

Warrior Prestige Archetype Smuggler Guide



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Prestige Archetype

The Smuggler Guide

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Introduction

A prestige archetype is a prestige class turned into a normal 20-level class, similar to an archetype or alternate class.

The goal when making these prestige archetypes has been to capture the flavor of the prestige class rather than to make an exact copy of how it would normally be. Attack bonuses, hit dice, class skills, spells, and class features have been unified and spread evenly over levels. This means that most prestige archetypes have their prestige abilities spread over the entire 20 level spread. Unlike how prestige classes normally work, these archetypes have a few complete class abilities rather than many abilities limited to a low level. In some cases, you get the choice of one of several class abilities rather than stymied versions of all the abilities.

A prestige archetype generally has elements of one or more regular character classes, to represent how prestige prerequisites were met and character development after the prestige class has ended. Sometimes there is more than one class that naturally leads itself to a particular prestige class, which can lead to several different prestige archetypes for different combinations. A few are not built on a regular class, instead expanding the idea behind the prestige class to a full 20 levels.

Prestige vs. Archetype

One thing about prestige classes is that you grow into them - they can represent special training opportunities that the character did not know existed. Prestige archetypes don't do this; you play a prestige archetype from level one. In this case I'd suggest using the retraining rules - the character retrains those abilities that differ between his old class and the new prestige archetype. Or, if this feels cumbersome, simply change the class abilities and say the sudden change is a result of special training. This should generally work fine at lower levels, the more experienced the character is and the more abilities it has, the greater the disconnect when those abilities change. GMs wanting this kind of plot are advised to present such options early on in a campaign.

Smuggler Guide

Whenever people and goods are hindered from crossing a border, there are smugglers trying to bypass such control. The smuggler guide leads small groups of creatures through dangerous territory to their goal. This is useful to both freedom fighters and criminals, and the line is often hard to draw.

Build Classes: Ranger.

Role: Smuggler guides lead small groups of travelers in the wilderness, keeping them hidden and protecting them from danger.

Alignment: Any. Smuggler guides are often chaotic loners, but some are part of organized networks.

Hit Die: d10.

Starting Gold: 5d6 x 10 gp (175 gp average).

Class Skills

The smuggler guide's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str)

Skill Ranks at Each Level: 6 + Int modifier.

Table 12.1 - Smuggler Guide

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1st	+1	+2	+2	+0	Cell defender +1, smuggling cell, swift traveler +10 ft.	—	—	—	—
2nd	+2	+3	+3	+0	Teamwork feat	—	—	—	—
3rd	+3	+3	+3	+1	Endurance, 1st favored community	—	—	—	—
4th	+4	+4	+4	+1	Smuggler's bond	0	—	—	—
5th	+5	+4	+4	+1	Cell defender +2	1	—	—	—
6th	+6/+1	+5	+5	+2	Teamwork feat	1	—	—	—
7th	+7/+2	+5	+5	+2	Woodland stride	1	0	—	—
8th	+8/+3	+6	+6	+2	Grant Endurance, 2nd favored community	1	1	—	—
9th	+9/+4	+6	+6	+3	Evasion	2	1	—	—
10th	+10/+5	+7	+7	+3	Cell defender +3, teamwork feat	2	1	0	—
11th	+11/+6/+1	+7	+7	+3	Smuggling cell (60 ft.), swift traveler +20 ft.	2	1	1	—
12th	+12/+7/+2	+8	+8	+4	Camouflage	2	2	1	—
13th	+13/+8/+3	+8	+8	+4	3rd favored community, smuggling cell (move action)	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Teamwork feat	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	Cell defender +4	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Improved evasion	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Smuggling cell (90 ft.), hide in plain sight	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	4th favored community, teamwork feat	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Grant woodland stride, smuggling cell (swift action)	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	Cell defender +5, grant mastery	4	4	3	3

Class Features

All of the following are class features of the smuggler guide.

Weapon and Armor Proficiency: A smuggler guide is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Cell Defender (Ex): A smuggler guide is dedicated to ensuring the safety and success of those he leads. The smuggler guide receives a +1 morale bonus on attack and damage rolls made against creatures that threaten members of his smuggling cell (see below). Whenever he uses the aid another action for a member of his smuggling cell, he adds the cell defense bonus to the normal +2 bonus of aid other.

At 5th level and every five levels thereafter, these bonuses increase by +1, to a maximum of +5 at 20th level.

Smuggling Cell (Ex): As a standard action, a smuggler guide may designate a number of allies up to 3 + his Wisdom modifier as part of his cell. Members of a group must remain within 30 feet of the smuggler guide in order to gain the benefits granted by a smuggler guide's other class abilities, detailed below; if they leave this range, the smuggler guide must designate these allies again for them to be included in his group.

When designating members for a smuggling cell, the smuggler guide can grant one teamwork feat he knows to all members of the newly-formed cell. Cell members do not need to meet the prerequisites of these bonus feats, and retain the bonus as long as they remain cell members. It is possible to re-form a smuggling cell just to change what teamwork feat it confers.

At 11th level, range increases to 60 feet. At level 13 designating members is a move action. At 17th level, range increases to 90 feet. At level 19, designating members is a swift action.

Swift Traveler (Ex): At 2nd level smuggler guide's base land speed is treated as being +10 feet faster when determining his overland travel speed while traveling long distances and while outside of combat. Members of his group may use either the smuggler guide's overland travel speed or their own, whichever is better.

At 10th level, the bonus to speed increases to +20 feet.

Teamwork Feat: At 2nd level, and every 4 levels after level 2, a smuggler guide gains a bonus feat in addition

to those gained from normal advancement. This bonus feat must be selected from those listed as teamwork feats, and the smuggler guide must meet the prerequisites of the selected bonus feat. Members of the smuggler guide's smuggling cell are treated as if they possessed the same teamwork feats as the smuggler guide for the purpose of determining whether the smuggler guide receives a bonus from his teamwork feats. His smuggling cell members do not receive any bonuses from these feats unless they actually possess or have been granted the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the smuggler guide to receive the listed bonus.

Endurance: A smuggler guide gains Endurance as a bonus feat at 3rd level.

Favored Community (Ex): At 3rd level, a smuggler guide grows familiar with and develops trusted contacts in a particular community. While inside the limits of this area, he gains a +2 bonus on initiative checks and Knowledge (local), Perception, Stealth, and Survival checks. Any ally designated as part of the group receives a bonus on these skills equal to half the smuggler's bonus. A smuggler traveling through his favored community leaves no trail and cannot be tracked (although he may leave a trail if she so desires).

Provided he isn't in immediate danger (such as fleeing from pursuers right on his heels), a smuggler guide can always find a safe place for him and members of his group to rest in his chosen community. At such a location, he and his allies are fed, clothed, and provided with basic medical attention (as if attended by a person with a Heal bonus of +10).

At 8th level and every five levels thereafter, the smuggler guide may select an additional community in which to receive these bonuses. Each time he selects a new community, the skill bonus and initiative bonus in any one chosen community (including the one just selected, if so desired) increases by +2.

For the purposes of this ability, a community is considered any settlement consisting of 100 or more individuals. The community may be larger than this minimum. Outlying farms, fields, and houses are considered part of a community.

Smuggler's Bond (Ex): At 4th level, a smuggler guide forms a bond with his current companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his compan-

ions. This bond allows him to spend a move action to grant his cell defender bonus (in the form of a morale bonus) to armor class against a single designated target, to all his smuggling cell within 30 feet who can see or hear him. This bond lasts as long as they remain members of the cell, and the target can be changed with another move action. The target must be designated specifically, so “the orc over there with the axe”, not just “orcs”.

The second option is to form a close bond with an animal companion. A smuggler guide who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the smuggler guide may choose a shark instead. This animal is a loyal companion that accompanies the smuggler guide on his adventures as appropriate for its kind. It shares his cell defender and favored community bonuses and is always a member of his smuggling cell without counting against the size limit and despite language barriers.

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the smuggler guide’s effective druid level is equal to his smuggler guide level – 3.

Spells: Beginning at 4th level, a smuggler guide gains the ability to cast a small number of divine spells, which are drawn from the ranger’s spell list. A smuggler guide must choose and prepare his spells in advance.

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

Like other spellcasters, a smuggler guide can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Smuggler guide. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Smuggler guide indicates that the smuggler guide 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.

A smuggler guide must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A smuggler guide may prepare and cast any spell on the ranger 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, a smuggler guide has no caster level. At 4th level and higher, his caster level is equal to his smuggler guide level – 3.

Woodland Stride (Ex): Starting at 7th level, a smuggler guide may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars and overgrown areas that have been magically manipulated to impede motion, however, still affect him.

Grant Endurance (Ex): Beginning at 8th level, a smuggler guide grants the Endurance feat to all members of his smuggling cell.

Evasion (Ex): When he reaches 9th level, a smuggler guide can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the smuggler guide is wearing light armor, medium armor, or no armor. A helpless smuggler guide does not gain the benefit of evasion.

Camouflage (Ex): A smuggler guide of 12th level or higher can use the Stealth skill to hide in any of his favored communities, even if the surroundings don’t grant cover or concealment.

Improved Evasion (Ex): At 16th level, a smuggler guide’s evasion improves. This ability works like evasion, except that while the smuggler guide still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless smuggler guide does not gain the benefit of improved evasion.

Grant Woodland Stride (Ex): Beginning at 19th level, a smuggler guide grants the woodland stride class feature to all members of his smuggling cell.

Grant Mastery: At 20th level the smuggling guide shares his evasion, improved evasion, and camouflage class features with his smuggling cell.

Variant Smuggler Guides

The favored community class feature assumes a rather civilized setting, where communities are large and plentiful. For a more wilderness-themed smuggler guide, use the rangers favored terrain ability rather than favored community. Remove the grant endurance class feature to make up the balance.

Favored Class Bonuses

Instead of receiving an additional hit point or skill rank when he gains a level of smuggler guide, the following races have the option of choosing an alternate bonus as detailed below.

Dwarf: Add +1/2 to cell defense against creatures of the goblinoid and orc subtypes.

Elf: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with “elven” in its name. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Gnome: Add +1/2 to the number of allies you may have in your smuggling cell, but only for creatures with the gnome subtype.

Halfling: Add +1/2 to the number of allies you may have in your smuggling cell, but only for creatures with the halfling subtype.

Half-Elf: Add +1/2 bonus on Bluff checks to feint, and gain the same bonus to the DC to resist being feinted against.

Half-Orc: Add +1/3 to cell defense against foes threatened by a member of your smuggling cell.

Human: Grant +1/6 additional teamwork feats (maximum +3) to members of your smuggling cell.

Sample Smuggler Guide

Below is a sample smuggler guide NPC created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Saan Holo

I still get a funny feeling about that old wizard and the halfling. I'm not sure what it is about them, but they're trouble.

Saan Holo (CR 1/2; XP 200)

Male human smuggler guide 1
CG Medium humanoid (human)

Init +2; **Senses** Perception +5

Defense

AC 15, touch 12, flat-footed 13
(+3 armor, +2 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +4, **Will** +1

Offense

Speed 30 ft.

Melee rapier +3 (1d6+2/18-20) or club +3 (1d6+2) or dagger +3 (1d4+2/19-20)

Ranged light crossbow +3 (1d8/19-20) or dagger +3 (1d4+2/19-20)

Special Attacks cell defense +1

Statistics

Str 14, **Dex** 15, **Con** 12, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 15

Feats Point-Blank Shot, Skill Focus (Acrobatics)

Skills Acrobatics +8, Climb +5, Knowledge (geography) +3, Perception +5, Profession (sailor) +7, Swim +7; **Racial Modifiers** +2 Profession (sailor), +2 Swim

Languages Common

SQ focused study^{ARG}, heart of the sea, skilled, smuggling cell (4 allies)

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, rapier, club, dagger, light crossbow with 10 bolts, backpack, bedroll, belt pouch, explorer's outfit, flint and steel, hip flask, mirror, signal whistle, trail rations (5 days), waterskin, 1 pp, 12 gp, 6 sp

Saan Holo (CR 4; XP 1,200)

Male human smuggler guide 5
CG Medium humanoid (human)

Init +3; **Senses** Perception +8

Defense

AC 17, touch 13, flat-footed 14
(+4 armor, +3 Dex)

hp 42 (5d10+10)

Fort +5, **Ref** +7, **Will** +2

Offense

Speed 30 ft.

Melee mwk rapier +8 (1d6+2/18-20) or kukri +7 (1d4+2/18-20) or club +7 (1d6+2)

Ranged mwk light crossbow +9 (1d8/19-20)

Special Attacks cell defense +2

Spells Prepared (CL 2nd; concentration +3)

1st—*endure elements*, *resist energy*

Statistics

Str 14, **Dex** 16, **Con** 12, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Precise

Strike^{APG}, Rapid Reload (light crossbow), Skill Focus (Acrobatics)

Skills Acrobatics +12, Climb +9, Knowledge (geography, nature) +5, Perception +8, Profession (sailor) +11, Stealth +10, Swim +11; **Racial Modifiers** +2 Profession (sailor), +2 Swim

Languages Common

SQ favored community (Port Khalem +2), focused study^{ARG}, heart of the sea, hunter's bond (allies), skilled, smuggling cell (4 allies), swift traveler +10 ft.

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** +1 *studded leather*, masterwork rapier, masterwork light crossbow with 20 bolts, club, kukri, backpack, bedroll, belt pouch, explorer's outfit, flint and steel, hip flask, *muleback cords*^{UE}, signal whistle, trail rations (5 days), waterskin, 6 sp

Saan Holo (CR 9; XP 6,400)

Male human smuggler guide 10
CG Medium humanoid (human)

Init +4; **Senses** Perception +15

Defense

AC 19, touch 15, flat-footed 15
(+4 armor, +1 deflection, +4 Dex)

hp 70 (10d10+20)

Fort +8, **Ref** +11, **Will** +5

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee +1 *rapier* +13/+8 (1d6+3/18-20) or mwk kukri +13/+8 (1d4+2/18-20) or club +12/+7 (1d6+2)

Ranged mwk light crossbow +15/+10 (1d8/19-20) or club +14 (1d6+2)

Special Attacks cell defense +3

Spells Prepared (CL 7th; concentration +9)

2nd—*barkskin*, *bear's endurance*

1st—*endure elements*, *jump*, *resist energy*

Statistics

Str 14, **Dex** 18, **Con** 12, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +12; **CMD** 27

Feats Deadly Aim, Endurance, Lookout^{APG}, Outflank^{APG}, Point-Blank Shot, Precise Shot, Precise Strike^{APG}, Rapid Reload (light crossbow), Rapid Shot, Skill Focus (Acrobatics, Climb)

Skills Acrobatics +23, Climb +21, Knowledge (geography, nature) +7, Perception +15, Profession (sailor) +15, Stealth +13, Swim +13; **Racial Modifiers** +2 Profession (sailor), +2 Swim

Languages Common

SQ favored community (Port Khalem +4, New Karkoon

+2), focused study^{ARG}, grant endurance, heart of the sea, hunter's bond (allies), skilled, smuggling cell (5 allies), swift traveler +10 ft., woodland stride

Combat Gear *potion of cure serious wounds* (2); **Other Gear** +1 *studded leather*, +1 *rapier*, masterwork light crossbow with 20 bolts, masterwork kukri, club, backpack, bedroll, *belt of incredible dexterity* +2, belt pouch, explorer's outfit, flint and steel, hip flask, *muleback cords*^{UE}, *ring of protection* +1, signal whistle, trail rations (5 days), waterskin, 7 pp, 30 gp, 6 sp

Saan Holo (CR 14; XP 38,400)

Male human smuggler guide 15

CG Medium humanoid (human)

Init +4; **Senses** Perception +16

Defense

AC 24, touch 16, flat-footed 20
(+5 armor, +2 deflection, +4 Dex, +3 shield)

hp 103 (15d10+30)

Fort +10, **Ref** +13, **Will** +8

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee +1 *rapier* +19/+14/+9 (1d6+4/18-20) or mwk kukri +19/+14/+9 (1d4+3/18-20) or club +18/+13/+8 (1d6+3)

Ranged +1 *light crossbow* +21/+16/+11 (1d8+1/19-20) or club +19 (1d6+3)

Special Attacks cell defense +4

Spells Prepared (CL 12th; concentration +15)

4th—*nondetection*

3rd—*darkvision*, *mass feather step*^{APG}, *water walk*

2nd—*barkskin* (2), *slipstream*^{APG}

1st—*endure elements*, *gravity bow*^{APG} (2), *jump*

Statistics

Str 16, **Dex** 18, **Con** 13, **Int** 8, **Wis** 16, **Cha** 12

Base Atk +15; **CMB** +18; **CMD** 34

Feats Crossbow Mastery^{APG}, Deadly Aim, Endurance, Far Shot, Lookout^{APG}, Outflank^{APG}, Point-Blank Shot, Precise Shot, Precise Strike^{APG}, Rapid Reload (light crossbow), Rapid Shot, Skill Focus (Acrobatics, Climb), Swap Places^{APG}, Weapon Focus (light crossbow)

Skills Acrobatics +23, Climb +22, Knowledge (geography, local, nature) +12, Perception +16, Profession (sailor) +18, Stealth +17, Swim +18; **Racial Modifiers** +2 Profession (sailor), +2 Swim

Languages Common

SQ camouflage, favored community (New Karkoon +4, Port Khalem +4, Gulag White +2), focused study^{ARG}, grant endurance, heart of the sea, hunter's bond (allies),

skilled, smuggling cell (6 allies, move action, 60 ft.), swift traveler +20 ft., woodland stride
Combat Gear *potion of cure serious wounds* (2), *wand of bear's endurance* (25 charges), *wand of cure light wounds* (50 charges); **Other Gear** +2 studded leather, +1 animated darkwood heavy wooden shield, +1 rapier, +1 light crossbow with 20 bolts, masterwork kukri, club, backpack, bedroll, *belt of physical might* +2 (*Str, Dex*), belt pouch, explorer's outfit, flint and steel, *headband of inspired wisdom* +2, hip flask, *ring of protection* +2, signal whistle, trail rations (5 days), waterskin, wrist sheath (2), 8 pp, 11 gp, 5 sp, 10 cp

Wanted in several countries for various "crimes" and with several considerably large bounties pursuing him, Holo Saan wasn't always a daring blockade runner and smuggler extraordinaire. Born in the exceedingly seaport of Port Khalem in the violence-obsessed Jheriak Continuance, Holo had to walk a fine line between serving the puppet rule of the Duke, and by extension, the savage Continuance, and working the interests of the Floaters, the local crime syndicate that had an iron grip on the port. After trying for a while to do the right thing when hardly anyone knew what that was, Holo finally decided to serve himself best. He "liberated" a confiscated schooner named the Eagle Century and used his contacts and knowledge of Port Khalem to do the most good, and to line his pockets whenever possible. Specializing in moving people and small, valuable cargo, Holo Saan was one of the first blockade runners to make an undetected run to New Karkoon, where the fanatical hobgoblin defenders there rewarded him with his "lucky ring" and contracted him for as many supply runs as they could afford, as long as he survived the savage malites. Holo has lately been troubled by the more cause-based nature of his missions, and the empathy that he feels for the beings that he deals with- a dangerous emotion in his line of work. His secretly-celebrated breakout of Viscount Bothan from Gulag White has put his name on many lips, as a man who can get a person anywhere, or get anything to its destination in one piece. This is drawing a lot of attention, and he will have to soon decide whose fight in the worldwide struggle he is on- and he can no longer choose just himself.

Communities

Communities play a major role in the life of a smuggler guide. Below you will find write-ups on the three communities frequented by Saan Holo.

Gulag White

"A Soiled Soul shall come out White, from Discipline, and Knowing Right"- camp motto
 LE small town (prison camp)
Corruption +4; **Crime** -4; **Economy** +1; **Law** +5; **Lore** +0; **Society** -2
Qualities cruel watch, insular
Danger +0

Demographics

Government Colonial
Population 390 (~300 prisoners of various races, 90 human and half-orc guards)

Notable NPCs

- **Aloof Warden Warden Arkka Chillbox** (LE half-orc sheriff 9)
- **Half-Mad Trusty "No-Nose"** (CG old human expert 7)
- **Toughest Prisoner "Princess" Orkanna Aldera** (LG human aristocrat 8)

Marketplace

Base Value 1,000 gp; **Purchase Limit** 5,000 gp; **Spell-casting** 4th; **Minor Items** 3d4; **Medium Items** 1d6; **Major Items** —

Built into a great calving glacier west of the Continuance, convicts sentenced to Gulag White are roped up the sheer sides, and slide their way out on sealskins that they must hunt themselves. A fairly standard work-camp setup, it maintains a small economy to support itself, and is a port-of-call for ships in need in the northern seas, for a hefty tariff.

New Karkoon

"Those mallies will have Karkoon over my burned corpse. And yours. And yours..." - General Fethi, hobgoblin commander
 LE large town

Corruption +0; **Crime** +0; **Economy** -2; **Law** +0; **Lore** +0; **Society** -6

Qualities defensible, hunted, insular, racially intolerant (elves)

Danger +25 (mâlites)

Demographics

Government Military
Population 2,100 (1,700 hobgoblins, 400 dromites)

Notable NPCs

- **Fanatical Commander General Fethi** (LE hobgoblin ranger 12)
- **Inscrutable Psionist Hakkor Glimmer** (LN dromite psion 10)

- **Captive Dragon “The Weapon”** (LG ancient bronze dragon)

Marketplace

Base Value 1,600 gp; **Purchase Limit** 10,000 gp; **Spell-casting** 5th; **Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

A heavily guarded camp island, the only remnant of the hobgoblin sea empire, New Karkoon is defiance personified. The fortress of Kadarach Fel is a holdout point against hordes of malites, and is secretly supplied by many nations to act as a killing ground against those pervasive and powerful invaders of Porphyra.

Port Khalem

“The Port of Khalem... you’ll rarely find a more wretched hive of scum and villainy.” – Ibo Ibonek, Paladin of the Lost Light

CE small city

Corruption +5; **Crime** +3; **Economy** +4; **Law** -6; **Lore** +1; **Society** +4

Qualities decadent, free city, notorious, superstitious

Danger +25

Demographics

Government Secret Syndicate (Criminal)

Population 5,000 (3,000 human, 2,000 half-orcs, half-ogres, hobgoblins, ogrillons, orcs)

Notable NPCs

- **Monarchist Puppet Duke Tarkin Ironsword** (NE human aristocrat 3)
- **Limbless Crimelord Oota Goota** (CE half-ogre kineticist psion 8)
- **Masked Vigilante “The Eye of Night”** (LG human monk 8)

Marketplace

Base Value 4,900 gp; **Purchase Limit** 43,750 gp; **Spell-casting** 4th; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

Port Khalem is on the Sea of Karkoon, it pleases the Jheriaks that most visitors to their kingdom have to cross through some of the most dangerous waters on Porphyra. A few Khilite ‘purpleships’ allow passage for foreigners and Jheriak ships, though it is better not to press the issue in Khalem. Khalem is known to be a rough place, to put it mildly.

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