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PRESENTS

# CLASSES AND RACES of Cthonia



CAMERON GUILL

**FEUDAL  
LORDS™**  
CAMPAIGN SETTING

JOSHUA RAYNACK



Requires the use of the  
*Dungeon & Dragons Player's Handbook*,  
Edition 3.5, published by Wizards of the Coast®



# Heraldry



Knights of St. John



Royal Family of Ethonia



Knights of St. Constantine

## Flags along the Western Fringe of Ethonia



King's Lord of  
Caldor



Knights of St. Malchus



Princes of Darcadia



Church of the Eternal Spirit  
Crusader Flag



King's Lord of  
Border Keep



City State of Argos  
Crusader Flag





# CLASSES AND RACES OF CTHONIA

## A d20 Character Guide

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Requires the use of a Roleplaying Game Core Book published by  
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# Chapter One



# I

## Introduction

The *Player's Handbook* provides all the necessary information to create a fantasy character and the life a player breathes into that character is limited only by imagination. With the core rules, a player may create a character to fit into any generic campaign world, but within these pages, we hope that player to take a step further; a step into the lands of Cthonia.

This guide provides players a tool to create unique characters to quest among the wildlands, shadowy caveats murmuring secret histories, and scheming feudal lords. This guide also provides the first step for Game Masters to glimpse the direction we intend to take with the *Feudal Lords Campaign Setting* in the newest edition of the d20 System.

### HOW TO USE THIS GUIDE

We hope *Classes and Races of Cthonia* is the anvil for you to forge a new campaign within the upcoming rules system. As game designers, we wholeheartedly plan to keep the integrity of the setting, as well as its rules, when making the transition to the new edition. For those that enjoy tinkering, allow this guide to also serve as a playground when and if you decide to make your own adjustments with the new rules.

Second, with *Classes and Races of Cthonia*, along with our free campaign primer, *Chronicles of Yrza the Crow*, *Caldor: City of Crossroads*, and *The Shew Stone*, you will be able to begin adventuring in the world of Terra with very minimal work until the release of the new d20 system edition. *The Shew Stone*, itself an adventure, along with the two adventures presented in *Caldor* should provide you with many hours of enjoyment.

Finally, within these pages, this book intends to build a bridge between the designer and gamer. We thoroughly enjoyed roaming the lands of Terra, beginning with the beleaguered city of Argos far south to the corrupted city of Caldor northward. However,

we would like to hear from you; your opinions; your changes; your ideas; and your game experience. It is the players that shaped this world, and with plenty more to explore, we call on you to continue to guide us.

So, come and visit our forums and discuss it with us:

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### WE LIKE TO THANK OUR FANS

It is to those of you who beckoned us to launch this guide; those of you whom lurked at our forums; those curious enough to visit our website; and those who you extremely patient; we thank you for not only making this setting possible but making Alea Publishing Group possible.

Now, enjoy, game, and playtest with us.





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# Chapter Two

## Races of Cthonia

Within this chapter, the differences between the races in the *Player's Handbook* and the *Feudal Lords* campaign are detailed. For a fully enriched feudal setting, use the information presented here. However, if the changes do not suit your needs, then simply use the races as they are presented in the *Player's Handbook*. After all, this world now belongs to you and your players.

### HUMANS

There is no doubt that humans are the most prevalent race filling all but the darkest shadows along the western fringe. Three distinct human cultures thrive in these lands.

**Cthonians:** The most prominent human society in the region, Cthonians are hardy, stout folk bent on plodding the land into a great nation. However, despite its support from the Popa, as well as its supremely trained infantry, archers, and heavy cavalry, the lands west of the capitol city, known as the Western Fringe, is riddled with political strife. Three distinct subgroups make up the populace along the Western Fringe each attempting to assert and maintain their cultural identity.

**Axon-Jutes:** The oldest folk culture, the Axon-Jutes, migrated from the Wildlands into the then Romas province, presumably driven from their homeland by wildmen. Besides a few powerful nobles, most consist of peasant farmers.

The power of fate, or *wyrd*, holds great importance to Axon-Jutes. Also of great importance, communal ties inexplicable bind their individual identity to one another. A great terror, for Axon-Jutes, is isolation from their community. Such bonds are only broken through a great act of dishonor.

In fact, a long and prosperous life holds little virtue for Axon-Jutes, but living or dying for honor to survive only in communal memory offers great prestige. Wealth, for example, is only valuable to the extent of how much is shared, thus strengthening

communal bonds.

**Nomar:** This is the most prominent subculture and they dominate all of Cthonia. A great warlord, James Kingsman, the White Knight, defeated King Thaniel Goodwin, an axon-jute, and his thanes at the Battle of High Road a few hundred years ago. This brought swift and momentous political change across the region.

The Nomar are great warriors, farmers, and hold great importance in personal identity. The invaders introduced an open-field agricultural system, allowing crop rotation and began the production of more food for the growing population. This too separated rural lords from their peasantry. Once Axon-Jute lords lived along side their subjects, now they, and Nomar lords, build great manor houses and stone castles isolating them from their people.

Daily life is dominated by seasonal change and the Nomar still maintains, to some extent, the supernatural links to the nature religion of the Axon-Jutes. Life along the Western Fringe is hard and often wrought with strife, thus Nomar feudal lords ensure that work dominates peasant life year round. For the Nomar, the only life that matters is that of the aristocracy and only if it holds a great lineage filled with personal glory.

**Welhan:** Unlike the Axon-Jutes and the Nomar, the Welhan are the indigenous peoples of this region. With the subjugation of the Romas, in early times, then the later Axon-Jutes, followed by the Nomar, the Welhan struggle to keep their cultural identity intact. With no land to longer call their own, many Welhan live off the land. Most hunt, herd, and fish. However, their incredible skill with a bow secures many a living among the militia.

**Northmen:** While those south of the Shadkhanim and Yadlir mountain ranges transformed Cthonia into a thriving center for civilization, many in the lands northward remain true to old traditions. The Northlands, apart from the city of Ahngrin, is home to numerous barbaric clansmen





AHNGRYN

SHADKHANDIM

MOUNTAINS

CTHONIA

SOMBER  
WOOD

ASHEN

WOOD  
OF THE  
FORGOTTEN

RIVER

ARDEN

FOREST  
OF  
WOE

BLACKBURN

KALDOR

BLACK  
GROVE

OAK AGES

DRAY  
WOOD

TALKING  
TREES

SHADOW RIVER

CALDOR

SORROWFUL GARDE

SHADOW PEAKS

LOST  
WOOD

RAVEN'S  
DEN

ELTON

WOODMEN'S  
HALL

ARDOR

BORDER  
KEEP

ELOE  
CASTLE

BURROW  
GLADES

SILENT  
WOOD

JOURNEYMAN'S  
REST

TOWER OF  
CAEL

TROLLFORD

RIVER  
BOTTOM

SEVEN  
ARROWS

FEN  
GROVE

HOWDEN  
MOOR

STRONGHOLD OF  
THE ONE

ASH

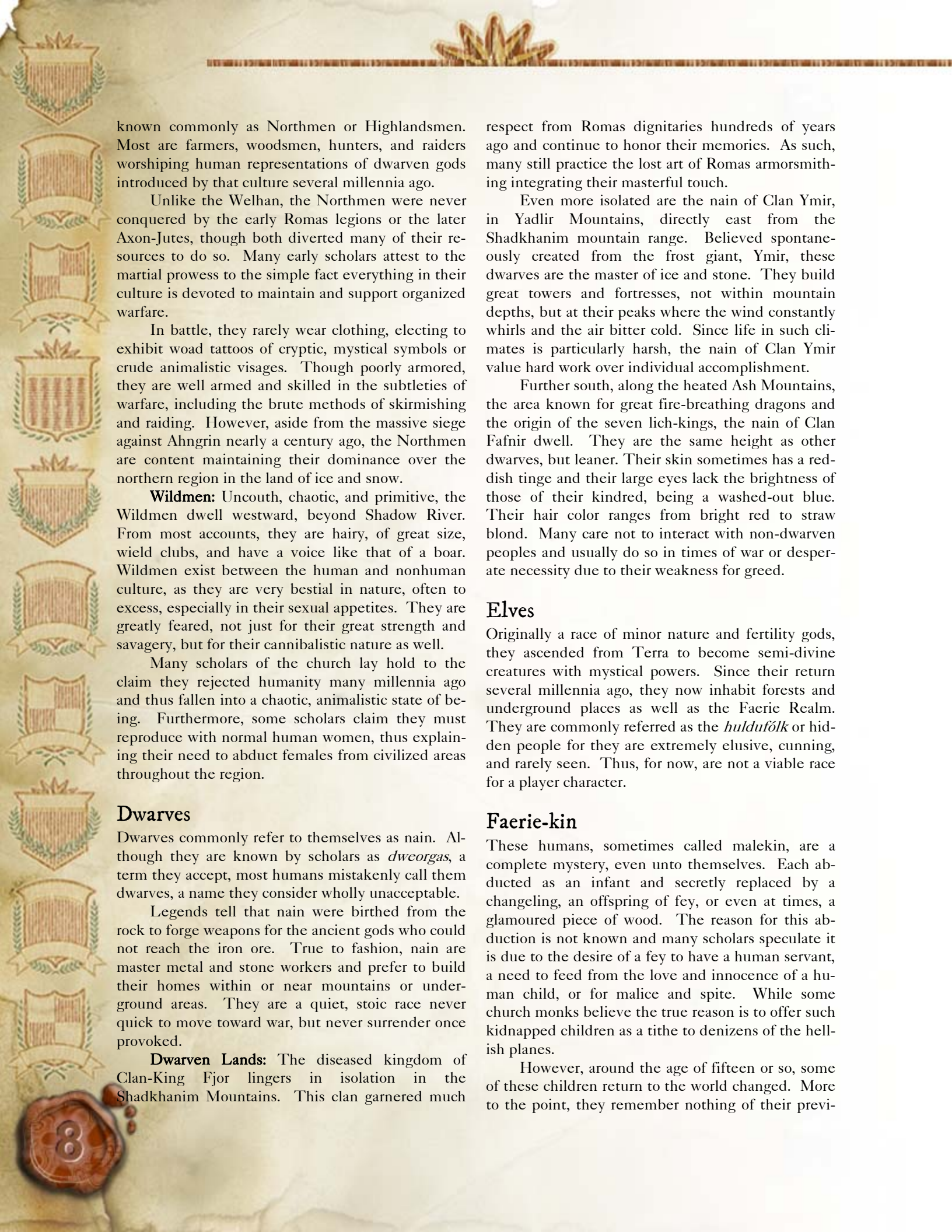
BOG OF BONES

TOLLBRIDGE

SHIELD  
TREE

MOUNTAINS





known commonly as Northmen or Highlanders. Most are farmers, woodsmen, hunters, and raiders worshiping human representations of dwarven gods introduced by that culture several millennia ago.

Unlike the Welhan, the Northmen were never conquered by the early Romas legions or the later Axon-Jutes, though both diverted many of their resources to do so. Many early scholars attest to the martial prowess to the simple fact everything in their culture is devoted to maintain and support organized warfare.

In battle, they rarely wear clothing, electing to exhibit woad tattoos of cryptic, mystical symbols or crude animalistic visages. Though poorly armored, they are well armed and skilled in the subtleties of warfare, including the brute methods of skirmishing and raiding. However, aside from the massive siege against Ahngrin nearly a century ago, the Northmen are content maintaining their dominance over the northern region in the land of ice and snow.

**Wildmen:** Uncouth, chaotic, and primitive, the Wildmen dwell westward, beyond Shadow River. From most accounts, they are hairy, of great size, wield clubs, and have a voice like that of a boar. Wildmen exist between the human and nonhuman culture, as they are very bestial in nature, often to excess, especially in their sexual appetites. They are greatly feared, not just for their great strength and savagery, but for their cannibalistic nature as well.

Many scholars of the church lay hold to the claim they rejected humanity many millennia ago and thus fallen into a chaotic, animalistic state of being. Furthermore, some scholars claim they must reproduce with normal human women, thus explaining their need to abduct females from civilized areas throughout the region.

## Dwarves

Dwarves commonly refer to themselves as *nain*. Although they are known by scholars as *dwcorgas*, a term they accept, most humans mistakenly call them dwarves, a name they consider wholly unacceptable.

Legends tell that *nain* were birthed from the rock to forge weapons for the ancient gods who could not reach the iron ore. True to fashion, *nain* are master metal and stone workers and prefer to build their homes within or near mountains or underground areas. They are a quiet, stoic race never quick to move toward war, but never surrender once provoked.

**Dwarven Lands:** The diseased kingdom of Clan-King Fjor lingers in isolation in the Shadkhanim Mountains. This clan garnered much

respect from Romas dignitaries hundreds of years ago and continue to honor their memories. As such, many still practice the lost art of Romas armorsmithing integrating their masterful touch.

Even more isolated are the *nain* of Clan Ymir, in Yadlir Mountains, directly east from the Shadkhanim mountain range. Believed spontaneously created from the frost giant, Ymir, these dwarves are the master of ice and stone. They build great towers and fortresses, not within mountain depths, but at their peaks where the wind constantly whirls and the air bitter cold. Since life in such climates is particularly harsh, the *nain* of Clan Ymir value hard work over individual accomplishment.

Further south, along the heated Ash Mountains, the area known for great fire-breathing dragons and the origin of the seven lich-kings, the *nain* of Clan Fafnir dwell. They are the same height as other dwarves, but leaner. Their skin sometimes has a reddish tinge and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blond. Many care not to interact with non-dwarven peoples and usually do so in times of war or desperate necessity due to their weakness for greed.

## Elves


Originally a race of minor nature and fertility gods, they ascended from Terra to become semi-divine creatures with mystical powers. Since their return several millennia ago, they now inhabit forests and underground places as well as the Faerie Realm. They are commonly referred as the *huldufólk* or hidden people for they are extremely elusive, cunning, and rarely seen. Thus, for now, are not a viable race for a player character.

## Faerie-kin

These humans, sometimes called *malekin*, are a complete mystery, even unto themselves. Each abducted as an infant and secretly replaced by a changeling, an offspring of fey, or even at times, a glamourous piece of wood. The reason for this abduction is not known and many scholars speculate it is due to the desire of a fey to have a human servant, a need to feed from the love and innocence of a human child, or for malice and spite. While some church monks believe the true reason is to offer such kidnapped children as a tithe to denizens of the hellish planes.

However, around the age of fifteen or so, some of these children return to the world changed. More to the point, they remember nothing of their previ-





ous life within the mysterious Faerie Realm. Mostly pitied, but at times looked upon with some suspect, these humans try to integrate themselves with their lost culture despite their differences.

Faerie-kin use the rules outlined in the *Player's Handbook* for elves and half-elves. A Player selects either race depending on the amount of fey or elven blood flowing through character's veins due to the mysterious change they underwent while in the Faerie Realm. For all other purposes, they are considered a subtype of humans.

## Gnomes

Also commonly called *huldufólk*, gnomes are jovial creatures with an innate sense of foresight and cunning. True gnomes, as they call themselves, or otherwise gnomes born from the earth, tend to dwell underground and away from the prying eyes of humankind. As their colony becomes displaced by extensive human miners, they often settle as refugees with various dwarven clans. Surface gnomes, on the other hand, have adapted well in dark, thick canopied forests. These either dwell in the complex root systems of ancient redwoods or within overgrown hillocks occasionally repairing the roof of their abode from a naïve human's step. Like elves, gnomes, for now, are not a viable race for a player character.

## Halflings

Once called *haufflin*, the Northmen word meaning neither boy nor man, the halflings, also called hobbledehoys, are a sprightly race. They are cousins to humans, but comprised more of faerie-like substances, thus are shorter in stature. Unlike other mystical creatures, halflings do not hide themselves away in their hillock dwellings nor shy away from curiosity. They are jovial, quick witted, and slow to anger. All halflings enjoy good berry wines and rich food often eating seven or eight times a day.

Although they are found living near human settlements, halflings are, at times, naively fearless thus they also venture into lands humans prefer not to linger. Directly south of Border Keep, in the hills just above Trollford, several halfling villages eek out what they might call a merry life; that is, life free of human politics.

## Half-Orcs

First called *heldeofol*, or hell-devils, by dwarven allies at the Siege of Ahngrin, the oremen are the progeny of trolls and men and, unlike wildmen, represent the intentional evils brought forth by humankind.

Since that time, nearly a century ago, the orcish peoples quickly spread throughout the region of Cthonia and beyond. In their pursuit to find a cultural identity, the vile creatures war and raid many vulnerable human settlements often leaving behind progeny of their own.

Half-ores linger between both these societies, attempting to find a life and purpose in a world where neither of their ancestry care for their existence. They often find work in remote places, such as nomadic herdsman or woodsmen. While others value their strength as mercenaries, most remain true to their warlike heritage and roam with groups of bandits and highwaymen.

## NAMES

As this book is based, though somewhat loosely, on medieval Europe, it may help create the mood by using period names for your character. On the world of Terra, first names, as well as last names, are reflective on regional, cultural, and racial values. Below is a guide and examples.

### Humans

Humans dominate the land and have since most other species can remember. Their names vary as their culture often dependant on the region and profession. The first name John, for example, might belong to a farmer in Cthonia, while it would be Johanne in the Italis city-state of Balic in the southlands, and in Darcadia, it might be Jehan or Jean. First names also reflect faith. It is not uncommon to encounter a man or a woman named after a saint of the Eternal Spirit of Man.

Nevertheless, last names are usually a reflection on a character's profession. Our prior example, John, a farmer from Cthonia, would simply be John Farmer. Or if John is a tanner, then it would be John Tanner. However, last names are not strictly limited to an occupation. Some last names are a reflection of a birthplace or city where a character made a name for themselves. The noble Eleanor, born in the Cthonian town of Blackburn might be called Eleanor of Blackburn. Born in the Darcadian capital of Cartha would change the preposition "of" to "de". Therefore, she is known as Eleanor de Cartha. The Italis city-states in the Hill Lands use the prefix "di", while in Calderia it is "von".

Also, nicknames are very prevalent throughout all human lands. A hefty merchant named Hugh might be known as Hugh the Fat. Likewise, if Tho-





mas is a boisterous servant, his master and friends might call him Thomas the Loud. Many nobles and courtiers have nicknames that even exploit their sexual prowess, such as William Longhorn.

**Male Examples:** *Augustine, Bartholomew, Bayard, Addison, Albin, Aldous, Anselm, Archer, Arthur, Bernard, Blade, Bryce, Caine, Caspar, Cid, Colin, Cornell, Dante, Drake, Gavin, Geoffrey, Ivan, Lance, Norman, Reynard, Sterling, Stewart, Tristan, Wade.*

**Female Examples:** *Adela, Alison, Amelia, Cass, Cecily, Christabel, Claire, Clarice, Clemence, Colette, Gaynor, Joan, Jocelyn, Katelyn, Katherine, Morgan, Ysabel.*

## Dwarves

An ancient race that takes extreme pains to record, remember, and revere, those ancestors that came before them, names hold great importance. With that said, most dwarves are named after a deceased relative or ancestral hero believing the spirit is attracted to its namesake enabling it to pass upon the child its goodly virtues. Relatives recently deceased, as often believed, are able to live again within a dwarven child.

With a great respect for lineage, dwarven parents also name their children after themselves, combining both the mother's name and father's name. A dwarf whose father's name is Úlfr and mother's name is Bera, would thus be called Úlfra for a male or Berfr for a female.

Male last names either reflects their clan, such as Úlfra of Clan Durin, or from a defining physical trait, such as Úlfra Ljótr (ugly). Females take their last names from either their husband's or father's first name depending on whom holds the most prestige and honor.

**Male Examples:** *Baldr, Bjartr, Biörn, Biörnólfr, Egill, Guðmundr, Gunnarr, Guthbrand, Fálki, Hakon, Hallthor, Hroler, Njall, Ormarr, Þórbrandr, Úlfr, Yngling.*

**Female Examples:** *Álfdís, Astridr, Auðr, Bera, Borghild, Drífa, Finna, Frigg, Halldóra, Ingvildr, Jorunnr, Kelda, Nanna, Ragnhildr, Sív, Thora, Urd, Urthr.*

## Elves

More ancient than dwarves, these otherworldly creatures, like many other races, do not have defined kingdoms. Rather, elves seemingly drift in an aimless direction throughout their life living for the here and now. However, some scholars attribute many woodland ruins to that of ancient elven craftsman-

ship. Thus, pointing toward the belief that elves were once a sedentary people.

Nevertheless, what confounds scholars and loremasters alike is the fact that elven names are derived from the dwarven tongue and alphabet. Needless to say, despite their origin, elven names inspire a certain whimsy when spoken often omitting the harder, distinct dwarven consonants.

**Male Examples:** *Byggvir, Cai, Elais, Frej, Freyr, Halvar, Isak, Kalle, Leif, Mathias, Ove, Rasmus, Sindri.*

**Female Examples:** *Asa, Beata, Beyla, Ellinor, Frea, Hella, Hilliva, Keja, Linnéa, Maja, Mikaela, Nea, Pia, Siri, Svea, Synöve, Vanja.*

## Faerie-kin

Still a mystery to most, even to themselves, faerie-kin are humans abducted at birth and taken to the Otherworld, otherwise known as either Álfheim, the Faerie Realm, or the Faerie Wilds. Just as quickly as they left, these children return with no memory of their captivity, but with rather faerie-like features. Such children that do return, since most do not, are usually taken in by rejoiced relatives or caring strangers who adopt them into their fold. Therefore, they have names that reflect a human heritage.

## Gnomes


Gnomes have peculiar, and as other humanoids find, strange unpronounceable names due to their simple language of natural sounds. However, due to the extensive human population, when dealing with other races, gnomes often find it easier to give common names in lieu of clicks and whistles. These names have a sort of an amusing twist such as Tom Bedwillow, Mary Cornswallow, or Nathaniel Perriwinkle. These fanciful names often change depending to whom a gnome addresses. Nevertheless, it is usually something that puts the addressee at ease.

**Male and Female Examples:** *Brandybutter, Brandycoote, Dandiblade, Fatbritches, Hobnob, Hedgehodge, Littlestep, Oleoxen, Petaltook, Sockhat, Thimbleful, Tomtom, Windypants.*

## Halflings

Like gnomes, a halfling often uses more than one name depending on who the small creature is addressing, especially if talking with a human. Though, unlike amusing, gnomish names, halflings choose names that are endearing and usually consisting of one syllable.





**Male and Female Examples:** *Bill, Bo, Button, Hodge, Jack, Jam, Knobby, Pip, Pug, Rose, Skip, Tom, Willow, Zeke.*

## Half-Orcs

Since half-orcs have no culture completely their own, their names reflect the culture that has the most influence in their individual lives. Should a half-orc mercenary guard a human settlement, then they have a human name, while one traveling with a group of halfling bandits might have the name Nob or Pike. The only exception, is those individuals actually accepted in orcish societies. In such cases, they are named after their human ancestry as a slight to their heritage.





# 3

# Chapter Three

## Adventurers of Cthonia

**M**any adventurous spirits fulfill the traditional character roles presented in the *Player's Handbook*. However, Cthonia is a burgeoning nation with many opportunities for fame, fortune, and land, thus some of those roles are expanded to fit the need of the region.

### Barbarians

Since their arrival along the edges of the late Grece Empire, the barbarian tribes spread to all the known lands and even those beyond human imagination. Initially called Bárbaros, meaning "someone who does not speak Grece," the word barbarian is synonymous with uncouth, destroyers of civilization.

The Barbarian Reign began after the fall of the Romus Empire and lasted until the emergence of Emperor Halismagne and his kingdom in the lands now known as the Forest of Tyrants. This time of barbarian domination is also called the Dark Ages, a time when all civilizations crumbled under one or more barbarian tribes: Gaths, Visigaths, Gypids, Hans, Pycts, Syrmations, Vy-kings, and Francs, to name but a few.

Now, these tribes face extinction as civilization once more rises like a phoenix from the flames. Most inhabit the Northlands, an area directly north of Ahngrin, and a few tribes live west of Shadow River, known as the Wildlands.

In addition to the human barbarian clans, the recent birth of the oremen created a reemergence of the old, traditional ways of worshipping and communing with nature. As with many other cultures isolated from the advances of civilization, the oremen quickly adopted a barbarous lifestyle and social structure.

Barbarians in the Feudal Lords Campaign Setting uses the rules found in the *Player's Handbook*.

### Bards

While some serve as wandering minstrels providing entertainment to feudal lords, most use their arcane abilities and skills as a mean towards subterfuge. Most serve as spies, ambassadors, courtiers, and chroniclers, for feudal lords. While others are servants of greater wielders of arcane mastery, often serving such masters as purveyors of magical lore. Some even aid the church by performing morality plays, acting as eyes and ears for inquisitors and summoners, as well as chronicling pagan rituals and cultures for missionaries.

Bards in the Feudal Lords Campaign Setting uses the rules found in the *Player's Handbook*.

### Clerics

Human clerics serve as crusaders of the Church of the Eternal Spirit of Man, spreading the faith, along with missionaries, to heathens across the region. In distant lands, against rival faiths, clerics work in secret while attempting to convert others to their own religion. Furthermore, they are often official ambassadors and diplomats of the church, performing important rituals, healing noble personages, and guidance for those wavering in faith. While acolytes fulfill daily, menial tasks, clerics serve the forefront as champions for the faith.

Clerics of other races and barbaric cultures serve to keep the traditional values intact as their ancestors did before them. They often initiate rites of passage, offer guidance for those in need, and serve as moral advisors. Most of these clerics follow the old, pagan gods, those deities particular to their race, as well as ancestral or nature spirits.

### Clerics and Deities

The Church of the Eternal Spirit of Man is the dominant faith across Cthonia as well as the rest of Terra. While this belief does not revere a deity, they worship paragons of human virtue, called saints. It is



**Table 3-1: Major Saints of the Eternal Church of Man**

Saint	Alignment	Domains	Worshippers	Favored Weapons
St. Lucian	Lawful Good	Good, Law, War	Paladins, Clerics, Monks	Unarmed Strike
St. Ffraid	Neutral Good	Good, Healing, Protection	Clerics, Healers	Quarterstaff
St. Silvia	Neutral Good	Earth, Plant, Protection	Druids, Rangers	Quarterstaff
St. Bastion	Chaotic Good	Chaos, Luck, Strength	Archers, Athletes, Barbarians, Rangers, Soldiers	Longbow or Shortbow
St. Maris	Chaotic Good	Chaos, Good, War	Fighters, Household Knights, Monks	Battle Axe
Angel of Retribution	Lawful Neutral	Destruction, Law, Protection, Strength	Inquisitors, Paladins	Longsword
St. Marinis	Lawful Neutral	Law, Magic, Repose	Wizards, Necromancers, Sorcerers	Dagger
St. Anthony	Neutral	Luck, Protection, Travel	Bards, Adventurers, Merchants, Summoners	Quarterstaff
St. Cuthbert	Neutral	Air, Healing, Water	Sailors, Healers	Net
St. Chauce	Chaotic Neutral	Charm, Chaos, Luck, Trickery	Artists, Bards, Lovers, Rogues	Dagger

**Table 3-2: Pagan Religions**

Religion	Alignment	Domains	Worshippers	Favored Weapons
Draconic	Any	Draconic, Knowledge, Magic, Strength	Fighters, Sorcerers, Goblinoid subtypes, Reptilian subtypes	Natural Weapon
Elementalism	Any	Air, Earth, Fire, Water, Pagan	Barbarians, Druids, Rangers	Spear
Gaea	Neutral Good	Pagan (Druidism)	Druids, Rangers, Halflings	Sling
Zos, the First Wizard	Lawful Neutral	Artifice, Law, Magic, Rune	Wizards	Dagger
Fey	Neutral	Luck, Magic, Trickery, Pagan (Druidism)	Wizards, Druids, Rangers, Gnomes	Shortbow
World Tree	Neutral	Animal, Earth, Plant, Pagan	Barbarians, Druids	Club
Sargon, the First Sorcerer	Chaotic Neutral	Creation, Chaos, Madness, Magic	Sorcerers	Dagger
Abaddon, Fallen Angel of Tyranny	Lawful Evil	Destruction, Evil, Law, War	Evil Fighters, Household Knights, Monks, Inquisitors	Flail
Dantelan, Fallen Angel of Secrets	Neutral Evil	Evil, Knowledge, Magic	Evil Wizards, Sorcerers, Summoners, Rogues	Dagger
Orcus, Fallen Angel of Death	Neutral Evil	Death, Evil, Trickery	Evil Necromancers, Rogues	Mace
Caacrinolaas, Fallen Angel of Slaughter	Chaotic Evil	Chaos, Evil, Trickery, War	Evil Fighters, Barbarians, Rogues	Morning Star

Unless otherwise specified, a cleric worshipping a pagan religion that lists a pagan domain may choose any pagan domain.

believed, but not confirmed, that goodly, divine powers are granted by the good aspect of that faith. While on the other hand, corrupted clerics are fueled by devils and demons. The church even considers the old Romus, Grece, and barbarian gods, as with those worshipped by other races, empowered by evil, planar entities.

However, the church is only concerned about human worship and salvation, although it will not deny someone from another race into their fold. By outlining good, moral guidelines, the clergy hope to

propagate the good, spiritual aspect of humankind. Since, once a human soul departs into the afterlife, it is believed their energy becomes either a part of the good or evil aspect of human spirituality.

**Clerics and Churches:** A cleric in Cthonia, as well as other parts of Terra, must choose from the saints, deities, or ideals listed on the Table 3-1: Major Saints of the Eternal Church of Man or Table 3-2: Pagan Religions. This is in lieu of the pantheons found in the *Player's Handbook*.



## The Eternal Spirit of Man Pantheon

A cleric may worship the Eternal Spirit of Man as a whole rather than devoting themselves to a particular saint. Such clerics may choose two of any of the domains offered in Table 3-1. Furthermore, a cleric wishing to choose an alignment domain, must have an alignment corresponding with that domain.

## Corruption and Church of the Eternal Spirit

A saintly spirit might initially influence values and personality of a cleric, but it is quite possible for a priest to waver and fall from salvation. Therefore, since the church has an evil aspect, as well as a good aspect, a cleric need not remain within one step of their chosen patron saint's alignment.

Thus, clerics belonging to the Eternal Church are not restricted access with spells of an opposing or differing alignment. However, casting a spell with the evil descriptor is still considered an evil act and clerics who do so continuously might shift in alignment.

Unlike clerics presented in the *Player's Handbook*, clerics of the Eternal Spirit of Man that fall out of favor or violates the tenets of the church *do not* lose class features or spell casting capability. However, a cleric cannot thereafter gain levels as a cleric of that faith until they are able to atone or choose a new faith (see Chapter 4: New Rules for more details).

## Druids

Druids once served as advisors and mystics to grand barbarian kings or powerful chieftain warlords. However, since the rise of fortified towns and active trade routes, their influence faded to beyond Shadow River along with their barbarian clansmen.

Their downfall did not just begin with the rise of civilization from the Dark Ages, but long before. As Romas legions entered barbarian lands and forced tribute, druidic influence became less as Romus advisors inserted themselves into chieftains' encampments.

Now most druids try to continue the old ways and reverence for nature in its purest form, but it often leads to their seclusion from the rest of the world. On the other hand, these hermits find solace in providing guidance and healing nature to those of hamlets and small villages. Despite the influence of churchmen and inquisitors, druids thrive among the superstitious peasant folk.

Like barbarians, druids in the Feudal Lords Campaign Setting uses the rules found in the *Player's Handbook* except where noted below.

Druids become less powerful when in large areas of civilization, such as towns and cities. Therefore, their power over nature dwindles as does their effective caster level. However, concentration of superstitious folk empowers his role as a nature priest.

**Table 3-3: Druid Caster Level**

Community Size	Caster Level
Thorp	+1
Hamlet	+0
Village	-1
Small Town	-2
Large Town	-3
Small City	-4
Large City	-5
Metropolis	-6

## Animal Companions in Cthonia

The generic list in the *Player's Handbook* detailing allowed animal companions are not necessarily appropriate for a campaign set in Cthonia. Therefore, the selection below lists animal companions appropriate for the region.

1st—badger, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper; Bog of Bones, Howden Moor), or wolf.

4th—black bear, boar, crocodile (Bog of Bones, Howden Moor), dire badger, dire bat, dire weasel, snake (Large viper; Bog of Bones, Howden Moor), wolverine.

7th—brown bear, dire boar, dire wolf, dire wolverine, snake (Huge viper; Bog of Bones, Howden Moor).

10th—polar bear (Northlands)

13th—dire bear

16th—none.

## Fighters

The lands of Cthonia and along its immediate borders, teems with all manner of warriors from noble knights to fierce highlanders. Many pilgrims leave for crusading in the Hill Lands and return veteran warmongers. While most cannot return to life as a peasant farmer or laborer, they find means to survive by becoming mercenaries, guardsmen, and outlaws. Others earn a living escorting missionaries and merchants across the wilder region of Cthonia or even further, into the Hill Lands itself. Minor noble lords look to hire mercenaries to guard the territories along Shadow River from wildmen and orc raiders, while others look to war with neighbors, consolidat-



ing their power in the area. Merchant lords hire thugs and bullies to wage a secret war against their competition. Much blood runs in the streets of Caldor after curfew.

## Monks

The ascetic way of life is an ancient concept, as the earliest monastic orders emerged in the Malsara desert. The earliest of these Desert Fathers were St. Anthony of Egyus, St. Jerome the Hermit, and St. Paulistisus of the late Romas Empire. As with the earliest Desert Fathers, most monks in Cthonia, especially along the Western Fringe, are hermits. Many are missionaries, singularly forging the unknown wilderness of the Northlands and Wildlands for converts among barbaric clans.

However, there are two prominent monastic orders within the region. Unlike their hermitic brethren, these orders take an active role in civilized affairs.

**Order of the Scion:** This order focuses on the hereditary role and history of noble lords. It is believed by some the order is awaiting for a personal incarnation of the Eternal Spirit to come into being.

**Priory of the Angelic Hand:** This is a much feared order, shrouded in mystery and rumor, since their devotion is to the inquisition rather than a means to becoming an ascetic being. Monks pledging allegiance to this order may freely multiclass as inquisitors.

## Paladins

The military might of the church, utilized by clerics and inquisitors alike, paladins must uphold a stringent and righteous path to salvation. These warrior-clerics are paragons of moral virtue, dedicated to bring others to their path at the edge of a sword.

Paladins may freely multiclass as inquisitors.

## Rangers

Unlike druids, rangers do not shy away from civilization. Although a ranger traveling to a large city, like Caldor, might find themselves overwhelmed, they serve a great purpose to many a feudal lord. Many serve as reeves, keeping a watchful eye and bringing

order to peasant villages while others are wardens guarding lands of feudal lords from poachers and thieves. Furthermore, they prove excellent scouts for crusading armies pushing southward and stolid guides for pilgrims doing the same.

## Animal Companions in Cthonia

A ranger in Cthonia chooses their animal companions from the adjusted druid list found earlier in this chapter.

## Rogues

The Western Fringe is a haven for adventurous rogues. Whether it is deep in the Forest of Woe plundering ancient elven ruins or hampering merchants traveling through Lost Wood, rogues find themselves with a wealth of opportunity. However, tolerance for their nefarious activities are stretched thin since many feudal lords view them undermining their advancement. Thus, any rogue that flees justice is considered an outlaw and are usually put to death when caught. Most rogues risk the courts of the manor lords when caught, which thievery usually amounts to a fee, public humiliation in the stocks, or a loss of a hand, rather than immediate death.

## Sorcerers and Wizards

Like rogues, sorcerers and wizards find ample opportunity within the ancient, arcane ruins that dot the land. However, such arcane practices, deemed by many as powers granted from demons and devils, these practitioners of magic often find themselves at odds with clerics, summoners, inquisitors, and paladins.

## Casting Spells in Crowded Areas

Sorcerers and wizards take a precarious chance when casting spells in a crowded area, such as a city street or market. Any caster using arcane magic, save for bards, must immediately make a successful Diplomacy or Intimidate check with a penalty equal to the recently cast spell's level. A hostile reaction causes the crowd to come together as a vigilante mob, driving the arcane practitioner from town. A crowd's initial attitude is usually indifferent.





Table 3-4: Feudal Lords Cleric

Hit Die: As Normal

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Piety Bonus	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	+1	Turn or rebuke undead, vitality	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	+1	Divine boon (1 ability)	4	2+1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	+1		4	2+1	1+1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	+1	Bonus feat	5	3+1	2+1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	+2	Divine boon (2 abilities)	5	3+1	2+1	1+1	—	—	—	—	—	—
6th	+4	+5	+2	+5	+2		5	3+1	3+1	2+1	—	—	—	—	—	—
7th	+5	+5	+2	+5	+2		6	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	+2		6	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	+6/+1	+6	+3	+6	+3		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	+7/+2	+7	+3	+7	+3	Divine boon (3 abilities)	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	+8/+3	+7	+3	+7	+3	Bonus feat	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	+9/+4	+8	+4	+8	+3		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	+9/+4	+8	+4	+8	+4		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14th	+10/+5	+9	+4	+9	+4		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15th	+11/+6/+1	+9	+5	+9	+4	Divine boon (4 abilities)	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16th	+12/+7/+2	+10	+5	+10	+4		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17th	+12/+7/+2	+10	+5	+10	+5		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18th	+13/+8/+3	+11	+6	+11	+5	Bonus feat	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11	+5		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20th	+15/+10/+5	+12	+6	+12	+5	Divine boon (5 abilities)	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

Class Skills: As normal

## FEUDAL LORDS CLERIC

*"I am the bread of the peasant farmer, the heart of a stout warrior, and conscience of a powerful feudal lord. I am the sustenance for all that breathes faith. All others are mere heathens needing a guiding hand."*

— Phillip Goodbook, clergyman.

In the *Feudal Lords Campaign Setting*, clerics fit a narrow role since the majority of human civilizations worship within a unified church. Therefore, such clerics spend less time promoting the deeds of a particular saint to gain devote worshippers, but rather overseeing that others less pious stay on the path of righteousness.

Of course, when adventuring outside civilizations, many clerics do try to convert pagans from their sinful and polytheistic ways. A *Feudal Lords* cleric has all the standard class features as normal except as noted below.

**Starting Gold:** As normal.

**Starting Age:** As normal.

## CLASS FEATURES

A *Feudal Lords* cleric has all the standard class features as normal except as noted below.

**Piety and Spells:** In addition to normal spell preparation, a *Feudal Lords* cleric must also adhere to further restrictions. To cast a spell, a cleric must also have a Piety score equal to at least 10 + the spell level (Piety score 10 for 0-level spells, Piety score 11 for 1st-level spells, and so forth). A cleric's Piety score is equal to 10 + the cleric's Piety bonus.


If the cleric does not have the minimum Piety score to cast a spell, he or she may still prepare the spell as normal. However, to cast that spell, he or she must first make a Piety check. A Piety check is d20 + the cleric's Piety bonus. The Difficulty Class is equal to 10 + the spell level. If successful, the cleric is able to cast that particular spell.

**Note:** Spells on a chosen saint's or deity's domain spell list are not subject to this restriction.

**Spontaneous Casting:** A *Feudal Lords* cleric no longer spontaneously casts *cure* or *inflict* spells.

**Vitality (Su):** Beginning at 1st level, a healer is able to gain vitality points (see description of vitality later on). She gains vitality at the rate of 2 points +





her Wis modifier per cleric level. Vitality replenishes on a daily basis.

**Divine Boon (Su):** Beginning at 2nd level, a cleric is susceptible in receiving divine boons from a patron saint or deity. Each day, after preparing spells, a cleric may choose one ability from the following list. The ability remains in effect until the cleric prepares spells the following day.

Furthermore, as an immediate action, a cleric may pass a divine boon to another character with the same religious allegiance. When a cleric passes a divine boon to another character, the cleric loses its benefit. Divine boons used in this manner, remains in effect until the cleric prepares spells the following day.

As a cleric attains higher levels, he or she may choose additional selections from the list below. If a cleric chooses the same ability, its effects stack.

#### Divine Boon Abilities

- +5 hit points
- Energy resistance 5 (acid, cold, electricity, fire, or sonic)
- +1 divine bonus on saving throws
- Damage reduction 1/—
- +1 divine bonus to Armor Class
- +1 divine bonus to attack rolls
- +1 divine bonus to damage rolls
- +2 divine bonus to initiative checks

**Bonus Feats:** Beginning at 4th level (as well as 11th and 18th) the *Feudal Lords* cleric gains a bonus feat from the following list: Pious, Pious Spell, or any divine feat of their choice. These feats are in addition to those gain through normal advancement and the cleric must still meet any prerequisites for any bonus feat they choose.

## VITALITY

A cleric with a Wisdom score of 12 or higher can channel faith to the faithful to heal wounds through prayer. Each day she can heal a total number of hit points equal to her vitality score. A character within 60 feet of the cleric, including the cleric, and of the same religious allegiance, may heal a number of hit points equal to their level x their Charisma bonus, by praying. As with receiving a *cure* spell, vitality restores an equal amount of nonlethal damage when restoring lethal damage. Using vitality in this way is a standard action that does not provoke an attack of opportunity.

In addition, a cleric must wear a holy symbol to channel vitality. Furthermore, a cleric may restrict

access to another character channeling vitality in this manner.

Vitality points are completely replenished the following day. Also, they cannot be replenished through curative magic.

Furthermore, vitality is not powered by positive energy. Therefore it has no affect against undead.





Table 3-5: The Inquisitor

Hit Die: d8

—Cleric Spell List—

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Piety Bonus	Special	1st	2nd	3rd	4th
1st	+1	+0	+0	+2	+0	<i>Detect Magic</i> , hellfire gaze 1/day, sacred cunning, cunning evasion, sense enchantment	—	—	—	—
2nd	+2	+0	+0	+3	+0	Divine alliance, lay on faith	—	—	—	—
3rd	+3	+1	+1	+3	+1	Aura of will, danger sense, <i>zone of truth</i>	—	—	—	—
4th	+4	+1	+1	+4	+1	Resist temptation	0	—	—	—
5th	+5	+1	+1	+4	+1	<i>Command</i> , hellfire gaze 2/day	0	—	—	—
6th	+6/+1	+2	+2	+5	+2	<i>Atonement</i> 1/week, cunning opportunity	1	—	—	—
7th	+7/+2	+2	+2	+5	+2	<i>Discern lies</i>	1	0	—	—
8th	+8/+3	+2	+2	+6	+2		1	0	—	—
9th	+9/+4	+3	+3	+6	+3	<i>Atonement</i> 2/week, sense spell resistance	1	1	—	—
10th	+10/+5	+3	+3	+7	+3	Hellfire gaze 3/day	1	1	—	—
11th	+11/+6/+1	+3	+3	+7	+3		1	1	0	—
12th	+12/+7/+2	+4	+4	+8	+4	<i>Atonement</i> 3/week, cunning insight	1	1	1	—
13th	+13/+8/+3	+4	+4	+8	+4		1	1	1	—
14th	+14/+9/+4	+4	+4	+9	+4		2	1	1	0
15th	+15/+10/+5	+5	+5	+9	+5	<i>Atonement</i> 4/week, hellfire gaze 4/day, insightful wound	2	2	1	1
16th	+16/+11/+6/+1	+5	+5	+10	+5		2	2	1	1
17th	+17/+12/+7/+2	+5	+5	+10	+5		2	2	2	1
18th	+18/+13/+8/+3	+6	+6	+11	+6	<i>Atonement</i> 5/week, cunning resistance	3	2	2	1
19th	+19/+14/+9/+4	+6	+6	+11	+6		3	3	3	2
20th	+20/+15/+10/+5	+6	+6	+12	+6	Hellfire gaze 5/day	3	3	3	3

**Class Skills (4 + Int modifier per level, x4 at 1st level):** Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), and Spellcraft (Int).

## INQUISITOR

*"Many tremble by my very presence. Most everyone has a taint of some devilish secret that once crossed their mind. Some devious act that brought them to the edge, away from salvation. And if they do, I will find it."*

—Gareth the Somber, inquisitor of the late Popa Milias.

Most all followers of a church are subject to temptations either by demonic entities or by deceptive pagan religions. All transgressions of soul and salvation lay upon their hands of understanding or the end of their sword. It is the sworn duty of an inquisitor to find and purge such behavior from those that slipped from the faith.

An inquisitor understands the duties of his office and the predicaments he might find himself trying to bring a lost sheep back to the flock. As clerics preach and convert by means of compassion and strength, an inquisitor constantly witnesses the

power of temptation first hand as they continuously and tirelessly confront hellish outsiders.

## MAKING AN INQUISITOR

The inquisitor can define the role of an adventuring group within a campaign. An inquisitor can safeguard the souls of those he travels with as well as being a supportive combatant. Though an inquisitor alone is responsible for his actions, he in turn, is judged by the company he keeps.

**Abilities:** Inquisitors must maintain an élan of faith while being judicious in their decisions. Therefore, strong scores in Charisma and Wisdom are paramount in enhancing their supernatural abilities. Since many inquisitors are charged with apprehending or destroying those possessed by devilish influences, good Strength and Constitution scores serve him well. Lastly, a solid Intelligence score enables the inquisitor to gain extra skill points to spend on vital class skills.

**Races:** Most inquisitors are trained by the Church of the Eternal Spirit of man, therefore many



that fill this role are human or fairie-kin. However, it is not uncommon to have another race of the same faith to take up the inquisitional fires of the church. Furthermore, other races might be inclined to follow this model to propagate and sustain followers of their differing faiths. However, creatures that naturally tend to have a chaotic lifestyle usually do not have a strong, central faith to support the development of inquisitors.

**Alignment:** Although all inquisitors are lawful in attitude, the nature by which they carry themselves defines their character. Good inquisitors may stress to find alternative solutions in attempt to save a character from the inquisitional fires while those of an evil nature are quick to employ torture for a confession.

When dealing with influential outsiders, it is hard to define a possessed worshipper as good or evil. The church and its members trust those of the inquisition and their individual methods of gaining repentance to define the good or evil nature of a person.

**Starting Gold:** 6d4x10 (150 gp).

**Starting Age:** As paladin.

## REQUIREMENTS

**Alignment:** Any lawful

## CLASS FEATURES

As an inquisitor, you gain the abilities to punish the corrupted as well as atone those of minor transgressions.

**Weapon and Armor Proficiency:** As an inquisitor, you gain proficiency with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Detect Magic (Sp):** At will, an inquisitor can use *detect magic*, as the spell.

**Hellfire Gaze (Su):** An inquisitor is able to produce a terrifying, piercing gaze that can show another the very fires of hell. By looking into a humanoid's eyes, the inquisitor can cause *fear*, as per the spell, unless it succeeds on a Will save (DC = 10 + the inquisitor's Cha modifier + Piety bonus). If cornered, a panicked creature begins cowering. If the

Will save succeeds, the humanoid is shaken for 1 round per Piety bonus possessed by the inquisitor.

**Sacred Cunning:** Once per day per inquisitor level, an inquisitor can use his cunning to produce effects on those around him (usually including himself, if desired). Each ability requires both a minimum inquisitor level and a minimum number of ranks in the Sense Motive skill to qualify; if an inquisitor does not have the required number of ranks in the Sense Motive skill, he does not gain the sacred cunning ability until he acquires the needed ranks.

Starting a sacred cunning effect is an immediate action and its effects are instantaneous. Even while using sacred cunning, an inquisitor cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands) that also requires an immediate action in the same round. Just as for casting a spell with a verbal component, a deaf inquisitor has a 20% chance to fail when attempting to use sacred cunning (unless he is performing this ability on himself). If he fails, the attempt still counts against his daily limit.

**Cunning Evasion (Su):** An inquisitor with 3 or more ranks in the Sense Motive skill can warn others of impending magical attacks. While identifying a spell as it is being cast with a successful Spellcraft check, an inquisitor may make a Sense Motive check as an immediate action. Any creature within 30 feet of the inquisitor (including the inquisitor himself) that is affected by an arcane spell, one normally dealing half damage on a successful save, they may use the inquisitor's Sense Motive check result in place of their saving throw if, after the saving throw is rolled, the Sense Motive check result proves to be higher. Cunning evasion has no effect against arcane spells that don't allow saves or on helpless subjects.

**Sense Enchantment (Ex):** An inquisitor with 3 or more ranks in the Sense Motive skill receive a +10 insight bonus to the Sense Motive check when determining someone's behavior is being influenced by an enchantment effect (see *sense enchantment* un-





der the Sense Motive skill in the *Player's Handbook*.

**Danger Sense (Ex):** An inquisitor of 3rd level or higher with 6 or more ranks in the Sense Motive skill can warn others (including the inquisitor himself) of impending attacks. After an attack roll is made, an inquisitor can grant a bonus to armor class equal to his Piety bonus to a recipient of a melee or ranged attack within 30 feet.

**Cunning Opportunity (Ex):** An inquisitor of 6th level or higher with 9 or more ranks in the Sense Motive skill can tell others (including the inquisitor himself) of impending opportunity to attack. Before an melee attack roll is made, an inquisitor can grant a bonus to hit equal to his Piety bonus to a subject, within 30 feet, who is about to make an attack of opportunity.

**Sense Spell Resistance (Ex):** An inquisitor of 9th level or higher with 12 or more ranks in the Sense Motive skill can warn others (including the inquisitor himself) about a creature's spell resistance. After a spell is cast, but before a caster level check is made to overcome spell resistance, an inquisitor can grant a bonus to the caster level check equal to his Piety bonus to the caster within 30 feet.

**Cunning Insight (Ex):** An inquisitor of 12th level or higher with 15 or more ranks in the Sense Motive skill can tell others (including the inquisitor himself) exactly where to strike a concealed creature. Before an attack roll is made, an inquisitor can negate a concealment miss chance on a target creature.

**Insightful Wound (Ex):** An inquisitor of 15th level or higher with 18 or more ranks in the Sense Motive skill can tell others (including the inquisitor himself) the most vital area of a creature. Before an attack roll is made, an inquisitor may grant a bonus to damage equal to his Piety bonus to a subject within 30 feet about to make a melee attack. Should the subject fail to hit, the attempt still counts against his sacred cunning daily limit.

**Cunning Resistance (Ex):** An inquisitor of 18th level or higher with 21 or more ranks in the Sense Motive skill can warn other (including the inquisitor himself) of a damaging hit. After an attack roll is made, but before damage is dealt, an inquisitor can grant the recipient of an attack damage reduction equivalent to his half his Piety bonus should the subject be within 30 feet.

**Divine Alliance (Su):** At 2nd level, an inquisitor gains a bonus equal to his allegiance modifier (a religious affiliation or patron saint) on all saving throws against arcane spells as well as spell-like abilities of outsiders with the evil subtype.

**Lay on Faith (Su):** Beginning at 2nd level, an

inquisitor with a Charisma score of 12 or higher can force a subject to reroll a failed save against enchantment spells by touch. In addition, the subject gains a bonus to their save equal to the Piety bonus possessed by the inquisitor. An inquisitor may use this ability a number of times per day equal to 1 + their Piety bonus. Using lay on faith is a standard action.

**Aura of Will (Su):** Beginning at 3rd level, an inquisitor is immune to enchantment (compulsion) effects (magical or otherwise). Each ally within 10 feet of him gains a +4 bonus on saving throws against compulsion effects. This ability functions while the inquisitor is conscious, but not if he is unconscious or dead.

**Zone of Truth (Sp):** At will, an inquisitor can use *zone of truth*, as the spell. Each potentially affected creature is allowed a Will save (DC = 10 + the inquisitor's Cha modifier + Piety bonus) to avoid the effects when the spell-like ability is initiated or when the creature first enters the emanation area. In addition, the caster level of the inquisitor is equivalent to his Piety bonus.

**Resist Temptation (Ex):** Starting at 4th level, a summoner gains a +4 bonus on saving throws against the spell-like abilities of creatures with the evil subtype.

**Spells:** Beginning at 4th level, an inquisitor gains the ability to cast a small number of divine spells, which are drawn from the inquisitor spell list. An inquisitor must choose and prepare her spells in advance.

To prepare or cast a spell, an inquisitor must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a inquisitor's spell is 10 + the spell level + the inquisitor's Wisdom modifier.

Like other spellcasters, an inquisitor can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3-2: The Inquisitor. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table 3-2: The Inquisitor indicates that the inquisitor gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The inquisitor does not have access to any domain spells or granted powers, as a cleric does.

An inquisitor prepares and casts spells the way a *Feudal Lords* cleric does. An inquisitor may prepare and cast any spell on the inquisitor spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, an inquisitor has no caster



level. At 4th level and higher, his caster level is one-half his inquisitor level.

**Command (Sp):** An inquisitor can use *command*, as the spell, a number times per day equal to his Charisma modifier. The subject of the command is allowed a Will save (DC = 10 + the inquisitor's Cha modifier + Piety bonus) to avoid the effects. In addition, the caster level of the inquisitor is equivalent to his Piety bonus.

**Atonement (Sp):** At 6th level, an inquisitor can produce an *atonement* effect, as the spell, once per week. He can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

**Discern Lies (Sp):** An inquisitor can use *discern lies*, as the spell, a number times per day equal to his Charisma modifier. The subject of the command is allowed a Will save (DC = 10 + the inquisitor's Cha modifier + Piety bonus) to avoid the effects. In addition, the caster level of the inquisitor is equivalent to his Piety bonus.

## ROLE-PLAY

You are driven to root out the unbelievers, the corruptors, the fiends, that might otherwise lead the truly faithful away from a path toward righteousness. You are stalwart and faithful, endlessly pursuing the truth. No greater gift is bestowed upon humankind than that of one becoming an inquisitor, for your methods are often brutal, but if you keep one soul from spreading damnation, it is worth the risk.

## RELIGION

Though clergy confirms their righteous destiny beyond the mortal veil, many inquisitors are not quite so sure. Many conclude that their questionable acts will ultimately deny their soul entrance into the good collective aspect of their faith. Others take comfort that their souls will join that of an angel upon death, thus they may continue to serve in even greater battles in the afterlife. For this reason, many do not have a patron saint, but instead pay homage to the Angel of Retribution. However, many in the high courts of the church feel this might border on heresy, thus they keep a watchful eye on the watchers.

## OTHER CLASSES

Paladins gain your respect because you feel they too walk a fine line between salvation and damnation. Although a paladin does not see it that way, since they hunt and kill those that oppose the spreading of the faith, while you hunt and torture those straying

from the doctrine. But come what may, your goals are usually the same, but your means differ greatly. This often puts each of you at odds with one another. Therefore, subtlety is the key when adventuring with a paladin. Let them think they are in charge while you operate from the shadows.

You disdain rogues and fighters, but like most classes, they too may serve a purpose while under your direction. Information is a valuable tool in your trade, thus rogues and summoners are powerful weapons to obtain such tools. However, like most mercenaries, these classes have more gold in their hearts than faith. Thus, keep them close.

Druids are abhorred abominations, even those that might worship and practice your faith. Those nature guides are tolerable at best. Their use for old magic, though divine, and their reverence for nature, borders heresy. It also might lead to an upheaval if peasants begin to revert to their pagan ways of elemental and nature worship.

But of all the classes, you hold little regard for those wielding arcane spells. They too, like mercenaries, and characters such as yourself, have a necessity if used wisely. However, this is often more trouble than it is worth. Unlike rogues and fighters, who hunger for coin, arcane practitioners covet power and that is dangerous for all.

## COMBAT

Spellcasters fear you and rightly so. With your abilities you can expose the fear within their hearts before they begin uttering an incantation. Furthermore, your companions find you have great skill protecting them from evil outsiders and impending magical attack. You also hold your own when in tight spaces due to your intensive vigor for martial training. Like a paladin, a sword is no stranger in your hands.

## ADVANCEMENT

Combat feats should accentuate your martial prowess thus feats that aim at weakening your foe, such as Improved Trip, Sunder, and Improved Grab, are valuable tools that will serve you well. Remember, most of your adversaries carries vital information needed to further your cause. Therefore, it is often better to talk to them when they are alive, since the dead cannot feel pain. Also, feats that increase your piety are vital for a lot of your abilities.





Table 3-6: The Summoner

Hit Die: d6

—Cleric Spell List—

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Piety Bonus	Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	+0	Aversion, hellfire 1d6, providence 1/day, urban tracking	2	—	—	—	—	—	—
2nd	+1	+0	+0	+3	+0		3	0	—	—	—	—	—
3rd	+2	+1	+1	+3	+1	Hellfire 2d6	3	1	—	—	—	—	—
4th	+3	+1	+1	+4	+1	Resist temptation, summons	3	2	0	—	—	—	—
5th	+3	+1	+1	+4	+1	Hellfire 3d6, providence 2/day, spontaneous dispelling	3	3	1	—	—	—	—
6th	+4	+2	+2	+5	+2		3	3	2	—	—	—	—
7th	+5	+2	+2	+5	+2	Hellfire 4d6	3	3	2	0	—	—	—
8th	+6/+1	+2	+2	+6	+2		3	3	3	1	—	—	—
9th	+6/+1	+3	+3	+6	+3	Hellfire 5d6	3	3	3	2	—	—	—
10th	+7/+2	+3	+3	+7	+3	Providence 3/day	3	3	3	2	0	—	—
11th	+8/+3	+3	+3	+7	+3	Hellfire 6d6	3	3	3	3	1	—	—
12th	+9/+4	+4	+4	+8	+4		3	3	3	3	2	—	—
13th	+9/+4	+4	+4	+8	+4	Hellfire 7d6, select informers	3	3	3	3	2	0	—
14th	+10/+5	+4	+4	+9	+4		4	3	3	3	3	1	—
15th	+11/+6/+1	+5	+5	+9	+5	Hellfire 8d6, providence 4/day	4	4	3	3	3	2	—
16th	+12/+7/+2	+5	+5	+10	+5		4	4	4	3	3	2	0
17th	+12/+7/+2	+5	+5	+10	+5	Hellfire 9d6	4	4	4	4	3	3	1
18th	+13/+8/+3	+6	+6	+11	+6		4	4	4	4	4	3	2
19th	+14/+9/+4	+6	+6	+11	+6	Hellfire 10d6	4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+6	+12	+6	Providence 5/day	4	4	4	4	4	4	4

**Class Skills (4 + Int modifier per level, x 4 at 1st level):** Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), and Spot (Wis).

## SUMMONER

*“Do not let the fires of hell consumes you. Stop your sorcerous ways—cease your incantation against me. I command it! Very well, witness your destiny.”*

—Harold Summons, Summoner to High Inquisitor Ulrec

Summoners lurk and scheme in the very shadowed alleys and unsavory taverns as those they hunt: the sinful. Empowered by church officials to summon forth transgressors of the faith for a fine or corporeal punishment, they are the underbelly of society and scorned by many. Few talk louder than a whisper in their presence and most refuse to share information with the summoner for fear of gaining such a societal stigma.

In return for a life of societal solitude, a summoner receives a percentage of the fine of those guilty of sin. For this reason, most doubt their sincerity for the faith over the power of a single gold

coin.

## MAKING A SUMMONER

Often despised and looked down upon, the summoner still serves as a powerful ally against arcane casters. Many liken him to a rat, constantly lurking within shadows awaiting to summon transgressors of the faith to a higher church authority. Summoners strive to learn their prey while focusing their thought on salvation and golden coins.

**Abilities:** Wisdom is the key ability for the Summoner for it determines the level of power he can attain in spellcasting, how many spells he can cast within a day, and how hard those spells are to resist. A high Wisdom also makes his providence ability more useful. Charisma helps those class skills needed to track down heretics and to discover useful information through inquiry.

**Races:** Of all races, humans are the most suited as summoners since most gather and worship in large organized cities where this class is the most preva-



lent. Other races that are seen as outcast, such as half-ores or faire-kin, also find some meager recognition by serving as summoners.

**Alignment:** Summoners, though not official church members, share the same alignment as their patron deity. While good summoners are truly sincere about their unofficial duties, evil summoners merely use faith as an excuse to become wealthy at their trade.

**Starting Gold:** 6d4 x 10 (150 gp).

**Starting Age:** As rogue.

## CLASS FEATURES

As a summoner, you gain the abilities to force others back onto the path of salvation. Also, your foes are able to glimpse the very realm of hell with your hellfire ability.

**Weapon and Armor Proficiency:** As a summoner, you gain proficiency with simple weapons and martial weapons, with light armor, and with shields (except tower shields).

**Aversion (Ex):** As a summoner, you are known as a lowly informer of the church. Furthermore, many people hesitate to talk to you and often bringing their conversations to a whisper when you approach. You receive a -4 penalty to Diplomacy checks.

**Hellfire (Su):** At first level, the summoner has the bestowed supernatural ability to give witness the fires of hell to arcane spellcasters and fiendish creatures. Whenever a summoner is targeted by an arcane spell or a spell-like ability of a creature with the evil subtype and makes a successful saving throw, the caster receives 1d6 points of fire damage + 1 additional point of fire damage per Piety bonus the summoner possesses. This damage increases by 1d6 every two summoner levels thereafter.

**Providence (Ex):** Blessed with extraordinary

insight and perceptive abilities, a summoner can add an insight bonus equal to his Wisdom modifier to any attack roll, saving throw, skill check, or level check she makes. The summoner can use this ability once per day, plus one additional time per day for every five class levels attained. Using this ability is a free action that can be taken out of turn if needed, but the character must choose to use this ability before the die roll is made.

**Urban Tracking:** A summoner gains the Urban Tracking feat which allows him to use Gather Information to track down a missing person, suspect, or other individuals within a community.

**Resist Temptation (Ex):** Starting at 4th level, a summoner gains a +4 bonus on saving throws against the spell-like abilities of creatures with the evil subtype.


**Summons (Sp):** Beginning at 4th level, the summoner gains the ability to force another humanoid in front of an ecclesiastical court for judgment. A summoner can use this ability once per week per Piety bonus he possesses. This ability functions like the *lesser geas* spell, except as noted here.

- It can only target humanoids with the same religious allegiance as the summoner.
- Clerics, paladins, and other summoners with the same religious allegiance are only affected if they have less of a Piety bonus than the summoner.
- The creature must have 7 + your Piety bonus or fewer Hit Dice and must understand you.
- Your caster level is equal to your Piety bonus.
- The Will DC to resist is 13 + your Wis modifier + your Piety bonus.
- In addition to the other means listed, a *summons* (and all ability score penalties) can end by an *atonement* spell.

**Spontaneous Dispelling (Ex):** At 5th level, an

*Illustrated by Joshua Raynack and Pegaso*





summoner gains the ability to spontaneously cast the spell dispel magic. This ability is similar to the cleric's ability to spontaneously cast cure spells, with a few exceptions. The summoner can "lose" four or more levels of prepared divine spells to cast dispel magic. The prepared spells can be of any level or combination of levels as long as the total spell levels add up to four or more (0-level spells don't count). For example, an summoner using this ability could lose two 2nd-level spells or one 1st-level spell and one 3rd-level spell to cast dispel magic.

At 11th level, an summoner can "lose" seven or more levels of prepared spells to spontaneously cast greater dispel magic.

An summoner using this variant can use it in conjunction with a readied action to use dispel magic or greater dispel magic as a counterspell.

**Select Informers (Ex):** At 13th level, the summoner may appoint a number of individuals equal to his Piety bonus as "informers." These appointed individuals gain all the benefits of the aversion, hellfire (1st level ability only), and resist temptation class features (described above). The summoner may revoke these privileges at any time and appoint replacement consuls as he sees fit. It takes 1d4 hours for an summoner to invoke or revoke a informer's privileges.

## ROLE-PLAY

Most adventures a summoner undertakes ideally leads to the capture of someone filled with sin against the faith. Unlike priests, they do not take an interest in conversion but rather helping those remain on the straight and narrow path of salvation. For a profit, of course.

Mainly operating on their own accord, they occasionally receive orders from church superiors. In such circumstances, they, along with any companions, are usually paid handsomely for their trouble and silence. Such adventures might involve looking for runaway nuns, peasants suspected of witchcraft, or a possessed priest. On such occasions, they work closely with church-inquisitors.

Summoners usually keep to themselves in quiet conversation. With a casual glance or subtle movement of the hand, a summoner can cause anyone to slightly pause a moment to carefully consider their actions.

Lowly summoners have the ability to bring a minor religious transgressor to repent in front of an ecclesiastical court. However, a supremely pious summoner can force the most holy to recant their sins.

Most already know the stigma of being an outcast before becoming a summoner. Sons of mothers that are pagan witches or were burned as heretics, the destitute, disinherited nobles, or once condemned prisoners, make up the ranks of summoners. Most view it as an opportunity to escape poverty, regain lost wealth, or prove themselves among the faithful.

## RELIGION

Although their methods and their intentions are questionable, summoners do worship the patron deity or saint that supports their trade. Though some might have evil tendencies, they ultimately recognize and respect the true power behind their abilities.

## OTHER CLASSES

Many feel that the information trade is a pathetic means to earn a living, especially when your sole purpose is to watch others that worship the same faith. While inquisitors hunt those too far gone from the path, you make sure others stay close to the path, since you earn your coin from only minor transgression of the faith. Therefore, all who travel with you watch their words in your presence, especially arcane characters.

## COMBAT

Despite their apparent loathing for your trade, other characters are grateful for your skills when up against a powerful arcane foe or demon. In such situations, you usually confront arcane wielders head on, leading the charge, so to speak, against such enemies.

## ADVANCEMENT

Your skills and abilities are unique amongst most character classes, since there are few feats that allow their improvement. This allows you to diversify your character to suit a role needed in your adventuring group. However, feats that increase your piety bonus is a must, since most evil outsiders and fiends have protection from fire, thus a high piety bonus is needed for your Hellfire ability. This is especially true at higher levels.





# Chapter Four

# 4

## New Rules

B

### BLOOD POINTS

Blood points provide characters with the means to affect game play in significant ways. A character always has a limited amount of Blood points, and while the character replenishes this supply with every new level he or she attains, the character must use them wisely. A character can spend 1 Blood point to do one of these things:

- Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.
- Use a class or feat feature that has a limited number of uses a day.
- Any time a character is dying, he can spend 1 Blood point to become stable at his current hit point total.

When a character spends 1 Blood point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the target number. A character can declare the use of 1 Blood point to alter a d20 roll after the roll is made—but only before the Game Master reveals the result of that roll (whether the attack or check or saving throw succeeded or failed). A character can't use an Blood point on a skill check or ability check when he or she is taking 10 or taking 20.

When a character spends 1 Blood point to use a feat special ability, he or she gains the benefit of the feature but doesn't roll a d6. In this case, the Blood point is not a bonus to a d20 roll.

A character can only spend 1 Blood point in a round. If a character spends a point to use a feat special ability, he or she can't spend another one in the same round to improve a die roll, and vice versa.

Depending on the character's level (see Table 4-1: Blood Points and Level Advancement), he or she may be able to roll more than one d6 when spending 1 Blood point. If the character does so, apply the highest result and disregard the other rolls.

### Acquiring Blood Points

A beginning (1st-level) character starts the game with 5 Blood points. At every additional character level, unused Blood points are lost and a character gains a new set of Blood points equal to  $5 + 1/2$  his new character level. Some prestige classes might allow a faster rate of accrual, at the Game Master's option.

### Blood Points and Existing Games

Adding Blood points to an existing campaign is easy, since characters don't need to make any special changes. Each character simply gains a number of Blood points equal to  $5 + 1/2$  his current character level.

### NPCs and Blood Points

Most NPCs probably shouldn't have Blood points, due to the added complexity this would create. In the case of important villains or other significant characters, however, the Game Master may award them an appropriate number of Blood points to use against player characters. A number of Blood points equal to  $1/2$  the NPC's level is a good baseline.

**Table 4-1: Blood Points and Level Advancement**


Character Level	Action Point Dice Rolled
1st–7th	1d6
8th–14th	2d6
15th–20th	3d6

A

### ALLEGIANCES

The *Feudal Lords Campaign Setting*, like that of true medieval Europe, characters find themselves in a web of alliances; for better or for worse. The greater in power a character becomes, so does his influence over lords and ladies.





Allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the Game Master may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

### Pledging Allegiance

A character's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

**Person or Group:** This includes a leader or superior, a family, a particular race, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad, or individuals whose safety the character is responsible for).

**Organization:** This may be a merchant house, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a local, or national government, a university, an employer, or an otherwise established authority.

**Nation:** This may or may not be the nation that the character currently resides in. It may be where the individual was born, or where the character resides after emigrating to a new home.

**Belief System:** This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

**Ethical Philosophy:** This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do

likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

**Moral Philosophy:** This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures.

An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

### Character Creation

Humans, upon creation, must have an allegiance of one of the following: Noble, Freeman, Peasant, or Slave. Also, since faerie-kin live in the confines of human society with no culture of their own, they too must select one of the above allegiances.

Once selected, it cannot change or be disregarded. The feudal system is also a strict caste system where everybody within knows their place and reminded of such since the time of their birth.

Other races may also select these allegiances except Noble, should they choose to live within human society. They also may disregard or change these allegiances freely, however they will lose any benefits gained while having such an allegiance. A character may only have one of these allegiances at any given time.

Furthermore, those selecting an allegiance (noble) must either have the Noble Lineage feat or a core class that provides a Heraldry bonus.

### Allegiances and Influence (Optional)

An allegiance can create an empathic bond with others of the same allegiance. With the Game Master's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

### Conflicting Allegiances

There may be a time when a character has one or more allegiances that conflict with one another. A good example of this in the *Feudal Lords* setting is the power struggle between the church and the secular lords.

When such an occurrence happens, characters lose their circumstance bonus when interacting with



conflicting allegiances.

*For Example:* Simon the Short-hand, has allegiances with two feuding lords: Lord Denby and Lord William of the Plain. When dealing with Lord Denby or Lord William, Simon does not receive his normal +2 circumstance bonus. Therefore, Simon must rely on his own skill when he interacts with Lord Denby's or William's soldiers. It is evident that both lords would feel more at ease if Simon breaks his relationship with their rival.

Furthermore, if you are using the optional rule above, those with a peasant or slave allegiance has a penalty to Charisma-based skill checks when interacting with a character with an noble allegiance. This is circumstance penalty is a -2 on all Charisma-based skill checks.

## Allegiances and Fiefs

At any time that a character breaks an allegiance that he or she gained a fief through, then that fief is forfeit. That is, unless the character is prepared for a civil war.

## Allegiances and Religion

A character may only have one religious allegiance at any given time. Should characters obtain a new religious allegiance, they must discard their old religious allegiance.

## Allegiances and the Church of the Eternal Spirit

Followers of the Eternal Spirit of Man do not pledge an allegiance to the church as a whole, but to a particular saint of that church. This saint is considered the character's patron saint. Characters can only have one patron saint, though they may pray to other saints freely.

Furthermore, two characters with allegiances to a different patron saint are still considered to have the same allegiance in concerns to the Church of the Eternal Spirit of Man.

*For Example:* Peter the Grave, a pilgrim traveling to the Hill Lands meets Thomas Hew, a noble knight. Peter the Grave has an allegiance to Saint Anthony and Thomas Hew has an allegiance to Saint Bastion. After talking and recognizing each others holy symbols, both know that they belong to the

### Game Master Notes

Conflicting allegiances is a great way for characters to feel the ebb and flow of medieval politics. In the example above, Simon must act as a mediator between the two lords or eventually choose a side.

However, do not overuse this tactic as you will find Players more willingly becoming free spirits rather than agreeing to an allegiance.

same church. Peter asks a favor and wishes to stay the night. When making a Diplomacy skill check, Peter will have a +2 circumstance modifier since they are of the same faith.

*Important Note:* The above example assumes that Peter is a freeman and Thomas, a noble. Should Peter have a peasant allegiance, then there would be a conflict in allegiance and Peter would have a -2 circumstance penalty. See Conflicting Allegiances above for more details.

## Allegiances and Divine Spells

Characters must have the same allegiance (chosen religion) as a divine caster to reap any benefits a divine spell might offer.

## Allegiances and Excommunication

Should a character become excommunicated from their faith, their allegiance (chosen religion) becomes allegiance (heretic). Such characters cannot discard this allegiance until they either acquire a new level or be the recipient of an *atonement* spell. At that particular time, a character may either choose to switch their allegiance to a different religion (or previous religion if a recipient of an *atonement* spell) or discard the allegiance (heretic).



## OCCUPATIONS

A character may hold other professions as his or her life unfolds, but the benefits of a starting occupation are only applied once, at the time of character creation.

The occupations presented here reflects the versatility of human society, since it is that civilization which currently flourishes. Thus only humans may have an occupation.

Many starting occupations have a general descriptor while other are more specific. A general descriptor is available to any character. However, an occupation with a specific descriptor, such as noble or freeman, must also have that specific allegiance.

Each occupation provides a number of additional permanent class skills that the character can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for the character. If the skill selected is already a class skill for the character, he or she also gains a



competence bonus for that skill.

Some starting occupations provide a Heraldry or Piety bonus or a bonus feat (in addition to the feat a 1st-level character already receives). A character still must meet any prerequisites for these bonus feats.

Furthermore, some occupations have a starting wealth increase. Add this dice result to a character's starting wealth *before* the multiplier.

Choose one occupation from the available selections and apply the benefits to the character as noted in the occupation's description.



## OCCUPATION DESCRIPTIONS

The following occupations are available in the *Feudal Lords Campaign Setting*.

### Academic [Freeman, Noble, Religion]

Academics include librarians, cloistered clerics, scholars, professors, monks, and teachers.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Craft (writing), Decipher Script, Gather Information, Knowledge (any), or add a new Speak Language.*

**Starting Wealth Increase:** +3d4.

### Adventurer [General]

Adventurers include professional hunters, relic hunters, explorers, and others called to face danger for a variety of reasons.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Bluff, Climb, Disable Device, Escape Artist, Heal, Intimidate, Jump, Knowledge (arcana, geography, local, or dungeoneering), Move Silently, Ride, Spot, Survival, Swim.*

**Bonus Feat:** Select one of the following: Martial Weapon Proficiency or Brawl.

**Starting Wealth Increase:** +1d4.

### Apothecary [General]

Apothecaries are people who study the science of mixing chemicals, elements, and naturally occurring materials together for predictable results. They often

go on to be inventors or alchemists.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Craft (alchemy, armorsmithing, calligraphy, or gemcutting), Disable Device, Knowledge (arcana, geography, or history).*

**Bonus Feat:** Select either Arcane Skills or Educated.

**Wealth Bonus:** +3d4.

### Aristocrat [Noble]

Aristocrats usually get their wealth from family holdings. The typical aristocrat has few responsibilities, and at least one driving passion that occupies his or her day. That passion might be a charity, an ideal or cause worth fighting for, or a lust for living a fun and carefree existence.

**Skills:** Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Diplomacy, Intimidate, Knowledge (nobility and royalty), Perform (any), Ride, or add a new Speak Language.*

**Heraldry Bonus Increase:** +2.

**Wealth Bonus Increase:** +6d4.

### Athlete [General]

Athletes include amateur athletes of fine physical quality. Although there is no major spectator sport in medieval Terra, characters with this background include gladiators, charioteers, couriers, and those participating in tournaments.

**Prerequisite:** Strength 13 or Dexterity 13.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Balance, Climb, Jump, Ride, Swim, Tumble.*

**Bonus Feat:** Select either Martial Weapons Proficiency or Brawl.

**Wealth Bonus Increase:** +1d4.

### Cloistered [Religion]

This occupation is designed usually for second sons of the nobility, illegitimate children, or others that otherwise choose seclusion in a monastery. This occupation also includes protectors of secret societies, isolated heretical sects, and other places separated from society.



**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Concentration, Decipher Script, Knowledge (arcana, history, or religion), Sense Motive.*

**Bonus Feat:** Select one of the following: Acrobatic, Martial Weapon Proficiency, Athletic, Blind-Fight, Educated, Exotic Weapon Proficiency, Nimble Fingers, Stealthy.

**Wealth Bonus Increase:** +2d4.

### Courtesans [Freeman, Noble]

Courtesans are a sexual companion with cliental of a higher class. They are escorts or concubines of those that can afford their services, usually aristocrats, nobility, and wealthy merchant lords. Women that fulfill this role are also sought by their male companions for advice, prestige, and guidance in matters of state, rather than confiding in their female peers.

**Alignment:** Any. However, courtesans tend toward neutrality.

**Skills:** Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Appraise, Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Knowledge (any), Perform, Profession (courtesan), Sense Motive, Sleight of Hand, Speak Language.*

**Heraldry Bonus Increase:** +1.

**Starting Wealth Increase:** +4d4.

### Courtier [Noble]

A courtier is anyone who, for whatever reason, has been thrust into the spotlight of courtly life. Actors, entertainers of all types, great novelists, renowned soldiers, landless nobles, young knights, and more fall under this starting occupation.

**Skills:** Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Bluff, Craft (calligraphy), Diplomacy, Disguise, Perform (act, dance, keyboard instruments, percussion instruments, sing, stringed instruments, or wind instruments).*

**Heraldry Bonus Increase:** +1.

**Starting Wealth Increase:** +4d4.

### Creative [General]

The creative starting occupation covers artists of all

types who fan their creative spark into a career. Illustrators, calligraphists, novelists, actors, sculptors, musicians dancers, and painters all fall under this occupation. In the medieval world of Terra, aristocrats are beginning to see artists as true masters rather than simple craftsmen.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Bluff, Craft (calligraphy), Disguise, Forgery, Knowledge (local or nobility and royalty), Perform (act, dance, keyboard instruments, percussion instruments, sing, stringed instruments, or wind instruments), Spot.*

**Starting Wealth Increase:** +2d4.

### Criminal [General]

This illicit starting occupation reveals a background from the wrong side of the law. This occupation includes con artists, burglars, thieves, crime family soldiers, gang members, black market dealers, and other types of career criminals.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Disable Device, Disguise, Forgery, Profession (gambler), Hide, Knowledge (local), Move Silently, Sleight of Hand.*

**Bonus Feat:** Select either Brawl or Martial Weapon Proficiency (one of the following: hand crossbow, rapier, shortbow, or short sword).

**Starting Wealth Increase:** +1d4.

### Destitute [Peasant, Freeman]

A destitute character is utterly impoverished. This occupation includes beggars, orphans, drunkards, and prostitutes.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Bluff, Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Knowledge (local), Move Silently, Sleight of Hand.*

**Bonus Feat:** Choose either Brawl or Martial Weapon Proficiency.

### Diplomat [Noble]

The diplomat is a noble that specializes in negotiation.





**Skills:** Choose 1 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Bluff, Concentration, Decipher Script, Diplomacy, Intimidate, Knowledge, Profession (diplomat), Sense Motive, Speak Language.*

**Bonus Feat:** Negotiator.

**Heraldry Bonus Increase:** +1.

**Starting Wealth Increase:** +4d4.

## Doctor [Freeman, Noble, Religion]

A medieval doctor, though primitive, can be a physician, a surgeon, a herbalist, or an anatomist.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Craft (alchemy), Heal, Knowledge (arcana, nature, religion), Search or add another Speak Language.*

**Wealth Bonus Increase:** +4d4.

## Entrepreneur [Freeman]

Entrepreneurs believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture. These small to large business owners have a knack for putting together business plans, gathering resources, and getting a new venture off the ground. They are usually merchants, bankers, or wealthy gypsies.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Bluff, Craft (any), Diplomacy, Knowledge (local), Profession (any).*

**Heraldry Bonus Increase:** +1.

**Starting Wealth Increase:** +4d4.

## Fugitive [General]

A character might be a heretic is being chased by inquisitors, an escaped serf or slave, or wanted for a crime he or she did or were wrongly accused.

**Skills:** Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Bluff, Disguise, Escape Artist, Forgery, Gather Information, Hide, Knowledge (local), Move Silently, Sense Motive.*

**Bonus Feat:** Select one of the following: Brawl, Dodge, Martial Weapon Proficiency, Stealthy.

**Starting Wealth Increase:** +1d4.

## Hedge Wizard [Peasant, Freeman]

A hedge wizard is someone who has spent a great deal of time studying the arcane arts without the benefit of having any formal training or mentoring.

**Prerequisite:** Intelligence 10.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Concentration, Craft (alchemy or calligraphy), Decipher Script, Gather Information, Knowledge (arcana, history, or nature).*

**Bonus Feat:** Select either Magical Heritage or Magical Affinity.

**Starting Wealth Increase:** +2d4.

## Heir [Noble]

Heirs are the elite sons and daughters of powerful magnates, influential nobles, and imperial monarchs. Unlike courtiers, however, they are bound by their lineage to certain responsibilities, with the assumption that they might someday rise to lead their families into the future . . . assuming the stars are properly aligned and they do nothing to jeopardize their birthright.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

*Craft (visual art or writing), Knowledge (history, local, or nobility and royalty), Perform (act, dance, keyboards, percussion instruments, sing, stringed instruments, or wind instruments) (Cha), Ride (Dex), Sense Motive (Wis).*

**Pre-Selected Feat:** An heir must choose the Noble Education feat as one of her starting feats at 1st level.

**Heraldry Bonus Increase:** +1.

**Starting Wealth Increase:** +6d4. An heir may permanently reduce her Heraldry bonus by 1 to increase her starting wealth bonus by an additional +2d4; this expenditure must be made before the character begins play.

## Investigate [General]

There are a number of careers that fit within this occupation, including espionage agents, coroners, black market dealers, and others who use their skills to



gather evidence and analyze clues.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Craft (calligraphy), Decipher Script, Forgery, Gather Information, Knowledge (nature or local), Search, Sense Motive.*

**Bonus Feat:** Select either Brawl or Martial Weapon Proficiency.

**Starting Wealth Increase:** +2d4.

### Laborer [Peasant, Freeman, Slave]

Laborers are the builders and movers of society. They work the docks, raise castle walls, and load and unload carts.

**Skills:** Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Balance, Climb, Disable Device, Intimidate, Knowledge (architecture and engineering), Jump, Profession, Survival, Use Rope*

**Bonus Feat:** Choose either Endurance or Toughness.

**Starting Wealth Increase:** +1d4.

### Law Enforcement [General]

Except in large cities, there is no true law enforcement agencies in medieval Terra. It usually falls to an individual and his or her underlings to keep the peace. This profession includes coroners, bailiffs, sheriffs, and guards. Smaller manor houses will have capable peasants guard the area rather than farm the lord's land. Such peasants are seasonally rotated throughout the year.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Diplomacy, Gather Information, Intimidate, Knowledge (local), Listen, Ride.*

**Bonus Feat:** Select one of the following: Brawl, Military Training, Armor Proficiency (light), or Martial Weapon Proficiency.

**Starting Wealth Increase:** +1d4.

### Military [General]

Military covers crusaders, soldiers, professional guards, and mercenaries.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is

already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Climb, Hide, Move Silently, Navigate, Pilot, Survival, Swim.*

**Bonus Feat:** Select one of the following: Brawl, Military Training, Armor Proficiency (light), or Martial Weapon Proficiency.

**Starting Wealth Increase:** +1d4.

### Novitiate [Religion]

Novitiates draw quiet strength from their belief in a greater power. They do not necessarily have ties to a specific religion or denomination—their faith is enough. Some novitiates are lay clergy, monks, pilgrims, inquisitors, or any other position involved with helping people who have lost hope and faith.

**Prerequisite:** Wisdom 10.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Concentration, Craft (calligraphy), Decipher Script, Diplomacy, Knowledge (arcana, history, and religion), Sense Motive.*

**Bonus Feat:** Select either: Divine Heritage or Magical Affinity.

**Starting Wealth Increase:** +2d4.

### Pilgrim [Religion]

This occupation applies to crusaders, pilgrims, and perhaps merchants, for one reason or another, ventured into the holy lands and became inspired. These paths are often dangerous requiring a lot of diligence, determination, and quick wit.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Bluff, Gather Information, Knowledge (local), Survival, Ride.*

**Bonus Feat:** Select one of the following: Educated, Piety, or Pious.

**Starting Wealth Increase:** +4d4.

### Primitive [Freeman, Peasant, Slave]

The primitive comes from a tribal society that is often well behind its more advanced neighbors. A primitive is first and foremost a survivalist; his society has not advanced enough to allow for specialization.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already





a class skill, you receive a +1 competence bonus on checks using that skill.

*Balance, Climb, Concentration, Handle Animal, Intimidate, Jump, Listen, Spot, Survival, Swim.*

**Bonus Feats:** Simple Weapon Proficiency and Track

**Special:** Characters selecting the primitive occupation are illiterate.

## Religious [Religion]

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Decipher Script, Knowledge (arcana, history, local, or religion), Listen, Sense Motive.*

**Starting Wealth Increase:** +2d4.

## Rural [Freeman, Peasant]

Farm workers, hunters, and others who make a living in rural communities fall under this category.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

*Balance, Climb, Handle Animal, Ride, Survival, Swim.*

**Bonus Feat:** Select either Brawl or Martial Weapon Proficiency.

**Starting Wealth Increase:** +1d4.

## Servant [Peasant, Freeman, Slave]

The servant's job is to see to the needs of his master or patron. While a commoner, the servant often feels a bit above his class, owing to his presence among nobility. This feeling is illusory, as most nobles pay him no more attention as they would a piece of furniture.

**Alignment:** Lawful

**Skills:** Choose 4 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Diplomacy, Gather Information, Hide, Knowledge (nobility and royalty), Listen, Profession (any), Sense Motive, Speak Language, Spot.

**Starting Wealth Increase:** +1d4.

## Slave [Slave]

A prisoner of a rival Turcomen tribe, gladiator, a crusader imprisoned by besieging orcs surrounding Argos, born into captivity in the tyrant kingdom of Darcadia, are all possibilities for characters with this starting position.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Bluff, Climb, Craft (any, but alchemy), Disguise, Escape Artist, Gather Information, Handle Animal, Hide, Jump, Move Silently, Sleight of Hand, Survival, Swim.*

**Bonus Feat:** Select one of the following: Brawl, Endurance, or Toughness.

## Squire [Freeman, Noble]

Squires serve as assistants to warriors in hopes of learning the skills they will need to be warriors themselves one day.

**Prerequisite:** Strength 13 or Dexterity 13.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Balance, Climb, Handle Animal, Jump, Ride, Tumble.*

**Bonus Feat:** Select either Exotic Weapons Proficiency or Armor Proficiency (light).

**Starting Wealth Increase:** +1d4.



# Chapter Five

## Feats

### **T**YPES OF FEATS

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher spell level than it actually is.

#### Blood Feats

By spending a Blood Point, a character may enhance a particular feat. Unless otherwise noted, the abilities last for one round.

#### Ancestral Feats

Someone in your ancestry has provided you with racial blood or other similar abilities. All Ancestral Feats may only be taken at 1st level.

#### Hellish Boon Feats

A Hellish Boon feat is a type which is granted in a moment of desperation; a moment when a character gives themselves to dark abilities for a quick easy fix. A Hellish Boon feat may be taken at any time a character wishes and immediately replaces a particular feat that the character gained through normal level progression.

Each time a Hellish Boon feat is gained, a character receives a cumulative -2 penalty to all Charisma-based skill checks. In addition, a character has temporarily given part of their soul to darker beings. Therefore, when a character reach 0 hit points, he or she dies. Furthermore, since the soul is in a precarious situation (being fought over by demonic entities and divine beings), a character with a Hellish Boon Feat requires a *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life.

A character may restore a feat replaced by a Hellish Boon by being a recipient of an *atonement*

spell. This negates all penalties associated with having a Hellish Boon feat except for Charisma-based skill check penalties. These penalties are permanent.

#### Noble Feats

Noble feats represent not only a character's lineage, but also the amount of time a character spends managing their household, in audience at court, or advancing their political goals. In addition to the benefit the particular feat provides, a character receives an +1 increase to the Heraldry bonus for each Noble feat a character attains.

#### Pious Feats

The amount of Pious feats a character possesses represents his or her stalwart devotion to their particular faith. It is a representation of time a character may spend in worship or furthering the goals of their faith. In addition to the benefit the particular feat provides, a character receive an +1 increase to the Piety bonus for each Pious feat a character attains.

#### Vile Pact Feats

Vile Pact feats are obtained through normal means and indicates that the character willingly sought out darker forces to negotiate for more personal power. Whenever a Vile Pact feat is used, whether intentionally or unintentionally, they gain an aura of evil for an amount of time specified by the particular Vile Pact feat.

### **F**EAT DESCRIPTIONS

The feats presented below are in addition to the feats found in the *Player's Handbook* and other sources that contain epic feats.



### Blood Boost [General]

You have the ability to alter your luck drastically in dire circumstances.

**Benefit:** When you spend an Blood point, you roll d8s instead of d6s for the blood result.

### Agile Riposte [General]

You gain an attack of opportunity when foes miss with their attack of opportunity against you.

**Prerequisites:** Dexterity 13, Dodge.

**Benefit:** Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

### Ancestral Armor [General, Fighter]

Two ancestral warriors empower mundane armor you wear offering better protection.

**Prerequisite:** Lesser Ancestral Armor, base Fortitude +9.

**Benefit:** While wearing a mundane suit of armor, it is treated as having a +2 enhancement bonus. This bonus is not considered magical for purposes of overcoming damage reduction, hit points, hardness, and the ability to be enchanted.

**Special:** A fighter may select Ancestral Armor as one of his fighter bonus feats.

### Ancestral Armor, Greater [General, Fighter]

Three ancestral warriors empower mundane armor you wear offering better protection.

**Prerequisite:** Ancestral Armor, base Fortitude +12.

**Benefit:** While wearing a mundane suit of armor, it is treated as having a +3 enhancement bonus. This bonus is not considered magical for purposes of overcoming damage reduction, hit points, hardness, and the ability to be enchanted.

**Special:** A fighter may select Greater Ancestral Armor as one of his fighter bonus feats.

### Ancestral Armor, Lesser [General, Fighter]

An ancestral warrior empowers mundane armor you wear offering better protection.

**Prerequisite:** Armor Proficiency (heavy), base Fortitude +6.

**Benefit:** While wearing a mundane suit of armor, it is treated as having a +1 enhancement bonus. This bonus is not considered magical for purposes of overcoming damage reduction, hit points, hardness, and the ability to be enchanted.

**Special:** A fighter may select Ancestral Armor as one of his fighter bonus feats.

### Ancestral Shield [General, Fighter]

Two ancestral warriors empower a mundane shield you hold offering better protection.

**Prerequisite:** Lesser Ancestral Shield, base Fortitude +9.

**Benefit:** While holding a mundane shield, it is treated as having a +2 enhancement bonus. This bonus is not considered magical for purposes of overcoming damage reduction, hit points, hardness, and the ability to be enchanted.

**Special:** A fighter may select Ancestral Shield as one of his fighter bonus feats.

### Ancestral Shield, Greater [General, Fighter]

Three ancestral warriors empower a mundane shield you hold offering better protection.

**Prerequisite:** Ancestral Shield, base Fortitude +12.

**Benefit:** While holding a mundane shield, it is treated as having a +3 enhancement bonus. This bonus is not considered magical for purposes of overcoming damage reduction, hit points, hardness, and the ability to be enchanted.

**Special:** A fighter may select Greater Ancestral Shield as one of his fighter bonus feats.

### Ancestral Shield, Lesser [General, Fighter]

An ancestral warrior empowers a mundane shield you hold offering better protection.

**Prerequisite:** Shield Proficiency, base Fortitude +6.

**Benefit:** While holding a mundane shield, it is treated as having a +1 enhancement bonus. This bonus is not considered magical for purposes of overcoming damage reduction, hit points, hardness, and the ability to be enchanted.

**Special:** A fighter may select Lesser Ancestral Shield as one of his fighter bonus feats.



## Ancestral Weapon [General, Fighter]

Two ancestral warriors empower mundane weapons you wield.

**Prerequisite:** Lesser Empowered Weapon, Weapon Focus with selected weapon, base attack bonus +12.

**Benefit:** While wielding a mundane selected weapon, it is treated as having a +2 enhancement bonus. This bonus is not considered magical for purposes of overcoming damage reduction, hit points, hardness, and the ability to be enchanted.

**Special:** A fighter may select Ancestral Weapon as one of his fighter bonus feats.

## Ancestral Weapon, Greater [General, Fighter]

Three ancestral warriors empower mundane weapons you wield.

**Prerequisite:** Empowered Weapon, Weapon Focus with selected weapon, base attack bonus +18.

**Benefit:** While wielding a mundane selected weapon, it is treated as having a +3 enhancement bonus. This bonus is not considered magical for purposes of overcoming damage reduction, hit points, hardness, and the ability to be enchanted.

**Special:** A fighter may select Greater Ancestral Weapon as one of his fighter bonus feats.

## Ancestral Weapon, Lesser [General, Fighter]

An ancestral warrior empowers mundane weapons you wield.

**Prerequisite:** Weapon Focus with selected weapon, base attack bonus +6.

**Benefit:** While wielding a mundane selected weapon, it is treated as having a +1 enhancement bonus. This bonus is not considered magical for purposes of overcoming damage reduction, hit points, hardness, and the ability to be enchanted.

**Special:** A fighter may select Lesser Ancestral Weapon as one of his fighter bonus feats.

## Armor Mastery [Blood, General]

Training for endless hours, you learn how to maneuver your armor to afford you the best protection.

**Prerequisite:** Damage reduction, Armor Proficiency (Medium) or Armor Proficiency (Heavy).

**Benefit:** When wearing medium or heavy armor, you increase your damage reduction by 1.

**Blood (1):** When an opponent scores a critical threat against you, you may spend a Blood Point to have a 25 percent chance that the attack is not a criti-

cal hit. Make this check before rolling to confirm or applying any rules that affect the critical threat.

**Blood (2):** When an opponent scores a critical threat against you, you may spend two Blood Points to have a 50 percent chance that the attack is not a critical hit. Make this check before rolling to confirm or applying any rules that affect the critical threat.

## Armor Mastery, Hellish [Blood, Hellish Boon]

You call upon dark beings to grant you the ability to have your armor afford the best protection possible.

**Replaces:** Armor Mastery.

**Benefit:** When wearing medium or heavy armor, you increase your damage reduction by 2.

**Blood (1):** When an opponent scores a critical threat against you, you may spend an Blood Point to have a 50 percent chance that the attack is not a critical hit. Make this check before rolling to confirm or applying any rules that affect the critical threat.

**Blood (2):** You may spend two Blood Points to become immune to critical hits for one round. You must spend the Blood Points after an attack roll is made, but before damage is dealt.

**Special:** See Hellish Boon feats discussed earlier in this chapter.

## Battlefield Reflexes [General]

Moving through your threaten area proves difficult for your foes.

**Prerequisites:** Combat Reflexes, Improved Combat Reflexes, base attack bonus +4.

**Benefit:** Any space you threaten counts as difficult terrain for opponents. They can attempt to move through them as if such spaces were not difficult, but in that case they suffer a -4 penalty to their Tumble checks and you gain a +4 bonus on attacks of opportunity against them.

## Blade of Your Ancestors [Ancestral]

In your possession is a weapon that was once wielded by your ancestors.

**Prerequisite:** Heraldry +1, Weapon Focus (Chosen weapon).

**Benefit:** Choose a particular weapon. For the purposes of hardness and hit points, the weapon is considered to have a magical enhancement bonus equal to your Heraldry bonus. In addition, the chosen weapon is considered of masterwork quality for purposes of being enchanted.

**Special:** As with all Ancestral feats, you may





only take this feat at 1st level.

### Blind-Fight [Blood, General]

You have trained to fight in melee against foes without having the need to see them.

**Benefit:** In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

**Normal:** Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Blood (1):** By spending a Blood Point, you gain the benefits of this feat on ranged attacks made against opponents within 30 feet of you. This ability lasts for 1 minute.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell. A fighter may select Blind-Fight as one of his fighter bonus feats.

### Blind-Fight, Hellish [Blood, Hellish Boon]

You have begged dark forces to guide your hand against concealed foes.

**Replaces:** Blind-Fight.

**Benefit:** In addition to the normal benefits of the Blind-Fight feat, you can use Listen as a free blood

each round to locate an invisible opponent. In addition, you automatically locate an invisible person within 5 feet of you.

Finally, you may reroll any Spot checks made to notice an opponent, but you must choose to reroll before you learn whether your check succeeded.

**Blood (2):** Your demonically enhanced senses are so precise that you doggedly follow an opponent. Once you hit an enemy who gains concealment, you may spend two Blood Points for that opponent to lose all concealment miss chance against your melee attacks. You anticipate your foe's every move and relentlessly attack him, even if the concealment blocks line of sight. However, you gain no special knowledge of the terrain. For example, if a foe with

concealment moves behind a wall that you cannot see, you may waste arrows trying to shoot him through the full cover.

**Special:** See Hellish Boon feats discussed earlier in this chapter.

### Boost Defense [Blood, General]

You have the ability to alter your armor class drastically when fighting defensively.

**Benefit:** You may spend 1 Blood Point as a free action when fighting defensively. This gives you double the normal benefits for fighting defensively for the entire round (+4 dodge bonus to AC; +6 if you have 5 or more ranks in Tumble).

### Brawl [General]

You can hold your own in a bar fight.

**Benefit:** When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier.

**Normal:** Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

### Cleave [Blood, General]

You are able to follow through with your blows striking other opponents within reach.

**Prerequisite:** Str 13, Power Attack.

**Benefit:** If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack, and you must make it with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

**Blood (1):** You gain a +2 bonus to your Cleave attack rolls. This ability lasts for 1 minute.

**Blood (2):** Each time you make a Cleave attack, you can move 5 feet as a free action. You cannot move more than your normal speed in this manner. This movement does not provoke attacks of opportunity, as decapitated body parts and bloody gore you leave in your wake prove too distracting. This ability lasts for 1 minute.

**Special:** A fighter may select Cleave as one of his fighter bonus feats.

### Cleave, Hellish [Blood, Hellish Boon]

Demonic patrons grant you enormous opportunity to hack through you foes.



**Replaces:** Cleave

**Benefit:** In addition to the normal benefits of the Cleave feat, you also gain Cleave attacks when you score a critical hit in addition to when you drop an opponent. You can use this Cleave attack against any foe in range (not just the one you critically hit). If you score a critical hit *and* drop a foe, however, you gain only one Cleave attack.

### Combat Reflexes [Blood, General]

When your opponents let their guard down, you respond quickly with a deadly strike.

**Benefit:** You may make a number of additional attacks of opportunity each round equal to your Dexterity bonus. You also may make attacks of opportunity while flat footed.

**Normal:** A character without this feat can make only one attack of opportunity per round and can't make any while flat footed.

**Blood (1):** When you make an attack of opportunity, you can spend one Blood Point to gain a +2 bonus to your attack. There is no limit to the number of Blood Points you may expend in this way, though obviously you cannot spend more Blood Points than you have.

### Combat Reflexes, Hellish [Blood, Hellish Boon]

Dark entities provide you with insight of your opponent's next move within your threaten area.

**Benefit:** In addition to the benefits of Combat Reflexes, opponents provoke an attack of opportunity if they attempt to exit a square you threaten, even if their movement does not normally provoke such an attack.

### Deflect Arrows [Blood, General]

**Prerequisites:** Dex 13, Improved Unarmed Strike.

**Benefit:** You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted.

Attempting to deflect a ranged weapon doesn't count as an blood. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

**Blood (1):** You can use your Deflect Arrows feat one additional time per round. This ability lasts for 1 minute.

**Special:** A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

A fighter may select Deflect Arrows as one of his fighter bonus feats.

### Deflect Arrows, Hellish [Blood, Hellish Boon]

**Replaces:** Deflect Arrows.

**Benefit:** In addition to the benefits of the Deflect Arrows, you can deflect an additional number of missiles per round equal to 1 + your Dexterity bonus (minimum 1).

### Devout Spellcaster [Divine]

You are completely devoted to your faith and serve unwaveringly.

**Prerequisite:** Ability to turn or rebuke undead, Allegiance (chosen religion).

**Benefit:** You may spend a turn or rebuke attempt to add your Piety bonus to the DC of the next spell you cast.

### Divine Sunder [Divine]

Divine blessings allow you to have more impact against objects.

**Prerequisite:** Piety bonus +1, Ability to turn or rebuke undead.

**Benefit:** You may spend a turn or rebuke attempt to ignore any object's hardness equal to your Piety bonus. This ability lasts for 1 minute.

### Dodge [Blood, General]

Quick on your feet, you are able to evade attacks as long as you are aware of them.

**Prerequisite:** Dex 13.

**Benefit:** During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

**Blood (1):** Should one of your dodge pool targets attack you while he flanks you, you may be able to turn the attack against his flanking partner. If his attack against you misses, you can spend 1 Blood Point to dodge out of the way successfully. This tactic causes him to skewer the ally who helps him create the flank, imposing its result against the ally who creates the flank.



Your foe does not reroll his attack. Use the result of his attack against the flanking target. Note that you decide to spend the Blood Point after seeing the attack's results, allowing you to gauge whether the strike has a chance to hit your enemy.

**Blood (2):** When a target of your dodge pool attacks and misses you, you may spend 2 Blood Points to immediately make a 5-foot move.

You can use this ability only once per round. If you move out of an opponent's threatened area, he must either move to keep up with you or choose a different target for the rest of his attacks.

**Special:** A fighter may select Dodge as one of his fighter bonus feats.

### Dodge, Hellish [Blood, Hellish Boon]

While some rely on armor or quickness, your speed is attributed to hellish powers that be.

**Replaces:** Dodge.

**Benefit:** The Hellish Dodge feat now grants you a +3 dodge bonus instead of just +1.

### Far Shot [Blood, General]

You are an expert at hitting targets at long range. You can take aim at a distant target and strike it with unerring accuracy.

**Prerequisite:** Point Blank Shot.

**Benefit:** When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

**Blood (1):** If you have the sneak attack ability or access to other precision-based bonuses to attack or damage, you gain them with ranged weapons at double the normal range for one round. For example, you now gain the benefits of Point Blank Shot on targets up to 60 feet away.

**Special:** A fighter may select Far Shot as one of his fighter bonus feats.

### Far Shot, Hellish [Blood, Hellish Boon]

Demonic insight guides your arrows and thrown weapons.

**Replaces:** Far Shot.

**Benefit:** You ignore the range penalty for the first range increment.

**Blood (2):** You ignore the range penalty for the first, second, and third range increments for one round.

### Feudal Obligations [General]

You observe and greatly respect the religious tradi-

tions of your faith.

**Prerequisite:** Allegiance (noble).

**Benefit:** Once per day, you receive a heraldry bonus equal to your Charisma modifier. This lasts a number of minutes equal to your Charisma modifier..

### Great Cleave [Blood, General]

Multiple foes fall beneath your powerful blow.

**Prerequisites:** Str 13, Cleave, Power Attack, base attack bonus +4.

**Benefit:** This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

**Blood (1):** You slam into your enemies with enough force to send their corpses hurtling through the air. Whenever you gain a Cleave attack, all opponents adjacent to the enemy you dropped to gain the attack suffer a -1 penalty to AC as the corpse of their fallen ally slams into them. Spend your Blood Point and apply this penalty before resolving your Cleave attack. This ability lasts 1 minute.

**Blood (2):** Each time you make a Cleave attack, you may spend two Blood Points to gain a +2 bonus to damage on a melee attack. Spend the Blood Points before resolving your attack. Should your attack miss, you lose any Blood Points spent.

**Special:** A fighter may select Great Cleave as one of his fighter bonus feats.

### Great Cleave, Hellish [Blood, Hellish Boon]

Devilish entities enhance your ability to cleave through multiple foes.

**Prerequisites:** Hellish Cleave.

**Replaces:** Great Cleave.

**Benefit:** In addition to the benefits of Great Cleave, you gain a Cleave attack when you score a critical threat (but not necessarily a critical hit) in addition to when you drop an opponent. You may make this Cleave attack against any foe in range (not just the one you critically threatened). If you score a critical threat *and* drop a foe, you gain only one Cleave attack.

**Blood (3):** You gain Cleave attacks when you inflict more than 15 points of damage with a single attack. If you fulfill multiple criteria for gaining a Cleave attack with a single blow, you gain only one Cleave attack. This ability lasts for 1 minute.

### Heroic Surge [Blood, General]

You can stretch the limit of the number of actions you can perform.



**Prerequisite:** Base attack bonus +1.

**Benefit:** The character may spend 1 blood point to take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

**Table 5-1: Heroic Surge**

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

### Improved Bull Rush, Hellish [Hellish Boon]

Demonic might surges through your body, granting amazing adrenaline to further hinder your foe.

**Replaces:** Improved Bull Rush

**Benefit:** When you attempt a bull rush, you can make a single attack at your best base attack bonus in addition to the normal benefits of a bull rush and this feat. You can use either your Strength bonus as well as the bonus from the base Improved Bull Rush feat or the damage you inflict with your attack as a modifier to the opposed Strength check.

### Improved Combat Reflexes [General]

You respond quickly with a deadly strike against those who let their guard down regardless of the type of actions they perform.

**Benefit:** If an opponent takes multiple actions that provoke attacks of opportunity, you can attack him for each one regardless of the type of action. You are no longer restricted to one attack for a given opportunity per round against a given foe.

### Improved Critical [Blood, General]

You are adept at scoring deadly blows with a specific weapon. You inflict critical hits with it more often than other warriors do.

**Prerequisite:** Proficient with weapon, base attack bonus +8.

**Blood (1):** When you attempt to confirm a critical threat with your chosen weapon, you gain a +4 bonus to the attack. When you have the opportunity to strike an opponent in a vulnerable area, you seize the chance with deadly accuracy.

**Benefit:** When using the weapon you selected, your threat range is doubled.

**Special:** You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

A fighter may select Improved Critical as one of his fighter bonus feats.

### Improved Critical, Hellish [Blood, Hellish Boon]

Otherworldly, evil entities hone your blade.

**Replaces:** Improved Critical.

**Benefit:** You now triple, rather than double, its threat range.

**Blood (2):** When scoring a critical threat, you may spend 2 Blood Points. You no longer need to roll to confirm critical threats for one round. If your attack has any chance of piercing a vital area, you infallibly drive it home.

### Improved Disarm [Blood, General]

You are capable of disarming foes without leaving yourself exposed to a counterattack.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

**Blood (1):** When attempting to disarm an opponent larger than you, he counts as one size category smaller than normal. You use your foe's size against him to cut between his fingers or otherwise loosen his grip.

**Normal:** See the normal disarm rules.

**Special:** A fighter may select Improved Disarm as one of his fighter bonus feats.

A monk may select Improved Disarm as a bonus feat at 6th level, even if she does not meet the prerequisites.

### Improved Disarm, Hellish [Blood, Hellish Boon]

Your devilish allies make it possible to strike a foe with his own weapon once you successfully disarm it.

**Replaces:** Improved Disarm.

**Benefit:** In addition to the normal benefits of the Improved Disarm feat, If you disarm an opponent, you send his weapon flying through the air with a quick flick of your wrist. You can place his





weapon in any square within 10 feet of you. If you have a hand free and can use his weapon in one hand, you may flip it to yourself. You can use the weapon as normal at the end of your current turn.

### Improved Feint, Hellish [Hellish Boon]

Misdirection is your tool for smashing an opponent's defenses while your real strike drives home.

**Replaces:** Improved Feint.

**Benefit:** You can make a Bluff check to feint as a free action without penalty once per round.

### Improved Mounted Archery [General]

You skillfully wield ranged weapons while in the saddle. You have learned to anticipate your mount's movements, allowing you to make accurate shots while on the move.

**Prerequisite:** Ride 4 ranks, Mounted Archery.

**Benefit:** You suffer no penalty when using a ranged weapon if your mount takes a double move; a -2 penalty applies when your mount runs.

**Special:** A fighter may select Improved Mounted Archery as one of his fighter bonus feats.

### Improved Mounted Combat [General]

You excel at fighting from horseback or when astride any other sort of mount. You and your mount form a potent combat team when you combine your efforts.

**Prerequisite:** Ride 4 ranks, Mounted Combat.

**Benefit:** While mounted, you can guide your horse to better evade enemy attacks. You and your mount enjoy a +2 competence bonus to AC when your mount double moves and a +4 bonus when it runs.

**Special:** A fighter may select Improved Mounted Combat as one of his fighter bonus feats.

### Improved Overrun, Hellish [Hellish Boon]

You trample those you fall beneath you.

**Replaces:** Improved Overrun.

**Benefit:** In addition to the normal benefits of the Improved Overrun feat, when you knock someone prone as part of an overrun, you gain an immediate attack of opportunity against him. As you charge forward, you use your weapon to batter aside your enemies.

### Improved Pious ARMOR [Pious]

Your faith that shields you provides a deflection bonus to Armor Class instead of an armor bonus.

**Prerequisite:** Allegiance (chosen religion), Piety

bonus +1, Pious Armor.

**Benefit:** When not wearing armor or carrying a shield, you gain a deflection bonus equal to your Piety bonus.

**Special:** This feat replaces Pious Armor.

### Improved Shield Bash [Blood, General]

You can use your shield as a weapon without losing its protective benefits. Even as you slam the shield into a foe, you keep it positioned to deflect attacks.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

**Blood (1):** You can use your shield to actively aid your attacks. You feint at your opponent with your shield or use it to hide your weapon as you ready an attack. You can reduce the AC bonus you gain from your shield, including bonuses granted by the Shield Mastery feat, to improve your attacks. For every point by which you reduce your shield bonus, you gain a +1 bonus to all attacks until the start of your next blood. The reduction in your shield bonus also lasts until that time.

**Normal:** Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

**Special:** A fighter may select Improved Shield Bash as one of his fighter bonus feats.

### Improved Shield Bash, Hellish [Hellish Boon]

Your demonic quickness provides you with an extra attack with your shield.

**Replaces:** Improved Shield Bash.

**Benefit:** In addition to the normal benefits of the Improved Shield Bash feat, When you use the full attack blood, you may gain a second attack with your shield at a -5 penalty. This penalty applies only to the shield's second attack.

### Improved Sunder [Blood, General]

While others aim for the enemy, you have learned that destroying a foe's weapons leaves him at your mercy. You excel at finding weak spots in a blade and exploiting them for your benefit.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.



**Blood (1):** Your attempts to sunder a weapon strike with superior accuracy, as you can judge how your opponent attempts to defend against this attack. You gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

**Normal:** Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

**Special:** A fighter may select Improved Sunder as one of his fighter bonus feats.

### Improved Sunder, Hellish [Hellish Boon]

You trample those you fall beneath you.

**Replaces:** Improved Sunder.

**Benefit:** In addition to the normal benefits of the Improved Sunder feat, when you try to sunder a weapon, you strike a spot you recognize as particularly brittle, weak, or perhaps already damaged. You gain double your Strength bonus to damage when using a one-handed weapon and triple your bonus when using a two-handed one. You cannot use this ability with Weapon Finesse or other feats that allow you to use key abilities other than Strength in melee attacks.

### Improved Trip [Blood, General]

You slam your foes with such strength and power that you knock them from their feet, or you make a subtle, dexterous attack that leaves them sprawling.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

**Blood (1):** You gain an additional +4 bonus on your ability check to trip your opponent.

**Normal:** Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

**Special:** At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the prerequisites. A fighter may select Improved Trip as one of his fighter bonus feats.

### Improved Trip, Hellish [Hellish Boon]

Demonic celerity fells opponents with savage ferocity.

**Replaces:** Improved Trip.

**Benefit:** In addition to the normal benefits of the Improved Trip feat, you trip your opponent with such savage force that he must make a Fortitude save (DC 10 + half your level + Dexterity modifier or Strength modifier). On a failure he hits the ground, stunned for 1 round, with the wind knocked out of him.

### Infernal Armor [Vile Pact]

Infernal entities enhance your ability to protect yourself.

**Prerequisite:** Ability to cast arcane spells, Infernal Pact.

**Benefit:** You gain a +1 deflection bonus to Armor Class.

**Special:** Whenever an attack roll fails due to the deflection bonus of this feat, you gain a faint aura of evil for a number of rounds equal to the number of vile pact feats you possess.

### Infernal Health [Vile Pact]

Infernal ancestors or guardians protect you from harm.

**Prerequisite:** Ability to cast arcane spells, Infernal Pact.

**Benefit:** As an immediate action, you may expend a spell slot or lose a prepared spell to cure hit points equal to the level of the spell slot expended or prepared spell lost. You may use this a number of times per day equal to your Charisma modifier.

**Special:** Whenever this feat is used, you gain a moderate aura of evil for a number of minutes equal to the level of the spell slot expended or prepared spell lost.

### Infernal Pact [Vile Pact]

You have made a pact with infernal entities to gain more supernatural power.

**Prerequisite:** Ability to cast arcane spells, any nongood alignment.

**Benefit:** You gain damage reduction equal to the number of vile pact feats you have/good. You may reduce an amount of damage per day equal to your caster level x Charisma modifier.

For example, a 2nd level sorcerer (Cha 16) with Infernal Pact and Infernal Health would have damage reduction 2/good, but only 6 points worth of damage a day.

**Special:** Whenever damage is reduced by use of this feat, you gain a faint aura of evil for a number of rounds equal to your damage reduction.





### Inquisitor [General]

You have a way of manipulating people by a forceful glance or threat of torture.

**Benefit:** You get a +2 bonus on all Sense Motive checks and all Intimidate checks.

### Legion [Noble]

Your fame and reputation attracts more retainers to your service.

**Prerequisite:** Leadership, Heraldry bonus +2.

**Benefit:** You may add your Heraldry bonus to your Leadership score to determine how many followers you gain from the Leadership feat. This does not affect the level of your cohort.

### Many Shot [Blood, General]

You can nock two arrows together, throw a pair of axes at once, or otherwise combine multiple ranged weapons into one attack.

**Prerequisites:** Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

**Benefit:** As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

**Blood (1+):** For each Blood Point spent, you may fire an additional arrow or throw an extra weapon as part of a Manyshot attack.

However, you suffer an additional -4 penalty to your attack for each one beyond the first.

**Special:** Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A fighter may select Manyshot as one of his fighter bonus feats.

A 6th-level ranger who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

### Many Shot, Hellish [Hellish]

Your eye and precision is demonically enhanced.

**Replaces:** Many Shot

**Benefit:** In addition to the normal benefits of the Many Shot feat, you gain precision-based damage with all the missiles you fire or throw. On a critical threat, you check to confirm the critical separately for each projectile, perhaps allowing you to inflict more than one critical hit

### Mass [Divine]

You are able to perform a Mass which bolsters your flock.

**Prerequisite:** Allegiance (chosen religion), Knowledge (religion) 10 ranks, Piety bonus +6, Ability to turn or rebuke undead.

**Benefit:** You may spend one or more of your turn or rebuke attempts to hold Mass. For each turn or rebuke attempt spent in this fashion applies toward one target. The target must have at least an Allegiance (chosen faith) and be able to hear you.

The Mass takes about an hour to perform. Afterward, the oratory has the same effect as a *heroes' feast* spell on the target provided that they devoutly attended the whole Mass.

Your Caster Level is equivalent to your Piety bonus.

### Mobility [Blood, General]

You prove difficult to hit while moving.

**Prerequisites:** Dex 13, Dodge.

**Benefit:** You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

**Blood (1):** At the start of your action, you may select one opponent as your Mobility target. You gain a +6, rather than +4, bonus to defense against his attacks of opportunity this round.

**Special:** A fighter may select Mobility as one of his fighter bonus feats.

### Noble Command [Noble]

Having noble influence allows you to command others.

**Prerequisite:** Heraldry bonus +2.

**Benefit:** You can use *command* (*approach* and *halt* commands only), as the spell, a number of times per day equal to your Charisma modifier. The sub-



**Table 5-2: Noble Lineage**

Level	A	B	C	D
1st	+0	+0	+0	+1
2nd	+0	+0	+0	+1
3rd	+0	+0	+1	+1
4th	+0	+1	+1	+1
5th	+1	+1	+1	+2
6th	+1	+1	+1	+2
7th	+1	+1	+2	+2
8th	+1	+2	+2	+2
9th	+2	+2	+2	+3
10th	+2	+2	+2	+3
11th	+2	+2	+3	+3
12th	+2	+3	+3	+3
13th	+3	+3	+3	+4
14th	+3	+3	+3	+4
15th	+3	+3	+4	+4
16th	+3	+4	+4	+4
17th	+4	+4	+4	+5
18th	+4	+4	+4	+5
19th	+4	+4	+5	+5
20th	+4	+5	+5	+5

Use column A for commoners and summoner levels.  
 Use column B for barbarian, druid, healer, monk, ranger, rogue, and warrior levels.  
 Use column C for cleric, fighter, sorcerer, wizard, adept, and expert levels.  
 Use column D for aristocrat or paladin levels.

ject of the command cannot have a greater Heraldry bonus than you and is allowed a Will save (DC = 10 + Heraldry bonus) to avoid the effects. In addition, your caster level is equivalent to your Heraldry bonus.

### Noble Education [Ancestral, Noble]

Nobles, from an early age, are taught courtly manners and to excel in intellectual and social pursuits.

**Prerequisite:** Heraldry bonus +1 or Noble Lineage feat.

**Benefit:** You gain the following Skill Ranks: Knowledge (history) 2 Ranks, Knowledge (local) 2 Ranks, Knowledge (nobility and royalty) 2 Ranks, and Perform (any) 2 Ranks. In addition, you may spend additional Skill Points on these skills up to the character's maximum Skill Rank.

**Special:** As with all Ancestral feats, you may only take this feat at 1st level.

### Noble Lineage [General]

Either by being noble born, a bastard, or a distant relation, or formally adopted, you have a noble air

**Table 5-3: Piety**

Level	A	B	C	D
1st	+0	+0	+0	+1
2nd	+0	+0	+0	+1
3rd	+0	+0	+1	+1
4th	+0	+1	+1	+1
5th	+1	+1	+1	+2
6th	+1	+1	+1	+2
7th	+1	+1	+2	+2
8th	+1	+2	+2	+2
9th	+2	+2	+2	+3
10th	+2	+2	+2	+3
11th	+2	+2	+3	+3
12th	+2	+3	+3	+3
13th	+3	+3	+3	+4
14th	+3	+3	+3	+4
15th	+3	+3	+4	+4
16th	+3	+4	+4	+4
17th	+4	+4	+4	+5
18th	+4	+4	+4	+5
19th	+4	+4	+5	+5
20th	+4	+5	+5	+5

Use column A for rogue, sorcerer, warrior, and wizard levels.  
 Use column B for aristocrat, commoners, monk, ranger, adept, and fighter levels.  
 Use column C for barbarian, druid, and expert levels.  
 Use column D for household knight and paladin levels.

about you and it is recognizable.

**Prerequisite:** You must not have access to a core class with a heraldry bonus.

**Benefit:** Depending on your class, you gain a heraldry bonus. A multiclass character has a heraldry bonus according to his class level in each of his classes, regardless of what his character level is.

For a class not mentioned on this table, determine the associated heraldry bonus score by assigning the class to a column with classes of a similar sort (for example, the assassin prestige class would have the same heraldry advancement of a rogue).

### Piety [General]

You are devote in your religious belief.

**Prerequisite:** You must not have access to a core class with a piety bonus.

**Benefit:** Depending on your class, you gain a piety bonus. A multiclass character has a piety bonus according to his class level in each of his classes, regardless of what his character level is.

For a class not mentioned on this table, determine the associated piety bonus score by assigning the class to a column with classes of a similar sort (for





example, the assassin prestige class would have the same piety advancement of a rogue).

**Special:** Paladins gain this feat as a bonus feat at 1st level.

### Pious [Pious]

You are completely devoted to your faith and serve unwaveringly.

**Prerequisite:** Allegiance (chosen religion), Piety bonus +0.

**Benefit:** Your Piety bonus increases by +3.

**Special:** You may select this feat more than once.

### Pious Ancestors [Pious]

The ancestral warriors that empower your mundane equipment were extremely pious thus offering divine aid.

**Prerequisite:** Lesser Ancestral Armor, Lesser Ancestral Shield, or Lesser Ancestral Weapon, Piety bonus +1.

**Benefit:** The enhancement bonus offered from Ancestral Armor, Lesser Ancestral Armor, Greater Ancestral Armor, Ancestral Shield, Lesser Ancestral Shield, Greater Ancestral Shield, Ancestral Weapon, Lesser Ancestral Weapon, and Greater Ancestral Weapon, are considered magical for purposes of purposes of overcoming damage reduction, hit points, and hardness.

### Pious ARMOR [Pious]

Your strong belief of faith shields you against your enemies.

**Prerequisite:** Allegiance (chosen religion), Piety bonus +1.

**Benefit:** When not wearing armor or carrying a shield, you gain an armor bonus equal to your Piety bonus.

### Pious Spell [Metamagic, Pious]

You can cast spells that are harder to resist.

**Prerequisite:** Allegiance (chosen religion), Pious, any other metamagic feat.

**Benefit:** Add your Piety bonus to the DC of the pious spell. A pious spell uses up a spell slot three levels higher than the spell's actual level.

### Point Blank Shot, Hellish [Hellish Boon]

Demonic celerity allows you to make deadly shots at close range, as long as you have a clear view of your opponent.

**Replaces:** Point Blank Shot.

**Benefit:** In addition to the normal benefits of the Point Blank Shot feat, you gain your Dexterity bonus to damage on all ranged attacks you make against targets within 30 feet. Your shots hit with deadly precision, as your steady hands and nerves allow you to take aim at vital points on a foe's body. This benefit stacks with Point Blank Shot's base bonus damage.

### Power Attack [Blood, General]

You know how to trade accuracy for raw, devastating power. Your weapon draws a savage path of blood and destruction across the battlefield, but your attacks are sometimes rushed, telegraphed, or otherwise easy to avoid.

**Prerequisite:** Str 13.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

**Blood (1):** If you embrace at least a -3 penalty to increase your damage via this feat's base benefit, any opponent you hit must succeed at a Fortitude save (DC 10 + half your level + your Strength modifier) or suffer a -1 injury penalty to attacks for 1 round. Your powerful attack leaves your foe in terrible, distracting pain. A specific target need make only one Fortitude saving throw per round to ignore this effect, even if you hit him more than once.

**Blood (2):** If you take a -5 or worse penalty to increase your damage via this feat's base benefit, any opponent you hit must succeed at a Reflex save (DC 10 + half your level + your Strength modifier) or be knocked prone. A specific target need make only one Reflex saving throw per round to ignore this effect, even if you hit him more than once.

**Special:** If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

A fighter may select Power Attack as one of his



fighter bonus feats.

### Power Attack, Hellish [Blood, Hellish Boon]

**Replaces:** Power Attack.

**Benefit:** In addition to the normal benefits of the Power Attack feat, you inflict double your attack penalty as bonus damage when you fight with a one-handed or light weapon. If you fight with a two-handed weapon, you inflict bonus damage equal to 2.5 times the penalty. This bonus damage replaces the bonus damage received from the Power Attack feat.

**Blood (3):** Should you force an opponent to make a massive damage save due to your attack that gained bonus damage from Power Attack, the target's save DC equals 10 + half your level + your Strength modifier (rather than the standard DC of 15).

### Practitioner of Black Magic [General]

Your evil and chaotic spells are more potent against good outsiders.

**Prerequisite:** Ability to cast arcane spells.

**Benefit:** Add +2 to the Difficulty Class for all outsiders with the good subtype against evil and chaotic spells.

### Practitioner of White Magic [General]

Your good and lawful spells are more potent against evil outsiders.

**Prerequisite:** Ability to cast arcane spells.

**Benefit:** Add +2 to the Difficulty Class for all outsiders with the evil subtype against good and lawful spells.

### Precise Shot [Blood, General]

**Prerequisite:** Point Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

**Blood (1):** Your precision with ranged attacks allows you to inflict additional damage by targeting vulnerable areas. You gain +1d6 points of sneak attack damage to ranged attacks (per the thief class ability; see *PHB* Chapter Three). If you already have sneak attack, increase the damage you inflict by one die.

**Special:** A fighter may select Precise Shot as one of his fighter bonus feats.

### Precise Shot, Hellish [Blood, Hellish Boon]

You make unerringly, demonically deadly strikes with your ranged weapons.

**Replaces:** Precise Shot.

**Benefit:** Your accurate aim allows you to hit a target in the most sensitive areas. When using a projectile or thrown weapon, you increase its critical damage multiplier by 1.

**Blood (1):** When your shot threatens a critical hit, you automatically confirm it thanks to your hellish masters ability.

### Rapid Reload, Hellish [Hellish Boon]

You have demonic skill at reloading weapons that normally take precious moments to ready.

**Replaces:** Rapid Reload.

**Benefit:** If you have a ready-loading projectile weapon loaded and readied, you can attack with it on a surprise round even if you are surprised—you just shoot reflexively as an opponent approaches.

### Rapid Shot, Hellish [Hellish Boon]

In battle, you are a devilish blur as you pump a furious volley of thrown weapons, bolts, or arrows into your opponent.

**Replaces:** Rapid Shot.

**Benefit:** You fire a volley of projectiles at a foe in such a way that he has little chance to dodge them all. When you make all your ranged attacks against a single target in a full attack blood, your target must attempt a Reflex save (DC 10 + half your level + your Dexterity modifier + shots fired). Failure means he suffers a -2 penalty to AC against your attacks until the end of his action. Resolve this save before taking any attacks. You must commit to a full attack action and resolve it against that target regardless of the save's result. If the target drops before you finish your attacks, you still must continue to fire at him.

### Religious Obligations [General]

You observe and greatly respect the religious traditions of your faith.

**Prerequisite:** Allegiance (chosen religion).

**Benefit:** Once per day, you receive a Piety bonus equal to your Charisma modifier. This lasts a number of minutes equal to your Charisma modifier.

### Renown Lineage [Noble]

You have a better chance of someone noticing your great lineage.

**Prerequisite:** Heraldry bonus +1 or Noble Line-





age.

**Benefit:** Your Heraldry bonus increases by +3.

### Retainer [Noble]

You attract another cohort to your service.

**Prerequisite:** Leadership, Legion, Heraldry Bonus +3.

**Benefit:** You gain an additional cohort. This additional cohort is two levels lower than your lowest level cohort. The cohort should be equipped with gear appropriate for its level.

**Special:** You may take this feat multiple times.

### Secular Ties [Noble]

You have political connections amongst a number of influential feudal lords.

**Prerequisite:** Allegiance (noble), Heraldry bonus +1.

**Benefit:** You may add your Heraldry bonus on Bluff, Diplomacy, Intimidate, or Sense Motive checks.

### Shield Mastery [General]

While others use a shield simply as a hunk of metal or wood to deflect attacks, you have mastered advanced techniques to actively deflect attacks.

**Prerequisite:** Base Attack Bonus +1, you must be proficient with your shield.

**Benefits:** You gain an additional +1 shield bonus to Armor Class when using a shield.

**Special:** A fighter may select Shield Mastery as one of his fighter bonus feats.

### Shield Mastery, Hellish [Hellish Boon]

Influential devilish entities enable you to strike back at foes whose attacks are deflected by your shield.

**Replaces:** Shield Mastery.

**Benefits:** Determine your Armor Class with and without your shield. If an opponent attacks and misses you but would have hit your shieldless Armor Class, he strikes your shield. Each time this happens, your opponent provokes an attack of opportunity from you.

### Shot on the Run [Blood, General]

You have the training and accuracy needed to hit the target even while moving. As you scramble and dodge, you can still take aim and fire with full skill.

**Prerequisites:** Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

**Benefit:** When using the attack action with a

ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

**Blood (1):** If you make a ranged attack from hiding and then move, you can immediately attempt another Hide check with a –5 penalty to stay hidden from your enemies.

**Special:** A fighter may select Shot on the Run as one of his fighter bonus feats.

### Shot on the Run, Hellish [Hellish Boon]

Demonic speed allows you to make a full attack while moving.

**Replaces:** Shot on the Run.

**Benefit:** If you move at half your speed or slower, take a full attack with a ranged weapon as a standard action. You cannot move between individual attacks that you resolve as part of the full attack action.

### Spell Boost [Blood, General]

You have the ability to increase the effectiveness of your spells.

**Benefit:** You may spend 1 Blood Point as a free action to increase the effective caster level of one of your spells by 2. You must decide whether or not to spend a Blood Point in this manner before casting the spell.

### Spell Recall [Blood, General]

You have the ability to recall spells that you have just cast.

**Benefit:** You may spend 1 Blood Point as a free action to recall any spell you just cast. It does not have the benefit of any metamagic spell that the previous spell may have had. Casting a spell this way does not use up your daily allotment of your spell slots nor does it have an effect on other prepared spells.

You may use Spell Recall a number of times per day depending on your character level (as shown below), but never more than once per round.

**Table 5-4: Spell Recall**

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5



## Stunning Fist [Blood, General]

You strike your opponent with such force that you leave him reeling and unable to defend himself. With your training and brute strength, you wear away at his mental focus and batter him into insensibility.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next blood). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Blood (1+):** For each Blood Point you spend, you increase the save DC of your stunning attack by 2. There is no limit to the total number of Blood Points you can spend in this manner.

**Special:** A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

A fighter may select Stunning Fist as one of his fighter bonus feats.

## Stunning Fist, Hellish [Hellish Boon]

You demonically empowered fists still prove deadly to foes even though they might be unaffected from your stunning attacks.

**Replaces:** Stunning Fist.

**Benefit:** If the target of your stunning attack makes his save, he still suffers a -2 injury penalty to attacks and AC until the end of his next action.

## Two-Weapon Fighting [Blood, General]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for

your primary hand lessens by 2 and the one for your off hand lessens by 6.

**Blood (1):** When you fight with two weapons or with a double weapon, you cannot be flanked. You use both ends of your weapon, or your two weapons, to ward off attacks from multiple directions.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

**Special:** A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor.

A fighter may select Two-Weapon Fighting as one of his fighter bonus feats.

## Two-Weapon Fighting, Hellish [Hellish]

You are able to rend your opponents.

**Replaces:** Two-Weapon Fighting.

**Benefit:** You can make a special rend attack with your two weapons. If you strike an opponent at least once with both weapons, or with both ends of a double weapon, you inflict additional rending damage equal to your primary weapon's damage plus double your Strength bonus.

When you hit your opponent with both attacks, you rip him apart with both weapons at once.

## UNASSAILABLE SOUL [Pious]

**Prerequisites:** Base Fortitude save +5, Piety bonus +3.

**Benefit:** When you suffer any level or ability drain that allows a saving throw, you may re-roll one failed save per save you are allowed to resist or overcome the drain. You must take the result of the second roll unless you have another way to re-roll it. Additionally, your saves after 24 hours to throw off the effects of level drains are made without suffering the normal penalty that results from the number of levels drained.

Note that poisons deal ability damage, not ability drain, so this feat does not apply to your saving throws against the effects of poison (not even poisons that deal permanent ability damage).





### Weapon Finesse [Blood, General]

You use speed and agility rather than brute force when handling your weapon.

**Prerequisite:** Base attack bonus +1.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Blood (1):** Wielding your weapon like a scalpel, you use your elegance and speed to make exacting, deadly cuts on your opponents. Apply your Dexterity modifier to damage, rather than your Strength modifier.

**Special:** A fighter may select Weapon Finesse as one of his fighter bonus feats.

Natural weapons are always considered light weapons.

### Weapon Finesse, Hellish [Hellish Boon]

You have the option to gain an additional attack instead of confirming a critical hit.

**Replaces:** Weapon Finesse.

**Benefit:** When you gain a critical threat against an opponent, you can either attempt to confirm or gain an additional attack at the same base attack bonus you used to score your threat. You gain the benefits of precision based damage, such as sneak attack, on this attack. You can use this ability once per round.

### Welhan [Ancestral]

You come from the region slightly south of Cthonia where the Welhan clansmen flourished. The Welhan are known for their skills with a longbow.

**Prerequisites:** Dex 13, Fairie-kin, Human, Allegiance (Welhan)

**Benefit:** You are considered to meet the Dexterity prerequisites for the Many Shot feat. Additionally, you may possess a +4 base attack bonus to take the Many Shot feat rather than a +6 base attack bonus.

Furthermore, you gain 2 special Blood Points called Welhan Blood Points. These bonus Blood Points that can only be spent in conjunction with the following feats: Far Shot and Many Shot. Unlike normal Blood Points, Welhan Blood Points replenish daily.

**Special:** These are in addition to the Welhan Blood Points provided by the Welhan longbowman prestige class.

### Whirlwind Attack [Blood, General]

**Prerequisites:** Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

**Benefit:** When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

**Blood (1):** You generate a tremendous amount of power as you swing. Should you miss with one whirlwind attack, you gain a +1 bonus to attack rolls on the rest of them. This benefit stacks with each miss. You lose this benefit after you have resolved all the attacks you gain from this feat.

**Special:** A fighter may select Whirlwind Attack as one of his fighter bonus feats.





# Chapter Six



# 6

## Religions of Terra

**A**lthough there is one major religion dominating the land, others blossom while some merely continue a bleak, twilight existence.

### Animism

Animism is found in small, remote areas of Terra worshiped usually by primitive hunter-gather cultures. Animistic humanoids believe that everything has a soul or spirit, including, but not restricted to, animals, plants, rocks, mountains, rivers, and stars. Each anima is powerfully spiritual and may help or hurt the living, including the souls of the dead or ancestors.

Some animistic cultures believe the spirit survives physical death to pass into a nether world of overabundance, while others hold firm that the spiritual self remains behind on Terra as an often malignant ghost. Scholars recently discovered some primitive, barbaric cultures that believe the spirit must journey to the nether world without becoming lost—those that do remain as ghosts. Complex funeral and mourning rituals are required for the spirit of a recently deceased loved one to successfully complete this journey.

### Church of the Eternal Spirit

Worship for the Eternal Spirit emerged from the ashes of the Romas Empire. It celebrates human ingenuity and perseverance in a world filled with so many humanoid monstrosities. The church dominates human civilization and continuously attempts to assert control over feudal domains much to the discontent of many noble lords. A precarious struggle between power, domination, salvation, and excommunication, constantly overshadows everyday life.

The Eternal Spirit is not a manifestation of a god or goddess, but an ideal of the good mankind offers one another and the world. Paragons of hu-

man virtue, courage, and morals, are found in the veneration of those who led such lives. These are the saints that form around the foundation of faith. Most worshippers pay homage to a patron saint, although it is common to revere all saints.

In the early days of the church, instead of excommunicating those who continued to seek guidance from the old gods of the Romas, Egyus, and Grece Empires, instead incorporated most of those gods into the burgeoning faith as saints. However, those that still worship them as gods or those not accepted into the faith as saints, are heretics or pagans. Such transgressors often find themselves at the tip of inquisitors' swords.

The Popa, or High Father, and his clergy council governs the church. Inquisitor-Generals and an army composed entirely of loyal Sweiss mercenaries militarily support against powerful interlopers. Furthermore, many feudal lords also support the church in times of trouble in fear of excommunication.

### Druidism

Druidism is found nearly everywhere in the realms of Terra. Those that practice druidism are polytheists usually worshiping old gods of dead civilizations, but they also pay homage to the elements of nature. Druids and elemental priests look for the sun, moon, and stars, searching for signs and portents while revering fire, water, earth, and air elements for protection and guidance.

High priests and druids are often relied upon as seers, leaders, scholars, healers, and magistrates, amongst their people. Most clerics practicing druidism abhor aberrations and undead as well as those who use arcane magic to further their needs.

### Elementalism

Shamans, druids, and other pagan spiritualists, try to grasp knowledge of the world through its basic elements: fire, earth, water, and air. The more one



gains knowledge and truly understands the forces that guide the natural world, greater the power garnered by a worshipper.

## Fallen of Men

As the Eternal Spirit worships near perfection of man in all its glorious good, other nefarious forces push forward their fallacies. The fallen angels of men each represent a collection of turbulent spirits—the most callous, evil men to walk the face of Terra.

Those who worship the Fallen Angels of Men wish to bring plague, continue war, and oppress the weak. While some congregate in small cults, others never realize that, through their actions, they too are worshippers and agents of these devious entities.

*“As it is written, as it is so—the four horsemen, should they once more walk the earth, a Sundered earth it shall be.”*

— Father Wyndon,  
Parish Priest

## Shamanism

Shamanism, similar to animism, refers to the traditional beliefs that one is able to help or harm by means of traversing the World Tree to develop a relationship with, or control, spirits. A shaman acts as an intermediary between the natural world and the spirit world. By communicating to the spirit world, a shaman is able to aid in hunting, controlling the weather, interpretation of dreams, among many other things.

## CLERIC DOMAINS

The following domains are in addition to those listed in the *Player's Handbook*. Any cleric worshipping a saint within the Church of the Eternal Spirit may exchange any 3rd level domain spell for *dispel magic*.

### Animism Domain [Pagan Domain]

A pagan cleric must choose one pagan domain as one

of their chosen domains. A cleric may not have more than one pagan domain.

**Deities:** World Tree, Pagan.

**Granted Powers:** Rebuke or command construct creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

You receive a +2 circumstance bonus to Knowledge (arcana) skill checks.

- 1 Animate Rope
- 2 Animal Messenger
- 3 Gentle Repose
- 4 Dream
- 5 Awaken
- 6 Animate Objects
- 7 Ethereal Jaunt
- 8 Disrupt Soul
- 9 Etherealness

### Elementalism Domain

#### [Pagan Domain]

A pagan cleric must choose one pagan domain as one of their chosen domains. A cleric may not have more than one pagan domain.

**Deities:** Ancient Deities, Pagan.

**Granted Powers:** Rebuke or command fire, earth, water, and air creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

- 1 Endure Elements
- 2 Resist Energy
- 3 Protection from Energy
- 4 Blight
- 5 Commune with Nature
- 6 Ironwood
- 7 Transmute Metal to Wood
- 8 Repel Metal or Stone
- 9 Elemental Swarm



Illustration by Jane Star Weils



## Druidism Domain [Pagan Domain]

A pagan cleric must choose one pagan domain as one of their chosen domains. A cleric may not have more than one pagan domain.

**Deities:** Old Deities, World Tree, Pagan.

**Granted Powers:** A number of times per day equal to your Charisma modifier, as a swift or immediate action, you may gain resistance 10 against a type of energy of your choice (acid, cold, electricity, fire, or sonic). This ability lasts a number of rounds equal to Charisma modifier.

- 1 Moon Armor
- 2 Woodland Stealth
- 3 Carnivorous Protector
- 4 Wildwood Prison
- 5 Fire Shield
- 6 Earthen Light
- 7 Aquatic Prison
- 8 Sunburst
- 9 Storm of Vengeance

## Shamanism Domain [Pagan Domain]

A pagan cleric must choose one pagan domain as one of their chosen domains. A cleric may not have more than one pagan domain.

**Deities:** World Tree, Pagan.

**Granted Powers:** You have the supernatural ability to transverse the ethereal plane as if under the effect of a ethereal jaunt spell, for a number of rounds per day equal to your Charisma bonus. This duration need not be consecutive; it can be used in increments with a minimum of 1 rounds.

- 1 True Strike
- 2 Spectral Hand
- 3 Phantom Arrows
- 4 Phantom Watchdog
- 5 Persistent Image
- 6 Forbiddance
- 7 Ethereal Jaunt
- 8 Vision
- 9 Astral Projection



## PELLS

The following are new spells and are in addition to those found in the *Player's Handbook*.

### Aquatic Prison

Transmutation

**Level:** Paganism 7, Water 7

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One evil living creature

**Duration:** Varies (see text)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Restrictions:** Yes

You transfer a subject, body and soul, into a contained body of water that also lies within range. The body of water must have no outlet such as a pool (natural or otherwise), or a rainwater pond. The body of water must be at least 10 feet by 10 feet on its surface and at least 3 feet deep.

The victim and all of his gear is transformed into a watery form that resembles a Medium water elemental. The target loses all of her own extraordinary, spell-like, and supernatural abilities, and cannot cast spells in the new form. The only part of the original victim that remains are his mental ability scores and his original hit points. The victim can move about in the pool but cannot leave its confines, even against his will (1 round after her removal, she simply reappears in the pool).

*Dispel magic, remove curse, or break enchantment* do not end the spell, although a *freedom* spell cast by someone who knows the victim's name and background will free her.

Should the evil creature repents his nature and sincerely changing to a good alignment, the spell ends. Should the area of water be destroyed, the spell ends and the subject is also destroyed as described in the *destruction* spell.

### Carnivorous Protector

Transmutation

**Level:** Paganism 3, Drd 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One nonanimate plant

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes

You transform an innocuous plant into an animate, carnivorous one that defends you. It wraps around you with leafy vines and grows one mouth-like structure for every three caster levels (maximum five mouths). When a foe attacks you in melee combat, the plant immediately retaliates with a bite that uses



your base attack bonus (plus the plant's Strength bonus of +3) and inflicts 1d6+3 points of damage on a hit. The plant strikes only in retaliation, and does so automatically (you cannot command it to stop). Each mouth-like structure can strike only once per round. The plant does not make attacks of opportunity and cannot take special attack actions such as grapple or disarm. The plant has 10 hp + 1 per caster level and shares your Armor Class and saving throws. To be attacked, it must be specifically targeted.

**Material Component:** A sliver of meat.

### Disrupt Soul

Necromancy

**Level:** Animism 8, Clr 9, Death 8

**Components:** V, S, DF

**Casting Time:** 1 full round action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 round/caster level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The subject of this spell has its essence wrenched out from its physical being. The body is unharmed, but enters into a comatose state. The body gains damage reduction 10/cold iron until the soul returns.

Should the body become destroyed before the duration expires, the spirit becomes lost forever eventually becoming a ghost or other malignant spirit. Once the duration ends, the subject must make another Will save; failure indicates the soul suffered a traumatic experience in returning and remains in a state similar to the effect of a *confusion* spell for a number of rounds equal to the caster level.

### Earthen Light

Evocation [Good]

**Level:** Paganism 6, Clr 6, Drd 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** 30 ft. radius spread on the ground

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Restrictions:** Yes

Casting this spell on the ground causes the earth to crack and shudder. Light erupts from the cracks shining upward 30 feet. Evil creatures in the light suffer 3d8 points of damage. Undead suffer 5d8 points of damage. Once the spell ends, the ground

reseals and returns to its previous state.

**Restrictions:** You may cast this spell only upon a patch of earth or on the ground floor of a building or similar structure.

### Moon Armor

Evocation

**Level:** Paganism 5

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** No

**Restrictions:** Yes

A tangible field of moon light surrounds the subject of the *moon armor* spell, providing a +4 deflection bonus to AC. Since *moon armor* provides a deflection bonus made of force, incorporeal creatures cannot bypass it.

**Restriction:** This spell can only be cast at night and in an outdoors environment.

**Focus:** A crystal sliver.

### Phantom Arrows

Transmutation

**Level:** Paganism 4, Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 50 projectiles, all of which must be in contact with each other at the time of casting

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You turn ammunition (such as arrows, bolts, and shurikens) into incorporeal projectiles that damage only their intended targets.

*Phantom arrows* pass through intervening obstacles (including armor) and thus ignore cover bonuses and equipment bonuses to Armor Class. Barriers of magical force, such as a *wall of force*, stops them. *Phantom arrows* count as a magical weapon for the purpose of overcoming damage reduction, although they don't actually receive an enhancement bonus on attacks or damage. Additionally, the *phantom arrows* disappear 1d4 rounds after being fired, making it impossible to gather.

**Material Component:** In addition to the projectiles, the caster needs a small chunk of .



### Phantom Watchdog

Conjuration (Creation)

**Level:** Paganism 5, Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Phantom watchdog

**Duration:** 1 hour/caster level or until discharged, then 1 round/caster level

**Saving Throw:** None

**Spell Resistance:** No

The caster conjures up a spectral watchdog that is invisible to everyone but the caster. It then guards the area where it was conjured. The phantom watchdog immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it (those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking). The hound sees invisible creatures but does not perceive illusions. It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 bonus on its attack roll, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate for being an invisible creature (for most defenders, an invisible creature gets a +2 bonus on attack rolls and the defender loses any Dexterity bonus to AC). The dog is considered to have readied an action to bite an intruder, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 magical weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts for only 1 round per caster level. If the caster is ever more than 100 feet distant from the watchdog, the spell ends.

**Material Component:** A bit of dog fur and bone.

### Wildwood Prison

Transmutation

**Level:** Paganism 4, Drd 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One helpless or willing creature

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** Yes

**Restrictions:** Yes

You create a cocoon-like prison hidden among natural plants where a subject is held motionless. The subject does not grow older and his bodily functions virtually cease. The subject cannot use any abilities, even purely mental ones. Those affected by the spell must be either helpless or willing—most resign to this type of confinement rather than death. Willing subjects cannot be tricked or magically compelled. For up to one hour per day, you can mentally communicate with the subject, although they may choose not to answer questions or even respond.

The subject can be found by *discern location*, *locate creature*, or similar divination spells. The subject is freed by a *freedom* or *dispel magic* spell or by destroying all the plants within 50 feet.

**Restrictions:** This spell must be cast in an area thick with plants, some of which must be at least Medium in size.

**Material Components:** Rare herbs worth at least 10 gp.

### Woodland Stealth

Transmutation

**Level:** Paganism 2, Drd 2, Rng 2

**Components:** S

**Casting Time:** 1 standard action

**Range:** Personal

**Duration:** 10 min./level

**Saving Throw:** None

You gain a +10 enhancement bonus to Move Silently and Hide checks when out of doors, above ground, in a non-urban environment.





## 7

## Chapter Seven

## Prestige Classes

Table 7-1: The Welhan Longbowman

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Welhan Blood Points	Special
1st	+1	+2	+2	+0	1	Aim +1d6, Demoralize, Welhan archery +1, Welhan training
2nd	+2	+3	+3	+0	2	Great Fortitude, Welhan training
3rd	+3	+3	+3	+1	3	Aim +2d6, Welhan archery +2, Welhan training
4th	+4	+4	+4	+1	4	Welhan training
5th	+5	+4	+4	+1	5	Aim +3d6, Master archer, Welhan archery +3, Welhan training

**Class Skills (2 + Int modifier per level):** Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Search (Int), Spot (Wis), Swim (Str), Survival (Wis).

## WELHAN LONGBOWMAN

*"First the archers began with all their might to shoot volleys of arrows against Darcadian knights. Most were without armor, dressed in their doublets, their hose loose around their knees, axes hanging from their belts. Many were barefooted and without headgear. They looked more like peasants than soldiers, but the sting of their arrows said otherwise.*

—Enguer de Mons, Chronicler.

Welhan longbowman live along the southern fringe of Cthonia often at odds with Darcadian soldiers and orcs. Subjugated generations ago by Julia the Red when forming the Cthonian Kingdom, the Welhan serve a vital part in the southern defences. Unlike the princes of Darcadia, who refuse arms to peasants for fear of a revolt, Cthonian kings and queens allowed the Welhan to keep their tradition with the longbow. In return, Welhan longbowmen serve faithfully and affectively when called to war with their southern neighbors.

### BECOMING A WELHAN LONGBOWMAN

Due to the requirements of the class, the straightforward path in becoming a Welhan longbowman is by

advancement as a ranger or fighter. However, it is quite normal to see multiclass ranger/fighters, rogue/fighters, or rogue/rangers, become Welhan longbowmen. A character with the Welhan feat is able to enter this prestige class earlier than normal.

### REQUIREMENTS

**Base Attack Bonus:** +4.

**Skills:** Intimidate 4 ranks.

**Feats:** Far Shot, Many Shot, Weapon Focus (longbow).

**Allegiances:** Peasant, Welhan.

### CLASS FEATURES

As a Welhan longbowman, you are able to become a master bowman, exacting much damage at a great distance.

**Welhan Blood (Ex):** The Welhan blood runs strong through your veins. Beginning at 1st level and each level thereafter, you receive bonus Blood Points that can only be spent in conjunction with the following feats: Far Shot and Many Shot. Unlike normal Blood Points, Welhan Blood Points replenish daily.

**Demoralize (Ex):** The reputation of Welhan longbowman is legendary bringing fear to those that oppose them. As part of any full attack action with a longbow, you may attempt to demoralize your opponent (see the Intimidate skill description in the



*Player's Handbook*). You add your Welhan longbowman class level as a circumstance bonus to your Intimidate check when attempting to demoralize. Success renders your opponent shaken for 1 round. This check is made after your full attack, affecting only a single target of your attack.

**Aim (Ex):** At 1st level, you can deal extra damage with a ranged weapon by taking a full round action to take aim at a single target within 30 feet. On your next turn, you add extra damage to one single attack that round. This extra damage is 1d6 damage at 1st level, 2d6 at 3rd level, and 3d6 at 5th level. The target need not be denied its Dexterity bonus for this ability to have effect; otherwise, this ability functions just like the rogue's sneak attack. Extra damage from this ability stacks with extra damage from other classes with the aim class feature. This ability also stacks with classes with the sneak attack class feature, but only with ranged weapons and if the target is denied its Dexterity bonus.

#### **Welhan Archery**

**(Ex):** At 1st level, your focus and training provide a +1 insight bonus to attack rolls with any longbow (including composite longbows). This bonus increases to +2 at 3rd level and +3 at 5th level.

The benefits of Welhan archery apply only when he wears light or no armor. He loses all benefits of his Welhan archery when wearing medium or heavy armor.

**Welhan Training (Ex):** Each time you gain Welhan training (at 1st, 2nd, 3rd, 4th, and 5th levels), you select a new longbow ability from those listed below. Most Welhan training abilities allow you to expand their abilities by spending Welhan Blood Points. You may spend Welhan Blood Points as a free action and apply the effects to the shots you take for the rest of your turn. You can complete this free action before taking a shot, but you cannot use Welhan Blood Points to benefit more than one Welhan training ability in a given attack.

You can spend more than 1 Welhan Blood Point on a single ability to gain its benefits multiple times.

For example, if you spend 2 Welhan Blood Points on *distant shot*, you reduce the range penalty to your attacks by 4. You cannot reduce a penalty beyond 0 to turn it into a bonus. Where noted below, certain abilities are not available to use more than once in a single attack.

Unless otherwise stated, Welhan training inflicts normal damage in addition to the effect described below.

Additionally, you may also spend Blood Points to enhance these abilities as if you spent Welhan Blood Points.

**Accurate Shot:** You take aim at the smallest bit of an exposed foe, hitting him despite cover. Accurate shot reduces your opponent's AC bonus due to cover by 2 points and an additional 2 points for each Welhan Blood Point spent. You cannot reduce the defense bonus of an opponent who enjoys full cover from you if that cover blocks your line of sight to him.

**Armor Piercing Shot:** You take aim at a chink in your opponent's armor, hoping to overcome his defenses by hitting a poorly defended spot.

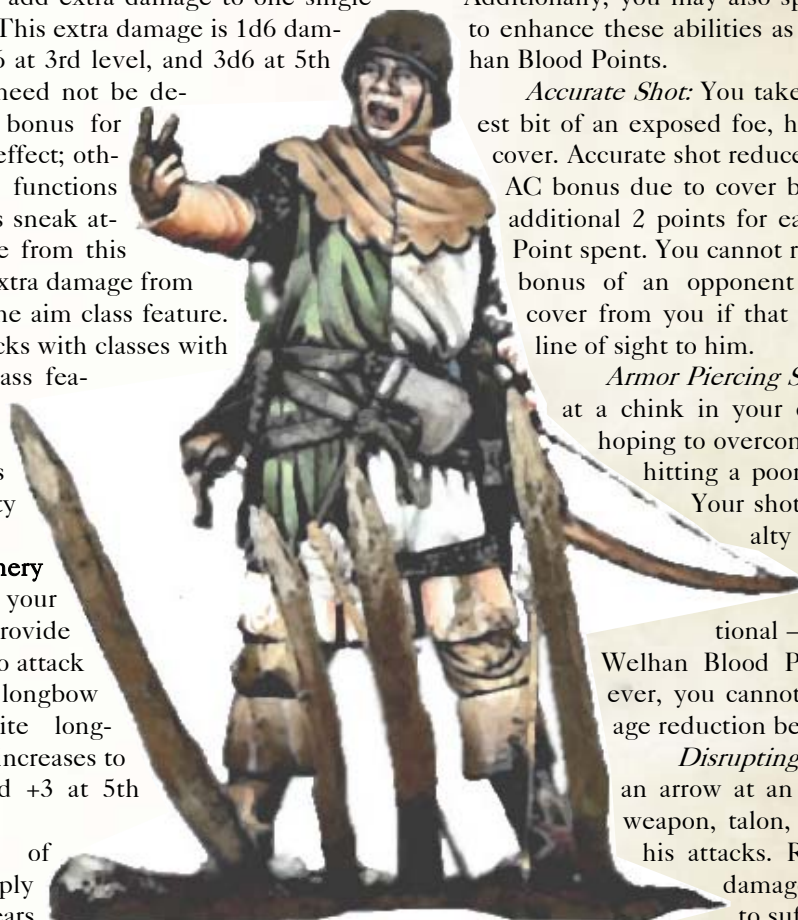
Your shot inflicts a -1 penalty to your foe's damage reduction and an additional -1 penalty for each Welhan Blood Point spent. However, you cannot reduce the damage reduction below 0.

**Disrupting Shot:** You shoot an arrow at an opponent's hand, weapon, talon, or paw to disrupt his attacks. Rather than inflict damage, you cause him to suffer a -1 penalty to

his attacks until the end of his next action and an additional -1 penalty for each Welhan Blood Point spent, unless he succeeds in a Fortitude save (DC equal to your attack's result).

**Distant Shot:** Even at long range, your shots hit with uncanny accuracy. You reduce the range penalty to your attacks by 2 points and an additional 2 points for each Welhan Blood Point spent.

**Storm of Arrows:** As a full-round action, you fire a volley of arrows at your target and the area around him. You fire four additional arrows for every 2 Welhan Blood Points spent. You rain shots upon the area where your foe stands and immediately around him, forming a great cloud of darts. Resolve your attack as normal, but compare the attack result against your





target's AC and the AC of every opponent adjacent to him. On a hit, your target suffers normal damage, but any adjacent targets who are hit suffer 1 point of damage per additional arrow fired. An adjacent target cannot suffer damage greater than your Dexterity bonus.

You inflict damage for only one shot against your target, regardless of how many arrows you actually put into the air.

The *storm of arrows* represents a great stream of shots falling from the sky.

**Unerring Shot:** Before you resolve your attack, your opponent must attempt a Reflex save (DC 10 + your Welhan longbowman level + number of Welhan Blood Points spent on this attack). If his save fails, he is denied his Dexterity bonus against your next shot. This ability does not apply to subsequent shots.

**Great Fortitude:** At 2nd level, you Great Fortitude as a bonus feat.

**Master Archer (Ex):** Your extensive training in the longbow allows you to reduce penalties when using Rapid Shot and Many Shot by 2.

## ROLE-PLAY

Though only a lowly peasant, you take pride that even the mightiest of noble knights shake when you and your comrades take aim. Farming and herding on the southern fringe of Cthonia is hard and being raised in such an environment is harder still. It is more than likely you have lost crops, livestock, friends, family, or all to Darcadian and orcish raids.

Although subjugated many generations ago, your Welhan allegiance still dreams of reunification of your people and the rule of a Welhan king. However, most of the feudal lords that hold you sway are hardy men and women, including several feral knights, and their strength is well respected. Needless to say, should their strength wane a civil war is a possibility.

You respect strength and skill in your enemies and your comrades. This above all else, save for your Welhan loyalties, forges lasting relationships.

## COMBAT

It is important to keep distance between you and your enemies as your greatest strength lie with your deadly aim and longbow. It is important to keep that into perspective when providing cover fire for your melee-oriented companions for it is they that also provides you safety from your enemies.

Help them by demoralizing, reducing damage reduction, or distracting opponents, they engage

rather than taking an easy shot against an unmatched foe. Let them take the glory for it is they who take the brunt of an attack.

When dealing with arcane or divine casters, use your *storm of arrows* ability to eliminate their minions quickly to allow companions to close in melee. Though you are capable of fighting in melee, remember accuracy and consistency wins battles, not brute strength. You have a lot of abilities at your disposal to ensure your survival in combat without really seeing the face of your opponent, so keep your wits about you rather than succumbing to blood lust and personal glory. That is for the armored, mounted fools who believe victory comes from the end of a sword rather than an arrow tip.

## ADVANCEMENT

Being a part of the peasant class, it is unlikely that you will advance very far, however it is not impossible. By earning the trust of your lord, you will also earn his confidence, thus setting you to a path toward a small command role such as a Captain of Archers.

On the other hand, with your rebellious spirit, you might find yourself leader of a small group of outlaws bent on seeing a Welhan king rule the region. Needless to say, both paths are treacherous at best.

The key for advancement is survival. Therefore, choose skills and feats that compensate your weaknesses. Feel free to put ranks in the Escape Artist or Tumble skill. Also, Iron Will might help greatly against powerful mind-affecting enchantments that would use your great skill with a bow against your companions. By keeping this in mind, it will greatly help you when confronting a foe at your flank or attempting to grapple with you.

## RESOURCES

Being a peasant, you do not rely much on material resources. However, being a soldier you are able to scavenge, raid, and pillage the wilds. With that said, as part of a militia, your resources are only as good as your lord's funding.

If you need healing, the lord's priests might see to your wounds unless someone of rank also needs tending. Even then, it will most likely not be from a divine blessing, but from a proficient healer. Ultimately, you rely on yourself and your companions for support and aid.





## WELHAN LONGBOWMEN IN TERRA

*"They are an arrogant, rude lot whose comments are uncouth and have bite—much like their piercing arrowheads."*

—Sir Bentworth, Cthonian Knight

Welhan Longbowmen are representative of the unsung heroes that hold the line right before the knights behind them charge, or those that stay and fight as their lord slips away during a retreat. Though they might earn the respect of their lord and their enemy alike, history holds no place for their bravery. They are the nameless to all but their peasant neighbors and friends.

First and foremost, members of this prestige class seek a life beyond the constraints of a medieval peasant. It is a dangerous path, but an adventurous one. It provides an opportunity to gain treasure and coin through raids and pillaging fallen foes and a chance to travel neighboring lands.

In an adventuring group, a Welhan serves as a support role, fighting from afar or covering a retreat. They resign glory to others rather than to themselves, since being a peasant, it is how they were raised. But that does not mean they are humble in the face of class diversity. By no means, since they know their skill and need upon the field of battle. They respect the danger melee presents and often see friends and lords alike lose life or limb in an instant.

### ORGANIZATION

Welhan longbowmen have no organization save for when a lord calls forth men to fill his ranks. With that said, there are many whom slipped their responsibilities to their lord to find their own way in the world. Others form into small bandit groups bent on robbing those crossing their path or rebels looking to support a Welhan noble to rule the region as king.

### NPC REACTIONS

Villagers might house those who choose the rebellious life, but since the main profession of a Welhan longbowman is soldiering and death, many watch with a close eye. It is not out of fear, but out of respect of the Eternal Spirit of Man, since killing is considered a sin without repenting or remorse. Most often than not, it is common to see a soldier, such as a Welhan longbowman become accustomed to death or even relish in it. Many NPCs, unless they otherwise know the character on a personal level, will of-

ten begin an encounter as indifferent.

## WELHAN LONGBOWMAN LORE

Characters possessing the bardic knowledge ability or ranks in Knowledge (local) enables them to learn more about Welhan longbowmen. With a successful check, read or paraphrase the following information.

**DC 10:** The Welhan are a stout and sturdy folk and their presence on the battlefield often provokes fear as they loose their arrows into the sky.

**DC 15:** Training within their native lands give them an advantage most other archers envy since their skill is unparalleled. With steady aim, they easily inflict greater pain. It is better to take cover as much as possible while closing ground for melee.

**DC 20:** Their strength relies on their prowess with a longbow and the ability to fire more arrows than normal at opponents. Eliminate their weapon and close in melee as soon as possible before they unleash a storm of arrows.

## GAME-PLAY

Though Welhan longbowmen originate along the southern fringe of Cthonia, above the area known as the Bog of Bones, their role as a soldier allows them to spread across the lands. Unlike normal peasants, who are tied to the land of their lord, Welhan longbowman roam with more freedom, either scouting areas, on a special mission, or hunting with their lord. War and conflict along this region is also a great motivating factor for becoming or introducing a Welhan longbowman into the game. A peasant, ranger character interested in honing his skill in the bow, might see a Welhan longbowman as a capable teacher. With some time, they too might take up the cause of seeing a Welhan king.

### SAMPLE NPC

Haydn Archer fought many battles along the southern fringe and served the lords of Borderkeep well. However, he grew too accustomed to battle and has a short temper. In recent years, a steady peace ensues and Haydn finds menial labor not to his liking and fears his skill with a bow wanes in the shadow of peace.

Lately, however, his interest is peaked by a minor Welhan noble seeking to throw the reins of Cthonian rule from the region, freeing Welhan peasants from overburdening taxes and corrupt Cthonian lords. Though Haydn respects the lords in this region, he has little confidence for those closer to the capital and finds that his loyalty to his people are greater than his service to a foreign king.





## Hayden Archer

CR 9

Male human fighter 4/Welhan longbowman 5

CN Medium humanoid

**Init** +3 **Senses** Listen +1, Spot +1.

**Languages** Trade tongue (common)

**Allegiances** Peasant, Welhan

**Welhan Blood Points** 7

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**AC** 20, touch 14, flat-footed 17;

(+4 armor, +2 buckler, +1 deflection)

**hp** 58 (9 HD)

**Fort** +12, **Ref** +9, **Will** +4

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**Speed** 30 ft. (6 squares)

**Melee** +1 hand axe +12/+7(1d10+4/19-20)

**Ranged** +1 composite longbow +17/+12 (1d8+4/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +11

**Atk Options** Aim +3d6, demoralize, *accurate shot*,  
*disrupting shot*, *distant shot*, *storm of arrows*,  
*unerring shot*, Point Blank Shot, Many Shot

**Combat Gear** 5 sleep arrows (Will DC 11), 30  
arrows, 10 adamantine arrows, 20 alchemical  
silver arrows, 20 cold iron arrows, 2 *cure light*  
*wounds* potions, 2 *protection from law* potions, 2  
*shield of faith* potions (+2), *protection from arrows*  
potion (10/magic)

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**Abilities** Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha  
8

**SQ** Master archer, Welhan archery +3

**Feats** Far Shot, Great Fortitude<sup>B</sup>, Many Shot<sup>B</sup>, Point  
Blank Shot, Precise Shot, Rapid Shot, Weapon  
Focus (longbow)<sup>B</sup>, Weapon Specialization  
(longbow), Welhan.

**Skills** Climb +5, Craft (bowmaking) +2, Intimidate +3,  
Jump +5, Escape Artist +5, Search +3, Spot +6,  
Tumble +5.

**Possessions** combat gear plus +1 *studded leather*  
*armor*, +1 buckler, +1 *hand axe*, +1 *composite*  
*longbow* (Str +2), *ring of protection*, *cloak of*  
*protection* +1, backpack (winter blanket, 10  
candles, flint and steel, 3 pints of oil, empty sack,  
3 torches, 2 waterskins,), belt pouch (sewing  
needle, wooden dice), wooden holy symbol,  
127 gp.



Table 7-2: The Woad Champion

Hit Die: d12

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Demoralize, highland charge +1, woad tattoo
2nd	+2	+3	+0	+0	Surge of heart, woad tattoo
3rd	+3	+3	+1	+1	Highland charge +2, woad tattoo
4th	+4	+4	+1	+1	Brawn, surge of spirit, woad tattoo
5th	+5	+4	+1	+1	Highland charge +3, indomitable roar, woad tattoo

**Class Skills (4 + Int modifier per level):** Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Swim (Str), Survival (Wis).

## WOAD CHAMPION

*“Many missionaries and knights think us savages, for we paint ourselves in woad dye, wear little armor in battle, and allow our inner rage to spout forth like a forge flame. But they mark themselves too—their shields speak of their heritage, they hang bits of wood and silver about the neck paying lip service to their eternal spirit, and, most savagely, they paint themselves with the blood of their relentless conquest over us.*

*“So, I tell this to you, my brethren—let us do what our chieftain demands. Let us pay them tribute one hundred fold! To battle!”*

—Manx, the Ancient Bear

Woad champions are spiritual warriors unparalleled with those of their people. In battle, with little armor, they prove once and again that their spiritual belief constantly protects them by means of woad tattoos. Woad extract is made into a blue dye and painted upon the skin of a warrior, imbuing the champion with supernatural protection and strength.

## BECOMING A WOAD CHAMPION

The most straightforward path in becoming a woad champion is by advancing as a human barbarian. However, since the rage ability is an acquired 1st level ability, a human character can easily multiclass as a barbarian/ranger or a barbarian/fighter. But this path also limits the surge of heart and spirit abilities of the woad champion.

Since most cultures that support woad champions often see much conflict along their borders, it is not so rare to see barbarian/druids, barbarian/clerics, or even barbarian/sorcerers specializing in combat spells, become woad champions later in their career.

## REQUIREMENTS

**Alignment:** Any nonlawful.

**Base Attack Bonus:** +4.

**Skills:** Intimidate 4 ranks, Craft (painting) 4

ranks.

**Feats:** Endurance, Skill Focus (craft), Toughness.

**Allegiances:** Animism.

**Special:** Must have the rage special ability.

## CLASS FEATURES

As a woad champion, you are able to become force of rage and passion, calling upon your animal totems to win the day.

**Demoralize (Ex):** Due to their ferocious rage, a woad warrior is able to demoralize opponents as they charge forward. As part of any charge action you may attempt to demoralize your opponent (see the Intimidate skill description in the *Player's Handbook*). You add your woad champion class level as a circumstance bonus to your Intimidate check when attempting to demoralize. Success renders your opponent shaken for 1 round. This check is made after your charge attack, affecting only a single target of your attack. This has no effect on a creature that is already shaken.

**Highland Charge (Ex):** At 1st level your raging focus and passion provide a +1 insight bonus to attack rolls when charging. This bonus increases to +2 at 3rd level and +3 at 5th level.

The benefits of highland charge apply only when he wears light or no armor. He loses all benefits of his highland charge when wearing medium or heavy armor.


**Woad Tattoo (Su):** By calling upon various spirits, you are able to imbue their strength in the form of a woad tattoo. Once per day, you may invoke a woad tattoo per woad champion class level you attain upon yourself. This process takes one hour to complete regardless the number of tattoos you scribe. You may change woad tattoos daily.

Woad tattoos are designs scribed on the skin that provide spiritual powers for the champion wearing them.

Woad tattoos can vary in size, but a woad champion can wear only a total of five tattoos at one time—attempting to add one more than this maxi-







num causes all previously scribed tattoos to simultaneously fade away.

A woad champion must also have an appropriate physical surface on which to scribe the pattern (thus, incorporeal creatures or creatures with impermanent flesh, such as fire elementals, cannot use woad tattoos).

A woad tattoo is in continuous effect unless the woad champion is dead. Furthermore, the benefits of woad tattoos apply only when he wears light or no armor. He loses all benefits of his woad tattoos when wearing medium or heavy armor.

For each woad tattoo, choose one of the following:

*Aegis:* The wearer gains a +2 enhancement bonus to natural armor.

*Ardor:* The wearer gains a +2 enhancement bonus on damage rolls.

*Bolster:* The wearer gains 2 temporary hit points for each of his Hit Dice (maximum 30 temporary hit points).

*Darkvision:* You gain darkvision out to 60 feet.

*Lawlessness:* You gain damage reduction 2/lawful.

*Ferocity:* The wearer is such a tenacious combatant that it continues to fight without penalty even while disabled or dying. Once the wearer's hit point total reaches -10, he dies.

*Fortification:* When a critical hit or sneak attack is scored against the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

*Protection:* The wearer gain a +2 enhancement bonus to armor.

*Quick:* The wearer gains a +2 enhancement bonus to Initiative checks.

*Resilient:* The wearer gains a +1 enhancement bonus on all saves.

*Speed:* The wearer gains a +10 enhancement bonus to his land speed.

*Spell Resistance:* The wearer gains spell resistance equal to 11 + woad champion class levels.

**Surge of Heart (Ex):** At 2nd level, a woad warrior is granted an additional +2 bonus to Constitution when using the rage ability.

**Brawn (Ex):** At 4th level, the woad champion may use his Strength modifier instead of his Charisma modifier on Intimidation checks.

**Surge of Spirit (Ex):** At 4th level, a woad warrior is granted an additional +2 bonus to Strength when using the rage ability.

**Indomitable Roar (Ex):** At 5th level, a woad champion may select a humanoid subtype from among those given on Table: Ranger Favored En-

mies located in the *Player's Handbook*. When performing a charge attack against a chosen humanoid subtype, all such humanoids able to hear the woad champion within 30 ft. must make a successful Will save (DC 10 + 1/2 character level + Charisma modifier) to stand their ground. Otherwise, a failure results in the chosen humanoid subtype to immediately flee from the woad champion by the best and fastest means available to them. They flee for 1 round.

The Will save is made after your charge attack. Creatures that successfully save cannot be affected by the same woad champion's indomitable roar for 24 hours. Indomitable roar is a mind-affecting, fear effect.

A woad champion may use this ability a number of times a day equal to 3 + the woad champion's Charisma modifier. In addition, a woad champion may use this ability in conjunction with the demoralize ability. Resolve the demoralize ability first.

## ROLE-PLAY

As a woad champion, you lead other warriors into battle charging forth with a frightening bellow and faith in your woad painted body. You are the paragon of bravery and courage facing untold dangers and, at times, countless numbers.

As such a paragon, you lead by example and action rather than through parley and inaction. Though your bravery is not only shown at the head of a charge or within a thick, bloody battle, but it is also to have the courage to swallow your pride to make a hasty retreat when needed. You have stared death in the face many times and have a healthy respect for the eternal champion that seeks you out in every battle.


You also have a strong faith in animism and often consult and defend the spiritual leaders of your people. This often brings you into conflict with chieftains and other hierarchical leaders, but you are no mere follower.

## COMBAT

Look before you leap, for succumbing to one's passions too soon might easily result in a quick death. Know your adversary and the numbers you face before barreling headlong in a charge. Demoralize weaker fighters first and hunt out those that will easily flee when you perform your indomitable roar. This will allow you attacks of opportunity as they run from your fury.

Also, keep in mind that your strength is in your charge, thus occasionally pull back as if retreating





yourself only to charge a bewildered enemy once more. This will cause confusion and panic.

## ADVANCEMENT

Life of a warrior is short; at best, your numerous scars talk of your stamina and prowess in battle. Choosing feats that allow you to move through combat unfettered or harder to strike is worth your attention.

Though as a human character, it is easy to begin advancing as a woad champion at 5th level, it might be worth taking a few levels in fighter to obtain bonus feats that will make you a more formidable opponent.

Feats, such as Combat Reflexes, might prove valuable when multiple opponents flee past you as you perform an indomitable roar. Mobility will allow you to strike consistently with your highland charge ability while limiting yourself to a counterstrike.

With your charge bonuses, you should concentrate your abilities around Dexterity and Charisma. Dexterity will give you the extra boost in Armor Class while Charisma will allow you to intimidate opponents effectively in your early career while proving its worth later on when you obtain the indomitable roar ability.

That is not to say Strength and Constitution is not important, but with good Hit Dice, the surge of heart ability, and the bolster woad tattoo, Constitution does not need to be your highest statistic. Your highland charge, surge of spirit, and ardor woad tattoo abilities, will also compensate for an average Strength score.

## RESOURCES

Like most that live among the wilds, survival is key to all that lives and thrives around you. Thus your resources are as strong as the place you dwell and people with whom you choose to live. You travel light, carrying all your possessions you own wherever you go.

Mercenary work serves you well during hard times, but you feel such a career has much to be desired when you fight for coin rather for heart. Consolidate your treasure, and barter with your companions frequently, trading heavy coin for lighter items you might trade at market.

Also, defend animistic priests and you will find a fast friend with an ability to heal your more serious wounds. Remember, with little material wealth, your resources are your skills, your word, and your favors.

## WOAD CHAMPIONS IN TERRA

*"Their people believe the rage and fury of their champions comes from imbued spirits subdued in woad extract that is then painted into mystical trap-pings upon the skin. It is the years of oppressive feudal lords encroaching on their lands and the Romus in the age before that fuels their bloody passion for battle."*

—Llarion, Elven Watcher

Woad champions truly serve chaos as it manifests upon the battlefield. They respect shamans, adepts, priests, and druids, that serve their tribes rather than the established authority of a chieftain or king. It is to this point and that of their intense strength when raging, they prove a viable threat to any form of law and order.

Often woad champions that fall from favor from a shaman or other warriors in a tribe are quickly banned, thus taking up a life of adventure. Also, due to their intense, spiritual belief, they often roam the wilderness alone in search of a spiritual reawakening before returning home to serve as a warrior leader.

Introducing the woad champions in these respects allows an opportunity of knightly characters to enter a world of, from their point of view, savage tradition. Also, a cleric of the Eternal Spirit of Man might persuade such champions to convert and teach them his religious symbols to paint upon their skin.

## DAILY LIFE

When not in battle, woad champions thirst for life experiences. Their tribal duties fall only to warring, thus they spend most days indulging themselves in physical pleasures rather than performing laborious chores.

They do take council with their spiritual leaders on occasion, but whereas priests and druids might represent the embodiment of spiritual wisdom, woad champions embody spiritual strength and physical power. They are spiritual warriors, but in the sense their duty falls upon preserving a way of life more so than a tribal belief system. Their spirituality is a means to achieve this end.

## NOTABLE WOAD CHAMPIONS

Many tales are told and sung about the great warriors that flung the yoke off Romus oppression: Bodic Ca, Queen of Iconia and Briac, son of Caoimhe. As more and more of the Wildlands fall to missionaries, these names become incorporated as well into Cthonian lore.

Others of more recent history are also note wor-





thy: the orc-man Bolia the Bitten-handed and Bryher the Red. The former terrorizes the southern Cthonian fringe wishing to establish a tribal camp within the Stronghold of the One's shadow. Threatening to destroy the arcane seals that bear its portcullis firmly in stone. Whereas the latter, wishes to reclaim the hill-ocks around Ahngrin to awaken the trolls beneath. Both actions, if successful, would have dire consequences.

## WOAD CHAMPION ORGANIZATIONS

There is no organization composed completely of woad champions, however most are part of a tribal community. In turn, it is common for such communities to unite under one cause for a brief time, under which many woad champions do congregate together performing feats of strength and sharing woad painting techniques.

## NPC REACTIONS

Spiritual tribal leaders often see woad champions a manifestation of their teaching particularly when one witnesses a woad champion in combat. With that said, they often tolerate their chaotic, sometimes impulsive view of life. They see themselves as the wisdom to their strength and you cannot have one without the other.

Most warriors of various stations and cultures respect the physical prowess of woad champions, while those of a more cultivated civilization often see them as uncouth savages with no battlefield discipline. However, those without a warrior's experience might find a woad champion's rage a frightening and memorable moment in their life.

## WOAD CHAMPION LORE

Characters possessing the bardic knowledge ability or ranks in Knowledge (religion) enables them to learn more about woad champions. With a successful check, read or paraphrase the following information.

**DC 10:** Woad champions are often tribal warriors that mark themselves with woad dyes. These are spiritual symbols designed to protect them and enhance their strength. They are the strongest when they charge and can quickly demoralize opponents.

**DC 15:** When succumbing rage, they become

### Identifying Woad Tattoos

A character with ranks in Knowledge (religion) or with the bardic knowledge ability might identify the purpose of particular woad tattoos.

The DC is 15 + 2 for each additional tattoo beyond the first. A success reveals the ability a tattoo provides for the woad champion.

stronger and heartier than normal barbarians. Each woad tattoo is specific to a particular power the woad champion is attempting to invoke.

**DC 20:** Woad champions have an indomitable roar that will not only demoralize foes but also cause them to flee. Furthermore, they are quite capable in intimidating foes by means of their powerful strength.

## GAME-PLAY

Woad champions are often found on the edge of civilization, places that succumb to myth and cry for discovery. Adventuring in these realms should put characters on edge as they encounter different cultures and abnormal ritualistic

practices. Some players that know game mechanics well might take pause at a group of naked warriors, armed only by woad tattoos charging forward in a raging frenzy.

The woad champion prestige class is a solid choice for players in a mostly wilderness campaign or exploring ancient forested ruins. As long as the Game Master allows for the character enough room and terrain type to allow charges in a majority of encounters, the woad champion will see much victory.

## ADAPTION

Woad champions need not just be barbarian warriors. With little tweaking it is possible to adjust this prestige class as a ritualistic, religious temple guardian. Such warriors painting various holy symbols on their bodies for protection or guidance. With a little more tweaking, by taking away some of the major combat abilities and good base-attack-bonus to add a few levels of divine casting, this prestige class can also represent a Amazon-like warrior priestess.

## SAMPLE NPC

Mylor, the Half-heart, a half-orc born of a human concubine to the orc warrior, Gris-tol, wanders Dray forest alone. He earnestly believes the bones found in Dray Wood to be that of dragons and has discovered ancient symbolic carvings upon the Great Horn of Imlaphere, the olifant that sits in the center of an ancient grove. He paints the great draconic runes upon his skin and calls for the great dragon spirits. He plans to awaken these spirits and blow upon the



horn once he gathers enough courage to face the druidic priests that guard the treant grove.

### **Mylor the Half-heart**

**CR 10**

Male half-orc barbarian 4/druid 2/woad champion 4

CN Medium humanoid

**Init** +3 **Senses** Listen +2, Spot +2; darkvision 60 ft.

**Languages** Orc, Trade tongue (common)

**Allegiances** Animism

**AC** 19, touch 11, flat-footed 16;

(+3 Dex, +2 armor, +4 shield, +2 natural armor, -2 raging)

**hp** 114 (10 HD); DR 2/lawful

**SR** 15

**Fort** +10, **Ref** +4, **Will** +8

**Speed** 40 ft. (8 squares)

**Melee** +1 *orc double axe* +16/+11 (1d8+7/x3) or without shield +1 *orc double axe* +12/+7/+8 (1d8+4/x3)

**Ranged** +1 *sling* +13/+8 (1d4+7)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +15

**Atk Options** demoralize, highland charge +2, rage 2/day

**Combat Gear** 2 *cure light wounds* potions, 2 *shield of faith* potions, 1 *enlarge person* potion

**Abilities** Str 22, Dex 16, Con 16, Int 6, Wis 14, Cha 10

**SQ** orcblood, fast movement, illiteracy, uncanny dodge, trap sense +1, nature sense, wild empathy, woodland stride, woad tattoo (*aegis*, *bolster*, *lawlessness*, *spell resistance*), surge of heart, brawn, surge of spirit

**Feats** Endurance, Skill Focus (craft), Skill Focus (Intimidate), Toughness

**Skills** Climb +8, Intimidate +16 (+20 to demoralize when charging), Jump +8, Listen +4, Survival +4

**Possessions** combat gear plus +2 *heavy wooden shield of demoralization* (grants a +2 competence bonus to Intimidate checks; 1,557 gp), +1 *orc double axe*, +1 *sling*, 20 sling bullets, 20 alchemical silver sling bullets, 20 cold iron sling bullets, backpack (varies plants and herbs, including a bunch of woad plants, mwk artisan tools, 6 empty vials, 4 vials of woad paint), 43 gp.

**Demoralize (Ex):** Due to his ferocious rage, Mylor the Half-heart is able to demoralize opponents as they charge forward. As part of any charge action he may attempt to demoralize any opponent (see the Intimidate skill description in the *Player's Handbook*). By making an Intimidate check. Success renders your

opponent shaken for 1 round. This check is made after his charge attack, affecting only a single target of his attack. This has no effect on a creature that is already shaken.

**Highland Charge (Ex):** Mylor has a +2 insight bonus to attack rolls when charging. The benefits of highland charge apply only when he wears light or no armor. He loses all benefits of his highland charge when wearing medium or heavy armor.

**Woad Tattoo (Su):** By calling upon various spirits, Mylor is able to imbue his strength in the form of a woad tattoo. He usually chooses the following woad tattoos:

**Aegis:** Mylor gains a +2 enhancement bonus to natural armor.

**Bolster:** Mylor gains 2 temporary hit points for each of his Hit Dice (maximum 30 temporary hit points).

**Lawlessness:** Mylor gains damage reduction 2/lawful.

**Spell Resistance:** Mylor gains spell resistance equal to 11 + his woad champion class levels.

**Surge of Heart (Ex):** Mylor is granted an additional +2 bonus to Constitution when using the rage ability.

**Brawn (Ex):** The woad champion, Mylor, may use his Strength modifier instead of his Charisma modifier on Intimidation checks.

**Surge of Spirit (Ex):** Mylor is granted an additional +2 bonus to Strength when using the rage ability.

When not raging, Mylor Half-heart has the following statistical changes:

**AC** 21, touch 13, flat-footed 18;

(+3 Dex, +2 armor, +4 shield, +1 deflection, +2 natural armor)

**hp** 84 (10 HD)

**Fort** +7, **Will** +6

**Melee** +1 *orc double axe* +13/+8 (1d8+4/x3) or without shield +1 *orc double axe* +9/+4/+5 (1d8+4/x3)

**Ranged** +1 *sling* +13/+8 (1d4+4)

**Grp** +12

**Druid Spells Prepared** (CL 2nd):

1st—*charm animal*, *entangle*<sup>D</sup> (DC 13), *longstrider*<sup>D</sup>

0—*create water*, *cure minor wounds*, *mending*, *resistance*

**Abilities** Str 16

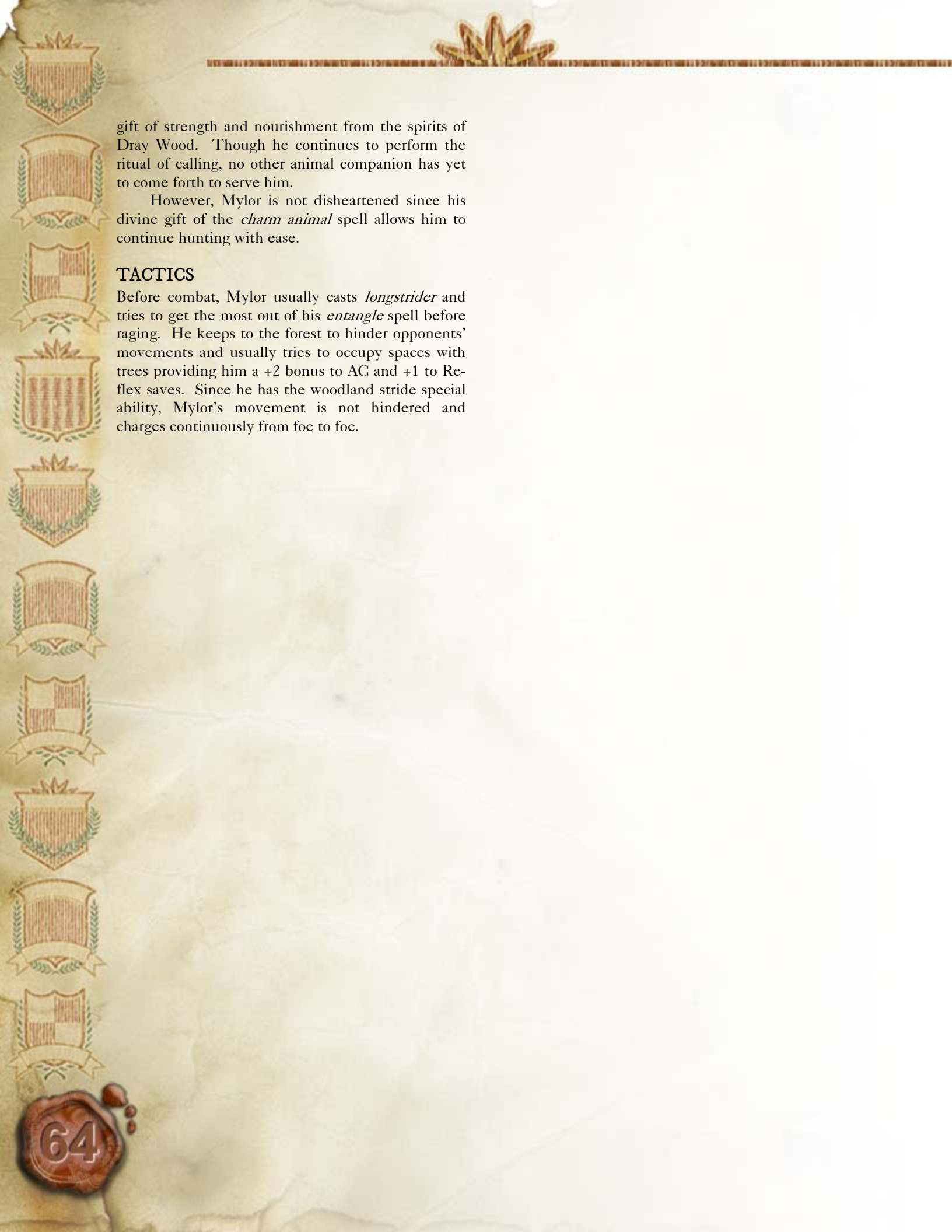
**Skills** Climb +5, Craft (painting) +7, Intimidate +13 (+17 to demoralize when charging), Jump +5, Listen +4, Survival +4

### **Mylor's Animal Companion**

**CR —**

Mylor ate his animal companion, believing it to be a





gift of strength and nourishment from the spirits of Dray Wood. Though he continues to perform the ritual of calling, no other animal companion has yet to come forth to serve him.

However, Mylor is not disheartened since his divine gift of the *charm animal* spell allows him to continue hunting with ease.

### TACTICS

Before combat, Mylor usually casts *longstrider* and tries to get the most out of his *entangle* spell before raging. He keeps to the forest to hinder opponents' movements and usually tries to occupy spaces with trees providing him a +2 bonus to AC and +1 to Reflex saves. Since he has the woodland stride special ability, Mylor's movement is not hindered and charges continuously from foe to foe.



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