ANCIENT WARRIORS SONS OF SPARTA

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ROLEPLAYING GAME COMPATIBLE

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Foreword

The Greek hoplite was perhaps the greatest warrior of the classical age, and is certainly among the most iconic. It is among these ancient Greeks, during this age of hoplite warfare, that one of the world's proudest warrior cultures rose to prominence. Sparta saw a level of devotion to the warrior tradition all but unheard of in the ancient world, and their devotion to military discipline still inspires awe to this day. Apart from their unique cultural views, the Spartans inspired the world with their courage and military prowess, such that now, even after thousands of years, we still are held enraptured by tales of their exploits. Very few societies can inspire the sense of respect and admiration that Sparta commands even today, so long after their decline.

Now, we at Necromancers of the Northwest have set about the task of bringing that legendary tradition to life for your game. To that end, we created Ancient Warriors: Sons of Sparta. In this book you will find a class which strives to reflect the glory of the ancient warriors of Sparta, with a focus on class features that seek to highlight the experience of fighting closely alongside your allies in much the same way Spartan warriors of old did. The class also provides you with a list of Spartan disciplines from which to choose, allowing players to customize their character while still staying true to what it means to be Spartan. Included also is a huge list of alternate class features so that your other characters can have a chance to revel in the Spartan experience. Finishing out the book is a new prestige class which gives players yet another chance to wield the power that made the whole of the ancient world green with envy.

Each and every element of this product is carefully crafted to bring players closer to such a prolific cultural experience, and I sincerely hope you enjoy reading this product as much as we enjoyed creating it for you.

~Joshua Zaback

A Short Story

The armies of Sparta were well respected even in their own time. The following conversation, drawn from Herodotus' history of the Persian wars, edited slightly to make it shorter and easier to follow, occurred between Xerxes, the infamous Persian emperor who led a massive army to invade ancient Greece, and his advisor, Demaratus, a Spartan king who had been deposed several years past. It occurred when Xerxes' army encountered the meager Greek defenses, led by Leonidas and the infamous 300 Spartans, at the pass of Thermopylae. Xerxes could not believe such a small force was arraying itself against his massive armies, and questioned Demaratus for an explanation. Here is what he said:

"Demaratus, it is my pleasure at this time to ask thee certain things which I wish to know: will the Greeks lift a hand against us? Mine own judgment is that even if all the Greeks and all the barbarians of the west were gathered together in one place, they would not be able to stand against us, not being really of one mind. But I would fain know what thou thinkest hereon."

Thus Xerxes questioned; and the other replied in his turn, - "My lord, is it thy will that I give thee a true answer, or dost thou wish for a pleasant one?" Then the king bade him speak the plain truth, and promised that he would not on that account hold him in less favor than heretofore.

So Demaratus, when he heard the promise, spake as follows:

"My lord! Since thou biddest me at all risks speak the truth, thus I answer: poverty is always a resident of our lands, while valor is an ally whom we have gained through wisdom and strict laws. Her aid enables us to drive out want and escape thralldom. Brave are all the Greeks who dwell in any Dorian land; but what I am about to say does not concern all, but only the Spartans, the men of Lacedaemon. First then, come what may, they will never accept thy terms, which would reduce Greece to slavery; and further, they are sure to join battle with thee, even if all the rest of the Greeks should submit to thy will. As for their numbers, do not ask how many they are, to determine if they would resist: for if a thousand of them should take the field, they will meet thee in battle, and so will any number, be it less than this, or be it more."

When Xerxes heard this answer of Demaratus, he laughed and answered:

"What wild words, Demaratus! A thousand men join battle with such an army as this? For how could a thousand men, or ten thousand, or even fifty thousand, particularly if they were all alike free, and not under one lord, how could such a force, I say, stand against an army like mine? If, indeed, like our troops, they had a single master, their fear of him might make them courageous beyond their natural bent, or they might be urged by lashes against an enemy which far outnumbered them. But left to their own free choice, assuredly they will act differently. For mine own part, I believe that if the Greeks had to contend with the Persians only, and the numbers were equal on both sides, the Greeks would find it hard to stand their ground.

Demaratus answered him - "I knew, my lord, at the outset, that if I told thee the truth, my speech would displease thine ears. But as thou didst require me to answer thee with all possible truthfulness, I informed thee what the Spartans will do. And in this I spake not from any love that I bear them - for none knows better than thou what my love towards them is likely to be at the present time, when they have robbed me of my rank and my ancestral honors, and made me a homeless exile, whom thy father did receive, bestowing on me both shelter and sustenance. No, the Lacedaemonians, when they fight singly, are as good men as any in the world, and when they fight in a body, are the bravest of all. For though they be free-men, they are not in all respects free; law is the master whom they own, and this master they fear more than thy subjects fear thee. Whatever he commands, they do. And his commandment is always the same: it forbids them to flee in battle, whatever the number of their foes, and requires them to stand firm, and either to conquer or die.

Earnestly do I struggle at all times to speak truth to thee, sire; and now listen to it once more: these men have come to dispute the pass with us; and it is for this that they are now making ready. Be assured, however, that if thou canst subdue the men who are here, and the Lacedaemonians who remain in Sparta, there is no other nation in all the world which will venture to lift a hand in their defense. Thou hast now to deal with the first kingdom and town in Greece, and with the bravest men."

Famously, this small detachment of Greeks numbering no more than a few thousand, led by Leonidas and the infamous 300 Spartans, held the pass against Xerxes' hordes, which were said to have numbered in the millions, for no less than three days. Even then, Xerxes was forced to find a path around the Greeks in order to attack them from two sides before he was able to move past them. Though the Greeks lost the battle, they would go on to win the war, driving Xerxes from their land, and securing the future of democracy and the entire western world.

Introduction

The ancient Spartans are famous for their skill in warfare, their bravery and self-sacrifice on the field of battle, and the way in which they devoted every aspect of their being to becoming the greatest and most capable warriors they could possibly be. A Spartan warrior lived, slept, and breathed warfare, conflict, and strife. From childhood they trained in harsh conditions to become sharpened into a deadly, living weapon, and they lived that way until they were too old to continue the fight.

This book aims to bring that spirit to life, and to support the creation of characters who carry on the Spartan spirit. First and foremost among these is the hoplite class, which is designed to allow characters to adopt the shield-wall style of fighting that the Spartans are said to have perfected, while still remaining a potent force on the battlefield even when fighting alone.

Other characters can gain some of the spirit of Sparta through a number of Spartan-themed alternate class features available for a variety of classes from both the *Pathfinder Roleplaying Game Core Rulebook* and the *Advanced Player's Guide*. Along the same lines, you will also find a variety of Spartan-themed traits to allow any character to have a piece of Sparta in his or her background.

Before using any of these, however, we recommend learning a little bit about this fascinating ancient culture, to better understand the ancient Spartan mindset and worldview, which is very different from our own. To this end, the first section of this book is a brief discussion of life in ancient Sparta.

History

The most important thing to understand when discussing ancient Sparta is that its people viewed the world very differently than we do today. By today's standards, the Spartans might be referred to as a group of exceptionally militant communists: everyone in Sparta worked for the benefit of the state, sacrificing personal comfort and freedom in order to bring glory to Sparta. It was a state where strict military discipline was applied to every citizen: each and every Spartan boy was enrolled into military training at a very tender age, and served as a member of the army until infirmity.

Spartan society has been likened by many historians to a military camp grown to the size of a full city-state, and that isn't far off. Spartan warriors devoted their entire lives to the army—not just because of the long term of service, but also because they were forbidden by law from learning any craft or trade, so that they could focus all of their efforts on training to be the best soldiers that they could be.

Culture

Social Classes

Spartan society was divided very strictly into three classes. The first class consisted of the full citizens of Sparta, those citizens of Spartan ancestry who were granted full rights. These were the spartiates (pronounced spar-tee-ats), and they made up the main fighting force of the Spartan army. In essence, being a citizen of Sparta and being in the Spartan army were one and the same: all citizens were in the army, and all members of the army (with a few rare exceptions) were citizens. Each Spartan citizen was given a grant of land from the state in exchange for his military service. Spartiates were forbidden by law from learning any craft or trade, and so devoted their entire lives to training and soldiering.

The second class were known as the *perioikoi* (pronounced pair-ee-oi-kee), which literally translates as "those who live around." Most perioikoi were not native to Sparta, and served as a sort of buffer or go-between for the *spartiates*, both to the *helots* (below) and to the outside world. Beyond this, the *perioikoi* served as the craftsmen and tradesmen of Spartan society, fulfilling necessary roles such as

blacksmith and merchant which were below the honor of the full citizens of Sparta, but too skilled for the helot laborers to be trusted with.

The true driving force of the Spartan economy, however, and the foundation on which all of Sparta truly relied, was the third class of Spartans, the *helots* (pronounced hell-otts). Helots were slaves, and were forced to work Spartan fields, harvesting crops and providing an income to the Spartan warriors who were too busy serving in the army to provide for themselves. They were tied to a specific piece of land, which they worked, and were allowed to keep whatever crops were left over after fulfilling their quota for their Spartan overlords.

A major source of tension in Sparta was the fact that the *helots* greatly outnumbered the *spartiates*, and the latter constantly feared a *helot* revolt. It has been said that the entire reason for the development of Sparta's military mindset was preparation against such an eventuality. Ultimately, the *spartiate*'s answer to the problem was to brutally oppress the *helots*, annually declaring war on them as a symbolic gesture, and encouraging teenage boys in military training to murder the strongest and most influential of the *helots*, in order to keep them under control.

Religion

Spartans as a whole were very devout, and religion featured prominently in their lives. Like their neighbors, they worshipped the gods of the Greek pantheon, most predominantly Zeus and Athena. That said, there was always a special place in their hearts for the god Apollo, and as a whole they placed exceptional stock in Apollo's oracle at Delphi. Apollo also featured prominently in the *carneia* (pronounced car-nay-ah), the *gymnopedia* (pronounce jim-no-pee-dee-ah), and the *hyacinthia* (pronounced hi-ah-sin-thee-ah), three of the most important religious festivals the Spartans held each year.

Spartans were very concerned about the favor of the gods, and on several occasions refused to march into battle because doing so would require them leaving one of these important religious celebrations. They felt it would be impossible to win a battle if they started out by angering the gods by not properly observing their religious ceremonies.

Appearance

The Spartans were known throughout Greece for a few particularly striking points in their appearance that set them apart from the people of the nearby city-states. The first was the long hair their men were famous for cultivating: Spartan men typically had very long hair, which they took great pains to care for and would often ritually groom before going into battle. Supposedly, this is because long hair was said to make a good-looking man more beautiful and an ugly man more intimidating, so it was always good fashion.

Spartans were also known for their love of distinctive horse-hair crested helmets, which made them stand out in battle. Along the same lines, Spartan soldiers wore bright red cloaks as part of their uniform, and nearly all of their shields were inscribed with the Greek letter "A," which was the first letter of the name of their nation, Lacedaemon.

Even Spartan women were well-known for their distinctive appearance, though this caused a bit of a scandal in the other Greek city-states. Throughout most of Greece, women were required to dress very conservatively when in public, in dress not dissimilar from modern-day burkas. Spartan women, by contrast, often wore very light clothing, more suitable for athletics, and some reports even have them exercising and wrestling naked, right alongside the Spartan men.

As one might expect from such a militaristic state—especially one in Greece—the Spartans had little use for anyone who was out of shape. Young Spartans were encouraged to remorselessly tease any of themselves who became overweight, and it was not uncommon for overweight Helots to be beaten simply for eating "too much."

Government

Rulership

Sparta was ruled by two kings simultaneously, each with the ability to veto the other's actions. These two royal families, the agiad (pronounced eh-gee-add) line and the europontid (pronounced yur-oh-pon-tid) line, often had a fairly strong rivalry, which made for an effective power balance. The government also consisted of a group known as the ephors (pronounced ee-fours), who were elected for a one-year service, had the ability to depose kings they found wanting, and sometimes did more governing than the kings themselves. Finally, a third branch of government, the gerousia (pronounced gehr-ooh-see-ah), consisted of retired Spartan soldiers who were elected for life and served as both judges and lawmakers, as a sort of supreme court and senate all in one.

Economy

Sparta's economy, like most economies of the time, was primarily agrarian: wealth came from owning land and farming crops. Land was owned by full citizens, parceled out to them by the Spartan government as payment for their military service. The land was actually worked by the helots, who were not owned by the Spartan who owned the land, but instead belonged to the state as a whole. The wealth derived from these land grants was absolutely vital to the Spartan citizen, as he was required to contribute financially to his syssitia (pronounced sis-sishee-a), a sort of gentleman's club that ate meals together. Belonging to one of the many syssitia was necessary to be a full Spartan citizen, and so only those with enough wealth to contribute could afford to be full citizens.

For the most part, though, Spartans were well-known for their hatred of wealth and opulence. It was prophesied early in Sparta's history that silver would (or at least could) be its downfall, and beyond that, the rugged military training that the Spartans went through to prepare for battle simply didn't leave any place for luxuries. For this reason, even those Spartans who were very wealthy typically lived incredibly simple lives, and did not flaunt their wealth. Similarly, the Spartan standard of currency was iron bars, which were cumbersome and awkward to use, supposedly by design.

Education and Training

At age seven, all Spartan boys began a military training known as *agoge* (pronounced ah-go-gay), during which they were grouped into "herds" based on their age and subjected to a boot camp-like existence, living in a barracks and preparing each day for the time when they would eventually march into battle. This training, and later service in the military, was compulsory for the children of all Spartan citizens, the only exceptions being the first-born sons of the Spartan kings (but not other royal children—only they heirs apparent were exempt).

During this time, the children were somewhat underfed, receiving enough to survive on, but not enough to keep them from being hungry. This was intentional, as it not only kept them lean and prepared them for long campaigns on rations, but also encouraged them to steal food in order to stay full. It was perfectly acceptable for children to steal food to get by while in training – as long as they didn't get caught. Children unskilled enough to be caught stealing were severely punished for their clumsiness.

Military

At the age of 20, the Spartans would enter into active duty. A select few instead entered the *krypteia* (pronounced crip-tay-ah), wherein they were released into the Spartan countryside with nothing but a knife and forced to make their own way for weeks or months. During this time they were encouraged to hunt down and murder any *helots* who were deemed a potential threat to the Spartan state.

Once a Spartan joined the ranks of the Spartan army, he remained there until the age of



60, though he was usually only in reserve by the age of 30 or so, meaning that he would be unlikely to see constant active duty after that age.

Spartan armies used shield-wall tactics, where the soldiers would form long lines several men deep and create a protective wall with their shields, using them to protect themselves and the man next to them. With their free hand, they stabbed overhand at their foes with spears. The two armies would push against each other for a while until one side broke formation, at which point casualties for the losing side typically mounted very quickly. Spartans were well known for their braveness in battle, and for their tendency to fight to the death. Fleeing battle was about the most shameful thing a Spartan could do, and any Spartan who did so was horribly shunned by his kinsmen. Wives whose husbands were heading out to battle supposedly told their husbands to return "with your shield, or on it," meaning that the Spartan should either return victorious, with his shield in hand, or dead, carried on his shield as a hero who died in battle.

Fantasy Sparta

Historical Sparta is a fascinating place, and there is plenty of room for adventures and excitement in a roleplaying game based there. That said, it is a somewhat different place than most campaign settings, in that historical Sparta does not possess magic, or dragons, or elves and dwarves and halflings. While some players and GMs will be more than happy to take a break from those fantasy staples and play a game in a more mundane Greece, others would prefer to incorporate these fantasy elements into historical Greece, in the same way that most fantasy settings incorporate them into medieval Europe. Though players and GMs are free—and, in fact, encouraged—to envision fantasy Greece in whatever way speaks to them, here are a few suggestions for ways that the ancient Spartans might have adjusted to fit a more fantastic world.

Magic

Ancient Spartans would have a great respect for magic, especially for divine magic. They would hold divine spellcasters in very high regard, and, in fact, in a world where the gods really can bring about miracles, their piety and religious devotion would only be deepened. A new class of clerics and oracles might be developed, trained in the art of warfare and sent out with the Spartan armies to provide healing and other divine aid during battle. Though the Spartans would no doubt appreciate the value of powerful arcane casters, it seems more likely that they would hire or subjugate other arcane casters, rather than train them from amongst their ranks.

As far as magic items are concerned, it seems likely that the Spartans would ensure that their weapons and armor were heavily enchanted to make them more powerful. Most likely these would be practical enchantments—enhancement to attack, damage, and AC—rather than more fanciful enchantments, which would likely seem opulent to most Spartans. Similarly, Spartans would likely prefer magic items which did not glow, or have any other visible magical properties.

Other Races

Most likely, a fantasy Sparta would still consist entirely of humanoids, and the Spartan xenophobia would be as strong—or strongerwhen applied to elves and halflings as it was when applied to Persians and Athenians. While a few half-elves might be able to make their way as Spartan citizens, anyone more conspicuous than that would be out of luck. In fact, the *helot* class might be replaced by a specific subjugated humanoid race, such as dwarves, who are brutally oppressed by the human Spartans.

That said, GMs looking for a more raciallydiverse Sparta might determine that the citystate was founded by a variety of races, and so its citizens might be from a variety of races. In this case, Spartans of all races would serve together in the army. For the most part, elves would rub shoulders with humans and half-orcs in the phalanxes, though in the case of gnomes and halflings, size differences would dictate that they would need their own phalanxes in order to form an effective shield wall. Nonhuman Spartans with longer life-spans might serve in the Spartan army for centuries or more.

Monsters

In a world where monsters roam freely across the land, the Spartans would spend much of their training—and perhaps much of their warring—in hunting down and slaying these beasts. Great honor and glory would come with felling particularly dangerous monsters, and more importantly it would be an excellent way to test the Spartan soldiers in battle when no war was present. Children in the *agoge* would likely be made to fight weaker monsters, in preparation for taking down larger monsters later in life. After a while, travellers through the region would likely find that few monsters could be found in the area around Sparta, as the Spartans would have hunted them to extinction.

Women

Historical Sparta was anachronistically egalitarian in their views towards women, and Spartan women wielded far more power than women of other city-states, in addition to having greater freedom of dress and behavior. Though no Spartan women served in the army in historical Sparta, a Spartan society would likely be the first to allow women soldiers and adventurers, meaning that a fantasy Sparta would almost certainly allow women soldiers, and might even encourage or require it.

The Hoplite

"When you leave for war, never retreat, never yield; return bearing your shield with pride or return borne upon it, carried with pride by your brothers-at-arms."

~Thyclos, Hoplite

Hoplites are soldiers who live their lives with a rigid discipline. War is their trade, and they are constantly preparing themselves for their next great conflict. Due to their distinctive "shield wall" style of fighting, a hoplite depends on his fellows to stay alive, and they in turn depend on him. This gives the hoplite a zealous dedication to his brothers-in-arms, and they are known for an absolute refusal to surrender in the face of even overwhelming odds.

Making a Hoplite

Hoplites are disciplined warriors who specialize in fighting alongside their allies to achieve their goals.

Abilities: As melee fighters, hoplites benefit most from a high Strength, which will affect both their ability to hit their opponent, and the damage they do with each hit. A high Constitution will give the hoplite more hit points, granting him greater staying power in a fight. While a high Dexterity will give the hoplite more AC, the use of armor and shields may somewhat limit the amount of benefit a hoplite gets from his Dexterity bonus. Socially, hoplites are traditionally known for being brief and to the point and don't spend a lot of time on diplomatic niceties, making Charisma the least valued ability score for most hoplites.

Alignment: Any non-chaotic; the hoplite military culture and strict discipline leads them to be almost universally lawful, and chaotic attitudes have been found to be detrimental to the health of a hoplite legion. While most hoplites are neutral, neither good nor evil hoplites are particularly uncommon.

> Starting Age: As fighter Starting Gold: 6d6 x 10 gp (average 210 gp)

Hit dice: dio

Class Skills:

The hoplite's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Class Features

The following are the class features of the hoplite.

Weapon and Armor Proficiency: Hoplites are proficient with all simple and martial weapons, as well as with light and medium armor. They are also proficient with all shields, including tower shields.

Spear Combat (Ex): Hoplites treat spears and longspears as one-handed weapons, instead of two-handed weapons.

Spartan Discipline: As a hoplite gains experience, he learns a number of disciplines that aid him in combat. At 2nd level, a hoplite gains one Spartan discipline. He gains an additional Spartan discipline at 4th level and every 2 levels thereafter. A hoplite cannot select an individual discipline more than once.

Bonus Feat (Ex): A hoplite who selects this discipline may choose a combat feat for which he qualifies to gain as a bonus feat.

Bulwark (Ex): A hoplite with this discipline is particularly adept at personal defense, and gains an additional +2 bonus to AC and CMD while taking a full defensive action.

Cultured Warrior (Ex): A hoplite with this discipline has devoted his time to worldly study, and is exceptionally more refined than most warriors. He adds Diplomacy, Linguistics, and Perform to his list of class skills.

Spartan Combat (Ex): A hoplite with this

Table 1-1. The hopfile								
	Base Attack	Fort	Ref	Will				
Level	Bonus	Save	Save	Save	Special			
ıst	+1	+2	+0	+0	Spear Combat			
2nd	+2	+3	+0	+0	Spartan Discipline			
3rd	+3	+3	+1	+1	Shield Wall			
4th	+4	+4	+1	+1	Expert Defender, Spartan Discipline			
5th	+5	+4	+1	+1	Phalanx			
5th	+6/+1	+5	+2	+2	Spartan Discipline			
7th	+7/+2	+5	+2	+2	Othismos			
8th	+8/+3	+6	+2	+2	Spartan Discipline			
oth	+9/+4	+6	+3	+3	Improved Shield Wall			
ioth	+10/+5	+7	+3	+3	Greater Discipline, Spartan Discipline			
uth	+11/+6/ +1	+7	+3	+3	Improved Phalanx			
2th	+12/+7/+2	+8	+4	+4	Spartan Discipline			
13th	+13/+8/+3	+8	+4	+4	Improved Othismos			
14th	+14/+9/+4	+9	+4	+4	Spartan Discipline			
5th	+15/+10/+5	+9	+5	+5	United Strike			
i6th	+16/+11/+6/+1	+10	+5	+5	Spartan Discipline			
7th	+17/+12/+7/+2	+10	+5	+5	Greater Shield Wall			
8th	+18/+13/+8/+3	+11	+6	+6	Spartan Discipline			
19th	+19/+14/+9/+4	+11	+6	+6	Greater Phalanx			
20th	+20/+15/+10/+5	+12	+6	+6	Spartan Discipline, Spartan Unity			

Table 1-1: The Hoplite

discipline is highly skilled in the art of defensive warfare, and may make an attack of opportunity against foes that enter his threat range (as well as against foes that leave his threat range, as normal). These attacks count against the number of attacks of opportunity the hoplite could normally make in a round.

Spartan Conviction (Ex): A hoplite with this discipline has trained for countless hours to resist mental persuasion. Whenever he is force to make a Will saving throw to resist a mind-affecting effect, he may make the roll twice, taking the better result.

Spartan Endurance (Ex): A hoplite with this discipline has had extensive experience with military campaigns, which has prepared him for long marches through difficult conditions. He gains a +2 bonus on ability checks or saving throws made to resist the effects of a forced march, harsh environments, or weather. Additionally, he may travel for 12 hours before he is considered to be making a forced march. Spartan Prowess (Ex): A hoplite with this discipline has trained and drilled extensively to improve his fighting technique, and gains a +1 bonus to all attack rolls.

Spartan Reputation (Ex): A hoplite with this discipline is adept at using his people's reputation as fearsome warriors to his advantage, gaining a +4 bonus on all skill checks made to influence the attitude of NPCs.

Spartan Resilience (Ex): A hoplite with this discipline has spent a great deal of time learning to resist bodily ailments. Whenever he is forced to make a Fortitude saving throw against a disease or poison, he may make the roll twice, taking the better result.

Spartan Resolve (Ex): A hoplite with this discipline has such a strong devotion to his state that he would never willingly abandon his cause, rendering him immune to fear effects.

Spartan Skirmisher (Ex): A hoplite with this

discipline has trained hard to increase his mobility and gains a 10-foot increase to his base movement speed.

Spartan Survival (Ex): A hoplite with this discipline is adept at living off the land and gains a +2 bonus on all Survival checks. Additionally, the hoplite may move at his full speed overland while using Survival to hunt for food, rather than at half-speed, as normal.

Spartan Toughness (Ex): A hoplite with this discipline is even tougher than his peers. He gains 10 hit points.

Tower Shield Combat (Ex): A hoplite with this discipline has trained extensively in the use of tower shields and ignores the -2 penalty to attack rolls that they impose.

Shield Wall (Ex): Beginning at 3rd level, the hoplite becomes an expert in fighting in a shield wall formation. As long as he wields a heavy shield or tower shield, he grants a +2 shield bonus to the AC of a single adjacent ally. This bonus stacks with any existing shield bonus the ally may possess.

Expert Defender (Ex): Beginning at 4th level, the hoplite becomes an expert at using a shield to defend himself in combat, improving the shield bonus of any shield he wields by ¹/₄ his class level (rounded down, minimum 1).

Phalanx (Ex): Beginning at 5th level, the hoplite learns the skill of fighting in a shield wall. So long as an adjacent ally is wielding a heavy shield or a tower shield, the hoplite gains a +2 bonus to AC.

Othismos (Ex): Beginning at 7th level, the hoplite and his allies move as one force. Whenever the hoplite takes a 5-foot step, any adjacent allies may choose to move 5 feet in the same direction. This special movement is a free action, which does not provoke attacks of opportunity, and does not count against a character's total movement for the round.

Improved Shield Wall (Ex): Beginning at

oth level, the hoplite's expertise at shield wall fighting improves, and the bonus granted by his shield wall class feature increases to +4.

Greater Discipline (Ex): Beginning at 10th level, the hoplite can choose from a greater number of hoplite disciplines, adding the following to the list of disciplines he can choose from whenever he gains a new discipline.

Deep Formation (Ex): A hoplite with this discipline has extensive experience fighting in a phalanx, and ignores cover granted by his allies when making an attack with a reach weapon.

Greater Bulwark (Ex): A hoplite with this discipline is a master of defensive combat. Whenever the hoplite takes a full defensive action he gains an additional +2 bonus to AC and CMD. This stacks with the bonuses granted by the bulwark discipline. You must possess the bulwark discipline before you can select greater bulwark.

Inspire Resolve (Ex): A hoplite with this discipline is a calming force to those near him, his courage and resolve infecting his companions. Any allies adjacent to the hoplite are immune to fear effects as long as they remain adjacent to the hoplite. You must possess the Spartan resolve discipline before you can select inspire resolve.

Spartan Readiness (Ex): A hoplite with this discipline is always prepared for an enemy attack, and can ready a spear against a charge as an immediate action. He may not use this ability while flat-footed.

Spear Master (Ex): A hoplite with this discipline can use a spear in one hand as easily as two, and adds 1 ½ times his strength bonus to damage rolls made with a spear wielded in one hand.

Superior Spartan Prowess (Ex): A hoplite with this discipline has trained extensively to improve his fighting technique, gaining a +2 bonus on all attack rolls. This stacks with the bonus granted by Spartan prowess. You must



possess the Spartan prowess discipline before you can select superior Spartan prowess.

Superior Spartan Toughness (Ex): A hoplite with this discipline is extraordinarily tough, and gains 15 hit points. You must possess the Spartan toughness discipline before you can choose superior Spartan toughness.

Tower Shield Master (Ex): A hoplite with this discipline is a master of fighting with a tower shield, and has no limit to his Dexterity bonus when wielding a tower shield. Other limitations on his maximum Dexterity bonus, such as those provided by the armor the hoplite wears, still apply. You must possess the tower shield combat discipline before you can choose tower shield master.

Improved Phalanx (Ex): Beginning at 11th level, the hoplite's expertise at fighting alongside his allies improves. So long as an adjacent ally is wielding a heavy shield or tower shield the hoplite gains a +4 bonus to AC. This bonus replaces that granted by the phalanx feature at 5th level.

Improved Othismos (Ex): Beginning at 13th level, the hoplite's ability to move as one with his allies improves. As a move action, the hoplite may move up to half his movement speed, allowing any adjacent allies to move with him. If any of the allies has a slower movement speed than the hoplite, they can only move up to half their movement speed. Allies who are faster than the hoplite may move only as far as he does. The allies must remain adjacent to the hoplite for the entire movement. Obstacles which impede normal movement impede this special movement as normal.

United Strike (Ex): Beginning at 15th level, the hoplite gains a cumulative +1 bonus on attack rolls made against a target for each time an ally attacked that creature since the end of the hoplite's last round.

Greater Shield Wall (Ex): Beginning at 17th level, the hoplite's mastery of shield wall fighting is unrivalled. As long as he is wielding a heavy shield or tower shield, the hoplite grants all adjacent allies a shield bonus to AC equal to ½ the hoplite's own shield bonus. This stacks with any shield bonus the allies might already possess, but not with shield bonuses granted by other hoplites with this ability. This ability replaces the shield wall and improved shield wall class features. **Greater Phalanx (Ex):** Beginning at 19th level, the hoplite has become a master of phalanx fighting. So long as an adjacent ally is wielding a heavy shield or tower shield, he gains a +6 bonus to AC. This bonus replaces that gained by improved phalanx at 11th level.

Spartan Unity (Ex): At 20th level, the hoplite and his allies strike as one, devastating their foes. Whenever the hoplite successfully hits a target in melee, his adjacent allies may make a single melee attack at their highest base attack bonus against that target as an immediate action.

Playing a Hoplite

Spartan hoplites are made up of full citizens of Sparta, and are trained in the art of warfare from an early age. Though they are not always the most formidable warriors one-on-one, a full phalanx of hoplites is a terrifying force indeed, and many a hoplite army has proved the doom of larger, less organized forces. Because of the shield wall system that hoplites use, each hoplite contributes to the defense of the man next to him, and they develop a great sense of camaraderie, as well as a sense of personal responsibility. Hoplites are trained to give their all for their cause, and their self-sacrificing tendencies are the stuff of legend and song.

Individual hoplites tend to have a military mindset, and view most things through the eyes of an experienced soldier. Throughout their lives hoplites depend on their brothers-in-arms for survival, and so are quick to offer trust and aid to fellow hoplites. While outsiders must work hard to earn a hoplite's trust, those that do find themselves with an ally willing to sacrifice anything for the good of the group.

Races: Traditionally, all hoplites have been human, as the shield wall technique is a human invention that has never really caught on with the other races. Still, other martially-oriented races such as dwarves and half-orcs could make spectacular hoplites, and those that live in predominantly human civilizations sometimes do. Elves have their own proud martial traditions which they prefer to uphold, and prefer a less organized, more free-flowing style of battle. Half-elves, halflings, and gnomes tend to lack the discipline and social order a hoplite army requires.

Religion: Though not universally so, hoplites are often very religious and devout, depending nearly as much on their deity to protect them in battle as they do on the man next to them. Many hoplite armies have refused to march because it would disrupt a religious festival or ceremony of some kind, with the theory that it would be suicide to enter a battle if you had to displease the gods to do so. They have also been known to refuse orders to pursue foes into sacred sanctuary grounds, for fear of invoking divine wrath at spilling blood on holy land.

Other Classes: Hoplites prefer to work first and foremost with other hoplites, though they will make exceptions when the situation calls for it. Fighters are quickest to earn the respect of hoplites, as they both share a martial tradition rich in discipline and focused on constant training and improvement. Rangers are appreciated by hoplites for their scouting abilities and competent fighting skills. Hoplites and rogues have a mixed relationship, as hoplites value their stealth skills but at the same time find them unreliable. Hoplites and clerics usually get on well, with hoplites having great respect for religious figures. Hoplites especially enjoy the work of bards, placing much value on songs and poetry to ease the burden of a long march.

Spartans in the World

"Such I thing I have never seen before; when my legion arrived, faced by a dozen score I was sure I would have victory in short order. Never had I considered a loss to be coming, but soon it was upon us, for each of them was as ten of ours, and we were forced to flee. Wherever you march, my lord, give a wide birth to Sparta, for surely even demons would flee from those men."

~General Sroaglo, Commander of the Black Legion **Daily Life:** For the Spartan hoplite, life revolves around preparation for war. In fact, the only time when hoplites are not training for battle is when they are in the midst of one. While strict training regiments take up a fair portion of the hoplite's day, he must also find time to make sacrifices to the gods, attend to his spousal duties (if married), and make time for his daily meals with his syssitia. A hoplite typically spends the little leisure time afforded to him by hunting, enjoying poetry, or working to strengthen the body.

While strict military training still consumes much of the time of those in the reserve, more overall leisure time is afforded to those not actively serving their state, and many hoplites take the opportunity to adventure on their own. Even so, hoplites touring the world live much the same way they always did, simply and with a lot of hard work and discipline.

Notables: Though few hoplites rise to fame, those that do are known for truly great deeds of courage and nobility. Perhaps the most famous hoplite of all was Kalcibaedus, who led a detachment of 500 hoplites against an army of twelve thousand, in a desperate attempt to allow the rest of his army, as well as his allies, the time to withdraw and regroup. Another famous hoplite, Talymarchus, was well known for his role in commanding the Battle of Calcipidon, where his forces feigned retreat, only to lead the enemy into a trap when the other half of his army came up from behind to create a deadly pincer. The most infamous hoplite is likely the undead Anarxatus, who fights at the head of his own skeletal phalanx of undead hoplite warriors.

Organizations: Nearly all hoplites are, at some point or another, a member of a hoplite army. These armies are usually loyal to a specific city-state, though in some rare cases a cult or charismatic individual may be able to command a hoplite army of their own. Most adventuring hoplites, however, no longer belong to any army, or else have been put in reserve, giving them the freedom to live an adventurer's life. Besides these armies, there are no organizations devoted specifically to hoplites, though many hoplites develop a strong bond and respect for others of their trade, and even hoplites who were enemies during their military careers can typically count on one another to at least a limited degree once they leave the army and move into the realm of adventuring or civic life.

NPC Reactions: Generally, hoplites are viewed the same as any other warrior class. The vast majority of hoplites are soldiers in an army, and so are respected and admired in the citystate that they fight for, but hated and reviled by that city-state's enemies. To most NPCs, however, one hoplite soldier is about the same as the next, and so they tend to receive little in the way of accolades from NPCs, even when they have accomplished great deeds. In general, a hoplite will only receive personal glory if he dies heroically in battle, and even then he is rarely remembered by name.

Hoplite Lore: Characters with ranks in Knowledge (local) can research hoplites to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

Table 1-2: Hoplite Lore

DC	Information	
10	Hoplites are highly disciplined and capable warriors specializing in the use of a spear and shield.	
15	Hoplites are particularly adept at shield wall fighting, forming a line with their allies and fighting as a single unit.	
20	The constant military training undergone by hoplites leads them to master a number of specialties called disciplines which can provide the hoplite with a variety of different abilities.	
30	Characters who achieve this level of success can learn details about a specific hoplite, his activities, and general whereabouts.	

Alternate Class Features

The following alternate class features can be taken instead of certain class features for existing classes, allowing characters of any class to benefit from a little of the Spartan spirit and frame of mind. Each alternate class feature replaces a specific existing class feature, and a character who gains the alternate class feature does not gain the class feature that it replaces.

Barbarian

Hardy (Ex)

Replaces: Trap sense

Benefits: At 3rd level, a barbarian with this class feature gains a +1 bonus on Fortitude saves made to resist disease, and on Fortitude saves or Constitution checks made to resist being fatigued or exhausted. These bonuses increase by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). **Special:** This bonus stacks with any similar

bonuses granted from other sources, such as another class, a racial feature, or a feat.

Withstand Death (Ex)

Replaces: Uncanny dodge and improved uncanny dodge

Benefits: At 2nd level, a barbarian with this class feature is able to keep fighting even when mortally wounded. When reduced to o or negative hit points, the barbarian may continue fighting as normal. He is not staggered, and can take a full round's worth of actions each round. Each round he does so, he automatically takes 1 point of damage at the end of his turn. He may choose at the beginning of his round to be staggered instead, in which case he does not take the damage, but remains staggered until brought back above o hit points. If he is reduced to a negative hit point total equal to or in excess of his Constitution score, he dies immediately.

At 5th level, this ability improves. The barbarian no longer dies when his negative hit point total is equal to his Constitution score. Instead, he remains alive until his negative hit point total is equal to twice his Constitution score. As above, he is able to continue taking a full round's worth of actions each round until he dies.

Bard

Bardic Performance

Instead of learning the deadly performance bardic performance ability at 20th level, the bard may learn the following bardic performance ability.

Inspire Prowess (Su): A bard of 20th level or higher with this ability can use his performance to inspire a great warrior spirit in his allies. All allies who can see and hear the bard gain a +4 morale bonus to attack rolls, damage rolls, AC, and saving throws. This bonus lasts as long as the bard continues to perform, plus an additional number of rounds after the performance ends equal to the bard's Charisma modifier.

Cavalier

Cavaliers may choose the following order instead of one of those presented in the Advanced Player's Guide.

Order of Lycurgus

A cavalier who belongs to this order has devoted himself, body and soul, to his land, his country, and his army, and will gladly die to protect his homeland, or to further its glory in wars against its enemies. Cavaliers in this order tend to have little to no regard for their own personal comfort or safety, sacrificing everything for their state.

Edicts: The cavalier must do his best to remain in perfect fighting condition, always ready in case he is needed. He must put the needs of his land and his country before his own, and must never flee from battle, always standing proud and carrying the honor of his home.

Challenge: Whenever an order of Lycurgus cavalier issues a challenge, he gains damage reduction 1/magic, which only applies against damage dealt by the target of his challenge. This damage reduction increases as indicated on the

table below.

Level	Damage Reduction
st-3rd	ı/magic
th-7th	2/magic
8th-11th	3/magic
2th-15th	3/-
6th-19th	4/-
oth	5/-

Table 2-1: Challenge Bonus

Skills: An order of Lycurgus cavalier adds Survival (Wis) to his list of class skills. Additionally, he gains a bonus on all Survival checks equal to 1/2 his class level (rounded down, minimum 1).

Order Abilities: A cavalier belonging to the order of Lycurgus gains the following abilities as he increases in level.

Fearless (Ex): Beginning at 2nd level, the cavalier is immune to fear effects of all kinds.

Take the Hit (Ex): At 8th level, the cavalier can shrug off blows which would slay lesser men. When he would be reduced to o or fewer hit points by an attack, he is instead reduced to exactly 1 hit point. He may use this ability once per day at 8th level, plus an additional time per day for every four levels beyond 8th, but must wait at least one minute between uses.

Call Out (Ex): At 15th level, the cavalier can call out to his foe, demanding a contest on the field of battle. Whenever he uses his challenge ability, he may force the foe to focus his efforts on the cavalier, ignoring other combatants. The target will not willingly commit suicidal acts in order to battle the cavalier (such as walking off a cliff in order to reach him), but will otherwise do his best to attack the cavalier, and will not attack anyone else until the cavalier is slain, one party flees, or the battle is otherwise ended. If any of the cavalier's allies attack the target, this effect ends immediately. A successful Will save (DC 10 + 1/2 the cavalier's class level + the cavalier's Charisma modifier) negates the effect.

Cleric

Battle Blessing (Su)

Replaces: Channel energy

Benefits: By brandishing her holy symbol, the cleric can unleash a powerful blessing which causes the fates to smile on her allies in battle, or else curse her foes, hampering their efforts. Clerics of any alignment can perform either kind of battle blessing, but the choice must be made when the cleric first gains the ability and cannot thereafter be changed.

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Sidebar: Alternate Class Features and Pre-Existing Characters

Most of the time, taking an alternate class feature is a fairly simple process: you see an alternate class feature that you want to take, get your GM's approval, and then, when you reach the appropriate level, you simply gain that class feature instead of the other one. If you have an existing character, however, and want to have him take advantage of one of the alternate class features in this book, you may find yourself in the unpleasant position of having already passed the level where you would gain that class feature. We've made an effort, where possible, to make these alternate class features accessible at a variety of levels, so that even if you miss it once, you can still take it again at a later time. Still, there are a lot of alternate class features where

this isn't possible, and if you find yourself in this position it can be pretty frustrating.

We recommend talking to your GM, and seeing if he or she will allow you to "re-train" the class feature, replacing the old one with the new one. If your GM has particular re-training rules that he or she prefers, this should be no different from any other kind of re-training. Otherwise, we recommend allowing players to replace existing class features for alternate ones the next time they level up. This should be a one-way, permanent affair, though some GMs will be more tolerant of characters swapping class features every level to match their mood (or upcoming threats).

Table 2-2: Battle Blessing Bonuses

Level	Bonuses and Penalties*					
1st-2nd	+1 to AC and CMD					
3rd-4th	+1 to AC, attack rolls, CMB, and CMD					
5th-6th	+2 to AC and CMD; +1 to attack rolls and CMB					
7th-8th	+2 to AC, attack rolls, CMB, and CMD					
9th-10th	+3 to AC and CMD; +2 to attack rolls and CMB					
11th-12th	+3 to AC, attack rolls, CMB, and CMD					
13th-14th	+4 to AC and CMD; +3 to attack rolls and CMB					
15th-16th	+4 to AC, attack rolls, CMB, and CMD					
17th-18th	+5 to AC and CMD; +4 to attack rolls and CMB					
19th-20th	+5 to AC, attack rolls, CMB and CMD					

*In the case of penalties, the value of the penalty is the same as the bonus.

The battle blessing creates a burst of energy that affects either all of the cleric's allies or all of her foes (but not both) in a 30-foot radius centered on the cleric. This burst grants a +1 morale bonus to AC and CMD, if blessing the cleric's allies, or inflicts a -1 penalty to AC and CMD if cursing the cleric's foes. At 3rd level, the burst improves, additionally granting a +1 bonus to attack rolls and CMB (or imposing a -1 penalty, if cursing the cleric's foes). These bonuses (or penalties) increase as the cleric gains levels, as indicated on the table above.

Whether the cleric is granting a bonus to her allies or imposing a penalty on her enemies, the effect lasts until the beginning of her next turn. If she is imposing a penalty on her enemies, they may each make a Will save (DC 10 + $\frac{1}{2}$ the cleric's class level + the cleric's Wisdom modifier) to ignore the effect. Using this ability is a standard action that does not provoke attacks of opportunity, and the cleric may do so a number of times each day equal to $\frac{1}{2}$ her class level + her Charisma modifier.

Druid

At Home in the Wild (Ex)

Replaces: Resist nature's lure **Benefit:** At 4th level, a druid with this class feature becomes adept at "roughing it," enduring the harsh conditions of life in the wilderness without the conveniences of civilization. She gains a bonus on all Survival checks equal to ¹/₄ her class level (rounded down, minimum 1). Further, she gains a +2 bonus on Fortitude saves and Constitution checks made to resist being fatigued or exhausted.

Tempered Body (Ex)

Replaces: A thousand faces

Benefit: At 13th level, a druid with this class feature gains a natural armor bonus equal to ¹/₄ her class level (rounded down, minimum 1). This bonus is constant, and applies even when the druid is transformed with wild shape or other polymorph effects.

Fighter

Armor Familiarity (Ex)

Replaces: Armor training

Benefit: A fighter with this class feature chooses one particular kind of armor with which he has trained extensively. This armor is like a second skin to him, and he has become used to wearing it at all times. While wearing armor of the chosen type, his base speed increases by 10 feet (this is before adjusting for wearing medium or heavy armor, or carrying a heavy load). Additionally, the fighter can don or remove armor of the chosen type in half the time that it would normally take. Finally, the fighter never suffers any penalty from sleeping in armor of the chosen type.

Special: This class feature replaces only one instance of armor training, and can be taken at 3rd, 7th, 1th, or 15th level, replacing the benefits of armor training for that level only. It may also be taken multiple times, with the fighter choosing a different armor type each time.

Exploits (Ex) **Replaces:** Bonus feat **Benefit:** Instead of learning a bonus feat, a fighter may choose to instead gain one of the following exploits.

Battle-Hardened (Ex): A fighter with this exploit gains a number of hit points equal to twice his Constitution modifier. This exploit may be taken multiple times. Its effects stack.

Defender's Stance (Ex): A fighter with this exploit can enter a special defensive stance while fighting. In this stance, the fighter gains a +4 circumstance bonus to his AC and CMD. Entering the stance is a move action, and the fighter must spend a move action each round to maintain the stance, or else he shifts out of it, losing the benefits. A fighter cannot enter or maintain a defender's stance if he is grappling, helpless, pinned, or prone, but can move while maintaining the stance.

Discipline (Ex): A fighter with this exploit gains a +4 bonus on Will saves to resist charm or compulsion effects.

Improved Defender's Stance (Ex): When a fighter with this exploit uses his defender's stance exploit, he also gains DR 2/- for as long as he remains in the defender's stance. You must have the defender's stance exploit and be at least 10th level to select this exploit.

Improved Discipline (Ex): A fighter with this exploit is immune to charm and compulsion effects. You must have the discipline exploit to select this exploit.

Irrepressible (Ex): A fighter with this exploit gains a +4 morale bonus on attack and damage rolls against any creature whose CR is at least three higher than the fighter's hit dice.

Mobile Infantry (Ex): A fighter with this exploit is adept at marching, and can cover great amounts of ground each day. He can hustle for four hours, instead of one, before suffering subdual damage. Additionally, he can walk for up to ten hours each day, rather than eight, before being forced to make Constitution checks to avoid fatigue and nonlethal damage. Finally, he gains a +4 bonus on such checks.

Phalanx Defense (Ex): As long as a fighter with this exploit is holding a shield and is adjacent to an ally, he grants a +2 circumstance bonus to the ally's AC. If a character is adjacent to two fighters with this exploit, he only gains the bonus once: they do not stack.

Phalanx Fighting Tactics (Ex): Whenever a fighter with this exploit attacks a creature who is also threatened by one of the fighter's ally who is in a square adjacent to the fighter, the fighter gains a +3 bonus to that attack roll. This bonus does not stack with bonuses granted by flanking the target.

Sacrificing Strike (Ex): A fighter with this exploit has mastered an unusual style of combat: allowing the opponent to strike, abandoning all pretense of defense, and using that moment as an opportunity to slay his foe. As a standard action, the fighter may choose to allow a single opponent he threatens to attack him. This is a free action for the opponent, and is treated as an attack of opportunity, though the target may still make the attack even if she cannot make any more attacks of opportunity this round. If the target chooses not to make the attack, or is unable to make the attack, then the fighter may make a single melee attack at his highest base attack bonus. If the target does choose to make the attack, however, she automatically hits the fighter, rolling damage as normal. The fighter may then return the favor, automatically hitting the opponent, but dealing double his normal Strength damage. It is impossible for either the fighter or the opponent to score a critical hit as part of this process.

Spirited Charge (Ex): A fighter with this exploit may make a particularly spirited charge, ignoring his own safety in order to do the most possible damage to his target. When charging, he may choose to take a -4 penalty to his AC, instead of the normal -2. If he does so, he gains a +4 bonus on attack and damage rolls for the rest of the round (instead of the normal +2 bonus to attack).

Valiant Defender (Ex): A fighter with this exploit may choose to take up space as though he were a large creature. He does not gain reach, nor does he gain any other benefits of being large, but he does occupy a 10-ft. square, rather than a 5-ft. one, preventing opponents from moving through the additional squares. He may shift between a 5-ft. and 10-ft. square as a move action, but the entire 10-ft. square must be unoccupied for him to shift to the larger space.

Special: Each exploit replaces a single feat, and may be taken at any level the fighter would gain a bonus feat, replacing only that feat. This alternate class feature can be taken multiple times, replacing one feat with one exploit each time it is taken. Unless an exploit specifically indicates to the contrary, each exploit can be taken only once.

Monk

Durability (Ex)

Replaces: Evasion

Benefit: At 2nd level and higher, a monk with this class feature can withstand many attacks which would cripple lesser men. If the monk makes a successful Fortitude save against an attack that deals less damage or has part of its effect negated on a successful save, she instead ignores the entirety of the attack (for example, if the monk is the target of a ray of exhaustion, and succeeds on her Fortitude save, she is not fatigued, as she would normally be, but instead is completely unaffected by the spell). Durability can be used only if the monk is wearing light or no armor. A helpless monk does not gain the benefits of durability.

Special: There is no improved durability. Instead, at 9th level, when the monk would gain improved evasion, she instead gains the evasion class feature.

Iron Stomach (Ex) Replaces: Still mind

Benefit: A monk of 3rd level or higher with this class feature gains a +2 bonus on saving throws to resist becoming nauseated or sickened.

Oracle

An oracle may choose the following mystery instead of one of the mysteries outlined in the Advanced Player's Guide.

Mystery of Delphi

You are one of the pythia, the famed oracles of Delphi who so profoundly shaped the Greek world, or at the very least, you are one who follows in the footsteps of their order, pronouncing the future in prose and verse, through the grace of your god and your own personal purity, carefully maintained.

Class Skills: An oracle with the mystery of Delphi adds Knowledge (geography), Knowledge (local), Perception, and Survival to her list of class skills.

Bonus Spells: sanctuary (2nd), augury (4th), bestow curse (6th), divination (8th), commune (10th), geas/quest (12th), vision (14th), discern location (16th), miracle (18th).

Revelations: An oracle with the mystery of Delphi can choose from any of the following revelations.

Call Quake (Su): As a standard action, you can create a minor earthquake. This is a 10-foot radius burst that deals 1d6 points of damage per oracle level to each creature within the burst that is in contact with the ground. A successful Reflex save (DC 10 + ½ your class level + your Charisma modifier) halves the damage. Creatures which are burrowing, buried, or in similar positions take a -4 penalty on their saves. The radius of the burst increases to 20 feet at 6th level, and increases by another 10 feet for every six levels thereafter (30 feet at 12th and 40 feet at 18th). You can use this ability once per day.

Pronounce Doom (Su): As a standard action, you pronounce a terrible misfortune in the future of a single creature within 60 feet of you. You may then force that creature to take a -1 penalty on any one d2o roll it makes in the next 24 hours. You must declare that the penalty is being applied before success or failure is announced. This penalty increases to -2 at 5th level, and continues to increase by -1 for every 5 levels thereafter (-3 at 10th level, -4 at 15th level, and -5 at 20th level). You may use this ability a number of times per day equal to your Wisdom modifier (minimum 1), but may use it only once on any given creature in the same 24-hour period.

Pronounce Victory (Su): As a standard action, you pronounce a glorious triumph in the future of a single creature within 60 feet of you. That creature gains a +1 luck bonus to a single d20 roll it makes in the next 24 hours. The target may choose to apply the bonus after seeing the result of the die roll. This bonus increases to +2 at 5th level, and continues to increase by +1 for every 5 levels thereafter (+3 at 10th level, +4 at 15th level, and +5 at 20th level). You may use this ability a number of times per day equal to your Wisdom modifier (minimum 1), but may not use the ability on yourself, and may use it only once on any given creature in the same 24-hour period.

Prophetic Dictation (Sp): As a standard action, you proclaim the immediate future of a single creature within 60 feet, bending probability to your side. This functions as the spell command, except that, if the command is particularly reasonable (for example, commanding a creature to flee if it is frightened of you or something else in the area, or is naturally cowardly), the target suffers a -4 penalty on his saving throw. At 5th level, this functions as the spell suggestion, instead, and at 11th level you may choose to have it function as the spell lesser geas, except that the casting time remains one standard action. In all cases the penalty to saving throws on reasonable commands remains, and the save DC is always equal to 10 + 1/2 your class level + your Charisma modifier. You may use this ability a number of times per day equal to your Wisdom modifier (minimum 1).

action, you can enter a state of euphoria, during which divine magic flows through you of its own accord. While in this state you are stunned, and each round, including the round you enter the euphoric state, you must make a Fortitude save (DC 15 + 2 per previous save). If you succeed, you may cast any spell you know and are currently able to cast, without expending a spell slot to do so. If you fail, the euphoric state immediately ends, and you are nauseated for a number of rounds equal to twice the number of spells you cast while in the euphoric state. You may use this ability once per day at 11th level, and gain one additional use per day at 15th and 19th levels. You must be at least 11th level to select this revelation.

Pythian Prophecy (Su): Whenever you cast a divination spell with a percentage chance of revealing no information or incorrect information (such as *augury*), increase the chance of a useful answer by 20%. If the spell has a maximum percentage chance of receiving a useful answer (such as *augury*), ignore that maximum.

Pythian Purity (Su): As long as you ritually bathe yourself in holy waters at least once each month (a process which requires one hour and a body of water which is magically pure, or 100 gp worth of holy water, if no suitable water source is to be found), you are shielded by your own purity. You gain a bonus equal to your Wisdom modifier to saving throws versus curses, diseases, and poisons. You must be at least 7th level to select this revelation.

Pythian Reputation (Ex): Your status as an oracle of the mystery of Delphi grants you the status of a minor celebrity. You gain a bonus on all Diplomacy and Intimidate checks equal to ½ your class level, and gain a bonus to your leadership score equal to your Wisdom modifier.

Seer's Initiative (Su): You gain Improved Initiative as a bonus feat. At 7th level, you add your Wisdom modifier to your initiative checks, in addition to your Dexterity modifier. At 13th level, you are no longer considered flat-footed on the first round of combat.

Prophetic Euphoria (Su): As a full-round

Stunning Proclamation (Su): As a standard action, you can issue a prophetic proclamation at a single creature within 30 feet. These proclamations reveal some secret about the creature's relatively near future, and have a strong tendency to come true, but are usually too vague to be of much use before the event. The proclamations are almost always beautifully and cryptically worded, however, and often leave the target off-guard: he must succeed on a Will save (DC 10 + $\frac{1}{2}$ your class level + your Charisma modifier) or be stunned for 1 round. You can use this ability once per day, plus an additional time per day per four class levels you possess.

Final Revelation: Upon reaching 20th level, your sanctity as oracle of Delphi becomes a palpable force in the air around you. No creature may make a melee attack

against you without succeeding on a Will save (DC 20 + your Charisma modifier). Additionally, you may cast *foresight* on yourself as a swift action three times per day as a spell-like ability.

Paladin

Determined Defenses (Su) Replaces: Divine grace

Benefit: At 2nd level, a paladin with this class feature gains a bonus equal to her Charisma modifier (if any) to her AC. This bonus applies to the paladin's flat-footed AC, but not to her touch AC.

Hold the Line (Su) Replaces: Smite evil

Benefit: Once per day, a paladin can call upon her inner reserves of energy and dig in, holding the line of skirmish against overwhelming odds. As a swift action, the paladin gain a bonus equal to her Charisma modifier (if any) to AC, CMD, and saving throws. Additionally, whenever the paladin uses this ability, she gains a number of temporary hit points equal to twice her class level.

These bonuses last for one minute, plus one round per two class levels. At the end of the effect, the paladin is exhausted for one minute, and then fatigued for 10 minutes. A paladin cannot use her hold the line class feature while she is fatigued or exhausted.

Special: Each time this alternate class feature is selected, it replaces one instance of smite evil, reducing the paladin's daily uses of smite evil by 1.

> The paladin can "mix and match" freely between the two class features, choosing which one to take each time she would normally gain a daily use of her smite evil ability. Every time she chooses the hold the line alternate class feature, she gains an additional daily use of that ability.

Ranger

Durability (Ex) Replaces: Evasion Benefit: At 9th level and higher, a

ranger with this class feature can withstand many attacks which would cripple lesser men. If the ranger makes a successful Fortitude save against an attack that deals less damage or has part of its effect negated on a successful save, he instead ignores the entirety of the attack (for example, if the ranger is the target of a ray of exhaustion, and succeeds on his Fortitude save, he is not fatigued, as he would normally be, but instead is completely unaffected by the spell). Durability can be used only if the ranger is wearing light armor, medium armor, or no armor. A helpless ranger does not gain the

benefits of durability.

Special: There is no improved durability. Instead, at 16th level, when the ranger would gain improved evasion, he instead gains the evasion class feature.

At Home in the Wild (Ex)

Replaces: Wild empathy

Benefit: A ranger with this class feature becomes adept at "roughing it," and enduring the harsh conditions of life in the wilderness, without the conveniences of civilization. He gains a bonus on all Survival checks equal to ¼ his class level (rounded down, minimum 1). This does not stack with the bonus from the ranger's track class feature. Further, he gains a +2 bonus on Fortitude saves and Constitution checks made to resist being fatigued or exhausted.

Rogue

Rogue Talents

Whenever she would gain a new rogue talent, a rogue may choose to take one of the following rogue talents, in addition to those normally available to her:

Battlefield Mobility (Ex): A rogue with this talent adds her Intelligence modifier as an additional bonus on all Acrobatics checks made to move through a threatened area or a creature's square.

Experienced Scout (Ex): A rogue with this talent gains a +2 bonus on Perception and Stealth checks.

Gain Exploit (Ex): A rogue with this talent may learn a single fighter exploit from the following list: discipline, irrepressible, mobile infantry, or sacrificing strike.

Sorcerer

Sorcerers may choose the following bloodline instead of one of those presented in the Pathfinder Roleplaying Game Core Rulebook.

Warrior's Blood

You have the blood of a great and mighty warrior flowing through your veins. Though it may not be the source of your magical power, it has altered it, and is a major and defining factor of your personality. You understand war in a way that few spellcasters can, and are drawn to great battles, often fighting on the front lines, using your magic to devastate your enemies.

Class Skill: Survival

Bonus Spells: mage armor (3rd), protection from arrows (5th), keen edge (7th), stoneskin (9th), righteous might (11th), mass bull's strength (13th), mage's sword (15th), iron body (17th), foresight (19th).

Bonus Feats: Arcane Armor Training, Arcane Armor Mastery, Arcane Strike, Combat Casting, Great Fortitude, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Toughness

Bloodline Arcana: You have a d8 hit dice instead of the normal d6, and your base attack bonus is equal to ³/₄ your class level (rounded down), instead of ¹/₂. Finally, you are proficient with one martial weapon of your choice.

Bloodline Powers: Your warrior's instincts help to shape and direct your spells, calling you into the thick of battle to unleash your own special brand of eldritch warfare upon your foes.

Imbue Weapon (Su): Starting at 1st level, you can imbue a melee weapon with magical force, allowing it to do more damage in the event of a successful hit. This is a move action, and causes the imbued weapon to deal an additional 1d4 points of force damage, plus 1 point per two sorcerer levels you possess, with each successful hit. This bonus lasts until the beginning of your next turn. You can use this power a number of times per day equal to 3 + your Charisma modifier.

Warrior's Resilience (Ex): Starting at 3rd level, you gain a bonus on all Fortitude saves equal to your Charisma modifier (minimum 1).

Burst of Violence (Su): Starting at 9th level, you can call upon your warrior heritage to give yourself a sudden surge of energy and competence. As a swift action, your base attack bonus increases to be equal to your level. This lasts for a number of rounds equal to your Charisma modifier (minimum 1). You can use this ability once per day at 9th level, plus an additional time per day at 12th level and every three levels thereafter.

Wellspring of Vigor (Su): Beginning at 15th level, you can draw on your warrior's spirit to grant you an exceptional resilience. As a swift action, you gain a number of temporary hit points equal to your Charisma modifier times your class level. These temporary hit points last for 1 minute, plus a number of rounds equal to your Constitution modifier, before fading. You can use this ability once per day.

War Mage (Ex): At 20th level, you become as much an adept of war as a sorcerer can be. You reduce the arcane spell failure of armor and shields you wear by 50% (this bonus stacks with that granted by the Arcane Armor Training feat, and similar abilities). Additionally, three times per day, when you successfully hit a creature with a melee weapon, you may choose to expend an unused spell slot to have the attack deal an amount of extra force damage equal to twice the spell's level.

Traits

If your campaign uses traits (rules for which can be found in the *Advanced Player's Guide*), any character can tap more into the spirit of Sparta by taking one of the following traits. These traits are specifically designed to tie into the history and mythology of the Spartans, and so may not necessarily be appropriate for all campaigns and campaign settings.

Though these traits reference Sparta heavily, and draw on the flavor of that place and time, it should take minimal work to adjust them to be applicable to other similar regions and areas for campaigns which do not specifically have a "Sparta," but have a similar country or region.

Because Spartan society was sharply divided between the classes, Spartans of different social statuses lived very differently. Determine whether your character was a member of the helots (the serfs that worked the land), the perioikoi (the middle, trade class), or the spartiates (the full citizens, who made up the elite of the Spartan armies). A character can only belong to one of these three groups, and can only take traits from his or her own group. The exception to this rule is that any character may take general traits, as these traits apply to all Spartans.

General Traits

Army Reserve: You are, or at least were, a reserve member in the Spartan army, and have received military training. You are proficient with the longspear, the buckler, and leather armor.

Career Warrior: You've devoted your entire life to learning the art of warfare, at the expense of any other trade. You begin play with o skill points, and gain 2 less skill points per level (minimum o). You begin play with one weapon, armor, or shield proficiency feat of your choice for which you qualify. At 5th level, and every five levels thereafter, you gain an additional weapon, armor, or shield proficiency of your choice for which you qualify.

Discarded: At birth, you were deemed too "puny" to live, and were left to die in the wilderness. You managed to live, regardless, and survived your childhood as an urchin. You gain a +2 luck bonus to all saving throws, but have a weak body, suffering a -2 penalty to Constitution.

Helot Traits

You were once a *helot*, one of the serfs who was forced to work the Spartan fields and support the Spartan army. The life of a *helot* was brutish, ugly, and short, and you were little more than a chattel slave. You may have escaped into the night, or may have been granted your freedom in exchange for military service, but whatever the case your time as a *helot* has left its mark on you.

Durable: You suffered an exceptional number of beatings during your time as a *helot*. Perhaps you

were a little slower in your work than your neighbors, or perhaps the slave driver simply didn't like your face. Either way, you have become used to physical punishment, and begin the game with 3 additional hit points.

Laborer: Your time as a slave has given you plenty of experience with hard labor. You gain a +1 trait bonus on Fortitude saves to resist fatigue or exhaustion, and treat your Strength score as 5 higher for the purposes of determining your carrying capacity.

Perioikoi Traits

You come from the *perioikoi*, the merchant and craftsman middle-class of Spartan society. You were not a full citizen, but your life was not terrible, and you were generally free. Most likely your family were traders or craftspeople, though you were also probably a reserve in the Spartan army. You've become an adventurer now, perhaps because you tired of the life of a trader, or maybe because you hope to earn full citizenship through fantastic and heroic exploits.

Middle Class: As a member of the *perioikoi*, you were in the intermediate class in Sparta, which bridges the gap between the full citizens and the helots, as well as the outside world. You gain a +1 trait bonus on all Appraise, Bluff, and Diplomacy checks.

Trophimoi: You were one of the *trophimoi*, not a native citizen of Sparta, but sponsored by one and granted the opportunity to become a full citizen, with all the rights that entails. You may take traits from as though you were a *spartiate*. You may no longer take *perioikoi* traits, but retain any *perioikoi* traits you already possess. When you select this trait, you may immediately select a new trait from among the *spartiate* traits.

Repair Smith: Your time as a member of the *perioikoi* saw you repairing large amounts of the arms and armor of Spartan warriors, and you have become quite experienced at keeping gear in top condition. You gain a +4 trait bonus on all Craft checks made to repair weapons, armor, and

shields.

Spartiate Traits

Krypte: In your training to be a Spartan warrior, you were selected to take part in the *krypteia*, being released into the countryside with nothing but a knife and forced to make your way in the world. You gain a +1 trait bonus on Stealth and Survival checks.

Scrap Stealer: While in your training to be a Spartan warrior, you were among the most adept at stealing food, something your instructors encouraged by keeping you and your peers deliberately underfed. You gain a +1 trait bonus on Sleight of Hand and Stealth checks.

Valiant: You take the Spartan warrior's motto of "return with this shield, or on it" to heart, and take great pride in your willingness to fight to the death against overwhelming odds. You gain a +4 trait bonus on Will saves versus fear effects. If you ever become frightened or panicked, however, you suffer a -2 morale penalty on attack and damage rolls for the next 24 hours out of shame at your cowardice.



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The Most Famous Warriors... Of All Time

Even though they lived thousands of years ago, we've all heard of the legendary Spartans. Maybe you saw them in a movie, or on television, or read about them in a book, or just heard about them in history class, but chances are, you have a pretty good idea what and who the Spartans were.

There's a reason why Spartans are so famous that they are remembered, even now, as paragons of war. *Ancient Warriors: Sons of Sparta* aims to allow you to bring a little piece of that infamous city-state and its warrior culture into your game. It might be as simple as an alternate class feature or two, or even just a Spartan trait, or it might mean rolling up a hoplite, a new base class introduced in this book which specializes in spear-and-shield combat and allows your character to make the most of shield wall tactics. The book even contains a short history section, giving background on Spartan culture and ideas for what Sparta might look like if the ancient world had had more of the elements of a standard fantasy game.

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