

The Noble Wild

An Animal Player's Handbook
For Fantasy Role-Playing Games

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

By Lee Garvin
and the Skirmisher Game Development Group

The Noble Wild

An Animal Player's Handbook for Fantasy Role-Playing Games

*Dedicated to the memories of
Angel, Babe, Baby, Bandit, Benny, Blackie, Boo, Chewbacca,
Clifford, Cloudy, Clyde, Daisy, Don Diego, Duchess, Duke,
Fudge, Fudge Junior, Hasenpfeffer, Hugo, Ike, Jennifer,
Jonathan, Kilo, Lily, Missy, Monty, Muffin, Music, Mystery,
Nancy, Notable, Pickles, Pinto, Pooh Bear, Rosie, Sarah,
Sheba, Sheena, Smokey Joe, Snowball, Spooky, Spunky,
Taffy, Tart, Thumper, Tiny, and Toby.
Play nice, you guys.*

***By Lee Garvin
and the Skirmisher Game Development Group***

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Thanks To: Lindsey Faubuck, Adam Lewis, Bob Morrison of the Busch Gardens African Wildlife Preserve in Tampa, Florida

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First revised PDF publication: February 2010. SKP E 1001

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Introduction



Taru watched from the cover of the thicket as the orcs made camp. His mouth began to water involuntarily as the green-skins spitted a deer's haunch and placed it over their fire. The dog lying to his right was having the same reaction. Snowbelly, the rabbit, had mixed feelings; he felt sorrow for a fellow woodland creature, but at the same time he was relieved they had not decided to eat some of his cousins — the rabbits in these woods were almost all related to him. Pik-pik, the sparrow, noticed the wolf and the dog's reactions and simply shook her head, muttering, "Predators."

"Are ... are those the orcs?" Snowbelly asked, twitching his nose in distaste; both at the orcs and at the canines' response to their meal.

The bird twittered at the rabbit. "'Are those the orcs?' When was the last time you saw an orc in these woods? What other orcs do you suppose are out here?"

Snowbelly hopped backward indignantly. "Well, I don't know — what do I know from orcs? They could have been dwarves, or... what are the other green ones? Goblins! That's it."

The dog backed out of the thicket and turned to the bickering pair. "Safety tip, Snowbelly: dwarves aren't green, and if you call a dwarf 'orc,' he'll split you in half. No matter how 'cute and fluffy' you are. Those are definitely the orcs."

"Hmm." Taru had not left his place. "They're not all green, either. One of them has different colors all over — like a snake's scales."

The dog turned to face the wolf. "Yeah, those are pictures. Two-legs do that sometimes; they put pictures on themselves called 'tattoos.' It probably means he's a wizard."

Taru turned his head to face his companions. "How do you know so much, dog?"

The dog sat down. "My humans talk, I listen." He frowned, "And would it kill you to use my name, Taru?"

The other two animals chuckled; the two predators were old friends, but this was an old argument.

"It might." Taru gritted his teeth. "A mighty canine like you, stuck with an embarrassing label like that — it's unseemly."

The dog straightened, sitting up straight and tall. "'Sweetums' is not embarrassing. It's an honor to be given a name by good humans. It means 'beloved friend.'"

Pik-pik chirped up. "He's still mad that his half-brother got adopted by humans and they named him 'Mr. Fluffy.'"

The wolf growled.

Snowbelly looked away, down at the camp. "Why would they change their color? If I could blend in with

the leaves I'd be quite content to stay that way."

Pik-pik perched in a bush next to the rabbit. "I don't know — I like the colors. I think it's pretty."

Taru chuckled, "Glad you like it, Pik-pik; he's yours."

The bird fluffed up her feathers. "Why me? And since when are we taking assignments from you? It's bad enough you had to wake me up, drag me out here, and then send me off to the far corners of the forest to fetch these two, so the lot of us can spend all night tracking a bunch of smelly orcs because you think they're up to no good. A lot of nerve you've got."

The wolf stalked toward Pik-pik, forcing her to hop backwards. "Allow me to address your concerns with a neck-breaking."

"Break it up, you two," Sweetums got between them, raising his hackles just enough to get attention. "Pik-pik, you are the only one of us who can keep a wizard busy enough to keep him from singeing our fur while we take out the fighters. It's not a matter of giving orders; it's a matter of knowing where our strength lies. And in magic, our strength is you."

The bird settled, ruffled feathers soothed. "You see, Taru, that was all you needed to say."

Taru growled, "Fine, can we get on with it, now?"



Bechak grumbled about the meal. He always did. "Why did it have to be venison again? Couldn't we raid that halfling cottage we saw in the valley? Or at least some of those rabbits I saw. These things are all muscle."

Guvak, Bechak's brother, said, "You want something without a lot of muscle on it? How's about we chop off one of your arms and spit *that*? That ought to be really well-marbled." The other orcs laughed and each began to add their own suggestion of what could be cut off. From there, the jibes degenerated, getting cruder and more anatomically improbable.

Bechak stomped back to the log he and his brother used as a bench. "You can all just kiss my..." He stopped in mid-step, suddenly unable to move. "Uh, is

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anybody else having trouble moving?" He said, more annoyed than afraid.

Only Traag, the leader, and Reskat, the shaman, seemed to be able to move. They each began to stand up, but the world exploded into fur and mayhem before they could.

A sparrow chirped and streaks of light, like miniature comets following a highly eccentric orbit shot out of the darkness around the camp, slamming into Reskat, leaving tiny, smoking holes in the orc's chest. He screamed and the arcane power beginning to gather at his fingertips dissolved away.

At that same moment, Sweetums leapt out of the brush surrounding the camp. He threw himself onto Traag, snarling and snapping, claws scrabbling futilely at the orc's boiled leather breastplate. While the big orc was occupied with keeping the dog's teeth from his throat, Taru sped silently from the darkness on the other side of the campsite, and buried his fangs in the back of the orc's calf.

Traag howled in pain but tried to maneuver himself from between the two beasts, to no avail. He had only

barely had time to grab his battleaxe, but both animals were on him so tightly as to make the weapon almost useless. He dropped the axe and went for his knife.

Reskat had just managed to pinpoint where the spell that had hurt him had come from. He began to gather the energies for another making, when a small rustling sound came from the bushes to his left. Reskat stared in disbelief as a small brown and white rabbit came tearing out of the darkness as if the hounds of hell itself were behind it. But this rabbit was not running *from* something; it was *charging*. Snowbelly leapt at the shaman, spinning his body around in mid-air. What the orc did not see was that, as the rabbit's back legs prepared to kick him, a ghostly nimbus surrounded those limbs, in the shape of a horse's leg. To Reskat, it appeared that the rabbit kicked him with such force that it broke his back. His last thoughts were of the absurdity of the situation.

Taru and Sweetums, each bleeding from a handful of wounds, both leapt at Traag one last time, Taru taking the orc's throat out with his jaws. The massive creature fell to the ground, unable to even scream as he died.

Pik-pik flew in to survey the carnage while the two canines went about the grim work of dispatching the immobilized orcs. "Well, the man-king's messenger is safe, but what do we do about the rest of the orc war-party? There's far too many of them for this to work again."

Taru lifted his snout from his bloody task, "Well, someone's going to have to warn the man-king's friends, aren't they. Probably best we give the news to the messenger this lot was going to ambush, while someone else flies to talk to that ranger friend of hers on the other edge of the forest, so he can help raise the man-king's army." Taru grinned as he said this, looking unintentionally demonic with orc-gore dripping from his teeth.

It took a moment for Pik-pik to understand the whole implication of what the wolf said. "What? You mean... Oh, for the love of..." The bird took flight and aimed herself toward a certain cottage she knew, the entire length of the woods away, grumbling the entire time. "It's always me, isn't it. Well, I've got half a mind to give you wings and let you do your own run-and-fetch, maybe let me get a decent night's sleep once in a while."

With the assistance of his ancestors and his own

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feet, Snowbelly, doused and smothered the orcs' fire, and was now trying to ignore the gruesome sight the dog and the wolf were leaving behind them.

Sweetums looked up from the last orc. "Gah, these things taste foul! I'm going to have to drink a river to get the taste out of my mouth."

"Or, perhaps, you could find something tastier to eat and cleanse your palate that way." Taru said. Both predators' eyes fell on the deer's haunch that had been knocked away from the fire during the fight.

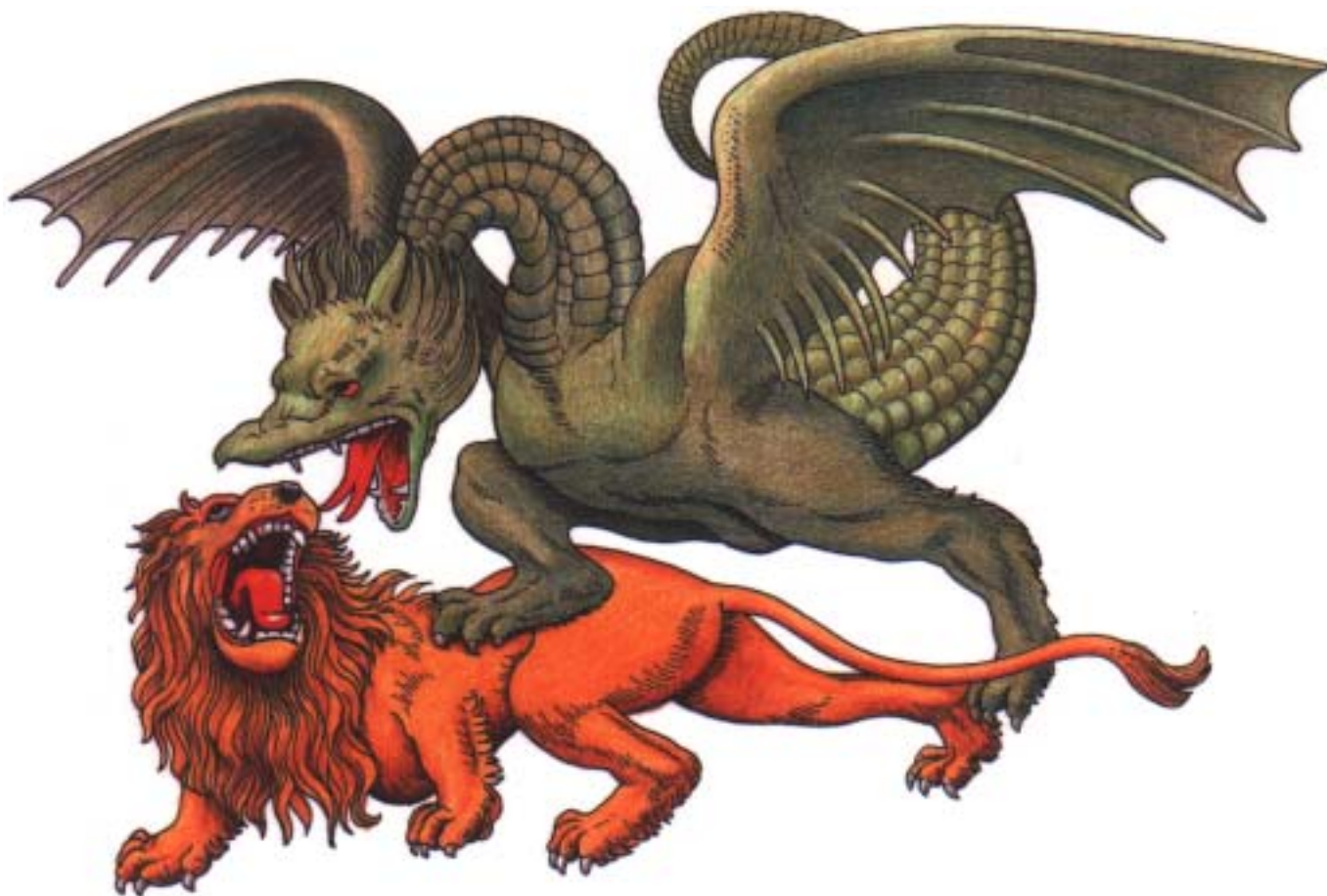
"'Waste not, want not,' my humans say." Sweetums positioned himself on one side of the succulent flesh.

"Maybe those humans are smarter than I thought." Taru said.

Welcome to The Noble Wild

This book is a rules supplement for fantasy role-playing games that introduces an entirely new kind of adventure and an entirely new kind of hero. In a Noble Wild campaign, players take on the roles of animals: dogs, cats, tigers, snakes, etc. But not just normal animals; these are *noble* animals - more intelligent, dynamic examples of their species, born of a special bloodline.

Noble animals can take the same character classes available to humanoid characters, and can gain skills and feats just like their two-legged counterparts. In addition, noble animals can gain magical abilities, sim-



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ilar to those granted by magic items, through Boons; and even more fantastic powers through performing heroic actions, called Deeds.

Following is an overview of what the various sections of this book contain.

Introduction

The section you are reading right now. It includes a bit of short fiction featuring Taru the wolf and his team of noble animal heroes, and this summary of the book's contents.

Chapter 1: Species

The largest part of the book by far, this chapter introduces nearly 70 new playable species and sub-species that players can use.

Most of the species available to players were created by adapting the abilities and traits of the natural animals from which they are drawn. The ability adjustments, with the exceptions of Intelligence, Wisdom, and Charisma, are calculated using the original stats for the animals. These scores are, for the most part, just as they are initially generated. Some noble species are a bit less intelligent than humans on average, and some are more or less appealing as well, and these differences are reflected in the attribute adjustments for the species.

Many animals are too large and naturally powerful to be balanced player characters to start off with, and it was the designer's intention that all of the species presented could be played together in a balanced campaign. In order to address this, species with more than one hit die were split into levels, with Ability bonuses and special abilities granted at each level.

Species classes are explained in greater detail in the same chapter.

Size increases are handled with the use of Size Threshold, also explained in this chapter.

Chapter 2: Classes

This chapter highlights the changes necessary to make the basic character classes appropriate for noble animal characters, as well as a new class, the Greater Familiar, available to both noble animal and humanoid characters.

After the basic classes are several prestige classes tailor-made for noble animals.

In order to make the noble animal characters com-

parable to their humanoid counterparts, the concept of Defensive Attitudes is introduced in this chapter.

Chapter 3: Skills

This chapter lists the new skills available to noble animal characters, as well as some new uses for old skills.

Chapter 4: Feats

Several new feats are presented here, along with some that were previously only available to monsters.

Chapter 5: Deeds

This chapter introduces an entirely new concept to the game. Deeds are magical abilities that can be gained by performing specific heroic actions and then paying an experience point cost. They are available in "trees," with each tree having five deeds in it, each available after a certain character level.

In some ways, a deed tree can be seen as a miniature prestige class that can be taken without interrupting a character's advancement in whatever other class he wishes to follow.

Chapter 6: Magic and Spells

This chapter highlights the fundamental differences between humanoid and animal magic, including the concept of Blood Components. In addition, over a dozen new spells are introduced, including a new type of spell, the Boon, which allows noble animal spell casters to bestow some of their own natural advantages upon others.

Chapter 7: Magical Treasure

Noble animals have little use for traditional treasure, magical or otherwise. What they *can* use, however, are Boons; magical gifts and abilities that duplicate the abilities of conventional magic items. This chapter introduces created boons, as well as the concept of Ability Sacrifice.

Chapter 8: Campaigns

This chapter gives guidelines on running a Noble Wild campaign, in three distinct campaign models, depending on the play style and preferences of your group. The Noble Wild can be run as its own game, or as an add-in for any other campaign world.

Introduction





Chapter 1: Species



At the dawn of all things, the gods created the land and sea, the sky and void, and people and animals. Certain gods realized that the humanoid beings emerging into prominence on the world would become very important indeed. The gods didn't want the humanoids to flounder and fail, especially since many of the gods' own power came from these creatures' worship. But at the same time, they didn't want them to become too powerful. In order to aid the fledgling peoples, and to place some limits on them as well, the gods raised one of every species of animal that walked, crawled, swam, or flew to be the king of its kind. Each king, in addition to being a paragon of its kind, was given the gifts of reason and speech. Their intelligence was increased far above their natural brethren, and the capacity for magic lurked within them that would find a taste for it. These kings and their bloodlines would become the ruling classes of the animals, leading and protecting their species. But the most important gift given the noble beasts was a question: *Will you serve or challenge?*

The decision of whether to serve or challenge the humanoids was left to each noble animal answer on his own, although occasionally nearly an entire species would come down on the same side. Noble dogs almost universally chose to serve, forming a lasting partnership and bond of friendship with humans. Noble crocodiles tend to come down on the challenge side, though some have entered into the service of lizard-folk tribes. Where the nobility leads, the natural animals follow.

Because of their greater intelligence and ability, noble animals are almost always the leaders of their group, pack, herd, flock, or pod. Not every group of animals will have a noble among them. In fact, they are extremely rare, and only one noble (or mated pair) is ever found in any group, except for that noble's young.

With the exceptions of cats, dogs, horses, and some species of birds, noble animals are almost never found among their domesticated cousins. In fact, the domestic breeds of many animals are so diluted in bloodline that no nobles exist for them. This is why there are no noble cows or domestic sheep (although wild sheep are present). Hybridization is also not a practice embraced by noble animals, since they only rarely will breed true, so mules are also not represented. Ligers are an entirely different story, and there may be a single, lonely king of ligers lounging in some sultan's court.

Noble animals most often breed with non-noble members of their own species. The first two offspring of any such union will always be nobles, and all additional children will be normal. This happens no matter how many young natural members of the species would normally have, so a noble elephant would have a single noble elephant child, and possibly a second a few years later, while a noble rat might have a litter of over a dozen, only two of which would be noble.

Noble animals seem to age at a different rate than

their natural cousins as well. Their growth often has little to do with their age, but rather with experience. A noble wolf who lives a life of shelter and safety, never facing any real challenges, may remain a pup for years. While a noble elephant who finds himself thrust into a maelstrom of adventure and danger may be full grown after only two years. Most noble animals achieve some degree of maturity after half a year's growth, unless their species normally matures faster. For example, a noble rat will be full grown in a matter of weeks, while a noble deer will be a very precocious yearling at six months old.

Despite their rarity, noble animals seem fated to always come into contact with each other, sometimes as allies, sometimes as foes.

While their fates tend to be inextricably linked with the various humanoid races, the noble animals still find many of the things the two-legged creatures do to be baffling. Representational art, for example, is lost on even the most intelligent animal unless he has some experience of the concept. To a tiger, a beautiful landscape painting of a field of flowers next to an ancient temple appears to be a brightly colored piece of cloth. A dove makes no distinction between a statue of a great hero and any other large rock. And writing? While nobles in frequent contact with humanoids will be able to recognize writing, it is a rare beast indeed that ever learns how to read it, let alone write it.

There are laws among the noble animal societies, just as there are among humanoids. These laws have never been written, of course, but every noble knows them. The first is this: *You shall serve or you shall challenge.* The second law, sometimes more observed in the breaking than the keeping, is this: *You shall not prey upon your fellow nobles, no matter their species.* The final law followed by all noble animals is this: *At the dawning of the warming season, the highest of each*

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of all the noble bloodlines shall meet on neutral ground to discuss perils and disputes. There are other laws, held by nobles of different species, or isolated regions, being nearly as diverse and occasionally as pointless and cruel as any humanoid decrees.

Noble Wild Species

Even more so than a humanoid's race, a noble animal character's species will shape their being more than their class. That is not to say that class is inconsequential; just as many animals of the same species in the same group will have different responsibilities and capabilities, noble animals are even more diverse in their abilities and stations.

Common Species Features for Noble Animal Characters

Following are some features that are common to many or all noble animal species. They are reprinted or elaborated on here for ease of reference.

Low-light Vision (Ex)

All noble animal characters can see twice as far as normal in dim light and when outdoors on moonlit nights can see as well as they can during the day.

Natural Weapons (Ex)

Almost all of the animals presented here have some sort of built-in method to protect themselves or kill prey. Many will have more than one such natural weapon, such as a lion's bite and 2 claw attacks. Every noble animal character must, upon character creation, nominate

which attack will be his primary attack. This will either be a single attack like a bite or gore, or a pair of attacks like a claw or kick. All other attack forms are then considered secondary.

Primary attacks use the character's full attack bonus, while secondary attacks have a -5 penalty. Additionally, the primary attack's damage gains the character's full Str bonus, while secondary attacks only get one half of this bonus (rounded down).

If a noble animal character gains a new natural attack as part of its level progression, it may then, and only then, choose to nominate the new attack form as its primary, relegating the previous one to secondary status.

If a character's primary attack is its *only* attack, then modify the Str modifier by 1½. If the character ever gains a secondary attack, this bonus drops back to the full Str modifier (even if the secondary attack is spectral).

Each natural attack does one or more specific types of damage.

Damage Type by Natural Weapons

Natural Weapon	Damage Types
Bite	P, S, and B
Butt	B
Claw or Talon	P and S
Gore	P
Hoof	B and S
Kick	B
Slap, Slam, or Stamp	B

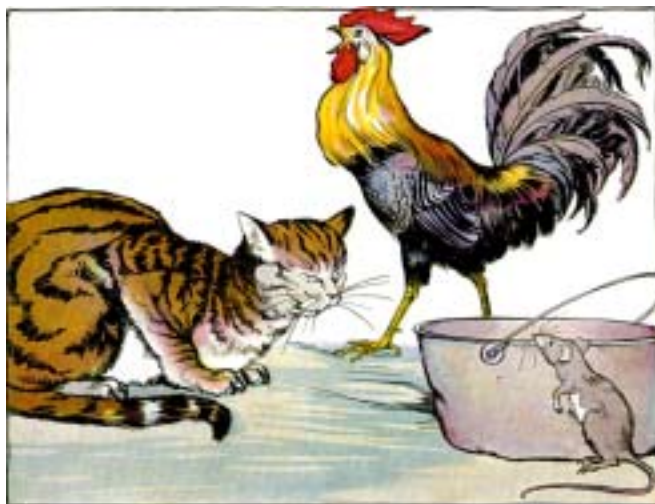
Normal attacks using natural weapons are not subject to attacks of opportunity.

Scent (Ex)

Many animals can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Characters with the scent ability can identify familiar odors just as humans do familiar sights.

Characters with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

A character with scent can detect another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the character moves



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within 5 feet (1 square) of the scent's source, they can pinpoint the area that the source occupies, even if it cannot be seen.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Size Matters

As an animal grows in age and experience, it also grows in size. Many of the species presented here will increase in size category over the course of their lives. To represent this, we present the Size Threshold. Each species that grows beyond its starting size has listed for it a Size Threshold. The Size Threshold is compared to the number of Hit Dice that an individual creature has. Whenever a character reaches one of these thresholds, its size category increases by one step, bringing with it the bonuses, penalties, and adjustments to their Ability scores, as well as increasing the damage done by their natural weapons by one step each, as shown on the tables on this page.

Species that grow in size also, typically, grow in power. This increase in power can cause some species to become unbalanced. In order to address this concern, yet not introduce an ungainly level adjustment system, whenever a noble animal character gains a size category due to Size Threshold (and only due to Size Threshold) they gain a permanent negative level

as described in the core rules (-1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks; and -5 to hit point total). If the hit points the character gains for achieving a new level, minus the penalty for this negative level, equals zero or less, then the character gains one hit point for that level. This negative level can never be removed, even by magic. In this way, the character can still gain power, yet will not outstrip his companions. As the character advances to further levels, this handicap will become less and less noticeable.

Any size categories gained as a class feature or as a result of a feat do not trigger this negative level.

Changes To Statistics By Size

Old Size	New Size	Str	Dex	Con	Natural Armor
Tiny	Small	+4	-2	+0	+0
Small	Medium	+4	-2	+2	+0
Medium	Large	+8	-2	+4	+2
Large	Huge	+8	-2	+4	+3

Natural Weapon Damage Increases Based On Size

Old Damage	New Damage
1 hp	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
2d6	2d8
2d8	4d6
4d6	6d6
6d6	8d6
8d6	8d8
8d8	12d8

Size Bonuses and Penalties

Animals come in a wide variety of sizes. The modifiers and other features related to size are as follows:

Size Modifiers and Adjustments

Size	Space	Reach	Attack/AC Modifier	CMB & CMD Special Size Mod.	Stealth Modifier	Fly Modifier	Carrying Capacity Modifier For:	
							Bipeds	Quadrupeds
Diminutive	1 ft.	0	+4	-4	+12	+6	x ¼	x ½
Tiny	2 ½ ft.	0	+2	-2	+8	+4	x ½	x ¾
Small	5 ft.	5 ft.	+1	-1	+4	+2	x ¾	x 1
Medium	5 ft.	5 ft.	+0	+0	+0	+0	x 1	x 1 ½
Large	10 ft.	10 ft.	-1	+1	-4	-2	x 2	x 3
Huge	15 ft.	15 ft.	-2	+2	-8	-4	x 4	x 6

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Example

Let's take a look at the progression of a brown bear named Huun. For his first level, Huun begins his career as a druid. His size is small, still being a cub, so his claws do 1d3 damage, and his bite does 1d4. At 2nd level, Huun decides to embrace his nature, and takes a level of bear, gaining a +1 to his Natural Armor. Now a 1st level druid/1st level bear, Huun has reached his 2nd Hit Die, which happens to be the first size threshold for a bear. He has grown to size medium, which means that his Strength increases by +4, his Dexterity drops by -2, his Constitution increases by +2, his claws now do 1d4 damage and his bite does 1d6; additionally, he gains all of the negative level penalties mentioned above, including the -5 adjustment to hit points. Even with the penalty, Huun gains a few hit points for this level (3); if he had rolled poorly, resulting in zero or a negative number, he still gets one hit point. At 3rd level, Huun decides to take another level of bear, so that he won't close himself off to his heritage, and he gains +10 to his Base Speed. For his 4th level, Huun decides to take a 2nd level of druid. This gives him his 4th Hit Die. At 5th level, he goes back to bear for a 5th Hit Die and the Improved Grab ability. He has now reached the second size threshold, so his size increases to large causing the following changes: his Strength increases by +8, his Dexterity drops by -2, his Constitution increases by +4, he gains a Natural Armor bonus of +2, his claws do 1d6 damage, his bite does 1d8, and he gains one more negative level. He is now a 5th level character (2nd level druid/3rd level bear) with 2 permanent negative levels.

Speed

With the wide range of base speeds available to noble animal characters, it is important to remember that for every 10 feet over 30 in a creature's base speed, it adds a +4 racial modifier to Acrobatics checks made to jump, while for every 5 feet under 30 it subtracts -2.

Species

All of the species presented here are of the noble animal type. Characteristics of the noble animal type follow.

Noble Animal Type: A noble animal is a living, non-humanoid vertebrate creature that has been elevated above normal animals with increased Intelligence, magical abilities, and culture.

Features: A noble animal has the following features (unless otherwise noted in a creature's entry or superseded by character class).

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice.
- Good Fortitude and Reflex saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die.

Traits: A noble animal possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with its natural weapons.
- Capable of gaining "Deeds;" supernatural abilities awarded after specific actions.
- Noble animals eat, sleep, and breathe.

Species Descriptions

General descriptions of the species are included immediately under the species' name. Including a brief rundown of common personality traits found among members of the species, as well as how the species is perceived by others, both noble animals and humanoids.

Noble Animal Species Traits

Size. Starting characters of this species will always start at the given size category, though this can change through character development or by taking certain feats (like Runt).

Size Threshold. This is the number of Hit Dice that the character needs in order to increase to the next size category. Some species will not have a Size Threshold — remaining the same size all their lives, while others will have several, growing to the next category each time a Size Threshold is reached. Each time a noble animal character reaches a Size Threshold through their normal character advancement, they also gain a permanent negative level that cannot be removed.

Base Speed: The species base land speed is given in feet. If the species is capable of an alternate mode of movement; such as flying, burrowing, swimming, etc., the alternate speed will be given following the Base Speed. In the case of Fly speeds, a maneuverability class is given in parenthesis following the speed.

Natural Weapons: All of the species' starting natural weapons are given here, along with their damage. Some species may increase this damage through development, and some may gain new weapons.

Natural Armor: This is the bonus, if any, to the spe-

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cies' AC. This is a natural armor bonus, and is figured as part of the character's Flat-Footed AC, but not its Touch AC.

🐾 **Special Attacks or Qualities:** Any special features of the species available to all members are given here.

🐾 **Low-light Vision (Ex).** All noble animals have the low-light vision feature.

🐾 **Scent (Ex).** Many noble animals have the scent feature.

🐾 **Bonus Feat:** Not all species get a bonus feat, but if they do, the feat gained is listed here. This feat does not use one of the character's feat slots. If the species does not get a bonus feat, then they will have a Natural Talent Track.

🐾 **Natural Talent Track:** This is a list of feats that natural members of the species tend to favor. If a Noble Animal character takes the feats listed for his species under the Natural Talent Track, then the level in which he takes the last one he gets a bonus feat. This bonus feat can be any General feat that the character meets all the prerequisites for.

🐾 Any racial skill bonuses granted to the species are listed here, along with any special conditions for their use.

🐾 **Family.** This simply states which family of the animal kingdom the species belongs to: Amphibian, Avian, Mammal, or Reptile. This designation is necessary for some spells and Deeds.

🐾 **Social Group:** If the species has a social group, it is given here.

🐾 **Automatic Languages:** Any languages listed here are automatically spoken by a character of this species. **Bonus Languages:** The languages listed here can be taken by a character who has a positive Intelligence modifier, one for each point of bonus.

Sub-Species: Species Descriptions

Some of the species listed may have one or more sub-species listed. Please note that, in most cases, the term sub-species is a convenience of game language (much the same way as elves and orcs are listed as races, rather than separate humanoid species of their own), and is not the fact of the case in the real world.

Sub-Species Species Traits

🐾 Any additional ability modifiers or replacement modifiers are given here.

🐾 Any changes to special abilities or attacks is given here.

🐾 **Social Group:** If the species has a social group, it is given here.



🐾 Any final changes, such as species class advancement restrictions, are given here.

Species Character Class

Some of the species listed below have species character classes that can be taken instead of the standard character classes.

Species class levels must be taken early in a character's career. Except for the 1st level, a noble animal character cannot take a level in its species if it has already taken a higher level in another class. For example, a tiger with 4 levels of ranger and 4 levels of great cat can take a level in anything he wishes, while a tiger with 5 levels of ranger and 3 levels of great cat can never take any more levels in great cat.

The species class information is laid out in the same format as the basic character classes in the core rules. All Noble Animal species classes grant the character a Hit Die of d8 and 2 + Int bonus skill points per level.

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Noble Ape

Apes tend to be highly inquisitive, always investigating anything they detect that may be considered out of the ordinary. Aside from that, Gorillas and Orangutans treasure peace and quiet, while Chimpanzees can run the gamut between fun-loving pranksters and brutal killers.

Chimpanzees occupy a strange place among the noble wild hierarchy. While most of the other animals do not take them seriously, those same animals are often waiting with dread for the next time the chimpanzees decide to go on the warpath. For their own part, the chimpanzees don't understand why they have such a volatile reputation; when they decide to utterly destroy a rival chimp troop (or even a pride of lions) it's always done for a very good reason. Of course, they never tell anyone what that reason is; it's not any of their business.

Apart from their occasional killing sprees, however, most animals and humanoids enjoy the company of chimpanzees. Their ready wit, antics and self-effacing humor make them very popular socially. But it pays to always keep in mind the beast that lies in wait behind



their smiling eyes.

Gorillas, on the other hand, have a reputation as being the gentle giants of the forests and jungles where they live. This is in direct opposition with the image that many humanoids have of them; but then, they don't know them very well. Many noble animals of different species will often go to gorilla clerics for spiritual advice. And while gorillas prefer to be peaceful, they can be an unholy terror when aroused; so many animals will place them under their protection.

Orangutans are also very peaceful creatures, preferring flight to fight. Unlike gorillas, however, these apes enjoy the company of other animals and even humanoids, and they form lasting friendships with members of many species.

These rules can also represent gibbons and other apes by limiting them to the 2nd level of the ape character class.

Noble Ape Common Species Traits

- +2 Strength, +2 Dexterity.
- **Small.**
- **Size Threshold:** 3rd HD. Smaller apes (gibbons, etc.) do not increase in size and do not have a Natural Talent Track.
- **Base Speed:** 30 feet, **Climb:** 30 feet.
- **Natural Weapons:** Bite (1d4), Fists (1d3).
- **Hands:** Unlike most animals, apes have hands to grasp tools. While their "natural" cousins still have not grasped the higher concepts involved in using tools, a Noble Ape can use tools and weapons without any problems.
- **Cannot Swim.** Apes have insufficient body fat to stay afloat in water, and therefore cannot swim. Apes cannot purchase ranks in the Swim skill and automatically fail Swim checks.
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Smaller apes do not have a Natural Talent Track, but instead get Skill Focus (Perception) as a Bonus Feat. Larger apes (Chimpanzees, Gorillas, Orangutans) do not get this bonus feat, instead, they use the Natural Talent Track. Additionally, all apes are treated as having the Improved Unarmed Strike feat for purposes of determining whether or not they are considered "armed," but not for purposes of prerequisites for other feats, abilities, or class features.
- **Natural Talent Track:** Great Fortitude, Skill Focus (Perception).

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- +8 racial bonus to Climb checks. Apes can always take 10 on Climb checks, even if rushed or threatened.
- **Mammal.**
- **Automatic Languages:** High Fauna and Simian. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Serpent, Songbird, Ursine, and Woodland.

Sub-Species: Noble Chimpanzee

Noble Chimpanzee Species Traits

- +2 Strength, +2 Dexterity, +2 Charisma. This replaces the ape's ability adjustments.
- Chimpanzees gain a +10 to Climb checks, replacing the ape's +8.
- **Social Group:** Troop.
- In all other ways, the chimpanzee shares the same species traits and level progression as the ape, although a chimpanzee may never advance in the ape class above 3rd level.

Sub-Species: Noble Gorilla

Noble Gorilla Species Traits

- +4 Strength, +2 Dexterity. This replaces the ape's ability adjustments.
- **Social Group:** Company.
- In all other ways, the gorilla shares the same species traits and level progression as the ape.

Sub-Species: Noble Orangutan

Noble Orangutan Species Traits

- +2 Strength, +4 Dexterity. This replaces the ape's ability adjustments.
- Orangutans gain a +10 to Climb checks, replacing the ape's +8.
- **Social Group:** Troop.
- In all other ways, the orangutan shares the same species traits and level progression as the ape, although an orangutan may never advance in the ape class above 3rd level.

Noble Ape Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

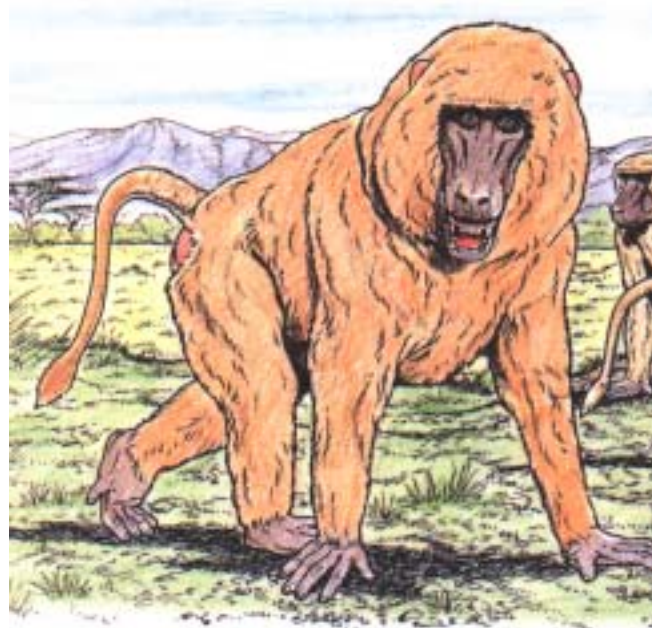
- **Bonus Feat:** At 1st and 3rd levels, the Noble Ape character gains a bonus feat from the following list: Aggressive Attitude, Alertness, Brachiation, Threat Display, Toughness.
- **Ability Increases:** At 2nd level your Dexterity score increases by +2. At 4th level your Strength score increases by +2. These ability increases are independent of adjustments due to size increases.
- **Natural Armor:** At 1st level you gain a Natural Armor bonus of +1. This bonus increases to +2 at 3rd level and +3 at 4th level.

Noble Ape Character Class Table

Level	Base	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+0	+2	+2	+0	Bonus Feat, +1 Natural Armor
2 nd	+1	+3	+3	+0	+2 Dex
3 rd	+2	+3	+3	+1	Bonus Feat, +2 Natural Armor
4 th	+3	+4	+4	+1	+2 Str, +3 Natural Armor

Noble Baboon

The largest and most distinct of the monkeys, the baboon has a spotty reputation among the noble wild. A noble baboon will tend to be fiercely loyal to his family and troop, but can be quite chaotic and capricious



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when dealing with others. A baboon's fury is a frightening thing to behold.

When not involved in a direct conflict, baboons seem to get along with most other species, with the exception of leopards, who are their ancestral enemy. By extension, most baboons do not trust felines of any species.

Some baboon troops, led by a noble, have entered into service with gnolls and other evil humanoid. This can cause trouble for otherwise innocent baboons.

These rules can also be used to represent mandrills and other large monkeys.

Noble Baboon Species Traits

- -2 Strength, +4 Dexterity, -4 Intelligence, +2 Wisdom; Baboons are quick, but not very bright.

- **Small.**

- **Base Speed:** 30 feet, **Climb:** 30 feet

- **Natural Weapons:** Bite (1d4).

- **Hands:** Unlike most animals, baboons and other primates have hands to grasp tools. While their "natural" cousins still have not grasped the higher concepts involved in using tools, a Noble Baboon can use tools and weapons with a -2 awkwardness penalty.

- **Cannot Swim.** Like most apes, the baboon has insufficient body fat to stay afloat in water, and therefore cannot swim. Baboons cannot purchase ranks in the Swim skill and automatically fail Swim checks.

- **Low-light Vision (Ex).**

- **Scent (Ex).**

- **Bonus Feat:** Alertness.

- +8 racial bonus on Climb checks, and they can always choose to take 10 on Climb checks, even if rushed or threatened.

- **Mammal.**

- **Automatic Languages:** High Fauna and Simian. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Serpent, Songbird, Ursine, and Woodland.

- **Social Group:** Troop.

Noble Baboon Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Size Increase:** At 1st level your size increases to Medium. Don't forget to adjust the character's ability scores and natural weapon damage to match their new size. Baboons do not have a Size Threshold; this is the only way for a baboon character to grow to Medium size.

- **Speed Increase:** At 1st level your Base Speed increases by 10 feet.

Noble Baboon Character Class Table

Level	Base	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+0	+2	+2	+0	Medium Size, +10 Base Speed

Noble Badger

Badgers are renowned among noble animals as deep thinkers, but they have been known to explode with rage when pushed or cornered. A smart creature doesn't push a badger too far. Gruff, but more or less friendly, the badger has a long fuse. Of course, that fuse may have been lit before you got there, so watch your step!

While predatory, badgers are nonetheless generally trusted by other animals. This may be because of their unapologetic and unflinchingly honest attitude. A cat will sneak up and kill you, but a badger will announce to your face that he intends to make you a meal, nothing personal.

They are often the mediators between different wood-



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land creatures in dispute, prized for their honesty and impartiality.

Skunks are not the most social of creatures, largely because of the stigma attached to them because of their scent defense.

Quiet, contemplative, and shy, skunks tend to avoid confrontation for as long as possible, until nothing can save them but their scent spray. Once they've sprayed, they flee while their foes' eyes are still stinging. Oddly enough, noble skunks are among the greatest woodland poets, and are very affectionate friends, possibly because they don't get to make very many friends.

Most creatures respect skunks, but they don't like to be around them any longer than necessary.

Noble Badger Species Traits

- -2 Strength, +4 Dexterity, +2 Wisdom; while not very strong, badgers are exceptionally quick.
- **Small.**
- **Base Speed:** 30 feet, **Burrowing:** 10 feet.
- **Natural Armor:** +1.
- **Natural Weapons:** 2 claws (1d2), and 1 bite (1d3)
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Skill Focus (Survival).
- +4 racial bonus on Escape Artist checks.
- **Mammal.**
- **Automatic Languages:** High Fauna and Woodland.
- Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, and Ursine.
- **Social Group:** Cete.

Sub-Species: Noble Skunk

Noble Skunk Species Traits

- **Tiny**
- **Base Speed:** 30 feet.
- **Spray Scent:** Up to three times a day a noble skunk can spray its scent on its enemies. This is an area-effect attack, affecting a cone-shaped area in a range of 15 feet. A successful Reflex Save versus a DC of 15 avoids the spray entirely.

Any creature hit by the spray is now covered in the skunk's trademark "stink" and must now make a Fort save against a DC of 10 or be nauseated. A successful save means the creature can at least "tolerate" the smell. The scent spray stays with the victim for 1d6



days unless extraordinary measures are taken to clean it off (bathing in tomato juice, *remove curse*, etc.). While under the stink, the creatures can be detected by scent at triple the normal range, and anyone attempting to track them gets a +4 situational bonus.

- **Social Group:** None.
- In all other ways, the skunk shares the same species traits listed for badger, except that they can never advance in the badger class.

Noble Badger Character Class

Hit Die: d8.

Class Skills

Escape Artist (Dex), Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Ability Increases:** At 1st level your Constitution score increases by 2.
- **Rage (Ex):** If you take damage in combat you fly into a berserk rage on your next turn, clawing and biting madly until either you or your opponent is dead. You gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. You cannot end your rage voluntarily. Note that you do not gain the barbarian's +2 to Will saves. If you ever take any levels in the barbarian class, the bar-

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barian's Rage replaces this ability, as you learn to control your rage a bit more at the cost of some of your natural fury.

Noble Badger Character Class Table

Level	Base	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+0	+2	+2	+0	+2 Con, Rage

Noble Bat

Sinister and quick, bats have never had a good reputation among humanoids or animals. Some think their very nature is the cause of this, and there is nothing one can do about it.

Careful and opportunistic, bats try to have a backup plan for every situation. They tend to see non-bats as obstacles or, at best, tools to see their plans executed.

The rare bat who tries to be a friendlier sort of creature will often over compensate, becoming obsequious and docile.

Being not well-liked by any of the other animals, bats tend to congregate in large numbers with each other, more or less ignoring other species. On rare occasions, one may form a bond of friendship with a member of another species, but they tend to be very selective, and will mistrust anyone who is not their chosen friend.

Noble Bat Species Traits

- 1 Strength (Bats always begin play with a Strength of 1, which can be increased through level advancement

as usual), +4 Dexterity, -4 Constitution, +4 Wisdom, -2 Charisma; Bats are exceedingly fast and perceptive creatures, but very weak and not very personable.

- **Diminutive.**
- **Base Speed:** 5 feet, **Fly:** 40 feet (good).
- **Natural Attack:** Bite (1 hp) (The bat's bite always does 1 hp, and is not modified by Strength).
- **Low-light Vision (Ex).**
- **Blindsense 20 feet (Ex):** Using its acute hearing, a bat notices things it cannot see. It usually does not need to make Perception checks to pinpoint the location of a creature within 20 feet, provided that it has line of effect to that creature. Any opponent the bat cannot see still has total concealment against it, and the bat still has the normal miss chance when attacking foes that have concealment. A bat is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.
- **Bonus Feat:** Weapon Finesse.
- +4 racial bonus to Perception checks. These bonuses are lost if the bat's blindsense is negated.
- **Mammal.**
- **Automatic Languages:** Bat and High Fauna. **Bonus Languages:** Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** Colony.

Noble Bear

Symbols of strength and healing to many humanoid cultures, bears enjoy a position of both respect and menace in the noble animal community. Everyone is glad of a bear healer showing up to lend assistance, and at the same time terrified that they might do something to offend such a great beast.

Noble bears of either variety are usually content to leave well enough alone, but they are fiercely protective of any creature they consider to be their responsibility, whether that creature is their young or a guest in their territory. While the smaller black bear will often need to contend with other large predators, or even packs of wolves, the brown bear is almost always the undisputed master of his domain.

Despite their obvious strength and the influence they wield over other animals, both noble and natural, most bears will tend towards a humble outlook. This is one

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of the reasons they are regarded so highly. Black bears have a somewhat adversarial relationship with wolves, cougars, and other predatory species. Brown bears fear no beast or man; an entire pack of wolves would usually be necessary to threaten even a natural brown bear, let alone a noble one. Smaller woodland creatures will approach bears for assistance, but carefully.

Noble Bear Common Species Traits

- -2 Strength, +6 Dexterity, +2 Wisdom.
- **Small.**
- **Size Threshold:** 2nd and 5th Hit Dice.
- **Base Speed:** 30 feet.
- **Natural Weapons:** 2 claws (1d3), and 1 bite (1d4).
- **Natural Armor:** +1
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- +4 racial bonus to Swim checks.
- **Mammal.**
- **Automatic Languages:** High Fauna and Ursine. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, and Woodland.

Sub-Species: Noble Black Bear

Noble Black Bear Species Traits

- **Size:** Black bears do not grow larger than size Medium.
- **Natural Talent Track:** Endurance, Run.
- **Social Group:** None.

- In all other ways, the black bear shares the same species traits and progression listed for bear, except that they can never advance in the bear class beyond 3rd level.

Sub-Species: Noble Brown Bear

Noble Brown Bear Species Traits

- **Natural Talent Track:** Endurance, Run, Skill Focus (Survival), Skill Focus (Survival).
- **Social Group:** None.
- In all other ways, the brown bear shares the same species traits and progression listed for bears.

Noble Bear Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perception (Wis), Survival (Wis), Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Bonus Feat:** At every odd level, the Noble Bear character gains a bonus feat from the following list: Aggressive Attitude, Awesome Blow, Improved Bull Rush, Cautious Attitude, Endurance, Power Attack, Roar, Run, or Skill Focus (survival).
- **Natural Armor:** At 1st level you gain a Natural Armor bonus of +1. This bonus increases to +2 at 4th level, and +3 at 6th.



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• **Speed Increase:** At 2nd level your Base Speed increases by +10.

• **Grab (Ex):** At 3rd level, you gain the Grab special attack. When you hit with a bite attack, you deal normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. Grab only works against opponents that are at least one size category smaller than you. You have the option to conduct the grapple normally, or simply use your jaws to hold your opponent. If you choose to do the latter, you take a –20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition yourself. A successful hold does not deal any extra damage. Each successful grapple check you make during successive rounds automatically deals bite damage.

Bears with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Noble Bear Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	Bonus Feat, +1 Natural Armor
2 nd	+1	+3	+3	+0	+10 Base speed
3 rd	+2	+3	+3	+1	Bonus Feat, Grab
4 th	+3	+4	+4	+1	+2 Natural Armor
5 th	+3	+4	+4	+1	Bonus Feat
6 th	+4	+5	+5	+2	+3 Natural Armor

Noble Beaver

The most highly respected craftsmen among animals, nobles of many different species who wish to have something built, or to be taught how to build, seek beavers out.

Single-minded and fastidious, beavers will stay with a project until it's completion — whether that job is the construction of a dam or undertaking a quest to save his forest from evil magic.

Their services prized by the many species who have little capacity for any sort of crafting, noble beavers will often barter their services in return for protection, food, or magic. Any beaver who abuses the trust of other species will find themselves ostracized by the rest of the beaver community. A notable exception to this rule, of course, are rats. Beavers do not trust nor like rats as a whole, and they feel that any opportunity



to take advantage of a rat is simply self defense.

Noble Beaver Species Traits

- -2 Strength, +4 Dexterity; while not very strong, beavers are exceptionally quick.
- **Small.**
- **Base Speed:** 30 feet, **Swim:** 20 feet.
- **Natural Armor:** +1.
- **Natural Weapons:** 2 claws (1d2), and 1 bite (1d6)
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Alertness.
- +4 racial bonus on Swim.
- **Mammal.**
- **Automatic Languages:** High Fauna and Rodent. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Serpent, Simian, Songbird, Ursine, and Woodland.

Noble Bird of Prey

Terrors from the sky for any small scurrying creature (and a large number of flying creatures as well), birds of prey are recognized by many species as being inherently proud and majestic. They foster this belief themselves, in an almost propaganda-like fashion.

With the exception of eagles, most birds of prey choose to challenge humanoids. The degree to which they pursue their challenge is often simply lip service, finding much more interesting activities in the skies and far away from the haunts of man.

The aforementioned eagles found themselves drawn

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to the elvish peoples, joining with them in an alliance against a similar alliance of goblins and evil wolves. Past the requirements of mutual defense, eagles and elves often become lifelong friends. In fact, it was through elvish magic and the participation of a few noble eagle volunteers that the giant eagles came into being. Inherently more powerful than their progenitors, giant eagles nonetheless have a great deal of respect for noble eagles.

Condors enjoy the isolation that their remote mountain lairs afford them, not particularly caring for the troubles and intrigues to be found among other noble animals or humanoids. But when those troubles and intrigues intrude on their solitude, a noble condor will waste no time in dealing with the intrusion, judging each instance on its own merits, and acting in accordance to their own values.

Like most carrion eaters, vultures do not enjoy a very active social life. Intellectually, they understand that they fill a vital role in helping to stem the spread of disease, and they eliminate the waste that might take place when a creature dies in the wild. But that knowledge does nothing to dull the sting of a snub from a fellow bird of prey, who does not consider the vulture a “true hunter,” or the threats and growls from land-based predators, who considers vultures to be opportunistic thieves. Given this wide spread prejudice, most vultures become masters of ridicule; tearing down the self-image of those who insult them.

These rules can be used to represent falcons and other small raptors that prey on other birds.

Noble Bird of Prey Species Traits

- +2 Dexterity, +2 Wisdom
- **Small.**
- **Base Speed:** 10 feet, **Fly:** 60 (poor).
- **Natural Weapons:** 2 talons (1d4), bite (1d4).
- **Low-light Vision (Ex).**
- **Bonus Feat:** Weapon Finesse.
- +8 racial bonus to Perception checks. +4 racial bonus to Stealth checks.
- **Avian.**
- **Automatic Languages:** High Fauna and Raptor. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.



Sub-Species: Noble Condor

Noble Condor Species Traits

- -2 Strength, +4 Dexterity, -2 Constitution, +4 Wisdom. This replaces the bird of prey's ability adjustments.
- **Size Threshold:** 2nd Hit Die.
- **Natural Talent Track:** Weapon Finesse, Skill Focus (Survival). This replaces the Noble Bird of Prey's Bonus Feat.
- **Social Group:** None.
- In all other ways, the condor shares the same species traits and progression listed for birds of prey.

Sub-Species: Noble Eagle

Noble Eagle Species Traits

- **Social Group:** None.
- In all other ways, the eagle shares the same species traits and progression listed for birds of prey, although it can never advance beyond 1st level in the Bird of Prey class.

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Sub-Species: Noble Hawk

Noble Hawk Species Traits

- -4 Strength, +6 Dexterity, +4 Wisdom. This replaces the bird of prey's ability adjustments.
- **Tiny.** This replaces the bird of prey size.
- **Natural Weapons:** talons (1d4) (this is a single attack using both talons). This replaces the bird of prey's natural weapons.
- The Noble Hawk does not get the skill bonuses listed for Noble Birds of Prey.
- **Social Group:** None.
- In all other ways, the hawk shares the same species traits listed for birds of prey. The hawk can never gain levels in the Bird of Prey class.

Sub-Species: Noble Vulture

Noble Vulture Species Traits

- +2 Dexterity, +2 Constitution, +4 Wisdom. This replaces the bird of prey's ability adjustments.
- **Base Speed:** 10 feet, **Fly:** 40 (poor). This replaces the bird of prey's base speed.
- **Social Group:** Flock.
- In all other ways, the vulture shares the same species traits and progression listed for birds of prey, although it can never advance beyond 1st level in the Bird of Prey class.

Noble Bird of Prey Character Class

Hit Die: d8.

Class Skills

Fly (Dex), Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier



Class Features

- **Ability Increases:** At 1st level your Dexterity and Wisdom scores increase by 2 each. Your Strength score increases by 2 at 2nd and 3rd levels.
- **Speed Increase:** At 1st level your Fly Speed increases by 20 feet.
- **Natural Armor:** At 1st level you gain a Natural Armor bonus of +1. This bonus increases to +2 at 2nd level, and +3 at 3rd level.

Noble Bird of Prey Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Dex, +2 Wis, +20 Fly speed, +1 Natural Armor
2 nd	+1	+3	+3	+0	+2 Str, +2 Natural Armor
3 rd	+2	+3	+3	+1	+2 Str, +3 Natural Armor

Noble Boar

Boars are among the most aggressive non-predatory species in the animal kingdom. Woe betides the creature — man or beast — who strays into the path of a mother boar protecting her young. And while they are non-predatory, that doesn't mean they *won't* eat meat; they simply prefer it to be dead before they get to it.

In noble wild society, the boar is often ignored, seeming to have little to contribute to a conversation, and few political leanings at all. This suits most boars just fine; they would much rather be left alone to challenge the humanoids in their own fashion.

It is true that some boars, in isolated instances, have elected to serve orcs or dwarves. The orcs value them as guard-beasts, while the dwarves find it agreeable to have steeds as gruff as themselves.

These rules can be used to represent any species of wild pig; from boar, to razorback, to warthog. There are no noble domestic pigs, but a union between a domestic pig and a noble wild pig could result in a noble half-breed.

Noble Boar Species Traits

- +2 Strength, +2 Dexterity, +2 Constitution, -2 Charisma
- **Small.**
- **Size Threshold:** 3rd Hit Die.
- **Base Speed:** 40 feet.
- **Natural Weapon:** Slam (1d3).
- **Natural Armor:** +1.
- **Low-light Vision (Ex).**

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- **Scent (Ex).**
- **Bonus Feat:** Toughness
- **Ferocity:** A Boar can continue fighting even while disabled or dying without penalty.
- **Mammal.**
- **Automatic Languages:** High Fauna and Woodland.
- Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, and Ursine.
- **Social Group:** Herd.

Noble Boar Character Class

Hit Die: d8.

Class Skills

Intimidate (Cha), Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

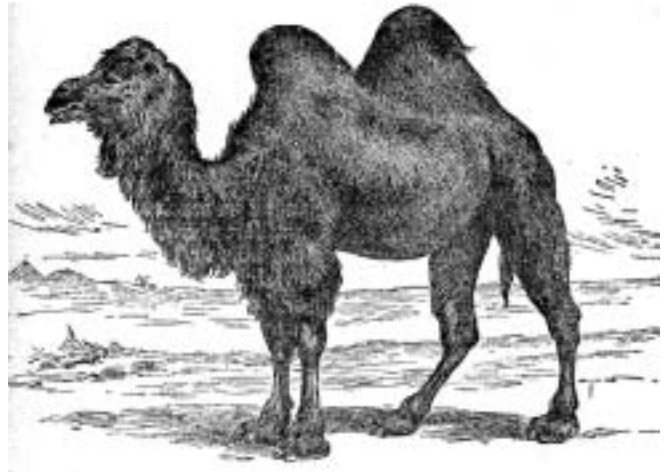
- **Bonus Feat:** At 1st level, the Noble Boar character gains a bonus feat from the following list: Aggressive Attitude, Alertness, Improved Bull Rush, Power Attack, or Toughness.
- **Ability Increases:** At 2nd level, your Constitution score increases by +2.
- **Natural Armor:** At 1st level you gain a Natural Armor bonus of +1. This bonus increases to +2 at 2nd level and +3 at 3rd. These bonuses stack with the Natural Armor bonus you gain from your species.
- **Tusks:** At 3rd level, the boar gains tusks that he can use to make a gore attack for 1d8 damage. This attack replaces your slam attack.

Noble Boar Character Class Table

Level	Base Atk	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+0	+2	+2	+0	Bonus Feat, +1 Natural Armor
2 nd	+1	+3	+3	+0	+2 Con, +2 Natural Armor
3 rd	+2	+3	+3	+1	Tusks (1d8), +3 Natural Armor

Noble Camel

The fabled “ship of the desert,” camels have a long history of entering into service with humanoid desert tribes. Of course, “service” does not mean “subservience,” and no camel passes up a chance to put a misbehaving humanoid in their place with a well-placed



kick or an expertly-aimed gob of spit.

Noble Camel Species Traits

- +2 Dexterity, -2 Charisma, +2 Wisdom; camels are quick, but have famously cantankerous personalities.
- **Medium.**
- **Size Threshold:** 2nd Hit Die.
- **Base Speed:** 30 feet.
- **Natural Weapons:** Kick (1d4) x2, bite (1d4).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Natural Talent Track:** Alertness, Endurance
- **Mammal.**
- **Automatic Languages:** Camel and High Fauna. **Bonus Languages:** Bat, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** Herd.

Noble Camel Character Class

Hit Die: d8.

Class Skills

Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Ability Increases:** At each level, your Dexterity score increases by +2 each time.
- **Speed Increase:** At 1st level your Base Speed increases by 10 feet, and at 3rd level it increases by another 10 feet.

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Noble Camel Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Dex, +10 Base Speed
2 nd	+1	+3	+3	+0	+2 Dex
3 rd	+2	+3	+3	+1	+2 Dex, +10 Base Speed

Noble Canine

The first species to commit entirely to *Serve* was dog. Alongside their beloved humans, dogs have helped to shape civilization since its very beginning. Other species may have followed suit, but dogs are humanity's most trusted — even beloved — partners.

Wolves were a different story. While some packs chose to serve the elves, others chose to side with goblins. And still others chose to challenge all that was good in every race, making dark deals and dabbling in forbidden magics, eventually changing their very nature. Thus, the Worgs were born, to the everlasting shame of non-evil noble wolves the world over. Other wolves choose to serve dryads and other fey. Most

wolves, however; good, evil, or neutral; choose to challenge the humanoid races.

Foxes and coyotes, of course, chose to challenge humanoids as well — albeit in a particularly puckish fashion. They delight in sneaking through fences and making off with a hen or two (or perhaps a whole sheep). Foxes in particular relish their ability to obtain entry to a farm, rob the henhouse, and leave no trace of how they got in.

Coyotes on the other hand, while they do consider livestock to be fair game, tend to look fondly on humanoids; particularly humans, halflings, and gnomes. They like to teach “lessons” to the two-legged folk in the form of complicated pranks. In the case of gnomes, this can sometimes become a good-natured war of practical jokes, sometimes lasting for generations.

These rules can also represent dingoes, jackals, or any other canine species.

Noble Canine Species Traits

- -2 Strength, +4 Dexterity, +4 Constitution, +2 Wisdom.
- **Tiny.**
- **Size Threshold:** Noble Dogs gain a size category for each level of the Noble Canine class that they take, but are not considered to have a size threshold otherwise (some dogs are simply of smaller breeds). They also do not gain negative levels when they grow.

If a dog advances to 2nd level in the Noble Canine class, and therefore grows to size medium, it does not gain the changes to its statistics normally gained for this size increase. Instead, he simply gains +2 to Strength and +2 to Dexterity.

- **Base Speed:** 30 feet.
- **Natural Weapon:** Bite (1d3).
- **Natural Armor:** +1.
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Skill Focus (Perception).
- +4 racial bonus to Survival checks when tracking by scent.
- **Mammal.**
- **Automatic Languages:** Canine and High Fauna. **Bonus Languages:** Bat, Camel, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.



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Sub-Species: Noble Coyote

Noble Coyote Species Traits

- -4 Strength, +4 Dexterity, +4 Constitution, +2 Wisdom.
- **Size:** Small.
- Noble Coyotes do not have a Size Threshold.
- **Natural Weapon:** Bite (1d4).
- **Social Group:** None.
- In all other ways, the coyote shares the same species traits and progression listed for canines, except that they can never advance in the canine class beyond 1st level.

Sub-Species: Noble Dog

Noble Dog Species Traits

- **Size Threshold:** Noble Dogs gain a size category for each level of the Noble Canine class that they take, but are not considered to have a size threshold otherwise (some dogs are simply of smaller breeds). They also do not gain negative levels when they grow.
- +4 racial bonus to Acrobatics checks made to jump.
- **Social Group:** Pack.
- In all other ways, the dog shares the same species traits and level progression listed for canines.

Sub-Species: Noble Fox

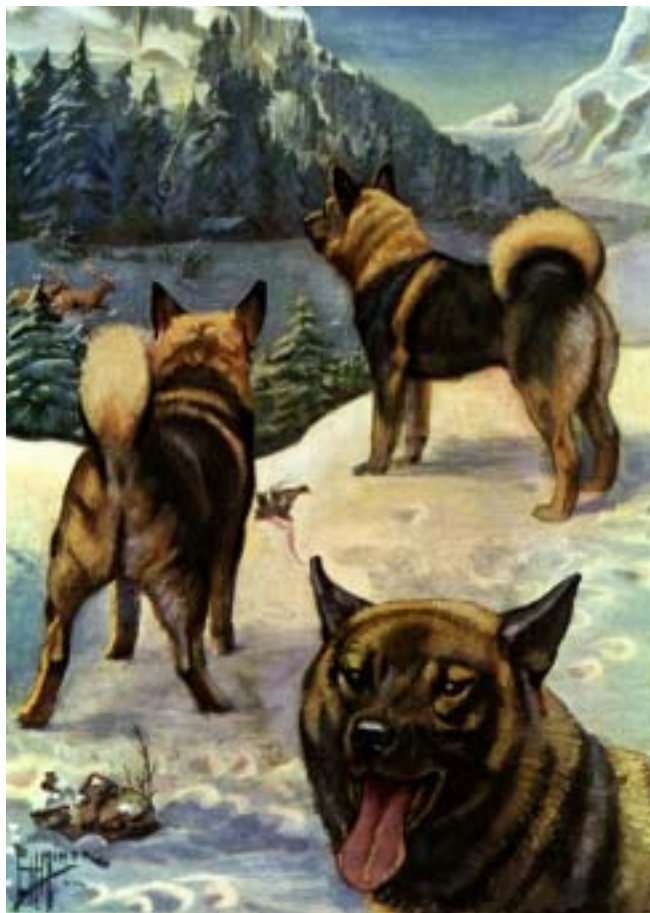
Noble Fox Species Traits

- -6 Strength, +4 Dexterity, +4 Constitution, +2 Wisdom.
- **Size Threshold:** Noble Foxes do not have a Size Threshold.
- The fox does not get the Skill Focus (Perception) feat, or the racial bonus to Survival Checks that other canines do.
- **Bonus Feat:** Dodge.
- +4 racial bonus to Stealth checks.
- **Social Group:** Set.
- In all other ways, the fox shares the same species traits and level progression listed for canines, except that they can never advance in the canine class beyond 1st level.

Sub-Species: Noble Wolf

Noble Wolf Species Traits

- -6 Strength, +8 Dexterity, +2 Constitution, -2 Intelligence, +2 Wisdom.
- **Natural Armor:** +2. This replaces the Noble Canine's Natural Armor bonus.
- **Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free



action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

- **Social Group:** Pack.
- In all other ways, the wolf shares the same species traits and level progression listed for canines.

Coyotes, dogs, foxes, and wolves all use the canine character class if they wish to advance in their natural abilities, although coyotes and foxes can only ever take the 1st level.

Noble Canine Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 2 + Int modifier

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Class Features

- **Bonus Feat:** At each level, the Noble Canine character gains a bonus feat from the following list: Agile Maneuvers, Aggressive Attitude, Athletic, Cautious Attitude, Combat Reflexes, Dodge, Endurance, Mobility, Run, Skill Focus (survival), Spring Attack or Threat Display.
- **Speed Increase:** At 1st level your Base Speed increases by 10 feet.

Noble Canine Character Class Table

Level	Base	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+0	+2	+2	+0	Bonus Feat, +10 Base Speed
2 nd	+1	+3	+3	+0	Bonus Feat

Noble Cat

Most cats have chosen to serve, although to an outside observer they appear to have chosen to *be* served. Cats are pampered pets throughout most human, elf, gnome, and halfling civilizations (dwarves don't seem to like them).

There are only two things interesting enough to keep a cat's attention; a chase or a secret.

The feline obsession for finding out secrets is legendary. Even when they are not wizards, many cats will have the Spellcraft or Knowledge (arcana) skills just to have them.

Noble Cat Species Traits

- 3 Strength (Cats always begin play with a Strength



of 3, which can be increased through level advancement as usual), +4 Dexterity, -2 Constitution, +2 Wisdom; while not strong at all, cats are very quick and agile.

- **Tiny.**
- **Base Speed:** 30 feet.
- **Natural Weapons:** 2 claws (1d2), and 1 bite (1d3).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Weapon Finesse.
- +4 racial bonus to Climb and Stealth checks. Cats use their Dexterity modifier instead of Strength for Climb checks.
- **Mammal.**
- **Automatic Languages:** Feline and High Fauna. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** None.

Noble Cat, Big

Sleek, powerful, and deadly, big cats are the omnipresent threat to many forest creatures; seldom seen, but always feared.

The quintessential stalkers, big cats will sometimes appoint themselves the secret protector of a particular forest or mountain. Those with a less beneficent outlook may instead announce themselves as the lord and master of such a place, meting out his own judgments on those who offend him (and are alone at night).

No matter the species, no matter the place, one constant among the big cats is that they do not like baboons or monkeys. The reasons for this enmity are lost to the ages, but no less fervently held for it.

The big cats represented by these rules include bobcats, cougars, jaguars, leopards, lynxes, mountain lions, ocelots, and panthers. Of these, only leopards and panthers can take all 3 levels of the Noble Big Cat class, while cougars, jaguars, mountain lions, and ocelots are limited to 2nd level, and bobcats and lynxes are limited to 1st level.

Noble Big Cat Common Species Traits

- +4 Dexterity.
- **Small.**
- **Size Threshold:** 2nd Hit Die. Lynxes and bobcats do not have a Size Threshold.

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- **Base Speed:** 30 feet, **Climb:** 20 feet.
- **Natural Weapons:** Bite (1d4), 2 claws (1d3).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Natural Talent Track:** Skill Focus (Stealth), Weapon Finesse.
- +4 racial bonus to Acrobatics and Stealth checks.
- +8 racial bonus to Climb checks. A big cat can always choose to take 10 on a Climb check, even if rushed or threatened.
- **Mammal.**
- **Automatic Languages:** Feline and High Fauna. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** None.

Big cats use the big cat character class if they wish to advance in their natural abilities.

Noble Big Cat Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Climb (Str), Perception (Wis), Stealth (Dex), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Ability Increases:** At 1st level your Strength score increases by +2. Your Dexterity increases by +2 each level. At 3rd level your Constitution increases by +2.
- **Natural Armor:** At 1st level you gain a +1 Natural Armor bonus.
- **Pounce (Ex):** At 1st level, the big cat gains the Pounce special attack. If a big cat with pounce charges a foe, it can make a full attack (including rake attacks if he has the rake ability).
- **Grab (Ex):** At 2nd level, you gain the Grab special attack. When you hit with a bite attack, you deal normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. Grab only works against opponents that are at least one size category smaller than you. You have the option to conduct the grapple normally, or simply use your jaws to hold your opponent. If you choose to do the latter, you take a -20 penalty on your CMB check to make



and maintain the grapple, but do not gain the grappled condition yourself. A successful hold does not deal any extra damage. Each successful grapple check you make during successive rounds automatically deals bite damage.

Big cats with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

- **Speed Increase:** At 3rd level your speed increases by 10 feet.
- **Rake (Ex):** At 3rd level, you gain the Rake special attack. You gain extra natural attacks when you grapple a foe. In addition to the options available to all grapplers, you gains two additional claw attacks that you can use only against a grappled foe. These attacks are secondary attacks, and do the same damage as your front claws. You must begin your turn grappling to use your rake — you can't begin a grapple and rake in the same turn.

Noble Big Cat Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Str, +2 Dex, Pounce, +1 Natural Armor
2 nd	+1	+3	+3	+0	+2 Dex, Grab
3 rd	+2	+3	+3	+1	+2 Dex, +2 Con, +10 Base Speed, Rake

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Noble Cat, Great

It is impossible to look at a lion or tiger and not think two words: majestic and powerful.

There is a large difference between natural lions and noble lions. A natural male lion is a lazy, bullying polygamist who will murder the offspring of any rival male, just in case they grow up to threaten him. The noble male lion, on the other hand, is seen as a great and noble leader, rising to meet any challenge and protecting the weak — no matter what species. He's still a polygamist, though. The female noble lion is very much more like her natural counterpart; providing food for the pride and advice for the alpha male. In fact, more than one pride is ruled over by a natural male taking direction from a noble female behind the scenes. If a noble female feels that a particular male is a poor leader, she may arrange for him to meet a challenge to his power.

Noble tigers are every bit as predatory and vicious as their natural brethren, only much more cunning. Tigers are one species that chose "challenge" as a whole. In some remote regions they have taken this role to such extremes that local villagers will make sacrifices to them to appease these terrible beasts. It doesn't always work. The rare exception to this mindset, the tiger who enjoys humanoid company, can be an inspiring hero. But he must always be on the lookout for other noble tigers, who would tear him apart given the chance.



Noble Great Cat Species Traits

- **Small.**
- **Size Threshold:** 3rd and 5th Hit Dice.
- **Base Speed:** 40 feet. +4 speed bonus to Acrobatics checks made to jump.
- **Natural Weapons:** Bite (1d4), 2 claws (1d3).
- **Low-light Vision.**
- **Scent (Ex).**
- +4 racial bonus to Acrobatics and Stealth checks.
- In tall grass, the racial bonus to Stealth becomes +8.
- **Mammal.**
- **Automatic Languages:** Feline and High Fauna. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.

Sub-Species: Lion

Noble Lion Species Traits

- +2 Dexterity, -2 Con, +2 Wisdom.
- A lion gets a +12 to Stealth while in areas of tall grass or heavy undergrowth, replacing the great cat's +8.
- **Natural Talent Track:** Improved Initiative, Run, Skill Focus (Perception).
- **Social Group:** Pride.
- In all other ways, the lion shares the same species traits and level progression listed for great cats, except that they can never advance in the great cat class beyond 5th level.

Sub-Species: Tiger

Noble Tiger Species Traits

- +4 Dexterity, +2 Wisdom.
- **Natural Talent Track:** Improved Initiative, Skill Focus (Perception), Weapon Focus (claw).
- **Social Group:** None.
- In all other ways, the tiger shares the same species traits and level progression listed for great cats.

Noble Great Cat Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Perception (Wis), Stealth (Dex), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

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Class Features

- **Ability Increase:** At 1st and 5th levels your Dexterity score increases by +2.
- **Bonus Feat:** At 2nd and 6th levels you gain a bonus feat from the following list: Aggressive Attitude, Alertness, Improved Natural Weapon (bite), Improved Natural Weapon (claw), Roar, or Run.
- **Pounce (Ex):** At 3rd level you gain the Pounce special ability. If you charge a foe, you can make a full attack.
- **Grab (Ex):** At 4th level, you gain the Grab special attack. When you hit with a bite attack, you deal normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. Grab only works against opponents that are at least one size category smaller than you. You have the option to conduct the grapple normally, or simply use your jaws to hold your opponent. If you choose to do the latter, you take a –20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition yourself. A successful hold does not deal any extra damage. Each successful grapple check you make during successive rounds automatically deals bite damage.

Great cats with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

- **Rake (Ex):** At 5th level, you gain the Rake special attack. You gain extra natural attacks when you grapple a foe. In addition to the options available to all grapplers, you gain two additional claw attacks that you can use only against a grappled foe. These attacks are secondary attacks, and do the same damage as your front claws. You must begin your turn grappling to use your rake—you can't begin a grapple and rake in the same turn.

- **Negative Level:** At 5th level, you gain a permanent negative level, similar to the ones gained through growth. If the hit points you gain for achieving 5th level, minus the penalty for this negative level, equals zero or less, then you gain one hit point for 5th level. This negative level can never be lost or removed, even through the use of magic.

If this negative level coincides with a negative level gained by reaching a size threshold, the penalties all stack, but you will still gain at least one hit point.

Noble Great Cat Character Class Table

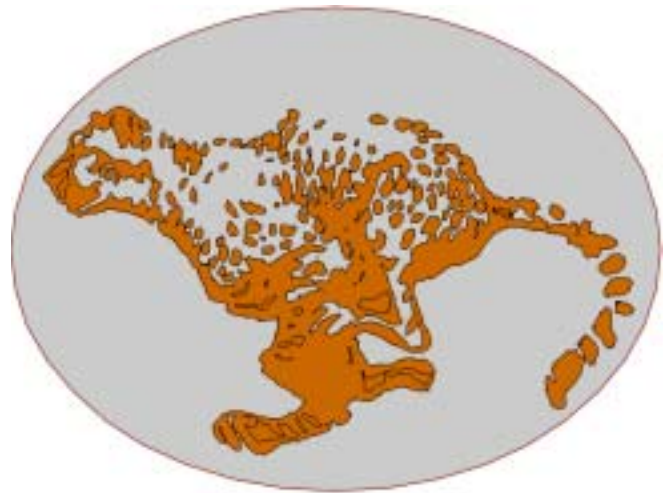
Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Dex
2 nd	+1	+3	+3	+0	Bonus Feat
3 rd	+2	+3	+3	+1	Pounce
4 th	+3	+4	+4	+1	Grab
5 th	+3	+4	+4	+1	+2 Dex, Rake, +1 Negative Level
6 th	+4	+5	+5	+2	Bonus Feat

Noble Cheetah

Cheetahs are as far removed from other cats as they can be and still be considered feline. Their most outstanding feature, their speed, is a source of great racial pride. They sometimes have a tendency to look down their snouts at creatures that are slower than they are; and that includes every land animal in nature. They also guard their speed against those who don't "deserve" it. This is why, even to a trusted friend, a cheetah spellcaster granting the sprint boon will always make it slightly weaker than the ability granted to cheetahs themselves.

Noble Cheetah Species Traits

- +4 Dexterity.
- **Small.**
- **Size Threshold:** 3rd Hit Die.
- **Base Speed:** 40 feet.
- **Natural Weapons:** Bite (1d4), and 2 claws (1d2).
- **Low-light Vision (Ex).**
- **Scent (Ex).**



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- **Natural Talent Track:** Improved Initiative, Weapon Finesse.
- +4 racial bonus Stealth checks when in areas of tall grass.
- **Mammal.**
- **Automatic Languages:** Feline and High Fauna. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** None.

Noble Cheetah Character Class

Hit Die: d8.

Class Skills

Perception (Wis), Stealth (Dex), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Ability Increases:** At each level your Dexterity score increases by +2. At 2nd level your Constitution increases by +2. At 3rd level your Strength increases by +2.
- **Sprint (Ex):** At 1st level, you gain the Sprint ability. Once per hour, you can move ten times your normal speed when you make a charge.
- **Speed Increase:** At 2nd level your Base Speed increases by 10 feet.
- **Natural Armor:** At 3rd level you gain a +1 Natural Armor bonus.
- **Trip (Ex):** At 3rd level, you gain the Trip special attack. If you hit with a bite or claw attack you can attempt to trip your opponent (+3 check modifier) as a free action without provoking an attack of opportunity. If the attempt fails, you are not tripped in return. Add the following entry after “Trip” and before the character class table:
- **Negative Level:** At 3rd level, you gain a permanent negative level, similar to the ones gained through growth. If the hit points you gain for achieving 3rd level, minus the penalty for this negative level, equals zero or less, then you gain one hit point for 3rd level. This negative level can never be lost or removed, even through the use of magic.

If this negative level coincides with a negative level gained by reaching a size threshold, the penalties all stack, but you will still gain at least one hit point.

Noble Cheetah Character Class Table

Level	Base	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+0	+2	+2	+0	+2 Dex, Sprint
2 nd	+1	+3	+3	+0	+2 Dex, +2 Con, +10 Base Speed
3 rd	+2	+3	+3	+1	+2 Str, +2 Dex, Trip, +1 Natural Armor, +1 Negative Level

Noble Crocodilian

More than any other species (with the possible exception of tigers), crocodiles delight in challenging humanoids to lethal effect. Some say this is because they simply like the taste of man-flesh over any other prey. And they have plenty of flavors to compare it to: crocodiles — noble and otherwise — will eat anything that walks, crawls, swims, or flies. They are probably responsible for more violations of the second law than any other species. Of course, they strike so suddenly that their victims rarely get a chance to yell out “Don’t eat me, I’m a noble!”

Crocodilians of every stripe will challenge more often than not, but when they do serve, it is almost always to tribes of reptilian humanoids. Crocodiles tend to favor lizardfolk, while alligators will side with kobolds.

Noble Crocodilian Species Traits

- **Tiny.**
- **Size Threshold:** 2nd and 3rd Hit Dice.
- **Base Speed:** 20 feet, **Swim:** 20 feet.
- **Natural Armor:** +1.
- **Natural Weapons:** bite (1d4), tail (1d6).
- **Low-light Vision (Ex).**
- **Hold Breath (Ex):** A crocodilian can hold its breath for a number of rounds equal to 4x its Constitution score.
- **Natural Talent Track:** Skill Focus (Perception), Skill Focus (Stealth).
- +8 racial bonus on any Swim check to perform some special action or avoid a hazard. Crocodilians can always take 10 on a Swim check, even if distracted or endangered. It can also use the run action while swimming, providing it swims in a straight line.
- +8 racial bonus to Stealth checks made when in water.
- **Reptile.**
- **Automatic Languages:** High Fauna, and Crocodilian. **Bonus Languages:** Bat, Camel, Canine, Common, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard,

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Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.

Sub-Species: Noble Alligator

Noble Alligator Species Traits

- -4 Strength, +6 Dexterity, +2 Wisdom, -2 Charisma.
- **Social Group:** None.
- In all other ways, the alligator shares the same species traits and level progression as the crocodilian.

Sub-Species: Noble Crocodile

Noble Crocodile Species Traits

- -4 Strength, +6 Dexterity, +2 Wisdom, -4 Charisma.
- **Small.**
- **Social Group:** Colony.
- In all other ways, the crocodile shares the same species traits and level progression as the crocodilian.

Both crocodiles and alligators use the crocodilian character class if they wish to advance in their natural abilities.

Noble Crocodilian Character Class

Hit Die: d8.

Class Skills

Intimidate (Cha), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Bonus Feat:** At 1st and 3rd levels you gain a bonus feat from the following list: Aggressive Attitude, Death Roll, Improved Natural Armor, Improved Natural Attack, Skill Focus (Perception), or Skill Focus (Stealth).
- **Natural Armor:** At 2nd level you gain a Natural Armor bonus of +1.
- **Speed Increase:** At 2nd level your Swim Speed increases by 10 feet.
- **Grab (Ex):** At 2nd level, you gain the Grab special attack. When you hit with a bite attack, you deal normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. Grab only works against opponents that are at least one size category smaller than you. You have the option to conduct the grapple normally, or simply use your jaws to hold your opponent. If you choose to do the latter, you take a -20 penalty on your CMB check to make



and maintain the grapple, but do not gain the grappled condition yourself. A successful hold does not deal any extra damage. Each successful grapple check you make during successive rounds automatically deals bite damage. Crocodilians with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Noble Crocodilian Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	Bonus Feat
2 nd	+1	+3	+3	+0	Improved Grab, +10 Swim Speed, +1 Natural Armor
3 rd	+2	+3	+3	+1	Bonus Feat

Noble Deer

Beautiful, gentle, and vulnerable; noble deer have a unique outlook on the “serve or challenge” question. They choose, for the most part, to serve. And yet they

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remain wild; hunted for their meat, hide, even their sinew and bones. And that is how they serve. So if one or two farmers lose some tasty crops to browsing deer, they figure they are beyond entitled.

This strange, almost masochistic relationship with the two-legs runs both ways. Humans and elves love the sport and meat that deer offer, but they also revere these quiet, lovely creatures. Many gods have used noble deer emissaries to impart vital knowledge or instruction to mortal heroes.

Noble Deer Species Traits

- +2 Wisdom; noble deer are always aware of their surroundings.
- **Medium.**
- **Base Speed:** 40 feet. The deer has a +4 speed bonus to Acrobatics checks made to jump.
- **Natural Armor:** +2.
- **Natural Weapons:** antlers (1d8) (bucks only), slam (1d4) (does only), and bite (1d2).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Alertness.
- **Mammal.**
- **Automatic Languages:** Herdspeak and High Fauna.
- Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** Herd.

Noble Donkey

Another species that has given itself over almost entirely to service, donkeys can be found performing the heavy work of nearly every humanoid race. Some may question their contentment in what is essentially slavery, especially since (with the exception of dwarves) humanoids do not afford them the level of affection and honor given to horses and ponies. But the noble donkey work ethic is a strong one. They may balk, they may complain, they may even kick; but by day's end they've done their job and done it well. This is probably why dwarves respect them so much.

Noble Donkey Species Traits

- +Dexterity, +2 Wisdom.
- **Small.**
- **Size Threshold:** 2nd Hit Die.
- **Base Speed:** 30 feet.
- **Natural Armor:** +2.
- **Natural Weapon:** Kick (1d3) x2, bite (1 hp).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Endurance.
- +2 racial bonus to Acrobatics checks.
- **Mammal.**
- **Automatic Languages:** Equine and High Fauna. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** None.



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Noble Elephant

While certainly not the oldest species among noble animals, elephants do have the oldest society. Their traditions and customs remain as they were among their mammoth ancestors. Any elephant can trace his lineage, by memory, all the way back to when they were all wooly. Noble elephants have kept a complex system of rituals and songs for so long that it has even become instinct among their natural cousins.

They remember the days of ice, when it seemed the world would forever be blanketed in white, and they remember proudly challenging the primitive humans. When the ice finally melted and mankind began to build settlements like those of the elves and dwarves, a split occurred within the ranks of noble elephant society. Those who became what is known as African Elephants still bear the resentment of being hunted for food and chose to remain a challenge to humanoid power. Those who became what is known as Asian Elephants decid-

ed to attempt to bury old slights and began to serve the race they believed would one day determine the fate of the world. The two breeds of elephant, while politically and philosophically opposed, remain on friendly terms with each other, on the rare instances when they come into contact.

Of course, not all African Elephants challenge, and not all Asian Elephants serve. Those who do serve find themselves treasured; as unparalleled laborers, fearsome war mounts, and blessed emissaries of the gods.

Noble Elephant Species Traits

- **Medium.**
- **Size Threshold:** 5th and 11th Hit Die.
- **Base Speed:** 30 feet.
- **Trunk (Ex):** An elephant's trunk can sometimes be used as a substitute hand. The trunk can grasp items, tools, or even weapons. This is always counted as an off-hand (-4 penalty to hit).



The Noble Wild

- **Natural Weapons:** slam (1d6), 2 stamps (1d6)
 - **Cannot Jump.** Because of the configuration of an elephant's knees, it cannot use the Acrobatics skill to make jump checks and automatically fails such checks.
 - **Low-light Vision (Ex).**
 - **Scent (Ex).**
 - **Natural Talent Track:** Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception).
 - **Mammal.**
 - **Automatic Languages:** Elephant and High Fauna.
- Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.

Sub-Species: Noble African Elephant

Noble African Elephant Species Traits

- +4 Strength, +4 Dexterity, +2 Wisdom.
- **Social Group:** Herd.
- In all other ways, the African elephant shares the same species traits and level progression as the elephant.

Sub-Species: Noble Asian Elephant

Noble Asian Elephant Species Traits

- +2 Strength, +4 Dexterity, +4 Wisdom.
- **Social Group:** Herd.
- In all other ways, the Asian elephant shares the same species traits and level progression as the elephant.

Both breeds use the elephant character class if they wish to advance in their natural abilities.

Noble Elephant Character Class

Hit Die: d8.

Class Skills

Diplomacy (Cha), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Bonus Feat:** At every odd level you gain a bonus feat from the following list: Aggressive Attitude, Alertness, Awesome Blow, Call Stampede, Cautious Attitude, Endurance, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Skill Focus (Perception), Trampling Overrun, Trumpet.
- **Natural Armor:** At 2nd level you gain a +1 Natural

Armor bonus. This increases by +1 at 4th, 8th, and 10th level. These bonuses stack with the Natural Armor bonuses gained from size increases.

- **Speed Increase:** At 6th level, your Base speed increases by +10.

- **Natural Weapons:** At 6th level, you gain tusks, which you can use to make a gore attack for 1d8 damage. These tusks grow with you, increasing in damage as your size increases.

Noble Elephant Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	Bonus Feat
2 nd	+1	+3	+3	+0	+1 Natural Armor
3 rd	+2	+3	+3	+1	Bonus Feat
4 th	+3	+4	+4	+1	+2 Natural Armor
5 th	+3	+4	+4	+1	Bonus Feat
6 th	+4	+5	+5	+2	Tusks (1d8), +10 Base Speed
7 th	+5	+5	+5	+2	Bonus Feat
8 th	+6	+6	+6	+2	+3 Natural Armor
9 th	+6	+6	+6	+3	Bonus Feat
10 th	+7	+7	+7	+3	+4 Natural Armor
11 th	+8	+7	+7	+3	Bonus Feat

Noble Equine

Horses have entwined their destiny with humans (and, to a lesser extent, elves) almost as tightly as dogs have. And for their part, humans recognize and appreciate this. Horses are regarded with love and honor, and the best tales of human heroes always mention the faithful steed or the mighty charger. But whereas a natural horse will accompany a hero on his quests, sharing many of the same dangers, a noble horse is a full partner; aiding the hero or even fighting by his side. Some heroic steeds' fame has even outstripped that of their riders.

Ponies are a slightly different story. While they certainly do serve humans, dwarves, goblins, and halflings, they seem to only genuinely *like* halflings and children. Once a child grows to adolescence (unless the child is a halfling), the pony will want very little to do with her.

Zebras chose to remain wild, and while they do, for the most part, challenge humanoids, they usually only pay lip service to this role. There are some isolated herds that have elected to serve wild elves.

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Noble Equine Species Traits

- **Medium**
- **Size Threshold:** 3rd Hit Die.
- **Base Speed:** 30 feet.
- **Natural Weapons:** 2 hooves (1d4).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Natural Talent Track:** Endurance, Run.
- **Mammal.**
- **Automatic Languages:** Equine and High Fauna. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.

Sub-Species: Noble Heavy Horse

Noble Heavy Horse Species Traits

- +4 Dexterity, +2 Constitution, +2 Wisdom.
- **Social Group:** Herd.
- In all other ways, the heavy horse shares the same species traits and level progression as the equine.

Sub-Species: Noble Light Horse

Noble Light Horse Species Traits

- -2 Strength, +6 Dexterity, +2 Constitution, +2 Wisdom.
- **Base Speed:** 40 feet. This replaces the Equine's Base speed.
- **Social Group:** Herd.
- In all other ways, the light horse shares the same species traits and level progression as the equine.

Sub-Species: Noble Pony

Noble Pony Species Traits

- -2 Strength, +4 Dexterity, +2 Constitution, +2 Wisdom.
- **Small.**
- **Size Threshold:** 2nd Hit Die. This replaces the Equine's Size Threshold. Noble Ponies do not gain a negative level when they reach Size Threshold.
- **Natural Weapons:** 2 hooves (1d3) (a pony's hoof is always a secondary weapon unless it takes the appropriate feat).
- **Social Group:** None.
- In all other ways, the pony shares the same species traits and level progression as the equine, although a pony can never advance beyond 2nd level equine.



Sub-Species: Noble Zebra

Noble Zebra Species Traits

- +2 Dexterity, -2 Intelligence, +2 Wisdom.
- +8 racial bonus to Stealth checks when in tall grass.
- **Social Group:** Herd.
- In all other ways, the horse shares the same species traits and level progression as the equine, although a zebra can never advance beyond 3rd level equine.

Most horses are content to end their character development in the equine class at 3rd level, while only the largest and most aggressive advance to 4th level and beyond. Ponies never advance beyond 2nd level, and Zebras never advance beyond 3rd.

Noble Equine Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Diplomacy (Cha), Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

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Class Features

Class Features

- **Bonus Feat:** At every odd level you gain a bonus feat from the following list: Aggressive Attitude, Call Stampede, Cautious Attitude, Endurance, Improved Overrun, Power Attack, Run, and Trampling Overrun.
- **Speed Increases:** At 2nd level your Base Speed increases by 10 feet, and by another 10 feet at 3rd level.
- **Natural Weapon:** At 4th level, you gain a bite attack that does 1d4 damage.

Noble Equine Character Class Table

Level	Base	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+0	+2	+2	+0	Bonus Feat
2 nd	+1	+3	+3	+0	+10 Base Speed
3 rd	+2	+3	+3	+1	Bonus Feat, +10 Base Speed
4 th	+3	+4	+4	+1	Bite (1d4)

Noble Gazelle

Gazelles and antelopes, while sharing many traits with deer, find themselves completely at odds with their cousins over the serve or challenge issue. Gazelles see deer essentially offering themselves up to humans, and they call it suicide. While a gazelle does not begrudge any predator the right to eat, he will certainly not make it easy for them.

Oddly enough, the gazelle's steadfast commitment to challenging humanoids serves as an inspiration to many of the two-legged folk, leading to poetry, art, and music dedicated to their grace. And so, gazelles end up serving through challenge. Which is exactly what the gods intended in the first place.

Noble Gazelle Species Traits

- +2 Dexterity.
 - **Medium.**
 - **Base Speed:** 50 feet. +8 speed bonus to Acrobatics checks made to jump.
 - **Natural Armor:** +2.
 - **Natural Weapons:** horns (1d8) and bite (1d2).
 - **Low-light Vision (Ex).**
 - **Scent (Ex).**
 - **Bonus Feat:** Alertness.
 - **Mammal.**
 - **Automatic Languages:** Herdspeak and High Fauna.
- Bonus Languages:** Bat, Camel, Canine, Common, Croc-



odilian, Elephant, Equine, Feline, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.

- **Social Group:** Herd.

Noble Goat

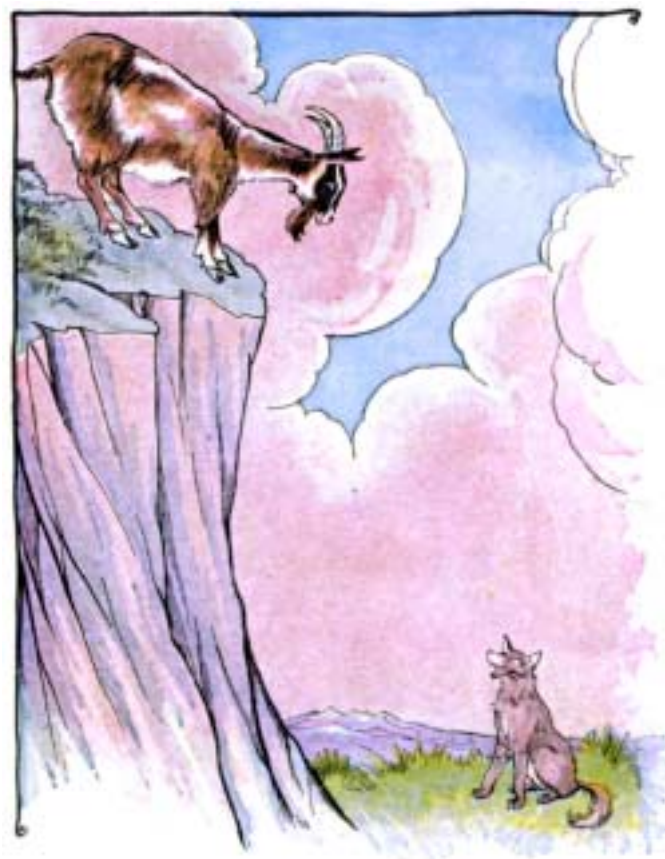
Lords of their mountain realms, noble goats and sheep fear no other animal (with the possible exception of condors). Able to leap from rock to rock without a thought for the dizzying height or the jagged stones below, it is a rare predator who can claim one as a meal.

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Their domestic cousins have had the nobility bred out of them, much like cattle and pigs. Because of this, noble goats and especially sheep tend not to associate themselves with their tamer, lesser kindred, feeling embarrassed by their blood ties to such simpletons.

Noble Goat Species Traits

- +2 Dexterity.
 - **Small.**
 - **Base Speed:** 30 feet.
 - **Natural Armor:** +2.
 - **Natural Weapons:** horns (1d4) and bite (1d2).
 - **Low-light Vision (Ex).**
 - **Scent (Ex).**
 - **Bonus Feat:** Alertness.
 - +4 racial bonus to Acrobatics checks.
 - +4 racial bonus to all Fort saves.
 - **Mammal.**
 - **Automatic Languages:** Herdspeak and High Fauna.
- Bonus Languages:** Bat, Camel, Canine, Common, Croc-



odilian, Elephant, Equine, Feline, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.

- **Social Group:** None.

Sub-Species: Noble Sheep

Noble Sheep Species Traits

- +2 Strength, -2 Intelligence, +2 Dexterity.
- **Medium.**
- **Natural Weapons:** horns (1d6) (rams only) and bite (1d2).
- A sheep does not gain the goat's Fort save bonus.
- **Social Group:** Flock.

Noble Herdbeast

This species can be used to represent Bison, Buffalo, Musk Ox, Oxen, and various other types of wild cattle.

The most gregarious of the species, herdbeasts form large communities (called "herds," of course) for protection and companionship. With dozens, or even hundreds, of herdbeasts in a herd, they present a veritable forest of sharp, vicious horns to slash and gore at any potential predator; forcing would-be carnivores to prey on only the stragglers.

Herds that include a noble have a decided edge against natural predators, but that doesn't mean that they relax their vigilance one bit. Despite the perception that they are slow-witted, docile, and dim, there is no more observant creature than one who knows they are everyone else's favorite meal.

Noble Herdbeast Species Traits

- +4 Strength, +2 Constitution, -2 Charisma.
 - **Medium.**
 - **Size Threshold:** 2nd Hit Die.
 - **Base Speed:** 30 feet.
 - **Natural Weapons:** Slam (1d4).
 - **Low-light Vision (Ex).**
 - **Scent (Ex).**
 - **Natural Talent Track:** Endurance, Improved Bull Rush, Power Attack.
 - **Mammal.**
 - **Automatic Languages:** Herdspeak and High Fauna.
- Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** Herd.

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Noble Herdbeast Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Bonus Feat:** At every odd level you gain a bonus feat from the following list: Alertness, Aggressive Attitude, Awesome Blow, Call Stampede, Cautious Attitude, Endurance, Improved Bull Rush, Improved Overrun, Power Attack, Sturdy Attitude, or Trampling Overrun.
- **Ability Increases:** At 2nd level, your Constitution score increases by +2. At 2nd and 4th level, your Strength score increases by +2.
- **Natural Armor:** At 4th level you gain a Natural Armor bonus of +1. This bonus increases to +2 at 5th.
- **Natural Weapons:** At 3rd level you gain horns that you can use to make a gore attack for 1d8 damage.
- **Speed Increases:** At 4th level your Base Speed increases by +10.

Noble Herdbeast Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	Bonus Feat
2 nd	+1	+3	+3	+0	+2 Str, +2 Con
3 rd	+2	+3	+3	+1	Bonus Feat, Horns (1d8)
4 th	+3	+4	+4	+1	+2 Str, +1 Natural Armor, +10 Base Speed
5 th	+3	+4	+4	+1	Bonus Feat, +2 Natural Armor

Noble Hyena

Hyenas have one of the worst reputations in the animal kingdom — both natural and noble — as cruel scavengers whose mocking, laughing call heralds savage attacks of terrifying brutality. While this reputation may be a bit unfair for the natural hyena — they fill a much needed ecological niche, feeding on the parts of animals left behind by more “honorable” predators, and thus limiting the spread of disease — noble hyenas have definitely made some questionable choices in the past, either in *how* they challenge, or *who* they serve.

Noble hyenas are often attracted to power. This sometimes causes them to affiliate themselves with ambitious animals or humanoids of any race or species, especially if promised a share of the glory. Some noble hyenas have entered into service with various evil humanoid tribes (especially gnolls), wherein they pledge the service of their pack, but they do not, themselves, serve.

This is not to say that all noble hyenas are unrepentantly evil or self-serving. There are quite a few individuals who attempt to mitigate the evil done by their brethren by embarking on a life of humble heroics.

Noble Hyena Species Traits

- +4 Dexterity.
- **Small.**
- **Size Threshold:** 2nd Hit Die.
- **Base Speed:** 30 feet.



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- **Natural Armor:** +2.
- **Natural Weapons:** Bite (1d4).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Alertness.
- +4 racial bonus to Stealth checks in areas of tall grass or undergrowth.
- **Mammal.**
- **Automatic Languages:** High Fauna and Hyena. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** Pack.

Noble Hyena Character Class

Hit Die: d8.

Class Skills

Bluff (Cha), Perception (Wis), Stealth (Dex), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

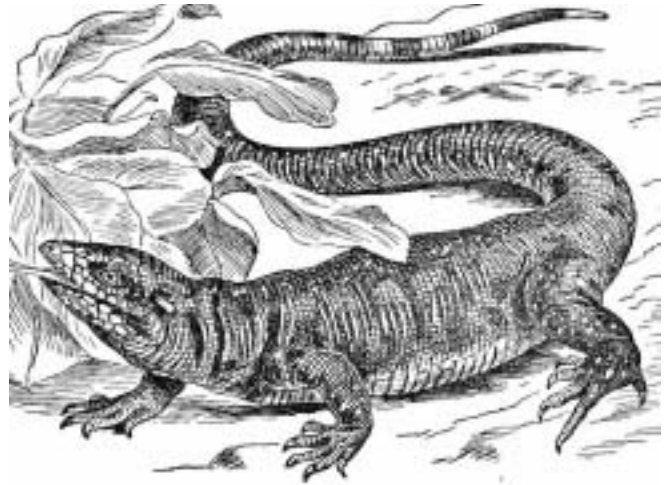
- **Ability Increases:** Your Dexterity increases by +2 at 1st level.
- **Speed Increase:** Your Base Speed is increased by 10 feet at each level.
- **Trip (Ex):** At 2nd level, you gain the Trip special attack. If you hit with a bite attack you can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip you.

Noble Hyena Character Class

Level	Base	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+0	+2	+2	+0	+2 Dex, +2 Con, +10 Base Speed
2 nd	+1	+3	+3	+0	Trip, +10 Base Speed

Noble Lizard

There are thousands of species of lizard in the world, covering an enormous range of attitudes and traditions. Their peripheral connection to dragons grants them a certain amount of status among those who value such things, but in general they lack the political or social



power granted to more formidable predators.

There are very few things that hold true for all lizards. They are often perceived as lazy; lying in the sun or in the shade all day, not moving unless provoked. This is simply their way of preserving their energy. They do not eat very often, and so they will only do exactly as much as they need to do, awaiting the appropriate time to take action. And it apparently works, because when they do act, it is with an incredible explosion of activity that can be hard to follow with the eye. After they finish whatever task they were performing, they will revert back to their languid posture, not even breathing hard.

Adventuring lizards (especially spellcasters) will attempt to get another character to carry them until their skills are needed.

Noble Lizard Species Traits

- 3 Strength (Lizards always begin play with a Strength of 3, which can be increased through level advancement as usual), +4 Dexterity, -2 Constitution, -2 Intelligence, +2 Wisdom.
- **Tiny.**
- **Base Speed:** 20 feet, **Climb:** 20 feet. -6 speed penalty to Acrobatics checks made to jump.
- **Natural Weapons:** Bite (1d4).
- **Low-light Vision (Ex).**
- **Bonus Feat:** Weapon Finesse.
- +8 racial bonus to Acrobatics checks. A lizard can always take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity instead of their Strength modifier for Climb checks.

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- **Reptile.**
- **Automatic Languages:** High Fauna and Lizard. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** None.

Noble Lizard, Monitor

Slow to act, yet quick to anger, monitor lizards will kill and eat anything they can get their powerful jaws on. They consider themselves (correctly so, in most cases) to be the undisputed lords of the places in which they live. Monitors challenge, of course, having no patience for other animals, especially reptiles, who choose to serve.

While monitors will not blatantly hunt fellow nobles the way crocodiles do, they are not above having a bit of fun at another creature's expense. Of course, a monitor's "fun" often leaves a noble animal horribly maimed.

Noble Monitor Lizard Species Traits

- +2 Strength, +2 Dexterity, -2 Intelligence, +2 Wisdom, -4 Charisma.
- **Small.**
- **Size Threshold:** 3rd Hit Die.
- **Base Speed:** 30 feet, **Swim:** 30 feet.
- **Natural Weapons:** Bite (1d4).
- **Low-light Vision (Ex).**
- **Natural Talent Track:** Great Fortitude, Skill Focus (Perception).
- +8 racial bonus on any Swim checks made to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. A monitor can use the run action while swimming, provided it swims in a straight line.
- +4 racial bonus to Stealth checks. In forested areas, the bonus to Stealth becomes +8.
- **Reptile.**
- **Automatic Languages:** High Fauna and Monitor. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** None.



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Noble Monitor Character Class

Hit Die: d8.

Class Skills

Climb (Str), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Ability Increases:** At 1st and 3rd levels your Dexterity score increase by +2. At 3rd level your Constitution increases by +2.

- **Natural Armor:** At each level you gain a +1 Natural Armor bonus, to a total of +3 at 3rd level.

- **Grab (Ex):** At 2nd level, you gain the Grab special attack. When you hit with a bite attack, you deal normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. Grab only works against opponents that are at least one size category smaller than you. You have the option to conduct the grapple normally, or simply use your jaws to hold or drag your opponent. If you choose to do the latter, you take a –20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition yourself. A successful hold does not deal any extra damage. Each successful grapple check you make during successive rounds automatically deals bite damage.

Monitors with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

- **Bonus Feat:** At 2nd level you gain a bonus feat from the following list: Alertness, Death Roll, Great Fortitude.

Noble Monitor Lizard Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Dex, +1 Natural Armor
2 nd	+1	+3	+3	+0	Bonus Feat, +2 Natural Armor, Grab
3 rd	+2	+3	+3	+1	+2 Dex, +2 Con, +3 Natural Armor

Noble Mongoose

These tiny creatures seem like any other small helpless woodland animal, but are in fact among the wild's most remorseless killers. A noble mongoose will usually reserve his killings to prey and his species' an-



cient enemy: snakes.

Their ability to take on foes several times their size sometimes instills a certain amount of over-confidence and arrogance in the tiny predators. Humility, therefore, is something that many noble mongoose elders attempt to teach their students early on.

Noble Mongoose Species Traits

- 4 Strength (Mongoose always begin play with a Strength of 4 — this can be increased through level advancement as usual), +4 Dexterity, +2 Wisdom.

- **Tiny.**

- **Speed:** 20 feet, **Climb:** 20 feet.

- **Natural Weapons:** Bite (1d3).

- **Low-light Vision (Ex).**

- **Scent (Ex).**

- **Bonus Feat:** Weapon Finesse.

- +4 racial bonus on Stealth checks and a +8 racial bonus on Acrobatics and Climb checks. Mongooses use their Dexterity modifier instead of their Strength modifier for Climb checks. A mongoose can always take 10 on Climb checks, even if rushed or threatened.

- **Mammal.**

- **Automatic Languages:** High Fauna, Serpent, and Woodland. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herd-speak, Hyena, Lizard, Monitor, Raptor, Simian, Songbird, and Ursine.

- **Social Group:** None.

Noble Monkey

Curious, charming, and smart. Or nosy, filthy, and destructive. Depending on who's talking. Monkeys consider themselves the first three, of course, but they aren't above flinging a fistful of feces to make a point.

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Every monkey chooses to serve or challenge on his own; there is no consensus among noble monkey elders as to which side they fall. Those that do serve will usually serve an individual rather than a group or a community.

Even among monkeys who challenge, there is a great fascination with humanoids, especially humans. Their tall tail-less bodies, clever hands, and almost simian features make many monkeys think that they share some common ancestor. Of course, this notion is scoffed at by more hidebound, prideful, and close-minded monkeys. The fascination with humanoids prompts many noble monkeys to adopt some of their trappings. This can be as comical as the wearing of hats, or as serious as the use of weapons.

Noble Monkey Species Traits

- 3 Strength (Monkeys always begin play with a Strength of 3 – this can be increased through level advancement as usual), +4 Dexterity, +2 Wisdom, -2 Charisma.
- **Tiny.**
- **Base Speed:** 30 feet, **Climb:** 30 feet

- **Natural Weapons:** Bite (1d3).
- **Hands:** Unlike most animals, monkeys and other primates have hands to grasp tools. While their “natural” cousins still have not grasped the higher concepts involved in using tools, a Noble Monkey can use tools and weapons without any problems (provided they are of an appropriate size).
- **Low-light Vision (Ex).**
- **Bonus Feat:** Weapon Finesse.
- +8 racial bonus to Acrobatics and Climb checks. Monkeys can always take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of Strength for Climb checks.
- **Mammal.**
- **Automatic Languages:** High Fauna and Simian. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Songbird, Ursine, and Woodland.
- **Social Group:** Troop.

Noble Moose

While sharing many traits with herdbeasts and deer, noble moose differ in one very important respect. They refuse to serve in any way, form, or fashion.

They are quite content to keep to their herds and have nothing to do with the humanoids whose lands they avoid. When they do come into contact, a noble moose will attempt to lead a human or orc hunter on a chase that will eventually put the pursuer in mortal danger.

These rules can also be used to represent elk or reindeer.

Noble Moose Species Traits

- +2 Strength, +2 Dexterity.
- **Medium.**
- **Size Threshold:** 3rd Hit Die.
- **Base Speed:** 30 feet.
- **Low-light Vision (Ex).**
- **Natural Weapon:** Slam (1d4).
- **Natural Talent Track:** Alertness, Endurance.
- **Mammal.**
- **Automatic Languages:** Herdspeak and High Fauna. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** Herd.

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Noble Moose Character Class

Hit Die: d8.

Class Skills

Diplomacy (Cha), Intimidate (Cha), Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Bonus Feat:** At 1st and 4th levels you gain a bonus feat from the following list: Alertness, Aggressive Attitude, Awesome Blow, Call Stampede, Cautious Attitude, Endurance, Improved Bull Rush, Improved Overrun, Power Attack, Sturdy Attitude, Trampling Overrun, or Trumpet.

- **Ability Increases:** At 1st, 3rd, and 5th levels your Constitution increases by +2. At 2nd level your Strength increases by +2.

- **Natural Armor:** At 3rd level you gain a Natural Armor bonus of +1. This increases to +2 at 4th level. This bonus stacks with the Natural Armor bonus gained with a size increase.

- **Natural Weapons:** At 2nd level, if you are playing a bull (male) moose you gain antlers you can use to make a headbutt attack for 1d8 damage. This attack replaces your slam attack.

Noble Moose Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	Bonus Feat, +2 Con
2 nd	+1	+3	+3	+0	+2 Str, Antlers (1d8)
3 rd	+2	+3	+3	+1	+2 Con, +10 Base Speed
4 th	+3	+4	+4	+1	Bonus Feat, +1 Natural Armor
5 th	+3	+4	+4	+1	+2 Con, +2 Natural Armor

Noble Otter

Fun-loving and carefree, otters understand the value of play. They believe they serve humanoids best by teaching them not to take themselves too seriously. Their closest friends among other noble animals are, paradoxically, beavers. Members of the two species will often form lasting friendships based on long-running philosophical arguments.

Alligators may rule the rivers and swamps that they share, but otters pay them very little heed, which infuriates the reptiles. In fact, Gator-Baiting is one of the noble otter's favorite (and most dangerous) pastimes. The rules are simple: through simple shenanigans and tomfoolery, get an alligator to chase you to a pre-determined location. Bonus points are earned for getting the alligator to bellow or look foolish. Some noble otters extend this sport to reptilian humanoids as well. Trog-Baiting is especially rewarding, particularly when a single troglodyte unwittingly chases an otter into a fully armed elven encampment.

Noble Otter Species Traits

- 4 Strength (Otters always begin play with a Strength of 4 — this can be increased through level advancement as usual), +4 Dexterity

- **Tiny.**

- **Speed:** 20 feet, **Swim:** 30 feet.

- **Natural Armor:** +2.

- **Natural Weapons:** Bite (1d3).

- **Low-light Vision (Ex).**

- **Scent (Ex).**

- **Bonus Feat:** Weapon Finesse.

- +4 racial bonus on Stealth checks, a +6 racial bonus

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on Acrobatics, and a +8 racial bonus on Swim checks. Otters use their Dexterity modifier instead of their Strength modifier for Swim checks. An otter can always take 10 on Swim checks, even if rushed or threatened. An otter can use the run action while swimming, provided it swims in a straight line.

- **Mammal.**

- **Automatic Languages:** High Fauna and Woodland.

Bonus Languages: Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, and Ursine.

- **Social Group:** None.

Noble Owl

Recognized and revered for their wisdom by animals, humanoids, and gods alike, owls occupy a rarefied position in noble animal society. They are the councilors, teachers, sages, and judges that other animals go to for help; even those who the owl would prey on prize their advice. And for their part, owls can be counted on to be scrupulously honest (though perhaps not guileless).

There have been a few owls who accepted a position of leadership of a colony of mice in exchange for the occasional tribute of one of their natural brothers or

sisters. This may seem a high price to pay for leadership, but it cannot be denied that colonies with an owl as leader are much safer and more successful than ones without.

While most forests are ruled over by some four-legged predator, there are a few that have elected an owl as their monarch, causing not a little bit of friction among local packs or prides.

Noble Owl Species Traits

- -4 Strength, +6 Dexterity, +4 Wisdom, -2 Charisma.
- **Tiny.**
- **Base Speed:** 10 feet, **Fly:** 40 (average).
- **Natural Armor:** +2.
- **Natural Weapons:** talons (1d4) (this is a single attack using both talons).
- **Low-light Vision (Ex).**
- **Bonus Feat:** Weapon Finesse.
- +4 racial bonus on Perception and Stealth checks.
- **Avian.**
- **Automatic Languages:** High Fauna and Raptor. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** None.



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Noble Parrot

Parrots are quite pleased to serve humans: nowhere else is their fascination with sounds so rewarded. From the subtleties of humanoid language, to the exuberance of man-made music, even to the wonderful creaking and clacking of human machines, their world is full of sounds to hear, study, and savor.

A lot of parrots find themselves in service to seagoing humans, who regard them fondly as a pleasant diversion. Of course, the rare human who discovers his “pet’s” true nature will find that he has an even more valuable friend than he thought.

- **Noble Parrot Species Traits**
- -4 Strength, +6 Dexterity, +2 Wisdom
- **Tiny.**
- **Base Speed:** 10 feet, **Fly:** 60 (average).
- **Natural Armor:** +2.
- **Natural Weapons:** talons (1d4) (this is a single attack using both talons).
- **Low-light Vision (Ex).**
- **Bonus Feat:** Weapon Finesse.
- +8 racial bonus to Perception checks.
- **Avian.**
- **Automatic Languages:** Common, High Fauna and Raptor. **Bonus Languages:** Bat, Camel, Canine, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** None.

Noble Porpoise

Porpoises and dolphins both have reputations of friendliness and heroism, as well as great intelligence. Part of the reason for this is that the noble population among cetaceans is higher than that of any other animal. They have an ancient and complex society, prizing the development of the mind above all else, and most have entered into alliances with aquatic elves or merfolk. They hate sharks and sahuaguin with a passion, and will fight either of them to the death in order to protect even members of other species.

Porpoises and dolphins should only be available as player characters in an aquatic campaign. The GM should also include psionics rules if he allows players to use either species.



Noble Porpoise Species Traits

- +2 Dexterity.
- **Medium.**
- **Aquatic.**
- **Base Speed:** Swim 60 feet. (the porpoise has no ability to move on dry land at all).
- **Natural Weapons:** Slam (2d4).
- **Blindsight 120 feet (Ex):** Porpoises can “see” by emitting high frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision.
- **Hold Breath (Ex):** A porpoise can hold its breath for a number of rounds equal to 6x its Constitution score before it risks drowning.
- **Low-light Vision (Ex).**
- **Bonus Feat:** Weapon Finesse.
- +8 racial bonus to any Swim check to perform some special action or avoid a hazard. A porpoise can always take 10 on Swim checks, even if distracted of

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endangered. It can use the run action while swimming, provided it swims in a straight line.

- A porpoise has a +4 racial bonus on Perception checks. These bonuses are lost if its blindsight is negated.
- **Mammal.**
- **Automatic Languages:** High Fauna and Whale. **Bonus Languages:** Canine, Common, Crocodilian, Equine, Feline, Monitor, Raptor, Rodent, Serpent, Simian, and Songbird.
- **Social Group:** School.

Sub-Species: Noble Dolphin

Noble Dolphin Species Traits

- **Natural Weapons:** Slam (1d6). Lacking the hardened beak of the porpoise, dolphins do less damage on average when they ram a foe.
- Dolphins can use the Acrobatics skill to leap from the water.
- **Social Group:** Pod.
- In all other ways, the dolphin shares the same species traits and level progression as the porpoise.

Both porpoises and dolphins use the small cetacean character class if they wish to advance in their natural abilities.

Noble Small Cetacean Character Class

Hit Die: d8.

Class Skills

Bluff (Cha), Diplomacy (Cha), Perception (Wis), Survival (Wis), Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Ability Increases:** At each level your Dexterity score increases by 2.
- **Natural Armor:** At 1st level you gain a Natural Armor bonus of +1. This increases to +2 at 2nd level.
- **Speed Increases:** At each level, your Swim Speed increases by 10 feet.

Noble Small Cetacean Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Dex, +10 Swim Speed, +1 Natural Armor
2 nd	+1	+3	+3	+0	+2 Dex, +10 Swim Speed, +2 Natural Armor

Noble Rabbit

Small, defenseless, and considered tasty by every predator on two or four legs or wings, rabbits have a hard time of it. Most noble rabbits have attempted to alleviate this situation by making themselves indispensable in noble animal politics. They become superb negotiators over time, averting major conflicts over browsing rights and hunting territories, and sometimes acting as the social conscience of a particular gathering of animals.

When it comes to challenging humanoids, rabbits have a great deal in common, ideologically, with their ancestral enemy, foxes (though you'd never get them to admit it). Both enjoy making a mockery of humanoid-built barriers, and both relish the taste of food stolen from under the two-legs woefully inadequate noses.

Not all their interaction with humanoids is adversarial, however; many have arranged to made "pets" by humans and halflings, and even the occasional goblin. By doing so, they are attempting to change the image of rabbits in humanoid minds from "tasty-treat" to "cuddly-companion."

Noble Rabbit Species Traits

- 3 Strength (Rabbits always begin play with a Strength

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of 3 — this can be increased through level advancement as usual), +4 Dexterity, +2 Wisdom.

- **Tiny.**
- **Base Speed:** 40 feet.
- **Natural Weapons:** bite (1d3) and rear kick (1 hp).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Weapon Finesse.
- **Mammal.**
- +4 racial bonus on Stealth checks and Acrobatics checks.
- **Automatic Languages:** High Fauna and Rodent. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** Warren.

Noble Raccoon

For the noble raccoon, every latched door is a challenge, every open window an invitation, and every notion of property a funny, funny joke. They are constantly amused by the endless variety of methods that

humanoids and even some animals will use for the sole purpose of keeping them out of their stuff. They see themselves in the lovable rogue role rather than the ruthless bandit role, and so occasionally enter a humanoid family (especially gnomes) as a “pet.”

Noble Raccoon Species Traits

- -4 Strength, +4 Dexterity, +2 Wisdom.
- **Small.**
- **Base Speed:** 30 feet, **Climb:** 20 feet.
- **Natural Armor:** +1.
- **Natural Weapons:** 2 claws (1d2), and 1 bite (1d3)
- **Vestigial Hands:** Unlike most animals, raccoons have vestigial hands that can be used to grasp tools. While their “natural” cousins still have not grasped the higher concepts involved in using tools, a noble raccoon can use tools and weapons with only a -2 awkwardness penalty (provided they are of an appropriate size).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Alertness.
- +4 racial bonus on Disable Device checks and Escape Artist checks.
- **Mammal.**
- **Automatic Languages:** High Fauna and Woodland. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, and Ursine.
- **Social Group:** None.



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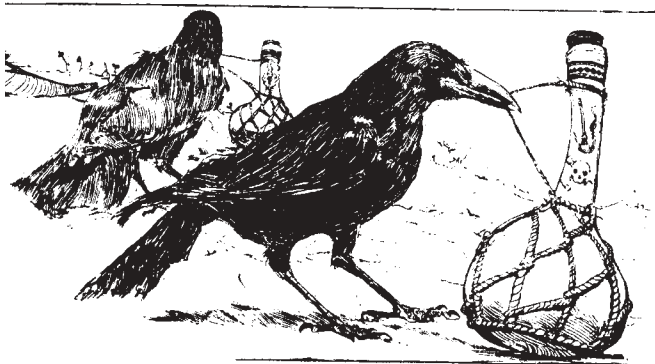
Noble Raven

While any raven will eat carrion, the noble raven's favorite buffet will always be the battlefield. Some consider them nothing but opportunistic scavengers — and they are — but ravens have a deep respect for brave beings that die in battle. Most ravens learn to speak Common so that they can understand and sing the ballads of mighty heroes and great battles. A raven considers it not at all disrespectful, and indeed a great honor, to eat the eyes of a fallen hero.

Crows have a deep affection for shiny objects. While there are some things in nature that will satisfy this desire, nowhere else can they find the staggering variety found among the belongings of humanoids. Because of this, crows will usually stay close to humanoid settlements, the better to keep themselves supplied with baubles. Some crow spellcasters have been known to take the Gift of Understanding feat so that they can pilfer magical trinkets almost exclusively.

Noble Raven Species Traits

- 2 Strength (Ravens always begin play with a Strength of 2 — this can be increased through level advancement as usual), +4 Dexterity, -2 Constitution, +4 Wisdom.
- **Tiny.**
- **Base Speed:** 10 feet, **Fly:** 40 (average).
- **Natural Weapons:** claws (1d2) (this is a single attack using both claws).
- **Low-light Vision (Ex).**
- **Natural Talent Track:** Skill Focus (Perception), Weapon Finesse.
- **Avian.**



- **Automatic Languages:** High Fauna, Raptor, and Songbird. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Rodent, Serpent, Simian, Ursine, and Woodland.

- **Social Group:** None.

Sub-Species: Noble Crow

Noble Crow Species Traits

- **Social Group:** Murder.
- In all other ways, the crow shares the same species traits as the raven.

Noble Rhinoceros

Rhinos have a history dating back almost as far as elephants, and they share a great deal in common with them. Memories of the wooly rhinoceros make the armored behemoths more than a little prideful in their challenges to humanoids. Every beast in the forest or on the plain knows to get out of the way of a charging rhino. Or, at least, the non-flattened ones do.

Dating back to the days when they had fur, rhinos fear and despise fire. They will go out of their way to fight a fire or even a fire elemental. It is a rare rhino wizard indeed who would even consider casting a fire-based spell.

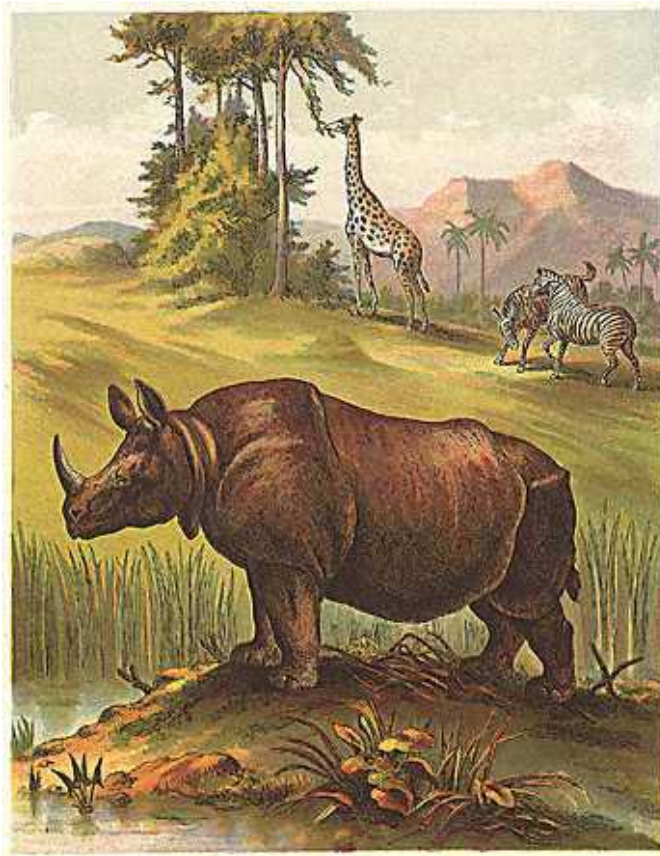
Noble Rhinoceros Species Traits

- +2 Strength, +2 Dexterity, +2 Wisdom, -4 Charisma.
- **Medium.**
- **Size Threshold:** 5th Hit Die.
- **Base Speed:** 30 feet.
- **Natural Weapons:** Horn (1d6).
- **Natural Armor:** +3 Natural Armor bonus.
- **Low-light Vision (Ex).**
- **Natural Talent Track:** Endurance, Great Fortitude, Skill Focus (Perception).
- **Mammal.**
- **Automatic Languages:** Herdspeak and High Fauna. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** Herd.

Noble Rhinoceros Character Class

Hit Die: d8.

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Class Skills

Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Ability Increases:** At 1st level your Strength score increases by +2. Your Constitution score increases by +2 at 4th and 7th levels.
- **Bonus Feat:** At every even level you gain a bonus feat from the following list: Alertness, Aggressive Attitude, Awesome Blow, Call Stampede, Cautious Attitude, Endurance, Improved Bull Rush, Improved Natural Attack (gore), Improved Overrun, Power Attack, Spirited Charge, Sturdy Attitude, or Trampling Overrun.
- **Natural Armor:** At 5th and 8th levels your Natural Armor bonus increases by +1. This bonus stacks with the bonuses listed for your species and any gained through size increases.

Noble Rhinoceros Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Str
2 nd	+1	+3	+3	+0	Bonus Feat
3 rd	+2	+3	+3	+1	+2 Con
4 th	+3	+4	+4	+1	Bonus Feat
5 th	+3	+4	+4	+1	+1 Natural Armor
6 th	+4	+5	+5	+2	Bonus Feat
7 th	+5	+5	+5	+2	+2 Con
8 th	+6	+6	+6	+2	Bonus Feat, +2 Natural Armor

Noble Rodent

There is no place in the world that does not have a sizable rodent population, existing beneath the notice of larger creatures and societies. They see everything, and say nothing; when a rodent has the right disposition, there is no better spy. Most rodent species have their flags planted on the challenge side, but occasionally entire populations will choose to serve a humanoid culture they find deserving.

Mice are alert, cheerful, and aware of their surroundings. These minuscule creatures are natural miners and engineers, almost as accomplished as beavers, and are both tireless and adept at creating the sprawling tunnel complexes in which they love to dwell and hide caches of food and other possessions. Even when outside of subterranean areas they tend to travel at a scamper in straight lines and along features like walls, rather than across open areas. Mice are diligent both in their search for food and in their tendency to store for hard times anything they do not need for the present.

Mice tend to be wary of creatures larger than themselves, especially predators inclined to eat them, but might assume a guarded friendliness with those that have proven to be well disposed toward them. Amongst each other they tend to be very gregarious, and are happiest in large natural communities of their own kind. They are natural singers and, preparatory to mating, male mice woo females by singing to them in a vocal range that cannot be heard by most other creatures (e.g., any who cannot speak Rodent). While rare, when they choose service, mice will serve humans, halflings, fairies, pixies, or other fey.

Rats, on the other paw, seem to have an over-inflated sense of their own prowess. As long as he is being observed by others, a rat will take on a foe several hun-

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dred times his size, simply to avoid appearing a coward. When not being watched, he will run and hide and make no apologies. Rats are opportunistic and treacherous, and they count those among their good qualities. While extremely loyal to the few friends they *do* make, they always make it hard for a newcomer to feel welcome.

Rat society is organized very much like a gang, with the strongest, most ruthless rat assuming the mantle of leader. The few noble rats that do choose to serve seem to have an affinity for the goblinoid races and wizards. Squirrels seem to combine the work ethic of mice with the fearlessness of rats. Provided they are out of its reach, a squirrel will not hesitate to scold even the largest predator for disturbing his busy day. While wary of humanoids as a whole, squirrels will make friends with individuals on a case-by-case basis (usually after being offered tidbits of food). This is sometimes a point of contention between squirrels and rats; what the rat must

steal, the squirrel is given freely — a bushy tail goes a long way in public relations.

Squirrels enjoy the company of all manner of fey, and can often be found dancing in fairy rings alongside pixies and bogarts.

Noble Rodent Species Traits

- **Tiny.**
- **Base Speed:** 15 feet, **Climb:** 15 feet.
- **Natural Weapons:** bite (1d3).
- **Vestigial Hands:** Unlike most animals, rodents have vestigial hands that can be used to grasp tools. While their “natural” cousins still have not grasped the higher concepts involved in using tools, a noble rodent can use tools and weapons with only a -4 awkwardness penalty (provided they are of an appropriate size).
- **Low-light Vision (Ex).**
- **Scent (Ex).**
- **Bonus Feat:** Weapon Finesse.
- +4 racial bonus on Stealth checks, and a +8 racial bonus on Acrobatics and Climb checks.
- A rodent can always choose to take 10 on Climb checks, even if rushed or threatened.
- A rodent uses its Dexterity bonus instead of Strength for Climb checks.
- **Mammal.**
- **Automatic Languages:** High Fauna and Rodent. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Serpent, Simian, Songbird, Ursine, and Woodland.

Sub-Species: Noble Mouse

Noble Mouse Species Traits

- 1 Strength (Mice always begin play with a Strength of 1 — this can be increased through level advancement as usual), +4 Dexterity, +4 Charisma.
- **Diminutive.** This replaces the Rodent’s usual size of Tiny.
- **Natural Weapons:** bite (1hp).
- +8 racial bonus on Stealth checks. This replaces the Rodent’s +4.
- **Social Group:** None.

Sub-Species: Noble Rat

Noble Rat Species Traits

- 2 Strength (Rats always begin play with a Strength of 2, but this can be increased through level advance-



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ment as usual), +4 Dexterity, +2 Wisdom, -2 Charisma.

- **Base Speed:** 15 feet, **Climb:** 15 feet, **Swim:** 15 feet.
- +4 racial bonus on Swim checks.
- A rat uses its Dexterity bonus instead of Strength for Swim checks.
- A rat can always take 10 on Swim checks, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
- **Automatic Languages:** Canine, Feline, High Fauna and Rodent. **Bonus Languages:** Simian, Bat, Camel, Common, Crocodilian, Elephant, Equine, Herdspeak, Hyena, Lizard, Monitor, Raptor, Serpent, Songbird, Ursine, and Woodland.
- **Social Group:** Plague.

Sub-Species: Noble Squirrel

Noble Squirrel Species Traits

- 2 Strength (Squirrels always begin play with a Strength of 2 — this can be increased through level advancement as usual), +4 Dexterity
- A squirrel can use the run action while climbing, provided it moves in a straight line.
- **Social Group:** None.

Noble Snake, Constrictor

Thoughtful, deliberate, and slow to act, the constrictor is feared by any creature it may see as prey, yet respected for their wise counsel. They are long-term planners, never taking an action without knowing what their next five actions will be. If he chooses, a constrictor can be an implacable villain or an unyielding hero.

Whether they choose hero or villain is, of course, up to the individual snake. The unfortunate fact is that more choose villain than hero (though not by much).

Noble Constrictor Species Traits

- +2 Strength, +2 Dexterity, -2 Intelligence, +2 Wisdom, -2 Charisma.
- **Small.**
- **Base Speed:** 20 feet, **Climb:** 20 feet, **Swim:** 20 feet.
- **Natural Weapons:** bite (1d3).
- **Low-light Vision (Ex).**
- **Diminished Profile.** A constrictor can pass through any space large enough for a creature three size categories smaller than itself.
- **Natural Talent Track:** Skill Focus (Perception), Toughness.



- +4 racial bonus on Perception and Stealth checks. +8 racial bonus on Acrobatics checks.

• Reptile.

- **Automatic Languages:** High Fauna and Serpent. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Simian, Songbird, Ursine, and Woodland.

- **Social Group:** None.

Noble Constrictor Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Climb (Str), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 2 + Int modifier

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Class Features

- **Ability Increases:** At 1st, 3rd, and 6th levels your Strength score increases by 2. Your Dexterity score increases by 2 at 1st and 2nd levels. At 3rd and 4th levels your Constitution score increases by 2.
- **Natural Armor:** At 1st level you gain a Natural Armor bonus of +1. This increases to +2 at 3rd level, and +3 at 5th level.
- **Constrict (Ex):** At 2nd level, the constrictor gains the Constrict special attack. On a successful grapple check, a Small constrictor deals 1d2 + its Strength modifier in damage, while a Medium constrictor does 1d3, and a Large constrictor does 1d6
- **Improved Grab (Ex):** At 2nd level you also gain the Improved Grab special attack. To use this ability, you must hit with a bite attack. You can then attempt to start a grapple as a free action without provoking an attack of opportunity. If you win the grapple check, you can attempt to drag the opponent away or into deep water.
- **Size Increases:** At 3rd level your size increases to Medium, and again to Large at 6th level. These size increases are the only way a constrictor can increase in size; there is no Size Threshold for snake characters. When a constrictor increases in size, they do not gain the statistics adjustments shown on the table under Size Matters, but they *do* gain a negative level.

Noble Constrictor Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Str, +2 Dex, +1 Natural Armor
2 nd	+1	+3	+3	+0	+2 Dex, Constrict, Improved Grab
3 rd	+2	+3	+3	+1	+2 Str, +2 Con, +2 Natural Armor, Medium size
4 th	+3	+4	+4	+1	+2 Con
5 th	+3	+4	+4	+1	+3 Natural Armor
6 th	+4	+5	+5	+2	+2 Str, Large size

Noble Snake, Viper

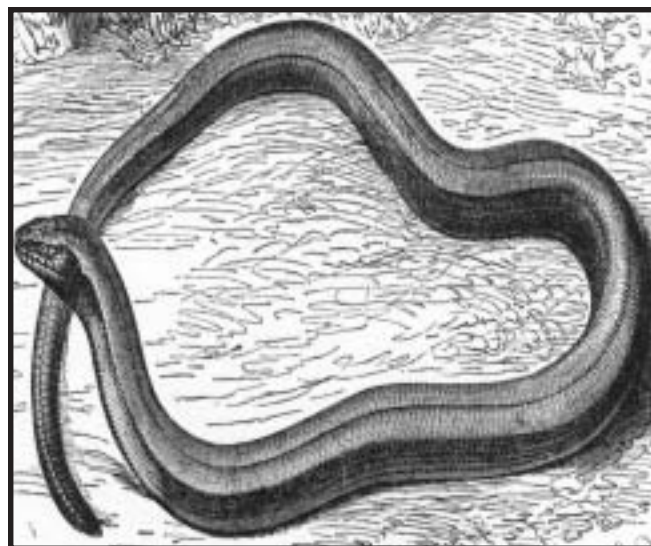
While it is true that some cultures view the viper as a symbol of learning and healing, it is also true that many more cultures see them as the earth-bound representative of absolute evil.

Some snakes are hurt by the evil stereotype, and strive to make people change their minds about them. Others, however, decide to live up to the image as best they can.

These rules can be used to represent any of hundreds of venomous snakes. Taking different feats can simulate the differences in species. For example: a hooded cobra or a rattlesnake would both have the Threat Display feat, a coral snake would take Ability Focus, and a spitting cobra would take Venom Spitting. Using these guidelines, you can build everything from an Asp (very dangerous) to a Yangzte Mamushi.

Noble Viper Species Traits

- **4 Strength** (Vipers always begin play with a Strength of 4 — this can be increased through level advancement as usual), +6 Dexterity, -2 Intelligence, +2 Wisdom.
- **Tiny.**
- **Base Speed:** 20 feet, **Climb:** 20 feet, **Swim:** 20 feet.
- **Natural Weapon:** Bite (1d2 + poison).
- **Natural Armor:** +1.
- **Poison (Ex):** You can elect to make an envenomed bite a number of times a day equal to your Constitution modifier x 3 (minimum of 1). This bite deals initial and secondary damage of 1d6 Con. The venom has a Fort save DC of 10 + ½ your Hit Dice (Maximum of +2) + your Con bonus. The secondary damage, as well as the save to prevent it, takes place one minute after the initial bite. Once used, your poison will replenish itself at a rate of your Con bonus (minimum 1) per hour of rest.
- **Low-light Vision (Ex).**
- **Diminished Profile.** A viper can pass through any space large enough for a creature three size categories smaller than itself.



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- **Bonus Feat:** Weapon Finesse.
- +4 racial bonus on Perception and Stealth checks.
- **Reptile.**
- **Automatic Languages:** High Fauna and Serpent. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Simian, Songbird, Ursine, and Woodland.
- **Social Group:** None.

Noble Viper Character Class

Hit Die: d8.

Class Skills

Acrobatics (Dex), Climb (Str), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Size Increases:** Your size increases at each level. These size increases are the only way a viper can increase in size; there is no Size Threshold for snake characters. When a viper increases in size, they do not gain the statistics adjustments shown on the table under Size Matters, but they *do* gain a negative level.
- **Ability Increases:** At each level, your Strength score increases by +2.
- **Natural Armor:** At 1st level, your Natural Armor bonus increases to +3.
- **Improved Venom:** At 2nd level, the Fort save to resist your venom increases by +1.

Noble Viper Character Class Table

Level	Base Atk	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+0	+2	+2	+0	+2 Strength, +3 Natural Armor, Small Size
2 nd	+1	+3	+3	+0	+2 Strength, Improved Venom, Medium Size
3 rd	+2	+3	+3	+1	+2 Strength, Large Size

Noble Songbird

For the noble songbird, every thought, feeling, experience or opinion is best expressed as a song. They have music in their hearts and they burst to share it. Beyond the simple calling out of territory or warnings of danger or courtship calls of their natural cousins, noble



songbirds are forever crafting carefully constructed pieces of musical art, sharing them among their fellow nobles, and critiquing the songs of others. This critiquing is never done with malice or contempt, but always in a manner intended to make the other bird a better performer. This is because, rather than be singled out as better than any other bird, a noble songbird truly wishes to fill the world with beautiful sound.

Doves, while not as vocal as songbirds, also strive for beauty in the world, but they strive for the beauty of peace. It is no accident that many gods have adopted the dove as a symbol of peace. Sometimes just their presence on a battlefield can spark a cease-fire. When that fails, they attempt to change the hearts of the combatants. When this fails, they will resort to trickery, magic, or outright falsehood to achieve this end, but never violence.

The mina bird is sometimes seen as the poor cousin of the parrot. They hate this. They have nothing against parrots as a group, but no mina bird will ever pass up a chance to show a parrot who is the superior mimic.

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Noble Songbird Species Traits

- 1 Strength (Songbirds always begin play with a Strength of 1 — this can be increased through level advancement as usual), +4 Dexterity, +4 Wisdom
- **Diminutive.**
- **Base Speed:** 10 feet, **Fly:** 40 (average).
- **Natural Weapons:** claws (1d2) (this is a single attack using both claws).
- **Low-light Vision (Ex).**
- **Bonus Feat:** Weapon Finesse.
- +4 racial bonus to Perform (Singing) checks.
- **Avian.**
- **Automatic Languages:** High Fauna and Songbird.
- Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Ursine, and Woodland.
- **Social Group:** Flock.

Sub-Species: Noble Dove

Noble Dove Species Traits

- The dove does not get the songbird's bonus to Perform (Singing).
- **Social Group:** Flock.
- In all other ways, the dove shares the same species traits as the songbird.

Sub-Species: Noble Mina Bird

Noble Mina-Bird Species Traits

- The mina bird does not get the songbird's bonus to Perform (Singing).
- **Automatic Languages:** Common, High Fauna, and Songbird. **Bonus Languages:** Simian, Bat, Camel, Canine, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Ursine, and Woodland.
- **Social Group:** Flock.
- In all other ways, the mina bird shares the same species traits as the songbird.

Noble Toad

The simple, unassuming toad; ignored by most, they hear everything. A noble toad will often instruct his natural brethren to keep him updated to goings-on in the forests and swamps where they live, singing to each other in a vast network, creating a terrific din in the woods, understood only by the toads. Of course, the



information conveyed by a natural toad's song will be limited to what it can understand and perceive, but a clever noble toad can piece together these bits of information into a big picture that can be startlingly accurate. Noble toads sometimes barter their services as spymaster to other creatures.

The frog is also largely ignored, but there is a long-standing tradition of noble frogs tricking their way into power in humanoid societies, and even being polymorphed into human form to assume the throne in a small kingdom. More than one human monarch has the blood of frogs in his veins.

Toad Species Traits

- 1 Strength (Toads always begin play with a Strength of 1 — this can be increased through level advancement as usual), +2 Dexterity, -4 Constitution, -2 Intelligence, +4 Wisdom, -2 Charisma.
- **Diminutive.**
- **Base Speed:** 5 feet.
- **Natural Weapon:** Bite (1 hp)
- **Amphibious (Ex):** The toad can operate with equal ease either in or out of water.
- **Low-light Vision (Ex).**
- **Bonus Feat:** Skill Focus (Perception).
- +4 racial bonus to Stealth checks.
- **Amphibian.**
- **Automatic Languages:** High Fauna and Woodland.
- Bonus Languages:** Bat, Camel, Canine, Common, Cro-

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odilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, and Ursine.

- **Social Group:** Swarm.

Sub-Species: Noble Frog

Noble Frog Species Traits

- The frog does not gain the toad's bonus to Stealth.
- +8 racial bonus to Acrobatics rolls made for jump checks.
- **Social Group:** None.
- In all other ways, the frog shares the same species traits as the toad.

Noble Tortoise

Possessing the strongest natural armor in the animal kingdom, tortoises also possess the slowest speed. When threatened, most simply pull into their shells and wait until a would-be attacker gets frustrated and leaves. Of course, an adventuring tortoise rarely has that option. For this reason, they like to join parties with powerful and mobile fighters, so that they can hang back and provide magical support without ever leaving the safety of their shell.

Tortoises have extremely long life-spans, even without being noble, and some will form long-lasting friendships with elves, fairies, and even dragons.

Noble Tortoise Species Traits

- 4 Dexterity (Tortoises always begin play with a Dexterity of 4 — this can be increased through level advancement as usual), +2 Constitution, +4 Wisdom; while extremely slow, the tortoise is also extremely patient.
- **Tiny.**
- **Base Speed:** 5 feet, **Swim:** 20 feet. A tortoise's Base Speed is never affected by defensive attitudes.
- **Natural Weapon:** Bite (1d3)
- **Natural Armor:** +4.
- **Hold Breath (Ex):** A tortoise can hold its breath for a number of rounds equal to 4x its Constitution score.
- **Low-light Vision (Ex).**
- **Bonus Feat:** Toughness.
- +8 racial bonus on any Swim check to perform some special action or avoid a hazard. Tortoises can always take 10 on a Swim check, even if distracted or endangered. It can also use the run action while swimming, providing it swims in a straight line.

- **Reptile.**

• **Automatic Languages:** Crocodilian, High Fauna and Woodland. **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, and Ursine.

- **Social Group:** None.

Noble Tortoise Character Class

Hit Die: d8.

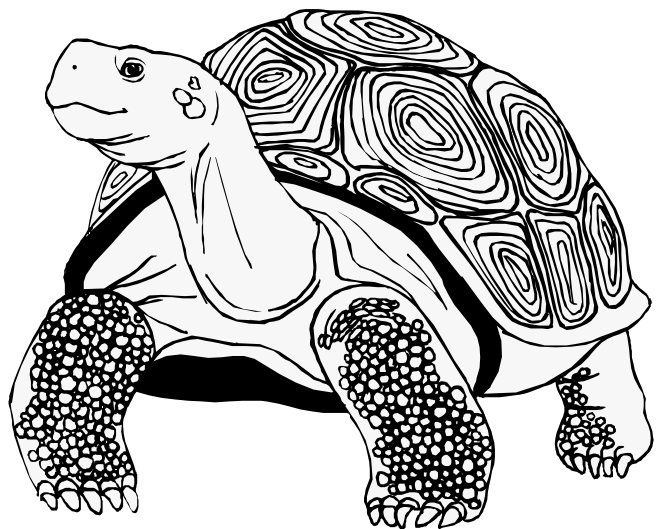
Class Skills

Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Ability Increases:** At 1st through 3rd levels your Constitution score increases by 2. At 5th level your Dexterity increases by 2.
- **Size Increases:** At 1st and 4th levels, a noble tortoise character increases in size to the next category. Tortoises do not have a size threshold; this is the only way a tortoise can increase in size.
- **Natural Armor:** At 1st level your Natural Armor bonus increases to +5. It increases again to +6 at 2nd level, +7 at 4th level, and +8 at 6th level.



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• **Bonus Feat:** At 1st, 4th, and 6th levels you gain a bonus feat from the following list: Aggressive Attitude, Cautious Attitude, Improved Natural Armor, Improved Natural Attack (bite), Pull In, Sturdy Attitude, and Toughness.

• **Speed Increase.** At 3rd level your Base Speed increases by 5 feet.

Noble Tortoise Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Constitution, +5 Natural Armor, Small Size, Bonus Feat
2 nd	+1	+3	+3	+0	+2 Constitution, +6 Natural Armor
3 rd	+2	+3	+3	+1	+2 Constitution, +5 Base Speed
4 th	+3	+4	+4	+1	Medium Size, +7 Natural Armor, Bonus Feat
5 th	+3	+4	+4	+1	+2 Dex
6 th	+4	+5	+5	+2	+8 Natural Armor, Bonus Feat

Noble Weasel

The wily weasel and the mischievous ferret. One is sneered at, their very name synonymous with dishonesty and cowardice, while the other is considered to be amusing and endearing. Why is this? Because ferrets are masters of public relations, while weasels are masters of skullduggery.

Weasels often find employment as assassins for some noble animal leaders, or even for the occasional humanoid master (elves and kobolds both have been known to use weasels in this manner). Their reputation for cowardice is completely undeserved; even a non-noble weasel will take on a bear to defend his family. Of course, weasels don't believe in a "fair fight." They believe that if the fight is fair, it's already lost.

Ferrets, on the other hand, are flighty and easily distracted. They like to play almost as much as otters, and they like shiny things almost as much as ravens. In fact, an adventuring party that included a ferret, an otter, and a raven would have a lot of fun, but they would end up accomplishing very little. With a more level head to guide them, however, a ferret is an invaluable addition to any team.

Noble Weasel Species Traits

• 3 Strength (Weasels always begin play with a Strength of 3 — this can be increased through level advance-



ment as usual), +4 Dexterity, +2 Wisdom, -2 Charisma.

• **Tiny.**

• **Speed:** 20 feet, **Climb:** 20 feet.

• **Natural Weapons:** Bite (1d3).

• **Attach (Ex):** If a weasel hits with a bite attack, it can use its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class.

• **Low-light Vision (Ex).**

• **Scent (Ex).**

• **Bonus Feat:** Weapon Finesse.

• +4 racial bonus on Stealth checks and a +8 racial bonus on Acrobatics and Climb checks. Weasels use their Dexterity modifier instead of their Strength modifier for Climb checks. A weasel can always take 10 on Climb checks, even if rushed or threatened.

• **Mammal.**

• **Automatic Languages:** High Fauna and Woodland.

Bonus Languages: Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena,

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Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, and Ursine.

- **Social Group:** None.

Sub-Species: Noble Ferret

Noble Ferret Species Traits

- 3 Strength (Ferrets always begin play with a Strength of 3 — this can be increased through level advancement as usual), +4 Dexterity, +2 Wisdom.
- The ferret does not gain the Attach special attack.
- +4 racial bonus to Escape Artist checks.
- **Social Group:** None.
- In all other ways, the ferret shares the same species traits as the weasel.

Noble Wolverine

Described by some humans as “100 pounds of mean in a 50 pound bag,” wolverines are the very embodiment of unchecked rage. Their ferocity serves them well; predators several times their size would rather face a gang of armed men than a mother wolverine protecting her young. Quick to anger and slow to forgive, wolverines nonetheless have a high regard for creatures able to keep their rage in check.

Noble Wolverine Species Traits

- +2 Dexterity, +2 Constitution, -2 Intelligence, +2 Wisdom.
- **Small.**

- **Size Threshold:** 3rd Hit Die.

- **Base Speed:** 30 feet, **Burrowing:** 10 feet, **Climb:** 10 feet.

- **Natural Weapons:** 2 claws (1d3), 1 bite (1d4).

- **Low-light Vision (Ex).**

- **Scent (Ex).**

- **Natural Talent Track:** Skill Focus (Perception), Toughness.

- +8 racial bonus to Climb checks. Wolverines can always take 10 on Climb checks, even if rushed or threatened.

- **Mammal.**

- **Automatic Languages:** High Fauna and Woodland.
- **Bonus Languages:** Bat, Camel, Canine, Common, Crocodilian, Elephant, Equine, Feline, Herdspeak, Hyena, Lizard, Monitor, Raptor, Rodent, Serpent, Simian, Songbird, and Ursine.

- **Social Group:** None.

Noble Wolverine Character Class

Hit Die: d8.

Class Skills

Bluff (Cha), Climb (Str), Intimidate (Cha), Perception (Wis), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier

Class Features

- **Ability Increases:** Your Dexterity score increases by +2 at 1st and 3rd levels.

- **Rage (Ex):** At 1st level you gain the Rage ability. If you take damage in combat you fly into a berserk rage on your next turn, clawing and biting madly until either you or your opponent is dead. You gain +4 to Strength, +4 to Constitution, and -2 to Armor Class. You cannot end this rage voluntarily. Note that you do not gain the barbarian's +2 to Will saves. If you ever take any levels in the barbarian class, the class ability Rage replaces this racial ability, as you learn to control your rage a bit more at the cost of some of your natural fury.

- **Natural Armor:** You gain a +1 Natural Armor bonus at 2nd level, going up to +2 at 3rd level.

Noble Wolverine Character Class Table

Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+0	+2 Dex, Rage
2 nd	+1	+3	+3	+0	+1 Natural Armor
3 rd	+2	+3	+3	+1	+2 Dex, +2 Natural Armor





Chapter 2: Classes



In order for noble animal PCs to take levels in the standard character classes, there are a few adjustments that need to be made. First, with the exceptions of apes, baboons, elephants, monkeys, raccoons, and rodents, the only way for a noble animal to attack in combat is with its natural weapons. While this means they can often attack with multiple natural weapons using an all-out attack, it also means that the character does not get additional attacks as their attack bonus increases.

Each character must designate one of their natural weapons (bite, gore, claw, kick, etc.) as their primary natural weapon. All other attacks are then considered to be secondary natural weapons. An attack with a character's primary natural weapon uses the character's full attack bonus, and receives the character's full Strength bonus to damage. Attacks with secondary natural weapons receive a -5 penalty to attack rolls, and only add $\frac{1}{2}$ the character's Strength bonus to damage. If a character has only one natural weapon, it is always considered to be their primary natural weapon, and receives 1.5 times their Strength bonus to damage (unless they also use a manufactured weapon; see below). Using natural weapons never provokes an attack of opportunity.

If a character is a species listed as one of the exceptions above, they can choose to use manufactured weapons. Unlike with natural weapons, full attack actions made with a manufactured weapon receive iterative attacks if the character's base attack bonus is high enough. Noble animal characters are not considered to be proficient with any manufactured weapons (except for the rock and the club), and take a -4 nonproficiency penalty to attack rolls with them, unless they have the appropriate Exotic Weapon Proficiency feat (see Chapter Four). A character wielding a manufactured weapon may still use their natural weapons (if they are not being used to wield the manufactured weapon), but treats all of their natural weapons as secondary natural weapons while doing so.

Defensive Attitudes in Combat

Noble animals, while lacking access to wide varieties of armor and equipment, are still capable of various means of self-defense. While these methods lack some of the protective capability of a suit of armor, they make up for it in ease of use and versatility.

Each morning the character must choose a defensive attitude he has access to and a trigger condition for a second. He is considered to be in the stated defensive attitude for the entire day unless the trigger condition is met, in which case he immediately switch-

es to the second Attitude, and stays in it for the rest of the day. It is perfectly acceptable to choose "none" as either a starting or triggered Attitude.

Trigger conditions can be: combat starts; magic is cast near you; you take damage; a friend cries out for help; you see a favored enemy; you kill a specific foe; you reach a destination; it starts to rain; etc.

A defensive attitude can be dropped at will, but a new one cannot be adopted unless the trigger condition is met or the character goes to sleep.

If a character is wearing armor of any type, he may not adopt an attitude.

A noble animal character can tell whether a target has an active attitude with a successful Sense Motive check versus a DC of 15. If the Sense Motive meets or exceeds 20, then the character can tell which attitude it is.

Here are the Attitudes:

Aggressive (Ex)

While in an aggressive attitude, the noble animal is constantly seeking for an advantage against opponents and potential opponents. He may tend to snap at other creatures, friend and foe, for no apparent reason, and will often be quick to anger.

Effects: While using this attitude, the character gains a +1 dodge bonus to AC. The constant alertness and aggressive behavior can sometimes interfere with the mindset of a spell-caster, so this attitude carries a 5% arcane spell failure. The bonus provided by this attitude is counted when figuring a character's Touch AC, but not their Flat-Footed AC.

Cautious (Ex)

A noble animal in a cautious attitude knows that danger is nearby, and is taking steps to ensure his safety. He may seem a bit more thoughtful than usual, and will often appear to have gained some sudden wisdom.

Effects: While using this attitude, the character's speed (on land, sea, or air) is reduced as shown on the chart below and he gains a +2 dodge bonus to AC. This supreme alertness can sometimes interfere with the mindset of a spell-caster, so this attitude carries a 15%

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arcane spell failure. The bonus provided by this attitude is counted when figuring a character's Touch AC, but not their Flat-Footed AC.

Sturdy (Su)

When a noble animal decides to concentrate on being sturdy, he effectively thickens his hide and is able to shrug off many attacks. This is because he has tapped into the power of his ancestors, allowing him to rise above "natural" animals. He will appear to be determined, dogged, and stubborn while under this attitude.

Effects: While using this attitude, the character's speed (on land, sea, or air) is reduced as shown on the chart above and he gains a +2 mystic armor bonus to AC and DR 1/-. This intense concentration can sometimes interfere with the completely separate concentration required of a spell-caster, so this attitude carries a 25% arcane spell failure. The bonus provided by this attitude is counted when figuring a character's Flat-Footed AC, but not their Touch AC.

Speeds While Under Attitudes

Base Speed	5	10	15	20	30	40	50	60	70
Cautious,									
Sturdy	5	10	10	15	20	30	35	40	50

Changes to Basic Character Classes

Following are modifications to the way the existing basic characters classes function when advanced in by noble animals.

Barbarian

- Craft is no longer a class skill for a noble animal barbarian.
- Noble animal barbarians gain no proficiency with any weapons or armor. Dogs, elephants, and horses are exceptions to this rule, and have proficiency in light and medium barding.
- If a noble animal barbarian is of size Tiny or smaller, he gains the first deed of the Larger Than Life deed tree, By Fang Alone, for free. If the character later wishes to gain the second deed of that tree, he must fulfill the requirements for both the first and second deed, but he only needs to pay the experience point cost of the second.
- Noble animal barbarians can use the Aggressive or Cautious Attitudes.

- **Fast Movement:** A noble animal barbarian's Fast Movement will apply to its base speed, swim speed, or fly speed, but not to climb or burrow.

Bard

- The following are no longer class skills for a noble animal bard: Craft, Sleight of Hand.
- Deft of Jaw and Survival are class skills for a noble animal bard.
- Noble animal bards gain no proficiency with any weapons or armor. Dogs, elephants, and horses are exceptions to this rule, and have proficiency in light barding.
- Noble animal bards can use the Aggressive Attitude.
- Noble animal bards use blood components in place of material components (see chapter 6).

Cleric

- Craft is no longer a class skill for a noble animal cleric.
- Survival is a class skill for a noble animal cleric.
- Noble animal clerics gain no proficiency with any weapons or armor. Dogs, elephants, and horses are exceptions to this rule, and have proficiency in all types of barding.
- Noble animal clerics can use the Aggressive, Cautious, or Sturdy Attitudes.
- Noble animal clerics can choose to follow any god available in your campaign, as long as it is appropriate for them to do so. Alternatively, the cleric can choose to follow their ancestors. Ancestor worship gives a noble animal cleric access to the Animal domain and any one other domain of their choice.
- Noble animal clerics use blood components in place of material components for casting spells (Chapter 6).

Druid

- Craft is no longer a class skill for a noble animal druid.
- Noble animal druids gain no proficiency with any weapons or armor.
- Noble animal druids can use the Aggressive or Cautious Attitudes.
- **Wild Empathy:** A noble animal druid can use this ability even on animals whose language he does not speak.
- **Nature Bond:** In addition to the options listed in the rules for Nature Bond (clerical domain or animal companion), a noble animal druid may choose to take a humanoid companion. The druid may choose from; dwarf, elf, gnome, half-elf, half-orc, halfling, and hu-

Chapter 2: Classes

man. A humanoid companion can be very valuable for an animal character, but they tend to be a bit intractable, having personalities and agendas of their own. More information on humanoid companions can be found below.

A noble animal druid cannot have a companion of the same species as itself.

- Noble animal druids use blood components in place of material components for casting spells (Chapter 6).

Humanoid Companions

A humanoid companion's abilities are determined by the druid's level and its humanoid racial traits. The table below determines many of the base statistics of the humanoid companion. They remain creatures of the humanoid type for purposes of determining which spells can affect them.

Class Level: This is the character's druid level. The druid's class levels stack with levels of any other classes that are entitled to a humanoid companion for the purpose of determining the companion's statistics.

HD: This is the total number of eight-sided (d8) Hit Dice the humanoid companion possesses, each of which gains a Constitution modifier, as normal.

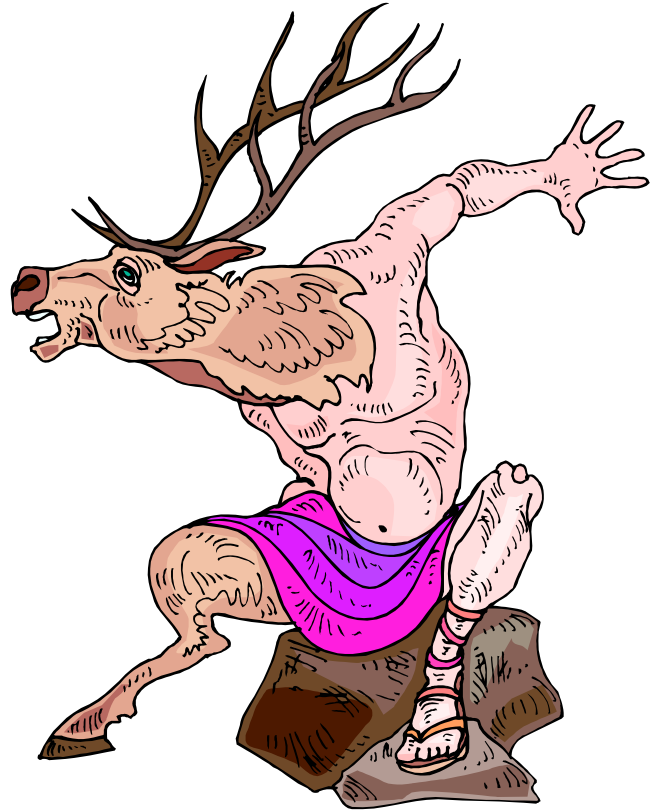
BAB: This is the humanoid companion's base attack bonus. A humanoid companion's base attack bonus is the same as that of a druid of the same level. Most humanoid companions will use simple weapons, and their damage will be determined by the individual weapon.

Fort/Ref/Will: These are the humanoid companion's base saving throw bonuses. A humanoid companion has good Fortitude and Reflex saves.

Skills: This lists the companion's total skill ranks. Humanoid companions can assign skill ranks to any skill listed under Humanoid Companion Skills. If a humanoid companion increases its Intelligence past 10 or higher, it gains bonus skill ranks as normal. A humanoid companion cannot have more ranks in a skill than its level.

Feats: This is the total number of feats possessed by a humanoid companion. Humanoid companions should select their feats from those listed under Humanoid Companion Feats. Animal companions can select other feats, although some may not be appropriate (Improved Natural Armor, etc.).

Note that humanoid companions cannot select a feat with a requirement of base attack bonus +1 until they



gain their second feat at 2nd level.

Str/Dex Bonus: Add this modifier to the humanoid companion's Strength and Dexterity scores.

Special: This includes a number of abilities gained by humanoid companions as they increase in power. Each of these bonuses is described below.

Link (Ex): A druid can speak to her humanoid companion as if they share a common language, even if this is not the case. The druid gains a +4 circumstance bonus on all Diplomacy checks made regarding a humanoid companion. Other characters and creatures will not be able to understand the druid and humanoid companion's communication.

Share Spells (Ex): The druid may cast a spell with a target of "You" on her humanoid companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her humanoid companion even if the spells normally do not affect creatures of the companion's type (humanoid). Spells cast in this way must come from a class that grants a humanoid companion. This ability does not allow the companion to share abil-

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ities that are not spells, even if they function like spells.

Evasion (Ex): If a humanoid companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Ability Score Increase (Ex): The humanoid companion adds +1 to one of its ability scores.

Devotion (Ex): A humanoid companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, a humanoid companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Humanoid Companion Skills

Humanoid companions can have ranks in any skill, but the following are considered class skills for them: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Humanoid Companion Feats

Animal companions can select from the following feats: Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Exotic Weapon Proficiency, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Run, Shield Proficiency, Simple Weapon Proficiency, Skill Focus, Spring Attack, Stealthy, Toughness, and Weapon Focus. GMs might expand this list to include feats from other sources.

Humanoid Companion Choices

Each humanoid companion has different starting sizes, speed, attacks, ability scores, and special qualities. All companion attacks are made using the same rules for player character humanoids. As you gain levels, your humanoid companion improves as well. In addition to the standard bonuses noted on the table above, when your human companion reaches 4th level, their

Humanoid Companion Base Statistics

Class			Fort	Ref	Will			Str/Dex	
Level	HD	BAB	Sv	Sv	Sv	Skills	Feats	Bonus	Special
1st	1	+0	+0	+0	+2	4	1	+0	Link, share spells
2nd	2	+1	+0	+0	+3	6	2	+0	—
3rd	3	+2	+1	+1	+3	8	2	+1	Evasion
4th	4	+3	+1	+1	+4	10	2	+1	Ability score increase
5th	5	+3	+1	+1	+4	12	3	+1	—
6th	6	+4	+2	+2	+5	14	3	+2	Devotion
7th	7	+5	+2	+2	+5	16	3	+2	—
8th	8	+6/+1	+2	+2	+6	18	4	+2	—
9th	9	+6/+1	+3	+3	+6	20	4	+2	Ability score increase
10th	10	+7/+2	+3	+3	+7	22	5	+3	—
11th	11	+8/+3	+3	+3	+7	24	5	+3	—
12th	12	+9/+4	+4	+4	+8	26	5	+4	—
13th	13	+9/+4	+4	+4	+8	28	6	+4	—
14th	14	+10/+5	+4	+4	+9	30	6	+4	Ability score increase
15th	15	+11/+6/+1	+5	+5	+9	32	6	+5	Improved evasion
16th	16	+12/+7/+2	+5	+5	+10	34	7	+5	—
17th	17	+12/+7/+2	+5	+5	+10	36	7	+5	—
18th	18	+18/+8/+3	+6	+6	+11	38	8	+6	—
19th	19	+14/+9/+4	+6	+6	+11	40	8	+6	—
20th	20	+15/+10/+5	+6	+6	+12	42	8	+6	Ability score increase

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Dexterity and Constitution increase by 2.

Each humanoid companion begins their career of service to the druid character with a single weapon and a single set of armor that they might use.

The humanoid companions listed here are by no means the only ones available—any humanoid race that would not be out of place given your campaign's setting can theoretically be used as a companion.

Dwarf

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** 17; **Attack** battleaxe (1d8); **Ability Scores** Str 13, Dex 11, Con 14, Int 9, Wis 12, Cha 6; **Special Qualities** darkvision, defensive training, greed, hatred, hardy, stability, stonecunning.

Gear: battleaxe, chainmail, light wooden shield.

Elf

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** 14; **Attack** battleaxe (1d8); **Ability Scores** Str 11, Dex 15, Con 10, Int 12, Wis 9, Cha 8; **Special Qualities** low-light vision, elven immunities, keen senses.

Gear: longbow, leather armor.

Gnome

Starting Statistics: **Size** Small; **Speed** 20 ft.; **AC** 14; **Attack** light mace (1d4); **Ability Scores** Str 11, Dex 11, Con 14, Int 9, Wis 10, Cha 10; **Special Qualities** low-light vision, defensive training, hatred, illusion resistance, keen senses, obsessive.

Gear: light mace, studded leather.

Half-Elf

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** 15; **Attack** longsword (1d8); **Ability Scores** Str 13, Dex 13, Con 12, Int 9, Wis 10, Cha 8; **Special Qualities** low-light vision, adaptability, elf blood, elven immunities, keen senses.

Gear: longbow, chain shirt.

Half-Orc

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** 15; **Attack** falchion (2d4); **Ability Scores** Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8; **Special Qualities** darkvision, intimidating, orc blood, orc ferocity.

Gear: falchion, hide armor.

Halfling

Starting Statistics: **Size** Small; **Speed** 20 ft.; **AC** 15; **Attack** sling (1d8); **Ability Scores** Str 9, Dex 15, Con 12, Int 10, Wis 9, Cha 10; **Special Qualities** Fearless, halfling luck, keen senses, sure footed.

Gear: sling, leather armor.

Human

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** 15; **Attack** short spear (1d6); **Ability Scores** Str 13, Dex 11, Con 12, Int 11, Wis 10, Cha 8; **Special Qualities** Bonus feat, skilled.

Gear: short spear, chain shirt, light wooden shield.

Fighter

- Craft is no longer a class skill for a noble animal fighter.
- Survival is a class skill for a noble animal fighter.
- Noble animal fighters gain no proficiency with any weapons or armor. Dogs, elephants, and horses are exceptions to this rule, and have proficiency in all types of barding.
- Noble animal fighters can use the Aggressive, Cautious, or Sturdy Attitudes.
- If a noble animal fighter is size Tiny or smaller, he gains the first deed of the Larger Than Life deed tree, By Fang Alone, for free. If the character later wishes to gain the second deed of that tree, he must fulfill the requirements for both the first and second deed, but he only needs to pay the experience point cost of the second.
- **Attitude Training:** At 3rd level, a noble animal fighter can move at their full speed even while they are using the cautious attitude. At 7th level, they can move at full speed while using the sturdy attitude.
- **Weapon Training:** Most noble animals will, of course, make use of the *Natural* weapon group for purposes of this class feature. In addition, the following new weapon group is available to noble animal fighters (as well as humanoid fighters who, for some reason, have access to noble animal boons).

Boon: any spectral natural weapon granted through temporary or permanent use of a boon.

- **Attitude Mastery:** At 20th level, a noble animal fighter gains DR 5/- whenever he is using either the aggressive or cautious attitudes. The DR granted by the sturdy attitude is increased to DR 7/-.

- **Weapon Mastery:** When the noble animal fighter chooses a weapon for this feature, it can be any one of their natural weapons or boon weapons. If the fighter

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has gained boon hands, then they can also use this ability for any humanoid weapon in which they are proficient.

Monk

- Craft is no longer a class skill for a noble animal monk.
- Survival is a class skill for a noble animal monk.
- Noble animal monks gain no proficiency with any weapons or armor.
- **Fast Movement:** A noble animal monk's Fast Movement does not apply to Burrow, Climb, Fly, or Swim movement rates.
- **Flurry of Blows:** For the purposes of the flurry of blows special ability, the monk's natural weapons (even if those weapons are spectral "boon" weapons) are considered special monk weapons. A flurry of blows attack can be made with either unarmed attack damage, or with a single natural weapon.
- **Unarmed Strike:** A noble animal monk does the same damage with an unarmed strike that a humanoid monk of the same size category would do. This attack represents a disciplined and controlled use of the monk's body, and not necessarily their natural weapons. The damage for the unarmed attack can be found on the table below:

Monk Unarmed Damage by Size

Level	Diminutive	Tiny	Small	Medium	Large	Huge
1 st – 3 rd	1	1d3	1d4	1d6	1d8	2d6
4 th – 7 th	1d3	1d4	1d6	1d8	2d6	2d8
8 th – 11 th	1d4	1d6	1d8	1d10	2d8	3d6
12 th – 15 th	1d6	1d8	1d10	2d6	3d6	3d8
16 th – 19 th	1d8	1d10	2d6	2d8	3d8	4d8
20 th	1d10	2d6	2d8	2d10	4d8	4d10

Paladin

- Craft is no longer a class skill for a noble animal paladin.
- Survival is a class skill for a noble animal paladin.
- Noble animal paladins gain no proficiency with any weapons or armor. Dogs, elephants, and horses are exceptions to this rule, and have proficiency in all types of barding.
- If a noble animal paladin is of size Tiny or smaller, he gains the first deed of the Larger Than Life deed tree, By Fang Alone, for free. If the character later wishes to gain the second deed of that tree, he must fulfill the requirements for both the first and second deed, but he

only needs to pay the experience point cost of the second.

- Noble animal paladins can use the Aggressive, Cautious, or Sturdy Attitudes.
- **Divine Bond:** The divine bond for a noble animal paladin is slightly different than that for a humanoid paladin. The divine bond can still take one of two forms, but those forms are different.

The first type of bond allows a noble animal paladin to call on the aid of a celestial spirit to temporarily possess one of the paladin's own natural weapons, granting the same abilities as those listed for the divine bond weapon enhancements given in the core rules.

The second type of bond allows a paladin to gain the service of a loyal escort to serve her in her crusade against evil. This escort is usually a humanoid with some distant celestial heritage who has felt a calling to serve in this manner. This escort functions as a druid's humanoid companion, using the paladin's level as her effective druid level.

All of the special abilities and rules listed for the paladin's mount can be applied to the paladin's escort.

The escort can be chosen from same list as the humanoid companions listed for the druid.

- Noble animal paladins use blood components in place of material components for casting spells (see chapter 6).

Ranger

- Craft is no longer a class skill for a noble animal ranger.
- Noble animal rangers gain no proficiency with any weapons or armor. Dogs, elephants, and horses are exceptions to this rule, and have proficiency in light barding.
- If a noble animal ranger is of size Tiny or smaller when he becomes a ranger, he gains the first deed of the Larger Than Life deed tree, By Fang Alone, for free. If the character later wishes to gain the second deed of that tree, he must fulfill the requirements for both the first and second deed, but he only needs to pay the experience point cost of the second.
- Noble animal rangers can use the Aggressive Attitude.
- **Favored Enemy:** Most noble animal rangers focus this ability on other animals, which includes both normal and noble varieties.
- **Wild Empathy:** A noble animal ranger can use this ability even on animals whose language he does not speak.

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• **Combat Style:** Few noble animal rangers will find any benefit in either the Archery or the Two-Weapon Fighting styles. They can, however, take the Wild Fighting style.

If the ranger selects the wild fighting style, he can choose from the following list whenever he gains a combat style feat: Ability Focus, Multiattack, Versatile Beast, or Weapon Finesse. At 6th level, he adds Improved Multiattack and Improved Natural Weapon to the list. At 10th level, he adds Awesome Blow and Greater Multiattack to the list.

The benefits of a ranger's combat style only apply if he is under the Aggressive Attitude, or no Attitude.

• **Hunter's Bond:** In addition to the options listed in the rules for hunter's bond, a noble animal ranger may choose to take a humanoid companion. The ranger may choose from; dwarf, elf, gnome, half-elf, half-orc, halfling, and human. A humanoid companion can be very valuable for an animal character, but they tend to be a bit intractable, having personalities and agendas of their own.

This ability functions like the druid humanoid companion ability (as seen above), except that the ranger's effective druid level is equal to his ranger level -3.

A noble animal ranger cannot have a companion of the same species as itself.

• Noble animal rangers use blood components in place of material components for casting spells (see chapter 6).

Rogue

• Craft and Sleight of Hand are no longer class skills for a noble animal rogue (except for apes, baboons, monkeys, and raccoons, who can still take Slight of Hand).

• Deft of Jaw and Survival are class skills for a noble animal rogue.

• Noble animal rogues gain no proficiency with any weapons or armor. Dogs, elephants, and horses are exceptions to this rule, and have proficiency in light barding.

• Noble animal rogues can use the Aggressive Attitude.

• Sneak Attack: The rogue's sneak attack ability can apply to any natural weapons or special attacks (except Powerful Charge, Stampede, or Trample).

Sorcerer

• Craft is no longer a class skill for a noble animal sorcerer.



- Survival is a class skill for a noble animal sorcerer.
- Noble animal sorcerers gain no proficiency with any weapons, armor, or defensive attitudes.
- While noble animal sorcerers still gain the Eschew Materials feat, they use blood components in place of material components when the value of those components is over 1 gold piece (see chapter 6).
- If a Noble Animal Sorcerer who already has claws gains claws as a bloodline power, treat them as if they had taken the Improved Natural Weapon feat for both claws.
- In addition to the familiars available to humanoid wizards, noble animals can choose a humanoid familiar. Add the following to the list of available familiars:

Familiar Special

Dwarf	Master gains a +2 bonus on saves versus magic
Elf	Master gains immunity to magical sleep effects
Gnome	Master gains 1 additional 1st level spell of the illusion school per day.
Halfling	Master gains a +3 bonus to Stealth checks
Human	Master gains a +3 bonus to Diplomacy checks
Orc	Master gains a +3 bonus to Intimidate checks

All rules regarding familiars apply to humanoid familiars except for Intelligence. A Humanoid familiar has an average Intelligence for its race. A noble animal sorcerer may never take a familiar of his or her own species (noble or natural).

In addition to the more traditional benefits bestowed by a familiar, humanoid familiars can carry equipment.

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Wizard

- Craft is no longer a class skill for a noble animal wizard.
- Survival is a class skill for a noble animal wizard.
- Noble animal wizards gain no proficiency with any weapons, armor, or defensive attitudes.
- Familiar: Noble animal wizards have access to the same familiars available to noble animal sorcerers.
- A Noble Animal wizard who decides to use the item option for the Arcane Bond feature can still do so with a couple of restrictions. Animals with current or previous contact with humanoids may have been given a collar or something similar, or even a treasured chew-toy. All other rules for arcane bonded items apply: a collar must be worn or a chew-toy must be in the mouth for the item to be used. Without humanoid contact, the arcane bond is unlikely to be used for an item (but it is not impossible).
- Noble Animal Wizards do not gain the Scribe Scroll Feat, instead getting the Create Juju Feat.
- Spellbook: Noble animal wizards do not keep spellbooks in the same way as humanoids. A noble animal wizard's spellbook appears to be a collection of marks and smudges on the walls and floor of its lair. For a traveling spellbook, the wizard's own body can become his spellbook; fur matted in unique patterns, scales with strange markings on them, even unusually colored feathers can serve.
- Noble animal wizards use blood components in place of material components for casting spells components for casting spells (see Chapter 6).

New Basic Character Class

Greater Familiar

An indispensable assistant, partner, and friend to wizards, most familiars are simply normal animals that have been magically enhanced and bonded with a spellcaster. Noble animals and humanoids can become greater familiars, possessing the same abilities as normal familiars, but with the potential to become much more.

Having a greater familiar can be both a blessing and a curse for an arcane caster. *Being* a greater familiar can be a challenging and rewarding role-playing experience.

Adventures: Greater familiars go where their masters go. If one's master is a adventurous, devil-may-

care slinger of spells, you may find yourself dragged to every gods-forsaken, death-trap-ridden, peril-soaked corner of the world against your will.

A greater familiar "in-between" masters will either search for a new master in places he feels most comfortable, or will give up the path of the greater familiar.

Characteristics: Greater familiars have similar abilities to those of their masters, and therefore are often glad of high Intelligence or Charisma scores. Sometimes, it is helpful for the master if his familiar has a different focus than himself. For instance, a dour and bookish wizard may be glad of the companionship of his loquacious and friendly parrot greater familiar; at the same time, a flighty and personable sorcerer may be thankful that his cat greater familiar is so well-learned and stable.

Alignment: Greater familiars tend toward the same alignments as sorcerers and wizards, and will often, but not always, gravitate towards masters with the same alignment.

Religion: Greater familiars will usually worship the same deities as their masters, though some noble animal familiars may alternatively practice ancestor worship.

Background: Greater familiars are a very rare occurrence indeed. By comparison, most familiars are



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slow or even stupid. Familiars and Greater familiars of different spell casters may get along famously, or they may fight constantly. A greater familiar may look down on the “lesser” variety with pity or even scorn. When they meet each other, greater familiars often spend hours in idle chat, complaining about their masters’ habits and demands. If two greater familiars find themselves in competition for the same master, they will do everything they can, short of physical conflict, to edge the other out to claim him.

Races / Species: Humanoid characters may become greater familiars for noble animal spell casters, and noble animal characters may become greater familiars for humanoid or noble animal spell casters. Humanoids may not become greater familiars for other humanoids unless your GM wishes to have a very strange campaign dynamic. Of the noble animal species, bats, cats, hawks, lizards, owls, rats, ravens, toads, and weasels are the most likely to take up the mantle of greater familiar, but by no means the only ones.

Other Classes: Greater familiars, obviously, prefer to work with a spell caster. Beyond that, they usually have little say in whom their master associates with, although smart spell casters know not to trust someone who their familiar doesn’t like.

Role: A well-played greater familiar should be similar to a very good caddy. His presence makes the spell caster more effective, but he gets very little credit. Accolades are not why he does it though; the bond of partnership between greater familiar and master goes beyond rewards.

Game Rule Information

Greater Familiars have the following game statistics.

Abilities: Intelligence or Charisma are very important for a greater familiar, depending on whether they will serve a wizard or a sorcerer.

Alignment: Any.

Greater Familiar Character Class

Greater Familiar Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Natural Armor Adj.	Special	Counterspells per Day								
							1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	+0	+0	+0	+2	+1	Gift of Understanding, Alertness, Evasion, Familiar Benefit, Bond of Partnership	—	—	—	—	—	—	—	—	—
2 nd	+1	+0	+0	+3	+1	Share Master’s Spells, Empathic Link with Master	1	—	—	—	—	—	—	—	—
3 rd	+1	+1	+1	+3	+2	Deliver Master’s Touch Spells	2	—	—	—	—	—	—	—	—
4 th	+2	+1	+1	+4	+2		2	1	—	—	—	—	—	—	—
5 th	+2	+1	+1	+4	+3	Bonus Feat	3	2	—	—	—	—	—	—	—
6 th	+3	+2	+2	+5	+3	Telepathy with Master	3	2	1	—	—	—	—	—	—
7 th	+3	+2	+2	+5	+4		3	3	2	—	—	—	—	—	—
8 th	+4	+2	+2	+6	+4		4	3	2	1	—	—	—	—	—
9 th	+4	+3	+3	+6	+5	Improved Evasion	4	3	3	2	—	—	—	—	—
10 th	+5	+3	+3	+7	+5	Bonus Feat	4	4	3	2	1	—	—	—	—
11 th	+5	+3	+3	+7	+6	Spell Resistance	4	4	3	3	2	—	—	—	—
12 th	+6	+4	+4	+8	+6		4	4	4	3	2	1	—	—	—
13 th	+6	+4	+4	+8	+7	Master Can Scry on You	4	4	4	3	3	2	—	—	—
14 th	+7	+4	+4	+9	+7		4	4	4	4	3	2	1	—	—
15 th	+7	+5	+5	+9	+8	Bonus Feat	4	4	4	4	3	3	2	—	—
16 th	+8	+5	+5	+10	+8	Scry on Master	4	4	4	4	4	3	2	1	—
17 th	+8	+5	+5	+10	+9		4	4	4	4	4	3	3	2	—
18 th	+9	+6	+6	+11	+9	Teleport to Master	4	4	4	4	4	4	3	2	1
19 th	+9	+6	+6	+11	+10		4	4	4	4	4	4	4	3	2
20 th	+10	+6	+6	+12	+10	Arcane Recharge, Bonus Feat	4	4	4	4	4	4	4	3	3

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Hit Die: d6.

Class Skills

The Familiar's class skills (and the key abilities for each skill) are Acrobatics, Escape Artist (Dex), Knowledge (all skills, taken individually)(Int), Profession (Wis), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier

Class Features

- **Weapon and Armor Proficiency:** Humanoid familiars are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Noble animal familiars gain no proficiency with any weapons, armor, or defensive attitudes.

- **Counterspells (Sp):** While unable to cast spells of your own, you can use the knowledge you have gained through your association with mages, along with your own innate magical energies, to counter a spell that you recognize as it is being cast. As a familiar, you cannot learn spells on your own, but you automatically know any spells that your master knows. You do not need prepare your counterspells in advance, but can instead counter any spell you know up to the given number of times a day. You gain bonus counterspells based on your Intelligence score.

When a spell caster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that counterspell (you know it and have it prepared), you can cast the counterspell and automatically ruin the other spell-caster's spell. Counterspelling works even if one spell is divine and the other arcane.

A familiar can only counterspell magic from the realm of his master. In other words, an animal familiar with a human master can only cast counterspells against humanoid magic, and not animal magic. If the master has the Gift of Understanding feat, then the familiar can counter both types of spells.

A familiar gains bonus counterspells just like a Sorcerer or Wizard gains bonus spells based on their Charisma or Intelligence. The ability used to determine the bonus counterspells is the same as that used by the familiar's master. If a familiar loses its master and then gains one of a different class (ie: her former master was a Sorcerer, and her new master is a Wizard), then the ability used to determine bonus spells switches to

match the new master.

- **Bond of Partnership (Su):** As a familiar, you share a powerful bond with your master. Because of this, if your master is ever killed or if he dismisses you, you must attempt a DC 15 Fort save. Failure means you lose 200 experience points per level; success reduces the loss to one-half that amount. If you lose your master, you cannot gain levels as a familiar until you find a new master of a level equal to your own. Without a master, most of your class features are worthless, so it is a good idea to keep your master safe.

- **Natural Armor Adjustment:** Your constant exposure to occasionally dangerous magical energies (and perhaps learning to dodge the odd misfired spell) has infused your body with a protective aura that directly modifies your natural armor. This bonus begins at +1 at first level, and increases by one at every odd level.

This bonus vanishes while you wear any sort of artificial armor and returns when the armor is removed.

- **Gift of Understanding (Su):** As long as you have a bonded master, you can perceive magic from his realm even if you are from the other realm as if you had the Gift of Understanding Feat. This ability goes away if you lose your master, leave your master, or begin advancing as a spell-caster of any type.

- **Alertness (Ex):** You gain the Alertness feat, and as long as you are within arms reach of your master, he gains the effect as well.

- **Evasion (Ex):** You can avoid even magical and unusual attacks with great agility. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. If you are helpless you cannot gain the benefits of evasion.

- **Familiar Benefit (Su):** You grant a special benefit to your master based on your species. The table below details the benefit granted by certain species. If your species is not on this table, then the benefit is either:
 - o +3 bonus to skill checks that your species has a racial bonus in,

- o +2 bonus to a save that your species has a racial bonus in,

- o +1 Natural Armor bonus if your species has a Natural Armor bonus of +4 or better,

- o +5 foot bonus to base speed, if your species has a base Speed of 40 feet or more.

When choosing the benefit, go down this list and choose the first one you qualify for.

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Familiar	Special
Dwarf	Master gains a +2 bonus on saves versus magic
Elf	Master gains immunity to magical sleep effects
Gnome	Master gains 1 additional 1st level spell of the illusion school per day.
Half-Elf	Master gains a +3 bonus to Diplomacy checks
Half-Orc	Master gains a +3 bonus to Intimidate checks
Halfling	Master gains a +3 bonus to Stealth checks
Human	Master gains an additional permanent class skill
Noble Bat	Master gains a +3 bonus on Perception checks
Noble Cat	Master gains a +3 bonus on Stealth checks
Noble Hawk	Master gains a +3 bonus on Perception checks in bright light
Noble Lizard	Master gains a +3 bonus on Climb checks
Noble Owl	Master gains a +3 bonus on Perception checks in shadows
Noble Rat	Master gains a +2 bonus on Fortitude saves
Noble Raven	Master gains a +3 bonus on Appraise checks
Noble Snake	Master gains a +3 bonus on Bluff checks
Noble Toad	Master gains +3 hit points
Noble Weasel	Master gains a +2 bonus on Reflex saves

• **Share Master's Spells (Su):** At 2nd level you can share your master's spells. At your master's option, he may have any spell he casts on himself also affect you. You must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting you if you move farther than 5 feet away and will not affect you again even if you return to your master before the duration expires. Additionally, your master may cast a spell with a target of "You" on you (as a touch range spell) instead of on himself.

• **Empathic Link with Master (Su):** At 2nd level you have an empathic link with your master out to a distance of 1 mile.

You cannot see through each other's eyes, but you can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

• **Deliver Master's Touch Spells (Su):** At 3rd level you gain the ability to deliver your master's touch spells as if you had cast them. As usual, if your master casts another spell before you deliver the touch, the touch spell dissipates.

• **Bonus Feat:** At 5th, 10th, 15th, and 20th levels you gain a bonus feat from the following list: Arcane Strike*, Improved Counterspell, Magical Aptitude, or any

Metamagic Feat. If you take a Metamagic feat you can apply its effects to spells cast by your master. In order to grant the benefit of one of these feats you must be within 5 feet of your master, and choose to let him use it.

* For the purposes of this feat's prerequisites, your ability to counterspell counts as the ability to cast arcane magic

• **Telepathy with Master (Su):** At 6th level the link between you and your master matures into true telepathy.

You can communicate anything you could through speaking, at a range of up to 1 mile.

• **Improved Evasion (Ex):** At 9th level your Evasion ability grows into Improved Evasion. This works like evasion, except that while you still take no damage on a successful Reflex saving throw against attacks, you henceforth take only half damage on a failed save. If you are helpless you cannot gain the benefits of evasion.

• **Spell Resistance (Su):** At 11th level, you gain spell resistance equal to your Greater Familiar level +5. To affect you with a spell, a spellcaster other than your master must get a result on a caster level check (1d20 + caster level) that equals or exceeds your spell resistance.

• **Master can scry on you (Su):** At 13th level, your master may scry on you (as if casting the scrying spell) once per day.

• **Scry on Master (Su):** At 16th level, you may scry on your master (as if casting the scrying spell) once per day.

• **Teleport to Master (Su):** At 18th level, you gain the ability to teleport to your master's side from anywhere on the same plane of existence. You can use this ability once per day.

• **Arcane Recharge (Su):** At 20th level, once per day, you may choose any spell your master has cast during the current day and give him the ability to cast it again. This spell is cast just like any other spell that your master may cast, including caster level, and does not use up a spell slot. Your master must cast the spell again within five minutes of you returning it or it is lost.

Ex Familiars

If you ever take any levels in any spell-casting character class (arcane or divine), you can never again advance as a familiar. Assassins, Paladins, and Rangers are not spell-casting classes until they reach the level at which they are first granted spells.

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Prestige Classes

Alpha

An alpha is a leader of his species social group, be it pack, pride, herd, or cete. The alpha male wolf, the bull elephant, the lead stallion, these are all alphas. While usually male, there are some species (such as hyenas) that are female dominated. An alpha has the responsibility of ensuring that his group has enough food and water, as well as defending them from intruders and predators.

Noble animals, of course, have the potential to become much greater alphas than any natural animal.

While the responsibilities of ruling may preclude many far-flung adventures, alphas of normally migratory species may simply bring their followers with them when they travel. If the group has a set territory, however, the alpha may be best served by limiting his adventuring to within a day's journey from his home.

If the alpha does not see to the needs of his charges, he may find himself challenged for his position.

Hit Die: d10.

Requirements

- **Base Attack Bonus:** +5
- **Abilities:** Charisma 12+
- **Development:** If your species has any species class levels, you must have completed all the levels available to you. In other words, a noble wolf must have 2 levels of canine, a noble gorilla must have 5 levels of ape, a noble chimpanzee must have 3 levels of ape, and a noble lion must have 6 levels of great cat, while a noble rabbit neither has nor needs species levels.
- **Special:** Must be a member of a species with a social group.
- **Special:** Must have defeated the group's previous leader (alpha or otherwise) in a challenge, or have been chosen by him to succeed. The challenge must be fought as a melee battle, and may or may not be to the death.

Class Skills

The alpha's class skills are: Acrobatics (Dix), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** The alpha gains no additional weapon or armor proficiencies.
- **A Chieftain's Responsibilities:** While you bear the crown of alpha, you are granted a certain amount of privilege among your social group, and also by other noble animals. This is not all there is to it, however. As leader of your group, you must ensure: that they get enough food, that their territory (*your* territory) remains unspoiled, that disputes are adjudicated wisely, and that invaders are driven off. If, at any time, you abuse the trust of your position or you neglect your responsibilities, you may find yourself facing more than the usual number of challengers to your throne (see below).
- **Leadership (Ex):** At 1st level, you gain the Leadership feat. Your followers will all be natural members of your species. Your cohort can be a noble of any species.

The number of followers that you can attract is a bit different than that available to humanoids. The following chart replaces the one in the core rules.

Leadership Level	Cohort Level	Total Hit Dice of Followers
1 or lower		—
2	1st	—
3	2nd	—
4	3rd	—
5	3rd	—
6	4th	—
7	5th	—
8	5th	—
9	6th	—
10	7th	5
11	7th	6
12	8th	8
13	9th	11
14	10th	16
15	10th	23
16	11th	28
17	12th	35
18	12th	40
19	13th	48
20	14th	61
21	15th	73
22	15th	91
23	16th	110
24	17th	133
25 or higher	17th	163

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In order to determine the number and level of your followers, look at the base statistics for the natural animal the character is based on. Divide the Total Hit Dice of Followers by Level by the animal's usual Hit Dice. This is how many full-grown members of your species have chosen to follow you. Any remainder is an immature animal that tags along with you. For example, a noble lion alpha with a leadership score of 14 and a character level of 10 can attract a cohort of 8th level and 3 full grown lions with a single 1 Hit Die lion cub who follows the adults around. Note that the lion's pride may actually be much larger, but these are the members of the pride that are willing to accompany him on adventures and fight under his command.

- **Inspire Confidence (Ex):** All members of your social group (pack, troop, herd, etc.) receive a morale bonus to skill checks equal to your Charisma modifier when within 30 feet of you. Friendly characters who are not members of your species get a bonus equal to half your Charisma modifier. This bonus does not apply to yourself.
- **Ability Boost:** At 2nd level, and again at 4th level, your Charisma score increases by +2. Note that this also increases your effective Leadership score.
- **Tactics (Ex):** At 2nd level, you gain insight into the tactics that can best protect your social group. Any member of your social group within 30 feet of you (including yourself) gains a tactical bonus to AC equal to ½ your alpha levels (round up).
- **Inspire Courage (Ex):** All members of your social group receive a morale bonus to hit and save equal to your Charisma modifier when within 30 feet of you. Friendly characters who are not members of your species get a bonus equal to half your Charisma modifier.

Alpha					
Alpha Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+1	+0	+0	+2	Leadership,
					Inspire Confidence
2 nd	+2	+0	+0	+3	Ability Boost: Cha +2,
					Tactics
3 rd	+3	+1	+1	+3	Inspire Courage
4 th	+4	+1	+1	+4	Ability Boost: Cha +2,
					Superior Tactics
5 th	+5	+1	+1	+4	Magnificent Beast



This bonus does not apply to yourself.

- **Superior Tactics (Ex):** At 4th level, your understanding of group tactics improves. Any member of your social group within 30 feet of you (including yourself) gains a tactical bonus to AC equal to your alpha level. Friendly characters who are not members of your species get a bonus equal to half your alpha levels (round up).
- **Magnificent Beast (Sp):** At 5th level you gain the ability to use this spell-like ability once per day. Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/-. Your size modifier for AC and attacks changes as appropriate to your new size category. The damage dealt by your natural weapons also increase to the next level. This effect doesn't change your speed. Determine space and reach as appropriate to your new size. This effect lasts for one round per your character level.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—increasing your size cannot crush you.

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All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

• **Facing the Challenge:** Any full-grown member of your social group, or a rogue from outside, can challenge a standing alpha for the position. The challenger must be of the same base species as you, whether noble or not. The challenge must be a physical battle, but magical spells and powers can be used to supplement your physical prowess (after all, your extraordinary powers may be what make you a better alpha). If you win the fight and do not kill your challenger, then they may be either banished from the group, or allowed to stay, with the defeat always hanging over him. Whatever the case, a defeated non-noble challenger can never challenge you again (though he might plot your downfall in other ways). Noble challengers may attempt to challenge you again as long as they are able.

If you lose the challenge and survive, you immediately lose your alpha status. You may no longer advance as an alpha, and you lose the class features Inspire Confidence, Inspire Courage, and Magnificent Beast. While you still have the Leadership feat, you lose all of your followers (but not your cohort), and must

attempt to attract new followers. Depending on your species and the personalities involved, you will either be allowed to stay with the group in a diminished capacity, or you will be banished. If you are allowed to stay, the new alpha will not tolerate you gathering new followers to yourself.

You may, if you wish, decide to challenge the new alpha at some point in order to take back your group. If so, then the same consequences apply. If you win, you regain all lost alpha class features and may continue to advance in this class.

• **Abdicating:** As alpha, you can decide at any time that you wish to retire. To do this, you must appoint a successor who meets with the approval of the group. After retiring you may stay with the group, advising your heir, or you may wish to leave and see what else the world has to offer.

As a retired alpha, you cannot advance in the alpha class any further, but you do not lose any of the class features you have earned. Your cohort will stay with you, but your group is now following your successor, so you will need to attract more followers if you wish. Your Inspire Confidence and Inspire Courage abilities will no longer work on members of your social group, but friendly members of other species still gain the listed bonuses.

If at any time it appears that your heir is not doing as good a job as you might have wished, or if you encounter a different group with an unworthy leader, you may initiate a challenge again.

Man-Ape

Man-Ape Base Fort Ref Will Special

Level	Atk	Sv	Sv	Sv	Special
1 st	+0	+0	+2	+2	+1 hp, Think Like A Human, Bonus Combat Feat or +1 Level of Existing Spellcasting Class
2 nd	+1	+0	+3	+3	+1 hp, Literacy
3 rd	+1	+1	+3	+3	+1 hp, Bonus Combat Feat or +1 Level of Existing Spellcasting Class
4 th	+2	+1	+4	+4	+1 hp, The Gift of Understanding
5 th	+2	+1	+4	+4	+1 hp, Bonus Combat Feat or +1 Level of Existing Spellcasting Class
6 th	+3	+2	+5	+5	+1 hp, Disappear in the Crowd
7 th	+3	+2	+5	+5	+1 hp, Bonus Combat Feat or +1 Level of Existing Spellcasting Class
8 th	+4	+2	+6	+6	+1 hp
9 th	+4	+3	+6	+6	+1 hp, Bonus Combat Feat or +1 Level of Existing Spellcasting Class
10 th	+5	+3	+7	+7	+1 hp, Man Shape

Chapter 2: Classes

Man-Ape

Not satisfied with simply serving or challenging, the man-ape is a beast that wants to *be* a man. They will walk like men, talk like men, and even attempt to dress like men. While this can appear comical to some, the man-ape is serious about his affection for the trappings of humanity. Man-apes can even learn to use humanoid weaponry and tools.

Sometime the man-ape will hover around the edge of civilization and become little more than a mythic being that villagers whisper about, either in terror or amusement. Other times a man-ape will strap on armor and a sword and walk right into town and order a drink at the local inn. The results of this tend to depend on the open-mindedness of the innkeeper.

Hit Die: d6

Requirements

- **Skills:** Knowledge (Humanoids) 5 ranks, Linguistics 1 rank.
- **Feats:** Simple Weapon Proficiency, Exotic Weapon Proficiency (any humanoid weapon)
- **Special:** Noble Ape, Baboon, or Monkey only

Class Skills

The man-ape's class skills are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

- **Additional Hit Points:** A man-ape is tougher than many similar creatures and gains a bonus of +1 hit points per level.
- **Weapon and Armor Proficiency:** The man-ape gains proficiency with all simple weapons (as listed for humanoids in the core rules), and light armor.
- **Think Like A Human:** At first level, the man-ape no longer needs to make Knowledge (Humanoids) checks in order to understand humanoid objects or actions. From now on, he can perceive and react to such items and behaviors as if he were a humanoid himself.
- **Bonus Combat Feat or +1 Level of Existing Spellcasting Class:** At every odd level, the man-ape can choose to either gain a bonus combat feat or gain a



number of spells per day as if he had gained a level in an arcane or divine spellcasting class that he already has at least one level in.

Aside from the weapons included in the man-ape's now-expanded Simple Weapon Proficiency, all manufactured weapons are considered exotic, whether normally classified as such or not.

- **Literacy:** By 2nd level, the man-ape no longer needs to roll Linguistics in order to understand written words, provided he also knows the language in question. The character still has the noble animal ability to speak to all members of a given race if they speak any single language of that race, but he can only read the language he actually has listed as a language spoken (usually Common). The character can learn new written

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languages by taking ranks in Linguistics.

- **Bonus Feat:** At 2nd and 8th levels, you gain a bonus feat of your choice.

- **The Gift of Understanding:** At 4th level, the man-ape gains the Gift of Understanding feat even if he is not a spellcaster.

- **Disappear into the Crowd:** At 6th level, the man-ape gains a +8 familiarity bonus to any Bluff or Disguise checks when attempting to pass himself off as a humanoid of some sort.

- **Man Shape:** Upon reaching 10th level, the man-ape gains the ability to temporarily change into a particular humanoid. The character must choose the race that his alternate form will belong to, provided it is of the humanoid type (not monstrous humanoid), and no more than one size category bigger or smaller than the character's natural form. The man-ape can change once per day, for a period of up to three hours, after which he reverts to his original, form. The form the man-ape changes into will always be the same: a monkey who changes into a kobold will always change into the same kobold. Any weapons, armor, or other gear that the man-ape is wearing will not change size.

Man-Eater

There is something awful in the woods, and that something is you.

Terrible in their fury, a man-eater's presence in an area can cause villagers to lock themselves in at night and brave men to stay close to their fires. In the great "Serve or Challenge" debate, the man-eater knows exactly on which side of the argument he stands.

Man-eaters are creatures who have not just devel-

oped a taste for humanoid flesh, but have learned how to extract power from that flesh.

While usually tigers or crocodiles or the like, it is not unthinkable for a normally inoffensive or even herbivorous creature to slip down the dark path that leads to this class. Such creatures are seen as abominations by their own kind, and treated with fear even by other predators.

Occasionally a savage humanoid will unlock the secrets of the power within their brethren's flesh. When one of these creatures takes levels in this class they call themselves Wendigo rather than man-eater.

Hit Die: d12

Requirements

- **Base Attack Bonus:** +5.
- **Feat:** Multiattack (Humanoid characters must have any one combat feat.).
- **Skills:** Survival (5 ranks).
- **Alignment:** Any non-Good.
- **Special:** Must have killed and eaten at least one humanoid.

Class Skills

The man-eater's class skills are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 2 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** The man-eater gains no additional weapon or armor proficiencies.

Man-Eater

Man-Eater Level	Base	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+1	+0	+2	+0	1 st Preferred Prey
2 nd	+2	+0	+3	+0	Consume the Essence, Improved Sunder
3 rd	+3	+1	+3	+1	2 nd Preferred Prey
4 th	+4	+1	+4	+1	Consume the Essence, Folly of Man
5 th	+5	+1	+4	+1	3 rd Preferred Prey
6 th	+6	+2	+5	+2	Consume the Essence, Understand the Prey
7 th	+7	+2	+5	+2	4 th Preferred Prey
8 th	+8	+2	+6	+2	Consume the Essence, Roar
9 th	+9	+3	+6	+3	5 th Preferred Prey
10 th	+10	+3	+7	+3	Consume the Essence, Terror



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- **Preferred Prey (Ex):** At 1st level, the man-eater selects a specific humanoid or monstrous humanoid race as his Preferred Prey. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against members of this race. Likewise, he gets a +2 bonus on natural weapon attack and damage rolls against such creatures. Note that this bonus does not stack with a ranger's Favored Enemy ability.

At every odd level after 1st, the man-eater may select an additional preferred prey. In addition, at each such interval, the bonus against any on preferred prey (including the one just selected, if so desired) increases by +1.

- **Consume the Essence (Su):** At every even level, the man-eater gains access to an especially gruesome power. Whenever the man-eater eats a member of his Preferred Prey race (and not a Favored Enemy), he can gain a special benefit by ingesting certain organs. The character must choose a different organ each time this ability is gained. From that point on, any time the character consumes the chosen organ of a Preferred Prey; they gain a single use of a given spell, to be cast at a caster level equal to the character's level. Once used, the spell is gone and cannot be regained until the character eats another of the chosen organs.

These spells are stored up until used, so if a man-eater who has chosen humans and orcs as his preferred prey, and chosen brain and heart for his Consume the Enemy bonuses, and then ate the brains and hearts of four humans, and the heart of one orc (he lost track of the head during the battle); he would be able to cast Suggestion four times, and Heroism five times until he eats another foe, gaining more spells.

Organ	Spell
Brain	<i>Suggestion</i>
Eyes	<i>Clairvoyance</i>
Heart	<i>Heroism</i>
Kidney	<i>Vampiric Touch</i>
Liver	<i>Haste</i>
Lungs	<i>Summon Monster III</i>
Stomach	<i>Gaseous Form</i>

- **Improved Sunder (Ex):** At 2nd level, the man-eater gains the Improved Sunder feat.

- **Folly of Man (Ex):** By 4th level, the man-eater has learned how to more effectively destroy the physical



trappings of the humanoid world. He can subtract his man eater levels from the hardness of any object created or held by one of his preferred prey.

- **Understand the Prey (Ex):** At 6th level, the man-eater has learned to better defend himself from his prey. He can add ½ his man eater levels to his armor class versus members of one of his preferred prey races.

- **Roar (Ex):** At 8th level, the man-eater gains the Roar feat.

- **Terror (Ex):** As a 10th level man-eater you may take a full round action to let out a deafening roar. This roar affects all opponents within 30 feet with fewer Hit Dice or levels than you. Any creatures affected by this roar are shaken. This effect lasts for 5d6 rounds.

Affected opponents can resist this effect with a successful Will save (DC 10 + ½ character level + Cha modifier). An opponent that succeeds on the saving throw is immune to this effect from the same character for 24 hours. This is a mind-affecting fear effect.

The Noble Wild

Mighty Hunter

For the mighty hunter, providing food for oneself and one's family is a holy undertaking. The skillful tracking and killing of prey grants special abilities to the hunter, making him more powerful with each kill.

Hit Die: d10

Requirements

- **Base Attack Bonus:** +3.
- **Skills:** Survival (5 ranks).
- **Special:** The character must be of a carnivorous and predatory species.

Class Skills

The Mighty Hunter's class skills are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Perception (Wis), Stealth (Dex), and Survival (Wis).

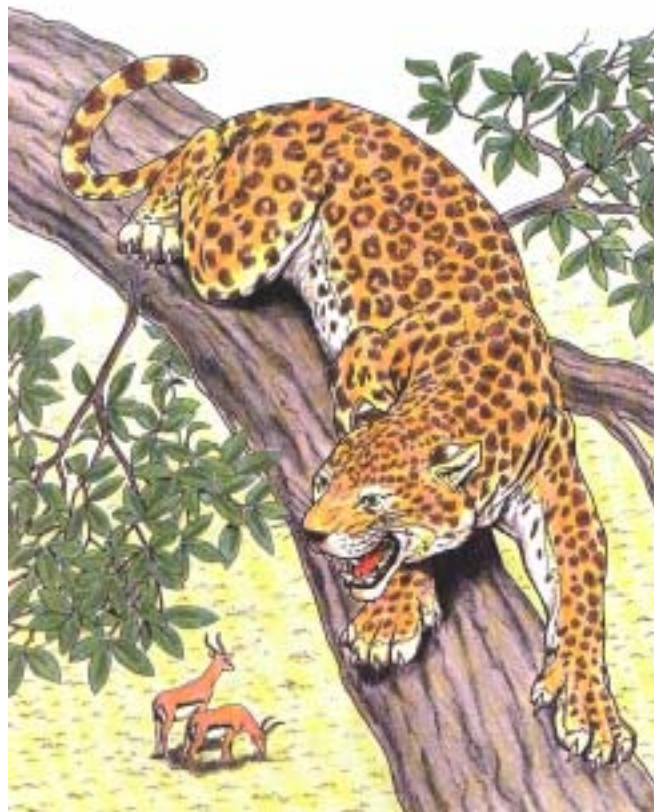
Skill Ranks per Level: 4 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** The mighty hunter gains no additional weapon or armor proficiencies.
- **Preferred Prey (Ex):** At 1st level, the mighty hunter selects a specific species of animal as his preferred prey. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against members of this species. Likewise, he gets a +2 bonus on natural weapon attack and damage rolls against such animals. Note that this bonus does not stack with a ranger's favored enemy ability.

At every odd level after 1st, the mighty hunter may select an additional preferred prey. In addition, at each such interval, the bonus against any on preferred prey (including the one just selected, if so desired) increases by +1.

- **Embrace the Fallen (Su):** At 2nd, 4th, and 5th level,



the mighty hunter can choose an aspect of their preferred prey to embrace. This means that each time the character kills and eats a prey animal, he gains a single use of one of the spells listed below, cast at the character's level. This spell is saved up until used. Each time this ability is gained, the mighty hunter must choose a new spell.

The spell chosen must be appropriate to the prey animal eaten: the attribute granted by the spell must be one of the prey animal's two highest to grant a use

Mighty Hunter

M. Hunt. Level	Base	Fort	Ref	Will	Special
	Atk	Sv	Sv	Sv	
1 st	+1	+0	+2	+0	1 st Preferred Prey
2 nd	+2	+0	+3	+0	Embrace the Fallen
3 rd	+3	+1	+3	+1	2 nd Preferred Prey
4 th	+4	+1	+4	+1	Embrace the Fallen
5 th	+5	+1	+4	+1	3 rd Preferred Prey, Embrace the Fallen

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of it to the mighty hunter.

The spells to choose from are *Bear's Endurance*, *Bull's Strength*, *Cat's Grace*, *Eagle's Splendor*, *Fox's Cunning*, and *Owl's Wisdom*.

Monastery Mascot

Many humanoid schools of martial arts had their beginnings in the observations of the movements of animals. A monastery mascot is a noble animal who has decided to teach the monks their own unique blend of technique and wisdom. While most monks who study at a given monastery will simply see the mascot as a somewhat friendly animal that hangs around the place of learning and meditation, a few are smart enough to recognize the great wisdom that such creatures sometimes possess.

Hit Die: d8.

Requirements

- **Species:** Any noble animal
- **Alignment:** Any lawful
- **Base Attack Bonus:** +4
- **Ability:** Charisma 10+
- **Skills:** Acrobatics 6 ranks
- **Feats:** Combat Expertise, Evasion
- **Special:** Character must live in or around a monastery attended by monks for at least six months.

Class Skills

The monastery mascot's class skills are: Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** Monastery mascots gain no proficiencies with any weapon, armor, or defensive attitudes.
- **Monk Abilities:** A monastery mascot's class levels stack with his monk levels for determining his unarmed damage, AC bonus, and unarmored speed bonus.
- **Technique:** At every level the monastery mascot gains a new technique from the list provided here. These techniques should represent an outgrowth of the natural abilities and behaviors of the character's species. The game master should have final say over which techniques are appropriate for each species (a few are

given as examples below).

• The Techniques:

- o **Bonus Feat:** The monastery mascot can choose a feat from the following list as one of his techniques: Acrobatic, Acrobatic Steps, Agile Maneuvers, Arcane Strike, Athletic, Bleeding Critical, Blind Fight, Blinding Critical, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Deafening Critical, Defensive Combat Training, Deflect Arrows, Dodge, Exhausting Critical, Gorgon's Fist, Great Cleave, Greater Bull Rush, Greater Disarm, Greater Feint, Greater Grapple, Greater Overrun, Greater Sunder, Greater Trip, Greater Vital Strike, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Grapple, Improved Overrun, Improved Sunder, Improved Trip, Improved Vital Strike, Lightning Stance, Lunge, Medusa's Wrath, Mobility, Nimble Moves, Power Attack, Scorpion Style, Sickening Critical, Snatch Arrows, Spring Attack, Staggering Critical, Stand Still, Stealthy, Step Up, Strike Back, Stunning Critical, Stunning Fist, Tiring Critical, Vital Strike, Whirlwind Attack, Wind Stance.



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The monastery mascot must meet any prerequisites for this bonus feat.

o *Cunning Strike (Ex)*: By studying your opponent and recognizing his weaknesses, you can deliver a very accurate strike. You can choose to make a cunning strike by adding your Int bonus to your To Hit roll.

o *Deceptive Dodge (Ex)*: By moving in an unpredictable and infuriating manner, you can cause your opponent to misjudge where you will be from moment to moment. You can add your Cha bonus to your AC.

o *Find Your Moment (Ex)*: By patience and will, you can overcome even the most agile opponent. You may strike adding your Wis bonus to your To Hit roll.

o *Fool's Lure*: By lulling your opponent into a false sense of security, you can set him up for a surprise attack. As a move action, make a Bluff test against a single opponent's Sense Motive test. If you fail nothing special happens and you may attack as normal. If you succeed, you can treat the opponent as if they were flanked for this attack.

o *Know Thine Enemy (Ex)*: By studying your opponent, you can anticipate his attacks. You can add your Int bonus to your AC.

o *Sacrifice Strike (Ex)*: By making a dangerous, sometimes foolhardy, lunge at your opponent, you can inflict great harm upon them, but at a cost. You may, as an attack action, announce that you are going to make a sacrifice strike. You then roll to hit as usual. If you hit, you may add your Con bonus to your damage roll. Whether you hit or not, you automatically take a number of hit points in damage equal to your Con bonus.

• **Master Technique**: At 5th level, the monastery mascot learns a Master Technique. The Master Techniques are as follows:

o *Hidden Ki (Su)*: You can disrupt the flow of your inner energy so that your opponent cannot see you. Once per day, you may nominate a single opponent, and you will be invisible to that opponent only, as if under an *improved invisibility* spell.

o *Ki Healing (Su)*: You can channel your inner energy, or ki, to heal wounds and damage. You can heal a number of hit points per day equal to your Wis bonus times your character level, spread out any way you wish. You may use these points to heal yourself or another.

o *Poisoned Ki (Su)*: By striking an opponent in a series of calculated and well-placed strikes, you can block the flow of ki through their body, severely debilitating them. As a move action, you may make a Heal or Knowledge (anatomy) check against a DC of 20. If you fail, nothing special happens and you make an attack as usual. If you make the check, you may then make the attack with the following effects. If the attack succeeds, in addition to your normal damage, you do 1d6 + your Wis bonus in Constitution damage to your opponent. This ability cannot be used on any opponent that has no Constitution score.

o *Pressure Point Strike (Ex)*: By striking certain nerve clusters on your opponent, you can reduce his effectiveness in combat. As a move action, you may make a Heal or Knowledge (anatomy) check against a DC of 15. If you fail, nothing special happens and you make an attack as usual. If you make the check, you may then make the attack with the following effects. If the attack succeeds, in addition to your normal damage, you do 1d6 + your Wis bonus in Strength or Dexterity damage to your opponent (you choose which). This ability cannot be used on any opponent that does not have the ability in question.

Sample Monastery Mascot Technique Progressions:

Nightingale (Songbird):

1st level — Bonus Feat: Agile

2nd level — Bonus Feat: Dodge

3rd level — Cunning Strike

4th level — Bonus Feat: Stunning Fist

5th level — Deceptive Dodge,
Master Technique: Ki Healing

Monastery Mascot

Monast. Mascot Level	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+2	Monk Abilities, Technique
2 nd	+1	+3	+3	+3	Technique
3 rd	+2	+3	+3	+3	Technique
4 th	+3	+4	+4	+4	Technique
5 th	+3	+4	+4	+4	Technique, Master Technique

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Leopard:

- 1st level** — Bonus Feat: Athletic
- 2nd level** — Bonus Feat: Stealthy
- 3rd level** — Bonus Feat: Dodge
- 4th level** — Sacrifice Strike
- 5th level** — Power Attack,
Master Technique: Pressure Point Strike

Monkey:

- 1st level** — Bonus Feat: Acrobatic
- 2nd level** — Bonus Feat: Dodge
- 3rd level** — Bonus Feat: Improve Trip
- 4th level** — Deceptive Dodge
- 5th level** — Fool's Lure, Master Technique: Hidden Ki

Snake, Viper:

- 1st level** — Bonus Feat: Improved Feint
- 2nd level** — Find Your Moment
- 3rd level** — Bonus Feat: Improved Grapple
- 4th level** — Bonus Feat: Combat Reflexes
- 5th level** — Fool's Lure,
Master Technique: Poisoned Ki

Tiger:

- 1st level** — Bonus Feat: Power Attack
- 2nd level** — Bonus Feat: Dodge
- 3rd level** — Bonus Feat: Mobility
- 4th level** — Bonus Feat: Spring Attack
- 5th level** — Bonus Feat: Whirlwind Attack,
Master Technique: Pressure Point Strike

Noble Disciple

The noble disciple is usually a monk that recognized the wisdom of a monastery mascot and allowed himself to be taught. Many noble disciples go through their entire training without realizing that the mascot was anything more than a very wise animal, while others are told of the existence of noble animals.

Hit Die: d8.

Requirements

- **Race:** Any humanoid.
- **Alignment:** Any lawful.
- **Base Attack Bonus:** +2
- **Skills:** Knowledge (nature or religion) 6 ranks.
- **Feats:** Improved Unarmed Combat, Evasion
- **Special:** This class is only available to characters



who have studied with a monastery mascot.

Class Skills

The noble disciple's class skills are: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** Noble disciples gain no proficiencies with any weapon, armor, or defensive attitudes.
- **Monk Abilities:** A noble disciple's class levels stack with his monk levels for determining his unarmed damage, AC bonus, and unarmored speed bonus.
- **Protected Species:** Upon becoming a noble disciple, the character is forbidden from ever harming a member of his mascot's species, normal or noble. If he

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ever intentionally harms or damages one of the specified creature, he can no longer advance as a noble disciple.

- **Technique:** At every level the noble disciple can learn one of the techniques belonging to his monastery mascot. The GM will tell determine which techniques a particular mascot has.

- **Beast Tongue (Ex):** At 1st level the noble disciple gains the ability to speak to animals of his mascot's species.

- **Species Friend (Ex):** At 2nd level the disciple's familiarity with his mascot's species grants him a +4 familiarity bonus to any applicable Diplomacy, Handle Animal, Heal, Profession, or Ride skill checks having to do with creatures of that species (noble or natural). In addition, the noble disciple can always take 10 on any of these checks, no matter the situation.

- **Master Technique:** At 5th level, the noble disciple can choose to take either a new Technique, or a Master Technique.

- **Multiclass Note:** A character can take the noble disciple class multiple times, each time taking it for a different mascot of a different species (i.e., he could become a disciple of a bat and then become a disciple of a baboon, but he could not become a disciple of two different bats). The character cannot advance further as a noble disciple for a given species if he has already begun advancing as a noble disciple for another species.

Noble Disciple

Noble Disc.	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
1 st	+0	+2	+2	+2	Monk Abilities, Protected Species, Technique, Beast Tongue
2 nd	+1	+3	+3	+3	Species Friend, Technique
3 rd	+2	+3	+3	+3	Technique
4 th	+3	+4	+4	+4	Technique
5 th	+3	+4	+4	+4	Technique or Master Technique

Totem

The Totem is a noble animal who has decided to aid a particular tribe of primitive humanoids. To members of that tribe, the totem's wisdom is beyond question, and its powers like unto a god's. To the tribe's shaman, the totem is a valuable partner and trusted friend.

Hit Die: d6.

Requirements

- **Skills:** Diplomacy 5 ranks, Knowledge (nature) 5 ranks.

- **Special:** Must be able to cast divine spells.

- **Special:** Must have regular and peaceful contact with a humanoid tribal shaman.

Class Skills

The totem's class skills are: Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (humanoids) (Int), Knowledge (nature) (Int), Perception (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** Totems gain no proficiencies with any weapon, armor, or defensive attitudes.

- **Spells Per Day:** When a totem level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before becoming a totem. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a totem, he must decide to which class he adds the new level for purposes of determining spells per day.

- **Gift of Understanding:** At 1st level, the totem gains the feat Gift of Understanding.

- **Bonus Feat:** At every even level, the totem gains a bonus feat from the following list: Bestow Gift, Create Fetish, Create Greater Fetish, Create Juju, Grant Magical Might, Grant Wondrous Trait, Imbue Lesser Spellthrall, or Imbue Spellthrall. The totem can use these feats to create boons for other noble animals or for humanoid members of his tribe, only.

- **Grant Boons (Su):** At 3rd level, the totem can cast any Boon spell he has access to on humanoids in addi-

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tion to noble animals.

• **Leadership:** At 5th level, the totem gains the bonus feat, Leadership. The followers granted by this feat are members of the totem’s tribe who will accompany him on adventures, while the cohort is the tribe’s shaman (or perhaps an apprentice). The shaman is a divine spellcaster, and a member of either the Adept, Cleric, or Druid character class.

War Mount

While most typically taken by equine or canine characters, the war mount is any noble animal who has taken to allowing a smaller creature to ride on their back. The rider is most often a humanoid or simian character, but there is nothing stopping a cat from giving a mouse a ride into battle, or an eagle letting a rabbit cling on for dear life.

Hit Die: d10.

Requirements

- **Base Attack Bonus:** +5
- **Skills:** Ride 5 ranks
- **Feats:** Mobility
- **Special:** Size Tiny or larger

Class Skills

The war mount’s class skills are: Acrobatics (Dex), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Ride (Dex), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** The war mount gains no additional weapon proficiencies, but he does gain proficiency with light and medium armor or barding, if a character is a quadruped with the proper body shape (horse, dog, goat, etc.) he also gains proficiency with heavy barding.
- **Partnership (Ex):** A war mount forms a special bond with a single rider above all others. The rider must be

Totem Totem Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Gift of Understanding, +1 level in existing divine spellcasting class
2 nd	+1	+0	+0	+3	Bonus Feat, +1 level in existing divine spellcasting class
3 rd	+1	+1	+1	+3	Grant Boons, +1 level in existing divine spellcasting class
4 th	+2	+1	+1	+4	Bonus Feat, +1 level in existing divine spellcasting class
5 th	+2	+1	+1	+4	Leadership, +1 level in existing divine spellcasting class
6 th	+3	+2	+2	+5	Bonus Feat, +1 level in existing divine spellcasting class
7 th	+3	+2	+2	+5	+1 level in existing divine spellcasting class
8 th	+4	+2	+2	+6	Bonus Feat, +1 level in existing divine spellcasting class
9 th	+4	+3	+3	+6	+1 level in existing divine spellcasting class
10 th	+5	+3	+3	+7	Bonus Feat, +1 level in existing divine spellcasting class

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of at least one size category smaller than the war mount, and have at least half as many ranks in Ride as the war mount himself has. As the war mount gains levels, he will be able to share his abilities with his rider while the rider is mounted on the war mount. A war mount can choose to dismiss a rider at any time, just like a ranger can dismiss a companion. A war mount can only have one bonded rider at a time.

• **Mounted Combat Substitution:** The war mount is considered to have the Mounted Combat Feat for purposes of feat prerequisites, but does not gain the Ride check to negate a hit unless he actually takes the feat.

• **Bonus Feat:** At every odd level, the war mount gains a bonus feat from the following list: Acrobatic, Athletic, Combat Expertise, Combat Reflexes, Spring Attack, Endurance, Diehard, Trampling Overrun, Power Attack, Improved Bull Rush, Improved Overrun, or Run. All prerequisites for these feats must be met.

• **Powerful Charge (Ex):** At 1st level, you gain the Powerful Charge special attack. You now deal double your primary attack damage + 2x your Strength modifier when you charge.

• **Transfer Abilities (Ex):** At 2nd level, the war mount can transfer his war mount abilities to his rider. This means the bonded rider gains the benefit of powerful charge, pounce, and whatever bonus feat the character takes at 3rd level. These abilities can only be used by the rider while mounted.

• **Pounce (Ex):** At 3rd level, you gain the Pounce ability, if you do not already have it, enabling you to make a full attack at the end of a charge action.

• **Share Health (Su):** At 4th level, the link between mount and rider has become such that they can lend each other part of their life force. The war mount can sacrifice up to his character level plus his Cha modifier in Hit Points and give them to his bonded rider once per day. The rider can also do this, for a total of the rider's character level plus the rider's Cha modifier in hit points, once per day.

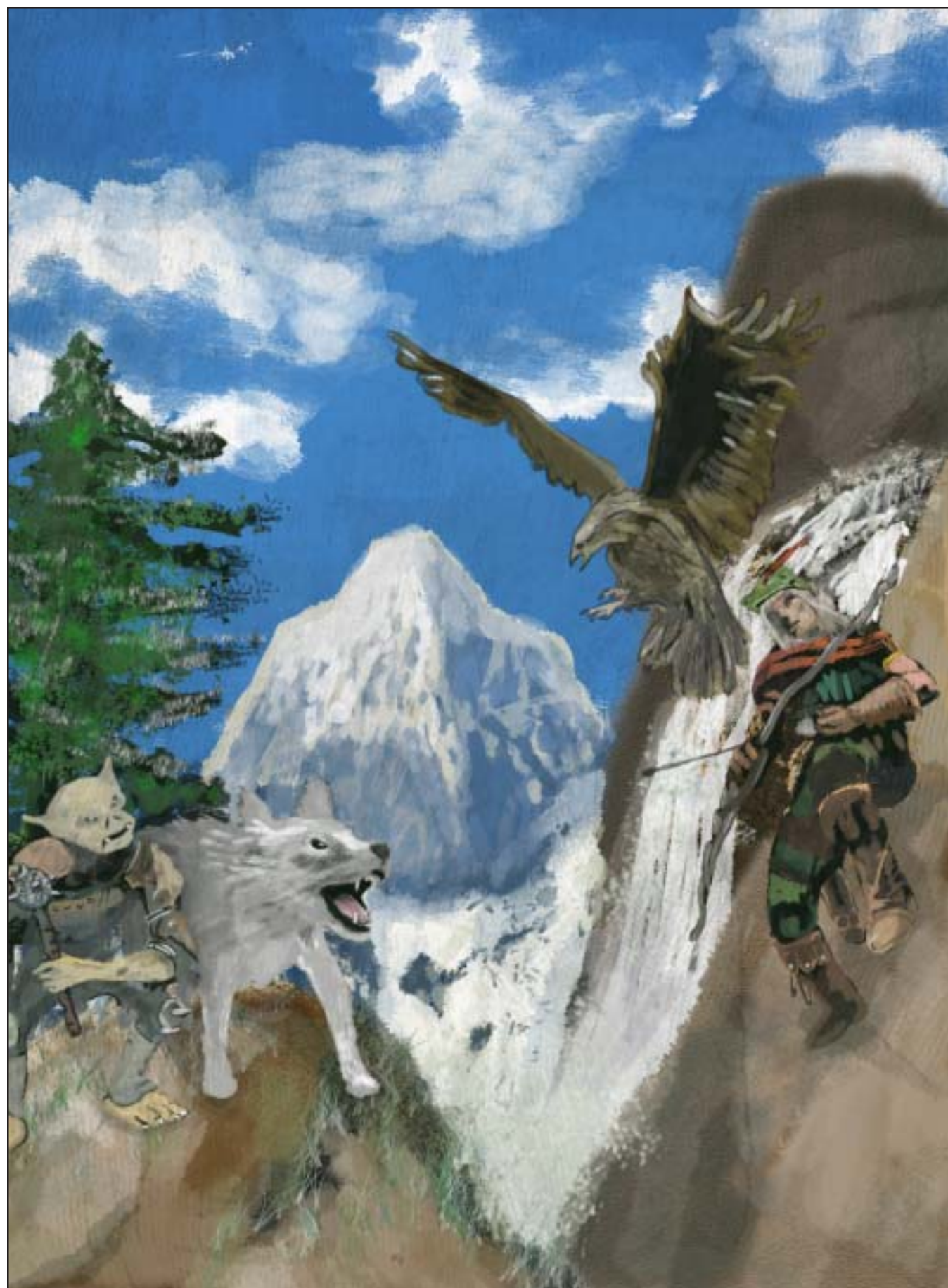
• **Hairpin Turn (Ex):** By 5th level the war mount has learned to change its direction suddenly without losing too much momentum, enabling it to take a charge action even if it would have to turn to do so. If the war mount chooses to exercise a hairpin turn, its charge distance decreases to one and a half (1.5) times its base speed, rather than two times the base speed. Only one turn, up to 90 degrees, is permitted, and the war mount must be able to see the target of its attack before it begins the charge, even if the path of the charge would take them out of line of sight.

War Mount

War Mount	Base Atk	Fort Sv	Ref Sv	Will Sv	Special
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1 st		+1	+0	+2	+0	Partnership, Mounted Combat Substitution, Powerful Charge, Bonus Feat
2 nd		+2	+0	+3	+0	Transfer Abilities
3 rd		+3	+1	+3	+1	Pounce, Bonus Feat
4 th		+4	+1	+4	+1	Share Health
5 th		+5	+1	+4	+1	Hairpin Turn, Bonus Feat





Chapter 3: Skills



Following are a variety of new skills available to Noble Animal characters. Also included are a number of existing skills, such as Ride and Survival, which have been modified with the needs of Noble Animal characters in mind.

Craft (Beavercraft) (Int; Trained only for non-beavers)

This specialized Craft skill covers the various structures that a noble beaver might want to build, including any that he might invent for a specific purpose. This skill operates differently from other Craft skills.

Check: Using the Craft (Beavercraft) skill, you can build any number of “primitive” structures, using materials to be found in the wild (sticks, mud, rocks, clay, etc.). Unlike other Craft skills, it is not necessary to have any sorts of tools, or even to pay for materials to create Beavercraft items.

The materials needed for a given structure will always be found near the site of the construction. If you are attempting to build in an area that is a foreign environment to you (desert, tundra, arctic), you will simply find substitute materials native to where you are (with +2 unfamiliarity modifier added to the DC of the check). To create a beavercraft construction, follow these steps:

1. Find the structure’s DC on the table below, or have the DM set the DC for a structure not otherwise described.
2. Make the skill check using the given DC.
3. The time required to complete the construction is equal to the DCx2 in hours.
4. The time is reduced by one half (½) hour for every one (1) that your roll beats the DC by.

When building a beavercraft structure, you must still eat and sleep. If another animal is willing to gather food for you, you may work uninterrupted for up to 18 hours in a single day. If you have no such assistance, you may only work 12 hours a day. Constructions which take longer than that to complete are, naturally, completed on subsequent days.

Structure	DC
Barricade	5
Wall	10
Simple Dam (no lair)	12
Beaver Dam (with lair)	15
Palace Dam (with extensive lair)	20
Unfamiliar Environment	+2

For example, Skeshit, a noble beaver expert, has decided to build himself and his mate a nice new home. He wants something simple, with room for what he hopes to be a big family. Unfortunately, Skeshit’s adventuring career has taken him far from the temperate river valley where he was born, and he must build his home on an unfamiliar, yet fertile, river running through the middle of a great desert. The DC to build the dam he wants is 17 (15 for a beaver dam, +2 for unfamiliar locale). This project should take 34 hours to complete. Since he wants to surprise his mate, Skeshit is doing the work alone, so he’s looking at three days of work. He rolls a total of 24 (die roll 14, +3 Int bonus, +7 ranks in Craft (Beavercraft)). This roll is not only a success; it also shaves 3 ½ hours off the time required, making it 31 ½ hours, which still means he will be busy for three days (but he can take a nice long nap on the third day).

Action: does not apply. Craft (Beavercraft) checks are made once for each project.

Try Again: Yes, but the detritus of the failed attempt must be cleared away first, which will take a number of hours equal to one half the DC of the desired construction. Alternatively, you may choose to simply build in another location, which removes this necessity (but no self-respecting beaver leaves his neighborhood littered with the evidence of their architectural failures).

Special: Only beavers (natural or noble) may use this skill untrained. Furthermore, any non-beaver char-



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acter using this skill has a –4 species penalty to all Craft (Beavercraft) checks.

Deft of Jaw (Dex)

This skill replaces Sleight of Hand for noble animals.

Check: A DC 10 Deft of Jaw check lets you slip a coin-sized, unattended object into your mouth.

When you use this skill under close observation, your skill check is opposed by the observer's Perception check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can also use Deft of Jaw to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like. This is a popular use of this skill among performing apes.

Sample Task

Slip a coin-sized object into your mouth	DC 10
Lift a small object from a person or animal	DC 20

Action: Any Deft of Jaw check normally is a standard action. However, you may perform a Deft of Jaw check as a free action by taking a –20 penalty on the check.

Try Again: Yes, but after an initial failure, a second Deft of Jaw attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Untrained: An untrained Deft of Jaw check is sim-

ply a Dexterity check. Without actual training, you can't succeed on any Deft of Jaw check with a DC higher than 10.

Disguise (Cha)

When playing in a world with intelligent, talking animals, it is inevitable that some noble animal is going to find itself in a situation where it needs to look like something else.

Noble animal characters are limited in the Disguise skill by their shapes, of course. It is only possible for a noble animal to disguise itself as an animal of a similar shape and the same size category. It is up to the GM to determine what a possible disguise would be. Obviously, wolves, coyotes, and many dogs can impersonate each other with little trouble; many rodents can pass as other rodents; and a lion with a good dye job might make a reasonable tiger. No matter how good a disguise is, without magical intervention, a horse will never be able to pass itself off as a blue jay.

Just as when a humanoid uses this skill, they can choose to impersonate a particular individual or a type. Most animals will require some assistance in making a disguise believable; the application of dyes, the styling of fur, etc. are all difficult tasks for an animal alone.

Escape Artist (Dex; Armor Check Penalty)

This skill can come in quite handy for a noble animal character in ridding themselves of tiresome harnesses, leashes, tresses, or yokes.

Knowledge (Humanoids) (Int)

The world of the two-legs can be a confusing and frustrating one for animals, noble and otherwise. Many of the things they do simply make no sense from an animal's point of view. This skill allows a noble animal character to understand the customs and objects of humanoid societies. The table below gives some sample DCs for various tasks using this skill.

Sample Task

Sample Task	DC
Tell the difference between a house and a barn	5
Tell the difference between a dance and a threat display	10
Perceive representational art	15
Recognize a uniform or heraldry device	17
Determine the use of a tool	18
Determine the function of a structure	20



Chapter 3: Skills

Linguistics (Int; Trained Only)

Noble animals have a strange relationship with humanoid language. While most of them do learn Common at some point (in order to better “Serve or Challenge” humanity), they never need to learn any other human language. The reason for this is that, to noble animals, all members of a single species, no matter where they are originally from, speak the same language. The only differences are in the form of differing accents and idioms. As far as noble animals are concerned, there is only one human language, with thousands of different accents.

What does this mean? It means that a noble animal character (and only a noble animal character) who understands Common, will also be able to understand French, or Chinese, or Theran, or High Jeronian with the same ease, and can further be understood by humans who speak a human tongue. All human language is as one to a noble animal, with the exception of secret or artificial languages.

At the same time, all Elves, be they High, Wood, Sea, or Drow, all speak the same language as far as animals are concerned. Likewise for all Dwarves, and so on.

A human in the company of a noble animal will be able to understand the animal when it speaks Common, even if the animal is currently speaking to a human who speaks another language. The humans will not be able to understand each other if they speak different languages, but they can speak to the noble animal. To try to understand why this is has given many human sages migraines. The animals don’t understand it either, but they are much less concerned.

Noble animals have a hard time even understanding why humans will often need to have translators while speaking to members of their own species. For this reason, noble animals make terrible translators.

None of the animal languages, including High Fauna, have a written component.

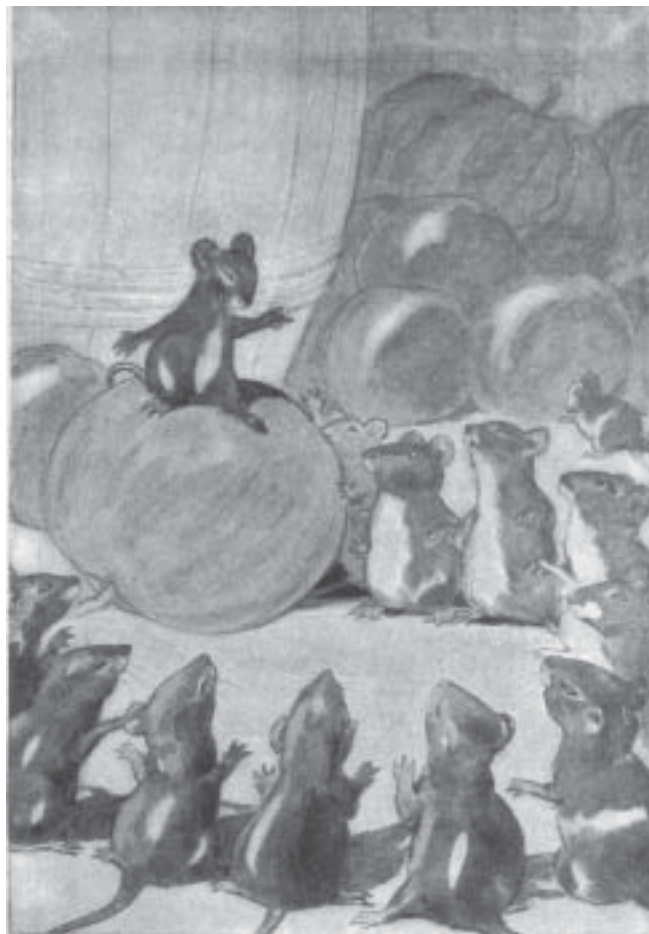
New Languages

Bat: All bats, no matter what type, speak a variety of this.

Camel: The language of camels, though most camels learn Herdspeak and Equine as well.

Canine: Almost all the various canid species speak this language.

Crocodilian: The language of alligators and croco-



diles.

Elephant: Elephants have a very complicated language.

Equine: While horses are the primary speakers of this language, there are several other species who speak it as well.

Feline: Every cat, from the tiniest kitten, to the greatest tiger, speaks Feline.

Herdspeak: This language is used by a huge number of herbivorous herd animals.

High Fauna: This is a form of common tongue, spoken by all noble animals. It is also the only animal tongue available to be learned by humanoids. While spells or special abilities may allow them to speak to normal animals for a brief time, humanoids can never learn the animal languages themselves.

Hyena: The language of hyenas is spurned by most other animals.

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Lizard: The thousands of species of lizard all speak the same language.

Monitor: Few monitors deign to speak anything but their own language.

Raptor: The language of hunting birds.

Rodent: The language of mice, rats, squirrels, rabbits, and other rodentine creatures.

Serpent: The language of all snakes.

Simian: This is the language of many primate species.

Songbird: Almost all birds that do not speak Raptor speak Songbird.

Ursine: This is the language that bears share.

Whale: All sea-borne mammals speak whale.

Woodland: This language is spoken by a huge variety of animals, most of whom are small, and live in or around woods.

Profession (Various) (Wis; Trained only)

Listed here are a few specific Profession subskills that a noble animal might learn. These skills are all about working with humanoid, so any character with one of these skills has firmly planted his flag on the Serve side of the Serve or Challenge question.

Check: There are two types of skill check used by noble animal characters with a Profession skill. The first is the same as that used by humanoids; to make a living. Because animals do not generally earn, nor care about money, this is a simple test against a DC of 10, to make sure your master is pleased enough with your work to keep you around.

The second type of check is used to perform job-specific tasks, should the need arise, and the DCs for these are listed with the subskills themselves.

Action: The skill check to remain employed is not an action, but rather represents a week's labor. The more specific checks listed below are usually full-round actions, as determined by the GM.

Try Again: Varies. An attempt to remain employed cannot be retried, but several other checks may be, as determined by the GM.

Below is a list of several new Profession subskills especially designed for noble animal characters.

Bloodhound: This Profession is one of the hunting dog specialties. It encompasses the knowledge and ability to lead other characters (usually humanoids) after the trail of a given quarry. This skill does not allow a char-

acter to track, but rather to successfully lead others while tracking and attend to other duties that a hunting dog may have.

This skill is not limited to dogs; in fact, some lizard folk tribes use monitor lizards, and many gnolls employ hyenas – it's just that most humanoids use dogs.

Sample Task	DC
Show handler where the quarry is	10
Tree quarry	15
Recognize attempts to cover tracks	20

Border Dog: This Profession skill represents the knowledge and ability to control a herd of non-noble sheep or cattle or similar herdbeasts, usually under the direction of a humanoid, but a noble animal with this skill can very likely do the job on his own.

While the name of this skill certainly suggests a canine-only skill, it is not unheard of for members of other species to take up this profession (there was this one pig, for example).

Sample Task	DC
Spot stray animals	5
Lead sheep to corral	10
Spot a stalking predator	15

Chase Hound: Another hunting dog specialty, this subskill represents the knowledge and ability to chase down a quarry that has been flushed from hiding. While not necessarily good trackers, chase hounds are very valuable partners to some hunters. As with most hunting dog Professions, this job is more about how one relates to the hunter.

Once more, dogs are the most common type of chase hounds found, but what hunter wouldn't be tickled pink to have a cheetah serve as a chase hound?

Sample Task	DC
Distinguish between prey and other fast-moving objects	5
Chase prey in desired direction	15

Guide Animal: When a humanoid loses their sight or hearing, they sometimes use specially trained guide animals to help them go about their daily lives. Dogs, especially, feel quite proud to protect a human charge in this manner.

Chapter 3: Skills

Sample Task

Recognize common threats to your master	DC 5
Guide your master across a busy street	15
Guide your master through the trap-laden entrance to an ancient ruin	20
Recognize when your master is being short-changed	25

Messenger: Able to carry messages across vast distances, many noble birds take this profession to serve as wartime couriers or simply as a postal service. Some aquatic elf tribes use porpoises as messengers.

Task

Recognize landmarks	DC 5
Recognize recipient	15
Deliver memorized message	25

Rescue Animal: A popular profession among heroically-minded noble animals, a rescue animal is adept at finding lost people, whether they are buried in the rubble of an earthquake or are wandering aimlessly in the desert.

DC

Sample Task

Smell fresh air or water	DC 5
Listen for signs of life	15
Locate survivor in rubble	18

Retriever: The last of the hunting dog specialties, a retriever finds and returns quarry that a hunter has brought down. Though primarily used for small game and the like, sometimes a retriever might be asked to fetch something else, like an item of treasure or a message.

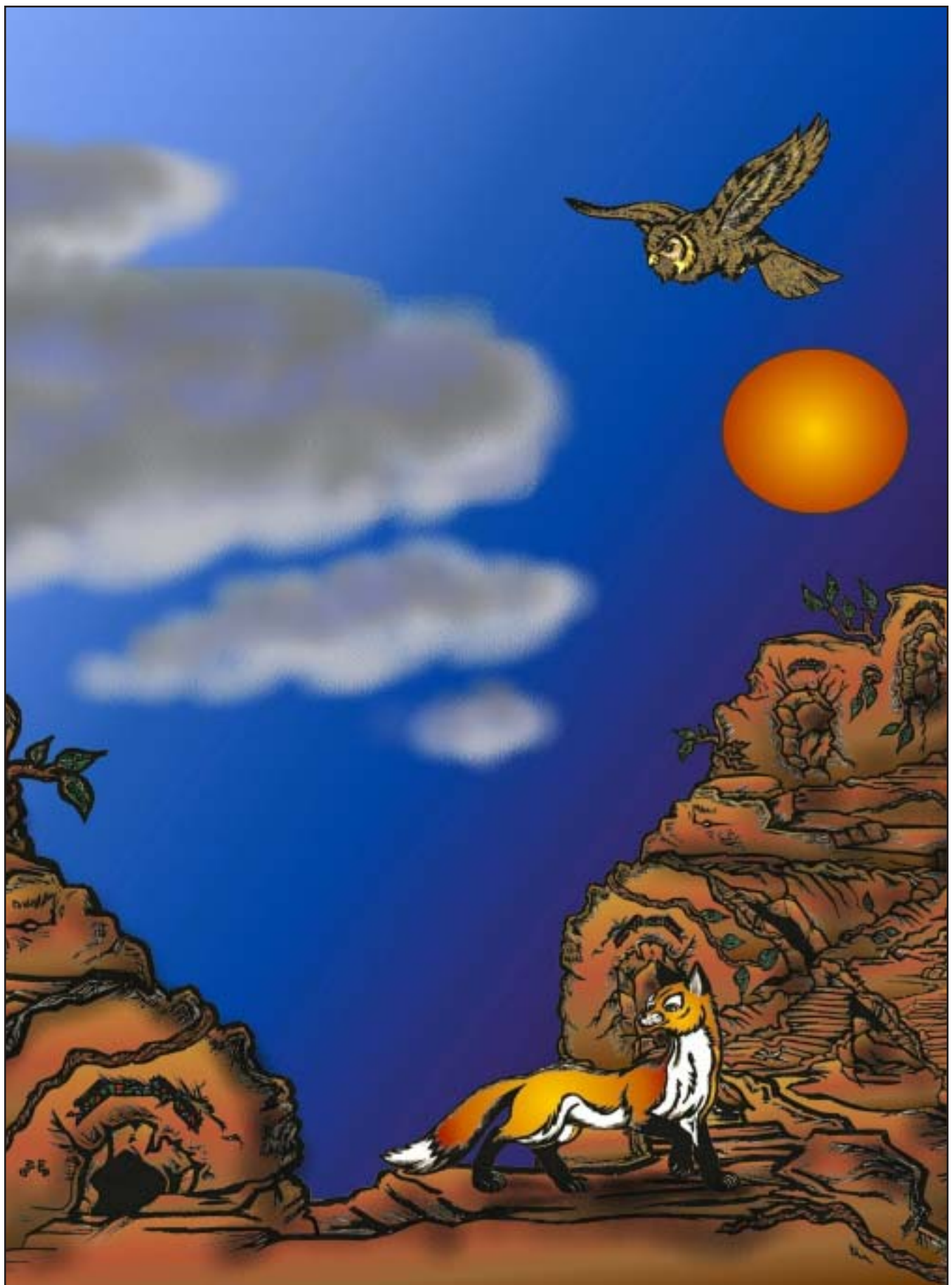
Ride (Dex)

In addition to being used to ride creatures, this skill can also be used to allow oneself to be ridden. The DCs and uses for this skill are the same as they would be if the rider were the one making the checks.

Survival (Wis)

A noble animal's lifetime of practice makes the Survival skill simply instinctual. While other uses are done the same way as in the core rules, a noble animal only needs to beat a DC of 5 in order to get along in the wild. A noble animal can provide food and water for one other member of his own species for every 2 points by which their check result exceeds 5. To provide food and water for members of other species, they still need to beat a 10.





Chapter 4: Feats



Various feats especially appropriate for various noble animal characters appear in the following section. Some of them are listed as monster feats in the core rules, but are reprinted here for the readers' convenience.

New Types of Feats

There are two new feat types presented here: Boon Creation and Species.

BOON CREATION

A boon creation feat lets a character create a magical power, or “boon,” of a certain type. Regardless of the type of boon each involves, the various boon creation feats all have certain features in common.

Ability Sacrifice Cost: The ability sacrifice cost to create a boon of any type is determined by dividing the gold piece cost of the nearest equivalent magic item from the core rules by 20,000 and rounding up. There will always be an ability sacrifice cost of at least 1 point, so all fetishes and jujus have a 1 point cost.

For example, a Gift of Regeneration is mechanically identical to a Ring of Regeneration. The cost listed for the ring is 90,000 gp. Divided by 20,000, this makes the ability sacrifice cost 5. More on ability sacrifice can be found in Chapter 7.

Using a boon creation feat also requires access to a noble animal spellcaster's lair or a sacred place (stone circle, sacred grove, elephant graveyard, etc.).

A character generally has access to what he needs unless unusual circumstances apply.

Time: The time to create a boon depends on the feat and the ability sacrifice cost of the item.

Extra Costs: Any fetish, juju, lesser spellthral, or spellthral that stores a spell with a costly material component also carries a commensurate cost. For fetishes and jujus, the creator must expend the material component cost when creating the item. For a lesser spellthral, the creator must expend 50 units of the material component, or 50 hit points (if they do not have the feat Greater Eschew Materials). The hit point cost for the boon can be made in installments over the period of time necessary to complete the creation. Some boons similarly incur extra costs in material components, as noted in the descriptions of their analogous magic items.

Skill Check: Successfully creating a boon requires a Spellcraft check with a DC equal to 10 + the boon's caster level. Alternatively, you can use an associated

Perform skill to attempt this check instead, depending upon the boon being crafted. See Chapter 7 for more details on which Perform checks may be substituted in this manner. The DC of this check can increase if the creator is rushed or does not meet all of the prerequisites. A failed check ruins the materials used (if any), while a check that fails by 5 or more results in a cursed boon. See Chapter 7 for more details.

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A species feat is only available to members of the species of noble animal listed for the feat. This type of feat represents abilities peculiar to specific animals.

Ability Focus

One of your special attacks is more difficult for an opponent to avoid.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which you focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a different special attack.

Adaptive Camouflage [Species]

Your skin can change color to blend in with your surroundings.

Prerequisite: Lizard, frog, or toad.

Benefit: You gain a +10 camouflage bonus to Stealth checks.

Aggressive Attitude

You can gain a defensive benefit by adopting an aggressive and watchful attitude.

Benefit: You can choose the Aggressive Attitude as either your starting or triggered Attitude for the day.

Awesome Blow [General, Combat]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, you may choose to subtract 4 from your melee attack roll and deliver an awesome blow. If you hit a corporeal opponent smaller than yourself with an awesome blow, your opponent

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must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of your choice and fall prone. You can only push the opponent in a straight line, and the opponent can't move closer to you than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Bestow Gift [Boon Creation]

You can grant magical abilities similar in function to magic rings.

Prerequisite: Caster level 12th.

Benefit: You can bestow any gift whose prerequisites you meet. Bestowing a gift takes one day for each 1,000 gp in the base price for the ring the gift is based on. To create a gift, you must sacrifice a number of ability points equal to the market price of the gift's ring counterpart divided by 20,000, rounding up. The recipient of the gift must be within your presence for the final two hours of the creation process. For more information on boon creation, see Chapter 7.

Some magical gifts incur extra costs in blood components, as noted in their descriptions. You must pay such a cost to bestow such a gift.

For purposes of boon creation, any effect that can be granted by a ring can be given as a gift.

Brachiation [Species]

You can move through the upper limbs of trees and similar environments with great ease.

Prerequisites: Ape, monkey, or other arboreal creature (squirrel, etc.)

Benefit: You can move through the upper canopies of jungles and forests with the same ease you move along the ground. You can use your Base Speed to move through any heavily forested area without touching the ground by leaping and swinging from tree to tree. You can also use this among the rafters of a building, or even stalactites on a cavern ceiling.

Call Stampede [Species]

You can call on your fellow beasts to flatten everything in sight.

Prerequisites: Elephant, Equine, Herdbeast, Moose, Rhinoceros; 5th level; Charisma 13+.

Benefit: You can let out a thundering below once a



week that calls the nearest herd of any herd animals to stampede through your location, nearly destroying everything in sight. The herd arrives in 3d10 minutes. Roll a d4 to determine from which direction the stampede arrives. The ground will begin to shake and the rumble will be heard for several turns before the stampede arrives. The herd cuts a swath of destruction starting from the edge of the map and continuing to the opposite edge. This tide of destruction is 20 feet wide plus an additional 5 feet for each 3 of your character levels, centered on your location at the time you made the call. The front edge of the wave moves 160 feet per turn until it leaves the map, with the tail edge following 6d6 feet behind.

For each turn a creature, character, or object is within the area of the stampede, they must make a Reflex and a Fortitude save versus a DC of 15. For each save failed, the target takes 2d6 damage, with a successful save reducing this by half. All movement within the stampede area (except flying) is restricted; no run or charge actions can be taken unless the target is under *freedom of movement* or a similar spell.

This ability can only be used above ground in a climate or region similar to your home territory.

Cautious Attitude

You can gain a defensive benefit by adopting a cautious and wary attitude.

Prerequisites: Aggressive Attitude.

Benefit: You can choose the Cautious Attitude as either your starting or triggered Attitude for the day.

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Create Fetish [Boon Creation]

You can bestow the effects of a spell into an object or creature, just like a humanoid can brew a potion.

Prerequisites: Noble animal only, caster level 3rd.

Benefit: You can create a fetish of any 3rd level or lower spell that you know and that targets one or more creatures. Creating a fetish takes 2 hours if the base price of the potion it is based on is 250 gp or less, otherwise creating a fetish takes one day for each 1,000 gp in the base price of the potion. When you create a fetish, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The ability sacrifice necessary to create a fetish is always one point. See the boon creation rules in Chapter 7.

The spell effect of the fetish is placed into an object or creature. Any noble animal can activate the fetish by simply eating the object (or creature), or scratching himself if the fetish was placed on him.

For example, a noble wolf wizard decides to grant an invisibility fetish to a noble horse who has done him a favor. The horse now has a shock of white hair just above his right front hoof. Anytime he chooses he can rub the marked leg on the ground and release the spell. The white patch will disappear, and so will the horse. Another animal could, with the horse's permission, rub that patch of fur and gain the benefit of the fetish, which also uses it up.

Another method is to make a fetish out of some relatively small, innocuous item; such as a twig, a bit of string or a pebble. An object so enchanted will appear to glow faintly to the eyes of any noble animal. While most animals will have difficulty carrying it around, any noble animal that eats it gains the effect. No matter what the object is, the animal will suffer no ill effects from eating it, as the magic consumes it before it can impact their digestion.

A final method of creating fetishes is favored by some predatory spell-casters (especially of the feline variety). A fetish can be imbued into a living non-noble creature of size diminutive or smaller. Just as with inanimate fetishes, these fetish creatures will glow faintly to a noble animal. Any noble animal who eats it will gain the effects of the fetish. A favorite practice among barn-cat sorcerers is to create fetishes out of several of the mice that share his barn, and call them to him when he wishes to use them. The helpless rodents will follow the cat until such time as the effect is needed,

when he eats it. An animal that has been made into a fetish does not age, and does not need to eat or sleep.

A variation on this theme is used by many fur-bearing noble animals, who imbue fleas or ticks with a fetish, then "groom" them off of themselves or allow an ally to groom them to get the effect of the fetish. Fetish fleas and ticks do no harm to a creature on whom they are riding, neither do they age, eat, or sleep. Similarly, avian characters will use the mites that can be found in their feathers.

When you create a fetish, you make any choices that you would normally make when casting the spell. Whoever activates the fetish is the target of the spell.

When a fetish is placed within a non-noble animal, it completely overwrites their personality, turning them into a walking catatonic magical item, completely compliant to the will of the character controlling them. In this state, they can only respond to the simplest of commands: "come", "stay", "follow", "sit", "stand".

Any fetish that stores a spell with a costly material component also carries a commensurate cost. In addition to the ability sacrifice derived from the base price, you must expend the material component when creating the fetish unless you have Eschew Materials or Greater Eschew Materials.

Create Greater Fetish [Boon Creation]

You can create greater fetishes; a reservoir of magical power similar to a humanoid's magic wand, and place them into living creatures.

Prerequisite: Noble animal only, caster level 5th.

Benefit: You can create a greater fetish of any 4th-level or lower spell that you know. Creating a greater



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fetish takes 1 day for each 1,000 gp in the base price of the wand it is based on. To create a greater fetish, you must sacrifice a number of ability points equal to the market price of the greater fetish's wand counterpart divided by 20,000, rounding up. The creature intended to be the greater fetish must be within your presence for the final two hours of the creation process. A newly created greater fetish has 50 charges. See the boon creation rules in Chapter 7 for more information. A greater fetish can only be created in a living creature. Most noble animal spell casters turn this feat on themselves, effectively turning themselves into a magic wand. Some occasionally imbue an animal companion or familiar with this power, so that it can be accessed at a moment's notice. Only a noble animal can access the greater fetish's power. If the fetish is in a noble animal with the ability use it, it can do so at will until the charges are used up. A creature currently host to a greater fetish will be seen to have eerie, glowing pupil-less eyes by any noble animal or humanoid with The Gift of Understanding. If the greater fetish is inside a non-noble animal, then any noble animal can activate it if they are in contact with the creature and know the proper command.

A single creature can contain the effects of up to three greater fetishes, two lesser spellthralls, and one spellthrall.

Create Juju [Boon Creation]

You can create a juju from a bit of your own fur, a feather, or a scale that can be used to cast a spell in the same manner as a magic scroll.

Prerequisite: Noble animal only, caster level 1st.

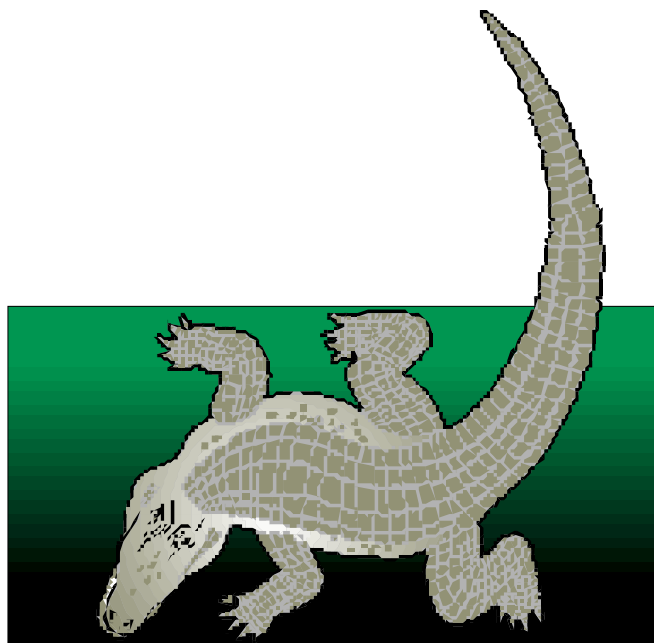
Benefit: You can create a juju of any spell that you know. Creating a juju takes 2 hours if the base price of the scroll it is based on is 250 gp or less, otherwise creating a juju takes 1 day for each 1,000 gp in the base price of that scroll. To create a juju, you must sacrifice one point of an ability score. See the boon creation rules in Chapter 7 for more information.

Death Roll [Species]

You can drag an opponent into deep water to drown them or twist their limbs apart.

Prerequisites: Crocodilian, Improved Grab.

Benefit: When fighting in water, you can drag a target into deep water and roll them over and over, until they drown. Once you successfully grapple a foe, you



may begin to roll under the water. In addition to taking grapple damage each turn, the target must also make Fortitude tests to keep holding its breath, with a DC of 10 plus your character level. If the target fails this test, or they simply run out of breath, they must then attempt to avoid drowning per the core rules.

While on land, you can use the death roll to deal a significant amount of torque damage by latching onto a target's body part and then twisting until it comes off. To do this, you can elect to take a -4 penalty to your CMB in order to attempt the death roll attack. If the attack is successful, the target is dealt twice the normal grapple damage (including any Strength bonus).

Eschew Materials

In addition to ignoring minor material components for humanoid spells, this feat also allows a caster to ignore the blood component of an animal spell.

Benefit: You can cast any humanoid spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

For noble animals, you can cast a spell that has a one hit point blood component without taking any damage.

Exotic Weapon Proficiency [General, Combat]

You can use humanoid weapons without the non-proficiency penalty.

Prerequisites: Base attack bonus +1; hands, vestigial hands, or a trunk (real or spectral).

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Benefit: For noble animals, all humanoid weapons are considered exotic (with the exception of the club and the rock), so this feat must be taken for each humanoid weapon a noble animal character wishes to use. A noble animal using a humanoid weapon does not need to use their primary natural weapon to attack. The character can also gain additional attacks with the weapon, provided his base attack bonus is high enough. Using these multiple attacks means that the character cannot use any natural weapons in the same round.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Flyby Attack

Prerequisite: Fly speed.

Benefit: When flying, you can take a move action (including a dive) and another standard action at any point during the move. You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, a character takes a standard action either before or after its move.

The Gift of Understanding

You can recognize and use humanoid magic.

Prerequisite: Intelligence 13+, caster level 3rd.

Benefit: Your *detect magic* spells will now be able to detect humanoid items and spells. You can use Spellcraft to identify humanoid spells. You can use humanoid-manufactured magic items (that were not designed for animals). Finally, you can read humanoid magic when you cast *read magic*, and learn humanoid spells.

A humanoid caster can take this feat and have it apply to noble animal magic.

Normal: Without this feat, humanoid and noble animal magic is completely transparent to each other.

Grant Magical Might [Boon Creation]

You can grant magical weaponry and protection to noble animals.

Prerequisite: Noble animal only, caster level 5th.

Benefit: You can grant the effect of any magic weapon or armor whose prerequisites you meet. Granting this boon takes one day for each 1,000 gp in the market price of its magical features. To grant this boon, you or the recipient must sacrifice ability points equal to the total price of the magical features divided by 20,000



(round up).

This effectively turns the recipient's own natural weapons (or their hide) into magical weapons or armor. See the boon creation rules in Chapter 7 for more information.

Grant Wondrous Trait [Boon Creation]

You can grant wondrous powers and abilities to noble animals, similar in function to the wondrous items used by humanoids.

Prerequisite: Noble animal only, caster level 3rd.

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Benefit: You can grant a wide variety of magical wondrous traits. Granting a wondrous trait takes 1 day for each 1,000 gp in the price of the wondrous item the trait is meant to emulate. During the creation process, the recipient of the trait must stay within your sight. To grant this boon, you or the recipient must sacrifice ability points equal to the base price of the wondrous item the trait is based on divided by 20,000 (round up). See the boon creation rules in Chapter 7 for more information.

There is no way to hide a wondrous trait. If you have one, then everyone capable of perceiving noble animal magic will be able to see it unless its effects are directly to the contrary (such as wondrous trait based on a cloak of invisibility).

Greater Eschew Materials

You can cast a greater variety of humanoid or animal spells without material or blood components, respectively.

Prerequisites: Noble animal only, Eschew Materials, caster level 5+.

Benefit: You can cast any humanoid spell that has a material component costing 100gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 100 gp, you must have the material component available to

cast the spell, just as normal.

For noble animals, you can cast any animal spell with a blood component of up to 10 hit points without taking any damage.

Greater Multiattack [General, Combat]

Prerequisite: Dexterity 17+, three or more natural attacks, Multiattack, Improved Multiattack, base attack bonus of +11.

Benefit: You can attack an additional time per round with one of your primary weapons, albeit at a –2 penalty.

Normal: Without this feat, a creature can only attack once with its primary weapon.

Growth Spurt

You have a sudden burst of growth, increasing your size.

Prerequisites: Noble animal only, must belong to a species with a Size Threshold or level-dependent size changes, and have not taken the levels necessary to gain all the size increases available.

Benefit: Your size category increases by one, with all the attendant bonuses and penalties that brings with it. Any natural weapons you have will be larger now as well, and so will deal greater damage, following the same progression as in the Improved Natural Attack feat.

Note: This feat will not allow a character to grow bigger than a member of his species who has reached all of their species' Size Thresholds.

Hamstring [Species]

You can hamper an opponent's mobility with a vicious attack to the tendons of the leg.

Prerequisites: Noble cat, big cat, great cat, cheetah, or hyena; base attack bonus +2.

Benefit: As a full attack action, you can decide to make an attack at a melee opponent's limbs. This attack has a –4 penalty to hit. If the attack hits, in addition to the normal damage, the target's movement rate is reduced by half until they receive healing equal to the amount of damage done by the attack.

Imbue Lesser Spellthral [Boon Creation]

You can turn non-noble animals into lesser spellthralls, making them similar in function to magical rods.

Prerequisite: Noble animal only, caster level 9th.



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Benefit: You can turn any non-noble Diminutive to Small-size animal into the equivalent of a magical rod whose prerequisites you meet. Imbuing a lesser spellthrall takes one day for each 1,000 gp in the base price of the rod upon which it is based. The animal intended to become the lesser spellthrall must be in your presence for the entire time. To imbue a lesser spellthrall, you must sacrifice one ability point for each 20,000 gp in the listed price of that same rod (round up). See Chapter 7 for more on boon creation.

When an animal becomes a lesser spellthrall, it no longer has Intelligence, Wisdom, or Charisma, and makes saves as an object. Its AC becomes 9 and it has 10 hit points with DR 6/-. The lesser spellthrall will only respond to the simplest of commands: “come”, “stay,” “follow,” “sit,” “stand,” and, of course, the command words to activate its special abilities.

A single creature can contain the effects of up to three greater fetishes, two lesser spellthralls, and one spellthrall.

Imbue Spellthrall [Boon Creation]

You can turn non-noble animals into spellthralls, making them similar in function to magical staves.

Prerequisite: Noble animal only, caster level 11th.

Benefit: You can turn any Small or Medium-sized non-noble animal into a spellthrall, giving it the abilities of a staff whose prerequisites you meet. This cannot be done to a familiar, an animal companion, or otherwise supernatural animal. Imbuing a spellthrall takes 1 day for each 1,000 gp in the base price of the staff it is based on. The animal intended to become the spellthrall must be in your presence for the entire time. To imbue a spellthrall, you must sacrifice one ability point for each 20,000 gp in the listed price of that same staff (round up). A newly invested spellthrall has 10 charges. See the boon creation rules in Chapter 7 for more information.

When an animal becomes a spellthrall, it no longer has Intelligence, Wisdom, or Charisma, and makes saves as an object. Its AC becomes 7 and it has 10 hit points with DR 10/-. The spellthrall will only respond to the simplest of commands: “come,” “stay,” “follow,” “sit,” “stand,” and of course, the command words to activate its special abilities.

Improved Manipulation

Prerequisite: Dexterity 13+, hands, prehensile tail,



vestigial hands, or trunk.

Benefit: The penalty for using your hands, tail, or trunk to perform skills or make attacks with weapons is reduced by 2.

Special: This feat can be taken multiple times, and its effects stack. This can never give a character a bonus to using their hands; it can only remove a penalty.

Improved Multiattack [General, Combat]

Prerequisite: Dexterity 15+, three or more natural attacks, Multiattack, base attack bonus of +6.

Benefit: You may make secondary attacks with no penalty. You still may only add ½ of your Strength bonus, if any to these attacks.

Normal: Without this feat, a noble animal character with the Multiattack feat has a –2 penalty to all secondary attacks.

Improved Natural Armor [General, Combat]

Prerequisites: Natural armor, Con 13.

Benefit: Your natural armor bonus increases by 1.

Special: A noble animal can gain this feat multiple times. Each time you take this feat your natural armor bonus increases by another point.

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Improved Natural Attack [General, Combat]

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of your natural attack forms. The damage for this natural weapon increases by one step, as if your size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Late Bloomer

You seemed to be the runt of the litter, but now you have begun to grow again.

Prerequisites: Noble animal only, must belong to a species with species class levels.

Benefit: You may now take levels in your species class at any time you choose, even if you have progressed to higher levels in other classes.

Multiattack [General, Combat]

Prerequisite: Three or more natural attacks.

Benefit: Your secondary attacks with natural weapons take only a -2 penalty.



Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Nature's Colossus

You have grown much larger than most members of your species.

Prerequisites: Amphibian, Avian, or Reptile only; character level 10+ (except for lizards, who must have a character level of 5+), must have reached all your species' Size Thresholds or taken all level dependent size increase from species class (if any).

Benefit: Your size category increases by one, with all the attendant bonuses and penalties that brings with it. Any natural weapons you have will be larger now as well, and so will deal greater damage, following the same progression as in the Improved Natural Attack feat.

Special: Reptiles may take this feat multiple times, growing an additional size category with each feat.

Note: The size increase granted by this feat does not require the character to take a negative level.

Prehensile Tail [Species]

You can use your tail as an extra hand.

Prerequisites: Monkey only.

Benefit: You have a highly dexterous tail that can be used to grasp objects or even wield a weapon. You gain a +3 circumstance bonus to any climb checks. Any attacks with a weapon held in the tail count as off-handed attacks and carry a -10 penalty (this stacks with any non-proficiency penalties).

Pull In [Species]

You can pull yourself into your shell to avoid taking damage in combat.

Prerequisites: Tortoise only.

Benefit: You can pull your head, legs, and tail inside your shell and attempt to wait out the fight. When you choose total defense, instead of a +4 dodge bonus, you lose your Dex modifier (which is most likely a negative number anyway), and gain an additional +4 Natural Armor bonus on top of your regular AC.

While shut in, you cannot move at all, but you can cast spells, should you choose to do so. You retain the above stated armor bonus if you choose, and are not subject to attacks of opportunity. While pulled in, you cannot gain the benefits of the Combat Casting feat.

In addition, while pulled in, you can elect to roll

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your Fortitude Save instead of your Reflex Save for any attack that grants a Reflex Save to lessen or eliminate damage.

Roar [Species]

You can let out a deafening roar to shake your foes.

Prerequisites: Ape, Bear, or Great Cat; 5th level.

Benefit: This ability allows the character to make a single Intimidate check against a number of opponents equal to his level plus Cha bonus. The targets for this check can be anyone in earshot of the roar, which is anywhere within a 2 mile radius.

Runt

You are very small for your species, or are possibly of a smaller breed.

Prerequisite: Only available to characters whose size is at least Tiny, when first created.

Benefit: You are one size category smaller than other members of your species. Whenever you reach a Size Threshold or gain a level that includes a size increase, your size increases as well, but only to a step below that gained by normal-sized members of your species. This smaller size carries with it the attendant bonuses and penalties to hit rolls, AC, etc.

Special: No character can take Runt in combination with Growth Spurt, Late Bloomer, or Nature's Colossus.

Simple Weapon Proficiency [General, Combat]

You can use humanoid weapons without the non-proficiency penalty.

Prerequisites: Hands, vestigial hands, or a trunk (real or spectral).

Benefit: When a noble animal character of any class takes this feat, they gain the ability to use humanoid weapons without the -4 non-proficiency penalty. A noble animal using a humanoid weapon does not use their primary natural weapon to attack. The character can also gain additional attacks with the weapon, provided his base attack bonus is high enough. Using these multiple attacks means that the character cannot use any natural weapons in the same round.

Strength Substitution [General, Combat]

You can perform feats normally reserved for much stronger creatures.

Prerequisites: Size Small or smaller, ability to sub-



stitute Dexterity modifier for Strength modifier for a Strength-based skill check (such as a rabbit's ability to substitute Dexterity for Strength for Jump checks).

Benefit: When taking a new feat with a minimum Strength prerequisite, you are treated as if you have a Strength of 13 for the purposes of that feat.

Sturdy Attitude

You can gain a defensive benefit by adopting a sturdy and implacable attitude.

Prerequisites: Aggressive Attitude, Cautious Attitude.

Benefit: You can choose the Sturdy Attitude as either your starting or triggered Attitude for the day.

Threat Display

You have some natural method of making yourself appear more fierce and imposing. This is accomplished through the use of brightly patterned scales or feathers, extending frills of skin, arching one's back, rattling your tail, or any one of thousands of different features. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Prerequisites: Noble animal only.

Benefit: You get a +2 bonus on all Bluff and Intimidate checks.

Trampling Overrun [Combat]

You can flatten creatures smaller than yourself by trampling them.

Prerequisites: Power Attack, Improved Overrun, Size

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Large or larger, Str 17.

Benefit: You gain the ability to make a trample special attack. As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than you. This works just like the overrun combat maneuver, but you do not need to make a check, but rather simply move over any opponents in your path. Targets of your trample take an $1d6 + 1\frac{1}{2}$ times your Strength modifier if you are size Large, or $1d8 + 1\frac{1}{2}$ times your Strength modifier if you are size Huge. Targets of your trample can make an attack of opportunity, but at a -4 penalty. If your targets forgo an attack of opportunity, they can attempt to avoid you and receive a Reflex save to take half damage. The save DC against your trample attack is $10 + \frac{1}{2}$ your character level + your Strength modifier. You can only deal trampling damage to each target once per round, no matter how many times your movement takes you over a target creature.

The damage for this attack can be increased through use of the Improved Natural Attack feat.

Trumpet [Species]

You can use your trunk or throat to trumpet a warning, greeting, or even a more complex message that can be heard for miles.

Prerequisites: Elephant, Moose, Cha 13+.

Benefit: You can aid another character performing any Intelligence, Wisdom, or Charisma based skill check, as long as they are within a 5-mile radius. You must possess ranks in the skill being attempted, and cannot take 10 on the aid attempt.

Venom Spitting [Species]

Some species of viper (like the spitting cobra) have an additional use for their venom. You can spit your venom into your foes' eyes, blinding them.

Prerequisites: Viper only, character level 3+.

Benefit: You may choose to spit your venom as an attack action. This attack has a range increment of 3 feet and does $1d4$ damage. On a successful hit, the target must make a Fort save versus a DC of 10 or be blinded (this DC can be increased with the Ability Focus feat). If the venom is cleaned out within $1d6$ minutes, the effect lasts $1d6$ hours. If the victim is unable to clean the venom out, the blindness becomes permanent.

Versatile Beast [General, Combat]

Prerequisite: Dexterity 13+, two or more natural attacks, Base attack of +5.

Benefit: You may choose one of your secondary attacks to serve as an alternate primary attack. In any given round, you may announce that the alternate attack will be the primary for that round, giving it your full attack bonus, while all other attacks are treated as secondary, including your normal primary attack.

Normal: Without this feat, a noble animal character has only one primary attack (or pair of attacks) All other attacks are secondary, and have a -5 penalty to hit in the absence of certain feats.

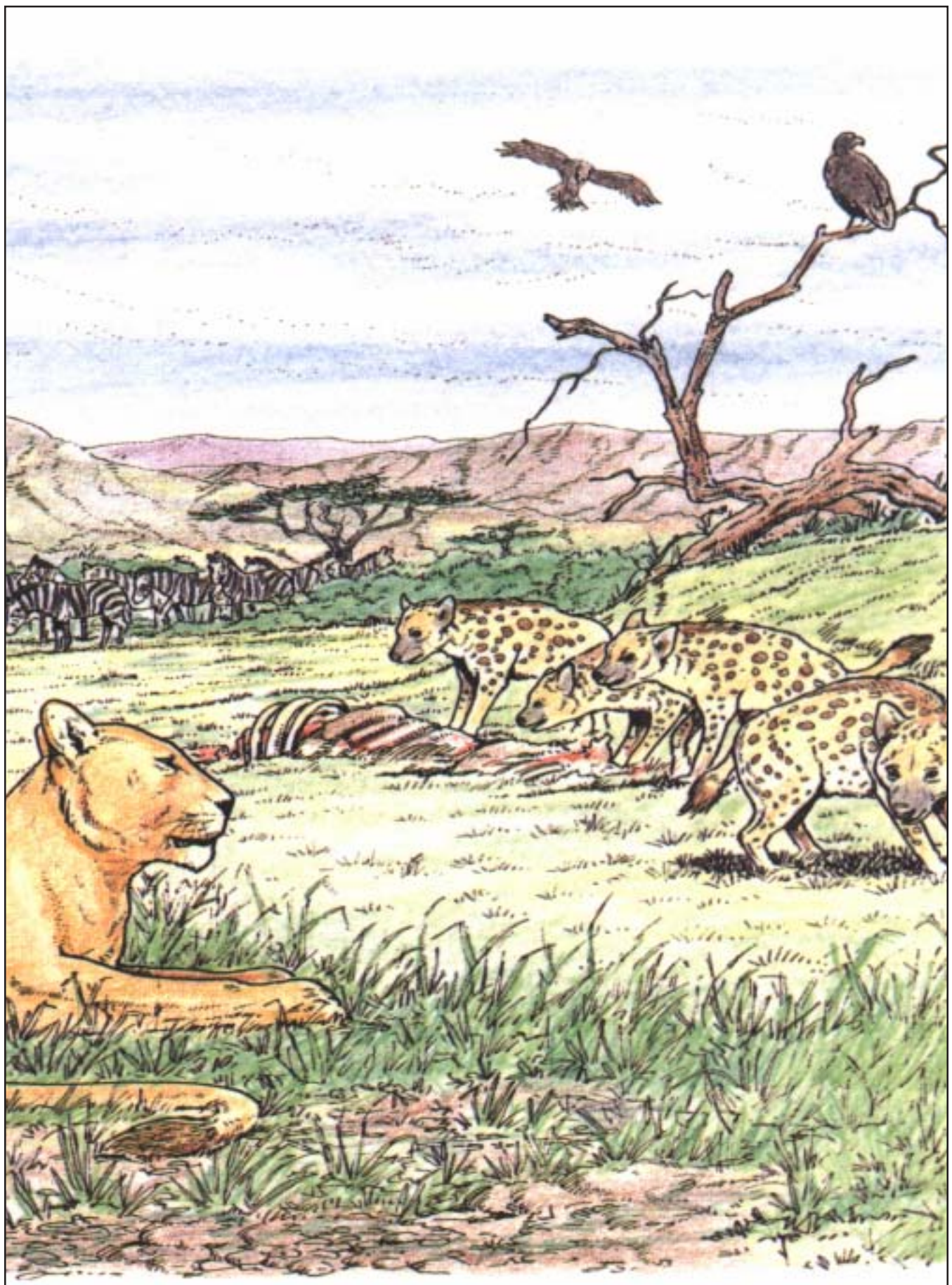
Wingover

Prerequisite: Fly speed.

Benefits: You can change direction quickly once each round while flying as a free action. This feat allows you to turn up to 180 degrees regardless of your maneuverability, in addition to any other turns you are normally allowed. You cannot gain altitude during a round when you execute a wingover, but you can dive. The change of direction consumes 10 feet of flying movement.







Chapter 5: Deeds

Deeds are special features, similar to feats, that grant noble animal characters new abilities or enhance existing ones. Deeds are performance based, each requiring some specific action to have been performed in order to be available to the character. Unlike feats, deeds are not granted as the character advances in levels, but rather purchased with experience points after specific conditions are met. For example, Huun, a brown bear, has just been wounded in a fight and has the required 125 experience points to spend. He spends the points and gains the 1st deed of the Terrible Fury deed tree, granting him the Rage ability.

Acquiring Deeds

As a noble animal character embarks on an adventuring career, he will hopefully perform heroic and legendary actions. Not having access to magic weapons and treasure like most humanoid characters, noble animals (and only noble animals) can gain the benefits of various “deeds” as a reward for their actions.

Deeds are organized into “trees.” Each deed tree includes five separate deeds, each having a separate experience point cost and available at different character levels. Use the following table to determine the costs of the deeds. Deeds in a deed tree must be purchased in order; a character must have the 1st and 2nd deeds before he can purchase the 3rd deed in the same tree. A character can have deeds from multiple trees, provided he meets the prerequisites for each individual deed.

If the conditions for a deed are met, including experience point expenditure, a deed can be gained immediately, even while in the midst of an adventure.

Deed	XP Cost	Minimum Character Level
1 st	125	1 st
2 nd	250	2 nd
3 rd	500	4 th
4 th	1,000	7 th
5 th	2,000	11 th

Prerequisites

In addition to the level requirements and experience point costs, deeds also have prerequisites that must be met before they can be purchased – many deeds, for example, can only be taken by characters of a specific species. Other prerequisites are actions that the character must have performed before being eligible for the deed. A character cannot “save up” qualifying actions for deeds. Once an action is accomplished, the experience points must be spent for the deed at the very next opportunity. If a character has accomplished the pre-

requisite actions for more than one deed in a deed tree, only the lowest level deed the character qualifies for is counted. Actions for higher level deeds do not count toward prerequisites until all of the lower level deeds have already been obtained.

Once a character has a deed, it cannot be taken away except through use of a *bestow curse*, *wish*, or other similarly powerful magics. If a deed is removed through use of *bestow curse*, it can be restored through the usual means (*remove curse*, *limited wish*, etc.).

A character can only take deeds from a single deed tree with a species requirement.

Creating New Deeds

While there are certainly a lot of deeds presented here (175 organized into 35 trees), there simply was not enough space to create a species-specific deed tree for every species available in this book. Not to worry, however; creating your own deed tree is easy, if you follow these guidelines.

First, think of the theme of the deed tree. All of the deeds in a particular tree should reflect a similar theme. Also, try not to duplicate an existing tree; with the existence of Armored Aura, for example, there really is no need for another deed tree that provides enhancement bonuses to AC.

Next, choose or create five deeds, one for each level of the tree. The easiest and quickest way to do this is to simply have the deed duplicate the effects of an existing spell – there are hundreds to choose from, after all, and they cover a tremendous range of action. If a deed is based off of a spell, it is simple to assign it a level; simply give it the same level as its spell level.

Finally, present your proposed deed to your GM. Provided your deed tree makes sense using the “logic” of magic, is not unbalanced, and seems to fit the species it was created for, he may welcome the addition of a new deed tree to the arsenal (his NPCs can use it, too, you know). He should take a look at the benefit the deed provides, and devise the prerequisite actions need-

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ed to qualify for each deed. Players can make suggestions for this step, but the GM's decision is final. The required actions should be a challenge for a character whose level brings him into eligibility for the deeds. If it is too hard, the player will never be able to gain the deed and may feel cheated. If it is too easy, it could unbalance your campaign by having powerful magic at the disposal of a character who is not yet ready for it.

Deed Descriptions

Any spell granted by a deed is considered a spell-like ability. The caster level for these abilities is always the noble animal's character level.

Armored Aura

Prerequisite: You must have been struck by a foe in combat. Bonuses from this deed tree can stack with boons that also grant bonuses to Armor Class, up to a maximum of +5.

1st Deed: +1.

Prerequisite: You must be involved in (and at least struck a blow toward) the defeat of an opponent whose level is equal to or greater than your own.

Benefit: +1 enhancement bonus to Armor Class.

2nd Deed: +2.

Prerequisite: You must be involved in (and at least struck a blow toward) the defeat of an opponent who has some sort of magical resource (spells, items, etc.)

Benefit: +2 enhancement bonus to Armor Class.

3rd Deed: +3.

Prerequisite: You must win a battle in which you are outnumbered.

Benefit: +3 enhancement bonus to Armor Class.

4th Deed: +4.

Prerequisite: You must be involved in (and at least struck a blow toward) the defeat of an undead opponent.

Benefit: +4 enhancement bonus to Armor Class.

5th Deed: +5.

Prerequisite: You must win a battle in which you are outnumbered at least 5 to 1.

Benefit: +5 enhancement bonus to Armor Class.

Brother to Winds

Prerequisite: Noble Horse only.

1st Deed: Burst of Speed.

Prerequisite: You must win a race of at least 1 mile with another horse, without using any magical aid.

Benefit: You can cast *expeditious retreat* once per day.

2nd Deed: Calling the Zephyr.

Prerequisite: You must run with a storm, racing with it, for a full day.

Benefit: You can cast *gust of wind* once per day.

3rd Deed: Leap.

Prerequisite: You must leap over either a 25-foot chasm or a 7-foot wall.

Benefit: You can cast *jump* 5 times per day.

4th Deed: In the Sky's Embrace.

Prerequisite: You must win a race of at least 10 miles with a bird of prey.

Benefit: You can cast *air walk* once per day.

5th Deed: Leading the Wind's Herd.

Prerequisite: You must stand out in a dangerous storm (a gale, hurricane, or typhoon), not seeking shelter, for an entire day.

Benefit: You can cast *control winds* once per day.

Claws of the Sirocco

Prerequisite: Noble Cheetah only.

1st Deed: Too Fast to Fall.

Prerequisite: Succeed at an Acrobatics check with a DC of 15.

Benefit: Once per day, you can run straight up any vertical surface or across any body of water, provided the height or width is not greater than your Base Speed. If you discover that the distance is greater than your Base Speed after you have already begun moving, you immediately fall when you reach the end of your movement. This means a dunking if you were running across water, and falling damage if you were running up a vertical surface.

2nd Deed: Seeing Spots.

Prerequisite: You must be the target of at least three

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ranged attacks in a single round, and take no damage from any of them.

Benefit: You can cast *blur* on yourself once per day.

3rd Deed: Run Between the Raindrops.

Prerequisite: You must have been within the area of effect of three harmful spells or area effect abilities (like breath weapons) in a single encounter.

Benefit: You can re-roll any failed Reflex save up to 3 times per day. You must accept the result of this second roll.

4th Deed: Living Lightning.

Prerequisite: You must kill and eat at least a portion of a creature with an electrical based attack.

Benefit: Once per day, you can use one of your sprint actions to transform your body into a living ribbon of lightning. You can move up to 10 times your base speed in a straight line, passing through occupied spaces without provoking attacks of opportunity, as if you were completely immaterial. Each creature occupying a space that you moved over takes 1d6 + your Dex modifier in electrical damage, or half damage if they make a Reflex save versus your Dex score.

5th Deed: Fugue.

Prerequisite: You must kill an extra-planar enemy with a charge attack.

Benefit: Once per day, during a charge action, you can create a number of brief after-images of yourself equal to your Dex modifier. The first of these images appears within a 5-foot step of you, with the others appearing within a 5-foot step of either you or a previous image. Each image can take a single standard action. Any enhancements you have active at the time of your initial charge (spells, items, boons, etc.) apply to you only, not to the images. As each image completes its action, it collapses into the nearest image, or you. Each of these images is treated as a separate creature with regards to threatened spaces and attacks of opportunity. Any damage taken by an image is transferred onto you after their actions are completed.

Cruel Jester

Prerequisite: Noble Hyena or Monkey only.

1st Deed: The Gift of Laughter.

Prerequisite: You must make an opponent laugh dur-



ing combat.

Optional Rule: If you make your entire gaming group, including the GM, laugh all at once through in-character action you can also qualify for this deed.

Benefit: You can cast *hideous laughter* once per day.

2nd Deed: Vicious Taunt.

Prerequisite: You must successfully taunt an opponent (using the Bluff skill) during combat.

Benefit: You can cast *touch of idiocy* 3 times a day.

3rd Deed: Misfortune.

Prerequisite: You must have destroyed a magic weapon.

Benefit: Whenever an enemy rolls a 1 while attacking you with a normal humanoid-made weapon, their weapon breaks. If the enemy is attacking with a magic weapon, the weapon gets a save versus a DC of 15. If the weapon makes the save, nothing happens. If it fails, the weapon loses all magical abilities and qualities for 1 day. Whenever an enemy rolls a 1 while attacking you with a natural weapon, they injure themselves, and cannot use that attack again for a day.

4th Deed: Infectious Laughter.

Prerequisite: You must incapacitate an NPC with laughter without resort to magic.

Optional Rule: If you can incapacitate your GM through laughter (he can't speak for at least 1 minute), you can also qualify for this deed.

Benefit: When you cast *hideous laughter* using the Gift of Laughter deed (and not as one of the spells grant-

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ed to a spell-caster), the target of that spell becomes a carrier of the spell's effect, spreading it to those around him. Every creature within 10 feet of the target must make a Will save versus the original *hideous laughter* spell. Any creatures that fail suffer the same effects as the original target, and any creatures within 10 feet of these victims must also make a Will save versus the original spell. Any creature that has successfully saved once does not need to save again, no matter how many targets near them are affected.

Any creature that moves to within 10 feet of any victim of this spell before the spell's duration is over must also make a Will save or fall prey to the involuntary hilarity.

5th Deed: Foolmaker.

Prerequisite: You must bring an opponent to tears through use of taunts.

Benefit: You can cast *feblemind* once per day.

Divine Mark

Prerequisite: Only a noble animal with entirely white fur, feathers, scales, skin, or hide can take this deed tree.

1st Deed: Holy Fury.

Prerequisite: You must have been personally in-

volved in (and at least struck a blow toward) the defeat of at least 4 Hit Dice worth of undead creatures.

Benefit: You can cast *disrupt undead* 3 times per day.

2nd Deed: The Scent of Corruption.

Prerequisite: You must inspect an entire graveyard, identifying any undead (if any) present. This inspection must take a full night.

Benefit: You can cast *detect undead* 3 times per day.

3rd Deed: Chosen.

Prerequisite: You must have come into contact with an extraplanar evil enemy.

Benefit: All of your natural weapons are considered Good as per the *align weapon* spell.

4th Deed: Let No Evil Live.

Prerequisite: You must have defeated an extraplanar evil opponent in single combat.

Benefit: You can cast *dispel evil* once per day.

5th Deed: Necrobane.

Prerequisite: You must clear an entire undead infestation (at least 20 HD worth). You may have assistance in this.

Benefit: You can cast *disrupting weapon* once per day.

Dawn's Usher

Prerequisite: Noble Songbird only.

1st Deed: Song of Peace.

Prerequisite: You must have made a successful Will Save versus a fear effect.

Benefit: You can cast *remove fear* once per day.

2nd Deed: Song of Support.

Prerequisite: You must stabilize a dying creature.

Benefit: You can cast *aid* once per day.

3rd Deed: Song of the Harsh Light.

Prerequisite: You must have failed a save versus an undead creature's special attack (paralysis, level drain, ability damage, etc.).

Benefit: You can cast *searing light* once per day.

4th Deed: Song of the Dawn's Break.



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Prerequisite: You must be touched by a celestial creature.

Benefit: You can cast *daylight* 3 times per day.

5th Deed: Song of Forgiveness.

Prerequisite: You must forgive a great wrong that is done to you, and not take any sort of retaliatory action.

Benefit: You can cast *atonement* once per day.

Dreamtimer

Prerequisite: You must have a Wisdom score of 12 or better.

1st Deed: Active Dreamer.

Prerequisite: You must sleep uninterrupted for an entire night (or day) in a location of mystical importance. This can be a haunted grove, a temple, the tomb of a great hero, a conjunction of ley-lines, or anywhere else the GM feels appropriate. You will not get enough rest to regain any spells if you are a spell-caster.

Benefit: Each night, you dream. The subject matter in these dreams can give you insight and confidence for the coming day. Roll a d10 for each full night's (or day's) sleep you get, and reference the table below. You gain a morale bonus of the amount listed to the activity listed for the entire day, until you go to sleep again. If your sleep is interrupted, you simply do not dream usefully that night, and gain no bonus.

2nd Deed: Lucid Dreamer.

Prerequisite: You must go without sleep for 3 full

days.

Benefit: As with Active Dreamer, you dream every night, but now, you may choose which dream you will have each night. Make a Will save versus a DC of 15. If you make the save, choose your dream subject. If the save fails, roll normally. If the save roll was a natural 1, then you are plagued by nightmares (result 1 on the chart, no additional roll required).

3rd Deed: Dream Seeker.

Prerequisite: You must have a prophetic dream that turns out to be true.

Benefit: You can cast *scry* once per day.

4th Deed: Dream Speaker.

Prerequisite: You must have some form of contact, hostile or otherwise, with an outsider.

Benefit: You can cast *dream* once per day.

5th Deed: Dream Raider.

Prerequisite: You must be involved in (and at least struck a blow toward) the defeat of an outsider opponent.

Benefit: You can cast *nightmare* once per day.

Farmer's Bane

Prerequisite: Noble Fox or Rabbit only.

1st Deed: Can't Catch What You Can't Find!

Prerequisite: You must have been actively chased by a humanoid or a predator.

Dreamtimer Dreams

d10 Roll	Subject Dreamt Of	Modifier	Applied To
1	Nightmare	-1	All attack rolls, saving throws, and skill checks
2	Safety and Security	+2	Saving throws
3	Protecting Loved Ones	+2	Bluff and Intimidate checks
4	Eating	—	The character does not need to eat today
5	Chasing	+5	Base Speed
6	Digging	+5	Burrowing Speed (if the character did not have a Burrowing Speed, he gains it at 5)
7	Fierceness	+1	Damage rolls
8	Singing	+2	Perform and Diplomacy checks
9	Hunting	+2	Perception and Survival checks
10	Fighting	+1	Attack Rolls

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Benefit: You can cast *pass without trace* once per day.

2nd Deed: You Call That a Gate?

Prerequisite: You must gain entry into a humanoid occupied building and remain undetected for a full day.

Benefit: You can cast *knock* once per day.

3rd Deed: You Can't See Me!

Prerequisite: You must avoid a battle through the use of the Stealth skill.

Benefit: You can cast *nonetection* once per day.

4th Deed: No Fence Can Stop Me!

Prerequisite: You must beat an Escape Artist DC of 25 or better.

Benefit: You can pass through any opening, no matter how small.

5th Deed: Look Over There!

Prerequisite: You must successfully Bluff during a chase or a battle.

Benefit: You can cast *mislead* once per day.

Font of Wisdom

Prerequisite: Noble Owl or Constrictor only.

1st Deed: Recognize.

Prerequisite: You must beat a Sense Motive or Spellcraft DC of 15.

Benefit: You can cast *detect magic* 3 times per day.

2nd Deed: Understand.

Prerequisite: You must give counsel or advice to another character that helps them.

Benefit: You can cast *owl's wisdom* once per day.

3rd Deed: Reject Things Unreal.

Prerequisite: You must successfully save versus an Illusion spell.

Benefit: You can cast *dispel magic* once per day.

4th Deed: Foresee.

Prerequisite: You must have accurately predicted an element of your campaign's plot or a plot twist.

Benefit: You can cast *divination* once per day.

5th Deed: Know the Truth.

Prerequisite: You must have somehow penetrated a magical disguise.

Benefit: You can cast *true seeing* once per day.

Forked Tongue

Prerequisite: Noble Snake only.

1st Deed: The Serpent's Guile.

Prerequisite: You must, through the use of Diplomacy and Bluff alone, change a non-player character's attitude from hostile.

Benefit: You can cast *charm animal* once per day.

2nd Deed: It's What You Want.

Prerequisite: You must successfully Bluff a creature when not in a combat situation.

Benefit: You can cast *suggestion* once per day.

3rd Deed: The Serpent's Wit.

Prerequisite: You must *charm* an opponent while in combat.

Benefit: You can cast *charm monster* once per day.

4th Deed: Trust in Me.

Prerequisite: You must tell a completely bald-faced lie and be believed by everyone who hears it for at least 2 days.

Benefit: You can cast *glibness* 3 times per day.



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5th Deed: Playing the Crowd.

Prerequisite: You must pull a successful scam on a group of at least five individuals.

Benefit: You can cast *mass suggestion* once per day.

Fortune's Favorite

Prerequisite: Noble Elephant or Rabbit only.

1st Deed: Lucky Feet.

Prerequisite: You must roll two natural 20s in one gaming session.

Benefit: Once per session, you can cause any Attack Roll, Skill Check, or Saving Throw to be re-rolled. The new roll must be taken, even if the result is worse.

2nd Deed: Better Lucky Than Good.

Prerequisite: You must have rolled 3 successful Saves in one gaming session.

Benefit: You can cast *heroism* once per day.

3rd Deed: Shaving the Dice.

Prerequisite: You must “call” the number rolled on

any to hit roll, saving throw, or skill check. In other words, you must call out the number you expect to roll on the die before it is rolled, and then roll that number. You can attempt this no more than 10 times in one session.

Optional Rule: If you can successfully use a loaded — or otherwise tampered-with — die during the game without getting caught, you can then show the die to the GM and announce that you cheated, qualifying for this deed. The altered die roll and any results from it remain, but the GM has the option of confiscating the die.

Benefit: You can cast *prayer* once per day.

4th Deed: Too Lucky To Be Real.

Prerequisite: You must go five sessions without using your Lucky Feet ability.

Benefit: You can now re-roll up to three Attack Rolls, Skill Checks, or Saving Throws per day. The new roll must be taken, even if the result is worse. This ability replaces the Lucky Feet ability.

5th Deed: Charmed Life.

Prerequisite: You must beat any single DC or AC by 20 or more.

Benefit: You can cast *greater heroism* once per day.

God's Arrow

Prerequisite: Good birds only.

1st Deed: Holy Talon.

Prerequisite: You must have been personally involved in (and at least struck a blow toward) the defeat of at least 4 Hit Dice worth of undead creatures.

Benefit: Your talons now have a +2 enhancement bonus to hit and damage versus undead.

2nd Deed: Godspeed.

Prerequisite: You must chase down a fleeing enemy.

Benefit: You gain +10 feet to your fly speed.

3rd Deed: No Evil Shall Prevail.

Prerequisite: You must have personally defeated at least 8 Hit Dice worth of undead creatures in a single battle.

Benefit: You can cast *halt undead* once per day.

4th Deed: Faster Than Flesh.



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Prerequisite: You must have been personally involved in (and at least struck a blow toward) the defeat of a non-corporeal creature that successfully hit you in combat.

Benefit: You can swoop through an opponent as though he wasn't there. Once during each battle, you can dive and make a swoop attack at an enemy, becoming immaterial for the duration of the round. You cannot be hit during this round, except by ethereal attacks. This attack does your normal damage.

5th Deed: Bless the Aerie.

Prerequisite: You must defend a sacred place against desecration.

Benefit: You can cast *hallow* once per day.

Harbinger of Peace

Prerequisite: Dove only.

1st Deed: Inviolable Messenger.

Prerequisite: You must avoid being hit during an entire combat in which you are involved (you may not hide or conceal yourself).

Benefit: You can cast *sanctuary* once per day.

2nd Deed: Dove's Glamour.

Prerequisite: You must successfully use Diplomacy against an Unfriendly creature.

Benefit: You can cast *eagle's splendor* once per day.

3rd Deed: Aura of Peace.

Prerequisite: You must successfully use Diplomacy against a Hostile creature.

Benefit: You can cast *calm emotions* 3 times per day.

4th Deed: Anointing the Righteous.

Prerequisite: You must be involved in the rescue of one or more innocent creatures from hostile forces.

Benefit: You can cast *cure critical wounds* once per day.

5th Deed: Healing the Multitude.

Prerequisite: You must have been returned from the dead somehow.

Benefit: You can cast *mass cure light wounds* once per day.



Herald of the Moon

Prerequisite: Noble Wolf only.

1st Deed: Servant of The Pale Lady.

Prerequisite: You must spend an entire night of a full moon howling.

Benefit: You receive a bonus to all rolls at night, depending on the phase of the moon.

Phase of Moon	Bonus
New	+1
Quarter	+2
Half	+3
Full	+4

2nd Deed: Wisdom of the Pale Lady.

Prerequisite: You must spend a night sleeping in the presence of an oracle, seer, or prophet of some kind.

Benefit: You can cast *augury* once per day.

3rd Deed: The Pale Lady's Blessing.

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Prerequisite: You must bathe or swim in a moonlit sacred pool.

Benefit: You can cast *magical vestment* on your fur once per day.

4th Deed: Vision of the Pale Lady.

Prerequisite: You must travel to the moon or to another plane of existence.

Benefit: You can cast *commune with nature* once per day.

5th Deed: The Pale Lady's Champion.

Prerequisite: You must kill a werewolf in single combat.

Benefit: Once per day, you can evoke this spell-like ability. Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/-. Your size modifier for AC and attacks changes as appropriate to your new size category. This effect doesn't change your speed. Determine space and reach as appropriate to your new size. This effect lasts for one round per your character level.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—increasing your size cannot crush you.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

Judge of the Fallen

Prerequisite: Noble Raven or Vulture only.

1st Deed: Battlefield Spectator.

Prerequisite: You must eat the eyes of a fallen hu-

manoid warrior from a battlefield (at least 20 corpses).

Benefit: You can cast *deathwatch* once per day.

2nd Deed: Cheating The Valkyries.

Prerequisite: You must perform a coup-de-grace on a dying humanoid.

Benefit: You can cast *death knell* once per day.

3rd Deed: The Dead Have No Secrets.

Prerequisite: You must have been personally involved in (and at least struck a blow toward) the defeat of at least 10 Hit Dice worth of undead creatures.

Benefit: You can cast *speak with dead* once per day.

4th Deed: Master of the Fallen.

Prerequisite: You must have attended the funerary rites for a friend.

Benefit: You can cast *animate dead* 3 times per day.

5th Deed: Judge's Choice.

Prerequisite: You must have been raised from the dead.

Benefit: You can cast *raise dead* once per day.

Keeper of Secrets

Prerequisite: Noble Cat only.

1st Deed: Magic Eye.

Prerequisite: You must have spent at least one month sleeping on a wizard's spellbook or in a magical library.

Benefit: You can *detect magic* 3 times per day.



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2nd Deed: Night's Eye.

Prerequisite: You must spend an entire 24 hour period away from any source of light.

Benefit: You can cast *darkvision* once per day.

3rd Deed: Cat's Touch.

Prerequisite: You must have stolen and hidden a magic key of some sort. The key can never be recovered, even by you.

Benefit: 3 times per day, you can cast *arcane lock* on any door, chest, or box by touching it.

4th Deed: X-Ray Vision.

Prerequisite: You must have been the only character to find an object when at least three others were also looking.

Benefit: You can see through up to two feet of solid objects except for lead, for one round per character level per day.

5th Deed: Ghost Eye.

Prerequisite: You must have taken ability damage or negative level damage as the result of a supernatural creature's attack and survived.

Benefit: You can see ethereal or invisible creatures and objects.

King of Beasts

Prerequisite: Noble Lion only.

1st Deed: Presence.

Prerequisite: You must have led your party during at least one battle.

Benefit: You can cast *command* once per day.

2nd Deed: Duty of A King.

Prerequisite: You must have successfully negotiated with animals of different species.

Benefit: +2 to Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with animals.

3rd Deed: Duty To A King.

Prerequisite: You must have gathered different species of animal together in an alliance for a specific purpose.

Benefit: You can cast *summon nature's ally III* once per day.



4th Deed: Mighty Roar.

Prerequisite: You must have made a successful Intimidate check at least twice during a single combat.

Benefit: You can cast *shout* once per day.

5th Deed: Regal Presence.

Prerequisite: You must have led a force of at least 20 individuals into battle.

Benefit: You can cast *greater command* once per day.

Larger Than Life

Prerequisite: Size tiny or smaller. If you ever grow to Medium size or larger, you immediately lose all deeds from this tree. If you return to a smaller size within a day, the benefits will return; otherwise, they are gone forever, and the deeds must be performed and the experience spent again.

If you lose the deeds from this tree due to growth, the experience points spent for it are not regained. This

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deed tree is not recommended if your species will grow to Medium or larger size.

1st Deed: By Fang Alone.

Prerequisite: You must have defeated a foe of equal or greater size than yourself in single combat.

Benefit: For as long as you have a negative Strength modifier, you never need to apply it to melee damage inflicted with your primary attack form.

2nd Deed: Overreach.

Prerequisite: You must defeat an opponent who is at least two size categories larger than yourself.

Benefit: You now have a 5-foot space and reach in combat, and can threaten adjacent squares accordingly, including the ability to make attacks of opportunity.

3rd Deed: The Size of the Fight in the Dog.

Prerequisite: You must have successfully grappled for at least one round with a foe larger than yourself.

Benefit: For the purposes of your Combat Maneuver Bonus (CMB), you are considered to be 1 size category larger than yourself.

4th Deed: Never Let Go.

Prerequisite: You must have defeated a larger foe through use of grappling attacks.

Benefit: For the purposes of your Combat Maneuver Bonus (CMB), you are considered to be 2 size categories larger than yourself.

5th Deed: Leaping Terror.

Prerequisite: You must have been personally involved in (and at least struck a blow toward) the defeat of a Huge or larger creature; or have single-handedly defeated a group of at least 20 individuals.

Benefit: You now have a 5-foot space and a 10-foot reach in combat, and can threaten all squares in your area of control. This includes the ability to make attacks of opportunity.

Living Blessing

Prerequisite: Noble Elephant or Gazelle only.

1st Deed: A Walking Good Omen.

Prerequisite: You must have been prayed over by a humanoid priest for at least two hours.

Benefit: You may cast *bless* once per day.

2nd Deed: Curses Revealed.

Prerequisite: You must have interacted in a non-violent way with a cursed individual.

Benefit: Once a week, you can divine the exact nature of a curse with a successful Knowledge: Arcana or Knowledge: History check versus a DC of 15. If you meet or exceed a 20 on this roll, then you also know what is necessary to lift the curse.

3rd Deed: Curses Lifted.

Prerequisite: You must receive a visitation from your deity or an ancestor (if you are an ancestor worshiper).

Benefit: You can cast *remove curse* once per day.

4th Deed: Repairing Misfortune.

Prerequisite: You must have participated in the lifting of a curse that has been in place for at least 100 years.

Benefit: You can cast *restoration* once per day.

5th Deed: A Blessing On Your House.

Prerequisite: You must defend a sacred place.

Benefit: You can cast *hallow* once per day.

Living Echo

Prerequisite: Noble Mina Bird, Parrot or Raven only.

1st Deed: The Gift of Tongues.

Prerequisite: You must have learned at least 4 additional languages over and above the ones your species has as automatic languages.

Benefit: You can learn a language (animal, humanoid, or otherwise) after hearing it only once, by making a Perception roll with a DC of 20. If this roll is failed, you may not attempt to learn this language again for one month.

2nd Deed: A Chorus of One.

Prerequisite: You must beat a Perform DC of 16.

Benefit: You get a +3 mimic bonus to any Bluff, Disguise, or Perform rolls in which sounding like another creature may help.

3rd Deed: Arcane Echo I.

Prerequisite: You must survive an attack by arcane means in which a 5th level or higher spell (or the equivalent) was used against you.

Benefit: You can cast any 3rd level or lower arcane

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spell with a verbal component that was cast in your presence within the last hour, whether you know it or not. This can be done once per day. If the spell is one you do not know (or you have no levels in any arcane spell-casting class), you must make a Will save versus a DC of 10 + the spell's level in order to cast it.

4th Deed: Arcane Echo II.

Prerequisite: You must survive an attack by arcane means in which a 6th level or higher spell (or the equivalent) was used against you.

Benefit: You can cast any 4th level or lower arcane spell with a verbal component that was cast in your presence within the last hour, whether you know it or not. This can be done a number of times a day equal to the number of bonus spells granted by your Cha score (for instance, a noble mina bird with a 16 Cha could repeat one 1st, one 2nd, and one 3rd level spell per day). If the spell is one you do not know (or you have no

levels in any arcane spell-casting class), you must make a Will save versus a DC of 10 + the spell's level in order to cast it. A failed roll does not use up one of your Arcane Echo slots. This replaces Arcane Echo I.

5th Deed: Arcane Echo III.

Prerequisite: You must survive an attack by arcane means in which a 7th level or higher spell (or the equivalent) was used against you.

Benefit: You can cast any 5th level or lower arcane spell with a verbal component that was cast in your presence within the last hour, whether you know it or not. This can be done a number of times a day equal to the number of bonus spells granted by your Cha score +1 per spell level (for instance, a noble mina bird with a 16 Cha could repeat two 1st, two 2nd, two 3rd, one 4th, and one 5th level spell per day). If the spell is one you do not know (or you have no levels in any arcane spell-casting class), you must make a Will save versus a DC of 10 + the spell's level in order to cast it. A failed roll does not use up one of your Arcane Echo slots. This replaces Arcane Echo II.

Magic Claw

Prerequisite: You must have defeated a foe in combat. Only available to noble animals with a natural attack.

This deed tree can be taken once for each natural attack the character has. The qualifying actions that a character must perform to gain these deeds must be performed separately for each time it is taken.

Bonuses from this deed tree can stack with boons and spells that also grant bonuses, up to a maximum of +5. This deed tree can also be taken to enhance natural weapons gained as boons. If the boon is ever lost, the experience points used to pay for the boon are not regained.

Note: This deed tree is different and separate from the spell *magic fang*.

1st Deed: +1.

Prerequisite: You must be involved in (and at least struck a blow toward) the defeat of an opponent whose level is equal to or greater than your own.

Benefit: +1 enhancement bonus to attack and damage for one natural weapon.

2nd Deed: +2.



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Prerequisite: You must be involved in (and at least struck a blow toward) the defeat of an opponent who has some sort of magical resource (spells, items, etc.)

Benefit: +2 enhancement bonus to attack and damage for the same natural weapon.

3rd Deed: +3.

Prerequisite: You must win a battle in which you are outnumbered.

Benefit: +3 enhancement bonus to attack and damage for the same natural weapon.

4th Deed: +4.

Prerequisite: You must be involved in (and at least struck a blow toward) the defeat of an undead opponent.

Benefit: +4 enhancement bonus to attack and damage for the same natural weapon.

5th Deed: +5.

Prerequisite: You must win a battle in which you are outnumbered at least 5 to 1.

Benefit: +5 enhancement bonus to attack and damage for the same natural weapon.

Man's Best Friend

Prerequisite: Noble Dog only.

1st Deed: Loyalty.

Prerequisite: You must have been, or currently be, a pet for a human master.

Benefit: You gain a +2 morale bonus to all Hit, Save, and Skill rolls as long as a friendly human is within 20 feet of you.

2nd Deed: A Dog's Love.

Prerequisite: You must have defended a human ally during combat.

Benefit: You can cast *shield other* on a human ally up to 3 times a day.

3rd Deed: Healing Tongue.

Prerequisite: You must eat a magical healing device (not a potion).

Benefit: You can cast *cure serious wounds* on a human up to 3 times per day.

4th Deed: Your Master's Mind.



Prerequisite: You must have a human master.

Benefit: You have a telepathic link with a single human whom you designate. This link is permanent until you or your human dies. If your human partner dies, you may choose another partner after six months.

5th Deed: Devotion.

Prerequisite: You must have saved your master's life from certain death.

Benefit: You gain a +4 morale bonus to all Hit, Save, and Skill rolls as long as a friendly human is within 100 feet of you. This replaces the bonus granted by Loyalty.

Merry Burglar

Prerequisite: Noble Ferret or Raccoon only.

1st Deed: Invisible Fingers.

Prerequisite: You must have stolen some small magic item and hidden it so well that even you do not know how to find it anymore (the item is lost for good).

Benefit: You can exert a small psychic force over an object within your line of sight, within 30 feet. This force can perform any fine manipulation, as if humanoid fingers were performing the task. In order to determine the success of such a task under taken, consider the invisible hand to have a Strength equal the character's Charisma, and a Dexterity equal to the character's Intelligence.

2nd Deed: Dance of Joy.

Prerequisite: You must spend an entire battle in total defense mode, without getting hit.

Benefit: By jumping around in a seemingly random

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fashion, the character can choose total defense, effectively granting him 50% concealment for as long as he remains defensive.

3rd Deed: Where'd It Go?

Prerequisite: You must have been involved in a battle in which you took active part (not defensively) without getting hit once.

Benefit: You can cast *blink* once per day.

4th Deed: No Shiny Thing Is Safe.

Prerequisite: You must successfully steal some valuable object and then inform the item's owner that you did so. You must then keep the item for at least 24 hours, foiling any attempts at recovery without violence.

Benefit: You can cast *dimension door* once per day.

5th Deed: The Getaway.

Prerequisite: You must successfully steal some valuable object from a demon, a devil, or a dragon, and then inform the item's owner that you did so. You must then keep the item for at least 24 hours, foiling any attempts at recovery.

Benefit: You can cast *teleport* once per day.

Mighty Silverback

Prerequisite: Noble Ape only.

1st Deed: Bluff Charge.

Prerequisite: You must successfully Intimidate a foe with a higher level than yourself.

Benefit: If you have enough room to make a successful charge, you may make an Intimidate check instead, with a +10 fearsome bonus to the roll. You must actually charge up to your foe, but not attack for this tactic to be effective. This does not provoke an attack of opportunity.

2nd Deed: Ape's Might.

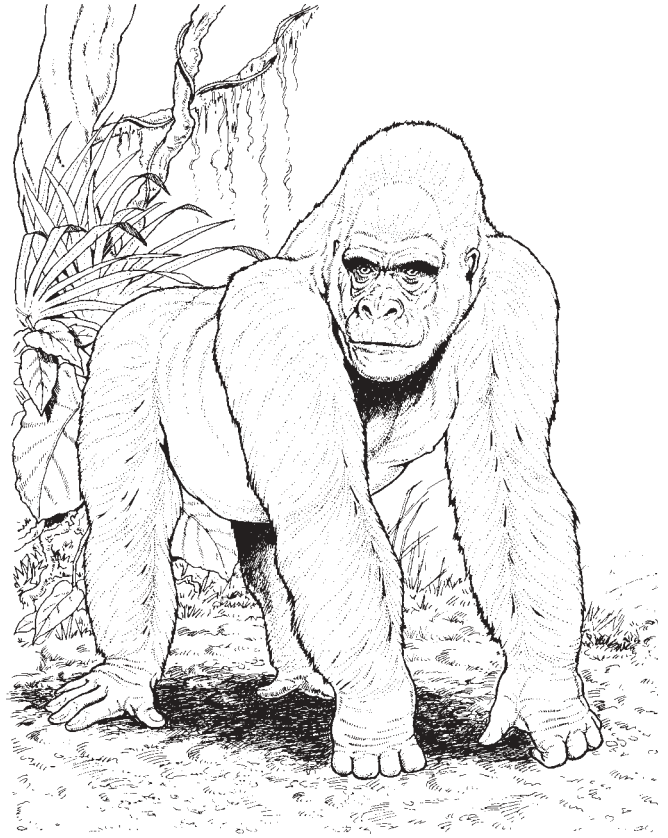
Prerequisite: You must successfully break something that had a Break DC of 13 or better.

Benefit: You can cast *bull's strength* once per day.

3rd Deed: Rend.

Prerequisite: You must defeat an opponent of at least your size through grappling.

Benefit: If you hit a single opponent with two unarmed attacks in the same round, you immediately deal



an additional 2d6 + (2 x STR mod) in damage as you attempt to rip your foe in two.

4th Deed: Thick Hide.

Prerequisite: You must survive a critical hit.

Benefit: You gain Damage Reduction (DR) of 1/-.

5th Deed: A King On His Own.

Prerequisite: You must receive a blood sacrifice, whether from other animals or humanoids.

Benefit: Once per day, you can evoke this spell-like ability. Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/-. Your size modifier for AC and attacks changes as appropriate to your new size category. This effect doesn't change your speed. Determine space and reach as appropriate to your new size. This effect lasts for one

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round per your character level.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—increasing your size cannot crush you.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

Night's Friend

Prerequisite: Nocturnal noble animals only.

1st Deed: Ill Omen.

Prerequisite: You must have failed a Will save versus a magical fear effect.

Benefit: You can cast *cause fear* once per day.

2nd Deed: Banish the Light.

Prerequisite: You must spend an entire 24-hour period in total darkness, with no source of light whatsoever.

Benefit: You can cast *darkness* once per day.

3rd Deed: Fell Servant.

Prerequisite: You must establish social dominance over an animal of your size category or larger.

Benefit: You can cast *dominate animal* once per day.

4th Deed: The Still of Night.

Prerequisite: You must make a Stealth check against a DC of 30.

Benefit: You can cast *zone of silence* once per day.

5th Deed: No Safety In Sleep.

Prerequisite: You must have caused an enemy of no more than two levels lower than yourself to flee.

Benefit: You can cast *nightmare* once per day.

The Path Below

Prerequisite: Noble Badger or Wolverine only.

1st Deed: Swimming Through The Earth.

Prerequisite: You must have tunneled 400 feet in a single day.

Benefit: Your burrowing speed increases by 10 feet, for a total of 20.

2nd Deed: The Ground Like Air.

Prerequisite: You must spend an entire 24 hour period underground without surfacing, burrowing up to your movement rate at least once an hour.

Benefit: You can use the run action while burrowing, provided you move in a straight line.

3rd Deed: Claws of Steel

Prerequisite: You must eat a magical weapon or tool, which is utterly and permanently destroyed.

Benefit: You can burrow through solid rock at a rate of 10 feet per hour.

4th Deed: Bullete's Kin.

Prerequisite: You must kill and eat at least a part of



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a magical beast or abomination with a burrow speed.

Benefit: Your burrowing speed increases by another 10 feet, for a total of 30.

5th Deed: Claws of Diamond.

Prerequisite: You must eat a diamond worth at least 6,000 gold pieces.

Benefit: You can burrow through solid metal at a rate of 1 foot per hour.

A Plague of One

Prerequisite: Noble Bat, Crow, Frog, Mouse, Rat or Toad only.

1st Deed: Miasma.

Prerequisite: You must have successfully resisted a disease.

Benefit: You can cast *touch of fatigue* 3 times per day.

2nd Deed: Calling The Brothers.

Prerequisite: You must participate in a swarm, either natural or supernatural, for at least two hours.

Benefit: You can cast *summon swarm* once per day. The swarm summoned will always be of your species.

3rd Deed: A Whiff of Rot.

Prerequisite: You must consume a portion of a flesh-bearing undead creature of some type.

Benefit: You can cast *stinking cloud* once per day.

4th Deed: Plaugebringer.

Prerequisite: You must contract a disease and live through it without resisting it.

Benefit: You can cast *contagion* 3 times per day. In addition, you are immune to the disease you contracted in order to gain this deed.

5th Deed: Sickness on the Wind.

Prerequisite: You must have eaten a portion of a victim of a magical disease.

Benefit: You can cast *waves of fatigue* once per day.

Serpent Killer

Prerequisite: Mongoose only.

1st Deed: Snake Hater.

Prerequisite: You must have been personally in-



involved in (and at least struck a blow toward) the defeat of a reptilian creature.

Benefit: You gain a Preferred Prey (similar to a Ranger's Favored Enemy – see the Mighty Hunter prestige class) bonus against the species or race of creature you helped defeat. This bonus stacks with any such bonuses you already have.

2nd Deed: Snake Killer.

Prerequisite: You must have been personally involved in (and at least struck a blow toward) the defeat of at least 4 Hit Dice worth of reptilian creatures.

Benefit: Your bite now has a +2 enhancement bonus to hit and damage versus any creature with the reptilian type or subtype. This bonus does not stack with the bonus granted by Snake Hater.

3rd Deed: Serpent's Bane.

Prerequisite: You must personally defeat (with no assistance) your own Hit Dice or more worth of your preferred prey.

Benefit: You do +1d6 additional damage any time you successfully hit a member of your preferred prey species or race.

4th Deed: Dragon Hunter.

Prerequisite: You must survive a hostile encounter with a dragon.

Benefit: Your bite now has a +2 enhancement bonus to hit and damage versus any creature with the dragon type or subtype.

5th Deed: Dragon Slayer.

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Prerequisite: You must have been involved in the defeat of either a dragon or 25 Hit Dice worth of reptilian creatures in one battle.

Benefit: You do +1d6 additional damage any time you successfully hit a dragon or a reptilian creature. This bonus stacks with the Serpent's Bane bonus damage that you already deal to your preferred prey.

Tale-Weaver

Prerequisite: Noble Coyote, Monkey, or Mouse only.

1st Deed: Master of Guile.

Prerequisite: You must have gotten out of a hostile encounter through guile, without fighting.

Benefit: You gain a +3 guile bonus to all Bluff checks.

2nd Deed: A Cast of One.

Prerequisite: You must successfully feint during combat.

Benefit: You can cast *ventriloquism* 3 times per day.

3rd Deed: Storyteller.

Prerequisite: You must beat a Perform check DC of 28.

Benefit: You can cast *major image* once per day.

4th Deed: Master Trickster.

Prerequisite: You must successfully tell a lie (Bluff) which has a -10 believability penalty due to its implausibility.

Benefit: You can cast *glibness* 3 times per day.

5th Deed: Lasting Story.

Prerequisite: You must make a Perform check with a DC of 35.

Benefit: You can cast *persistent image* once per day.

Terrible Fury

Prerequisite: Noble Bear, Lion, or Tiger only.

1st Deed: Rage.

Prerequisite: Must have been wounded in combat.

Benefit: You gain the ability to Rage, as per the Barbarian class feature for 6 rounds per day. If you already have the Rage ability, or gain it later, this deed grants you additional rounds of Rage per day.

2nd Deed: Mighty Roar.

Prerequisite: You must have made a successful Intimidate check during combat.

Benefit: You can cast *fear* once per day.

3rd Deed: Ferocity.

Prerequisite: You must have been brought to 0 or fewer hit points as a result of combat, but recovered, either with or without aid.

Benefit: You can continue fighting even while disabled or dying without penalty.

4th Deed: Thick Hide.

Prerequisite: You must have been victorious in a battle in which you were wounded.

Benefit: You gain Damage Reduction (DR) of 1/-.

5th Deed: Paw of Doom.

Prerequisite: You must have slain (or taken part in the slaying of) a foe at least one size category larger than yourself.

Benefit: Your claw damage for one paw (player's choice) increases by one step. Therefore, a bear who previously did 1d8 damage with his claw now does 2d6. This deed stacks with other deeds, boons, and feats that increase the size of the claw, so a bear who used to do 2d6 damage now does 3d6.

Territoriality

Prerequisite: You must have at least 1 rank in Perception and Survival.

1st Deed: Alarm.

Prerequisite: You must spend at least 2 shifts standing guard over friends or family, on at least 2 separate nights.

Benefit: You can cast *alarm* once a day.

2nd Deed: Marking.

Prerequisite: You must claim a lair or territory and be able to defend it. The size of the area needed is determined by your size as seen on the table below. You can have either a lair or a territory, never both. The size listed for territory is the maximum allowable; you may choose a smaller area if you wish.

To take a lair or territory, you must first ensure that there are no others who lay claim to it. If there are, they must be slain or driven off. Next, you must perform an initial survey, in which you walk, swim, or fly

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the entire circumference without interruption. If anything does interrupt you, you must begin the survey again.

Character Size	Lair Size	Maximum Territory Size
Diminutive	1 ft. x 1 ft.	10 ft. x 10 ft.
Tiny	3 ft. x 3 ft.	40 ft. x 40 ft.
Small	5 ft. x 5 ft.	100 ft. x 100 ft.
Medium	10 ft. x 10 ft.	½ mile x ½ mile
Large	20 ft. x 20 ft.	10 miles x 10 miles
Huge	40 ft. x 40 ft.	20 miles x 20 miles

Benefit: Once you have marked the boundaries of your home lair or territory, any natural animals attempting to enter it must make a Will save or find themselves unable to do so. The DC of the Will save is 15 for a territory, and 20 for a lair. An animal that has previously been given your permission can pass through unhindered. This permission cannot be rescinded without the entire Marking being undone. If you decide to do this, the border comes down and you must retake your territory, including the initial survey.

3rd Deed: The Call of Home.

Prerequisite: You must have a home lair or territory, which you have Marked (see above).

Benefit: You unerringly know the direction to your home, whether you can see, hear, or smell or not.

4th Deed: Home Turf.

Prerequisite: You must have defended your home from a larger foe than yourself, who also has some sort of magical resource (spells, items, etc.)

Benefit: While in a lair you have marked you gain a +4 morale bonus to hit rolls and DR of 2/-. While in a territory you have marked you gain a +2 morale bonus to hit and a DR of 1/-.

5th Deed: No Trespassing.

Prerequisite: You must have a Marked lair or territory, and you must have expelled or slain 40 HD worth of invaders since you claimed it.

Benefit: Any noble animals or humanoids attempting to enter your lair or territory must make a Will save or find themselves unable to do so. The DC of the Will save is 15 for a territory, and 20 for a lair. A character that has previously been given your permission can



pass through unhindered. This permission cannot be rescinded without the entire Marking being undone. If you decide to do this, the border comes down and you must retake your territory, including the initial survey.

Thunderbird

Prerequisite: Noble Condor only.

1st Deed: Symbol of Omen.

Prerequisite: You must successfully resist a magical fear effect.

Benefit: You can cast *cause fear* once per day.

2nd Deed: One of the Storm's Own.

Prerequisite: You must survive a lightning strike or lightning-based attack of some sort.

Benefit: You can cast *resist energy (electrical)* once per day.

3rd Deed: Call the Lightning.

Prerequisite: You must fly through a thunderhead cloud in the middle of a storm.

Benefit: You can cast *call lightning* once per day.

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4th Deed: The Cry of Thunder.

Prerequisite: You must survive a sound-based attack of some sort.

Benefit: You can cast *shout* once per day.

5th Deed: Call the Storm.

Prerequisite: You must fly through the eye of a hurricane or typhoon.

Benefit: You can cast *call lightning storm* once per day.

Wild-Man of the Forest

Prerequisite: Noble Orangutan only.

1st Deed: Ape's Leap.

Prerequisite: Must make a successful jump of at least 20 feet, where consequences for failure would include at least 2d6 lethal falling damage.

Benefit: You can cast *jump* once per day.

2nd Deed: Brother to Trees.

Prerequisite: You must have taken at least 6 hit points of damage from a single hit from a wooden weapon.

Benefit: You can cast *barkskin* once per day.

3rd Deed: At Home in the Trees.

Prerequisite: You must survive a fall of at least 60 feet without magical aid. Magical healing after the fact does not disqualify you for this deed; *feather fall* or *fly* spells or being caught by another character would.

Benefit: You gain a +3 bonus to all Acrobatics and Climb checks made while in contact with trees.

4th Deed: All Trees Are One.

Prerequisite: You must cross an entire forest or jungle without touching the ground or flying.

Benefit: You can cast *tree stride* once per day.

5th Deed: With the Blessing of the Forest.

Prerequisite: You must beat an Escape Artist DC of 35.

Benefit: You can cast *freedom of movement* 3 times per day.

With the Substance of Shadow

Prerequisite: Only a noble animal with entirely black fur, feathers, scales, or skin can take this deed tree.



1st Deed: Shadowkin.

Prerequisite: You must have made a successful Stealth check in a life-and-death situation.

Benefit: You are considered to have 20% concealment whenever you are in shadows or darkness.

2nd Deed: The Sound of a Falling Shadow.

Prerequisite: You must move among other creatures (humanoid, animal, or noble animal) for an entire night, never being farther than 10 feet from one of them, but never being noticed, for an entire night.

Benefit: You can cast *silence* once per day.

3rd Deed: No Light Survives.

Prerequisite: You must have slain an enemy who had some sort of magical light source.

Benefit: You can cast *deeper darkness* once per day.

4th Deed: Ghost Matter.

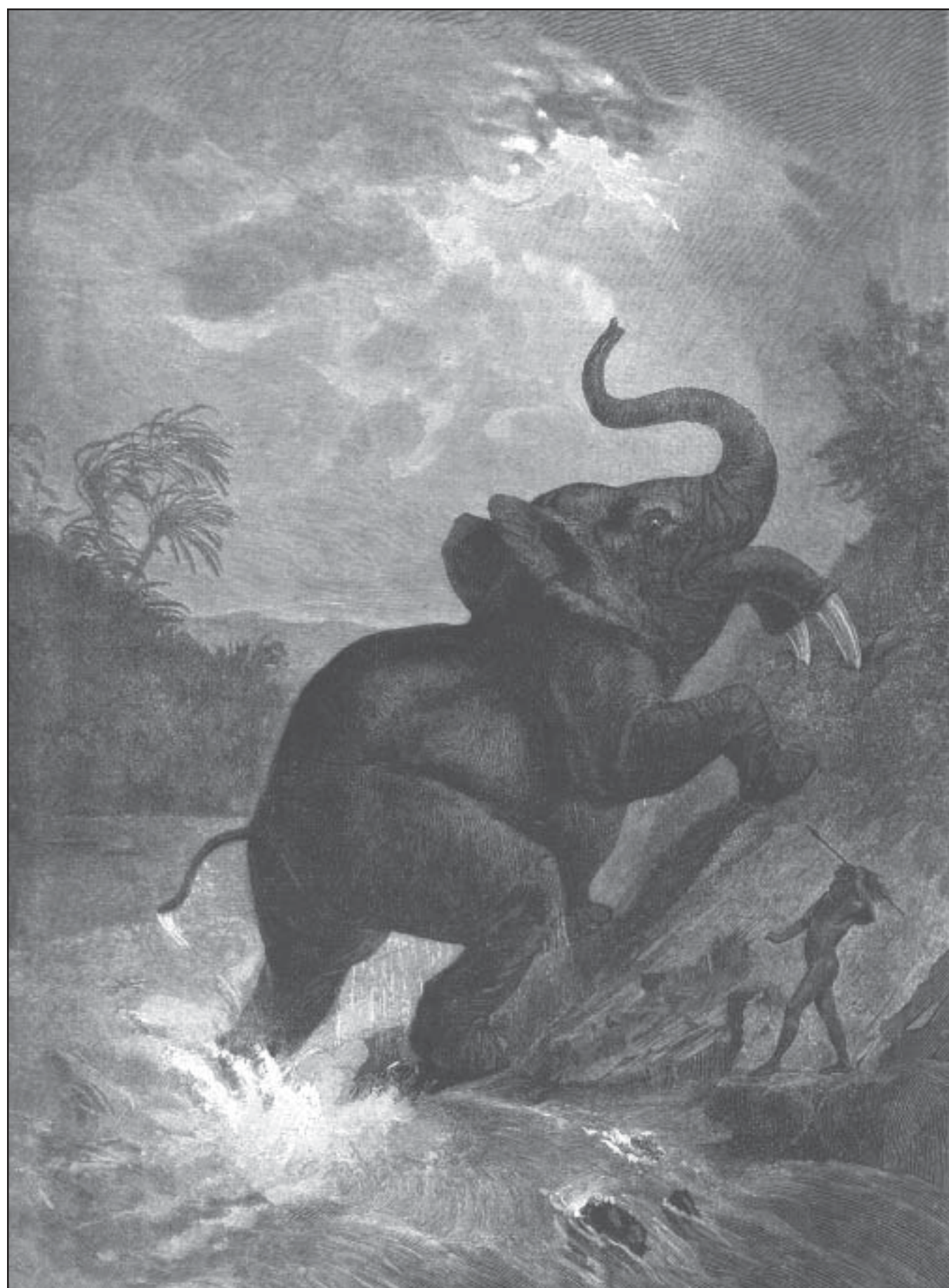
Prerequisite: You must have done damage to an incorporeal undead with your natural weapons.

Benefit: You can cast *solid fog* once per day.

5th Deed: The Paths of Night.

Prerequisite: You must have slain a shadow in single combat.

Benefit: You can cast *shadow walk* once per day.



Chapter 6: Magic & Spells



agic and spells as they pertain to noble animals characters are the subject of this chapter, which highlights the fundamental differences between humanoid and animal magic, including the concept of Blood Components. In addition, more than a dozen new spells are introduced, including a new type of spell, the Boon, which allows noble animal spell casters to bestow some of their own natural advantages upon others.

Magical Transparency

The magic practiced by noble animals is simply different from that used by humanoids. In fact, without prior knowledge or a specific feat, a humanoid present at a magical duel between two animals may not even be aware that anything supernatural occurred. If a squirrel sorcerer and an owl wizard faced off at each other with spells, to the humanoid eye they would appear to be chattering and hooting at each other furiously, until one of them died, apparently of a heart attack.

Detect magic, *dispel magic*, counterspells, and similar spells and abilities are simply ineffective against magic from the “other side.”

Gross physical effects of magic, such as a fireball or a deer turning into a toad, are still visible and can affect humanoids, but as a rule they would not be able to identify the difference between a noble animal caster’s somatic or verbal components and other natural animal behaviors.

By the same token, noble animals cannot see humanoid magic either, and the evidence of it is often just chalked up to more inexplicable humanoid behavior.

Following is a list of spells whose effects cannot be seen or heard by characters on the “wrong side” of the humanoid / animal divide. Note that these invisible spell effects still affect all characters.

Arcane Mark
Barkskin
Blade Barrier
Chaos Hammer
Clenched Fist
Cloak of Chaos
Crushing Hand
Dimensional Anchor
Dimensional Lock
Disintegrate
Energy Drain
Enervation
Entropic Shield

Fire Shield
Flame Blade
Forceful Hand
Grasping Hand
Interposing Hand
Mage’s Sword
Phantom Steed
Resilient Sphere
Shield of Law
Spectral Hand
Stoneskin
Telekinetic Sphere

The following spells simply will not affect or function for characters or targets on the “wrong side” of the humanoid / animal divide.

Alarm
Analyze Dweomer
Arcane Sight
Arcane Sight, Greater
Atonement
Comprehend Languages
Detect Chaos
Detect Evil
Detect Good
Detect Law
Detect Magic
Detect Scrying
Discern Lies
Enthrall
Erase
Explosive Runes
False Vision
Geas
Geas, Lesser
Glyph of Warding
Glyph of Warding, Greater
Identify
Illusory Script
Imbue Spell Ability
Mage’s Disjunction

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Mage's Private Sanctum
Magic Aura
Magic Mouth
Mark of Justice
Misdirection
Nondetection
Permanency
Read Magic
Resistance
Sepia Snake Sigil
Symbol of Death
Symbol of Fear
Symbol of Insanity
Symbol of Pain
Symbol of Persuasion
Symbol of Sleep
Symbol of Stunning
Symbol of Weakness
Sympathy
Tongues
Undetectable Alignment

Blood Components

Another important difference between humanoid and animal spell casters is material components. Animals simply do not place the same associations onto inanimate objects, nor do they generally carry a lot of trinkets with them.

For the noble animal version of any given spell, replace material components with blood components. In order to cast a spell with blood components, a spell caster must voluntarily take damage, using his blood to power the spell.

For any spell whose material component is worth up to one gold piece, the blood component is one hit point. For any spell whose material component has a listed gold piece value, the blood component is ten percent of that value, rounded down, up to a maximum of 20 hit points.

Hit points spent to power spells cannot be healed through natural or magical means, short of a *wish* spell, for 24 hours (one entire cycle of the sun).

Only noble animal spells have blood components. If a noble animal spell caster has the Gift of Understanding feat, any humanoid spells they cast that require material components still require those components. By the same token, any humanoid with that feat who

casts an animal spell with a blood component must also take the damage.

If taking the blood component damage causes the caster to be reduced to between 0 and -9 hit points, he immediately passes out, but is stable. He remains, as if in a coma, until his hit points are again over 0.

If taking the blood component damage reduces the caster to -10 or fewer hit points, the spell is cast but he dies instantly.

Foci

Noble animal spell casters can simply ignore any focus or divine focus listed in a spell's description. Animals simply don't use them.

Boons

Boons can be granted by spells or created by a spell caster with the appropriate Boon Creation feats. Any spell with the [Boon] type can only be cast by a noble animal caster or a character with the Gift of Understanding feat, and can only target noble animal characters. A spell-caster can only cast boon spells that grant a trait or ability that he himself naturally has. In other words, if a bear wizard had been granted antlers through a deer sorcerer's use of the *grant natural weapon* spell, the bear could not then turn around and grant the same boon to another character.

A noble animal spell caster automatically knows any spell with the [Boon] type that grants an ability he possesses. These spells do not count toward the maximum number of spells known, but they do count towards a character's spells per day.

Recognizing Boons

Every boon (whether created by spell or feat) leaves some sort of mark on a creature that possesses it. These tell-tale signs of power are easily recognized by magically knowledgeable characters. A Spellcraft roll against a DC of 5 + the boon's effective level will tell a character what a particular boon is. Note that these marks are only visible to humanoids with The Gift of Understanding, and animals.

Gaining Spell Boons

A noble animal can gain spell boons in one of two ways. The easiest way is to be granted one by a friendly spell

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caster. The other, and more gruesome, way is to eat a fallen foe that had the boon, even if the character is herbivorous by nature. Whenever a noble animal character eats part of the body of another noble animal, he may choose to attempt to gain a boon that creature had. Only one spell boon can be gained in this way, and only by one character. Any temporary boons the creature had fade with their deaths, so only permanent boons can be transferred this way.

In order to gain the boon, the player must state which boon he is seeking. If the fallen creature did not have that boon, then the attempt is wasted and no spell boons can be gained from that carcass. If the boon was present, the devouring creature must make a Will Save against a DC equal to 10 + the boon's effective level. If the save is successful, the boon is gained instantly.

A spell boon gained from devouring a foe lasts for the spell's listed duration unless the devouring creature pays the experience point cost.

Created boons, those made with a Boon Creation feat, are simply transferred at will to any living noble animal who knows to look for them. See Chapter 7: Magical Treasure for more information on this.

New Spells

Dire Shape

Transmutation

Level: Clr 3, Drd 3, Rgr 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

When this spell is cast on any animal or noble animal, that creature transforms into a dire version of itself. If the target creature is of a species with a dire variant listed in the core rules (ape, badger, bat, bear, boar, lion, rat, shark, tiger, weasel, wolf, wolverine, or any others that may become available), then it changes into that sort of creature, with all attributes being adjusted appropriately, except for Intelligence and Charisma. If the dire form has any special attacks or abilities, the target gains these as well.



If the target does not have a dire form listed in the rules, then it gains +8 increase to its Strength, a +4 increase to its Constitution, and a +4 increase to its natural armor bonus as it grows bony protrusions and plates along its joints, spine, and head. It also increases in size by one category, with all of the penalties and bonuses that entails. In addition, the creature's own natural weapons grow even more lethal than simple size would suggest, with the damage increasing by two steps instead of just one.

This transformation lasts for a number of minutes equal to the caster's level.

A creature so transformed still has the same loyalties and drives that it had before, only now it will also be highly aggressive for the duration of the transformation.

Grant Climb Speed

Enchantment [Boon]

Level: Brd 2, Clr 1, Drd 1, Pal 2, Rgr 2, Sor/Wiz 1

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

When this boon is granted, the target gains a Climb speed bonus of +10. If the target does not already have a climb speed, then it gains a base Climb speed of 10. The target's Climb speed cannot exceed the caster's. If the bonus from this spell would increase the target's

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Climb speed to greater than the caster's, it stops at equal to it. This spell can only be cast by characters with a natural Climb speed.

While a character with a granted Climb speed is climbing, they lose all benefits from any defensive attitude they may have up. The attitude is still considered active however (unless climbing was the trigger condition to drop it), and the benefits return once the character stops climbing.

If this spell is cast two levels higher than the level listed then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 300 Experience Points then the effect is permanent.

Grant Hands

Enchantment [Boon]

Level: Brd 3, Clr 3, Drd 3, Pal 4, Rgr 4, Sor/Wiz 2

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

This spell can grant the recipient spectral hands that extend from the creature's body like natural limbs. This

spell cannot be cast on a creature that already has hands. Only a caster with natural hands can cast this spell. The hands granted will be similar in appearance to the caster's own.

If cast at its base level this spell grants the target 2 spectral hands. These hands can be used for attacks or skills with no penalty.

The hands granted by this spell will always be sized to the recipient, no matter what the size of the caster. Therefore, any weapons used in these hands must also be of the appropriate size.

The hands granted by this boon replace a creature's front legs for purposes of determining how many natural weapons they can have. In other words, an animal with hands (natural or granted) can have an additional natural weapon for each rear leg, one for the head, one for the mouth, and one for the tail, for a total of five natural weapons and two hands.

If this spell is cast two levels higher than the level listed, then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 600 Experience Points, then the effect is permanent.

Grant Natural Armor

Enchantment [Boon]

Level: Brd 1, Clr 0, Drd 1, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

This boon gives the recipient a natural armor bonus that replaces its own. This spell can only be granted by a caster with a natural armor bonus.

If cast at its base level, this spell grants up to a +2 natural armor bonus. If cast one level higher, the recipient gains up to a +4 natural armor bonus. At two levels higher, the target gains up to a +6 natural armor bonus. At three levels higher, the target gains up to a +8 natural armor bonus.

The recipient of this armor will also get a reduction to their Base Speed as seen on the table below. With each adjustment is listed a minimum speed. The adjusted Base Speed should not go below this number



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Grant Natural Armor Modifiers Table

Spell Level Adjustment	Natural Armor Bonus Granted	Base Speed Adjustment	Spell Level Adjustment for Extended Effect	XP Cost
0	+1 or +2	None	+2	200
+1	+3 or +4	-5 feet (min. 30)	+3	500
+2	+5 or +6	-10 feet (min. 20)	+4	1,000
+3	+7 or +8	-20 feet (min 5)	+5	2,000

unless the recipient's own Base Speed is already lower than the minimum, in which case there is no change in speed.

If this spell is cast two levels higher than the level listed for natural armor bonus granted, then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay the Experience Point cost listed on the table below, then the effect is permanent.

The armor granted through this spell will manifest as ghostly fur, scales, feathers, or even a shell, based on the species of the caster. A noble animal cannot grant better natural armor than his own, but he can grant lesser armor (it will still appear the same, however).

Grant Natural Weapon

Enchantment [Boon]

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

This boon gives the recipient a natural weapon similar to one of the caster's (chosen by the caster). To cast, the noble animal must lay the weapon of choice onto the same part of the recipient's body. This may look very disconcerting to some smaller creatures, as a tiger bites a monkey on the face to grant his bite. No damage is dealt through this exchange.

Whichever weapon is granted, it will take up the same place on the recipient's body. For instance: a tiger grants his right claw attack to a wolf — the wolf did not have a claw attack before, but now he does. If the recipient already has an attack of the type granted, or

using the limb affected, then the granted weapon will overlay his own. In other words, if the same tiger granted his bite to a weasel, the weasel would no longer do his own damage, but the damage granted by this spell.

When used in combat, a spectral shape of the granted weapon will appear around the noble animal's own limb, head, or mouth. In cases in which the attack mimics a body part the character just doesn't have (such as a snake with a kick attack), then the spectral shape will extend from the noble animal's body with no substance behind it. If the granted weapon is replacing a non-existent body part, then any defensive ability that would apply to physical or ethereal attacks will apply.

Each of the following body parts can grant one (and only one) attack type per character. A noble animal's front limb can be used for claw, hoof, kick, stamp or talon attacks. A noble animal's rear limb can be used for claw, hoof, kick, rake, or talon attacks. A noble animal's mouth can be used for bite, fang, jaw, or teeth attacks. A noble animal's head can be used for butt or gore attacks. A noble animal's tail can be used for slap

Grant Natural Weapon Modifiers Table

Spell Level Adjust.	Natural Weapon Damage	Spell Level Adjust. for Extended Effect	XP Cost
+0	1d2, 1d3, 1d4	+2	75
+1	1d6	+3	100
+2	1d8	+4	150
+3	2d6, 1d10	+5	300
+4	3d6, 2d8	+6	600
+5	4d6, 3d8	+7	1,200
+6	6d6, 4d8	+8	2,400
+7	8d6, 6d8	+9	4,800
+8	12d6, 8d8	—	—
+9	12d8	—	—

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attacks. Slam attacks are a special case; if a noble animal is granted a slam attack, he can choose to use the “slot” for head or a rear limb. The most natural attacks (the character’s own and boons) any noble animal can have is seven: one for each of four limbs (no matter whether the character has those limbs or not), one for the mouth, one for the head, and one for the tail (whether it exists or not).

Characters with wings can be granted front limb attacks, but they cannot fly while using them.

This spell can be cast at a higher level, granting a larger natural weapon. The table below will show the different spell levels and the damage available at each one.

If this spell is cast two levels higher than the level listed for the damage type granted, then the duration for the spell is doubled. When the spell is cast at that level, if either the caster or the recipient elects to pay the Experience Point cost listed on the table below, then the effect is permanent.

When figuring the spell level for Paladins or Rangers, simply add +1 to the level given on the table.

A noble animal cannot grant a natural attack with damage greater than his own.



Grant Pounce

Enchantment [Boon]

Level: Brd 2, Clr 1, Drd 1, Pal 2, Rgr 2, Sor/Wiz 1

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

When this boon is granted the recipient gains the ability to make a full attack action the same round in which he charges. Only a character with a natural pounce ability can cast this spell.

If this spell is cast two levels higher than the level listed then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 600 Experience Points then the effect is permanent.

Grant Powerful Charge

Enchantment [Boon]

Level: Brd 4, Clr 3, Drd 3, Pal 4, Rgr 4, Sor/Wiz 3

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

When this boon is granted the recipient deals double their primary attack damage + 2x their Strength modifier when they charge. This cannot be used in conjunction with a pounce attack. Only spell-casters who naturally have the powerful charge ability can cast this spell.

If this spell is cast two levels higher than the level listed then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 600 Experience Points then the effect is permanent.

Grant Skill Bonus

Enchantment [Boon]

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, (XP)

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Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Yes (harmless)
Spell Resistance: Yes (harmless)

When this boon is granted the recipient gains a skill bonus to a single skill. The bonus granted can only apply to a skill in which the caster has a racial bonus. A character cannot grant a higher bonus than his own. The amount of the bonus is determined by the level of the spell.

This Spell can be cast at 2 levels higher than listed for extended effect. If cast for extended effect, the duration of the spell is doubled. When cast at this level, if either the caster or the recipient elects to pay the Experience Point cost listed then the effect is permanent.

When figuring the spell level for Paladins or Rangers, simply add +1 to the level given on the table.

Grant Skill Bonus Modifiers Table			
Spell Level Adjust.	Skill Bonus	Spell Level Adjust. for Extended Effect	XP Cost
+0	+2	+2	300
+1	+3	+3	400
+2	+4	+4	600
+3	+5	+5	800
+4	+6	+6	1,200
+5	+7	+7	1,600
+6	+8	+8	2,400

Grant Speed

Enchantment [Boon]
Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, (XP)
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Yes (harmless)
Spell Resistance: Yes (harmless)

When this boon is granted, the target gains a Base Speed

Grant Speed Modifiers Table

Spell Level Adjust.	Base Speed Bonus	Spell Level Adjust. for Extended Effect	XP Cost
+0	+10	+2	200
+1	+30	+3	500

bonus of +10. If the bonus from this spell would increase the target's Base Speed to greater than the caster's, it stops at equal to it.

This spell can be cast at a 1st level, increasing the speed granted to up to +30.

If this spell is cast two levels higher than the level listed for the speed bonus granted, then the duration for the spell is doubled. When the spell is cast at that level, if either the caster or the recipient elects to pay the Experience Point cost listed on the table below, then the effect is permanent.

When figuring the spell level for Paladins or Rangers, simply add +1 to the level given on the table.

No noble animal spell-caster can grant a Base Speed greater than his own.

Grant Sprint

Enchantment [Boon]
Level: Brd 2, Clr 1, Drd 1, Pal 2, Rgr 2, Sor/Wiz 1
Components: V, S, (XP)
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Yes (harmless)
Spell Resistance: Yes (harmless)

When this boon is granted the recipient gains the ability move six times its normal speed when it makes a charge, once during the spell's duration. If the recipient does not use this ability in the time allotted, it is lost. Only spell-casters who naturally have the Sprint ability can cast this spell.

If this spell is cast two levels higher than the level listed then the duration for the spell is one hour/level, and the recipient can use the ability once during each hour. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 600 Experience Points then the effect is permanent.

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Grant Swim Speed

Enchantment [Boon]

Level: Brd 2, Clr 1, Drd 1, Pal 2, Rgr 2, Sor/Wiz 1

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

When this boon is granted, the target gains a Swim speed bonus of +10. If the target does not already have a Swim speed, then it gains a base Swim speed of 20. The target's Swim speed cannot exceed the caster's. If the bonus from this spell would increase the target's Swim speed to greater than the caster's, it stops at equal to it.



While a character with a granted Swim speed is swimming, they lose all benefits from any defensive attitude they may have up. The attitude is still considered active however (unless swimming was the trigger condition to drop it), and the benefits return once the character stops swimming.

If this spell is cast two levels higher than the level listed then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 300 Experience Points then the effect is permanent.

Grant Trip

Enchantment [Boon]

Level: Brd 2, Clr 1, Drd 0, Pal 2, Rgr 1, Sor/Wiz 0

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

When this boon is granted the recipient gains the ability to make an attempt to trip an opponent after any successful bite or claw attack as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the recipient. Only a spell-caster with a natural Trip ability can cast this spell.

If this spell is cast two levels higher than the level listed then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 300 Experience Points then the effect is permanent.

Grant Trunk

Enchantment [Boon]

Level: Brd 1, Clr 1, Drd 1, Pal 2, Rgr 2, Sor/Wiz 0

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

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This spell can grant the recipient a spectral trunk that extends from the creature's body like a natural one. This spell cannot be cast on a creature that already has a trunk. Only a caster with a natural trunk can cast this spell. The trunk granted will be similar in appearance to the caster's own.

If cast at its base level, this spell grants a spectral trunk that extends from the recipient's nose that will always count as an off-hand.

The trunk granted by this spell will always be sized to the recipient, no matter what the size of the caster. Therefore, any weapons used in this trunk must also be of the appropriate size.

If this spell is cast two levels higher than the level listed, then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 150 Experience Points, then the effect is permanent.

Grant Venom

Enchantment [Boon]

Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 4, Sor/Wiz 3

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

When this boon is granted, the target gains the ability to inject venom into an enemy through a bite attack. In order to use this venom, the recipient must make a successful bite attack and deal damage. The venom then does initial and secondary damage of 1d6 Con. The venom has a Fort save DC of 10. The secondary damage, as well as the save to prevent it, takes place one minute after the initial bite. This special attack can be used on any attack in which the recipient successfully bites a foe. Only a character with a natural poison attack can cast this spell.

If this spell is cast two levels higher than the level listed then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 800 Experience Points then the effect is permanent.

A character with a permanent venom boon can use this a number of times a day equal to their Constitution



modifier x 3 (minimum of 1). Once used, the poison will replenish itself at a rate of the character's Con bonus (minimum 1) per hour of rest.

Grant Vestigial Hands

Enchantment [Boon]

Level: Brd 2, Clr 2, Drd 2, Pal 3, Rgr 3, Sor/Wiz 1

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

This spell can grant the recipient spectral vestigial hands that extend from the creature's body like natural limbs. This spell cannot be cast on a creature that already has hands. Only a caster with natural vestigial hands can cast this spell. The hands granted will be similar in appearance to the caster's own.

If cast at its base level, the recipient gains 2 spectral vestigial hands, which suffer a -2 penalty to all attack rolls and skill checks using them.

The hands granted by this spell will always be sized to the recipient, no matter what the size of the caster. Therefore, any weapons used in these hands must also be of the appropriate size.

The hands granted by this boon replace a creature's front legs for purposes of determining how many natural weapons they can have. In other words, an animal with hands (natural or granted) can have an additional

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Grant Wings Modifiers Table

Spell Level Adjustment	Maximum Speed Granted	Maximum Maneuverability Class Granted	Spell Level Adjustment for Extended Effect	XP Cost
0	30 feet	Poor	+2	400
+1	40 feet	Average	+3	600
+2	60 feet	Good	+4	1,000

natural weapon for each rear leg, one for the head, one for the mouth, and one for the tail, for a total of five natural weapons and two hands

If this spell is cast two levels higher than the level listed, then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay 300 Experience Points, then the effect is permanent.

Grant Wings

Enchantment [Boon]

Level: Brd 3, Clr 2, Drd 3, Pal 3, Rgr 3, Sor/Wiz 2

Components: V, S, (XP)

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

When this boon is granted, the target gains spectral wings of a type similar to the caster's and a Fly speed of 30 feet. Only characters with natural wings and a Fly speed can cast this spell.

If this spell is cast at a higher level, the fly speed or the maneuverability class may be improved. See the table below for details.

While a character with granted wings is flying, they lose all benefits from any defensive attitude they may have up. The attitude is still considered active however (unless flying was the trigger condition to drop it), and the benefits return once the character lands.

A character with granted wings cannot use any front limb attacks while flying.

If this spell is cast two levels higher than the level listed for the speed and maneuverability granted, then the duration for the spell is doubled. When the spell is cast two levels higher, if either the caster or the recipient elects to pay the Experience Point cost listed on

the table below, then the effect is permanent.

A noble animal cannot grant a Fly speed or Maneuverability class better than his own, but he can grant a lower speed or class.

Heal Escort

Conjuration [Healing]

Level: Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Your escort touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions just like *heal*, but it affects only the paladin's special escort.

Hide from Humanoids

Abjuration

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature touched/level

Duration: 10 min./level

Saving Throw: Will negates (harmless)

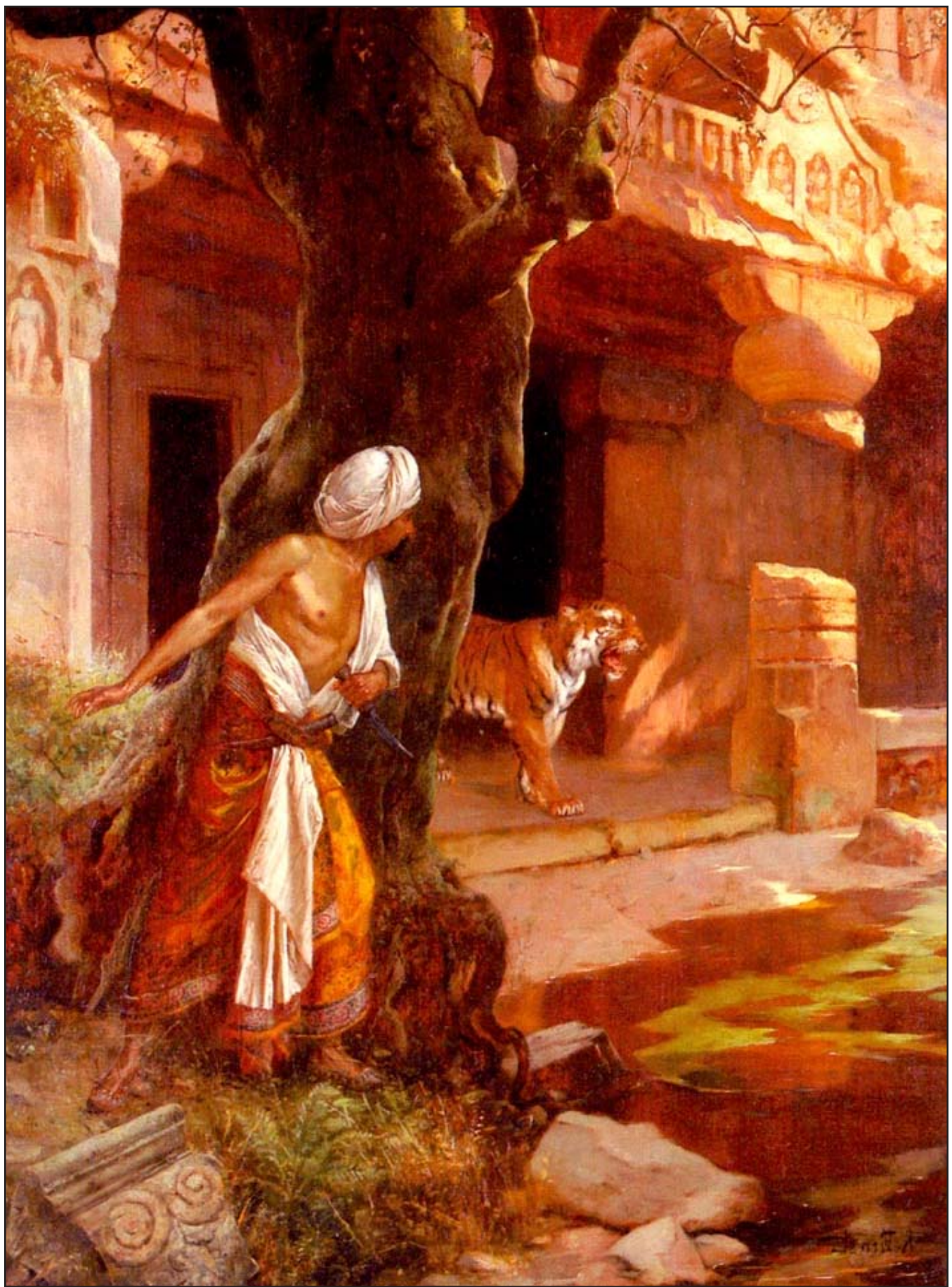
Spell Resistance: Yes

Humanoids cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Humanoids simply act as though the warded creatures are not there. If a warded character touches a humanoid or attacks any creature, even with a spell, the spell ends for all recipients.

This spell can only be cast by noble animal characters.

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Chapter 7: Magical Treasure



Overall, animals — whether of the natural or noble variety — tend to have little use for what humanoids consider “treasure.” But, just as humanoid adventurers may find magical items in their travels that may aid them in vanquishing their foes or completing their quests; so too, can noble animals discover “boons” that may aid them. Each type of created boon a noble animal character may come in contact with corresponds to a specific type of magical item from the Core Rules. Whenever a question arises, refer to the rules for the item and apply them as appropriate.

Note that boons granted from spells are different from created boons. Created boons (all of the boons presented in this chapter) can be transferred by the possessor onto a willing recipient.

In addition, a noble animal character can steal a created boon with a successful Deft of Jaw check against a DC of 20.

Finally, a created boon can be taken from a fallen foe, whether dead or simply incapacitated, at will. Generally, the victor gains the boon by eating the appropriate part of the foe (limb for a weapon, brain for a greater fetish, etc.).

Spell, or granted, boons are much harder to take from a fallen foe, as they have become an integral part of the creature.

Sometimes a noble animal will die with one or more boons left unclaimed. This can happen if humanoids or others who don’t know any better kill the noble, or if they are defeated and the victors cannot carry any more or decide not to loot them. When this happens, granted boons dissipate within two days, and can never be regained afterwards (if the character is resurrected he loses any granted boons), but created boons stay there, waiting to be discovered. The creature’s corpse will decompose, but any noble animal who happens upon it will be able to detect something odd about the bones. Once a created boon has been found on a corpse, it can be transferred to a new owner.

A noble animal can choose to drop any non-cursed created boon without transferring it to another character. If this is done, the boon will appear as a glowing mark on the ground, visible only to other noble animals. The shape of the mark will vary greatly, depending on the purpose of the boon. A magical weapon boon will look like a paw-print or something similar. Other marks will be as individualistic and difficult to divine as any humanoid magic items.

If a noble animal character eats any part of a noble animal with a cursed boon, that character automatically gains the cursed boon in addition to whichever boons he may have been attempting to claim.

Ability Sacrifice

Noble animals, generally, do not place value on material things. This means that a noble animal spell caster is unlikely to ever gather the necessary materials that a humanoid would need to create a magic item. Instead, when creating a boon, noble animal spell casters sacrifice some of their own abilities to bestow a gift on themselves or another creature.

When creating a boon, calculate the gold piece price just as if it were a humanoid item, and then divide that number by 20,000, rounding up. This is how many ability points the boon’s creator must sacrifice.

The creator can choose which ability to give up, and multiple points can be taken from different abilities or the same, at the character’s option.

Ability points sacrificed in this manner can only be regained after a full cycle of the moon with the application of a *restoration*, *greater restoration*, or *wish* spell.

However long a boon takes to create, the ability sacrifice does not happen until the very end of the process.

If the process of sacrificing reduces any of the creator’s abilities to zero or less, the boon is successfully created, but the creator dies on the spot, with no possibility of raising or resurrection. The reason for this is that the creator’s spirit now resides within the recipient of the boon, as a voice in the character’s head, usually offering advice and opinion, whether wanted or not. If the boon is ever transferred, this voice goes to the new possessor.

Fetishes

Fetishes are objects or creatures with a magical spell charged into them. Any noble animal who eats one gains the benefits of the spell, just as if a humanoid had quaffed a potion. A fetish charged into a living creature overwrites its personality, making it the obedient servant of the noble who possesses it. Ownership of fetish animals can pass between characters easily.

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The fetish cannot tell its “master” from any other creature, so if a fetish is stolen, it will follow the thief’s instructions just like it did its previous owner.

The only limits on how many fetishes a character can have are practical ones; how many glowing mice do you wish to have trailing behind you on an adventure? Do you really want to appear to be infested with glowing fleas?

For more information on fetishes, see the Create Fetish feat.

Gifts

Gifts are magical abilities that seem to be a part of a character. These gifts grant abilities like those of a magic ring.

A character can only have two gifts at any one time.

For more information, see the Bestow Gift feat.

Greater Fetishes

Greater fetishes contain the commensurate abilities of a wand within the body of a living creature.

A creature can contain the effects of up to three greater fetishes.

For more information, see the Create Greater Fetish feat.

Jujus

Jujus are one-shot boons that contain a single spell. Usually accessed by scratching a patch of fur, a scale, or a feather on the user’s own body, a juju disappears immediately upon use.

There are no limits to the number of jujus that a character may carry.

For more information, see the Create Juju feat.

Lesser Spellthralls

A lesser spellthrall is a living creature that contains the effects of a magical rod.

A single creature can contain the effects of up to two lesser spellthralls.

For more information, see the Imbue Lesser Spellthrall feat.

Magical Might

The magical weapons and armor of the noble animal world, magical might is actually quite a bit more versatile than similar humanoid treasures. A noble rhinoceros who just vanquished a tiger that had a +2 claw can transfer the bonus onto his own hoof, despite the fact that he does not have a claw. It is the bonus that transfers, not the weapon itself.

A character can gain magical might by having it granted, through use of the Grant Magical Might feat, or by a friendly character giving it to him, or by taking it from the body of a fallen foe. In any case, the bonus from magical might must go to the same or analogous, body part that it began on. In other words, the tiger’s bonus to his front right claw cannot be placed on the rhinoceros’ horn, but must go to his right front hoof.

A bonus that applies to a body part that the recipient does not have (either natural or spectral) simply cannot be transferred. It stays with the body until an able recipient comes along.

A character can only have as many magical might bonuses as he has natural weapons (including spectral), plus one for his natural armor.

For more information, see the Grant Magical Might feat.

Spellthralls

A spellthrall is a creature with the abilities of a magical staff, but no will or motives of its own. Ownership of a spellthrall can be transferred just like any other creature-based boon.

A single creature can contain the effects of one spellthrall.

For more information, see the Imbue Spellthrall feat.

Wondrous Traits

A noble animal with a wondrous trait seems to have stepped out of legend. These boons are similar to gifts, but often much more powerful.

A character can have up to three wondrous traits.

For more information, see the Grant Wondrous Trait feat.

Chapter 7: Magical Treasure





Chapter 8: Campaigns



In this section of the book are presented several different possible models for campaigns involving noble animals, including “Walking With Humans,” “At The Forest’s Edge,” and “Far From The Eyes Of Man,” along with stats for sample non-player characters and some suggested reading and viewing.

Walking With Humans

Reggin refastened the cinch on his mare’s saddle. He checked and double checked every inch of the strap around the animal’s midsection to make sure that it wasn’t twisted again, or that any stray bit of rope or saddle blanket was caught under it.

“There, does that feel better?” He addressed the horse, but his words were actually intended for the wolf-dog at his side.

The dog made a short sound like “huff,” which was then answered by a whicker from the saddled mare. “She says that’s much better,” the dog said. “You know, most humans wouldn’t bother with a mount’s minor discomfort.”

Reggin gave his mare an affectionate caress and scratch on the throat and swung himself up into the saddle. “Well, most humans don’t have you there to constantly complain about the horse’s incessant whining about an itch under a saddle strap.” He gave the mare a gentle nudge with his heels, which was enough to get her moving at a quick trot.

They traveled together quickly, speaking in short exchanges whenever the wolf-dog could spare the breath and the man could hear him over the sounds of the forest rushing past them. “So Pik-pik just showed up out of the blue with this? I haven’t seen her in ages. She should have stopped by to say hello to me.” The dog seemed genuinely hurt at the slight.

Reggin glanced down at his friend with a small smirk. “She probably didn’t want to take the chance after hearing what happened to Alderman Gurtz’s chickens.”

The conversation paused for a moment while wolf-dog and horse both jumped over a fallen log.

“You know that was a set-up, right? That rooster had it in for me from day one.” The dog grumbled.

“So, despite the fact that you are leagues smarter than him and you have magic powers, that rooster somehow tricked you into breaking into the coop and killing and eating him and all his hens?”

“You see! His hatred of me went beyond reason and his instinct for self-preservation.” A small grin crept into his voice, which was answered by a guffaw from his human companion.

The dog went by the name of Mr. Fluffy, given to him by Reggin’s oldest daughter when she was a small child. It hadn’t been the name he was born with, but like most dogs of the noble blood, when a human gave him a name, he renounced his old one and remained “Mr. Fluffy.” Mr. Fluffy had lived with Reggin and his family for over twenty years, and had seen all three of the children grown strong and true. He had felt every bit as much pride as Reggin had when Trisa, the youngest, took her vows of marriage. With the children gone, Mr. Fluffy found himself spending more and more time aiding the aging ranger in his duties, keeping the manking’s forest free of enemies.

After a short while the two friends and the horse reached a clearing. At the center of the clearing stood a fat, gnarled, and blackened tree. From within the hollow of the tree a voice bellowed, “Who challenges the sovereignty of this sacred grove? Begone! Lest I summon the spirits of this wood to savage you!”

“Clamp it, Vesa, we’re here to speak to Jisso.” Reggin called with a mixture of amusement and contempt.

A filthy figure crouched out of the tree. Through the sticks and leaves braided through its mud-caked hair, it was barely possible to identify the shape as elfen. “How did you know it was me?”

Reggin leaned forward in his saddle. “Because only elves say ‘lest.’ Now shut up and wake your master.”

The grubby elf slinked to a nearby low-hanging branch, and began to have what appeared to be a staring contest, with what appeared to be a twisted vine.

Mr. Fluffy looked up at his human friend. “Why are you always so mean to him, Reggin?”

Reggin seemed to chew on the thought for a moment. “Because he’s filthy, smelly, obsequious, and dim, and I can’t fathom any man or elf so lacking in ambition that they let themselves be treated like an...”

“Animal?” The canine finished for him.

The man blushed, brought low by his friend’s exposure of his hypocrisy. “Well, ... that is,... but you’re different, aren’t you? You’re more than just an animal, and so is Jisso.”

“And my familiar is more than just an elf, my pedestrian friends.” This last came from the enormous green and black python entwined about the elf’s neck

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and shoulders. The elf was just now approaching them again. He showed no indication of having noticed the exchange that the snake on his shoulders had taken part in.

Reggin dismounted and took to one knee in front of the elf. “My apologies, master sorcerer, and to you Vesa; my attitude is an unworthy one.”

Vesa took the offered hand. “No apology is needed, friend ranger; it is difficult for one to understand the gifts of service who has not felt the call.”

Reggin stood again. After the elf walked on a few more feet, he bent down to whisper to Mr. Fluffy. “He still stinks, though.”

The elf did not break his stride as he said, “That’s the only way I can cover over my natural elven musk; otherwise every time I went anywhere near a town I’d be mobbed by lonely, unfulfilled human women.”

The dog’s and the snake’s laughter shook leaves from the nearby trees.



Megah and Guk were doing what they did best: complaining.

“I hate these woods. Too much sun, not enough deer, and the rabbits seem to know all about our traps. Why do we have to hide here?” Megah whined.

“And how come we’re takin’ orders from a runty little goblin?” his fellow orc, Guk added.

The blade boss strode purposefully over to the pair and stood directly in front of them. With casual brutality he grabbed each by the side of his head and cracked their skulls together hard enough so that they both fell to the ground. While the two sat there rubbing their heads he said, “We are here because this is where the worthless human king is going to pass. It’d do no good to set up an ambush for him if he didn’t show up.”

The massive orc turned on the rest of his band, his bejeweled eyepatch sending errant beams of red over their green faces, “And we’re following the *suggestions* of Silga Bentback because he got us the information to make this possible, and because he’s smarter than any four of you put together. So I want all of you to suck it up and do what he says, and stop this muttering about a nice juicy goblin pie.” He stopped and grinned. “At least until the battle starts — accidents happen, as we all know.” The massed orcs seemed to brighten with the prospect of future treachery.

“Now you all have your orders, so get to it, while I go consult with our ‘advisor.’” With that the blade-boss stomped out of the cave, leaving the warriors to prepare for the coming battle. There were forty of them; the king, traveling incognito, had a retinue of only 15 men. They would be caught completely unawares. It would be a slaughter.

There was a sudden disturbance in the center of the cave as five orcs fell, bleeding from horrible wounds. Standing in the middle of this event, now visible, were a man and a dog. The man smiled. So did the dog.



Reggin helped Vesa haul the last of the orc corpses deeper into the cave. The elf remarked, “Well I’m certainly glad your rampant bigotry extends to orcs; I dare say you enjoyed that.”

The ranger huffed under the weight of a particularly heavy-set orc. “When are you going to let that go? I apologized for what I said, and I meant it.” They heaved the body onto the pile. “And besides, it wasn’t that you’re an elf that I found distasteful; it was that you’re filthy. My brother-in-law’s an elf; terrific card player.”

Reggin leaned suddenly against the cave wall, pressing his fist into the small of his back. “I seem to recall this not hurting quite so much, once upon a time.”

Vesa looked worriedly at the man. “Well no wonder; you’re what, eighty? Eighty-five?”

Reggin shot a glare at him. “I’m forty-eight, you moron.”

“Oh right: human.” Vesa didn’t know what else to say so he simply walked back to his master.

Mr. Fluffy was sniffing around the edges of the cave, seeing if Jisso’s fireball had missed anything. “He doesn’t mean anything by it, you know.” He muttered to Reggin, who was, indeed, looking older.

“I know; I’ll try to be nicer.”

The elf walked back toward the pair, this time with the python draped across his shoulders again. The snake spoke. “Reggin, I will bow to your expertise when it comes to orcs, but why did you let their alpha get away?”

“Because I recognized him, Jisso. That was Hulrek Gravefiller.” The elf gasped at this name, and Reggin continued, “There is no way I would want to face him alongside a ready band of his followers. We need to be fresh when we face him, and make sure he has no

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allies to back him up.”

The dog looked up at him, “He’s that dangerous?”

“Easily; you saw that eyepatch?”

“That sparkly thing covering his eye? Why would he do that?”

Reggin chuckled. “Because he lost that eye in a battle. In fact, he lost it fighting the dragon, Kylstreak, just as he killed her.”

The snake hissed, “*He* slew Kylstreak? She was a friend to my old teacher.”

The man nodded, “And more powerful than all of us put together by a wide margin. We want preparation to go after him.”

“Well, we know that he’s dealing with a goblin named Silga Bentback, so that should help some.”

Jisso mused, “I’ve heard the name Silga before, but I can’t recall where.”

Reggin readjusted his pack after loading a few useful odds and ends from off the orcs and walked toward the cave entrance. “Well, we’d best be back to camp so we can figure out the best approach to that monster.”

They moved through the forest as quietly as they had on the way out, but this time without the aid of Jisso’s magical invisibility. They had almost reached the campsite when Jisso said, “Wait! Silga! I know where I’ve heard the name before: but it wasn’t a goblin.”

Whatever Jisso was about to say was interrupted when a massive axeblade split Vesa’s skull in half. Through the link he shared with his familiar, Jisso felt all of Vesa’s shock, all of his confusion, and — surprisingly — quite a bit of pain as the elf died.

Before he could recover his wits, the axe came down again and bit deeply into his serpentine body.

Wielding the axe was Hulrek himself, visible now; the enchantment provided by the ring he wore having been broken when he struck, just as it had for the man and the dog earlier.

Reggin sprang into action, knowing it was hopeless. The orc outweighed him by a good sixty pounds — all muscle, he was at least twenty-five years younger, and he was really good at being brutal. The ranger launched a series of attacks and feints against the orc, hoping at least to distract him long enough for Jisso or Mr. Fluffy to engage.

The orc simply slashed across Reggin’s midsection as he approached, opening a broad red streak on the ranger’s chest, causing him to burn with pain.

Mr. Fluffy attempted to circle around the lethal green-

skin but found his path impeded by the trees.

Having recovered slightly and crawled safely out of reach, Jisso spoke a few whispered words of power, and twin beams of blood-red light lanced out from his eyes, singeing the orc’s skin and setting his armor briefly aflame.

The orc howled in rage and showed his utter contempt for his human attacker by turning his back on him and closing the distance with the sorcerer snake. With a casual backhanded swing he beheaded the reptile. Reggin threw himself at the orc’s back, slashing with his longsword while simultaneously stabbing with a long dirk in his left hand.

A mass of furred fury was suddenly upon Hulrek, as Mr. Fluffy leapt across the ground where two of his friends lay dead. The spectral form of a crocodilian snout appeared over his head as the wolf-dog clamped his jaws on the thickly muscled throat of their killer.

Chunks of the orc’s flesh were torn away by the dog, but he kept fighting. He smacked the dog with the flat of the axe, sending him into a tree-trunk with a heart-breaking yelp.

Wounded, Reggin lurched forward bringing his blades to bear on the monster. “Don’t you hurt my dog!” he yelled. His long blade found purchase deep in Grave-filler’s gut, but the orc barely seemed to notice.

They slammed into each other with murderous intent and began to pour vicious blows upon each other, spattering the forest floor with blood, both human and orc. Reggin fought well, but he was just no match for the stronger, younger, more savage foe. Hulrek’s axe nearly mashed the human’s right arm from his body. Only by falling backward did he avoid being jointed like a festival lamb. He saw the orc raise its axe for the last time and thought, “Well, at least I won’t have to tell Trisa how I got her dog killed.”

The blow never fell. Mr. Fluffy had recovered enough of his strength to sink his teeth into the orc’s calf, distracting him for the fatal moment it took Reggin to drive his dirk up to the hilt into Hulrek’s chest, stilling the black heart within.

Finding a tree to sit against, Reggin surveyed the carnage. The dog limped over to him and began to lick the ranger’s wounds. The blood stopped flowing out of him seemingly of its own accord. The bones began to knit themselves back into their proper places and the flesh resealed. He stroked Mr. Fluffy’s blood-soaked fur. “Good dog. Good dog.”

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Description

Heroes gather, hoping to put right some ancient wrong. Villains plot, and send their minions out into the world to execute their plans. On the surface, a Walking With Humans campaign is exactly like any other fantasy adventure campaign. The difference lies in the fact that, along side the human, elven, and dwarven heroes; there are also dogs, birds, even snakes who have taken up the call as well.

This campaign model is best if you wish to run mixed parties of humanoids and noble animals. The noble animal characters will simply be other members of the party with different capabilities than their humanoid companions. And isn't that what an adventuring party is supposed to be, anyway?

In this campaign, the learned and gifted among the two legged folk know of the existence of noble animals, and may even count some of them among their friends. The world at large still does not know, but in a world populated by magical creatures, a talking rabbit is not going to shock very many people.

Most of the noble animal player characters in this type of campaign will have chosen the "Serve" side of the Serve or Challenge question, but that doesn't make them slaves, any more than a soldier or a policeman are slaves in the modern world.

Many of the same adventures usable for humanoid parties can be used with very little adjustment for a mixed humanoid and animal party. What adjustments need to be made, for the most part, are in the realms of opposition, npcs, and treasure.

The GM of such a campaign should take a look at any villain or group of villains (especially the humanoid ones) and decide; would this encounter be improved or damaged if the opponents were noble animals? You don't want to turn every single bad-guy in your campaign into a malevolent cat, so make sure to keep some sort of balance. A good rule of thumb would be to have the same ratio of noble animal to humanoid villains as you have of noble animal to humanoid heroes. Non-humanoid monsters, like dragons, griffons, and the like, don't need to be adjusted, since they are alien to both portions of the party.

Likewise, instead of having the heroes trudge through the forest to find the hut of a mysterious hermit who has vital information about the foe they will soon face, perhaps they could instead trudge through the forest to find the burrow of a wise old badger who can tell them

what they need to know.

Treasure is a bit different. It really isn't necessary to swap out normal treasure for boons. All you need to do is make sure that the heroes face a few noble animal opponents with Boons that can be transferred to victorious heroes. Having the bones of an ancient noble rat crushed in amongst a dragon's horde can be an excellent way for the noble animal characters in the party to have something to divide up while the humans and dwarves are fighting over rings and swords. Another option may be to allow some creatures of the Magical Beast type access to Boons, so that the noble animals in the party will also have some stake in the encounter (this may also increase the challenge rating of a given encounter, so do so only after careful consideration).

A Walking With Humans campaign has great potential to become something very special, or it can become very silly. Don't shy away from the occasional silly scene: who doesn't need to suppress a smile at the thought of a rat rogue getting the drop on an ogre and taking him down? But try to balance it out with honest drama and peril. A campaign with all that *and* humor will be one that is remembered for years.

Adventure Seeds

- 🐾 A dying elk begs a party of humanoid adventurers to save his herd from a band of wolf-riding goblins.
- 🐾 A vast treasure of gold and jewels (and ivory) is hidden somewhere in the elephant's graveyard, but the elephant's will never tell anyone where it is.
- 🐾 A horde of undead prehistoric creatures plagues the land. It seems the root cause is a raven necromancer, building himself an army.
- 🐾 The dragon Truxiikx is enraged over the death of his mate. He is killing everything in his path, human or animal.

At the Forest's Edge

The killer watched, crouched in shadow, unseen and unheard. He needn't have bothered masking his scent, Taltu reflected, since the goblins' noses were pathetic instruments indeed, almost as useless as humans'. Certainly not to the level of feline perfection that his was.

The small black cat had trailed this band of stunted green creatures for two days now. His mission, given to him by an old dog named "Mr. Fluffy," was to find

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the mysterious goblin wizard Silga Bentback and kill him. Of course, the dog never said “kill him.” He said, “Find some way to deal with him, and put a stop to whatever plot has him setting up ambushes for the man-king.” Killing him sounded easier.

Taltu hated performing a mission in what was essentially the service of the pointless human ruler, but he had little choice. He still owed the damned dog a debt, and he was honor bound to repay it. Not that he cared one way or the other about honor, but he knew that many of the nobles he dealt with did, and it could harm his position with them if he were to renege.

Of course, Mr. Fluffy had sweetened the deal this time. He said, “Do this, and do it well, and the matter between us is closed. Your service is ended.” The old son-of-a-bitch must have wanted this Bentback creature pretty bad; Taltu still had four seasons of service left. Now that he thought about it, the dog was in pretty bad shape when he spoke to him, and looked every bit of his forty years old.

Mr. Fluffy was friends with the Human Reggin, one of the few in the entire land who knew of noble animals. Normally, the dog would never ask Taltu to get involved in what was essentially an internal humanoid matter, but there were a couple of things that he had noticed in a recent battle, he said, that didn’t add up: first, the orc, Gravefiller, had known enough to kill

the python sorcerer Jisso; and secondly, Jisso’s last words before the attack seemed to suggest that he knew Silga Bentback from somewhere. With the snake dead, the connection remained unknown, and as long as there was a humanoid out there with malevolent intention who knew about noble animals, their secrecy wasn’t safe.

Finding the goblins was easy. They caused more noise and mayhem than a troop of chimps under a killing moon. It was then a simple matter to shadow them and wait for them to return to their master. In the intervening three days, he had silently watched the goblins commit all manner of petty offenses; stealing food and animals that humans had told themselves belonged to them, vandalizing the big wood and stone boxes the humanoids built to hide in, even stampeding a herd of slow-witted natural cattle through a collection of those boxes. But what they did yesterday, to those halflings; that was almost too much even for Taltu’s jaded eyes.

He knew he could have stopped them. There were only twenty of them; they wouldn’t have stood a chance. But then he never would have been able to find Bentback’s lair. And they were only two-legs, after all.

So he watched as the goblins dragged the family of five small folk out from their beds in the dead of night. He saw the male fight back with all his might, and saw



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him get borne down under a hail of goblin fists and knives. He saw them taunt and toy with the females, allowing them to run a bit before catching them again. This cruelty appealed to him in a detached, almost clinical way, but the goblins were clearly amateurs at tormenting prey. They eventually murdered the entire family, leaving their bodies to burn in the wreckage of their home.

He kept telling himself that it didn't matter. They were only two-legs.

The goblin band had finally come to a pile of rocks sitting atop a lonely cliff. After studying the stones for a few minutes, Taltu was able to recognize that the pile had once been what the human's called a "fortress." It had collapsed over what was probably centuries and become just another example the folly of humans ever trying to build anything: the wild always reclaims its own.

It appeared they were making this site their headquarters, for there were other goblins running to and fro, and it seemed that some portions of the structure had been repaired and converted into rude shelter.

He followed the band into their lair, taking note of the escape routes. He stopped to groom himself for a moment and grabbed at a blue glowing flea on his shoulder. He bit into the insect and chewed it thoughtfully, letting the magic do its work, causing him to fade from sight. He then slinked over to the beams that held the roof up over the other exit and began his work.

With his own claws, the task would have taken forever. Luckily, he had been given new claws by one of the lionesses in King Bashta's pride. They were very effective, and they were the reason he had been bound to service for the last three seasons. Slowly, he chipped the beam away, until it groaned and creaked, ready to collapse. He groomed another flea from his thigh and placed it, carefully on the beam and whispered a word to it.

Taltu crept back over to the entrance and coughed and cleared his throat. He spoke in clear Common, loud enough for the goblins to hear him. "Is anyone interested in a lesson in tormenting prey?" A couple of the goblins looked up. Just at that moment, the beam exploded, causing the ceiling on that end of the chamber to collapse. The sounds of the explosion and the crashing stone rebounded within the enclosed space, deafening the goblins, and the dust it raised made it impossible to see.

The goblins began to race for the only way out of the death trap, taking them to within reach of the waiting invisible cat. They really never stood a chance. He made them last.



Taltu had enjoyed watching the chaos that the loss of the garrison had caused. At first, they sent a team from one of the fortress' other rooms to investigate. He hid until they left, satisfied that whatever had killed over a score of goblins was gone. Then they sent a single goblin to assess the damage. That one he killed. He did this for a while, letting some live, killing others, so that the goblins didn't know what to think. Then he moved to another room and began again. By morning, the half of the goblin tribe that was still alive was convinced that the fortress was haunted, and they deserted.

He didn't see any of them that looked like a wizard, or with a bent back. He explored the ruins, finally locating his quarry in one of the lower levels.

The creature was twisted. Ugly, even for a goblin. Taltu could see the twist in his spine that gave Silga his name and caused him to walk in that strange, rolling gait, almost like an ape. Taltu leapt to the top of a shelf and crouched, observing his final prey.

Silga Bentback had apparently decided to pack up and leave. He had one of those big pouches that two-leggers carry on their back, and he was filling it with various objects from around the room. Taltu had no idea what any of it was. Then he saw the wizard wave his hand, and the cat's enchanted eyes could see the spell form, taking the shape of an ethereal mule, onto which the pouch was loaded. Taltu supposed that someone who couldn't see magic like him would have seen the bag simply floating in mid air. Then he looked again. He could see the mule. But he couldn't see humanoid magic. That meant ... Oh, ratcrap!

The wizard had been aware of Taltu's presence for some time, and was simply waiting for the right moment. He spun on his heel and pointed three gnarled fingers at the cat on top of his bookshelf. A jagged ribbon of electrical energy struck the spot where the cat had been sitting only a split second before. Without even singed fur, Taltu leapt onto the mage, rending, tearing and biting with the fangs and claws of a lion. He mauled his opponent terribly, but suddenly felt a pinch as a huge stony hand grabbed him from behind.

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The stone hand dashed him to the ground, where an even bigger stone foot pressed down on him, pinning him.

“Don’t kill it yet!” Silga instructed the earth elemental. The goblin hunched down in front of the cat. “We want to know why the bad kitty wanted to hurt us.”

Taltu knew he was a goner. The elemental’s strength was just too great, and a single squeeze would squash him flat. The wizard could kill him any number of unpleasant ways, and he would not be able to dodge them all. He was going to die here. But at least, he thought, I can accomplish my mission. He had begun to have a suspicion, and his suspicion led him to a plan. He gambled. He said, in High Fauna, “It’s going to take more than pretending to be a goblin for you to escape King Bashta’s justice, Shilgha.” He hoped he had guessed right.

The wizard took a step back. He frowned. The he smiled again, nastier. Taltu had guessed right. “Well, I suppose there’s no more need for this, then,” he said as Silga Bentback, the goblin faded away, replaced by Shilgha the baboon. “How long have you known?”

“We’ve known for weeks,” Taltu lied. “The king sent me here to take care of you, and stop your bid for power over the two-legs. He knew banishment would never end your threat.”

“Well, cracking my back with his paw didn’t end my threat, so why should anything else.” He paced about the room, getting more and more agitated. I should have known! Every step of this plan, there’s been animals, gumming up the works! Those dogs! The bird! No wonder! The humans haven’t had a clue! It’s all been Bashta and his flunkies! And now that stupid pile of muscle, Gravefiller, is dead, and my goblins have all fled.” He wheeled on Taltu, simian rage building up behind his voice. “And now you come here to kill ME? After I’ve done for you, I’m taking this feud back to that sanctimonious, mangy lion.”

Taltu was pinned to the floor, with no hope of moving. The baboon was enraged, not even bothering with his spells. Taltu never really stood a chance. He didn’t last.

Description

Heroic animals try their best to keep their homes and families safe in a world overrun by humans and civilization. Greedy dwarves dig up the countryside in search of a shiny metal that does no one any good. An At the Forest’s Edge campaign has a party of mostly animals

(there may be a humanoid familiar in the mix) trying to serve or challenge, but without tipping the humanoids off to their existence.

In this type of campaign, the encroachment of civilization will be a large theme and a constant danger to noble animals in the wild. A select few humanoids may be chosen by the characters to share their secret, if only so that they can help keep it from the rest of their race.

Humanoids in this campaign model will be reluctant to trust or even believe in talking animals, thinking it’s some sort of trickery. Others will have caught a glimpse of the truth at some point, and may become obsessed with uncovering the truth. This can make for a very amusing, almost sit-com-like atmosphere for the campaign, and should only be used if that is the direction you want to take.

It is entirely possible that an At the Forest’s Edge Campaign can take place on a world where a Walking With Humans campaign is also based. The differences can be explained by a number of things: different humanoid cultures may be more or less accepting of talking animals, some noble animal leaders may be more paranoid about keeping hidden from the two-leggers, or perhaps geography isolates a region where noble animal and humanoid live side-by-side from the more usual type of land. This makes it possible to change the style of campaign, simply by moving the action.

The majority of challenges faced by the heroes in this campaign should spring from the intersection of the wild with civilization. The villains will be other noble animals, monsters, and most of all, humanoids who will not even be aware who their real enemy is.

Adventure Seeds

🐾 The party hears of a halfling with a traveling show, who claims to have a talking bear. Can he be rescued? Does he want to be?

🐾 A strange disease is afflicting the livestock of a local farm, and it has started to spread to the wild. In order to save their own, the characters must also save the farm animals.

🐾 A human wizard has discovered the existence of noble animals. He is demanding service in return for his silence.

🐾 Some recent killings are being blamed on wolves. Before the kill-happy mob starts killing every wolf in the forest, you must find the real killer: a werewolf!

The Noble Wild

Suggested Reading and Viewing Books

Animal Farm; George Orwell
Call of the Wild; Jack London
The Chronicles of Narnia; C.S. Lewis
Gulliver's Travels; Jonathan Swift
Lord of The Rings; J.R.R. Tolkien
Mhs of Kerbridge; Paul Kidd
Plague Dogs; Richard Adams
Mrs. Brisby and the Rats of Nimh;
Richard C. O'Brien
Silverwing; Kenneth Oppel
Tailchaser's Song; Tad Williams
Watership Down; Richard Adams

Movies

The Adventures of Milo and Otis
The Bear
Lady and The Tramp
The Lion King
Pride
The Secret of Nimh
Two Brothers
Whispers: An Elephant's Story

Far From the Eyes of Man

Shilgha surveyed his army. Three separate troops of baboons had come under his rule, along with five packs of hyenas. The hyenas would be handy for running down the enemy's swifter members, while the brutality of the baboons, while certainly impressive, really only had one application. He liked the notion of a mixed army; one with different types of fighters for different roles, allowing him to plan effectively. His time with the goblins had taught him much about the use of troops and strategy.

The baboon with the twisted spine stalked back and forward on all fours. It probably hadn't done his back any good to pretend to stand so straight all the time when he was masquerading as a goblin wizard, but it had been worth it for the power. But he had lost that power thanks to the efforts of a few do-gooder beasts that didn't know their place.

And so he had made the long journey back to the veldt. He abandoned the trappings of his goblin lifestyle and returned to the world he knew best.

He eyed the troops. They were a motley-looking bunch, hungry, vicious, and nasty. They were perfect.

"Okay, you lot! You want to have first choices of the kills? You want to wander where you will, kill what you like? You listen to me, and you'll have it!" A few of the hyenas began their laughing call, riling up the others. "The first thing we'll do is separate the young from Bashta's pride and kill them. Without their whelps to concern them, most of the lions will simply wander off. Then we'll take out that big bull elephant that keeps council with the lion, scattering his herd into the veldt. All of us working together can take him easily, as long as we don't let him get his spells off." His instructions were relayed by to the baboons and hyenas by the troop and pack leaders, nobles like Shilgha. They had no idea what "spells" were, but they were looking forward to the kill. In fact, some of them swore they could smell the elephant already, and it made their drool flow freely. "And finally, with his allies broken and scattered, we go after the remnants of Bashta and his pride."

One of the hyenas turned to one of her fellows. "Well, what do you think, Sire? Is it a good plan?"

The hyena addressed grinned, "I have doubts."

Within the image of a hyena, the monkey Kive, raised and lowered her hands, undoing the illusion that had cloaked her and her companions. King Bashta, himself, stood there bristling with fury. Next to him was the monkey, hands and feet working another spell already, and an enormous elephant whose form had been hidden by the images of six hyenas. The elephant spoke in a low rumble, "Your majesty, it's about that time."

The lion turned briefly towards him. "Of course it's that time; we've dropped the spell, we're on to the killing now... Oh, you mean *that* time."

Bashta and Kive leapt onto a rock outcropping, unseating a small knot of baboons in doing so. Turol, the elephant moved around to one side of the rock and leaned against it.

While they were doing all this, rage and panic were fighting for possession of Shilgha's mind. He seemed about to marshal his wits when the rumbling started. It grew louder and louder. The baboons were in a frenzy of despair. They dithered for a moment, trying to figure the best direction to run, and so were caught directly in the center of the clearing when the stampede hit.

Several dozen elephants, in answer to Turol's call, thundered through the clearing, flattening grass, bushes, hyenas, and baboons.

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The chaos continued for several long seconds, and then was over.

King Bashta leapt down from the rock and stalked over to where the last baboon still stood. Shilgha had managed to raise a protective spell just in time to stop himself from being made into jelly, but his followers (those who weren't crushed) had run off, leaving him to face the King's justice for the second time.

"I told you once what happens to insurrectionists in my realm, Shilgha. I was kind; I only broke your back and exiled you. You should have learned your lesson and lived a quiet life outside my kingdom. But then my agents uncover a plot by you to overthrow a *human* kingdom! You would jeopardize the safety of every noble in the world for your silly, doomed grab at power. Your creatures slew the sorcerer Jisso, your better in every respect, and you yourself killed Taltu, a feline of incomparable grace and finesse. The time when banishment would do is long past. Now you are a meal."

This last he said as he leapt on the baboon, slashing and tearing, slowly wearing down the protective spell around the wizard's flesh. Shilgha tried to bring more

magic to bear upon the lion, but he couldn't. After almost a full minute, Bashta's teeth hit flesh, then bone. The unmistakable pop of fang puncturing skull could be heard across the clearing, to where Kive and Turol were investigating the fallen animals.

After the king had had his fill, he stood up from the carcass. "Kive, Turol, do you want any?"

Description

The last campaign model to be presented, *Far From the Eyes of Man* takes place entirely in the wilderness, with no influence from any humanoids. In this campaign model, the "Serve or Challenge" question is moot. The noble animals are the leaders of their kind, just like in the other models, but there are no humanoids around.

Survival should be the major theme of this campaign, with few (if any) monsters appearing. The villains in this campaign will be other noble animals who have turned to evil, but they shouldn't be the only threat. Natural disasters, the elements, and the land itself can provide endless peril.

Another great source of threats and NPCs for this



The Noble Wild

type of campaign are the templates available in the core rules. Celestial, fiendish, skeleton, vampire, and zombie variants of noble and natural animals can make for surprising and interesting opponents or mentors.

On the surface, this campaign may seem a trifle simple for veteran role-players, but it holds a lot of potential for a unique gaming experience. In addition, this sort of campaign would be an ideal way to introduce younger players to gaming

Adventure Seeds

- 🐾 A volcano is erupting, threatening the entire valley. Who was supposed to be watching the cubs?
- 🐾 A young elephant has been separated from her herd. Can the party get her to safety through lion territory?
- 🐾 The ghost of the lord of the crocodiles is haunting the river. Can you put him to rest? Or destroy him?
- 🐾 A powerful half-celestial horse is attempting to unite all of the noble animals under his just rule. Will you join his crusade, or will you fight to the last?

Sample Non Player Characters

TARU

Male wolf fighter 3/noble canine 2

NG Medium noble animal (wolf)

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 20, touch 18, flat-footed 16

(+2 natural armor, +3 Dex, +1 attitude, +1 dodge, +3 enhancement)

hp 48 (2d8+3d10+20)

Fort +10, **Ref** +7, **Will** +4 (+5 versus fear)

Defensive Attitude Aggressive

Defensive Abilities attitude training 1

OFFENSE

Spd 40 ft.

Melee bite +10 (1d6+6)

Special Attacks trip

Spell-Like Abilities (CL 5th)

Constant — bonus to all rolls at night, dependant on phase of moon (new +1, quarter +2, half +3, full +4)

1/day — *alarm*, *augury*, *magical vestment*

STATISTICS

Str 16, **Dex** 16, **Con** 18, **Int** 11, **Wis** 15, **Cha** 13

Base Atk +4; **CMB** +7; **CMD** 20

Feats Cleave, Dodge, Improved Bull Rush, Power At-

tack, Skill Focus (survival), Weapon Focus (bite)

Skills Acrobatics +7 (+11 to jump checks), Intimidate +6, Perception +6, Survival +13 (+17 to track by scent), Swim +7

Languages Canine, High Fauna

Deeds *Armored Aura*: +3

Herald of the Moon: *Servant of The Pale Lady, Wisdom of The Pale Lady, The Pale Lady's Blessing*

Magic Claw: +3 (bite)

Territoriality: *Alarm, Marking, The Call of Home*

SWEETUMS

Male dog rogue 3/noble canine 2

CG Medium noble animal (dog)

Init +6; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 21, touch 19, flat-footed 15

(+2 natural armor, +4 Dex, +1 attitude, +1 dodge, +3 enhancement)

hp 44 (5d8+10)

Fort +6, **Ref** +10, **Will** +3

Defensive Attitude Aggressive

OFFENSE

Spd 40 ft.

Melee bite +10 (1d6+5)

Special Attacks sneak attack (2d6)

Spell-Like Abilities (CL 5th)

Constant — +2 bonus to Hit, Save, and Skill rolls if a friendly human is within 20 ft.

3/day — *cure serious wounds* on a human, *shield other* on a human

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 19

Feats Combat Reflexes, Dodge, Skill Focus (survival), Weapon Finesse

Skills Acrobatics +11 (+15 to jump), Bluff +6, Climb +8, Deft of Jaw +10, Diplomacy +5, Escape Artist +10, Intimidate +2, Knowledge (humanoids) +2, Knowledge (local) +5, Perception +9, Stealth +12, Survival +12 (+16 to track by scent), Swim +6

Languages Canine, Common, High Fauna

Rogue Talents *fast stealth*

SQ evasion, trap sense +1, trapfinding

Deeds *Armored Aura*: +3

Magic Claw: +3 (bite)

Man's Best Friend: *Loyalty, A Dog's Love, Healing Tongue*

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PIK-PIK

Female sparrow sorcerer 5

CG Diminutive noble animal (songbird)

Init +6; **Senses** low-light vision; Perception +3

DEFENSE

AC 20, touch 20, flat-footed 18

(+3 Dex, +4 size, +3 enhancement)

hp 27 (5d6+10)

Fort +4, **Ref** +5, **Will** +8

Defensive Attitude None

OFFENSE

Spd 10 ft., fly 40 ft. (average)

Melee claws +12 (1d2+3)

Bloodline Spell-Like Abilities (CL 5th)

Constant — *Fated*: +1 luck bonus on all of saving throws and to AC during surprise rounds and when otherwise unaware of an attack.

6/day — *Touch of Destiny*: touch a creature as a standard action, giving it an insight bonus of +2 on attack rolls, skill checks, ability checks, and saving throws equal for 1 round.

Sorcerer Spells Known (CL 5th)

2nd (5/day) — *blur*, *extended grant natural weapon* (1d2), *extended grant skill bonus* (+2), grant skill bonus (+4), protection from arrows, scorching ray

1st (7/day) — *alarm*, *burning hands*, *grant skill bonus* (+3), *magic missile*, *reduce animal*, *sleep*

0 — *detect magic*, *flare*, *grant natural weapon* (1d2), *grant skill bonus* (+2), *light*, *mage hand*, *prestidigitation*, ray of frost

Bloodline Destined

STATISTICS

Str 1, **Dex** 16, **Con** 15, **Int** 15, **Wis** 17, **Cha** 17

Base Atk +2; **CMB** -2; **CMD** 9

Feats Combat Casting, Eschew Materials, Weapon Finesse

Skills Bluff +11, Knowledge (arcana) +8, Knowledge (history) +7, Perform (singing) +12, Spellcraft +10

Languages Canine, Common, High Fauna, Songbird

Deeds *Armored Aura*: +3

Dawn's Usher: Song of Peace, Song of Support, Song of the Harsh Light

Dreamtimer: Active Dreamer, Lucid Dreamer, Dream Seeker

Larger Than Life: By Fang Alone, Overreach

Magic Claw: +3 (claws)



SNOWBELLY

Male rabbit cleric 5

NG Tiny noble animal (rabbit)

Init +0; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 18, touch 16, flat-footed 17

(+2 size, +2 attitude, +1 dodge, +3 enhancement)

hp 34 (5d8+5)

Fort +5, **Ref** +1, **Will** +8

DR 1/-

Defensive Attitude Sturdy

OFFENSE

Spd 30 ft.

Melee spectral right rear horse kick +5 (1d6+2), bite -2 (1d3)

Spell-Like Abilities (CL 5th)

8 rounds/day — *speak with animals*

7/day — *Rebuke Death*: touch a living creature as a standard action, healing it for 1d4+2. Can only be used on a creature that is below 0 hit points

6/day — channel energy (3d6)

1/day — *heroism*, *prayer*, *scry*

1/day — make a will save with a DC of 15. If successful, choose a bonus from the Dreamtimer table, if the save fails, roll on the table; if the save roll is a 1, the Dreamtimer roll is automatically a 1 as well

1/session — cause any attack roll, skill check, or saving throw to be re-rolled

Spells Prepared (CL 5th) DC 13 +

The Noble Wild

3rd — *cure serious wounds*^D, *daylight*, *dispel magic*

2nd — *cure moderate wounds*^D, *hold person* (3)

1st — *bless*, *cure light wounds*^D, *doom*, *magic fang*, *sanctuary*

0 — *create water*, *detect magic*, *light*, *stabilize*

D domain spell; **Domains** Animal, Healing

STATISTICS

Str 3, **Dex** 11, **Con** 12, **Int** 13, **Wis** 18, **Cha** 16

Base Atk +6; **CMB** +0; **CMD** 10

Feats Create Fetish, Dodge, Iron Will, Weapon Finesse

Skills Acrobatics +6, Diplomacy +11, Heal +12, Knowledge (nature) +6, Sense Motive +9, Spellcraft +6, Stealth +9, Survival +8

Languages Rodent, High Fauna, Woodland

Deeds *Armored Aura*: +3

Dreamtimer: Active Dreamer, Lucid Dreamer, Dream Seeker

Fortune's Favorite: Lucky Feet, Better Lucky Than Good, Shaving The Dice

Larger Than Life: By Fang Alone, Overreach

Magic Claw: +2 (right rear horse kick)

Boons right rear horse kick

Gear *fetish of aid* (chigger), *fetish of cure light wounds* (5) (fleas), *fetish of cure moderate wounds* (2) (lice), *fetish of cure serious wounds* (tick)



MR. FLUFFY

Male wolf-dog ranger 8/noble canine 2

NG Medium noble animal (dog)

Init +8; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 22, touch 20, flat-footed 16

(+2 natural armor, +4 Dex, +1 Dodge, +1 attitude, +4 enhancement)

hp 88 (10d8+30)

Fort +12, **Ref** +13, **Will** +6

Defensive Attitude Aggressive

OFFENSE

Spd 40 ft.

Melee spectral crocodile bite +15 (1d8+6), spectral right leopard claw +12 (1d4+3), spectral left leopard claw +12 (1d4+3)

Special Attacks favored enemy (big cats) +4, favored enemy (humanoid [orc]) +2

Spell-Like Abilities (CL 10th)

Constant — +2 bonus to Hit, Save, and Skill rolls if a friendly human is within 20 ft.

3/day — *cure serious wounds* on a human, *shield other* on a human

Spells Prepared (CL 5th)

2nd — *barkskin*, *snare*

1st — *longstrider*, *pass without trace*

STATISTICS

Str 14, **Dex** 18, **Con** 17, **Int** 13, **Wis** 18, **Cha** 10

Base Atk +9; **CMB** +16; **CMD** 26

Feats Dodge, Endurance, Improved Initiative, Improved Multiattack, Mobility, Multiattack, Spring Attack

Skills Acrobatics +10, Climb +9, Handle Animal +7, Heal +11, Intimidate +7, Knowledge (geography) +8, Knowledge (humanoids) +9, Knowledge (nature) +8, Perception +17, Stealth +14, Survival +17(+21 to track, +25 to track by scent), Swim +7

Languages Canine, Common, Equine, High Fauna

SQ favored terrain (forest), favored terrain (mountain), hunter's bond (move action to grant half favored enemy bonus to companions within 30 ft. for 4 rounds), swift tracker, wild empathy, woodland stride

Deeds *Armored Aura*: +4

Man's Best Friend: Loyalty, A Dog's Love, Healing Tongue

Magic Claw: +4 (bite)

Magic Claw: +2 (right claw)

Magic Claw: +2 (left claw)

Boons crocodile bite, right front leopard claw, left front leopard claw

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JISSO

Male python sorcerer 7/noble constrictor 3
N Medium noble animal (constrictor snake)
Init +2; **Senses** low-light vision; Perception +11

DEFENSE

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

hp 91 (2d8+8d6+50)

Fort +9, **Ref** +7, **Will** +7

Defensive Attitude None

Defensive Abilities fire resistance 5, **Immune** sleep

OFFENSE

Spd 20 ft., climb 20 ft., swim 20 ft.

Melee bite +9 (1d4+3)

Special Attacks constrict (1d3+3), grab

Spell-Like Abilities (CL 10th)

3/day — *detect magic*

1/day — *owl's wisdom*

Bloodline Spell-Like Ability

(CL 7th)

5 rounds/day — claws: grow right and left front claws which replace primary attack (1d6+4) (these claws cannot be augmented with boons or deeds)

Sorcerer Spells Known (CL 7th)

3rd (4/day) — *extended grant climb speed, fireball, fly, wind wall*

2nd (7/day) — *extended grant natural weapon (1d4), extended grant skill bonus (+2), grant skill bonus (+4), invisibility, resist energy, scorching ray, shatter*

1st (7/day) — *burning hands, grant climb speed, grant skill bonus (+3), hypnotism, mage armor, obscuring mist, ray of enfeeblement, sleep*

0 — *acid splash, dancing lights, flare, grant natural armor (+2), grant natural weapon (1d4), grant skill bonus (+2), ghost sound, mage hand, message, prestidigitation, touch of fatigue*

Bloodline Draconic (brass)

STATISTICS

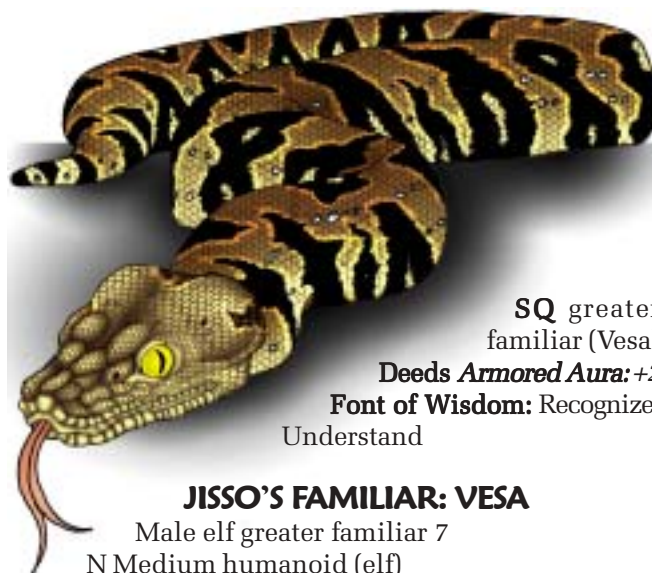
Str 18, **Dex** 15, **Con** 18, **Int** 13, **Wis** 13, **Cha** 15

Base Atk +5; **CMB** +9; **CMD** 21

Feats Alertness, Create Fetish, Create Greater Fetish, Create Juju, Eschew Materials, Greater Eschew Materials, Skill Focus (Knowledge [arcana]), Toughness

Skills Acrobatics +8, Bluff +12, Climb +8, Knowledge (arcana) +14, Perception +11, Sense Motive +3, Spellcraft +11, Stealth +11, Survival +8, Swim +8

Languages Common, Draconic, High Fauna, Serpent



SQ greater familiar (Vesa)

Deeds *Armored Aura*: +2

Font of Wisdom: Recognize, Understand

JISSO'S FAMILIAR: VESA

Male elf greater familiar 7

N Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +11

DEFENSE

AC 18, touch 14, flat-footed 14

(+4 natural armor, +3 Dex, +1 dodge)

hp 33 (8d6)

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

Defensive Abilities improved evasion; **Immune** sleep

Counterspells Known (CL 7th)

3rd (2/day) — *extended grant climb speed, fireball, fly, wind wall*

2nd (4/day) — *extended grant natural weapon (1d4), extended grant skill bonus (+2), grant skill bonus (+4), invisibility, resist energy, scorching ray, shatter*

1st (4/day) — *burning hands, grant climb speed, grant skill bonus (+3), hypnotism, mage armor, obscuring mist, ray of enfeeblement, sleep*

0 — *acid splash, dancing lights, flare, grant natural armor (+2), grant natural weapon (1d4), grant skill bonus (+2), ghost sound, mage hand, message, prestidigitation, touch of fatigue*

OFFENSE

Spd 30 ft.

Melee dagger +6 (1d6)

Ranged shortbow +6 (1d6)

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 11, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 15

Feats Alertness, Dodge, Gift of Understanding, Improved Initiative, Lightning Reflexes, Maximize Spell ^F, Weap-

The Noble Wild

on Finesse

Skills Acrobatics +9, Escape Artist +8, Knowledge (arcana) +4, Knowledge (nature) +4, Perception +11, Sense Motive +2, Spellcraft +10

Languages Common, Elven

SQ deliver touch spells ^F, empathic link ^F, grant familiar benefit (immunity to sleep) ^F, telepathy ^F, share spells ^F

Gear Shortbow, quiver with 20 arrows, dagger, cloak of rags

F Familiar Ability. These abilities only apply to Jisso.

TALTU

Male cat rogue 15

N Medium noble animal (cat)

Init +10; **Senses** low-light vision; Perception +20

DEFENSE

AC 25, touch 25, flat-footed 17

(+6 Dex, +2 size, +1 dodge, +1 attitude, +5 enhancement)

hp 78 (15d8+15)

Fort +6, **Ref** +15, **Will** +8

Spell-Like Abilities (CL 15th)

Constant — see invisible or ethereal objects, 5 ft.



space/10 ft. reach

15 rounds/day — see through solid objects

3/day — *arcane lock*, *detect magic*

1/day — *cause fear*, *darkness*, *darkvision*, *deeper darkness*, *dominate animal*, *nightmare*, *shadow walk*, *silence*, *solid fog*, *zone of silence*

Defensive Attitude Aggressive

Defensive Abilities improved evasion, improved uncanny dodge, 20% concealment versus ranged attacks if moved 5 feet in the same turn, 20% concealment in shadows or darkness

OFFENSE

Spd 30 ft.

Melee spectral right front lion claw +24 (1d8+5), left front claw +19 (1d2+5), bite +19 (1d3+5)

Special Attacks crippling strike, pounce, sneak attack (8d6 +8 bleed)

STATISTICS

Str 2, **Dex** 22, **Con** 12, **Int** 14, **Wis** 17, **Cha** 12

Base Atk +13; **CMB** +7; **CMD** 13

Feats Combat Reflexes, Dodge, Hamstring, Improved Initiative, Mobility, Spring Attack, Stealthy, Weapon Finesse, Wind Stance

Skills Acrobatics +30, Bluff +19, Climb +28, Deft of Jaw +24, Disable Device +24, Escape Artist +26, Intimidate +19, Knowledge (humanoids) +9, Knowledge (noble animal politics) +10, Perception +21, Sense Motive +21, Stealth +30 (+32 in high grass)

Languages Common, Feline, High Fauna, Simian

Rogue Talents *bleeding attack*, *crippling strike*, *fast stealth*, *improved evasion*, *ledge walker*, *opportunist*, *slow reactions*

SQ trap sense +5, trapfinding

Deeds *Armored Aura*: +5

Keeper of Secrets: Magic Eye, Night's Eye, Cat's Touch, X-Ray Vision, Ghost Eye

Larger Than Life: By Fang Alone, Overreach, The Size of the Fight in the Dog, Never Let Go, Leaping Terror

Magic Claw: +5 (right claw)

Magic Claw: +5 (left claw)

Magic Claw: +5 (bite)

Night's Friend: Ill Omen, Banish The Light, Fell Servant, The Still of Night, No Safety In Sleep

With the Substance of Shadow: Shadowkin, The Sound of a Falling Shadow, No Light Survives, Ghost Matter, The Paths of Night

Boons pounce, right front lion's paw

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BASHTA

Male lion fighter 10/noble great cat 5/alpha 5

LG Large noble animal (lion)

Init +8; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 20, touch 15, flat-footed 16

(+3 natural armor, +4 Dex, -1 size, +2 attitude, +5 enhancement, -3 negative levels)

hp 170 (15d10+5d8+80-15)

Fort +13, **Ref** +9, **Will** +8 (+11 versus fear)

Spell-Like Abilities (CL 20th)

1/day — *alarm, command, greater command, shout, summon nature's ally III*

1/day — Magnificent Beast: grow to huge size; +8 Str, +4 Con, +2 AC, DR 5/-, for 20 rounds

Defensive Attitude Sturdy

DR 2/- (7/- when in Magnificent Beast form)

OFFENSE

Spd 40 ft.

Melee right front claw +30 (1d8+13), left front claw +30 (1d8+13), bite +30 (2d6+9), right rear claw +28 (1d8+13)

Special Attacks grab, pounce, rake (+30, 1d8+9 x2)

STATISTICS

Str 26, **Dex** 18, **Con** 18, **Int** 12, **Wis** 13, **Cha** 24

Base Atk +18; **CMB** +27; **CMD** 41

Feats Alertness, Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Greater Multi-Attack, Improved Bull Rush, Improved Initiative, Improved Multi-Attack, Improved Natural Attack (claw), Improved Natural Attack (bite), Intimidating Prowess, Iron Will, Leadership, Multi-Attack, Persuasive, Power Attack, Roar, Run

Skills Acrobatics +12, Bluff +5 (+7 versus animals), Climb +9, Diplomacy +29 (+31 with animals), Intimidate +32 (+34 versus animals), Linguistics -1, Perception +6, Sense Motive +13 (+15 versus animals), Stealth +8 (+16 in tall grass), Survival +2, Swim +9

Languages Feline, Herdspeak, High Fauna, Simian

SQ attitude training 2, bravery +3, inspire confidence, inspire courage, magnificent beast, superior tactics, weapon training 2 (natural weapons +2, boon weapons +1), 3 negative levels

Deeds Armored Aura: +5

King of Beasts: Presence, Duty of a King, Duty to a King, Mighty Roar, Regal Presence

Magic Claw: +5 (right front claw)

Magic Claw: +5 (left front claw)



Magic Claw: +5 (bite)

Magic Claw: +5 (right rear rake)

Magic Claw: +5 (left rear rake)

Territoriality: Alarm, Marking, The Call of Home, Home Turf, No Trespassing

The Noble Wild

Bashta's Followers

BASHTA'S COHORT: KIVE

Female monkey bard 17

CG tiny noble animal (monkey)

Init +7; **Senses** low-light vision; Perception +22

DEFENSE

AC 21, touch 21, flat-footed 17 (+3 Dex, +2 size, +1 attitude, +5 enhancement)

hp 68 (17d6)

Fort +6, **Ref** +16, **Will** +10

Spell-Like Abilities (CL 17th)

Constant — Misfortune: whenever an opponent rolls a 1 when attacking you, their weapon breaks or they injure themselves

1/day — *feeblemind*

1/day — Infectious Laughter: you can cast *hideous laughter* and cause its effects to spread to other targets

3/day — *touch of idiocy*

Defensive Attitude Aggressive

OFFENSE

Spd 30 ft., climb 30 ft.

Melee bite +22 (1d3+2)

Bard Spells Known (CL 17th, +15 ranged touch)

6th (1/day) — *charm monster (mass)*, *cure moderate wounds (mass)*, *veil*

5th (3/day) — *extended grant hands*, *extended grant skill bonus (+5)*, *false vision*, *grant skill bonus (+7)*, *heroism*, *persistent image*, *song of discord*

4th (3/day) — *break enchantment*, *detect scrying*, *extended grant climb speed*, *extended grant skill bonus (+4)*, *grant skill bonus (+6)*, *hold monster*, *rainbow pattern*, *zone of silence*

3rd (4/day) — *charm monster*, *confusion*, *cure serious wounds*, *dispel magic*, *extended grant skill bonus (+3)*, *grant hands*, *grant skill bonus (+5)*, *major image*, *see invisibility*

2nd (5/day) — *alter self*, *daze monster*, *eagle's splendor*, *enthrall*, *extended grant natural weapon (1d3 bite)*, *extended grant skill bonus (+2)*, *grant climb speed*, *grant skill bonus (+4)*, *hypnotic pattern*, *pyrotechnics*

1st (5/day) — *expeditious retreat*, *feather fall*, *grant skill bonus (+3)*, *hypnotism*, *remove fear*, *unseen servant*, *ventriloquism*

0 — *dancing lights*, *daze*, *flare*, *ghost sound*, *grant natural weapon (1d3 bite)*, *grant skill bonus (+2)*, *mage hand*, *message*

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** 12, **Wis** 8, **Cha** 15

Base Atk +12; **CMB** +14; **CMD** 24

Feats Alertness, Dodge, Extra Performance, Improved Initiative, Lightning Reflexes, Nimble Moves, Persuasive, Prehensile Tail, Skill Focus (diplomacy)

Skills Acrobatics +25, Bluff +24, Climb +8, Diplomacy +34, Disguise +11, Escape Artist +10, Intimidate +15, Knowledge (local) +18, Knowledge (nature) +17, Knowledge (all) +9, Perception +22, Sense Motive +12, Sleight of Hand +10, Spellcraft +8, Stealth +10, Survival +5

SQ bardic knowledge (+18), bardic music 17/day, inspire heroics (Su), can always take 10 on Climb checks

Deeds *Armored Aura*: +5

Cruel Jester: The Gift of Laughter, Vicious Taunt, Misfortune, Infectious Laughter, Foolmaker

Magic Claw: +5 (bite)

BASHTA'S PRIDE

Adult lions (32)

N Large animals (lions)

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Spd 40 ft

Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)

Special Attacks pounce, rake (2 claws +7, 1d4+5)

STATISTICS

Str 21, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +11, Perception +9, Stealth +8 (+16 in undergrowth)

BASHTA'S NEPHEW: TIMKA

Young male lion

N Medium animal (lion)

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 13 (3d8)

Fort +1, **Ref** +7, **Will** +2

Chapter 8: Campaigns

OFFENSE

Spd 40 ft

Melee bite +3 (1d6+1 plus grab), 2 claws -2 (1d3)

Special Attacks grab, pounce

STATISTICS

Str 13, **Dex** 19, **Con** 11, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3 (+7 grapple); **CMD** 17 (21 vs. trip)

Feats Run, Skill Focus (Perception)

Skills Acrobatics +10, Perception +9, Stealth +10 (+18 in undergrowth)

SHILGHA

Male baboon wizard 10/man-ape 10

CE Small noble animal (baboon)

Init +4; **Senses** low-light vision; Perception +13

DEFENSE

AC 21, touch 21, flat-footed 17

(+1 size, +2 Dex, +5 enhancement, +3 deflection)

hp 76 (20d6 + 10)

Fort +6, **Ref** +12, **Will** +14

Defensive Attitude None

OFFENSE

Spd 30 ft., **climb** 30ft.

Melee bite +15 (1d4+4), spectral antlers +10 (1d8+1) or short sword +11/+6 (1d6+1)

Ranged hand crossbow +10/+5 (1d3)

Spell-Like Abilities (CL 10th)

1/day Man-Shape: for up to three hours, turn into a goblin known as **Silga Bentback** attributes change to: **Str** 10, **Dex** 14, **Con** 11, **Int** 19, **Wis** 11, **Cha** 14

Spells Prepared (CL 15th) DC 13 + spell level).

8th — *cone of cold* (maximized)

7th — *mass hold animal*, *power word blind*

6th — *disintegrate* (x2), *mass suggestion*

5th — *baleful polymorph*, *cloudkill*, *hold monster*, *waves of fatigue*

4th — *black tentacles*, *charm monster*, *ice storm*, *stoneskin*

3rd — *dire shape*, *fireball* (x2), *greater magic fang*, *haste*

2nd — *alter self*, *ghoul touch*, *invisibility*, *summon monster II*, *touch of idiocy*

1st — *cause fear*, *charm animal* (x2), *magic missile*, *ray of enfeeblement*

0 — *acid splash*, *daze*, *mage hand*, *ray of frost*

STATISTICS

Str 9, **Dex** 18, **Con** 10, **Int** 16, **Wis** 10, **Cha** 15

Base Atk +10; **CMB** +8; **CMD** 22



Feats Alertness, Create Fetish, Create Juju, Dodge, Eschew Materials, Exotic Weapon Proficiency (hand crossbow), Gift of Understanding, Grant Magical Might, Imbue Lesser Spellthral, Improved Manipulation, Maximize Spell, Mobility, Simple Weapon Proficiency, Skill Focus (Disguise), Spell Focus (Enchantment), Weapon Focus (hand crossbow)

Skills Acrobatics +15, Appraise +12, Bluff +19, Climb +17, Craft (wood carving) +12, Disguise +21, Fly +12, Knowledge (arcana) +18, Knowledge (humanoids) +9, Knowledge (local) +13, Knowledge (nobility) +13, Linguistics +14, Perception +13, Spellcraft +24, Survival +7

Languages Abyssal, Canine, Common, Draconic, Dwarvish, Elven, Feline, Goblin, High Fauna, Hyena, Simian, Woodland

SQ Disappear in the Crowd, Literacy, Man Shape, Think Like a Human

Deeds *Armored Aura*: +5

Magic Claw: +5 (bite)

The Noble Wild

Magic Claw: +5 (antlers)

Boons deer antlers (spectral weapon, already figured in above)

Gear shortsword +2 (+4 versus Good), ring of protection +3, hand crossbow, case with 20 bolts

TUROL Male African elephant noble elephant 6/wizard 14

LG Huge noble animal (elephant)

Init +0; **Senses** low-light vision; Perception +29

DEFENSE

AC 17, touch 13, flat-footed 17

(+4 natural armor, -2 size, +5 enhancement)

hp 209 (6d8+14d6+120 [Con bonus]+14 [favored class bonus])

Fort +15, **Ref** +9, **Will** +14

Defensive Attitude None

OFFENSE

Spd 50 ft., fly 40ft.

Melee tusks +23 (2d8+14), right stamp +13 (2d6+9), left stamp +13 (2d6+9), slam +13 (2d6+9)

Special Attacks trample (1d8+13)

Spell-Like Abilities (CL 20th)

1/week — *Call Stampede*: see feat description.

1/day — *dream*, *greater heroism*, *heroism*, *scry*, *nightmare*, *prayer*

1/day — *Lucid Dreamer*: Make a will save versus a DC 15. If successful, choose a bonus for the day from the Dreamtimer table. If the save fails, roll on the table.

3/day — *Too Lucky To Be Real*: re-roll an Attack Roll, Skill Check, or Saving Throw. The new roll must be taken, even if it is worse.

Spells Prepared (CL 14th) DC 14 + spell level).

7th — *delayed blast fireball*, *mass invisibility*

6th — *chain lightning*, *globe of invulnerability*, *pro-*

grammed image

5th — *dismissal*, *persistent image*, *wall of force*

4th — *dimensional anchor*, *rainbow pattern*, *stone-skin*, *wall of fire*

3rd — *dispell magic*, *haste*, *lightning bolt*, *major image*, *nondetection*

2nd — *bull's strength*, *cat's grace*, *minor image*, *resist energy*, *scorching ray*

1st — *color spray*, *shield*, *mage armor*, *magic missile* (x2)

0 — *ghost sound*, *mage hand*, *message*, *prestidigitation*

STATISTICS

Str 29, **Dex** 10, **Con** 22, **Int** 18, **Wis** 13, **Cha** 14

Base Atk +11; **CMB** +22; **CMD** 32

Feats Alertness, Call Stampede, Create Fetish, Create Greater Fetish, Create Juju, Endurance, Eschew Materials, Grant Magical Might, Grant Wondrous Trait, Greater Eschew Materials, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Skill Focus (Perception), Trampling Overrun, Trumpet

Skills Diplomacy +19, Fly +8, Intimidate +11, Knowledge (arcana) +16, Knowledge (nature) +15, Knowledge (history) +14, Knowledge (the planes) +14, Linguistics +8, Perception +29, Sense Motive +19, Spellcraft +26, Survival +12

Languages Celestial, Elephant, Feline, Herdspeak, High Fauna

Deeds Armored Aura: +5

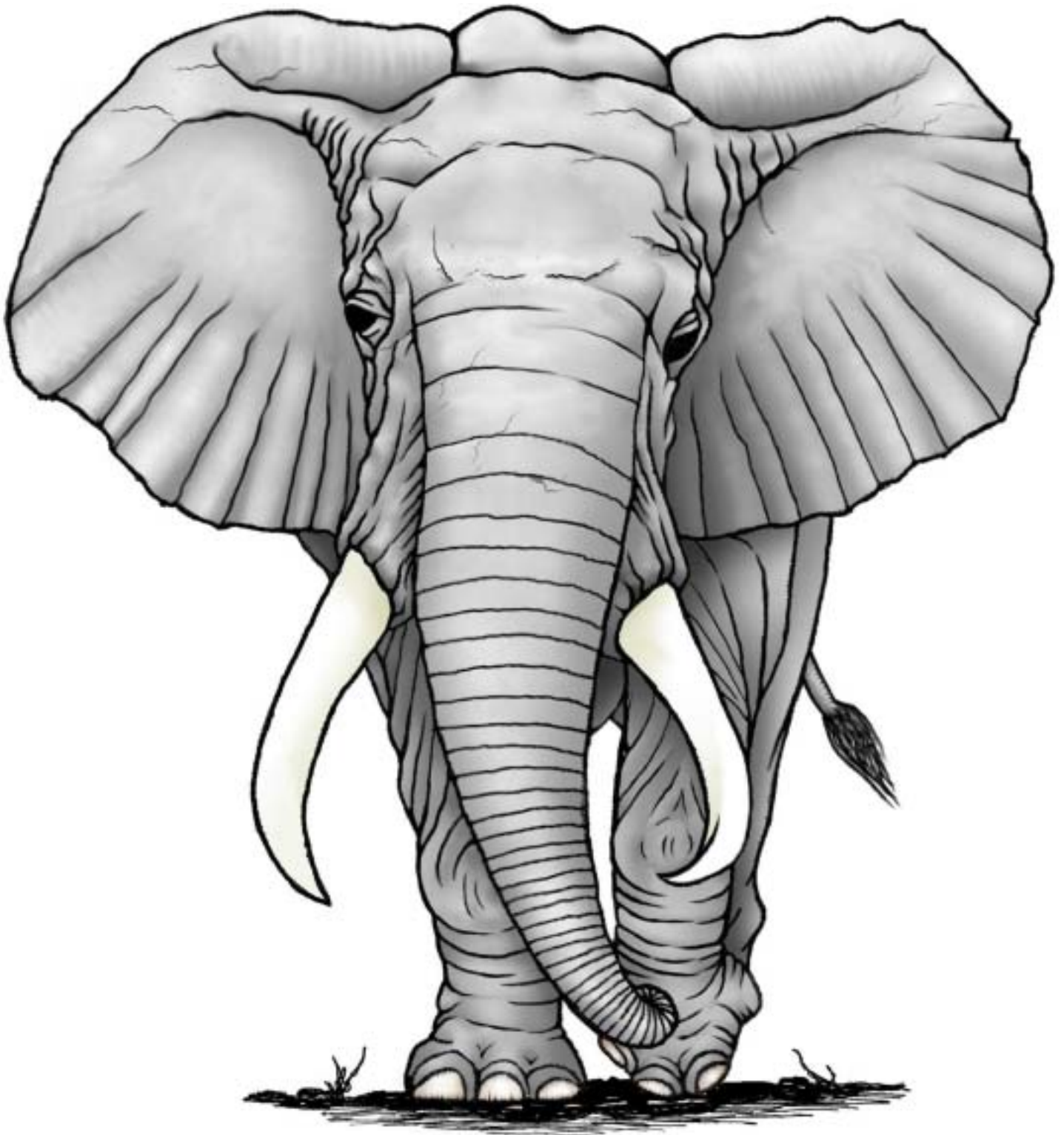
Dreamtimer: Active Dreamer, Lucid Dreamer, Dream Seeker, Dream Speaker, Dream Raider

Fortune's Favorite: Lucky Feet, Better Lucky Than Good, Shaving The Dice, Too Lucky To Be Real, Charmed Life

Magic Claw: +5 (tusks)

Boons feet of flying (use carpet of flying stats); cheetah's speed (+10 to Base Speed, already figured in above)

Chapter 8: Campaigns





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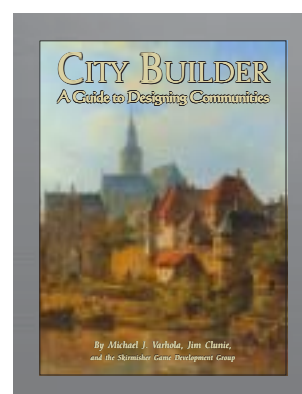
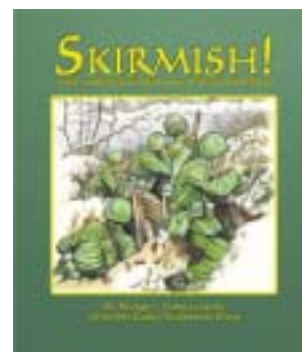
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Character Name			Alignment	Player		
Class			Level	Species		
Age	Gender	Height/Length	Weight	Eyes	Hide/Fur/Feathers/Scales	

Abilities	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier	HP HIT POINTS	TOTAL	DR	SPEED LAND	BASE SPEED		WITH ARMOR		TEMP MODIFIERS								
STR Strength						WOUNDS / CURRENT HP								FLY		SWIM		CLIMB		BURROW	
DEX Dexterity														FLY		SWIM		CLIMB		BURROW	
CON Constitution						NONLETHAL DAMAGE								INITIATIVE MODIFIER		=		+ =		DEX MODIFIER + MISC MODIFIER	
INT Intelligence																					
WIS Wisdom					AC ARMOR CLASS	TOTAL	= 10	NATURAL ARMOR	ATTITUDE BONUS	DEX MODIFIER	SIZE MODIFIER	DEFLECTION BONUS	MISC.								
CHA Charisma							+	+	+	+	+	+	+	+							
					TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS					MODIFIERS									

BASE ATTACK BONUS		SPELL RESISTANCE		SAVING THROWS	TOTAL.	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
				FORTITUDE (Constitution)		=	+	+	+	+

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BITE / GORE			ATTACK BONUS	CRITICAL
TYPE	SPECIAL PROPERTIES		DAMAGE	

BUTT / GORE			ATTACK BONUS	CRITICAL
TYPE	SPECIAL PROPERTIES		DAMAGE	

FRONT			REAR		
CLAW / HOOF / KICK / STAMP	ATTACK BONUS	CRITICAL	CLAW / HOOF / KICK / TALON	ATTACK BONUS	CRITICAL
Right	Left	Right	Right	Left	Right
TYPE	SPECIAL PROPERTIES	DAMAGE	TYPE	SPECIAL PROPERTIES	DAMAGE
	Right	Left		Right	Left

TAIL		ATTACK BONUS	CRITICAL
TYPE	SPECIAL PROPERTIES	DAMAGE	

SLAM		ATTACK BONUS	CRITICAL
TYPE	SPECIAL PROPERTIES	DAMAGE	

DEFENSIVE ATTITUDE		TYPE	ATTITUDE BONUS	SPEED	ARMOR / PROTECTIVE ITEM			TYPE	EQUIPMENT BONUS	PROFICIENT? Yes <input type="checkbox"/> No <input type="checkbox"/>
SPELL FAILURE	TRIGGER CONDITION	SPECIAL PROPERTIES			CHECK PENALTY	SPELL FAILURE	WEIGHT	SPEED	SIZE	PROPERTIES

Deeds

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Experience

Current Experience	Spent Experience	Career Experience
Needed for Next Level		

Spells

Spell Save		DC Mod		Arcane Spell Failure	
Conditional Modifiers					

Spells Known	Spell Save DC	LEVEL	Spells/Day	Bonus Spells
		0		
		1 st		
		2 nd		
		3 rd		
		4 th		
		5 th		
		6 th		
		7 th		
		8 th		
		9 th		

Specialty School	Prohibited Schools

Notes

Carrying Capacity

Light Load	Medium Load	Heavy Load	Lift Over Head	Lift Off Ground	Push or Drag

Class Features

Feature	Page Reference
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Notes

Portrait

... and so, we tracked the evil necromancer Marrowglass through uncharted wilderness and over treacherous mountains, attempting to right the wrongs that were done in his name. We did bloody battle with his minions, losing not a few comrades along the way. We found his stronghold and stormed it in righteous fury. We clashed with the foul wizard in a battle that will live in song long after we fade from this world. We vanquished the villain through our might and our craft ...

... and then we ate him.

Welcome to the Noble Wild!

Take a look at fantasy adventure from a new perspective. Living secretly alongside the humans, elves, dwarves, and even orcs, Noble Animals are descended from god-touched bloodlines, capable of accomplishing amazing things. The *Pathfinder* edition of this *Ennie Award*-nominated book grants players and game-masters alike a new element to an ongoing campaign, or perhaps the foundation for an all-new campaign.

Features of this “Animal Player’s Handbook” include:

- 🐾 More than 60 playable species of Noble Animal.
- 🐾 Adjustments to basic character classes, skills, feats, and magic to allow for animal characters.
- 🐾 New Basic Class: the Greater Familiar.
- 🐾 New prestige classes, from the Alpha to the Man-Eater to the War Mount.
- 🐾 A new concept, Deeds, that gives characters the opportunity to acquire magical abilities by performing heroic actions and paying an experience point cost
- 🐾 Illustrations by dozens of artists, including Sharon Daugherty, Todd Diamond, Carter Dippold, Phil Kightlinger, Russell Prime, Ryan Rouse, George Sieretski, Geoff Weber, and Kira Woodmansee

Created by Lee Garvin, author of *Control* and the acclaimed *Tales From the Floating Vagabond*, this book introduces comprehensive rules for playing intelligent animals. It will appeal to everyone from groups that want to try all-animal or mixed animal-humanoid parties, to players who want to expand their animal companions and familiars, to gamemasters who wish to spring interesting and unexpected foes against their players.

The Noble Wild: Free Your Beast

