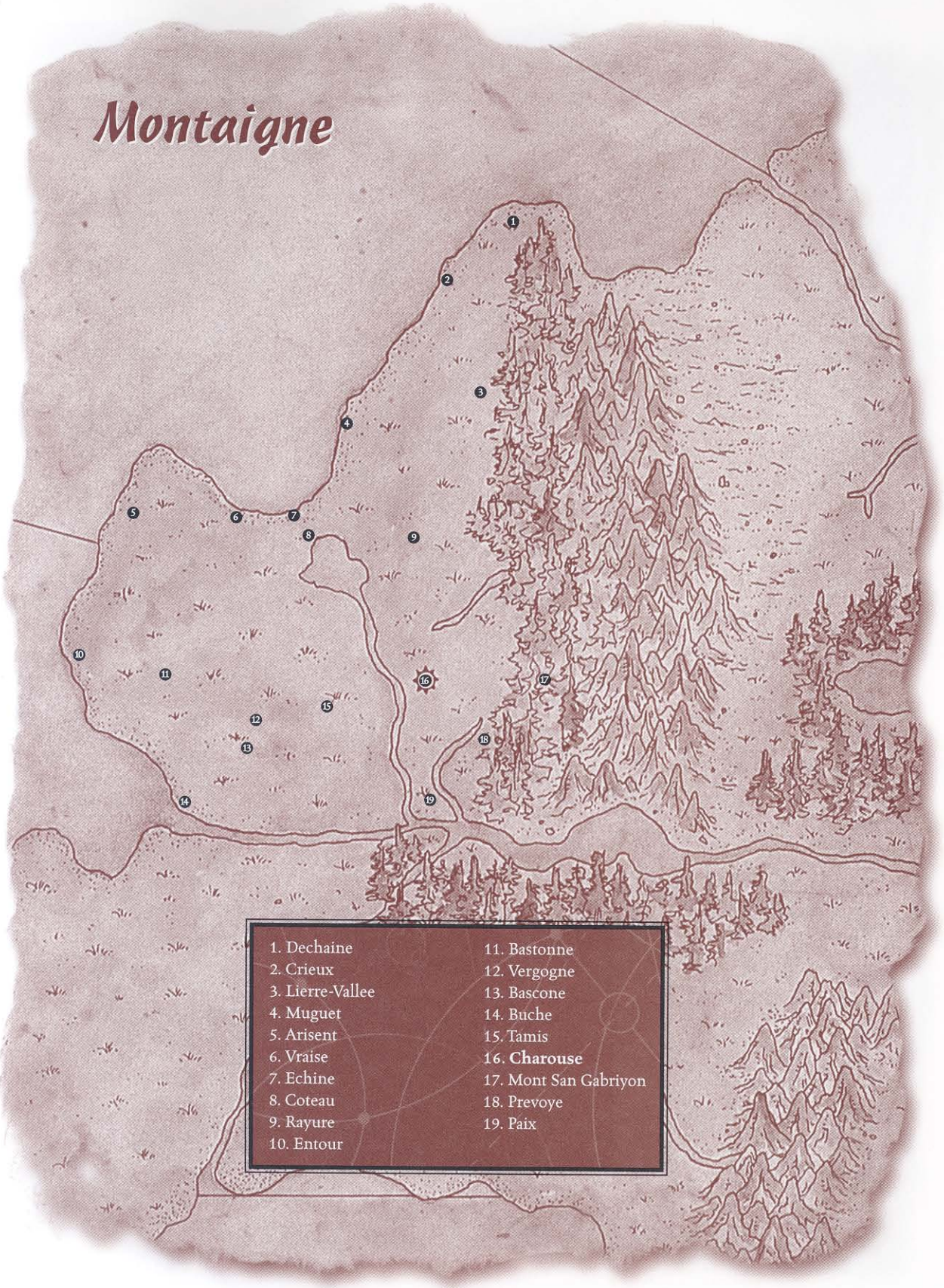


1. Kirkwall
2. Dunkeen
3. New Port
4. Tara
5. Darwah
6. Liumnech
7. Carman
8. Perlownes
9. Gringolet
10. Roestock
11. Teneborc
12. Catterick
13. Fenshire
14. Cardican
15. **Carleon**
16. Pomitain
17. Surluse

Vendel / Vestenmannavnjar

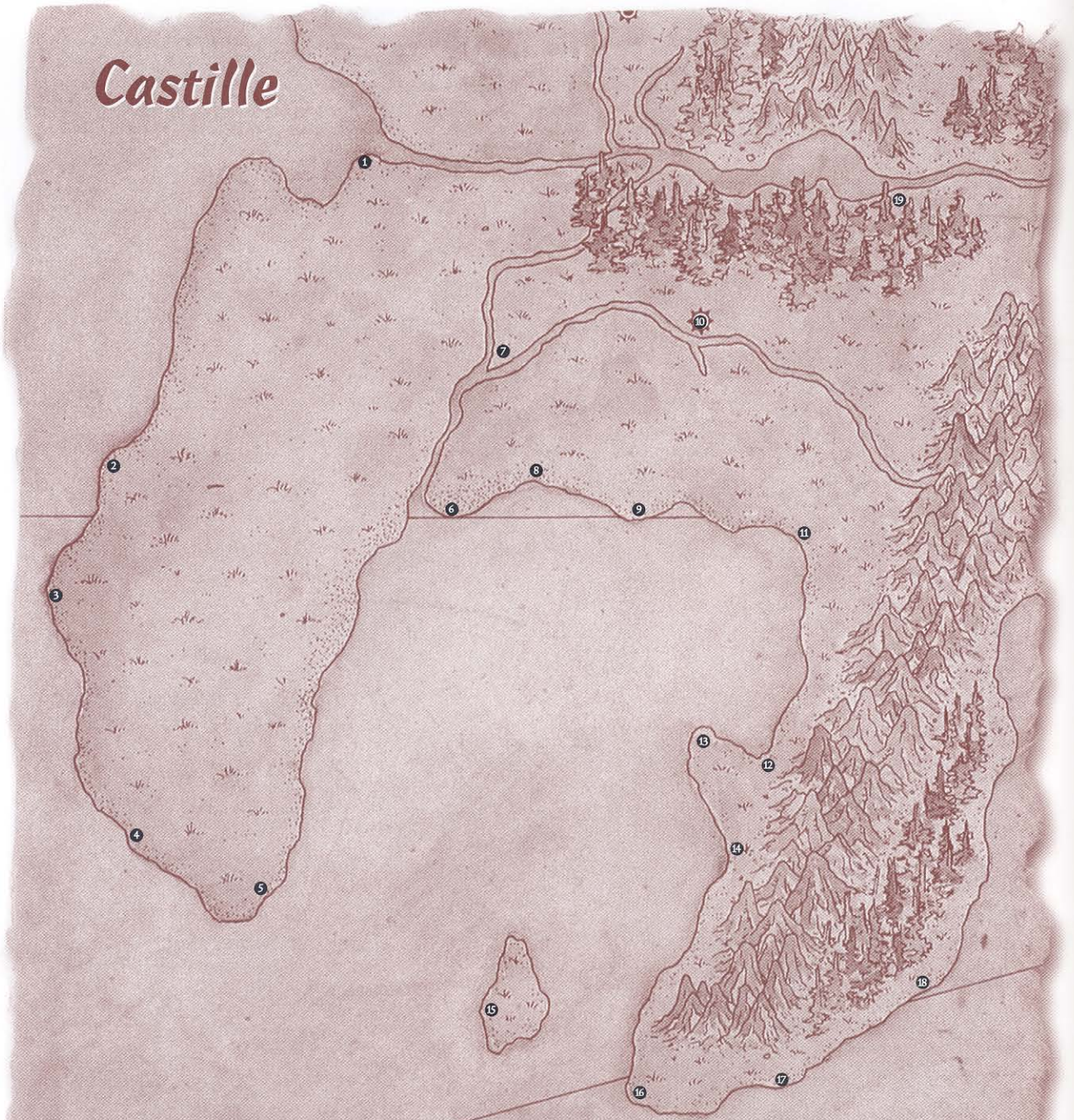
1. Isafjordhur
2. Ultost
3. Svalden
4. Asegenir
5. Sodermanvarman
6. Thrandarness
7. Vasteras
8. Eskilstuna
9. **Kirkjubæjarklauster (Kirk)**
10. Hofsjokull
11. Kivik
12. Mjoelsa
13. Malaram
14. Thingvallavatn
15. Rannulf

Montaigne


1. Dechaine
2. Crieux
3. Lierre-Vallee
4. Muguet
5. Arisent
6. Vraise
7. Echine
8. Coteau
9. Rayure
10. Entour
11. Bastonne
12. Vergogne
13. Bascone
14. Buche
15. Tamis
16. Charouse
17. Mont San Gabriyon
18. Prevoye
19. Paix

Eisen
1. Insel
2. Gregorskorn
3. **Freiburg**
4. Siegsburg
5. Gottkirchen
6. Seeufer
7. Tannen
8. Stahlfort
9. Starke
10. Stutzung
11. Prachtig
12. Atemlos

Ussura
1. Kuzetsk
2. St. Tremult
3. Pavtlow
4. Sladivgorod
5. Ekaternava
6. Siev
7. Podshiversk
8. Donskoy
9. Kuloi
10. Sousdal
11. Malaya
12. Sredbirskyoye



1. Barcino	6. La Pasiega	11. San Gustavo	16. San Felipe
2. San Juan	7. El Morro	12. San Eliseo	17. Puerto de Sur
3. La Reina del Mar	8. Tarago	13. Avila	18. Malaca
4. San Augustin	9. San Cristobal	14. Rioja	19. Altamira
5. San Teodoro	**10. Vaticine City**	15. la Bucca	

Vodacce
1. Dionna
2. Profeta Chiesa
3. Fontaine
4. Guarre de Puertofino
5. Villanova
6. Numa
7. Porta Spatia
8. Casigula Rosa

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1. Jesalute
2. Razgrad
3. Trebizond
4. Erivan
5. Edirne
6. Iskandar
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