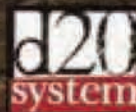


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THE QUINTESSENTIAL RANGER II

Advanced Tactics
Book Eleven

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THE QUINTESSENTIAL RANGER II: ADVANCED TACTICS

Patrick Younts

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INTRODUCTION

Stalking the deepest wildlands and the most remote frontiers, there can be found a breed apart. Men and women owing allegiance only to themselves, these wide-ranging folk keep the civilised lands safe from marauding bandits, hungry beasts and evil raiders. They hunt so that others might eat and they explore so that others might settle in newly discovered lands. These men and women, these trailblazers and survivors of the wilds, are called rangers.

The ranger is the ultimate wilderness warrior, using his knowledge of woodcraft to flow like a shadow through the sylvan depths. He is the hunter, the avenger and the saviour of the frontier, wielding his sword and his bow to protect settlers and to destroy the evil that lurks in the darkest corners of the world. But the ranger is also a guide and an explorer, bringing the light of civilisation to unsettled wastelands and helping pilgrims find their promised land.

Perhaps then, the best word to describe the ranger is a simple one; the ranger is a hero.

THE ADVANCED TACTICS SERIES

The Advanced Tactics series takes an advanced look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a Player's options for his character within the d20 games system. More than simple continuations, the second series of Quintessential books slot seamlessly into any fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both Players and Games Masters the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow Players to make their characters even better, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL RANGER II

This book, the *Quintessential Ranger II*, is a celebration of all that the ranger is, all that he has been and all that he can be. Inside this sourcebook, you will find page after page of all-new material, every bit of it intended to give the ranger the edge he needs to overcome any challenges the Games Master sees fit to throw his way.

The *Quintessential Ranger II* opens, as all the books in the Advanced Tactics series do, with a chapter full of exciting new Career Paths for your ranger to pursue. Each career path is designed to focus his abilities along a specific path

and that is exactly what this book delivers. You will be introduced to the Avenger, a warrior who seeks vengeance at any cost and the Bounty Hunter, a ruthless enforcer of justice who matches him for cold hearted fury.

After that, you will come to the Multiclassed Ranger, a chapter which is all about mixing and matching class abilities to create the ranger that is perfect for your style of play. Here, you will meet the Questing Knight, a man of chivalry obsessed with hunting after something forever just beyond his grasp.

Leaving the Knight to his quest, you will discover the Legendary Ranger, six new prestige classes designed for the high-level ranger's exclusive use. Why not take the Bowman for a spin? His class abilities make him the world's finest archer. Perhaps your tastes run more to the Obsessed Hunter, who dreams of harpooning the greatest white whale, the most ferocious of dire bears and the epitomy of abominations?

Then comes all the rest of the goodness you have come to expect from the Advanced Tactics series. There are new weapons and new armours, such as animalistic armour and the elephant crossbow. There are new magic items too, plus a dozen spells, a score of feats and best of all, alternative favoured enemy bonus progressions and alternative combat styles. Want your ranger to wield that crossbow like a tournament champion? Then take the crossbow combat style. Want your ranger to be more Ernest Hemingway than Robin Hood? Then the big game hunter favoured enemy progression is for you.

Whatever you want for your ranger, you will find it inside. So flip past this page and get to work. And welcome to the *Quintessential Ranger II*.



The forest was muted when he hunted, the wind still, the birds quiet. There was nothing but the sound of his own feet pressing down softly on fallen leaves, the beat of his heart, the puff of his breath, the creak of his bowstring. The scrape of an arrow sliding between his fingers. And the sound of his prey.

It was an old trick, the first he had been taught. The true hunter permitted no distraction, his mind remained focused on the hunt. The world was made up of he and his prey alone.

Heartbeats and footsteps, somewhere ahead. He dropped to a crouch and pulled the hood of his cloak up, fading into the underbrush. There were four distinct beats, all quickened with fear, all fading into the distance swiftly. They were running. He moved to follow, sprinting lightly, keeping his head low to the ground, his bow ready.

After a time, one of the prey began to slow and so he slowed his own pace. Perhaps the prey was wounded... no, his heartbeat was strong. A rear guard then. The choice of first death need not be made.

That angered him. The choice of first kill was the hunter's, not the prey's. He rolled to the left, under a thicket and hastened his stride, moving in a wide arc around the trail. He no longer needed to follow it. He knew where they were going.

He was high up in the tree, crouched on a branch, when they broke through into the clearing. Still only three of them but he could hear the fourth blundering through the forest, far in the distance. He turned his back to them, notched a second arrow atop the first, hooked his legs under the branch and listened.

They were talking, gasping out words around wheezing breath. The first was frightened, he wanted his family. More prey, for another time. The second babbled about nothing; hopes and dreams, how he did not want to die here. The third blustered, his sword cutting the stillness with empty swipes.

The decision was made. He dropped forward, hooked legs swinging him down and around and loosed his first arrows before he even saw the prey. The first took the father in the throat and the second split the coward's axe-haft in twain.

He notched another arrow as the first kill dropped, frothing, then released his feet, twisting in mid-air and firing when his feet touched soft earth. Hopes and dreams died, want left unfulfilled.

Two left.

The blusterer charged, sword clenched in both hands. He notched another arrow and fired, taking the prey in the stomach. Then he was up and firing one last time.

The shot arced up, over the trees, glittering against the sunlight. Then it dropped and the last prey – the rearguard – screamed. He could hear it thrashing in the forest. It was dying, perhaps.

He moved forward quickly, crushing the throats his fallen prey as he went. His boot splintered the arrows in the throat of the first chosen and the slivers scraped his ankle. Then he passed out of the clearing and into the cool, sylvan shadows.

The wounded prey was sobbing, pinned to a tree. The arrow had taken it through the spine, in the centre of its chest. Its eyes widened at his approach and it held up its hands, blood running in rivulets down its arms. He drew an arrow, clenched it in his fist and when the prey opened its mouth to beg, he drove it through the back of its throat.

Before the prey's chest bubbled out it's last breath, the sounds of the forest resumed. The hunter had disappeared.



CAREER PATHS

Who, then, is the ranger? What are his goals? Does he thirst for vengeance alone? Does he hunger for the thrill of new discoveries or of the hunt? Does his heart sing to him of new lands, of new vistas and horizons forever waiting just beyond the next hill, at the end of the forest path or across the sea?

In a word, yes.

In most campaigns, the ranger is primarily viewed as a wilderness warrior, a hunter and an avenger. With a steady, smouldering anger and an instinctual or studied understanding of the weaknesses of his hated foes, the ranger is the equal of any barbarian, fighter or paladin. Yet, the ranger is so much more than a killer.

The ranger has an unquenchable wanderlust and a love of the natural world, kin to but different from that of the druid. Where the druid is the self-appointed guardian and protector of the natural world, the ranger is an explorer and guide, a woodsman without peer who is as likely to want to conquer the wilderness, as he is to wish to defend it. While other wilderness warriors, such as the barbarian and druid, scorn the trappings of society, the ranger is often at its vanguard, taming the wilderness, bringing the light of civilisation to the frontier and taking it upon himself to preserve and encourage the dreams of the settlers who inevitably tread the Paths he blazes.

A ranger Player who wishes for his character to be more than what the *Core Rulebook I* provides should read these pages carefully, as this chapter presents Career Path options for the ranger which will increase both his versatility and his roleplaying potential.

Career Paths

Career Paths are a core idea for the Quintessential II series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race that will allow a Player to plan his character's advancement following a given concept. While a Career Path focuses on the mechanics of advancement by providing a small benefit and disadvantage to the character's abilities, it also serves as a roleplaying aid to guide the character's progress and goals through his adventuring career, shortening the time spent choosing new abilities and powers during level advancement.

Any one Career Path may be applied to a character when he gains a new level. The listed benefits and disadvantages are applied, with any roleplaying description modified and adjusted to take into account the template, and then the character is ready to follow his chosen Path. From this point forth, both the Player and the Games Master should be aware of the selected Career Path and take steps to ensure the character is played accordingly. It must be stressed that

Career Paths are a roleplaying tool, not simply a method to gain lots of new abilities!

FOLLOWING A RANGER'S CAREER PATH

A character can tread onto a ranger's Career Path at any time he gains a new level. The character *must* possess at least one level of the ranger class in order to follow a ranger's Career Path. In each Path's description, the advancement options section describes a number of skills, feats or other choices that serve both as a route map and a list of prerequisites for that Path. The character must possess the following requirements:

- ✦ Two skills at the requisite rank from that Path's advancement options.
- ✦ Two feats from that Path's advancement options.
- ✦ The minimum ability requirement (if any) for that Path.

A character may only follow *one* Path at any time. In addition, the Path he has chosen must be maintained. Every time the character advances a level, he must do at least one of the following:

- ✦ Select a new feat from the Career Path's advancement options (only available if his level advancement grants a feat).
- ✦ Increase the ability listed as the minimum ability for that Path (only available if his level advancement grants an ability increase). Not an option for Paths of prowess.
- ✦ Increase a skill from that Path's advancement options. If the character is taking a ranger level, he need only spend 1 point. If he is taking any other class level, he must spend 2 points, though he may split this between two different Path skills if he wishes.

For example, a 5th level ranger with Dex 13, Move Silently 8 ranks, Hide 8 ranks, the Alertness feat and the Point Blank Shot feat decides he wants to follow the stalking cat's Path. As he meets all of that Path's requirements, he may start following the Path when he next increases his level. When he reaches 6th level as a ranger he must either spend one skill point on Hide, Listen, Move Silently or Spot, or select his new feat from the stalking cat's options (meeting all the normal prerequisites for that feat). He is now a 6th level ranger who follows the stalking cat Path and receives the relevant benefits and disadvantages. If he chose to advance as a barbarian instead, making him a ranger 5/barbarian



1, he must either spend his one new feat from the stalking cat's options (meeting all the normal prerequisites for that feat), or spend 2 skill points on Hide, Listen, Move Silently or Spot. In neither case can he opt to increase the Path's required ability in order to maintain his dedication, though he could do so when attaining 8th level.

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The Career Path is more like a road map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.

The character immediately gains a benefit upon entering the Career Path but also suffers a disadvantage. Some Career Paths offer several benefits and disadvantages that a character can choose from, representing the different choices present to even the narrowest Path. Only one of these benefit/disadvantage combinations is chosen in this case.

A character may voluntarily abandon a Career Path, and lose both the benefit and disadvantage immediately – this normally happens when the character is preparing to switch to a new Career Path (possibly not even a ranger Path). Switching Paths is entirely feasible. This mostly involves time – at least six months minus the character's Intelligence modifier in months (minimum one month) between dropping the old Path and gaining the new Path's benefits and disadvantages. During this period, the character demonstrates how he is changing his style and philosophy through roleplay. He must still meet all the prerequisites for the new Career Path.

If the character gains a level and does not comply with at least one of the Career Path's advancement options, he is considered to have abandoned the Path. He will lose the benefit (but also the disadvantage) of the chosen Path, as he has allowed his top-notch skills to get rusty in favour of training in other areas. In order to regain the Path, he will have to wait until he gains another level, this time complying with the Path's advancement requisites, in order to walk the Path and gain the benefits once more. Note that a character that has followed multiple Career Paths and then abandoned his most recent one altogether can only regain the Path in this manner for the Path he has most recently abandoned.

THE WINDING PATHS

The typical ranger is both physically gifted and mentally acute, with a soldier's physique and a scholar's wit. This is fortunate, as the wilderness demands the best of anyone and only those who hone and train both body and mind can hope to find success as explorers, hunters and mountain men. The following Career Paths represent the ways in which a ranger might use his exceptional physical or

mental gifts to find success in his chosen profession. Each is themed along a specific Path and represents a specific methodology of training, rather than some esoteric pseudo-supernatural ability. This suits the nature of the ranger class well; though he does gain access to divine magic, the ranger is primarily a class that thrives on training and hard-won skill, rather than the inheritance of mystical powers.

The Avenger

Some rangers choose the way of the wilderness warrior because nature calls to them and they are forever driven to seek out new vistas and new horizons. Others, however, choose the way of the ranger not because of love but because of hate (specifically, hatred of a particular race, species or organisation).

The avenger is not a hunter, for the hunter kills for sport or for sustenance. Instead, the avenger is a killer, cold and remorseless, who runs his most hated enemies to ground and then snuffs their lives – sometimes quickly and with a sort of merciful efficiency, other times with relentless, systematic torture and humiliation. The avenger is skilled in the ways of woodcraft, as it is to the wilderness that he retreats when planning his next strike, or avoiding the retribution of those he hunts. The forest is not the avenger's home, it is his fortress and he knows every deadfall, spot of natural cover, shadowed thicket, cavern and bolthole.

Adventuring: The avenger's sole interest and overwhelming obsession is the destruction of his favoured enemies. A single-minded fanatic, the avenger will not willingly partake in adventures that do not involve his favoured enemies, unless those adventures will net him valuable experience, or treasure and magical items he can use against his foes. This means that the avenger will have to be convinced of the value of an adventure, as it relates to *his* needs; vague allusions to benefiting mankind are simply not enough to motivate the avenger, since he honestly believes that the total annihilation of his most hated foes is the most valuable service he can perform for the world at large. Conversely, since he is so fanatical in his hatred, the avenger needs no prompting to strike out at any of his favoured enemies. In fact, he actively seeks out rumours of the location of his favoured enemies and will immediately dedicate himself to any venture which affords him the opportunity to hinder or destroy them, no matter how seemingly insignificant.

In an adventuring party, the avenger is a stern, focused warrior, stalking the wilderness as the scout and point man, his eyes ever scanning for signs of his hated enemies. In battle, he is fearless and resolute, even against foes who are not favoured enemies; since he cannot hurt his favoured enemies anymore if he is dead, he strikes out with righteous fury against any who seek to end his chosen mission.

Roleplaying: To say the avenger is focused on his goals is to make the greatest of understatements. The avenger lives and breathes for the opportunity to crush his favoured



enemies and his sleep is filled with dreams of inflicting the most monstrous atrocities upon them; burning, cutting, shaming, crushing, stabbing and flaying, the avenger dreams of all these things.

Of course, the degree to which an avenger wishes to torture and maim his foes is dependant upon his alignment. An avenger of evil alignment considers no act, no matter how brutal, beyond consideration and will happily inflict hideous tortures upon his favoured enemies, allowing them to linger near death for agonising days before delivering the final blow. When that final blow comes, it is delivered without hint of mercy and is typically as slow and painful as the avenger can make it. Conversely, while a good-aligned avenger is just as dedicated to the outright destruction of his favoured enemies, he cannot bring himself to inflict lingering tortures upon his hated foes, instead choosing to kill them as quickly and efficiently as possible. In either case, if he is able, the avenger will take steps to insure that slain favoured enemies cannot return to haunt him, utterly annihilating the corpses of his foes with fire, sword, acid and spell.

Advancement Options: A character follows the avenger Career Path by choosing the following advancement options: Minimum Strength 13; Concentration 5 ranks, Hide 5 ranks, Intimidate 5 ranks, Move Silently 5 ranks; Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Weapon Focus.

Benefit: An avenger can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Killing Rage:* The avenger's fury is deep and merciless and he strikes down his hated foes without regret or remorse. When attacking a favoured enemy, the critical threat multiplier of the avenger's weapon is increased by one, from x3 to x4, for example. This benefit corresponds to the Dampened Fury disadvantage.
- ✦ *Deadly Familiarity:* The avenger knows just where to strike his most hated enemies, the better to strike them down quickly and efficiently. When attacking a favoured enemy, the critical threat range of the avenger's weapon is increased by +1, from 19–20 to 18–20, for example. This bonus stacks with the benefits of feats like Improved Critical but is applied after all other changes are made to a weapon's threat range. So, for example, attacks from an avenger armed with a great axe and trained in the Improved Critical feat would have a threat range of 18–20. This benefit corresponds to the Focused Killer disadvantage.



- ✦ *Implacable Foe:* The avenger cannot be dissuaded from striking out at those he hates. He gains a +2 bonus to all saving throws against mind-affecting spells, spell-like effects and supernatural abilities used by his favoured enemies. This benefit corresponds to the Fanatical Hatred disadvantage.

Disadvantage: An avenger suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Dampened Fury:* The avenger is so dedicated to the destruction of his most hated foes that he has no passion to spare for the killing of other beings. When attacking a non-favoured enemy, the critical threat multiplier of the avenger's weapon is reduced by one step, from x3 to x2, for example. A weapon's critical threat multiplier can be reduced to x1 in this fashion; should this be the case, then the weapon is still considered to be capable of inflicting critical hits, for the purposes of special abilities like *flaming burst* but does not inflict extra, non-magical damage. This disadvantage corresponds to the Killing Rage benefit.
- ✦ *Focused Killer:* No one knows how to kill hated foes better than the avenger but that understanding comes with a price, as the avenger's single-minded focus leaves

him little time to study the weaknesses of other beings. When attacking a non-favoured enemy, the critical threat range of the avenger's weapons are decreased by one, from 19–20 to 20 only, for example. This penalty can never completely eliminate the avenger's chance to achieve a critical hit; in the case of weapons with a threat range of 20 only, the avenger succeeds in critically hitting a non-favoured enemy if his critical confirmation roll is also a unmodified 20. This disadvantage corresponds to the Deadly Familiarity benefit.

- ✦ *Fanatical Hatred:* The avenger is so focused on the destruction of his most hated enemies that he can think of precious little else. When the avenger encounters a favoured enemy, he must succeed at a Will save against DC 15, or immediately suffer a –4 penalty to all Intelligence, Wisdom and Charisma-based skills until he either attacks the favoured enemy or the encounter ends. The save DC is increased by +1 for each favoured enemy encountered beyond the first, to a maximum of DC 20. This disadvantage corresponds to the Implacable Foe benefit.

The Exile

Not all who become rangers do so because they love the wilderness, or because they hunger to explore, or even because they hate a particular foe with a reckless, single-minded fury. Some take up the ways of the ranger because they have no choice but to do so, because they have been driven from their homes, from the very borders of their kingdom and from the noble title that is their birthright. These few are the exiles.

Those who follow the Path of the exile do not do so because they wish to but they benefit by doing so all the same. Charismatic, driven leaders and skilled warriors, exiles wander the outskirts of the frontier, gathering soldiers to their banner and ever hoping to reclaim their heritage. Exiles can be savage in combat, though they are often less interested in battle than other rangers. Exiles would rather count upon their great natural Charisma to see them through and will quite willingly negotiate with enemies, rather than raise a blade against them.

Adventuring: The driving passion of the exile is the need to recover what was lost, or to preserve what little remains of their birthright. The exile hungers to re-establish himself and so he will happily participate in any adventure which will either advance his quest to restore his heritage, or boost his reputation as a warrior and leader.

Even exiles of a more evil bent are reluctant to participate in adventures that require them to perform blatantly criminal actions, if for no other reason than such activities lower their status among the nobles and destroy their reputation among the peasantry. Of course, if a successful criminal enterprise will advance his chosen cause, then the exile will participate enthusiastically, though he will still take

pains to ensure that his good name is not associated with the deed.

In the adventuring party, the exile often seeks to assume a leadership role, both because his natural charisma leads many to defer to him as a matter of course and because he believes others should bow to his superior birth, even if his family long since lost any claim to noble title.

Roleplaying: The exile is driven to recover what he believes is his by right. Or, at least, most exiles are driven towards that end. Others, however, have little to no interest in reviving the past but still hold themselves to the duties and obligations of their former life; exiles of this sort comport themselves in the style of the nobility, behaving in a chivalrous fashion at all times, though their notions of chivalry may recall beliefs and standards of behaviour practiced decades, or even centuries before.

The exile is a particularly fascinating character type because it combines two, usually separate thematic elements –the gruff, hardened wilderness warrior and the chivalrous noble. In play, the exile's Player should focus on the best of both, stalking through the wilderness, stripping game, tracking foes and attacking them from ambush, while at the same time maintaining an impromptu 'noble's court' of ne'er do wells, ex-bandits, burly loggers, wolves and peasants who believe in the exile's lost dream.

Alternately, the exile can be played as the reluctant noble, fleeing to the depths of the woods to avoid a destiny he fears he cannot live up to, or one he simply considers too abhorrent to even consider accepting. Exiles of this sort are often conflicted, simultaneously yearning for the role they abandoned, while running from it as fast and as far as they can.

Advancement Options: A character follows the exile Career Path by choosing the following advancement options: Minimum Charisma 13; Diplomacy 5 ranks, Knowledge (nature) 5 ranks, Knowledge (nobility and royalty) 5 ranks, Survival 5 ranks; Animal Affinity, Dodge, Endurance, Iron Will, Leadership, Negotiator, Persuasive, Quick Draw, Skill Focus (any Charisma-based skill), Weapon Finesse, Weapon Focus.

Benefit: An exile can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Guided by Destiny:* The exile truly believes that he is destined to restore the legacy of his forefathers and so he works tirelessly towards achieving that aim. Once a day, the exile can re-roll any failed attack roll, saving throw or skill check; in order to use this ability, he must declare that he is using it immediately after the results of the first roll are known. The new check is made with the same bonuses as the original failed check and the new result must be accepted, whether the re-roll is



Changing the Theme of the Charismatic Ranger

The Path of the exile is built to strengthen the concept of the charismatic ranger, to give a mechanical benefit to what is normally a sub-optimal ability score choice. The exile is intended to replicate an historical/legendary ‘ranger’ such as Robin Hood but the idea of a member of exiled nobility taking to the backwoods to flee persecution is not one which fits in every campaign.

The key element of the charismatic ranger is his ability to attract warriors loyal to his cause and to command the allegiance of animals and the respect of everyone he meets. A bandit king could easily gain any of the benefits and drawbacks listed below, as could the sheriff of a small, frontier village. Likewise, though the default theme of the charismatic ranger Path is that of the exiled noble, or son of nobles, there is no real reason why the character must have lost his noble position. Many who practice the skills of the ranger are nobles in every sense, with castles and lands of their own; most of these nobles live on the frontier, where skill with nature lore is much more useful than an understanding of etiquette and the use of the jousting lance. The Path of the exile is the perfect choice for such characters.

successful or not. This benefit corresponds to the Doom of Heroes disadvantage.

- ✦ *A Candle in the Darkness*: The exile is a bastion of heroic strength and even the most sadistically evil exiles are to be admired for their incredible will and sense of purpose. Once a day, the exile can enhance his Charisma score as though by the *eagle’s splendour* spell cast by a sorcerer of his ranger level. This benefit corresponds to the A Dark Past disadvantage.
- ✦ *We Happy Few*: The exile carries himself with poise and quiet strength, making him an inspiration to those around him. Once a day, the exile can affect himself and his allies as though by the *bless* spell cast by a cleric of a level equal to his Charisma bonus. This is a spell-like ability which can be activated as a free action. This benefit corresponds to the Cursed Legacy disadvantage.

Disadvantage: An exile suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Doom of Heroes*: While destiny cherishes, loves and favours the daring and the valiant, it is jealous and fickle in its affections. Once a day, the Games Master can force the Player of the exile to re-roll any one successful

attack roll, saving throw or skill check and apply the second of the two rolls, whether it was better than the first, or worse. This disadvantage can only be enforced on a day in which the exile used the benefits of Guided by Destiny. This disadvantage corresponds to the Guided by Destiny benefit.

- ✦ *A Dark Past*: The exile is a bright candle in a dark world but regardless of his daring, he can only do so much to turn back the shadow. When attempting to influence the attitudes of beings of opposite alignment to him on the good/evil axis, the exile suffers a –4 penalty to his check. If the exile is aligned to neutrality on that axis, then he suffers a –2 penalty to influence the attitudes of both good and evil beings. This disadvantage corresponds to the A Candle in the Darkness benefit.
- ✦ *Cursed Legacy*: The exile can seize destiny in his hands and ride it to victory. Destiny, however, resents surrendering control and will lash out violently at those who presume too much. Once a day, the Games Master can affect the exile and his allies as though by the *bane* spell cast by a cleric of a level equal to the exile’s Charisma bonus. This drawback can only be enforced on a day in which the exile has used the We Happy Few benefit. This disadvantage corresponds to the We Happy Few benefit.

The Explorer

The explorer is consumed by thoughts of exploration and hungers for the excitement of a new discovery, whether it be of a new type of animal, a new plant, a new trail or an entire continent ripe for the plucking. More than any other ranger, the explorer hungers for the open road and for the journey; no place, no matter how lush and vibrant, can ever hold his attention for long. The explorer is happier discovering and traversing a barren wasteland he has never seen before than he is when cataloguing all the landmarks and fauna of a verdant jungle that he has already seen.

The explorer serves a critical role in advancing the borders of civilisation, for it is he who seeks out new fields, new rivers and new forests ripe for use by hopeful settlers and greedy kings alike, and it is he who discovers and makes first contact with hitherto unknown peoples, the better to establish trade agreements and military alliances. The explorer is also the one who discovers rare and unusual plants, who catalogues new animals and beasts and who opens new passages, both over the land and on the sea.

Adventuring: The explorer has no use for those so-called adventurers who prefer the safety of the known borders of civilisation and will not remain with such people for long. His life is, in truth, a constant adventure, as the unexplored vistas of the world are deadly and wondrous in equal measure. The explorer is quite willing to ally himself with anyone who shares his love of discovery, though his morals



and ethics often preclude him from befriending those who would maliciously destroy newly found marvels.

As he gains in power, wealth and experience, the explorer often decides to expand his exploration efforts, purchasing seagoing caravels or galleons and setting a course by the stars for uncharted lands, or investing in powerful magical items with which he pierces the veil between dimensions, questing to discover what he may in mystical lands that other, less daring explorers only dream of.

In an adventuring party, the explorer takes the lead at all times, always pushing his companions to march just one more mile and to ford just one more river. The explorer is eager to test himself and quick to react to new situations. This makes him the perfect leader for the party, at least so long as they are somewhere in the depths of the wilderness.

Roleplaying: The explorer is restless, brave and intelligent, with quick wits and equally quick reflexes. The explorer is a bit of a danger magnet, as his curiosity constantly gets the better of him, to the point where even the wisest explorer will find it difficult to resist the temptation to open the chest, push the button or walk just a little further down the dark corridor. Despite his uncontrollable need to discover and to uncover, the explorer usually comes out mostly intact, since he takes the time to keep his reflexes and his skills in top condition.

The explorer's enthusiasm and urge to explore is so consuming and so compelling that it begins to affect those who spend more than a few days in his presence. As a result, the explorer often develops a strong following, composed of both fellow explorers and those among the lower and idle classes who dream of the freedom he enjoys but lack either the courage or the opportunity to follow in his footsteps.

As explorers grow older, they do not lose their passion for discovery but they all too often do lose the ability to make journeys themselves. When this happens, the explorer often establishes himself as a patron to younger rangers who share his fire but do not suffer from the encroaching malaise that comes with old age.

Advancement Options: A character follows the explorer Career Path by choosing the following advancement options: Minimum Intelligence 13; Climb 5 ranks, Decipher Script 5 ranks, Ride 5 ranks, Search 5 ranks; Acrobatic, Athletic, Endurance, Great Fortitude, Lightning Reflexes, Run, Self-Sufficient, Skill Focus (any advancement option skill), Toughness.

Benefit: An explorer can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Tireless Voyager:* The explorer is tireless, able to walk all day without apparent effort and recovering quickly from any exertion. An explorer can walk for 12 hours without need of resting. After 12 hours of walking, he is considered to be making a forced march but need only succeed at a Constitution check against a DC of 10 + 1 per hour beyond the first. This benefit corresponds to the Anchorless disadvantage.
- ✦ *Scholar of the Natural World:* The explorer makes a comprehensive study of all the animals and terrain features of any area he explores and over time, his accumulated knowledge makes him the equal of any scholar. The explorer gains a +4 insight bonus to all Knowledge (geography) and Knowledge (nature) skill checks. This benefit corresponds to the A Scholar, Not A Warrior disadvantage.
- ✦ *Guiding Star:* It is impossible to get lost when you have no particular destination in mind. The explorer is guided by innate instinct and gut feeling and always seems to end up just where he wanted to go. The explorer instinctively knows in which direction North lies at all times, as though under the effects of a continuous *know direction* spell. This benefit corresponds to the Trackless disadvantage.

Disadvantage: An explorer suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Anchorless:* Though the explorer moves with speed and purpose at all times, he is loathe to travel with more than he can easily carry in a knapsack or backpack. While following this Path, the explorer allows his training in the use of armour to atrophy; he may not benefit from Tireless Voyager whilst wearing armour of any kind. This disadvantage corresponds to the Tireless Voyager benefit.
- ✦ *A Scholar, Not A Warrior:* The explorer is first and foremost a scholar and is a lesser warrior than other rangers. While on this Path, the explorer loses the ability to use his ranger combat styles if he wears armour of any sort, even light armour. He does not lose his familiarity with light armour, however, he simply forgets how to use it most effectively. This disadvantage corresponds to the Scholar of the Natural World benefit.
- ✦ *Trackless:* As has been said before, the explorer never gets lost because the explorer never has a specific destination in mind. As a result, he does not bother to brush up on his tracking skills, as it does not really occur to him that other people might seek a specific destination either. While following this Path, the explorer suffers a -2 penalty to all Survival checks made to follow another's tracks. This disadvantage corresponds to the Guiding Star benefit.





The Guide

The ranger is, first and foremost, a warrior skilled in the art of fighting in wilderness environments. That is not the limits of his skills, however, nor is it the primary focus of all those who call themselves rangers. The guide is a ranger whose abiding passion is not killing enemies but leading; more specifically, his passion is for guiding friends, allies, settlers and pilgrims safely through the wilderness, helping them to open and settle the frontiers of civilisation. The guide knows the wilderness trails as well as he knows himself and he is a part of the natural world in a way that few other rangers are.

The guide has an instinctive understanding of weather conditions, he memorises the positions of the stars and his mind is a catalogue of all the landmarks in every part of the lands he is familiar with. When the guide chooses to lead a party of travellers, their safe arrival at their destination is almost assured, for he is diligent in his work and blessed of a rare genius that few, if any, can match.

Adventuring: While the guide can and will join his fellow adventurers in exploring lost tombs, or clearing

out the ruins of ancient castles, he much prefers to travel. Unlike the explorer (above), whose abiding passion is the discovery and exploration of new lands, the guide's passion is for fully exploring those areas which are already known to civilisation; for this reason, the typical guide prefers to stay near familiar ground, travelling the highways and the cart tracks between major cities, villages and the frontier, taking on work with merchant caravans, travelling pilgrims and settlers seeking new opportunities.

The guide has a vested interest in preserving the safety of the open road and so he is more than eager to crush bandit groups and humanoid tribes that prey on travellers. Likewise, the guide considers it his duty to seek out and destroy monsters which plague the roads and the forests he knows so well.

Some guides choose to ally themselves with a single organisation, serving as guides and foresters for the ruling government, for example, or hiring on long term as caravan leads for wealthy merchant houses. Most guides, however, prefer to work independently of any single organisation, so that they can take and refuse jobs as they see fit.

In an adventuring party, the guide, as might be expected, leads the way. He takes a commanding role in any wilderness adventure, as his skills and his experience make him the ideal party leader when striking out on the open roads.

Roleplaying: Guides are typically far more comfortable in civilisation than are other rangers, brokering deals with wealthy merchant collectives and bargaining with groups of settlers and pilgrims with equal skill. For this reason, the guide is often far more gregarious and friendly than his peers and also more accepting of those with different outlooks and philosophies than he; in order to be successful, the guide cannot be too picky in his clients.

Since the guide relies on his Wisdom and his familiarity with the wilderness to see his journeys through to their successful completion, he prefers to take a studied approach to life, weighing his choices carefully before deciding on a course of action. Most guides see life as a journey and the choices they make as Paths to their destined end; with this outlook on life, they cannot help but be careful in their decisions. Most guides feel a great sense of responsibility towards those they lead through the wilderness. To the guide's mind, he is the shepherd, leading the flock to safety and protecting them from wolves and other, darker things that prowl the wilderness. For this reason, the guide can sometimes come across as overbearing, treating even those



allies he respects as children who must be guided along the correct Path.

Advancement Options: A character follows the guide Career Path by choosing the following advancement options: Minimum Wisdom 13; Diplomacy 5 ranks, Handle Animal 5 ranks, Knowledge (geography) 5 ranks, Ride (5 ranks); Animal Affinity, Endurance, Mounted Archery, Mounted Combat, Negotiator, Ride-By Attack, Run, Self-Sufficient, Skill Focus (any advancement option skill), Trample.

Benefit: A guide can choose from one of three benefits (and corresponding disadvantages):

- ✦ *As The Crow Flies:* The guide has an instinctive ability to find roads, goat paths and wagon wheel-rutted cart trails. Better still, he knows how to make passable trails even in areas where none can be found. In other words, no matter the terrain, the guide knows how to cross it quickly and easily. When using overland movement to follow a road or trail, the guide and his companions are considered to be on a highway and when travelling across trackless ground, they are considered to be moving on a trail. So, for example, a guide moving along a desert path moves at his full normal speed, rather than at half speed. This benefit corresponds to the Untrained disadvantage.
- ✦ *Great Familiarity:* Having traversed it so many times, the guide knows everything there is to know about the lands he calls home and, thanks to his comprehensive understanding of the terrain of his normal stomping grounds, he also knows how to survive and thrive in other lands of similar terrain. The guide gains a +4 insight bonus to all Climb, Knowledge (geography), Knowledge (nature), Move Silently, Ride and Survival skill checks made within a single terrain type of his choice. This benefit corresponds to the Unknown Territory disadvantage.
- ✦ *Shepherd:* In order to be successful at his job, a guide must ensure that all those he leads arrive at their destination safely. The guide can provide food and water for one other person for every one point by which his Survival skill check exceeds 10. In addition, he can grant a +2 bonus to Fortitude saves to two persons in his charge per point by which his Survival check exceeds 15. This benefit corresponds to the A Shield, Not A Sword disadvantage.

Disadvantage: A guide suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Untrained:* The guide is skilled at leading caravans and small groups quickly but is not comfortable moving quickly while armed and armoured for war. He cannot gain the benefits of As The Crow Flies while wearing armour of any sort, even light armour, or when carrying

a medium or heavy load. This disadvantage corresponds to the As The Crow Flies benefit.

- ✦ *Unknown Territory:* The guide is a master of his chosen terrain but he has little skill in navigating in unfamiliar territory. He suffers a -2 penalty to all Climb, Knowledge (geography), Knowledge (nature), Move Silently, Ride and Survival skill checks made in any other terrain beside the one to which he has applied Great Familiarity. This disadvantage corresponds to the Great Familiarity benefit.
- ✦ *A Shield, Not A Sword:* The guide is first and foremost a shepherd, not a warrior. So while he is very capable of defending his charges from hostile weather, deadly poisons and starvation, he has a harder time protecting them from vicious predators, whether those predators be beast or beastly men. While leading a party and granting them the benefits of the shepherd ability, the guide suffers a -2 penalty to all Listen, Search and Spot skill checks, as he is too consumed with finding food and water to concentrate much on listening for ambushes. This disadvantage corresponds to the Shepherd benefit.

The Stalking Cat

The rangers who follow this Path stalk through the eternal twilight of the forest depths with the grace and cunning of the stalking cat. They are silent killers, their every step deliberate and perfectly placed; no stone is moved in their passing, no leaf turned. They are wind and smoke, striking and fading away before their enemies can even acknowledge their presence, leaving fear, chaos and death in their passing.

The Path of the stalking cat is the ideal Career Path for rangers who prefer the precision, long-distance killing power of the longbow to the close in brutality of melee combat. Stalking cats hide themselves in deep brush or secrete themselves away in the foliage of trees, hunkering down among the gnarled branches for hours, or days at a time, waiting for the ideal moment to rise up, rain down death and then melt away into the wilderness, only to reappear and attack again from the direction their hapless prey least expects. The stalking cat is, then, the ultimate sniper, able to kill without fear of retribution or even discovery.

Adventuring: The stalking cat methods, not his attitudes, separate him from other rangers. For this reason, the stalking cat ranger will willingly participate in almost any sort of adventure, seeking out treasure, performing surgical strikes against evil humanoid tribes and pitting his skills as a Bowman against any sort of monstrous foe, regardless of its power.

The stalking cat prefers outdoor adventures, particularly those which take place in the deep wilderness, as that is



where his true strength as a warrior lies. For this reason, he will be somewhat hesitant to undertake long adventures in dungeons and other underground environments, though he will not refuse to participate in them.

In an adventuring party, the stalking cat ranger prefers to wander afield from his companions, though not so far apart that he cannot help them when need arises. Along with the rogue, the stalking cat ranger is an adventurer most skilled in the arts of stealth and subterfuge, so it will be he who leads the way when quiet movement and infiltration are called for. Like the rogue, the stalking cat is also the leading expert in the art of assassination, though his methods are often less direct than his larcenous companion's; the stalking cat prefers to track his chosen targets from a considerable distance and then fell them with a single, well-placed arrow shot from almost the limit of visual range.

Roleplaying: The stalking cat is quiet and considered in both his movement and his speech. He prefers solitude and quiet surroundings and, while he can and does socialise with others with as much grace as his natural Charisma allows, he is distinctly uncomfortable when forced to interact with crowds of people for more than a few minutes. The stalking cat ranger is happiest when prowling the wilderness alone, or when accompanied by fellows as skilled in the arts of stealth as he.

The stalking cat is more than just a master of stealthy hunting; he is also a skilled woodsman with a deep and abiding love for the wildest wilderness areas. When not hunting for food or striking out against his favoured enemies, he can usually be found silently exploring the wonders of the natural world, seeking out trails and using his ability to move without sound to creep up on deer, elk, rabbits, foxes and other swift animals, making a game of

Tenclaus wheeled his horse in circles, controlling his spirited stallion with his knees and barking orders up and down the caravan line. His voice echoed through the village streets, a booming, authoritative whip's crack, here commanding a hide merchant to rope his canvas more securely, there spurring a saltman's son to loosen the bindings on a harness. As always, his words were spiced with a liberal dose of swearing – the more blasphemous, the better.

Canallis smiled to herself. The old duffer was worried about her. 'You know, Tenclaus, this is not the first time I've done this.'

'First time alone', he said gruffly, not turning around. 'First time without anyone to cover mistakes.'

Now she frowned. 'I know this trail better than you did at my age.'

He still did not turn around but his horse shied to the left and tossed its head. 'What is the guide's duty?'

She sighed. A test then. 'To guide', she said flatly, then added hastily when she saw him stiffen 'To guide the client to the agreed destination with speed and in safety.'

'Why?'

Canallis rolled her eyes and sighed. Did other guides have to endure this? Probably not, she decided and then, despite herself, she was grinning again. When Tenclaus swung round in his saddle, she spoke simultaneously with him.

'Hesitation will get you killed, daughter.'

Tenclaus looked at her for a moment, silent. Then he nodded, once, and pulled his horse back from the caravan line, patting her on the shoulder as he passed.

Canallis tipped her hat to him and nudged her horse, moving in a canter towards the head of the caravan.

'And where does the guide lead from', he called out from behind.

Canallis grinned and spurred her horse forward. 'From wherever she is needed,' she said, not looking back. 'And', she added, whistling to signal the caravan, 'from wherever she wants.'

Wheels rumbled and clouds of dust rose as the caravan began to move.

touching them with his bare hands before they even sense his presence.

Advancement Options: A character follows the stalking cat Career Path by choosing the following advancement options: Minimum Dexterity 13; Hide 5 ranks, Listen 5 ranks, Move Silently 5 ranks, Spot 5 ranks; Alertness, Far Shot, Improved Precise Shot, Lightning Reflexes, Manyshot, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Stealthy, Shot on the Run.

Benefit: A stalking cat can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Soft Steps:* The stalking cat moves swiftly and silently through even the most overgrown terrain, the better to catch his enemies unawares and cut them down before they are even aware of his presence. The stalking cat gains a +2 bonus to all Move Silently skill checks made in wilderness environments and does not suffer the -5 penalty for using Move Silently to move at more than half (but less than full) speed. This benefit corresponds to the Featherlight disadvantage.
- ✦ *Swift Death:* The stalking cat is at his deadliest when using ranged attacks to strike down unsuspecting foes. He can kill almost any foe with a single, well-placed arrow, so long as their defences are down. When using a ranged attack to strike a flat-footed opponent, the stalking cat increases the critical threat range of his weapon by +1, from 19-20 to 18-20 with a crossbow or from 20 to 19-20 with a longbow, for example. This bonus stacks with the benefits of feats like Improved Critical but is applied after all other changes are made to a weapon's threat range. In order to gain the bonuses of this Career Path benefit, the stalker must be within 30 feet of his target. This benefit corresponds to the A Moving Target is Hard to Kill disadvantage.
- ✦ *Chameleon:* The stalking cat knows how to blend into his surroundings, sinking into the dappled shadow of the forest canopy as easily as a chameleon hides itself in the grass. The stalking cat gains a +2 bonus to all Hide skill checks made in wilderness environments and does not suffer the -5 penalty to use the Hide skill while moving at more than half (but less than full) speed. This benefit corresponds to the Naked As The Day He Was Born disadvantage.

Disadvantage: A stalking cat suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Featherlight:* The stalking cat is stealthy because he must be, as he is not well trained in the arts of face-to-face combat. While following this Path, the stalking cat suffers a -1 penalty to attack rolls during the first round of combat in which an enemy is not surprised, flat-footed or otherwise denied his Dexterity bonus. After

the first round, the stalking cat settles into the rhythm of fighting with a prepared foe and no longer suffers this penalty. This disadvantage corresponds to the Soft Steps benefit.

- ✦ *A Moving Target is Hard to Kill:* The stalking cat prefers to strike from ambush because that is the only way he can ensure that he strikes his foe in the most vital areas. When using ranged attacks against opponents who are not flat-footed or who are not denied their Dexterity bonus, the critical threat range of the stalking cat's weapon is reduced by one. Should it be effectively reduced below 20, then the stalking cat can inflict critical hits with the weapon but inflicts no extra damage when doing so. The bonus to his ranged weapon's critical threat range, gained from the swift death benefit, is not considered for the purposes of this disadvantage. This disadvantage corresponds to the Swift Death benefit.
- ✦ *Naked As The Day He Was Born:* The stalking cat cannot hide when wearing bulky garments, even if it does not offer significant protection. He cannot use his chameleon benefit while wearing any sort of armour at all, even light armour. This disadvantage corresponds to the Chameleon benefit.

The Survivor

The ranger understands well the dangers of the wilderness and so he trains himself to survive in any kind of outdoor environment, from frigid arctic wastelands to the sweltering depths of endless jungles. Further, he trains himself to learn all the tricks necessary to help others less skilled than he survive and thrive in even the most hostile surroundings. He guides them around quicksand, helps them discover which plants are safe to eat and aids them in finding shelter when wind and weather turn deadly. The survivor is friend to settlers, woodsmen, pioneers and pilgrims alike, using his skills to ensure the continued prosperity of civilisation on the frontier.

Adventuring: The survivor is primarily concerned with living to see another day and, more importantly, with ensuring that those with less wilderness savvy than himself can do the same. Paradoxically, to ensure continued prosperity and good, the survivor must oft times throw himself into the path of incredible danger – pre-emptively striking out at goblin tribes he feels are gearing up for war, setting out to explore newly discovered ancient ruins (the better to destroy any restless spirits before they can threaten frontier villages) or taking steps to forestall natural disasters. All these and more are dangerous tasks the survivor willingly takes on.

In the adventuring party, the survivor is like any other ranger, albeit one with a particular interest in avoiding dangers if circumstances do not demand they be taken head on. Though he shares the same killing skills as other rangers, the survivor is less concerned with facing



down and destroying his favoured enemies than he is in overcoming them; the survivor considers it a victory to outwit his favoured enemies and escape, convince them to agree to a binding treaty which leaves him and his allies alone or even just frighten them so badly that they flee his chosen lands, never to return.

Roleplaying: The survivor is more circumspect and cautious than many other adventurers, preferring to carefully plan out each and every action before undertaking it, even those not directly related to the adventure. As a result, the survivor can be rather conservative and cautious, preaching a regimen of careful moderation and considered planning even for such simple matters as buying new equipment for outdoor travel.

While leading an adventuring band or a group of pilgrims and settlers through the wilderness, the survivor is all business, assuming a leadership role and issuing commands even to those of supposedly higher station than himself. While adventuring or travelling the wilderness, the survivor cares nothing for propriety and without hesitation he will usurp command of his companions, or cut them off mid-

sentence, if he feels their words or deeds pose a danger to the group.

Advancement Options: A character follows the survivor Career Path by choosing the following advancement options: Minimum Constitution 13; Escape Artist 5 ranks; Heal 5 ranks, Knowledge (geography) 5 ranks, Survival 5 ranks; Alertness, Diehard, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Run, Self-Sufficient, Skill Focus (any advancement option skill), Toughness.

Benefit: A survivor can choose from one of three benefits (and corresponding disadvantages):

✦ *Immune to Nature's Fury:* The survivor is well versed in the many ways by which an outdoorsman can protect himself from harsh weather conditions. The survivor gains a +2 bonus to all saving throws against environmental effects, such as heat stroke or frostbite. This benefit corresponds to the Weather Focused disadvantage.

✦ *Resilient:* Survivors take the worst the natural world can throw at them with a smile and walk away from even the deadliest encounters at least largely intact. The survivor gains a +2 bonus to all Heal skill checks and recovers hit points naturally at one and one half times the natural rate. This means that a 10th level ranger following the survivor Career Path recovers 15 hit points after each full night of rest, rather than 10. This benefit corresponds to the Jealous Spirit disadvantage

✦ *Snake Eater:* The survivor has an incredibly high tolerance for resisting toxins and poisons, both because he is naturally hardy and because he has profound knowledge of healing herbs. The survivor gains a +2 bonus to all saves against the initial effects of non-magical poisons and toxins and a +1 bonus to all saves against the initial effects of magical poisons and toxins. This benefit corresponds to the Naked Beneath His Armour disadvantage

Disadvantage: A survivor suffers from one of the following disadvantages, depending on the benefit he chose:

✦ *Weather Focused:* The survivor knows how to protect himself from the harsh effects of inclement weather, but to do so he must forgo his training in other important areas of Survival. More specifically, he suffers a -4 penalty to all Survival skill checks made to attempt to track an opponent. This disadvantage corresponds to the Immune to Nature's Fury benefit.



- ✦ *Jealous Spirit*: The survivor has trained his body to recover from injury quickly but in doing so, he has hardened both his spirit and his flesh against the beneficial effects of healing magic of all sorts. While on this Path, the survivor subtracts one hit point worth of healing from each die rolled when a *cure* spell is applied to him. In addition, he receives only 80%, rounding down, of the benefits of a *heal* spell, meaning he gains a maximum of eight points of healing per caster level, rather than 10. This disadvantage corresponds to the Resilient benefit.
- ✦ *Naked Beneath His Armour*: The survivor has trained his body to resist the initial effects of poisons and toxins, pushing all his will towards keeping them out. This means that he has little personal strength left to combat those poisons which do affect him. While on this Path, the survivor suffers a -2 penalty to saving throws against the secondary effects of any poison whose initial damage he failed to save against. This disadvantage corresponds to the Snake Eater benefit.

PATHS OF PROWESS

Not all rangers rely on their physical or mental gifts to find success in their wilderness journeys. Some rangers prefer to develop their skills along very specific Paths, the better to excel at their chosen occupations. The following Paths, the Paths of Prowess, represent some of the most common archetypes for skill-focused rangers.

Unlike the Winding Paths, which represent innate talents which a ranger might possess and thus do not represent a serious break from the ranger archetype, the Paths of Prowess change the theme of the ranger class on a more fundamental level; those who assume the bounty hunter Career Path, for example, are not rangers who occasionally choose to hunt criminals for money, they are hardened mercenaries who learn how to track and survive in the wilderness because that is where most criminals try and flee.

The Paths of Prowess work very well in conjunction with the multiclass ranger progressions found in the Multiclass Ranger chapter of this book. In all cases, the most optimal multiclass progression will be obvious but will not be the only viable option. Note also that while these Paths change the nature of the ranger class' theme, they do not automatically override the Player's choice as to how his character will be played, nor do they supercede the themes presented in the new Legendary prestige classes or multiclass progressions in this book.

The Assassin

The assassin hunts men and monsters, brings them to ground and then snuffs their life in exchange for a handful of gold, for a few platitudes about the gratefulness of his nation or for his god. There is no simpler way to describe

the assassin's work without lying or at least without attributing to his work noble qualities he does not possess. In essence, the assassin's vocation is a dark one, whether he practices it for his own gain or whether he practices it in service of a greater ideal.

The vast majority of assassins kill for their own profit, trading lives for cash reward. It goes without saying that assassins of this sort are not 'good' by even the loosest definition of the word. Some are neutral at best but most are decidedly evil in outlook; cold and heartless, they care nothing for the lives of their victims and would kill their own mothers if the pay was good enough.

A small minority of those who could be considered assassins, however, kill in service to a more noble aim. The typical fantasy world is home to many monstrous beings that are innately evil or even embody evil. Demons, devils and undead are irredeemably evil and there are numerous organisations, some religious and some not, who consider the destruction of such beings to be an absolutely noble goal, regardless of the means in which it is accomplished. Those trained in the skills of the ranger class are the ideal candidates for work of this type; a woman trained from birth to kill vampires is most likely a member of the ranger class, as is a man entrusted by the king to slay a group of demon generals.

Adventuring: The assassin's life is one big, though often very short and extremely violent, adventure. In the course of carrying out his assassination, he may find himself trekking across vast wildernesses, infiltrating supposedly impregnable castles or even voyaging to other planes in pursuit of especially elusive targets. The exact nature of the assassin's adventures depends largely upon whether or not he is affiliated to a particular group.

Independent assassins, those who may be a part of a guild but choose to ply their trade wherever and wherever they can, often have long downtimes between contracts. As such, they are free to adventure and frequently do, the better to hone their skills and accumulate magical items which help them in their chosen profession.

Assassins who serve a specific group, such as a church or government, usually have much less free time than their independent peers. When they are not assigned to a target, they spend their time training, fulfilling other duties (such as leading worship, if they serve a religion) or simply keeping a low profile, so as not to endanger their employer's good reputation.

Regardless of whether they are independent mercenaries or answer to a single master, the assassin who is part of an adventuring band is a silent, assured killer, unafraid to lead his allies into the deadliest environments if it is necessary for the completion of his assignment. Assassins are rarely comfortable leading others, preferring to skulk at the back of the party until their killing skills are needed.



Roleplaying: The assassin is cold and merciless and even the most good-hearted of them have little respect for life or at least for the lives of those who stand between them and the successful completion of their mission.

The typical assassin does not care who or what he is hired to kill. Though many assassins feign a veneer of honour, the hard truth is that money is far more important to them than any 'personal code of ethics' they may possess. This is especially true of evil assassins, most of whom would happily slaughter an entire town's worth of orphans for the promise of a silver penny per harvested ear.

There are those assassins, however, who do hold to their honour and these are, of course, those most likely to become members of an adventuring party in a typical fantasy campaign. Most often, assassins of this sort pursue their vocation as a religious calling or work directly in the service of a government, killing only those who threaten that which they hold dear. Assassins of this sort are the only ones who can be trusted and are often just good

men and women thrust into a role which they may not be completely comfortable with but recognise as one which they must accept and make the best of.

Advancement Options: A character follows the assassin Career Path by choosing the following advancement options: Disguise 6 ranks, Hide 6 ranks, Move Silently 6 ranks, Spot 6 ranks; Acrobatic, Agile, Blind-Fight, Dodge, Combat Reflexes, Improved Critical, Improved Initiative, Mobility, Nimble Fingers, Persuasive, Quick Draw, Rapid Reload, Spring Attack, Stealthy, Weapon Finesse.

Benefit: The assassin is most effective when he strikes when his enemies least expect it. The assassin gains a +2 bonus to damage rolls against flat-footed opponents or those who are denied their Dexterity bonus for any reason.

Disadvantage: While the assassin is deadly when his opponent's back is turned, he is much less effective when facing an aware and well-prepared opponent. The assassin suffers a -1 penalty to attack rolls when attacking an opponent who is not flat-footed or denied his Dexterity bonus.



The Bounty Hunter

Every civilisation has its share of criminals and some civilisations are truly overrun by thieves, murderers, seditionists and worse. In the largest cities in such kingdoms, bounty hunters ply their trade – men and women who track down the most dangerous criminals in exchange for gold and other tangible rewards. Bounty hunters are respected and feared, by the criminals they hunt, by the people they nominally 'protect' and by the city guards and officials who, oft times reluctantly, hire them.

Most bounty hunters work for the lawful government of the city, if for no other reason than that is where the prestige is and where the steadiest work can be found. Other bounty hunters, particularly those who have absolutely no concern for the law, choose to work for the city's most powerful crime lords, trading their scruples for the lure of easy cash. Very few bounty hunters work both sides of the law, taking the gold of mayor and crime boss alike; these are the most dangerous of all bounty hunters, since they will turn on their friends for nothing more than the weight of a few gold coins.

Adventuring: Bounty hunters do not adventure, at least not in the traditional sense of the word. While they love gold and treasure of all sort and acknowledge

that such things can usually be found in abundance in ancient tombs and lost treasure vaults, they are also wise enough to recognise that their particular skills and their mercenary mindset is not truly suited for such work. So while a bounty hunter will join other adventurers in plundering or in trekking across the wildlands to confront a dragon in its lair, he will not do so often, or for anything less than rewards beyond his wildest dreams.

That said, bounty hunters face danger, intrigue and, in a word, adventure more often than even the most active treasure seekers. Those the bounty hunters track rarely want to be found and are usually possessed of killer's instincts, immense amounts of cunning and absolutely no morals whatsoever.

Most bounty hunters choose to work alone, because they are greedy and have no desire to share their bounties with anyone. That said, a bounty hunter who tracks especially dangerous prey will ally himself with those who can help him get his reward, knowing that it is better to split a bounty four ways than end up empty handed, or dead. Those who choose to ally themselves with an adventuring party for the long term are comparatively rare but are often the most successful members of their profession, at least over the long term; typically, such a bounty hunter will expect to assume the leadership role, planning strategies which use his allies' abilities to best advantage.

Roleplaying: The bounty hunter is a loner by nature. Hard-bitten and cynical, he has seen the worst humanity (and other species) have to offer and has come to believe that everyone – absolutely everyone – is corrupt at heart. Those few bounty hunters who are willing to ally themselves with an adventuring band recognise the qualities of their allies and may even consider them friends. Even so, they rarely permit themselves to get too close, lest they be betrayed.

The way a bounty hunter approaches his work depends largely upon his alignment. Evil bounty hunters are cruel and uncaring, hunting anyone so long as the money is good. Bounty hunters of this sort are often as cruel, or crueller than those they pursue and are only nominally on the side of law; they are, and are treated by those they work for as wild dogs, unworthy of trust but useful all the same. Evil bounty hunters prefer to take assignments which pay well regardless of whether the bounty is returned dead or alive, since a corpse is much easier to manage than a living prisoner.

Bounty hunters of good alignment usually endeavour to bring their bounty in alive, though this does not mean they are averse to beating them to bloody pulps. Good-aligned bounty hunters are much valued by their employers, because they can be trusted not to betray their employers for a few extra coins. Still, even the most good-hearted bounty hunter is a hardened warrior, who will not hesitate to use violence to ensure a successful capture.

Advancement Options: A character follows the bounty hunter Career Path by choosing the following advancement options: Gather Information 6 ranks, Hide 6 ranks, Intimidate 6 ranks, Listen 6 ranks, Search 6 ranks; Acrobatics, Alertness, Blind-Fight, Expertise (Improved Disarm, Improved Feint), Combat Reflexes, Deceitful, Deft Hands, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Investigator, Persuasive, Stealthy.

Benefit: The bounty hunter earns the greatest reward when he brings his target back alive, so that they can face the stern justice of the court – most likely right before they are hung. So it behoves the bounty hunter to learn to strike with the flat of his blade, or otherwise ensure that his attacks are as nonlethal as possible. The bounty hunter does not suffer the normal –4 penalty to attack rolls when striking to inflict nonlethal damage. This bonus does not allow him to attack unarmed without penalty, meaning a bounty hunter who wishes to subdue his opponents with his fists must select the Improved Unarmed Strike feat if he does not wish to provoke attacks of opportunity.

Disadvantage: While the bounty hunter is an expert at fighting to injure and incapacitate, he is not nearly as proficient when attempting to strike to kill. The bounty hunter suffers a –1 penalty to damage rolls when striking with weapons for lethal damage. This penalty does not apply to damage rolls made against any of his favoured enemies.

The Highwayman

The highways of the world are not safe. Monsters prowl the forests and groups of bandits plague the roads between cities, taking what they will and leaving only ruin and death in their wake. The highwayman is the quintessential bandit of the roads, embodying both the best and worst qualities of those who find fortune and fame preying on the work of others.

The highwayman is somewhat of a romantic figure, idealised by peasants as one who lives free of society's imposed limits and who refuses to live in squalor just because he was not fortunate enough to luck into a noble birth. The highwayman is likewise both hated by nobles because his actions empty their coffers and romanticised as a dashing rogue, because many among the idly wealthy desperately envy the excitement of his life. In fact, more than a few young nobles live double lives as courtiers and highwayman, spending their days socialising at court and their nights galloping about the countryside, playing at being washbuckling brigands.

While there are a few highwaymen who do live exciting, roguish lives – and these are the sort most appropriate for play in a fantasy campaign – the reality is that the majority are neither dashing, nor free. Highwaymen do not prey on merchants and nobles because they want to, they do it



because they must, having no other means of surviving in a world where the poor live short, miserably wretched lives. Highwaymen are desperate and hunted, roaming the roads between towns because they dare not set foot within the city walls. Most highwaymen die early and unsung, falling to the blades and arrows of caravan guards, to the claws of a ravenous beast or to the tender mercies of disease and starvation.

Adventuring: A highwayman's adventures usually revolve around planning and executing a daring attack on a merchant caravan or stealing wealth from nobles travelling from one major city to another. Those highwaymen who could be considered adventurers of the more traditional sort supplement their income by exploring ruins they find or by hiring out their services to villages too desperate to care about the moral fibre of their saviours.

Those highwaymen who join adventuring bands have largely renounced their bandit's ways, though they are not adverse to taking advantage of careless merchants when they can. As such, they will happily participate in any adventure which will fatten their purses and can often be convinced, despite their better judgement, to help their friends even when the rewards of doing so cannot be counted in gold and jewels.

Roleplaying: The adventuring highwayman is a daring rogue, dashing and brave to the point of foolish bravado. He is happiest when he is on the run and is openly scornful of those who live safe and, to his mind, boring lives.

Highwaymen live for excitement and do nothing half-heartedly. When they love, they love passionately and when they fight, they do so with great vigour, giving themselves over to the heat of the moment without hesitation and without regret.

Advancement Options: A character follows the highwayman Career Path by choosing the following advancement options: Bluff 6 ranks, Handle Animal 6 ranks, Hide 6 ranks, Ride 6 ranks; Acrobatic, Combat Reflexes, Deceitful, Dodge, Mobility, Mounted Archery, Mounted Combat, Persuasive, Point Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack, Self-Sufficient, Shot on the Run, Stealthy.

Benefit: In order to successfully ambush merchant caravans and especially fast-moving tax collectors, the highwayman must not only be able to avoid detection by alert guards, he must also be able to catch his quarry. While mounted, the highwayman

need only attempt a single Hide check to hide both his mount and himself. More importantly, when making a Hide check while mounted, the highwayman ignores the normal size penalty to the check. In addition, once he reaches 13th level as a ranger, both he and his mount benefit from the camouflage ability.

Disadvantage: Even those who admire the romantic ideal of the highwayman fear him and despise his thieving ways. Even highwaymen hate others of the same profession. Non-Player Characters who are aware of a highwayman's true nature are never considered to be better than Unfriendly to the highwayman for the purposes of Diplomacy and Charisma checks.

The King's Huntsman

Not all rangers wish to explore the wilderness, or travel beyond the borders of the frontier, serving only their own desires and whims. Instead, some who practice the skills of the ranger do so in service of the whims of another. More specifically, they do so in service of their lord.



Most nobles, particularly those who live near large forested areas, pass their time hunting, hawking and riding. In order to ensure that their leisure time is spent in the most satisfying way possible, the wealthiest nobles employ professional huntsmen, men and women who are well versed in woodcraft and who are very knowledgeable in tracking game animals. It is the huntsman's sworn duty to both lead his lord and his lord's court to the completion of a successful hunt and to ensure that the lord's private forests are well tended, free of poachers and monsters and well stocked with fat game animals. In return for his diligent work, the king's huntsman earns a steady wage, gets free room and board (if only in his lord's kennels) and gains authority over most of the other servants of the castle.

Adventuring: The king's huntsman does not adventure in the traditional sense, save at his lord's direct command. Instead, he fills his days maintaining his lord's kennels, caring for his lord's falcons and other exotic pets and patrolling his lord's private forests, caring for the game animals and dealing with any undesirables found there.

Roleplaying: The king's huntsman is far more urbane and schooled in the courtly arts than other rangers, even if he does not normally associate with the members of the court outside the context of a noble's hunt. In order to thrive or even survive as a member of the king's entourage, he must be circumspect in his dealings and well spoken enough to at least avoid embarrassing himself, so as a result, he learns the proper way to speak and act in the presence of nobility.

The Huntsman's Role in the Campaign

Since his duties occupy so much of his time, the huntsman ranger simply cannot go gallivanting across the countryside in search of treasure and fame. For this reason, the king's huntsman can be a poor Career Path choice for rangers in a campaign featuring heavy travel.

Conversely, the king's huntsman is the perfect choice for a campaign centred around a noble estate, perhaps one in which other characters take on the roles of king's champion or advisor to the court. Normally, the ranger is a poor choice for campaigns of this sort, since the themes of the class do not mesh well with such a game. The huntsman does, since his duties and the skills necessary to carry them out match perfectly to the ranger class' abilities and skill list.

Though he is not truly a member of court, the king's huntsman enjoys great prestige among the servants of any manner, both because his skills are comparatively rare and because he is a powerful warrior, often the equal of the castle's greatest knight. For this reason, the king's huntsman is as likely to be haughty as he is to be earthy and coarse.

Advancement Options: A character follows the king's huntsman Career Path by choosing the following advancement options: Handle Animal 6 ranks, Knowledge (nobility and royalty) 6 ranks, Profession (huntsman) 6 ranks, Ride 6 ranks; Animal Affinity, Combat Expertise, Great Fortitude, Improved Initiative, Improved Shield Bash, Lightning Reflexes, Mounted Archery, Mounted Combat, Point Blank Shot, Run, Stealthy.

Benefit: The king's huntsman understands the forest he cares for to a degree that few others can match. He knows its geography as well as he knows his own features; he understands the habits of its animals as well as he knows his children's and is aware, at all times, of every flower, tree, stream and beast which can be found within its depths. This understanding of his home forest extends to the king's huntsman's knowledge of other forest environments as well, which serves him in good stead on those rare occasions when he must adventure beyond the confines of his lord's domain. The king's huntsman gains a +4 insight bonus to all Climb, Hide, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Spot and Survival skill checks made within the boundaries of his lord's domain. He gains a +2 bonus to the same skills while within a forest environment.

Disadvantage: Though the king's huntsman is intimately familiar with the lands and the beasts he shepherds, he has little knowledge of the larger world and more specifically, of non-forest environments. The king's huntsman suffers a -2 penalty to Climb, Hide, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Spot and Survival skill checks made in any non-forest environment.



Multiclassing

The ranger is more than just a woodsman and hunter and his skills can be used for more purposes than traipsing about the wilderness, fishing and striking down hated enemies. While the ranger class is and always will be thematically linked to the wilderness, there is no reason that his skills cannot be adapted to suit other purposes.

Looking beyond the flavour text, the ranger character class is extremely versatile, with a wide range of skills and class abilities that are applicable to all manners of fantasy archetypes. This becomes most apparent when the ranger is multiclassed; when levels in other classes are carefully added to the core ranger, all manner of powerful and surprising class ability combinations are revealed, creating a character that is far more than the sum of its parts.

This chapter presents multiclass paths designed to optimise characters that diverge from the core ranger class. Since the ranger has specific needs and specific abilities, each of these multiclass paths comes tailor-made with new optional, variant abilities that build upon the themes of the hunter and guide and provide a more satisfying play experience.

Prestige Classes

One of the strengths of multiclassing is that the character may meet the prerequisites of the more exotic prestige classes. A character can break off the suggested progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of these classes give far greater strengths than simple multiclassing as they combine different abilities into a single class level so the Games Master has the final word about what prestige classes exist in his campaign.

Epic Advancement

Note that the tables presented in this chapter are not for a complete character class, but a combination of two. A character can reach epic levels once he gains his 21st level from either class and is subject to the rules for epic characters, although they continue gaining the abilities in their appropriate class table until they reach 20th level in either class. Spellcasting rangers continue to gain spells per day and spells known according to the normal table and may not purchase epic feats that demand that he be able to cast spells from the spellcasting class' maximum level simply because he has not reached the spellcasting class' maximum.

Variant Rules

Each of the multiclass descriptions given below have a section marked as 'variant rules.' This deals with optional,

specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling the character to choose from a wider range of skills. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

- ✦ All are subject to the Games Master's approval before being chosen.
- ✦ Each variant rule starts with the line 'Upon gaining X level.' Every variant rule is selected instead of an appropriate ability that would have been gained at either the appropriate ranger level or the appropriate alternate (non-ranger) class level. A ranger may take this variant after the given level, but only if he is still able to sacrifice the necessary ability, power or skills required to gain the variant rule.
- ✦ In addition, the character must have at least one level in the alternate (non-ranger) class. Occasionally more levels are needed in the alternate class; this will be specified in the text.
- ✦ Once a variant rule has been taken, it cannot be reversed later on. The ability, power or skills sacrificed to gain the variant rule is lost forever.

THE WILD MAN (RANGER/BARBARIAN)

All rangers are, on some level, trained and enthusiastic killers, fanatical in their devotion to the destruction to one or more groups of especially hated enemies. The wild man, however, takes that hatred to a whole new level; his heart yearns for the kill, his body quivers with anticipation before a battle with his favoured enemies and in combat, he explodes into a demonic killing machine, revelling in the dying shriek, the feel of flesh yielding beneath his blade and the sudden, hot spurt of lifeblood gushing.

Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information below, listing by what amount the base bonus progresses at any given level, depending on class.

Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Average Pal, Rgr)	(Brd, Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 st	+1	+0	+0	+2	+0
2 nd	+1	+1	+1	+1	+0
3 rd	+1	+1	+0	+0	+1
4 th	+1	+1	+1	+1	+0
5 th	+1	+0	+0	+0	+0
6 th	+1	+1	+1	+1	+1
7 th	+1	+1	+0	+0	+0
8 th	+1	+1	+1	+1	+0
9 th	+1	+0	+0	+0	+1
10 th	+1	+1	+1	+1	+0
11 th	+1	+1	+0	+0	+0
12 th	+1	+1	+1	+1	+1
13 th	+1	+0	+0	+0	+0
14 th	+1	+1	+1	+1	+0
15 th	+1	+1	+0	+0	+1
16 th	+1	+1	+1	+1	+0
17 th	+1	+0	+0	+0	+0
18 th	+1	+1	+1	+1	+1
19 th	+1	+1	+0	+0	+0
20 th	+1	+1	+1	+1	+0

Few rangers willingly choose to lose control as the wild man does. Untameable fury and bloodlust can be a frightening thing, both for those who witness it and even more for those who must experience it. It can take years for a wild man to reconcile himself to the howling beast that dwells within his soul and more than a few never really do, hating themselves and what they become even more than they hate those who drive them to it.

Most wild men comfort themselves with the thought that if they could only destroy their favoured enemies utterly, their torment would end. The sad truth of the matter is that this is nothing but a pretty illusion; once the killing rage is awoken, it cannot be made to slumber again.

Strengths

The multiclass ranger/barbarian enjoys a number of strengths over a single-class ranger, as outlined below.

- ✦ **Rage:** The primary strength of the barbarian is his ability to rage. Thanks to the synergy between rage and the ranger's favoured enemy class ability, the wild man can inflict horrendous amounts of damage on his most hated foes, enough to make up for his loss of higher level favoured enemy bonuses. In addition, the versatility of rage means the wild man will have a greater damage capacity against non-favoured enemies than a single-class ranger, a significant advantage.

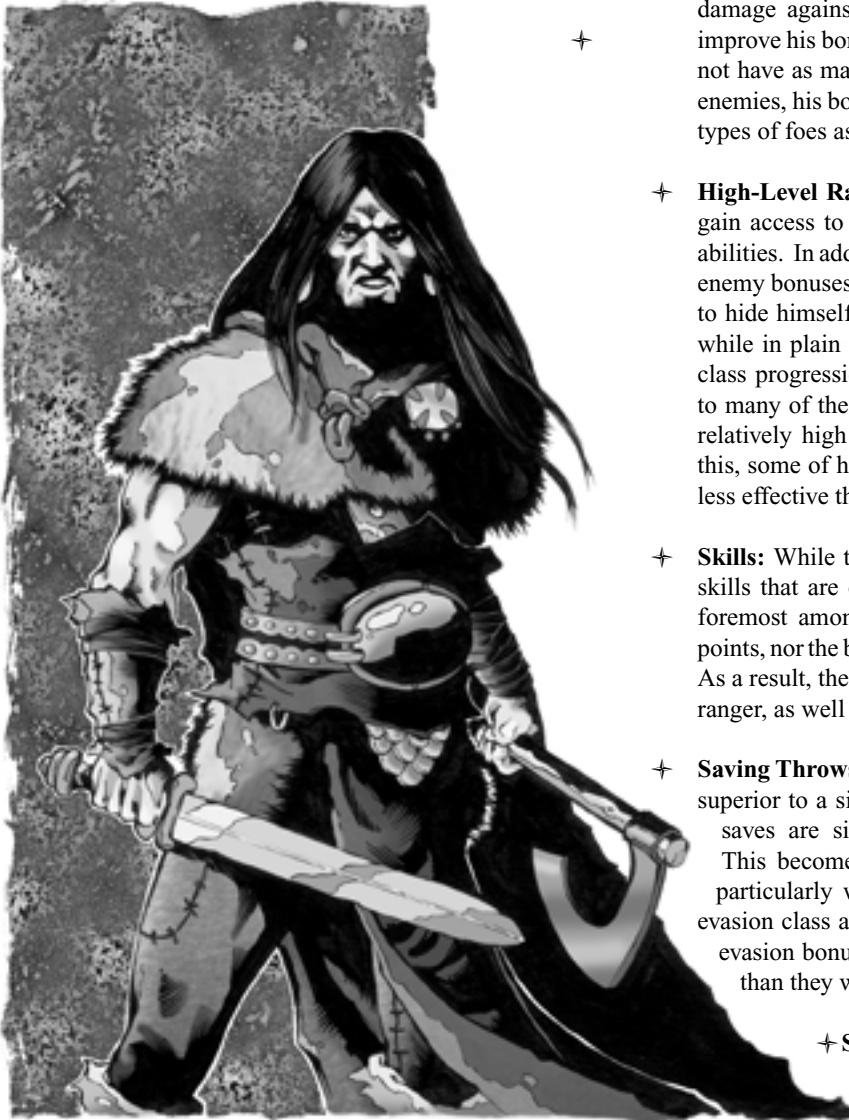
his role in the party is usually that of the scout, trap sense will enable him to detect and evade dangerous traps with ease, preserving both his hit points and the hit points of his party.

- ✦ **Damage Reduction:** Over the course of his career, the wild man will gain a total of Damage Reduction 2/-. While this is not a significant amount of Damage Reduction, it does give the wild man a significant effective boost to his hit points, giving him further advantage over the single-class ranger.
- ✦ **Fast Movement:** The barbarian class' fast movement will be a critical advantage for the wild man, particularly when he gains the ranger class' woodland stride and swift tracker abilities, since he will be able to gain ground on all but the swiftest foes. In addition, fast movement is a great boon for any wild man who chooses a ranged combat style, as he will be able to snipe at his foes and then retreat at a speed which will make it extremely difficult for them to stop him.
- ✦ **Hit Points:** Thanks to his levels in the barbarian class, the wild man has considerably more hit points than the average single-classed ranger. By 20th level, the wild man will have, on average, as many hit points as a fighter or paladin. As a result, he is not nearly so fragile in melee combat as the ranger, an especially significant advantage for those wild men who prefer the melee combat styles.

- ✦ **Uncanny Dodge:** The barbarian's uncanny dodge class ability is a significant advantage for any wild man who chooses a melee-based combat style, since it allows him to throw himself into the thick of combat without fear of being surrounded and cut to pieces. In addition, uncanny dodge is an excellent defence against multiclass rogues, allowing the wild man to stymie their most powerful ability.

- ✦ **Trap Sense:** In a wilderness or dungeon campaign which features heavy use of snares and traps, the barbarian's trap sense will be invaluable to the wild man. Since





Base Attack Bonus: The ranger and the barbarian classes both enjoy the most favourable base attack bonus progression, meaning the wild man suffers no loss in base combat ability for multiclassing.

- ✦ **Fortitude Save:** Both the ranger and the barbarian have the most favourable Fortitude save progression, meaning the wild man will, at high levels, have a base Fortitude save higher than that of a single-classed ranger.

Weaknesses

The multiclass ranger/barbarian suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** Because he dilutes his ranger class, the wild man does not gain the significant bonuses against favoured enemies that a single-class ranger does. While his ability to rage will close the gap in terms of

damage against favoured enemies, it does nothing to improve his bonuses to skills. In addition, since he does not have as many points to distribute towards favoured enemies, his bonuses will not apply to as many different types of foes as a single-classed ranger's will.

- ✦ **High-Level Ranger Abilities:** The wild man does not gain access to many of the ranger's higher-level class abilities. In addition to losing out on the higher favoured enemy bonuses, the wild man will never gain the ability to hide himself in any sort of natural terrain or to hide while in plain sight of his enemies. Further, since his class progression is staggered, he will not gain access to many of the ranger's lower level class abilities until relatively high character levels. As a consequence of this, some of his ranger class abilities will prove rather less effective than they otherwise might.
- ✦ **Skills:** While the barbarian's skill list includes several skills that are of solid use in the wilderness, Survival foremost among them, the class has neither the skill points, nor the breadth of skills that the ranger class does. As a result, the wild man will have fewer skills than the ranger, as well as lower skill bonuses in general.
- ✦ **Saving Throws:** While the wild man's Fortitude save is superior to a single-class ranger's, his Reflex and Will saves are significantly impacted by multiclassing. This becomes most apparent with his Reflex save, particularly when the wild man gains access to the evasion class ability; with his reduced Reflex save, his evasion bonuses will come into play much less often than they will for a single-class ranger.
- ✦ **Spells:** While the ranger's spells are not particularly powerful, they do offer him some decent bonuses at higher levels of play. The wild man's spells, because of his reduced ranger class levels and his staggered class progression, will at best prove inconsequential.

Recommended Options

The path the wild man takes depends largely upon his focus as a hunter and guide. That said, here are some recommendations to get the maximum efficiency and effectiveness from the wild man.

- ✦ The barbarian/ranger is, along with the ranger/druid, the ideal multiclass combination, in no small part due to the meshing of favoured enemy and rage damage bonuses. So, it behoves the wild man to make the absolute best use of both abilities. The ideal opponent for the wild man to apply his favoured enemy bonuses against will vary from campaign to campaign; typically, the wild man will reap great benefit from applying at least one of his favoured enemy bonuses towards animals, since they will appear frequently in most wilderness adventures.

There is no need for the wild man to apply his highest damage bonus towards animals, however, and it is in fact thematically appropriate that he not do so. Instead, in order to play to the themes of the wild man, the character's primary favoured enemy should either be an organisation or members of a more monstrous sort, with evil outsiders, dragons and aberrations the most likely choices.

In battle, the primary advantage of the wild man's favoured enemy/barbarian rage combination is the monstrous damage bonus it provides. To maximise the effectiveness of his bonus damage, the wild man should always enter combat with a favoured enemy while enraged. A 20th level wild man with 10 barbarian class levels, a rage-modified Strength of 24 and a +6 favoured enemy bonus to damage will inflict a minimum of 14 points of damage with any melee attack, not counting bonuses from magic weapons and not counting the increased damage from wielding a two-handed weapon. Given that a typical character at such high levels is likely to be armed with a +5 magical weapon, he will inflict a minimum of 19 points of damage with each strike and is likely to strike with multiple attacks each round. There are precious few opponents who can withstand an attack of such savagery for long.

The wild man's skill bonuses from the favoured enemy ability should not be discounted either. Should the wild man count animals among his favoured enemies, he will have a good chance of successfully using Bluff to feint in combat, further increasing his potential to hit and inflict massive damage.

- ✦ In terms of feats, the wild man will see good benefit from any of the ranger combat styles, even the archery and other ranged combat styles. The Two-Weapon Fighting combat style is potent because it allows the wild man to apply high Strength and favoured enemy bonuses to many attacks each round, with the drawback being that he will not gain the extra damage bonus from wielding two-handed weapons. Conversely, the ranged attack paths are useful because they allow the wild man to gain the benefits of his rage-boosted Strength without putting him in reach of enemy counterattack; in addition, his fast movement, coupled with his ability to move without hindrance in even the most rugged, overgrown terrain will allow him to continuously snipe with impunity.
- ✦ Otherwise, the wild man should select feats that supplement his chosen combat style. Power Attack and Cleave will help him dispatch several favoured enemies each round in melee combat, while Point Blank Shot and Shot on the Run will give him the same ability with ranged attacks. The new ranger-only feats introduced in this book will be helpful as well, particularly those which increase the damage and critical threat range of

his weapons when he enters combat with his favoured enemies.

- ✦ In terms of skills, the wild man is spoiled for choice. At each level, he should maximise his Handle Animal, Hide, Listen, Move Silently, Spot and Survival skills, with excess skill points dedicated to Search and Intimidate. Use Rope and Knowledge (nature) can and will prove useful skills, so he should endeavour to dedicate at least a few points to both. Other skills, such as Jump, Climb and Heal are also valuable but it is unlikely that they will prove as important as the previously listed choices. Should the wild man be part of an adventuring party that travels frequently, then Knowledge (geography) will be a mandatory choice, particularly if the new skill uses introduced in this sourcebook are allowed into the campaign.
- ✦ So far as his spells are concerned, the wild man will never be more than a dabbler, with spell levels and spells per day that are paltry even in comparison to a single-classed ranger. The wild man is best served when he uses his spells on himself, boosting his combat abilities before entering important battles, especially those which do not feature his favoured enemies, since he will lose out on the bonus to damage granted by that ability.

The recommended 1st level spells for the wild man are: *jump*, *longstrider*, *magic fang*, *pass without trace* and *speak with animals*.

The recommended 2nd level spells for the wild man are: *barkskin*, *bear's endurance*, *protection from energy* and *speak with plants*. Should the wild man pursue any of the ranged combat styles, then the *cat's grace* spell should be especially favoured. Conversely, if he chooses a melee combat path, then, *bear's endurance* should be chosen. It goes without saying that the new, ranger-focused spells introduced in this sourcebook are also especially appropriate for any ranger.

- ✦ The wild man's animal companion lacks raw power and durability but can still serve a valuable role. The eagle, hawk and owl are all especially effective choices, as their ability to fly will keep them well out of harm's reach and their keen senses will make them extremely effective scouts. The horse is likewise an excellent choice for a ranger who chooses either the Mounted Combat or Mounted Archery combat style, as choosing an equine companion will greatly increase the effectiveness and reliability of his combat style.

Variant Rules

The following rules variants are intended for multiclass ranger/barbarians only and reflect the special training a wild man might receive in the course of his adventuring career.



The Wild Man

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Bbn 1	+2	+4	+2	+0	Fast movement, rage 1/day
3 rd	Rgr 2	+3	+5	+3	+0	Combat style, (character feat)
4 th	Bbn 2	+4	+6	+3	+0	Uncanny dodge, (ability increase)
5 th	Rgr 3	+5	+6	+3	+1	Endurance
6 th	Bbn 3	+6/+1	+6	+4	+2	Trap sense +1, (character feat)
7 th	Bbn 4	+7/+2	+7	+4	+2	Rage 2/day
8 th	Rgr 4	+8/+3	+8	+5	+2	Animal companion, (ability increase)
9 th	Bbn 5	+9/+4	+8	+5	+2	Improved uncanny dodge, (character feat)
10 th	Rgr 5	+10/+5	+8	+5	+2	2 nd favoured enemy
11 th	Bbn 6	+11/+6/+1	+9	+6	+3	Trap sense +2
12 th	Rgr 6	+12/+7/+2	+10	+7	+4	Improved combat style, (character feat), (ability increase)
13 th	Bbn 7	+13/+8/+3	+10	+7	+4	Damage reduction 1/-
14 th	Bbn 8	+14/+9/+4	+11	+7	+4	Rage 3/day
15 th	Rgr 7	+15/+10/+5	+11	+7	+4	Woodland stride, (character feat)
16 th	Rgr 8	+16/+11/+6/+1	+12	+8	+4	Swift tracker, (ability increase)
17 th	Bbn 9	+17/+12/+7/+2	+12	+9	+5	Trap sense +3
18 th	Rgr 9	+18/+13/+8/+3	+12	+9	+6	Evasion, (character feat)
19 th	Bbn 10	+19/+14/+9/+4	+13	+9	+6	Damage reduction 2/-
20 th	Rgr 10	+20/+15/+10/+5	+14	+10	+6	3 rd favoured enemy, (ability increase)

Wild Man Ranger Spells

Spells Per Level			
Character Level	Caster Level	1 st	2 nd
1 st –7 th	0 th	—	—
8 th –11 th	2 nd	0	—
12 th –15 th	3 rd	1	—
16 th –19 th	4 th	1	0
20 th	5 th	1	1

✦ **Favoured Rage:** Upon gaining 3rd barbarian level, the wild man may elect to take Favoured Rage. When entering a barbarian rage in the presence of a favoured enemy, the wild man’s rage lasts for a number of rounds equal to 4 + his rage-enhanced Constitution modifier. This ability replaces a the trap sense class feature the barbarian would normally gain at this level. Every time trap sense is increased, the barbarian instead increases the duration of his Favoured Rage by another round (5 + Constitution modifier at 6th barbarian level, for instance).

✦ **Power Attack Combat Style:** Upon gaining 2nd ranger level, the wild man may elect to take Power Attack Combat Style. Instead of becoming versed in archery or two-weapon combat, the ranger’s combat style choice at this level is Power Attack. He need not have the usual prerequisites for this feat but can only use it while wearing light or no armour. When the wild man reaches 6th ranger level, he receives the Cleave feat and at 11th level he receives the Great Cleave feat.

✦ **Shared Rage:** Upon gaining 8th ranger level, the wild man may elect to take Shared Rage. When entering a rage, his animal companion also enters the same rage state, gaining identical benefits for doing so. This ability only applies so long as the animal companion remains with 30 feet of the wild man. This ability replaces the swift tracker class feature.

**THE FOLKLORIST
(RANGER/BARD)**

Storytellers are treasured in rural villages, for their tales alleviate the pain of eking out a subsistence level existence as a peasant on the frontier. Folklorists are as rough and crude as the stories they tell; not for them are the epic poems, the

grand tales of heroism, of star-crossed love found, lost and then found again. Those are the tales of the courtly bards, the perfumed and perfectly coifed dandies who woo ladies-in-waiting and play to the egos of kings, barons and knights of the realm. The folklorist cares only for stories that ring with the hard-won truths of the peasantry, the people closest to his soul. His stories are tall tales, exaggerated accounts of farmers and golden turnips, of children swallowed by trout as big as horses, of leprechauns and water horses and foolish farmer's daughters. Spiced with profanity and seasoned with violence, death, sorrow and joy in equal measure, his stories serve as both comfort and warning, revealing and revelling in the beauty and danger of rural life.

As an adventurer, the folklorist is a bit of an odd duck. Though he has no use for epic tales of heroism, he very often finds himself caught up in just the sorts of adventures that inspire such stories. The adventuring folklorist is a champion of the common man and the subject of much reverence among the farmers, the stable masters, the weavers and the uneducated labourers who form the backbone of any fantasy society.

Strengths

The multiclass ranger/bard enjoys a number of strengths over a single-class ranger, as outlined below.

- ✦ **Bardic Music:** Bardic music is the bard's foremost class ability. Thanks to his ability to weave an inspiring tale, the folklorist can boost his allies' abilities or fascinate woodland creatures and mortal enemy alike, allowing him to overcome them without need of raising a sword in anger. The primary benefit of bardic music is revealed when the folklorist uses it to boost the competence of his allies; as he grows in experience and gains more bard levels, the folklorist may discover that he gains more benefit by enhancing his allies' combat prowess with inspire greatness than he does by wading in to deal with his favoured enemies personally.
- ✦ **Spells:** Though the folklorist is unlikely to gain access to 5th or 6th level bard spells, his ability to cast spells with a song will still be of great use to him during his adventures. The bard's spell list includes a number of spells that are exceptionally useful to the wilderness-oriented folklorist and which also serve to significantly enhance his allies' abilities.
- ✦ **Bardic Knowledge:** Bardic knowledge is a very useful skill for the folklorist, as it gives him access to wilderness lore above and beyond the limits of his Knowledge (nature) and Survival skills do. Thanks to bardic knowledge, the folklorist will not only have an understanding of current wilderness conditions, he will also know where to look to find ancient ruins and old roads and will know what environmental factors shaped the contemporary landscape.

- ✦ **Skills:** The bard shares the ranger's number and breadth of skills, though the focus of his training is different. Thanks to his levels in the bard class, the folklorist will have the opportunity to develop his social skills as highly as he develops his wilderness lore. Thanks to his immense number of skill choices, the folklorist rivals the single-class rogue for skill versatility and far outshines the single-class ranger.
- ✦ **Saving Throws:** The bard class and the ranger class both enjoy the most favourable Reflex save progression, meaning the folklorist will enjoy a considerable advantage in that area. Likewise, the bard class also possesses the best Will save advancement, meaning a high-level folklorist will be much more likely to resist dangerous mind-affecting spells than a single-class ranger.

Weaknesses

The multiclass ranger/bard suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** The folklorist is unlikely to advance far as a ranger and will likely only reach middling levels in this class at the highest levels of play. As a result, his favoured enemy bonuses will be insignificant in comparison to those of a single-class ranger. While his bardic music abilities and spells will help to make up for this comparative weakness, they will not fully compensate for it.
- ✦ **High-Level Ranger Abilities:** In addition to losing his high favoured enemy bonus, the folklorist also loses out on several very powerful high-level class abilities. Most importantly, he never masters his combat style, which, compounded with his loss of base attack and favoured enemy bonuses, means he will lag far behind the ranger in terms of combat ability. In addition, the folklorist never learns to camouflage himself, nor to hide in plain sight, meaning he will never be able to match the ranger's ability to blend into the foliage and attack from ambush.
- ✦ **Base Attack Bonus:** The bard class' base attack progression is only fair, meaning the folklorist will lag behind a single-class ranger in terms of attack power. As a result, at high levels, he will not gain extra attacks as quickly as his single-classed peers, he will not be able to count on successfully striking with all attacks in his full attack sequence and he will not enjoy the maximum benefits of his combat style feats.
- ✦ **Hit Points:** The bard has relatively poor hit points, even in comparison to the ranger, who has fewer potential hit points than most other warriors. This means that, throughout his career, the folklorist will always lag behind a single-class ranger in hit points and will lag far





behind the fighter, paladin and especially barbarian. At the highest levels of play, it is realistic to assume that a single-class ranger will have roughly 10 more hit points than the folklorist.

- ✦ **Ability Score Requirements:** The most important ability scores for the ranger are Strength or Dexterity, Wisdom and Constitution, in that order. The most important ability scores for the bard are Charisma and either Dexterity or Intelligence. Members of both classes see the most benefit when their scores in each of their favoured abilities are maximised. As a result, the folklorist will require multiple high ability scores to truly come into his own, likely forcing him to sacrifice early, focused, high ability scores in favour of multiple scores of lower bonus.

Recommended Options

The path the folklorist takes depends largely upon his focus as a hunter and guide. That said, here are some

recommendations to get the maximum efficiency and effectiveness from the folklorist.

- ✦ The folklorist is most likely to gain access to bard spells of up to 4th level, meaning he will have the ability to cast many spells of considerable power. A complete rundown of all the spells he might find helpful is beyond the scope of this book but the following spells should be standard choices for the folklorist.

The folklorist's recommended 0th level cantrips are: *detect magic, flare, know direction* and *resistance*.

The folklorist's choice of 1st level spells is critical, as they will be his mainstays for the majority of his adventures. The key is to select spells that boost his combat abilities, allowing him to equal or temporarily surpass the combat abilities of single-classed rangers. The following spells are highly recommended: *cause fear, charm person, cure light wounds, expeditious retreat, lesser confusion, hideous laughter* and *sleep*. *Summon monster I* may also prove valuable, particularly if the folklorist needs something to stall the enemy's advance as he prepares himself for melee combat.

The folklorist gains access to 2nd level bard spells as he approaches mid levels of play. By this point, he will have begun to feel the pinch of his reduced combat abilities, at least compared to a single-classed ranger. Fortunately, now is when the folklorist gains access to all important ability boosting spells. The following spells are highly recommended: *blindness/deafness, blur, cat's grace, cure moderate wounds, eagle's splendour, glitterdust, heroism, invisibility, mirror image, scare, sound burst* and *summon swarm*.

The folklorist gains access to 3rd level spells at higher levels of play, meaning it is important that he select only those spells of maximum utility and power, since he will be using these spells against opponents of consummate power. The following spells should prove eminently useful, though their power may not seem obvious at first: *charm monster, confusion, crushing despair, cure serious wounds, dispel magic, displacement, fear, good hope, haste, invisibility sphere, phantom steed, scrying, see invisibility, slow* and *speak with animals*. Of all these spells, *haste* and *displacement* are the ones that no folklorist should be without; since the folklorist is a skilled combatant, with a reasonable base attack bonus, these two spells will be far more effective for him than they would be for a single-classed bard.

The folklorist gains very few 4th level spells and then only at very high levels of play, so it is critical that he select only exceptionally powerful spells. The following spells are the most recommended choices: *break enchantment, cure critical wounds, dominate person, freedom of movement, greater invisibility, hold*

The Folklorist

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Brd 1	+1	+2	+4	+2	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1
3 rd	Rgr 2	+2	+3	+5	+2	Combat style, (character feat)
4 th	Brd 2	+3	+3	+6	+3	(ability increase)
5 th	Rgr 3	+4	+3	+6	+4	Endurance
6 th	Brd 3	+5	+4	+6	+4	Inspire competence, (character feat)
7 th	Brd 4	+6/+1	+4	+7	+5	
8 th	Rgr 4	+7/+2	+5	+8	+5	Animal companion, (ability increase)
9 th	Brd 5	+7/+2	+5	+8	+5	(character feat)
10 th	Rgr 5	+8/+3	+5	+8	+5	2 nd favoured enemy
11 th	Brd 6	+9/+4	+6	+9	+6	<i>Suggestion</i>
12 th	Rgr 6	+10/+5	+7	+10	+7	Improved combat style, (character feat), (ability increase)
13 th	Brd 7	+11/+6/+1	+7	+10	+7	
14 th	Brd 8	+12/+7/+2	+7	+11	+8	Inspire courage +2
15 th	Rgr 7	+13/+8/+3	+7	+11	+8	Woodland stride, (character feat)
16 th	Rgr 8	+14/+9/+4	+8	+12	+8	Swift tracker, (ability increase)
17 th	Brd 9	+14/+9/+4	+9	+12	+8	Inspire greatness
18 th	Rgr 9	+15/+10/+5	+9	+12	+9	Evasion, (character feat)
19 th	Brd 10	+16/+11/+6/+1	+9	+13	+9	
20 th	Rgr 10	+17/+12/+7/+2	+10	+14	+10	3 rd favoured enemy, (ability increase)

Folklorist Bard Spells

Character Level	Caster Level	Spells per Day					Spells Known				
		0 th	1 st	2 nd	3 rd	4 th	0 th	1 st	2 nd	3 rd	4 th
1 st	0 th	—	—	—	—	—	—	—	—	—	—
2 nd –3 rd	1 st	2	—	—	—	—	4	—	—	—	—
4 th –5 th	2 nd	3	0	—	—	—	5	2 ¹	—	—	—
6 th	3 rd	3	1	—	—	—	6	3	—	—	—
7 th –8 th	4 th	3	2	0	—	—	6	3	2 ¹	—	—
9 th –10 th	5 th	3	3	1	—	—	6	4	3	—	—
11 th –12 th	6 th	3	3	2	—	—	6	4	3	—	—
13 th –14 th	7 th	3	3	2	0	—	6	4	4	2 ¹	—
15 th –16 th	8 th	3	3	3	1	—	6	4	4	3	—
17 th –18 th	9 th	3	3	3	2	0	6	4	4	3	—
19 th –20 th	10 th	3	3	3	3	1	6	4	4	4	2 ¹

¹ Provided the folklorist has a high enough Charisma score to have a bonus spell of this level.

monster, *legend lore*, *modify memory*, *shout* and *speak with plants*. The *modify memory* spell is especially appropriate for those Players who truly wish to highlight the storytelling facets of their folklorist, as it allows them to effectively replace a victim's memory with any sort of tall tale they wish.

✦ The folklorist also gains very few ranger spells, almost too few to mention. Still, two extra spells per day never hurts. The best 1st level spell for the folklorist is *longstrider*, while the best 2nd level spell for the folklorist is *barkskin*.



Folklorist Ranger Spells

Spells Per Level

Character Level	Caster Level	1 st	2 nd
1 st –7 th	0 th	—	—
8 th –11 th	2 nd	0	—
12 th –15 th	3 rd	1	—
16 th –19 th	4 th	1	0
20 th	5 th	1	1

- ✦ The folklorist has even fewer hit points than a single-class ranger. For this reason, the folklorist would be well advised to select a ranged combat style, particularly one that allows him to take strong advantage of his stealth skills. The sniper's path (see Ranger Abilities, pg. XX) is a good choice.
- ✦ The folklorist should keep the following skills maximised at all times, at least if he wishes to play to his strengths and help his party as much as possible: Bluff, Hide, Listen, Move Silently, Spot and Survival. If he has points to spare, Diplomacy and Gather Information can be valuable, as can Sense Motive and Use Magic Device.

Variant Rules

The following rules variants are intended for multiclass ranger/bards only and reflect the special training a folklorist might receive in the course of his adventuring career.

- ✦ **Breadth of Knowledge:** Upon gaining 3rd ranger level, the folklorist may elect to take Breadth of Knowledge. He now adds his ranger levels to his bard levels for determining the bonus to his bardic knowledge ability. Breadth of Knowledge replaces the Endurance feat normally gained at this level.
- ✦ **Great Communicator:** Upon gaining 6th bard level, the folklorist may elect to take Great Communicator. He now adds his bard levels to his ranger levels for determining the bonus to his wild empathy ability. This breadth of communication comes at the cost of easy access to his bardic music abilities – all abilities now have their requisite level (but not necessary Perform ranks) increased by one. For instance, a folklorist needs to be 7th bard level (rather than 6th) to perform the *suggestion* ability with bardic music.
- ✦ **Voice of the Hunter:** Upon gaining 7th ranger level, the folklorist may elect to take Voice of the Hunter. The folklorist now adds half his favoured enemy bonus to the saving throw DC of all bardic music effects and half his ranger levels to his bard levels for the purposes of determining the strength of his bardic music abilities but only when targeting or affecting a favoured enemy.

Voice of the Hunter replaces the woodland stride class feature.

Special: The character must be at least a 4th level bard before selecting this variant.

THE PILGRIM (RANGER/CLERIC)

Religious pilgrimages are a very important part of most faiths, with the especially faithful making long and difficult journey to places sacred to their church up to once a year. The pilgrim goes one step even further. His entire life is a pilgrimage and he spends all the days of his life travelling from one holy site to another, paying homage to his god and protecting his most sacred places.

The pilgrim is not just a traveller, he is a guide for his fellow pilgrims and a hero of the faith. With his combat prowess and his divinely gifted spells, he is a potent weapon in his god's arsenal. The pilgrim is fanatical in his duties and in his faith and he lashes out with great fury against those who are his god's most dangerous enemies.

Strengths

The multiclass ranger/cleric enjoys a number of strengths over a single-class ranger, as outlined below.

- ✦ **Spells:** The chief ability of the cleric class is, of course, its access to powerful divine spells. The pilgrim, by virtue of his cleric levels, has access to potent divine spells of up to 5th level (maybe more, should he concentrate on his cleric levels a little more). With these spells, he will be able to boost his own combat abilities, as well as those of his friends, and heal himself of the damage he is sure to suffer on the front lines of battle. In addition, the pilgrim's cleric spells mesh well with his few ranger spells, allowing him to cast a significant number of low-level divine spells each day.
- ✦ **Domain Powers:** The cleric's domain spells are important but so too are his domain abilities. The more potent clerical domains will boost the pilgrim's combat abilities and give him access to potent, supernatural abilities. The recommended options section (below) goes into detail about the relative advantages of different clerical domains.
- ✦ **Turn Undead:** While the single-class ranger who has selected undead as a favoured enemy can easily hack down zombies, the pilgrim can utilise divine energies to destroy them with even greater ease. This is a powerful advantage, as it minimises the risk of ability score loss or temporary level drains and allows the pilgrim to remain outside the range of counterattack. Considering the pilgrim's relative fragility compared to other warriors, this is a very good thing.

- ✦ **Saving Throws:** The cleric class shares the ranger's superior Fortitude save progression but also benefits from an outstanding Will save progression. As a result, the pilgrim will be very difficult for opposing spellcasters to stop with mind-affecting spells, allowing him to crush them with impunity.

Weaknesses

The multiclass ranger/cleric suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** The pilgrim never advances very far as a ranger and only reaches middling levels of power at the highest levels of play. As a result, his favoured enemy bonuses will be insignificant in comparison to those of a single-class ranger. While his spells and domain abilities can more than compensate this, they can only do so if he is willing to expend relatively precious magical resources. In addition, the pilgrim will never be able to fully compensate for the loss of favoured enemy bonuses to his skills, meaning he will never be as deadly foe for his favoured enemies as a single-class ranger will.
- ✦ **High-Level Ranger Abilities:** The pilgrim is extremely unlikely to gain access to the camouflage or hide in plain sight class abilities, nor will he gain access to high-level ranger spells. While the second loss is more than made up for by the pilgrim's access to the cleric spell list, there is no making up for the loss in stealth capabilities.
- ✦ **Base Attack Bonus:** The cleric class has only a fair base attack bonus progression. This means that, at higher levels of play, the pilgrim will not be able to count on hitting with his full attack sequence. In addition, the pilgrim's lower base attack bonus means the character will not receive new iterative attacks until well after a single-class ranger would. Finally, his lowered base attack bonus will weaken the power of his combat style class abilities.
- ✦ **Skills:** The cleric receives only two skill points per level, far less than the ranger's six skill points per level. In addition, the cleric's skill list is inferior in comparison to the ranger's, counting only Diplomacy and Spellcraft as truly useful skills. As a result, the pilgrim will be far less versatile and skilled than the single-class ranger, a fact that will become painfully apparent at higher levels of play.



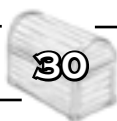
- ✦ **Reflex Save:** Since the cleric has only a poor Reflex save progression, the pilgrim will lag slightly behind the single-class ranger in his ability to avoid deadfalls, pit traps and Reflex-based spells. This will hurt the pilgrim most when he gains the evasion class ability, since it will be rendered considerably less effective.

Recommended Options

The path the pilgrim takes depends largely upon his focus as a hunter and guide. That said, here are some recommendations to get the maximum efficiency and effectiveness from the pilgrim.

- ✦ The ability to spontaneously heal will serve the pilgrim very well, since it will make his hit points functionally equivalent to those of other warriors. Fortunately, the pilgrim need not prepare *cure* spells ahead of time, freeing him up to prepare divine spells which boost his own and his allies' combat abilities. Over the course





The Pilgrim

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Clr 1	+1	+4	+2	+2	Turn or rebuke undead
3 rd	Rgr 2	+2	+5	+3	+2	Combat style, (character feat)
4 th	Clr 2	+3	+6	+3	+3	(ability increase)
5 th	Rgr 3	+4	+6	+3	+4	Endurance
6 th	Clr 3	+5	+6	+4	+4	(character feat)
7 th	Rgr 4	+6/+1	+7	+5	+4	Animal companion
8 th	Clr 4	+7/+2	+8	+5	+5	(ability increase)
9 th	Clr 5	+7/+2	+8	+5	+5	(character feat)
10 th	Rgr 5	+8/+3	+8	+5	+5	2 nd favoured enemy
11 th	Clr 6	+9/+4	+9	+6	+6	
12 th	Clr 7	+10/+5	+9	+6	+6	(character feat), (ability increase)
13 th	Rgr 6	+11/+6/+1	+10	+7	+7	Improved combat style
14 th	Rgr 7	+12/+7/+2	+10	+7	+7	Woodland stride
15 th	Clr 8	+13/+8/+3	+11	+7	+8	(character feat)
16 th	Rgr 8	+14/+9/+4	+12	+8	+8	Swift tracker, (ability increase)
17 th	Clr 9	+14/+9/+4	+12	+9	+8	
18 th	Rgr 9	+15/+10/+5	+12	+9	+9	Evasion, (character feat)
19 th	Rgr 10	+16/+11/+6/+1	+13	+10	+9	3 rd favoured enemy
20 th	Rgr 11	+17/+12/+7/+2	+13	+10	+9	Combat style mastery, (ability increase)

Pilgrim Cleric Spells

Spell per Day¹

Character

Level	Caster Level	0 th	1 st	2 nd	3 rd	4 th	5 th
1 st	0 th	—	—	—	—	—	—
2 nd –3 rd	1 st	3	1+1	—	—	—	—
4 th –5 th	2 nd	4	2+1	—	—	—	—
6 th –7 th	3 rd	4	2+1	1+1	—	—	—
8 th	4 th	5	3+1	2+1	—	—	—
9 th –10 th	5 th	5	3+1	2+1	1+1	—	—
11 th	6 th	5	3+1	3+1	2+1	—	—
12 th –14 th	7 th	6	4+1	3+1	2+1	1+1	—
15 th –16 th	8 th	6	4+1	3+1	3+1	2+1	—
17 th –20 th	9 th	6	4+1	4+1	3+1	2+1	1+1

¹ In addition to the stated number of spells per day for 1st through 5th level spells, a pilgrim gets a domain spell for each spell level, starting at 1st. The '+1' in the entries on this table represents that spell.

of his adventuring career, the pilgrim will gain access to cleric spells of up to 5th level, meaning that, at high levels, he will command significant divine power.

The recommended 0th level orisons for the pilgrim are: *detect magic*, *guidance* and *resistance*.

For his 1st level spells, the following are recommended, both for their power and versatility: *bane*, *bless*, *cause fear*, *command*, *deathwatch*, *divine favour*, *doom*, *magic weapon*, *protection from (chaos/evil/good/law)*, and *remove fear*.



Pilgrim Ranger Spells

Spells per Day

Character Level	Caster Level	1 st	2 nd	3 rd
1 st –6 th	0 th	—	—	—
7 th –12 th	2 nd	0	—	—
13 th –15 th	3 rd	1	—	—
16 th –18 th	4 th	1	0	—
19 th	5 th	1	1	—
20 th	5 th	1	1	0

Recommended 2nd level spells are: *aid*, *align weapon*, *death knell*, *hold person*, *shield other*, *silence*, *sound burst*, *spiritual weapon* and *summon monster II*. In addition to the listed spells, it is imperative that the pilgrim prepare at least one each of *bear's endurance*, *bull's strength* and *owl's wisdom*, as those spells will improve his combat and spellcasting abilities immensely.

Recommended 3rd level spells include: *bestow curse*, *blindness/deafness*, *dispel magic*, *magic circle against (chaos/evil/good/law)*, *magic vestment*, *prayer*, *remove disease*, *stone shape*, *summon monster III*, *water breathing* and *water walk*.

Recommended 4th level spells include: *air walk*, *control water*, *dismissal*, *divine power*, *freedom of movement*, *greater magic weapon*, *lesser planar ally*, *poison* and *spell immunity*.

Recommended 5th level spells include: *atonement*, *break enchantment*, *commune*, *dispel (chaos/evil/good/law)*, *disrupting weapon*, *flame strike*, *insect plague*, *raise dead*, *righteous might*, *slay living* and *summon monster V*.

- ✦ In terms of domains, the pilgrim is best served selecting those that grant him useful domain powers, rather than ones with weak granted powers but strong spells. The Animal and Plant domains are good choices, because both play to the pilgrim's role as a wilderness warrior, while the Travel domain allows the pilgrim to pass through even the most difficult terrain absolutely unhindered, a terrific advantage when he is pursuing prey or being pursued himself.

Variant Rules

The following rules variants are intended for multiclass ranger/cleric only and reflect the special training a pilgrim might receive in the course of his adventuring career.

- ✦ **The Pilgrim's Way:** Upon gaining 2nd cleric or ranger level, the pilgrim may elect to take The Pilgrim's Way. The pilgrim immediately treats his cleric class skills as

ranger class skills, and vice versa. However, the following class skills become cross-class for *both* classes: Climb, Jump, Knowledge (dungeoneering, the planes), Use Rope.

- ✦ **Undead Destroyer:** Upon gaining 3rd ranger level, the pilgrim may elect to take Undead Destroyer. If he selects undead as one of his favoured enemies, then he adds his favoured enemy bonus against undead to both his turning checks and to his turning damage checks. This replaces the Endurance feat.

- ✦ **Favoured Prayers:** Upon gaining 7th ranger level, the pilgrim may elect to take Favoured Prayers. The pilgrim now adds half his favoured enemy bonus to the save DC of all cleric spells cast against his favoured enemies. In addition, he adds the same bonus to his cleric caster level checks to pierce the Spell Resistance of favoured enemies. This replaces the woodland stride class feature.

Special: The character must be at least a 4th level cleric before selecting this variant.

THE BEASTMASTER (RANGER/DRUID)

Most rangers do not live in harmony with the wilderness. Instead, they live at ease with it, in much the same way that a conqueror lives at ease in the lands he claims. The beastmaster is different. He lives in harmony with nature because he has given himself over to the natural energies of the world; he hears the murmur of the earth's heart and feels its breath in his hair. The beastmaster is, more than any other ranger, in tune with the power of animals and in particular, his animal companion. The beastmaster and his companion are inseparable and fiercely loyal to one another and to their defence of the green, wild places of the world.

Strengths

The multiclass ranger/druid enjoys a number of strengths over a single-class ranger, as outlined below.

- ✦ **Spells:** The druid class' spell list is traditionally thought of as weak in comparison to other primary spellcaster's. In the hands of a beastmaster, however, nothing could be further from the truth. The animal and wilderness focused nature of the druid's spell list is staggeringly effective when combined with the ranger's class abilities and abundance of woodcraft focused skills. Though the beastmaster does not gain access to spells of higher than 5th level, those spells he can cast will enhance both his ability to fight and his ability to survive and thrive in even the harshest environments.



- ✦ **Wildshape:** The wildshape ability gives the druid unmatched versatility in the wilderness, even more so when combined with the ranger's skills and class abilities. In conjunction with his favoured enemy bonuses, wildshape provides the beastmaster with unmatched killing skills, while also giving him access to useful abilities like scent or the ability to fly or swim with an animal's grace.
- ✦ **Druid Abilities:** In addition to wild shape and spells, the beastmaster gains access to several very useful druid class abilities. Nature sense will serve him well, protecting him from the ravaging effects of harsh weather, while his access to wild empathy as both a druid and ranger saves him from the teeth and claws of hostile beasts. Thanks to woodland stride, the beastmaster will be able to move at his full speed even over the worst terrain; coupled with his ability to track at full speed, he will be able to run almost any other being to ground. Resist nature's lure and venom immunity both offer potent defensive enhancements, while trackless step will help keep the beastmaster safe from favoured enemies and allow him to attack and retreat without fear of being followed.
- ✦ **Animal Companion:** Both the ranger and the druid gain an animal companion as part of their class abilities, meaning if the variant rules presented below are used, the beastmaster's animal companion will be far stronger than the one possessed by a single-classed ranger of equal level.
- ✦ **Skill Synergy:** The druid and the ranger share a nature theme and their skill lists are likewise focused on wilderness adventure. While the druid and ranger skill lists largely overlap, the beastmaster's ability to purchase the same wilderness focused skills as a single-class ranger at each level, while also gaining ranks in skills like Diplomacy, will give him the advantage in versatility.
- ✦ **Saving Throws:** The druid class shares the ranger's good Fortitude save but also benefits from the highest Will save progression. As a result, the beastmaster will be very difficult for opposing spellcasters to stop with mind-affecting spells, giving him the time he needs to prepare and cast spells or wildshape and close to melee range.
- ✦ **High-Level Ranger Abilities:** Since he gains limited levels as a ranger, the beastmaster is unlikely to gain access to the camouflage or hide in plain sight class abilities, nor will he gain access to high-level ranger spells. While the second loss is more than compensated for by the beastmaster's access to the druid spell list, there is no making up for the loss in stealth capabilities.
- ✦ **Base Attack Bonus:** The druid class has only a fair base attack bonus progression. This means that, at higher levels of play, the beastmaster will not be able to count on hitting with his full attack sequence. In addition, the beastmaster's lower base attack bonus means the character will not receive new iterative attacks until well after a single-class ranger would. Finally, his lowered base attack bonus will weaken the power of his combat style class abilities.
- ✦ **Skills:** While the druid and ranger have most of the same skills, the druid has fewer points at each level to raise them with. As a consequence, the beastmaster will not have the depth of skills that his single-classed ranger peers will.
- ✦ **Reflex Save:** Since the druid has only a poor Reflex save progression, the beastmaster will lag slightly behind the single-class ranger in his ability to avoid deadfalls, pit traps and Reflex-based spells. This will hurt the beastmaster most when he gains the evasion class ability, since it will be rendered largely useless.

Recommended Options

The path the beastmaster takes depends largely upon his focus as a hunter and guide. That said, here are some recommendations to get the maximum efficiency and effectiveness from the beastmaster.

- ✦ When deciding which forms to assume with his wild shape ability, the beastmaster should always default to creatures with exceptional natural Strength and Constitution scores and, in particular, those creatures who have impressive Extraordinary special attacks. This solves the beastmaster's chief problem: his lack of hit points for a front line warrior. The brown bear is an excellent shape for the beastmaster, as its Strength is considerable but animals like the constrictor snake and the boar are decent choices as well, since both have unique attack forms which can prove very valuable in the right situation.

Weaknesses

The multiclass ranger/druid suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** The beastmaster never advances far as a ranger and only reaches middling levels of power at the highest levels of play. As a result, his favoured enemy bonuses will be insignificant in

When the beastmaster gains the ability to transform into a large animal, he should default to such powerful, natural predators as the lion, the tiger and, especially, the polar bear and rhino, as all these animals have both excellent Strength and Constitution scores and powerful attack forms.

- ✦ The druid's spell list takes on a new level of potency in the hands of the beastmaster, since his nature-based class abilities mesh perfectly with druidic magic. As such, he can make good use of almost any spell on the druid's spell list, though some spells are, of course, better than others.

Recommended 0th level orisons are: *detect magic*, *flare*, *guidance*, *know direction* and *resistance*.

Recommended 1st level spells are: *calm animals*, *charm animal*, *endure elements*, *entangle*, *hide from animals*, *jump*, *longstrider*, *magic fang* and *speak with animals*.

Recommended 2nd level spells are: *animal trance*, *barkskin*, *flame blade*, *heat metal*, *hold animal*, *lesser restoration*, *soften earth and stone* and *summon swarm*.

Without a doubt, every beastmaster should always have at least one *bear's endurance* and either *cat's grace* or *bull's strength* prepared, as those spells will boost his combat abilities immensely.

Recommended 3rd level spells include: *call lightning*, *contagion*, *dominate animal*, *greater magic fang*, *poison*, *protection from energy*, *sleet storm*, *spike growth* and *water breathing*.

Recommended 4th level spells include: *dispel magic*, *flame strike*, *freedom of movement*, *ice storm*, *rusting grasp* and *spike stones*.

Recommended 5th level spells include: *animal growth*, *baleful polymorph*, *call lightning storm*, *insect plague*, *stoneskin*, *tree stride* and *wall of fire*.

Since the beastmaster can, like a druid, default any spell to an equivalent level *summon animal* spell, it would be wasteful of him to prepare those spells ahead of time. If the beastmaster is not the only divine caster in the party, then he should not dedicate more than one spell slot of each level to *cure* spells. If he is, however, the primary divine caster in the party, then he must be prepared to dedicate multiple spell slots of each level to healing magic.

Variant Rules

The following rules variants are intended for multiclass ranger/druids only and reflect the special training a beastmaster might receive in the course of his adventuring career.

- ✦ **Voice of the Beast:** Upon gaining the wild empathy class feature for the second time, the beastmaster may elect to take Voice of the Beast. The beastmaster may now add his druid levels to his ranger levels for the purposes of determining his total bonus to wild empathy checks. Knowledge (dungeoneering) becomes a cross-class skill for both classes.
- ✦ **Ally of the Beast:** Upon gaining 4th ranger level, the beastmaster may elect to take Ally of the Beast. The beastmaster adds Hide and Move Silently to his class skill list. The beastmaster may now add half his ranger levels to his druid levels for the purposes of determining his animal companion's Hit Dice, strength and abilities. Craft and Profession become cross-class skills for both classes.



The Beastmaster

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Drd 1	+1	+4	+2	+2	Animal companion, nature sense, wild empathy
3 rd	Rgr 2	+2	+5	+3	+2	Combat style, (character feat)
4 th	Drd 2	+3	+6	+3	+3	Woodland stride, (ability increase)
5 th	Rgr 3	+4	+6	+3	+4	Endurance
6 th	Drd 3	+5	+6	+4	+4	Trackless step, (character feat)
7 th	Drd 4	+6/+1	+7	+4	+5	Resist nature's lure
8 th	Rgr 4	+7/+2	+8	+5	+5	Animal companion, (ability increase)
9 th	Drd 5	+7/+2	+8	+5	+5	Wild shape 1/day, (character feat)
10 th	Rgr 5	+8/+3	+8	+5	+5	2 nd favoured enemy
11 th	Drd 6	+9/+4	+9	+6	+6	Wild shape 2/day
12 th	Rgr 6	+10/+5	+10	+7	+7	Improved combat style, (character feat), (ability increase)
13 th	Drd 7	+11/+6/+1	+10	+7	+7	Wild shape 3/day
14 th	Drd 8	+12/+7/+2	+11	+7	+8	Wild shape (Large)
15 th	Rgr 7	+13/+8/+3	+11	+7	+8	(character feat)
16 th	Rgr 8	+14/+9/+4	+12	+8	+8	Swift tracker, (ability increase)
17 th	Drd 9	+14/+9/+4	+12	+9	+8	Venom immunity
18 th	Rgr 9	+15/+10/+5	+12	+9	+9	Evasion, (character feat)
19 th	Drd 10	+16/+11/+6/+1	+13	+9	+10	Wild shape 4/day
20 th	Rgr 10	+17/+12/+7/+2	+14	+10	+10	3 rd favoured enemy, (ability increase)

Beastmaster Druid Spells

Spell per Day							
Character Level	Caster Level	0 th	1 st	2 nd	3 rd	4 th	5 th
1 st	0 th	—	—	—	—	—	—
2 nd –3 rd	1 st	3	1	—	—	—	—
4 th –5 th	2 nd	4	2	—	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th –8 th	4 th	5	3	2	—	—	—
9 th –10 th	5 th	5	3	2	1	—	—
11 th –12 th	6 th	5	3	3	2	—	—
13 th	7 th	6	4	3	2	1	—
14 th –16 th	8 th	6	4	3	3	2	—
17 th –18 th	9 th	6	4	4	3	2	1
19 th –20 th	10 th	6	4	4	3	3	2

Beastmaster Ranger Spells

Spell per Day			
Character Level	Caster Level	1 st	2 nd
1 st –7 th	0 th	—	—
8 th –11 th	2 nd	0	—
12 th –15 th	3 rd	1	—
16 th –19 th	4 th	1	0
20 th	5 th	1	1

✦ **Companion of the Beast:** Upon gaining 8th ranger level, the beastmaster may elect to take Companion of the Beast. The beastmaster no longer halves his ranger levels when determining the Hit Dice, strength and abilities of his animal companion. This ability replaces the swift tracker class feature.

THE QUESTING KNIGHT (RANGER/FIGHTER)

The questing knight serves the will of his lord, the will of his god or the will of his soul by wandering the back roads of all the world's kingdoms, eternally hunting for some object, some person or some beast which he may never find. In truth, the finding does not matter. It is the quest that has meaning.

The questing knight is a skilled warrior, even in comparison to other rangers, having picked up many tricks, techniques and strategies during his years of wandering. The questing knight is brave to a fault and well used to the rigours of combat.

Strengths

The multiclass ranger/fighter enjoys a number of strengths over a single-class ranger, as outlined below.

- ✦ **Bonus Feats:** The key, in fact the only, unique class ability of the fighter is his enormous number of bonus feats he gains. A ranger who chooses to become a questing knight will, over the course of his career, gain access to five or more bonus fighter feats, giving him a significant advantage in trained combat skill over a single-class ranger. Since the fighter's bonus feat list includes some very, very powerful feat combinations, especially if you incorporate the *Quintessential Fighter I* and *II*, the questing knight has the potential to far outshine the single-class ranger in terms of raw combat ability.
- ✦ **Base Attack Bonus:** The fighter and the ranger share the same base attack bonus progression, meaning the questing knight will advance in both combat prowess and iterative attacks at the same rate as a single-class ranger. Coupled with his feats, the questing knight will undoubtedly prove more effective than the ranger in battle against non-favoured enemy opponents, in terms of both accuracy of attacks and damage.
- ✦ **Ability Score Synergy:** The iconic fighter depends upon his Strength and his Constitution scores, in that order, to win the day. The iconic ranger gains great benefit from those same abilities. This means that the questing knight need not worry about splitting his ability scores overmuch, which if not precisely an advantage, is at the least not a weakness, as it is for so many other ranger multiclassers.
- ✦ **Fortitude Save:** The fighter possesses the same good save progression as the ranger, meaning the questing knight will actually have a slight advantage over the single-class ranger, at least at higher levels of play.

Weaknesses

The multiclass ranger/fighter suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** The questing knight never advances far as a ranger and only reaches middling levels of power at the highest levels of play. As a result, his favoured enemy bonuses will be insignificant in comparison to those of a single-class ranger. While his feats will help him overcome this deficiency, at least in terms of damage, they will not make up for it completely and will not compensate for the loss of skill points at all.
- ✦ **High-Level Ranger Abilities:** Since he gains only 10 total levels as a ranger, the questing knight will never gain access to the camouflage or hide in plain sight class abilities, nor will he gain access to high-level ranger spells.
- ✦ **Skills:** The fighter has the worst class skill list in the game, bar none. Just as bad, he gains only two skill points per level. As a result, the questing knight will be nowhere near as versatile as the single-class ranger, a serious weakness which will become painfully apparent at higher levels of play, when the single-class ranger far outstrips him in total skill ranks.
- ✦ **Saving Throws:** While the questing knight's Fortitude save is superior to a single-class ranger's, his Reflex and Will saves are significantly impacted by multiclassing. This becomes most apparent with his Reflex save, particularly when the questing knight gains access to the evasion class ability; with his reduced Reflex save, his evasion bonus will come into play much less often than they will for a single-class ranger.
- ✦ **Spells:** While the ranger's spells are not particularly powerful, they do offer him some decent bonuses at higher levels of play. The questing knight's spells, because of his reduced ranger class levels and his staggered class progression, will at best prove inconsequential.
- ✦ **Wasted Armour Proficiencies:** The fighter can wear any sort of armour, a class feature that is almost entirely wasted on the questing knight, unless he wishes to forgo the use of his combat style abilities and suffer significant penalties to many of his skills. Of course, if the variant rules introduced below are used in the campaign, then this weakness disappears.

Recommended Options

The path the questing knight takes depends largely upon his focus as a hunter and guide. That said, here are some recommendations to get the maximum efficiency and effectiveness from the questing knight.

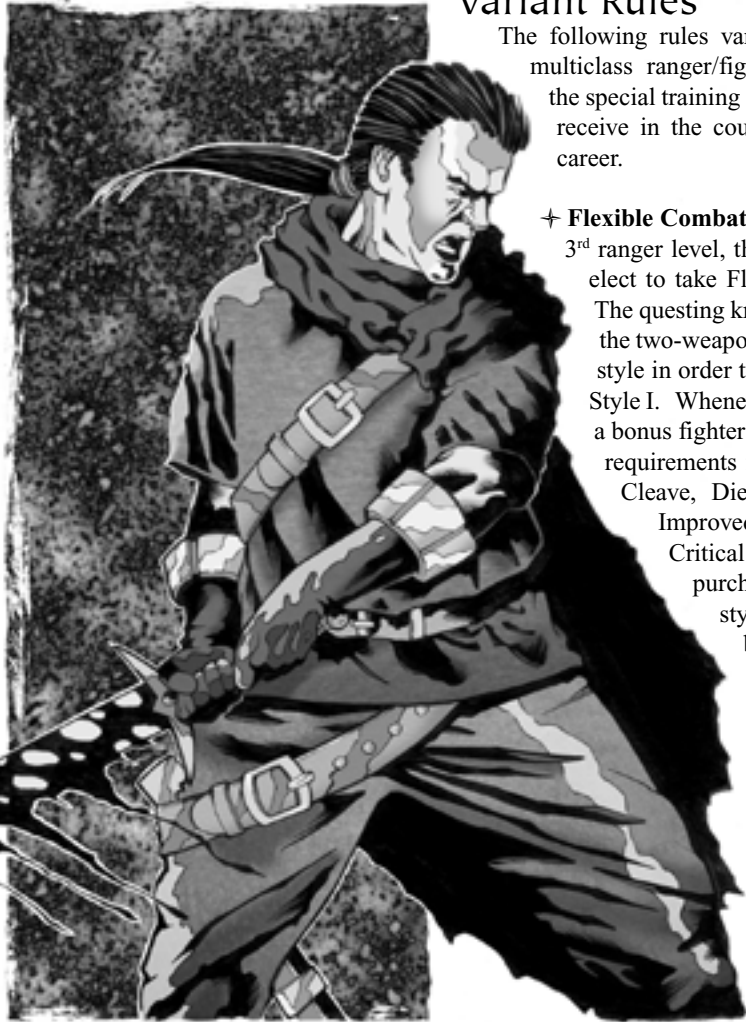


† Whatever benefits the ranger gets from multiclassing as a fighter will all come from bonus feats, so it behoves the questing knight to choose his bonus feats very, very carefully. The one feat chain no questing knight should ever go without is Weapon Focus, Weapon Specialisation, Greater Weapon Focus and Greater Weapon Specialisation, as those feats work regardless of the ranger's chosen combat style. Otherwise, the questing knight should concentrate on completing entire feat chains that supplement his combat style, picking up missing feats in the chain (such as how the ranged combat path skips Point Blank Shot).

Regardless of whether he chooses melee or ranged attacks, the questing knight can see strong benefits from the Improved Critical feat, as it will boost his damage against favoured enemies enormously, making up for his lower Armour Class and slightly weaker hit points compared to other warriors.

† In terms of skills, the questing knight should absolutely insure that his Intimidation, Ride and Survival skills are maximised at each level. From there, if he has sufficient skill points, he should consider Handle Animal, Hide, Listen, Move Silently and Spot.

† For his animal companion, the questing knight should strongly consider the horse, as it is both thematically appropriate and powerful in conjunction with right bonus feats. Combined with the mounted alternative combat styles found later in this book, the questing knight can be extraordinarily powerful.



Variant Rules

The following rules variants are intended for multiclass ranger/fighters only and reflect the special training a questing knight might receive in the course of his adventuring career.

† **Flexible Combat Style I:** Upon gaining 3rd ranger level, the questing knight may elect to take Flexible Combat Style I. The questing knight must follow either the two-weapon or the archery combat style in order to take Flexible Combat Style I. Whenever the character selects a bonus fighter feat, he may ignore the requirements for the following feats: Cleave, Diehard, Deflect Arrows, Improved Feint, Improved Critical. These feats (if purchased) count as combat style feats and may not be used in medium or heavy armour. This ability replaces the Endurance feat.

† **Flexible Combat Style II:** Upon gaining 7th ranger level, the questing knight may elect to take Flexible Combat Style II. The questing knight must have Flexible

Combat Style I in order to take Flexible Combat Style II. He may use his combat style feats when wearing medium armour. This ability replaces the woodland stride class feature.

† **Flexible Combat Style III:** Upon gaining 10th fighter level, the questing knight may elect to take Flexible Combat Style III. The questing knight must have Flexible Combat Style I & II in order to take Flexible Combat Style III. He may use his combat style feats when wearing heavy armour. This ability replaces the bonus fighter feat normally gained at this level.

Questing Knight Ranger Spells

Spells per Day			
Character Level	Caster Level	1 st	2 nd
1 st –7 th	0 th	—	—
8 th –10 th	2 nd	0	—
11 th –14 th	3 rd	1	—
15 th –19 th	4 th	1	0
20 th	5 th	1	1

The Questing Knight

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Ftr 1	+2	+4	+2	+0	Bonus feat
3 rd	Rgr 2	+3	+5	+3	+0	Combat style, (character feat)
4 th	Ftr 2	+4	+6	+3	+0	Bonus feat, (ability increase)
5 th	Rgr 3	+5	+6	+3	+1	Endurance
6 th	Ftr 3	+6/+1	+6	+4	+2	(character feat)
7 th	Ftr 4	+7/+2	+7	+4	+2	Bonus feat
8 th	Rgr 4	+8/+3	+8	+5	+2	Animal companion, (ability increase)
9 th	Rgr 5	+9/+4	+8	+5	+2	2 nd favoured enemy, (character feat)
10 th	Ftr 5	+10/+5	+8	+5	+2	
11 th	Rgr 6	+11/+6/+1	+9	+6	+3	Improved combat style
12 th	Ftr 6	+12/+7/+2	+10	+7	+4	Bonus feat, (character feat), (ability increase)
13 th	Rgr 7	+13/+8/+3	+10	+7	+4	Woodland stride
14 th	Ftr 7	+14/+9/+4	+10	+7	+4	
15 th	Rgr 8	+15/+10/+5	+11	+8	+4	Swift tracker, (character feat)
16 th	Ftr 8	+16/+11/+6/+1	+12	+8	+4	Bonus feat, (ability increase)
17 th	Rgr 9	+17/+12/+7/+2	+12	+8	+5	Evasion
18 th	Ftr 9	+18/+13/+8/+3	+12	+9	+6	(character feat)
19 th	Ftr 10	+19/+14/+9/+4	+13	+9	+6	Bonus feat
20 th	Rgr 10	+20/+15/+10/+5	+14	+10	+6	3 rd favoured enemy, (ability increase)

THE ENLIGHTENED VAGABOND (RANGER/MONK)

Most martial artists choose to sequester themselves away behind strong temple walls, so that they might resist the siren call of the pleasures of the flesh and give themselves over to enlightenment. The enlightened vagabond is made of sterner stuff. The vagabond knows that the best way to gain enlightenment is to get out and explore every part of the world around him, to confront temptation and overcome it through strength of will and to gain all the wisdom that only a lifetime of travel can bring.

The enlightened vagabond is a powerful martial artist, albeit one more earthy than his peers. While he lacks the monk's total disciplined power and the ranger's focused training, he has enough knowledge of both unarmed fighting and the vulnerable points of his enemies to be truly dangerous.

Strengths

The multiclass ranger/monk enjoys a number of strengths over a single-class ranger, as outlined below.

✦ **Unarmed Attacks:** The key ability of the monk class is his unarmed attack capability. Coupled with the ranger's

favoured enemy bonus, the enlightened vagabond will be able to deliver incredibly punishing blows with his fists and feet. By the time the enlightened vagabond reaches 20th level, he will inflict a lot of damage unarmed, especially against his favoured enemies. Since this high damage total does not include bonuses from feats or items which give him the ability to inflict magical damage with his fists, it is possible for the enlightened vagabond to keep pace with every other warrior class in terms of damage, especially when he attacks his favoured enemies.

✦ **Flurry of Blows:** Though it is intrinsically linked to unarmed attacks, the flurry of blows ability merits separate discussion. The enlightened vagabond can make great use of flurry of blows, as the base attack bonuses he gains from ranger levels provides him with an excellent chance of striking with multiple blows. Coupled with wise feat selection, flurry of blows will become incredibly potent, particularly when used against his favoured enemies.

✦ **Unarmoured Speed Bonus:** Thanks to his levels in the monk class, the enlightened vagabond will enjoy a bonus to his base movement rate. Coupled with his ability to track while moving at full speed, the enlightened vagabond will be the consummate hunter, running down his foes with the swiftness of a cheetah.



- ✦ **Monk Armour Class Bonus:** Though it is only a minor benefit, the monk class' bonus to Armour Class is worth considering, as it is an advantage the single-class ranger does not possess. Thanks to his small bonus at high levels, the enlightened vagabond will be able to forgo the use of armour without too much difficulty, making it easier for him to use his combat style abilities and skills without penalty.
- ✦ **Monk Bonus Feats:** As a result of his martial arts training, the enlightened vagabond receives three bonus feats. This gives him the edge in total number of feats over the single-class ranger and meshes well with his ranger class-granted combat style bonuses.
- ✦ **Monk Class Abilities:** The monk class has a bounty of unique special abilities which will prove most effective when coupled with the ranger's own unique abilities. *Ki* strike, slow fall, purity of body and wholeness of body all have their uses, with wholeness of body especially helpful, as it gives the enlightened vagabond an advantage in hit points over the single-class ranger, bringing him almost to the level of fighters and paladins.

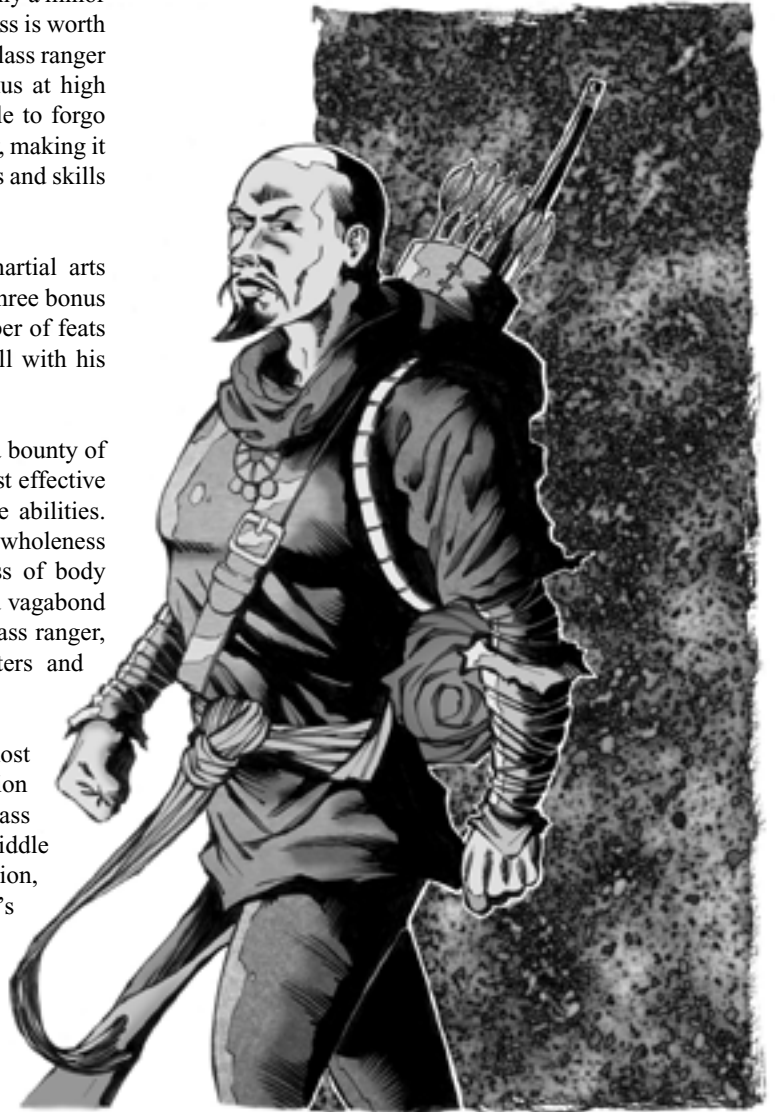
Of all the monk's secondary abilities, the most valuable for the enlightened vagabond is evasion and improved evasion. Though the single-class ranger already gains access to evasion at middle levels, he never gains access to improved evasion, nor does he enjoy the enlightened vagabond's extremely high Reflex saving throw bonus.

- ✦ **Saving Throws:** The monk class enjoys outstanding saves in all categories. This means that the enlightened vagabond will have superior saving throws in all categories.
- ✦ **Skill List:** The monk's skill list rivals the ranger's for versatility, though it is focused along far different paths. In addition, the monk only lags slightly behind the ranger in terms of total skill points, while gaining access to several very useful skills, foremost among them Diplomacy and Tumble.

Weaknesses

The multiclass ranger/monk suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** The enlightened vagabond never advances very far as a ranger and only reaches middling levels at the highest levels of play. As a result, his favoured enemy bonuses will be insignificant in comparison to those of a single-class ranger. While his flurry of blows and bonus martial arts feats will



make up for his loss to damage, they will do nothing to make up for the lost skill check bonuses.

- ✦ **High-Level Ranger Abilities:** The enlightened vagabond will probably never gain access to the camouflage or hide in plain sight class abilities, nor will he gain access to high-level ranger spells. While his levels in the monk class grant him access to a few supernatural abilities which will help compensate for his inability to hide in the open, he will never equal the single-class ranger in stealth.
- ✦ **Base Attack Bonus:** The monk's base attack bonus is only fair, meaning the enlightened vagabond will never be able to rely on the accuracy of his full attack sequence the way that a single-class ranger can. In addition, he will gain iterative attacks more slowly than a ranger and the way in which he advances in the monk class means that his penalties to flurry of blows attacks will only disappear at very high levels of play.

The Enlightened Vagabond

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Rgr 2	+2	+3	+3	+0	Combat style
3 rd	Rgr 3	+3	+3	+3	+1	Endurance, (character feat)
4 th	Rgr 4	+4	+4	+4	+1	Animal companion, (ability increase)
5 th	Rgr 5	+5	+4	+4	+1	2 nd favoured enemy
6 th	Rgr 6	+6/+1	+5	+5	+2	Improved combat style, (character feat)
7 th	Rgr 7	+7/+2	+5	+5	+2	Woodland stride
8 th	Rgr 8	+8/+3	+6	+6	+2	Swift tracker, (ability increase)
9 th	Mnk 1	+8/+3	+8	+8	+4	Bonus feat, flurry of blows, unarmed strike, (character feat)
10 th	Mnk 2	+9/+4	+9	+9	+5	Bonus feat, evasion
11 th	Mnk 3	+10/+5	+9	+9	+5	Still mind
12 th	Mnk 4	+11/+6/+1	+10	+10	+6	Ki strike (magic), slow fall 20 ft., (character feat), (ability increase)
13 th	Mnk 5	+11/+6/+1	+10	+10	+6	Purity of body
14 th	Mnk 6	+12/+7/+2	+11	+11	+7	Bonus feat, slow fall 30 ft.
15 th	Mnk 7	+13/+8/+3	+11	+11	+7	Wholeness of body, (character feat)
16 th	Mnk 8	+14/+9/+4	+12	+12	+8	Slow fall 40 ft., (ability increase)
17 th	Mnk 9	+14/+9/+4	+12	+12	+8	Improved evasion
18 th	Rgr 9	+15/+10/+5	+12	+12	+9	Evasion, (character feat)
19 th	Rgr 10	+16/+11/+6/+1	+13	+13	+9	3 rd favoured enemy
20 th	Rgr 11	+17/+12/+7/+2	+13	+13	+9	Combat style mastery, (ability increase)

Enlightened Vagabond Monk Abilities

	Flurry of Blows	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
1 st	—	—	—	—
2 nd	—	—	—	—
3 rd	—	—	—	—
4 th	—	—	—	—
5 th	—	—	—	—
6 th	—	—	—	—
7 th	—	—	—	—
8 th	—	—	—	—
9 th	+6/+6/+1	1d6	+0	+0 ft.
10 th	+7/+7/+2	1d6	+0	+0 ft.
11 th	+8/+8/+3	1d6	+0	+10 ft.
12 th	+9/+9/+4/-1	1d8	+0	+10 ft.
13 th	+10/+10/+5/+0	1d8	+1	+10 ft.
14 th	+11/+11/+6/+1	1d8	+1	+20 ft.
15 th	+12/+12/+7/+2	1d8	+1	+20 ft.
16 th	+13/+13/+8/+3	1d10	+1	+20 ft.
17 th	+14/+14/+9/+4	1d10	+1	+30 ft.
18 th	+15/+15/+10/+5	1d10	+1	+30 ft.
19 th	+16/+16/+11/+6/+1	1d10	+1	+30 ft.
20 th	+17/+17/+12/+7/+2	1d10	+1	+30 ft.

✦ **Spells:** While the ranger's spells are not particularly powerful, they do offer him some decent bonuses at higher levels of play. The enlightened vagabond's spells, because of his reduced ranger class levels and his staggered class progression, will at best prove inconsequential.

Recommended Options

The path the enlightened vagabond takes depends largely upon his focus as a hunter and guide. That said, here are some recommendations to get the maximum efficiency and effectiveness from the enlightened vagabond.

✦ The enlightened vagabond can realistically choose any sort of opponents for his favoured enemy bonus, though he may



Enlightened Vagabond Ranger Spells

Spells per Day				
Character Level	Caster Level	1 st	2 nd	3 rd
1 st –3 rd	0 th	—	—	—
4 th –5 th	2 nd	0	—	—
6 th –7 th	3 rd	1	—	—
8 th –18 th	4 th	1	0	—
19 th	5 th	1	1	—
20 th	5 th	1	1	0

wish to concentrate on humanoid opponents, as they are both thematically appropriate and unlikely to have supernatural defences which render his unarmed attacks useless.

- ✦ In terms of skills, the enlightened vagabond is encouraged to keep his Jump, Listen, Move Silently, Sense Motive, Spot and Survival skills as close to maximum as he can, since all those skills will serve him very well in both the wilderness and the dungeon. If he has skill points to spare, Intimidation and Tumble are both good choices, particularly the latter, since it will protect him when he must move through enemy-occupied areas. Skills like Concentration, Diplomacy and Knowledge (arcana) can also prove useful, though they should always be secondary to the previously listed skills.
- ✦ One of the only difficulties the enlightened vagabond faces as an unarmed combatant is his lack of *ki* strike abilities. While he will be able to strike foes who require magic weapons to hit, that will prove the limit of his capabilities. He is therefore encouraged to seek out magic items that grant his fists special material qualities. One such magic item can be found in the *Quintessential Monk II*. Another useful item for the enlightened vagabond is the *monk's belt*, which gives him the capability of fighting as a monk of five class levels more experience.
- ✦ For his combat style, the enlightened vagabond should not select a ranged style, nor should he select an alternative mounted style. Instead, he is best served choosing a generic style that he can use in combination with his unarmed attacks or with his special monk weapons. The enlightened vagabond can also make good use of the two alternative animal companion-based combat styles, in conjunction with choosing a powerful melee combatant companion, like a wolf or a badger. In this way, the enlightened vagabond can gain flanking bonuses when working in tandem with his companion, making his flurry of blows more viable.

Variant Rules

The following rules variants are intended for multiclass ranger/monks only and reflect the special training an enlightened vagabond might receive in the course of his adventuring career.

✦ **Zen Walking:** Upon gaining 3rd monk level, the enlightened vagabond may elect to take Zen Walking. When travelling on foot the character may hustle for up to 4 hours per day before incurring nonlethal damage or fatigue. Also, should the enlightened vagabond have the Endurance feat, the bonus this feat grants increases to +5 (for all applicable saves & checks). This replaces the still mind class feature.

Special: The character must be at least a 3rd level ranger before selecting this variant.

✦ **Zen Palm:** Upon gaining 4th monk level, the enlightened vagabond may elect to take Zen Palm. The enlightened vagabond can ignore any favoured enemy's Damage Reduction, regardless of the material needed to bypass it. Opponents who have Damage Reduction that is not bypassed by anything, such as a barbarian's class feature, still apply. This replaces the monk's slow fall class feature – the enlightened vagabond will never gain or increase slow fall through the monk class.

Special: The character must be at least a 5th level ranger before selecting this variant.

✦ **Zen Reflexes:** Upon gaining the evasion class feature for the second time, the enlightened vagabond may elect to take Zen Reflexes. Normally, gaining evasion twice grants no benefits – but the enlightened vagabond is far from normal. Once per day, the enlightened vagabond may make a Reflex save in the place of a Will save, though this Reflex save will not benefit from evasion or improved evasion. This concentration on avoidance lowers the enlightened vagabond's favoured enemy by one step. Therefore, a 9th level ranger/9th level monk would only benefit from his 1st favoured enemy class feature – the previous 2nd favoured enemy class feature (gained at 5th ranger level) is ignored. Should he gain 10th ranger level and the 3rd favoured enemy class feature, this is treated as gaining his 2nd favoured enemy, and so on.

THE WANDERING FLAME (RANGER/PALADIN)

The wandering flame is the truest defender of the frontier, a lone ranger who rides from town to town and village to village, advancing the cause of goodness and righteousness wherever he goes. The wandering flame is a hero of the common man, well loved by settlers, pilgrims, merchants plying the lonely roads and miners staking solitary claims. He is equally loathed and feared by bandits, marauding

humanoid tribesman, dragons, giants and, especially, demons and devils, for he gives them no quarter in his relentless quest for justice and his blade is ever thirsty.

Strengths

The multiclass ranger/paladin enjoys a number of strengths over a single-class ranger, as outlined below.

- ✦ **Smite Evil:** For the wandering flame, smite evil is the paladin class ability which will serve him best. Combined with the damage bonuses granted by his favoured enemy ability, a smite attack will prove absolutely devastating to any evil favoured enemy; when coupled with a full-round attack using Power Attack or other similar feats, few evil favoured enemies will survive more than one round of combat.
- ✦ **Other Paladin Abilities:** In addition to smite, the paladin class features a number of other class abilities which will prove helpful to the wandering flame. The ability to lay on hands will help compensate for his lower hit points (in comparison to other warriors), while immunity to fear and disease will keep him at the front lines of combat against his most dangerous favoured enemies. Though he does not receive the ability to turn undead until late in his adventuring career and though he will never be able to turn more powerful undead, the ability to destroy minion-level undead (ghouls, zombies and the like) will be useful when the wandering flame wishes to come to grips with spellcasters quickly.
- ✦ **Special Mount:** The paladin's special mount will serve the wandering flame in good stead, particularly if he chooses to specialise in mounted combat and decides to take advantage of some of the mounted combat styles presented in this sourcebook. The mount's increased Hit Dice and special powers will allow it to remain on the front lines with its master much longer than a standard mount would, particularly if the optional variant rules regarding animal companions and special mounts are used.
- ✦ **Base Attack Bonus:** The paladin and the ranger share the same base attack bonus progression, meaning the wandering flame will advance in both combat prowess and iterative attacks at the same rate as a single-class ranger. While the ranger's increased favoured enemy damage bonus will make him a slightly more effective warrior in campaigns where favoured enemies are encountered frequently, the wandering flame's access to smite will make him equally effective, and even superior in battles which involve evil favoured enemies.
- ✦ **Spells:** The wandering flame will, at high levels, have access to a few low-powered paladin spells each day. While the wandering flame will never be a significant spellcaster, even when compared to a single-class ranger

or paladin, he will have more low-level spells than a single-class ranger of the same level.

- ✦ **Saving Throws:** The paladin and the ranger both have good Fortitude save progressions, which means the wandering flame's bonus to Fortitude saves will, at higher levels, be better than the ranger's. In addition, the wandering flame's access to the paladin's divine grace class ability means that his Fortitude and Reflex saving throws will be higher than a ranger's, at least so long as he is willing to develop his Charisma score.

Weaknesses

The multiclass ranger/paladin suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** The wandering flame never advances far as a ranger and only reaches middling levels at the highest levels of play. As a result, his favoured enemy bonuses will be insignificant in comparison to those of a single-class ranger. While his ability to smite evil favoured enemies will more than compensate for his loss to damage, it will do nothing to make up for the lost skill check bonuses.
- ✦ **High-Level Ranger Abilities:** The wandering flame is unlikely to gain access to the camouflage or hide in plain sight class abilities, nor will he gain access to high-level ranger spells. Worse, the paladin has no class ability which can make up for this loss in stealth ability; it is fortunate, then, that the archetypal wandering flame feels little need to hide his presence from his hated foes.
- ✦ **Skills:** While the paladin's skill list includes valuable skills, the paladin receives very few skill points with which to select them and does not have the luxury of boosting his Intelligence score to gain extra skill points. As a result, the wandering flame will have both fewer skills and less developed skills than the ranger.
- ✦ **Saving Throws:** While the wandering flame's paladin class granted divine grace ability will give him a valuable boost to all his saving throws, the poor Will save progression of both the paladin and ranger classes will hamper his ability to resist dangerous mind-affecting spells and spell-like effects.
- ✦ **Ability Score Requirements:** Normally, the ranger can choose to forgo a significant Charisma score, the better to focus his level based ability score increases and ability-boosting magic item acquisitions towards other, more critical attributes. The wandering flame does not enjoy that luxury, at least not if he wishes to gain any benefit from his divine grace or smite evil class abilities. As a result, the wandering flame is not likely to have the high ability scores that only focused, careful improvement can bring.





- ✦ **Spells:** While the wandering flame will have the ability to cast more low-level spells each day than the single-classed ranger, he will not have access to high-level spells. Worse, because of his staggered class progression, he will not gain the bulk of his low-level spells until he reaches high levels of play, by which time many of them will be rendered largely ineffective.
- ✦ **Wasted Armour Proficiencies:** The paladin can wear any sort of armour, a class feature that is almost entirely wasted on the wandering flame, unless he wishes to forgo the use of his combat style abilities and suffer significant penalties to many of his skills.

Recommended Options

The path the wandering flame takes depends largely upon his focus as a hunter and guide. That said, here are some recommendations to get the maximum efficiency and effectiveness from the wandering flame.

- ✦ There are two effective strategies when looking at the synergy between smite evil and favoured enemy. The first strategy is to select only those favoured enemies who are primarily or entirely evil, so as to inflict the maximum possible damage against them. The second strategy is to select non-evil opponents with favoured

enemy, so as to be able to inflict significant amounts of damage to both favoured and non-favoured enemies.

Both options have their advantages. Since opponents like evil outsiders and undead are frequently very powerful, maximising damage against them with smite is an excellent idea. That said, combining smite and favoured enemy can lead to overkill, with precious extra damage wasted on a foe who would have died no matter what. Conversely, while applying favoured enemy bonuses to opponents against which smite has no effect (animals and vermin, for example) restricts the maximum possible damage the wandering flame can inflict, it also gives him greater versatility, as he will be able to seriously harm more types of opponents overall.

- ✦ For a mount, there is no better choice than the horse or camel. Since the optional rules below greatly benefit the wandering flame who has one of these two animal companions, Players should think hard before choosing a different companion for their wandering flame.
- ✦ Since the paladin receives a special mount, it behoves the wandering flame to select an alternative combat style which favours mounted combat. The light cavalry style is absolutely the optimal choice here.

The Wandering Flame

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Rgr 2	+2	+3	+3	+0	Combat style
3 rd	Rgr 3	+3	+3	+3	+1	Endurance, (character feat)
4 th	Rgr 4	+4	+4	+4	+1	Animal companion, (ability increase)
5 th	Rgr 5	+5	+4	+4	+1	2 nd favoured enemy
6 th	Rgr 6	+6/+1	+5	+5	+2	Improved combat style, (character feat)
7 th	Rgr 7	+7/+2	+5	+5	+2	Woodland stride
8 th	Rgr 8	+8/+3	+6	+6	+2	Swift tracker, (ability increase)
9 th	Pal 1	+9/+4	+8	+6	+2	Aura of good, <i>detect evil</i> , smite evil 1/day, (character feat)
10 th	Pal 2	+10/+5	+9	+6	+2	Divine grace, lay on hands
11 th	Pal 3	+11/+6/+1	+9	+7	+3	Aura of courage, divine health
12 th	Pal 4	+12/+7/+2	+10	+7	+3	Turn undead, (character feat), (ability increase)
13 th	Pal 5	+13/+8/+3	+10	+7	+3	Smite evil 2/day, <i>special mount</i>
14 th	Pal 6	+14/+9/+4	+11	+8	+4	<i>Remove disease</i> 1/week
15 th	Pal 7	+15/+10/+5	+11	+8	+4	(character feat)
16 th	Pal 8	+16/+11/+6/+1	+12	+8	+4	(ability increase)
17 th	Pal 9	+17/+12/+7/+2	+12	+9	+5	<i>Remove disease</i> 2/week
18 th	Pal 10	+18/+13/+8/+3	+13	+9	+5	Smite evil 3/day, (character feat)
19 th	Rgr 9	+19/+14/+9/+4	+13	+9	+6	Evasion
20 th	Rgr 10	+20/+15/+10/+5	+14	+10	+6	3 rd favoured enemy, (ability increase)

Wandering Flame Paladin Spells

Spells per Day

Character Level	Caster Level	1 st	2 nd
1 st –11 th	0 th	—	—
12 th –13 th	2 nd	0	—
14 th –15 th	3 rd	1	—
16 th –17 th	4 th	1	0
18 th –20 th	5 th	1	1

Wandering Flame Ranger Spells

Spells per Day

Character Level	Caster Level	1 st	2 nd
1 st –3 rd	0 th	—	—
4 th –5 th	2 nd	0	—
6 th –7 th	3 rd	1	—
8 th –19 th	4 th	1	0
20 th	5 th	1	1

- ✦ The wandering flame has relatively few spells but used wisely, they can give him powerful, temporary boosts to his abilities. The key to using the wandering flame's spells effectively is realising that his caster level will never be more than barely adequate, meaning he cannot afford to rely on spells which target his opponents. He is far better served preparing only those spells that boost his abilities or his saving throws.

The recommended 1st level paladin spells for the wandering flame are: *bless*, *bless weapon*, *divine favour*, *endure elements*, *magic weapon*, *resistance* and *virtue*.

The recommended 2nd level spells for the wandering flame are: *bull's strength*, *eagle's splendour*, *owl's wisdom*, and *shield other*. Of these, the wandering flame should always have at least one *bull's strength* prepared. By default, he should favour *owl's wisdom* as a secondary spell, for its effects on his skills and the duration of his few spells.

For his ranger spells, the goal is much the same: the wandering flame must cast spells that boost his own abilities, rather than target his opponents. His recommended 1st level spells are: *endure elements*, *hide from animals*, *jump*, *longstrider*, *magic fang*, *pass without trace*, *speak with animals* and *summon nature's ally I*.

His recommended 2nd level spells are: *barkskin*, *bear's endurance*, *cat's grace*, *speak with plants* and *summon nature's ally II*.

Variant Rules

The following rules variants are intended for multiclass ranger/paladins only and reflect the special training a wandering flame might receive in the course of his adventuring career.

- ✦ **Undead Destroyer:** Upon gaining 3rd ranger level, the wandering flame may elect to take Undead Destroyer. If he selects undead as one of his favoured enemies, then he adds his favoured enemy bonus against undead to both his turning checks and to his turning damage checks. This replaces the Endurance feat.
- ✦ **The Lonely Road :** Upon gaining 4th ranger level or 5th paladin level, the wandering flame may elect to take The Lonely Road. This variant rule must be selected at the first of these two class levels to be achieved and may not be chosen at a later time. The wandering flame dedicates his life to protecting others and refuses to carry companions (other than other Player Characters) into battle, where they may be harmed or killed. He may never gain animal companions, special mounts, familiars, followers (through the Leadership feat or otherwise), cohorts or similar hangers-on – he considers his life far too dangerous to allow friends or companions to become endangered.

In return, the wandering flame becomes an iconic figure of travel and protection. He gains the granted powers of the Protection, Travel and Sun domains, where his cleric level is his ranger + paladin levels. He may also now freely multiclass between the ranger and paladin classes (but only if he does not advance in non-ranger or non-paladin classes from this point onwards). He gains one extra use of the smite evil class feature per day and the spell-like ability to cast *flame strike* once per week, with a caster level equal to his ranger + paladin levels.

THE NIGHT SKY SNIPER (RANGER/ROGUE)

The night sky sniper is a black shadow of death, the nightmare of all who call the wilderness home, slipping through the darkness and killing in absolute silence. The night sky sniper is a ranger who has turned his focus to mastering the art of the stealthy kill. He prefers never to be seen, particularly by his victims, cultivating an aura of menace and legend around himself the better to drive his fear-maddened victims into making one final, fatal mistake.

Strengths

The multiclass ranger/rogue enjoys a number of strengths over a single-class ranger, as outlined below.

- ✦ **Sneak Attack:** The sneak attack ability is, in the hands of the sniper, extremely deadly. Coupled with his





excellent base attack bonus and his ability to strike down favoured enemies with ease, the sniper will be able to inflict terrifying amounts of damage from the safety of the forest depths. In addition, thanks to the fact that both the rogue and the ranger count Hide and Move Silently among their class skills, the sniper will be quite adept at skulking through sylvan shadows, allowing him to catch sentries by surprise and dispatch them quickly, all without putting himself in any danger.

- ✦ **Skill List:** The rogue has the best skill list in the game, bar none, as well as the most skill points to spend at each level. This means that the sniper will be spoiled for choice in terms of skills and will be able to master more skills than even the single-classed ranger can – and that is no mean feat, to be sure. Since the rogue is the quintessential urban adventurer, the sniper will be equally at home in both the wilderness and in the depths of the urban jungle, giving him unmatched versatility.
- ✦ **Uncanny Dodge:** While the sniper attacks from ambush whenever he can, there will undoubtedly come times where he finds himself surrounded by his foes or where he must throw himself into melee combat in order to rescue his friends. Thanks to the rogue's uncanny dodge class ability, he will be able to do this in relative safety, which is critically important, as the sniper lacks even the single-class ranger's hit points.

- ✦ **Reflex Saves:** The rogue class has a favourable Reflex save, meaning the sniper will have a better chance to save against Reflex-based spells than even a single class ranger of equivalent level. Coupled with evasion and improved evasion, he will have a better than average chance of avoiding Reflex save-based spells, snares and pit traps altogether.

- ✦ **Rogue Class Abilities:** Trap sense will be useful for snipers who routinely travel in wilderness areas that are heavily trapped with snares, pitfalls and tiger traps. Likewise, since both the rogue and the ranger gain the evasion class ability, the sniper will eventually gain access to the improved evasion ability, allowing him to avoid Reflex-based spells; this will be very helpful at high levels, where the typical response to a sniper attack is to blast his hiding place into splinters with a *meteor swarm*. Finally, when he reaches 19th level as a character, and 10th level as a rogue, the sniper will gain a single rogue special ability, enhancing his versatility as a long-ranged assassin.

Weaknesses

The multiclass ranger/rogue suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** The night sky sniper never advances far as a ranger and only reaches middling levels at the highest levels of play. As a result, his favoured enemy bonuses will be insignificant in comparison to those of a single-class ranger. While his ability to perform sneak attacks will far and away compensate for his loss to favoured enemy damage, he will never be able to equal the bonuses to skills granted by favoured enemy.
- ✦ **High-Level Ranger Abilities:** The night sky sniper is unlikely to gain access to the camouflage or hide in plain sight class abilities, nor will he gain access to high-level ranger spells. This is especially painful for the sniper, since he could reap incredible benefits from both camouflage and hide in plain sight. Of course, if the variant rules introduced in this sourcebook are used in play, the sniper can gain access to at least camouflage, mitigating the loss somewhat.
- ✦ **Base Attack Bonus:** The rogue class' base attack progression is only fair, meaning the sniper will lag behind a single-class ranger in terms of attack accuracy. As a result, he will not gain extra attacks as quickly as his single-minded peers, he will not be able to count on successfully striking with all attacks in his full attack sequence and he will not enjoy the maximum benefits of his combat style or his favoured enemy damage bonus.

The Night Sky Sniper

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Rog 1	+1	+2	+4	+0	Sneak attack +1d6, trapfinding
3 rd	Rog 2	+2	+2	+5	+0	Evasion, (character feat)
4 th	Rgr 2	+3	+3	+6	+0	Combat style, (ability increase)
5 th	Rgr 3	+4	+3	+6	+1	Endurance
6 th	Rog 3	+5	+4	+6	+2	Sneak attack +2d6, trap sense +1, (character feat)
7 th	Rog 4	+6/+1	+4	+7	+2	Uncanny dodge
8 th	Rgr 4	+7/+2	+5	+8	+2	Animal companion, (ability increase)
9 th	Rog 5	+7/+2	+5	+8	+2	Sneak attack +3d6, (character feat)
10 th	Rgr 5	+8/+3	+5	+8	+2	2 nd favoured enemy
11 th	Rog 6	+9/+4	+6	+9	+3	Trap sense +2
12 th	Rgr 6	+10/+5	+7	+10	+4	Improved combat style, (character feat), (ability increase)
13 th	Rog 7	+11/+6/+1	+7	+10	+4	Sneak attack +4d6
14 th	Rog 8	+12/+7/+2	+7	+11	+4	Improved uncanny dodge
15 th	Rgr 7	+13/+8/+3	+7	+11	+4	Woodland stride, (character feat)
16 th	Rgr 8	+14/+9/+4	+8	+12	+4	Swift tracker, (ability increase)
17 th	Rog 9	+14/+9/+4	+9	+12	+5	Sneak attack +5d6, trap sense +3
18 th	Rgr 9	+15/+10/+5	+9	+12	+6	Evasion, (character feat)
19 th	Rog 10	+16/+11/+6/+1	+9	+13	+6	Special ability
20 th	Rgr 10	+17/+12/+7/+2	+10	+14	+6	3 rd favoured enemy, (ability increase)

Night Sky Sniper Ranger Spells

Spells per Day			
Character Level	Caster Level	1 st	2 nd
1 st –7 th	0 th	—	—
8 th –11 th	2 nd	0	—
12 th –15 th	3 rd	1	—
16 th –19 th	4 th	1	0
20 th	5 th	1	1

✦ **Saving Throws:** While the sniper enjoys a slight advantage over the single-class ranger in terms of his Reflex saves, he falls behind slightly in terms of his Fortitude save progression. This means that the sniper will be at a disadvantage when confronted by poisons or by Fortitude-based spells, particularly if those spells are cast by enemies who have focused their spell power with feats like Spell Focus. Likewise, since neither the rogue nor the ranger have good Will save progressions, the sniper will be exceptionally weak against Will save-based spells, even in comparison to a single-classed ranger. In fact, the sniper will spend several levels early in his career without a Will save bonus of any sort – barring a high Wisdom score, of course.

✦ **Spells:** While the ranger’s spells are not particularly powerful, they do offer him some decent bonuses at higher levels of play. The sniper’s spells, because of his reduced ranger class levels and his staggered class progression, will at best prove inconsequential.

Recommended Options

The path the sniper takes depends largely upon his focus as a hunter and guide. That said, here are some recommendations to get the maximum efficiency and effectiveness from the night sky sniper.

- ✦ The night sky sniper is ideally suited for archery feats like Point Blank Shot, since that will optimise his ability to sneak attack at range. For the same reason, any of the alternative ranged attack combat styles presented in this book can work magnificently for the night sky sniper, though the sniper style is, of course, by far the best choice.
- ✦ In terms of skills, no night sky sniper should ignore the utility of the following skills: Bluff, Hide, Listen, Move Silently, Search, Spot and Survival. Since he will have skill points to spare, he should also consider learning Handle Animal and Use Magic Device, as the latter will allow him to use all manner of magical items, increasing his versatility.



- ✦ So far as favoured enemies are concerned, the night sky sniper can choose one of two paths. First, he can apply favoured enemy bonuses to those beings he expects to sneak attack from ambush often. This will allow him to kill them with ease. Second, and just as viably, he can instead apply the bonus to creatures which are immune to the effects of critical hits and sneak attacks, giving him some measure of offensive power against creatures like plants, constructs and undead.
- ✦ For animal companions, the night sky sniper would do well to either select a silent, close in warrior as his companion or a mount. The former can engage his enemies in melee combat, giving the sniper time to set up his shot. Conversely, the latter can help the sniper escape quickly when his mission is complete.

Variant Rules

The following rules variants are intended for multiclass ranger/rogues only and reflect the special training a sniper might receive in the course of his adventuring career.

- ✦ **One in a Million:** Upon gaining 3rd ranger level, the night sky sniper may elect to take One in a Million. A night sky sniper must have taken the archery combat style at 2nd ranger level in order to select this variant. Should the sniper successfully perform a ranged sneak attack upon a favoured enemy that also threatens a critical hit, roll the confirmation die. If this confirmation roll is a natural 20, the critical hit is confirmed and the ammunition is considered a *bane* weapon against the target. This inflicts +2d6+2 extra damage, in addition to the rogue's sneak attack and critical damage. This effect will not work if the ammunition is already *bane* enchanted. This replaces the Endurance feat.
- ✦ **Favoured Sneak Attack:** Upon gaining 3rd rogue level, the night sky sniper may elect to take Favoured Sneak Attack. Whenever a night sky sniper sneak attacks a favoured enemy, he rolls d8s rather than d6s to determine damage. This replaces the night sky sniper's trap sense class feature – the night sky sniper will never gain or increase trap sense through the rogue class.

THE SOUL VOYAGER (RANGER/SORCERER)

Not all rangers confine their travels to the wilderness and the open road. Some choose to look inward, following the pathways of their soul, seeking to master the inner world so it might lead them to a greater truth and purer connection to the outer world. For is not the soul the centre of a man? And is not man a part of nature?

Though his primary focus is on the development of his soul energy, the soul voyager does not confine himself to some dark cave or well-protected chamber at the top of a tower. No, he wanders into the depths of the forest, he sails the

seas and he crosses the desert, all in an effort to further awaken the fires of spirit which rage within him.

Strengths

The multiclass ranger/sorcerer enjoys a number of strengths over a single-class ranger, as outlined below.

- ✦ **Spells:** Spells are, of course, the bread and butter of the sorcerer class. Thanks to his access to arcane spells of up to 5th level, the soul voyager will have a significant advantage on the battlefield, as he can use mystic energies to boost his combat effectiveness or to weaken his opponents before moving in to deliver the killing blow.

The ability to cast arcane spells spontaneously is a great boon to the soul voyager as well; since the nature of the battlefield is ever changing and since the spells which will benefit him most change drastically from battle to battle, being able to cast spells on the fly allows the soul voyager to match his spells to his needs at all time.

If the optional, variant rules for the soul voyager introduced below are used in play, then the soul voyager's spells will be even more valuable to him, as he will be able to use his favoured enemy bonus in conjunction with his spells to inflict devastating amounts of arcane damage.

- ✦ **Familiars:** The sorcerer's only other class ability is his access to a familiar. A familiar can serve the soul voyager in multiple ways and is, in many respects, more useful than the single-classed ranger's animal companion, since it can speak to animals of its type on its master's behalf. If the optional, familiar companion rule introduced below is put into play, then the familiar will become even more valuable; tougher, stronger and smarter than all but the mightiest of druid's animal companions, the soul voyager's familiar companion will be a true juggernaut on the battlefield, striking down enemies with ease.
- ✦ **Will Save:** The soul voyager enjoys the benefits of the sorcerer's good Will save progression, meaning he will have a significant edge in resisting mind-affecting effects over his single-class ranger peers.
- ✦ **Skills:** Though the sorcerer's skill list is not large, it does include a few significant, useful skills. Thanks to his understanding of all matters arcane, the soul voyager will have a significant advantage over the ranger when it comes to confronting and vanquishing magical opponents, particularly those unfortunate enough to be counted amongst his favoured enemies.

Weaknesses

The multiclass ranger/sorcerer suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** The soul voyager never advances far as a ranger and only reaches middling levels at the highest levels of play. As a result, his favoured enemy bonuses will be insignificant in comparison to those of a single-class ranger. While his enormous number of powerful arcane spells can more than compensate this, they can only do so if he is willing to expend relatively precious magical resources. In addition, the soul voyager will never be able to fully compensate for the loss of favoured enemy bonuses to his skills, meaning he will never be as deadly foe for his favoured enemies as a single-class ranger will. This



problem is only compounded by the soul voyager's relative paucity of skill points at each level.

- ✦ **High-Level Ranger Abilities:** The soul voyager is unlikely to gain access to the camouflage or hide in plain sight class abilities, nor will he gain access to high-level ranger spells. While the second loss is more than made up for by the soul voyager's access to the sorcerer spell list, there is no making up for the loss in stealth capabilities, which the extremely fragile soul voyager could make great use of.
- ✦ **Hit Points:** The sorcerer class gains a paltry 1d4 hit points per level, which will in many respects cripple the soul voyager in his role as a frontline combatant. As a result, the soul voyager will have to significantly alter his tactics on the battlefield if he wishes to survive more than a few rounds of combat. Since he has so few hit points, compared to a ranger, the soul voyager is effectively unable to benefit from many feats and tactics that the ranger considers standard.
- ✦ **Base Attack Bonus:** The sorcerer has the worst base attack bonus progression in the game. As a result, the soul voyager will lag far behind the single-classed ranger, and all other front line combatants, in both his number of attacks and his ability to attack successfully in combat. In order to be effective on the battlefield, the soul voyager will have to supplement his attacks with powerful arcane spells. This means that he will only be truly effective on the battlefield a few times and a few rounds each day.
- ✦ **Skill Points:** While the sorcerer's skill list is fair, in terms of available class skills, his skill points are not. In fact, the sorcerer's total number of skill points at each level is abysmal and he is not likely to have the luxury of boosting them with a high Intelligence score. As a result, the soul voyager shares the problem common to other multiclass ranger combinations: he absolutely cannot afford to select all the skills he wants, nor maximise those skills he possesses. As a result, he will lag far behind the single-classed ranger in almost all his skills. As before, he can somewhat compensate for this lack of knowledge with careful application of arcane spells but doing so seriously limits his overall effectiveness on the battlefield.

- ✦ **Ability Scores:** The sorcerer lives and dies by his Charisma score, the ranger most assuredly does not. As a result, the soul voyager must be prepared to sacrifice one of his important physical ability scores



(and for the ranger, they are all important) in the name of maximising his arcane capabilities, which will only exacerbate his weakness in melee combat compared to the ranger or really any other melee-based class.

- ✦ **Saving Throws:** The soul voyager's Fortitude and Reflex saves are very poor, at least in comparison to the single-classed ranger. As a result, he will be comparatively more fragile against both poisons and toxins, which are all too common in the wilderness, and against Reflex-based spells, snares and pit traps. The soul voyager's reduced Reflex save also has the unfortunate side effect of reducing the effectiveness of his ranger-gained evasion class ability; since he will not even gain evasion until very high levels of play, it will be almost useless to him.
- ✦ **Clashing Roles:** The sorcerer works best when he remains shielded behind the armour and battle skills of his frontline warrior companions. Conversely, the ranger works best when on the front lines or when operating somewhat independently of the rest of the party, skulking about and launching arrows from the flanks. In blending the two classes, the soul voyager becomes an uncomfortable mix of front line warrior and supporting artillery, gaining the benefits but also the negatives of each role. As a result, the soul voyager is almost forced to select a ranged combat style, limiting his thematic options as a character.

Recommended Options

The path the soul voyager takes depends largely upon his focus as a hunter and guide. That said, here are some recommendations to get the maximum efficiency and effectiveness from the soul voyager.

- ✦ The soul voyager relies just as much on his spells as he does on his combat prowess. The soul voyager will gain the greatest benefit from spells when using them to boost his melee combat abilities. The soul voyager is not a spellcaster who should attempt to be versatile in his spell selections. Instead, he should focus his magic entirely on increasing his prowess and reducing the ability of his enemies to both harm him and avoid his attacks.

The recommended 0th level cantrips for the soul voyager are: *acid splash*, *daze*, *detect magic*, *flare*, *ray of frost*, *resistance* and *touch of fatigue*.

The soul voyager's recommended 1st level spells are: *burning hands*, *cause fear*, *chill touch*, *colour spray*, *enlarge person*, *mage armour*, *magic missile*, *magic weapon*, *ray of enfeeblement*, *reduce person*, *shield*, *shocking grasp*, *sleep* and *true strike*.

The recommended 2nd level spells are: *acid arrow*, *blindness/deafness*, *blur*, *daze monster*, *false life*,

ghoul touch, *glitterdust*, *hideous laughter*, *invisibility*, *protection from arrows*, *resist energy*, *scare*, *scorching ray*, *touch of idiocy* and *web*. In addition, the soul voyager should always know at least *bull's strength* and/or *cat's grace*.

The recommended 3rd level spells are: *blink*, *deep slumber*, *dispel magic*, *greater magic weapon*, *haste*, *heroism*, *hold person*, *keen edge*, *protection from energy*, *rage*, *ray of exhaustion*, *stinking cloud* and *vampiric touch*. Both *fireball* and *lightning bolt*, while useful, do not serve the soul voyager particularly well, as he will not be able to inflict significant damage with them until higher levels. The exception to this is the soul voyager who expects to face many low Hit Die opponents in battle frequently, such as the tribal champion embroiled in a war with a neighbouring barbarian kingdom; in this instance, he should select one or the other spell but not both.

Recommended 4th level spells include: *bestow curse*, *black tentacles*, *confusion*, *crushing despair*, *enervation*, *fear*, *fire shield*, *greater invisibility*, *lesser globe of invulnerability*, *polymorph*, *shout* and *stoneskin*.

Recommended 5th level spells include: *baleful polymorph*, *cloudkill*, *faithful hound*, *feeblemind*, *hold monster*, *mind fog*, *telekinesis*, *teleport* and *waves of fatigue*.

- ✦ When it comes time to select his feats, the soul voyager should snap up Spell Focus as soon as he can and Greater Spell Focus as well, if the majority of his spell choices are those which lower the fighting abilities of others. At high levels of play, Spell Penetration will likewise be a wise choice for a soul voyager whose spells target his enemies, not himself. When he gains access to 4th level spells, the soul voyager might also consider the Empower Spell feat, so that he can increase the power of his *bull's strength* and *eagle's splendour* spells; doing this, however, will severely limit his ability to cast other more powerful spells, though the boost to melee combat effectiveness should more than compensate.

Though the soul voyager can create magic items, it is not recommended that he select any item creation feats, as he lacks the variety of spells necessary to create more potent items. He should even think twice before selecting the Scribe Scroll feat, as he should already have more than enough spells each day. Likewise, there is little need for the soul voyager to select the Combat Casting feat, as he will most likely use his spells to boost his attributes or reduce his enemy's before closing to melee range, relying on his Strength and melee skill to carry the day.

- ✦ The soul voyager must be very wise in his skill choices, as he has no skill points to waste. Spellcraft and Survival are critical skills and should be kept at maximum

The Soul Voyager

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy
2 nd	Sor 1	+1	+2	+2	+2	Summon familiar
3 rd	Sor 2	+1	+2	+2	+3	
4 th	Sor 3	+2	+3	+3	+3	
5 th	Rgr 2	+3	+4	+4	+3	Combat style
6 th	Sor 4	+4	+4	+4	+4	
7 th	Rgr 3	+5	+4	+4	+5	Endurance
8 th	Sor 5	+5	+4	+4	+5	
9 th	Rgr 4	+6/+1	+5	+5	+5	Animal companion
10 th	Sor 6	+7/+2	+6	+6	+6	
11 th	Rgr 5	+8/+3	+6	+6	+6	2 nd favoured enemy
12 th	Sor 7	+8/+3	+6	+6	+6	
13 th	Rgr 6	+9/+4	+7	+7	+7	Improved combat style
14 th	Sor 8	+10/+5	+7	+7	+8	
15 th	Rgr 7	+11/+6/+1	+7	+7	+8	Woodland stride
16 th	Sor 9	+11/+6/+1	+8	+8	+8	
17 th	Rgr 8	+12/+7/+2	+9	+9	+8	Swift tracker
18 th	Sor 10	+13/+8/+3	+9	+9	+9	
19 th	Rgr 9	+14/+9/+4	+9	+9	+10	Evasion
20 th	Rgr 10	+15/+10/+5	+10	+10	+10	3 rd favoured enemy

The priest sneered. 'I know your kind, ranger.'

Enzac smiled, one hand still gripping the handle of the axe strapped to his back, the other still hidden beneath his cloak. 'Do you now?'

'Indeed,' the priest said, revealing a heavy, wrought iron mace hidden within the folds of his blood spattered robes. 'You've a dagger hidden beneath your cloak. The axe is nothing but a distraction. But I tell you now that my faith has girded me against your paltry weapons.'

'Is that so?'

'Yes. The simplest of spells, really. I am completely immune to your weapons.'

Enzac frowned and cocked one eyebrow. 'I suppose that would be bad for me.'

The priest nodded, raising his mace in a brief, jaunty salute, a gesture incongruous with his bloated body and grim countenance. Then he charged across the village square, swinging his mace in a wide circle.

Enzac smiled, spoke a single word, threw back his cloak and pointed his once-hidden, empty hand. Thunder cracked and a single, jagged bolt of electricity roared from his fingertips, striking the cleric's mace and crisping the surprise right off his face. The priest's body staggered forward, headless, for a moment, then crumpled to the ground, shaking and jittering as electricity arced.

Enzac flexed his fingers. 'This begs the question,' he said to the corpse. 'How well do we really know anyone?'



Soul Voyager Sorcerer Spells

Character Level	Caster Level	Spells per Day						Spells Known					
		0 th	1 st	2 nd	3 rd	4 th	5 th	0 th	1 st	2 nd	3 rd	4 th	5 th
1 st	0 th	—	—	—	—	—	—	—	—	—	—	—	—
2 nd	1 st	5	3	—	—	—	—	4	2	—	—	—	—
3 rd	2 nd	6	4	—	—	—	—	5	2	—	—	—	—
4 th –5 th	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
6 th –7 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
8 th –9 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
10 th –11 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
12 th –13 th	7 th	6	6	6	4	—	—	7	5	3	2	—	—
14 th –15 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
16 th –17 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
18 th –20 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1

Soul Voyager Ranger Spells

Spells per Day			
Character Level	Caster Level	1 st	2 nd
1 st –8 th	0 th	—	—
9 th –12 th	2 nd	0	—
13 th –16 th	3 rd	1	—
17 th –19 th	4 th	1	0
20 th	5 th	1	1

ranks at all times. Extra skill points should be spent on Intimidate, Knowledge (arcana) and Listen, with a smattering of skill points given to Concentration.

- ✦ In terms of favoured enemies, the soul voyager would do well to select those enemies who are traditionally very resistant to spells, as he will at least have something to fall back upon should his spells prove useless. Constructs are, perhaps, the ideal favoured enemy for the soul voyager, for this very reason.
- ✦ The soul voyager should also give much thought to his selection of a familiar, particularly if the optional rule below is in effect. A horse or camel makes for an exceptional familiar companion, because it can protect the soul voyager in battle and ferry him away from the conflict if need be. Likewise, a wolf or badger is a good choice, as its power in melee combat is such that it can win the day for its master, when necessary.

Variant Rules

The following rules variants are intended for multiclass ranger/sorcerers only and reflect the special training a soul voyager might receive in the course of his adventuring career.

- ✦ **Necessary Knowledge:** Upon gaining 3rd ranger level, the soul voyager may elect to take Necessary Knowledge. A soul voyager soon finds that certain spells are vital to his wellbeing and incorporates them into his reservoir of available magical power. *Endure elements*, *longstrider*, and *pass without trace* are all added to the sorcerer's list of known spells (above and beyond his normal quota of 1st level spells known). This replaces the Endurance feat.

- ✦ **Familiar Companion:** Upon gaining 4th ranger level, the soul voyager may elect to take Familiar Companion. The soul voyager's animal companion and familiar are one and the same creature, bound to both his spirit and mind. All bonuses due to familiar or animal companion status stack, including bonus Hit Dice and natural armour adjustments. There is a downside, however – should the familiar companion die, the Fortitude save's DC to resist losing XP rises to 20 and 200 XP per *character* level is lost on a failed save (half this for a successful save). A familiar companion may be raised from the dead as per a normal familiar but should it permanently die, a new familiar companion cannot be bonded until a year and a day has passed – and the soul voyager cannot even have normal animal companions during this time. Familiar companions cannot be released voluntarily – they are too tightly bound to the soul voyager.

THE ARCANES EXPLORER (RANGER/WIZARD)

The arcane explorer is a ranger who has turned to magic to help him explore the farthest corners of the universe, for while the ranger is able to travel anywhere in the mortal world, he cannot pass between dimensions and tread the earth of the celestial planes and the nether pits. Thus, the normal ranger cannot truly explore the greatest and most profound wonders of existence or, at least, so the arcane explorer believes.

The arcane explorer is dauntless in his quest to travel to and explore all the myriad planes of existence. He is passionate in his love for exploration but also practical in the way that only those who spend their lives wrestling with arcane formulae can be.

Strengths

The multiclass ranger/wizard enjoys a number of strengths over a single-class ranger, as outlined below.

- ✦ **Spells:** The strength of the wizard class is spells, spells and more spells, in an endless number and variety. The arcane spell list the wizard can access is filled to overflowing with very powerful and very versatile spells, even at the comparatively low levels the arcane explorer gains access to. By making wise spell selections, the arcane explorer can boost his abilities to incredible levels, albeit temporarily, paralyse his opponents or tear them to pieces with concentrated bolts of magical electricity.
- ✦ **Familiars:** The wizard's other, major class ability is his access to a familiar. A familiar can serve the arcane explorer in multiple ways and is, in many respects, more useful than the single-classed ranger's animal companion, since it can speak to animals of its type on its master's behalf.
- ✦ **Bonus Feats:** By the time he reaches 20th level, the arcane explorer will have gained bonus Metamagic/Item Creation feats of his choice, as well as the Scribe Scroll feat for free. All of these feats will prove extremely valuable to the arcane explorer, as they will maximise his spellcasting power or allow him to craft magic items of his choosing, ones that will benefit his particular mix of abilities perfectly.
- ✦ **Will Save:** The arcane explorer enjoys the benefits of the wizard's good Will save progression, meaning he will have a significant edge in resisting mind-affecting effects over his single-class ranger peers.
- ✦ **Skills:** The wizard's skill list is expansive, at least so far as Knowledge and spell related matters are concerned, giving the arcane explorer access to a number of significant, useful skills. Thanks to his understanding of all matters arcane, the arcane explorer will have a significant advantage over the single-class ranger when it comes to confronting and vanquishing magical opponents, particularly those unfortunate enough to be counted amongst his favoured enemies.

Weaknesses

The multiclass ranger/wizard suffers several weaknesses when compared to his single-class ranger peers, as outlined below.

- ✦ **Favoured Enemy Bonus:** The arcane explorer never advances far as a ranger and only reaches middling levels at the highest levels of play. As a result, his favoured enemy bonuses will be insignificant in comparison to those of a single-class ranger. While his enormous number of powerful arcane spells can more than compensate this, they can only do so if he is willing to expend relatively precious magical resources. In addition, the arcane explorer will never be able to fully compensate for the loss of favoured enemy bonuses to his skills, meaning he will never be as deadly foe for his favoured enemies as a single-class ranger will. This problem is only compounded by the arcane explorer's relative paucity of skill points at each level.
- ✦ **High-Level Ranger Abilities:** The arcane explorer is unlikely to gain access to the camouflage or hide in plain sight class abilities, nor will he gain access to high-level ranger spells. While the second loss is more than made up for by the arcane explorer's access to the wizard spell list, there is no making up for the loss in stealth capabilities, which the extremely fragile arcane explorer could make great use of.
- ✦ **Hit Points:** The wizard class gains a paltry 1d4 hit points per level, which will, in many respects, cripple the arcane explorer in his role as a front line combatant. As a result, the arcane explorer will have to significantly alter his tactics on the battlefield, if he wishes to survive more than a few rounds of combat. Since he has so few hit points, compared to even a ranger, the arcane explorer is effectively unable to benefit from many feats and tactics that the ranger considers standard.
- ✦ **Base Attack Bonus:** The wizard has the worst base attack bonus progression in the game. As a result, the arcane explorer will lag far behind the single-classed ranger, and all other frontline combatants, in both his number of attacks and his ability to attack successfully in combat. In order to be effective on the battlefield, the arcane explorer will have to supplement his attacks with powerful arcane spells. This means that he will only be truly effective on the battlefield a few times and a few rounds each day.
- ✦ **Skill Points:** While the wizard's skill list is very solid, in terms of the class' available skills, its skill points are not. In fact, the wizard's total number of skill points at each level is wretched by any standard, though it must be said his Intelligence score will help make up the difference somewhat. As a result, and despite his Intelligence, the arcane explorer will likely have fewer available skills than the single-classed ranger and as a result, he will lag behind the single-classed ranger in almost all his skills. As with the multiclass ranger/sorcerer, he can somewhat compensate for his lack of skills with careful application of arcane spells, though doing so seriously limits his overall battlefield effectiveness.



- ✦ **Ability Scores:** The wizard depends upon his Intelligence score, while the single-class ranger, thanks to his impressive number of skill points, does not. As a result, the arcane explorer must be prepared to sacrifice a high physical ability score in favour of maximising his Intelligence score, which is the basis of his arcane capabilities, exacerbating his weakness as a warrior.
- ✦ **Saving Throws:** The arcane explorer's Fortitude and Reflex saves are very poor, at least in comparison to the single-classed ranger. As a result, he is more fragile than his ranger peers against both poisons and toxins, which are all too common in the wilderness, and against Reflex-based spells, snares and pit traps. The arcane explorer's reduced Reflex save also has the unfortunate side effect of reducing the effectiveness of his ranger gained evasion class ability; since he will not even gain evasion until very high levels of play, it will be almost useless to him.
- ✦ **Clashing Roles:** The wizard works best when he remains shielded behind the armour and battle skills of his frontline warrior companions. Conversely, the ranger works best when on the frontlines or when operating somewhat independently of the rest of the party, skulking about and launching arrows from the flanks. In blending the two classes, the arcane explorer becomes an uncomfortable mix of frontline warrior and supporting artillery, gaining the benefits but also the negatives of each role. As a result, the arcane explorer is almost forced to select a ranged combat style, limiting his thematic options as a character.

Recommended Options

The path the arcane explorer takes depends largely upon his focus as a hunter and guide. That said, here are some recommendations to get the maximum efficiency and effectiveness from the arcane explorer.

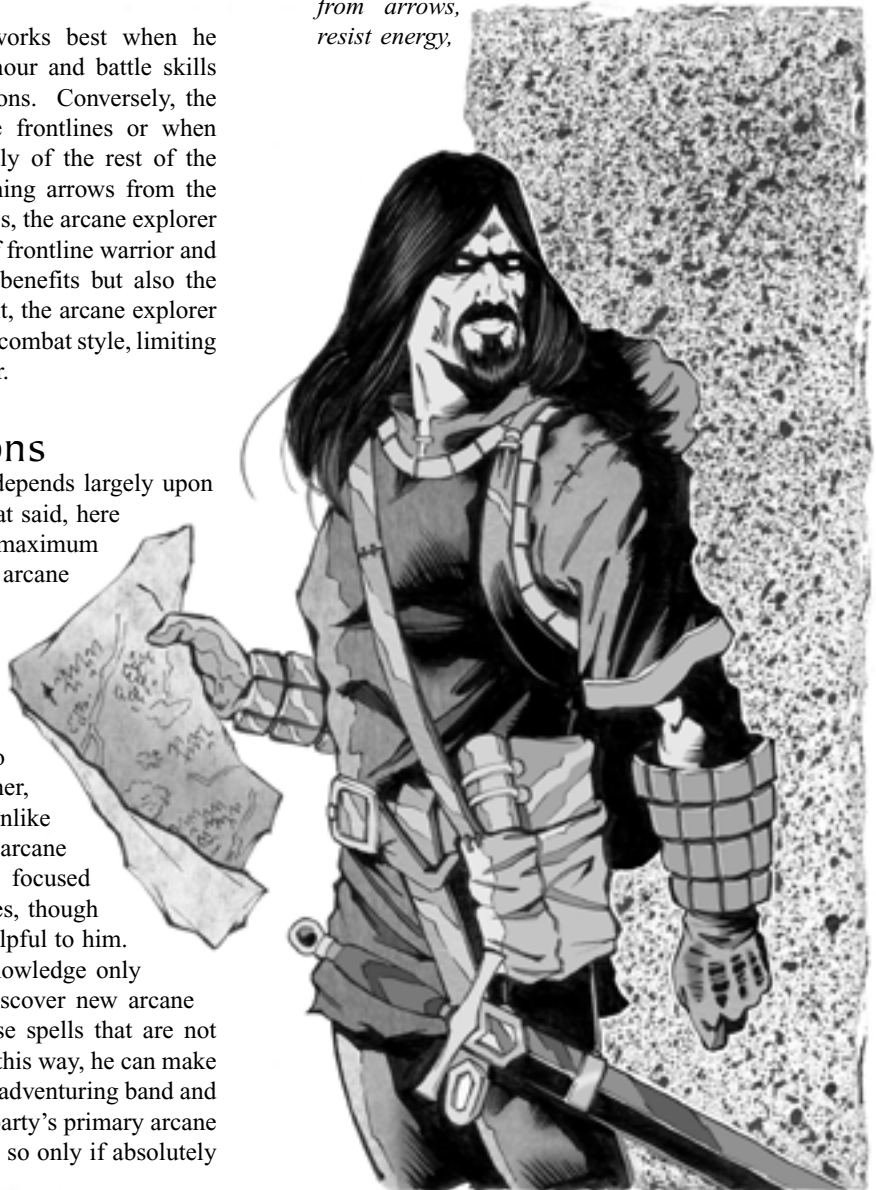
- ✦ The arcane explorer's spells are his most potent weapon and it is only through careful use of his spells that he will be able to match the fighting prowess of other, more melee focused rangers. Unlike the soul voyager, however, the arcane explorer need not be absolutely focused on spells that enhance his abilities, though spells of that sort are certainly helpful to him. Because he is limited in spell knowledge only by his ability to research and discover new arcane formulae, he can afford to choose spells that are not directly applicable to combat. In this way, he can make himself a valuable member of his adventuring band and can even effectively serve as the party's primary arcane spellcaster – though he should do so only if absolutely

necessary, as he will never gain access to the wizard's most powerful spells.

Recommended 0th level cantrips are: *acid splash, daze, detect magic, detect poison, flare, message, ray of frost, read magic, prestidigitation, resistance* and *touch of fatigue*.

Recommended 1st level spells include: *alarm, cause fear, charm monster, chill touch, colour spray, comprehend languages, disguise self, endure elements, hypnotism, identify, mage armour, magic missile, magic weapon, obscuring mist, ray of enfeeblement, shield, silent image, sleep, summon monster I* and *true strike*.

Recommended 2nd level spells include: *alter self, blur, darkness, detect thoughts, fog cloud, glitterdust, hideous laughter, hypnotic pattern, invisibility, minor image, protection from arrows, resist energy,*



scare, summon monster II, summon swarm, touch of idiocy and web. Of course, no arcane explorer should be without *bull's strength* and *fox's cunning* and should, at minimum, have one of each spell prepared.

Recommended 3rd level spells include: *arcane sight, blink, clairaudience/clairvoyance, deep slumber, dispel magic, greater magic weapon, haste, heroism, invisibility sphere, keen edge, magic circle against (chaos/evil/good/law), protection from energy, sleet storm, stinking cloud, suggestion, summon monster III, ray of exhaustion, tongues and vampiric touch.*

Recommended 4th level spells include: *arcane eye, bestow curse, black tentacles, charm monster, confusion, crushing despair, enervation, fear, fire shield, greater invisibility, lesser geas, lesser globe of invulnerability, mass enlarge person, mass reduce person, minor creation, mnemonic enhancer, polymorph, rainbow pattern, remove curse, scrying, shout, solid fog, stonewall, summon monster IV, wall of fire and wall of ice.*

Recommended 5th level spells include: *animal growth, baleful polymorph, break enchantment, cloudkill, contact other plane, dominate person, dream, faithful hound, feblemind, hold monster, major creation, mind fog, seeming, sending, summon monster V, telepathic bond, teleport, wall of stone and waves of fatigue.*

- ✦ The arcane explorer must consider his skill choices very carefully, as he does not have the luxury of selecting superfluous or 'flavour' skills. Spellcraft and Survival are critical skills for the arcane explorer and should be kept at maximum ranks at all times; Survival, especially, will be an absolutely mandatory skill, since so few character classes have access to it and the arcane explorer is likely to be the only wilderness oriented character. Extra skill points should be spent on Handle Animal, Knowledge (arcana), Listen, Move Silently, Search and Spot, with a smattering of skill points given over to Heal and Ride, should the arcane explorer have any left.
- ✦ In terms of favoured enemies, the arcane explorer would do well to select those enemies who are traditionally very resistant to spells, as he will at least have something to fall back upon should his spells prove useless. Constructs are, for this reason, perhaps the ideal favoured enemy for the arcane explorer.
- ✦ The arcane explorer should also give much thought to his selection of a familiar, particularly if the optional rule below is in effect. A horse or camel makes for an exceptional familiar companion, because it can protect the arcane explorer in battle and ferry him away from the conflict if need be. Likewise, a wolf or badger is a good choice, as its power in melee combat is such that it can win the day for its master, when necessary.

The Arcane Explorer

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy
2 nd	Wiz 1	+1	+2	+2	+2	Summon familiar, Scribe Scroll
3 rd	Wiz 2	+1	+2	+2	+3	
4 th	Wiz 3	+2	+3	+3	+3	
5 th	Rgr 2	+3	+4	+4	+3	Combat style
6 th	Wiz 4	+4	+4	+4	+4	
7 th	Rgr 3	+5	+4	+4	+5	Endurance
8 th	Wiz 5	+5	+4	+4	+5	Bonus feat
9 th	Rgr 4	+6/+1	+5	+5	+5	Animal companion
10 th	Wiz 6	+7/+2	+6	+6	+6	
11 th	Rgr 5	+8/+3	+6	+6	+6	2 nd favoured enemy
12 th	Wiz 7	+8/+3	+6	+6	+6	
13 th	Rgr 6	+9/+4	+7	+7	+7	Improved combat style
14 th	Wiz 8	+10/+5	+7	+7	+8	
15 th	Rgr 7	+11/+6/+1	+7	+7	+8	Woodland stride
16 th	Wiz 9	+11/+6/+1	+8	+8	+8	
17 th	Rgr 8	+12/+7/+2	+9	+9	+8	Swift tracker
18 th	Wiz 10	+13/+8/+3	+9	+9	+9	Bonus feat
19 th	Rgr 9	+14/+9/+4	+9	+9	+10	Evasion
20 th	Rgr 10	+15/+10/+5	+10	+10	+10	3 rd favoured enemy



Arcane Explorer Spells

Spell per Day							
Character Level	Caster Level	0 th	1 st	2 nd	3 rd	4 th	5 th
1 st	0 th	—	—	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	2 nd	4	2	—	—	—	—
4 th –5 th	3 rd	4	2	1	—	—	—
6 th –7 th	4 th	4	3	2	—	—	—
8 th –9 th	5 th	4	3	2	1	—	—
10 th –11 th	6 th	4	3	3	2	—	—
12 th –13 th	7 th	4	4	3	2	1	—
14 th –15 th	8 th	4	4	3	3	2	—
16 th –17 th	9 th	4	4	4	3	2	1
18 th –20 th	10 th	4	4	4	3	3	2

Arcane Explorer Ranger Spells

Spells per Day			
Character Level	Caster Level	1 st	2 nd
1 st –8 th	0 th	—	—
9 th –12 th	2 nd	0	—
13 th –16 th	3 rd	1	—
17 th –19 th	4 th	1	0
20 th	5 th	1	1

Variant Rules

The following rules variants are intended for multiclass ranger/wizards only and reflect the special training an arcane explorer might receive in the course of his adventuring career.

- ✦ **Spell Mastery:** Upon gaining 3rd ranger level, the arcane explorer may elect to take Spell Mastery. Arcane explorers are prone to losing their spellbooks at inopportune moments in the wilderness, whether it is eaten by wolves or washed away down a mountain stream. They tend to use the Spell Mastery feat so that such a loss is not terminal to themselves. Instead of gaining the Endurance feat, the arcane explorer gains the Spell Mastery feat. The arcane explorer may also choose to gain Spell Mastery instead of the woodland stride, swift tracker or evasion class features at 7th, 8th and 9th ranger levels.
- ✦ **Familiar Companion:** Upon gaining 4th ranger level, the arcane explorer may elect to take Familiar Companion. The arcane explorer's animal companion and familiar are one and the same creature, bound to both his spirit and mind. All bonuses due to familiar

or animal companion status stack, including bonus Hit Dice and natural armour adjustments. There is a downside, however – should the familiar companion die, the Fortitude save's DC to resist losing XP rises to 20 and 200 XP per *character* level is lost on a failed save (half this for a successful save). A familiar companion may be raised from the dead as per a normal familiar but should it permanently die, a new familiar companion cannot be bonded until a year and a day has passed – and the arcane explorer cannot even have normal animal companions during this time. Familiar companions cannot be released voluntarily – they are too tightly bound to the arcane explorer.

- ✦ **His Hatred Knows No Bounds:** Upon gaining 7th ranger level, the arcane explorer may elect to take His Hatred Knows No Bounds. The arcane explorer now adds half his favoured enemy bonus to the saving throw DC of all spells but only when targeting or affecting a favoured enemy. He adds the same bonus to any rolls necessary to breach a favoured enemy's Spell Resistance. His Hatred Knows No Bounds replaces the woodland stride class feature.

Special: The character must be at least a 5th level wizard before selecting this variant.

THE LEGENDARY RANGER

The ranger's talents can express themselves in many ways, for he has enough knowledge and enough skill to excel in almost any vocation he chooses. Some rangers, seeking to make their reputations as hunters and warriors, choose to focus their training on their ability to track and to strike down their opponents, whether from a distance, or on the front lines of battle. Others choose to focus their training on developing their kinship with animals of all sorts, forgoing the ways of the civilised man, in favour of a more primal existence. Still others choose to develop their stealth skills, learning to disappear into the forest as easily as smoke disappears in the morning fog. Still others indulge their passion for travel and for exploration, becoming the kings of the open road and the undisputed lords of the unspoiled wilderness. Regardless

of the path they choose, they excel, for no true ranger would settle for anything less than mastery of his chosen field.

This chapter presents six new prestige classes designed specifically for high-level ranger adventurers. The classes in this chapter offer a diverse assortment of powers and themes and each of them will help Players and Games Masters alike take their characters to the next level, focusing their powers and creating endless new adventure and character hooks. While these classes can be selected by those characters with only one ranger level, they are intended primarily for those characters who have dedicated themselves to the ranger's way, so characters of other classes should only be permitted to take these classes with the Games Master's approval.

Epic Levels

Some of these classes may take a character beyond 20th level, indeed, many are actually designed to do so! When a character gains his 21st level, whether from a single class or any combination of multiclassing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21st level while in the middle of taking one of the prestige classes in this book, in which case he follows these rules:

- ✦ Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus)
- ✦ Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5th or 10th for prestige classes, 20th for core classes).
- ✦ Prestige classes with 5 levels stop there and the character must gain new levels from other classes.

- ✦ Core classes and prestige classes with 10 levels may continue advancing beyond their maximum, using the progression information found in *Core Rulebook II* for core classes, and the epic progression text box in the description of each prestige class in this book. 10-level prestige classes may only be advanced beyond 10th level if the character's total character level is 20th or higher.
- ✦ Character feats and ability increases are gained normally at every level divisible by 3 for feats and any level divisible by 4 for ability increases.

Epic Advancement

Character Level	Epic Attack	
	Bonus	Epic Save Bonus
21 st	+1	+0
22 nd	+1	+1
23 rd	+2	+1
24 th	+2	+2
25 th	+3	+2
26 th	+3	+3
27 th	+4	+3
28 th	+4	+4
29 th	+5	+4
30 th	+5	+5



THE BOWMAN

The bowman is the ultimate expression of the archer's skills, a peerless warrior whose skill with a bow approaches the supernatural. Capable of performing feats of marksmanship which leave other archers scratching their heads and scuffing their feet in shame, the bowman is one of the most feared combatants on any battlefield, leaving piles of pincushion corpses in his wake wherever he goes.

Bowmen tend to be cocky and self assured, for they know their archery skills have no equal in the world. Despite their arrogance, or perhaps because of it, they are fanatical in the defence of their chosen territory and are absolutely loyal friends; a bowman would never dream of abandoning the battlefield while those he loves and respects remain behind, if for no other reason than fleeing reflects badly on his capabilities as a warrior.

As might be expected, elven rangers are the most likely to select this prestige class, as they are both skilled with the bow and fanatical in the defence of their forest homes. That said, rangers of every race can and do elect to become bowmen, as the abilities of this prestige class mesh very well with the skills and attitudes of all who choose to learn the survival skills. The bowman prestige class is perfect for those who wish to emulate the cinematic bow mastery of modern fantasy films or who wish to model their rangers after the more action-oriented depictions of Robin Hood.

Non-Player Character bowmen can usually be found living deep within ancient forests, where they use their archery skills to defend their families and their people. Bowmen can also, however, be found in any other terrain type, from the endless, golden sand dunes of the most barren deserts, to the arctic wastelands of the far northern tundra.

Hit Die: d8.

Requirements

To qualify to become a bowman, a character must fulfil all the following criteria.

Base Attack Bonus: +8.

Skills: Listen 10 ranks, Spot 10 ranks, Tumble 4 ranks.

Feats: Dodge, Point Blank Shot, Many Shot, Mobility, Rapid Shot.

Special: The character must have slain a favoured enemy of a challenge rating equal to or greater than his character level, using nothing but arrows fired within point blank range (typically 30 feet).

Class Skills

The bowman's class skills (and the relevant abilities) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (bowyer) (Int), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge

Epic Bowman

Hit Die: d8.

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

Darting Mongoose: The bowman's Armour Class continues to increase by +1 at every even class level to a maximum bonus of +5 at 10th level.

Bonus Feats: The bowman gains a bonus feat for every three levels higher than 10th.

(geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All the following are class features of the bowman prestige class.

Weapon and Armour Proficiencies: The bowman gains no new proficiencies with weapons, nor does he gain any new proficiencies with armour or shields. Remember that, like the single-class ranger, a bowman who wears medium or heavy armour loses the benefits of his combat style.

Wind In the Trees (Ex): The bowman is fast as lightning, moving with a speed that defies belief. At 1st level, the bowman's base speed is increased by 10 feet per round.

Darting Mongoose (Ex): The bowman is faster than a striking snake, dodging enemy swords and arrows as swiftly as the mongoose dodges a cobra's fangs. Beginning at 2nd level, when wearing light or no armour and when carrying only a light load, the bowman gains a +1 insight bonus to his Armour Class. At every even class level, the insight bonus to the bowman's Armour Class increases by +1, to a maximum bonus of +5 at 10th level.

Close In Archery (Ex): The bowman does not often have the luxury of fighting in wide open spaces. His home is the verdant forest, where branches, brush and leaves choke the battleground, leaving him no choice but to wield his bow at ranges that would normally prove deadly to the average archer. It is fortunate, then, that the bowman is anything but average. Beginning at 3rd level, the bowman can fire his bow at any range and not provoke an attack of opportunity. This means that the bowman can even fire arrows at adjacent enemies without fear of retribution.

Killing Precision (Ex): The bowman is an archer without peer and while he is a deadly warrior at any range, he is most dangerous while using his bow to rain down death on nearby enemies. Beginning at 4th level, the critical threat



range of the bowman's arrows are increased by one, from 20 to 19–20, for example. This increase is considered a natural part of his weapon's critical threat range, meaning it is doubled by feats like Improved Critical. This bonus for killing precision only applies to arrows fired at point blank range, a distance of 30 feet or less.

Blurred Shot (Ex): The bowman is not concerned by hordes of teeming foes; each enemy is just one more body for his tally. At 5th level, his skill with archery becomes so advanced that he can, when using the Rapid Shot feat, fire a second additional arrow each round but only so long as each target is within one range increment. Should the bowman decide to fire a second additional arrow, then the attack is made at the bowman's full attack bonus but each arrow fired suffers a –4 penalty to hit (rather than Rapid Shot's normal –2 penalty).

Flawless Archery (Ex): The bowman takes pride in his ability to kill from a distance and will not permit himself to fail when he nocks arrow and brings string to ear. Beginning at 6th level, the bowman can immediately re-roll any failed ranged attack made with his bow. The bowman can re-roll a maximum of one missed shot each round and a total of one shot per bowman class level every day.

Unstoppable Arrow (Ex): The bowman does not worry when confronted with heavily-armoured foes, for he knows that an arrow through the eye slit will put the lie to the knight's overconfidence. Beginning at 7th level, the bowman can fire a single arrow as a special full-round action, with the shot resolved as a ranged touch attack. He can do this a maximum number of times per day equal to his bowman class level but can use this ability to strike foes at any range increment.

One Arrow, Two Lives (Ex): Though he is often small in stature, the bowman is mighty in spirit, a spirit which guides his arrows and invests them with immeasurable power. Starting at 8th level, the bowman can fire an arrow that pierces all living beings in a straight line, tearing through flesh, armour and bone to cut down multiple opponents. The bowman fires a single arrow as a full-round action and that arrow flies straight and true, striking all opponents in a line, as a line effect spell does. A single attack roll is made and applied against the first target; with a successful attack roll, the arrow inflicts damage as normal, then passes through the target's body, striking the next target. The same attack roll result is applied against the second target and so long as it successfully strikes, the arrow continues to strike additional beings, until one of three conditions is occurs:

- ✦ The arrow fails to successfully strike a target's Armour Class.
- ✦ The arrow strikes an impassable barrier, as per the rules for line effect spells.
- ✦ The arrow travels more than 60 feet.

Once one of the above conditions occurs, the attack ends and the arrow is considered to have become stuck in the last target which was successfully struck. If the arrow meets an impassable barrier, then it is considered to have shattered on impact with it.

The bowman can use this ability once each round, to a maximum of once per day for every two bowman class levels he possesses. Should he choose, the bowman can combine unstoppable arrow and one arrow, two lives, using both abilities with a single, full-round action.

Snuff the Candle (Ex): The bowman is an archer without peer and a killer without equal, capable of slaying an opponent with a single, well-placed shot. When he reaches this ultimate level of skill, this is made doubly true. At 10th level, the bowman gains the ability to ensure that every well-placed arrow he fires inflicts the maximum damage possible; once a day per point of Constitution modifier (minimum of once per day), if he successfully inflicts a critical hit upon an opponent within point blank range, typically 30 feet, then he can choose to automatically inflict maximum damage, with no need to roll. The decision to use this ability must be made after the critical hit is confirmed but before damage is rolled.



The Bowman

Level	Base Attack				Special
	Bonus	Fort Save	Ref Save	Will Save	
1 st	+1	+0	+2	+0	Wind in the trees
2 nd	+2	+0	+3	+0	Darting mongoose +1
3 rd	+3	+1	+3	+1	Close in archery
4 th	+4	+1	+4	+1	Darting mongoose +2, killing precision,
5 th	+5	+1	+4	+1	Blurred shot
6 th	+6	+2	+5	+2	Darting mongoose +3, flawless archery
7 th	+7	+2	+5	+2	Unstoppable arrow
8 th	+8	+2	+6	+2	Darting mongoose +4, one arrow, two lives
9 th	+9	+3	+6	+3	
10 th	+10	+3	+7	+3	Darting mongoose +5, snuff the candle

THE CHAMELEON

The chameleon moves through the forests like the shadow of falling leaves, silent as the breath of a field mouse. He leaves no trace of his passing, his feet are weightless and he seems to fade in and out of the light like the last wisps of morning fog. The chameleon is testament to the skills and training of the ranger; it is not magic that enables the chameleon to accomplish his amazing feats, it is pure skill, honed over decades of learning every aspect of the forest, every way in which the wind stirs leaves, every way in which soft earth bends to accept the weight of a footstep and every way in which the sounds and shadows of the natural world can be used to mask the presence of the hunter.

The chameleon is the ultimate wilderness stalker, a phantom who moves through the trees as dreams move through the sleeping mind. As such, the chameleon is the perfect prestige class for those rangers who cultivate their ability to hide and move with absolute silence, whether in service to battle, to the hunt or to the desire to be left alone to wander the depths of the forest.

As might be imagined, finding a Non-Player Character chameleon is no easy task, both because few have the discipline to truly master their ways and because those who do rarely wish to be discovered and will turn their abilities to the service of their own solitude.

Hit Die: d6.

Requirements

To qualify to become a chameleon, a character must fulfil all the following criteria.

Class/Level: Ranger level 4+.

Skills: Hide 10 ranks, Knowledge (nature) 10 ranks, Move Silently 10 ranks.

Feats: Skill Focus (Hide), Skill Focus (Move Silently), Stealthy.

Class Skills

The chameleon's class skills (and the relevant abilities) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis),



Epic Chameleon

Hit Die: d8.

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

True Seeing: Chameleon levels, the chameleon gains an additional *true seeing* use per day.

Improved Invisibility: At 13th and 18th chameleon levels, the chameleon gains an additional *improved invisibility* use per day.

Bonus Feats: The chameleon gains a bonus feat for every three levels higher than 10th.

Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All the following are class features of the chameleon prestige class.

Weapon and Armour Proficiencies: The chameleon gains no new proficiencies with weapons, nor does he gain any new proficiencies with armour or shields. Remember

that, like the single-class ranger, a chameleon who wears medium or heavy armour loses the benefits of his combat style.

Spells: The chameleon continues to gain new ranger spells per day every class level, exactly as though he had gained a level in the ranger character class. His caster level is now equal to half his combined ranger + chameleon levels.

Camouflage (Ex): The chameleon is capable of amazing feats of illusion, twisting ambient light and shadow to serve his whims. Beginning at 1st level, the chameleon can hide in any type of terrain, whether or not it grants cover or concealment.

Silent Phantom (Ex): The chameleon can disappear into the wilderness as easily as smoke disappears in the midnight sky. Beginning at 1st level, the chameleon gains a +1 per class level competence bonus to all Hide and Move Silently skill checks.

Moving Shadow (Ex): The chameleon knows how to instinctively blend himself to the shadows and how to contort his body to hide behind even the thinnest of foliage. Beginning at 2nd level, the chameleon suffers no penalties to his Hide skill check when moving at more than half speed but less than full speed. In addition, his penalty to Hide checks for moving at full speed (attacking, running and charging) is reduced to -10. Finally, when the chameleon attempts to Hide after sniping (see the Hide skill description in *Core Rulebook I* for details), he suffers only a -10 penalty to his skill check.

He heard them coming, days before he saw them. A wooden dragon with many heads, rumbling, twisting, breaking the calm of the forest. His slumbering pulse quickened but he did not move. The hunter lets his prey come to him and this prey was fat, unsuspecting, sluggish as a deer in its last winter.

Three days later, the caravan passed beneath his perch. He watched, studied, separating the prey in his mind; strong bucks, does, fawns and the old and sickly. In the lead, one like himself, knowledgeable of twig, rock and beast. She would be last. The lame buck would be the first kill.

He stalked the wooden dragon for three days, once hiding himself in the rotted hulk of an old stump when a fawn stopped to urinate. He drew his knife silently, moved closer, closer still, the fawn unaware as its urine steamed in the night air, until he was close enough to touch. Then he retreated, sliding the fang back in its sheath. She would know if a fawn was taken and he was not ready to hunt just yet.

Late on the third day, he quickened his pace, leaving caravan behind. He planted the bait in the road, where he knew she would find it, then he faded into the underbrush on the other side of the road, retreating into the dark green depths far beyond range of sight. Then he waited, beneath a blind he had built years ago.

It did not take long. The next morning, he made the sacred first kill, then another fell and still another.



Swift and Silent (Ex): The chameleon knows how to use the ambient sounds of the wilderness to his advantage, timing his steps so that they coincide with the rustle of wind in the leaves, or waiting until his victims are distracted by a calling bird, or the snap of a branch under their feet before moving. Beginning at 3rd level, the chameleon suffers no penalties to his Move Silently skill check when moving at more than half speed but less than full speed. In addition, his penalty to Move Silently checks for moving at full speed (attacking, running and charging) is reduced to -10.

Keen Eye (Ex): The chameleon can, by virtue of his incredible eye for detail, notice any unusual detail, no matter how small. With but a sweep of his eyes, he can notice a single misplaced twig and he can hear the sound of a fly's wings buzzing from a mile away. Beginning at 4th level, the chameleon gains a +1 per class level competence bonus to all Listen, Spot and Search skill checks. He gains the same bonus to Survival checks as well but only for the purposes of tracking.

Blindsight (Ex): The chameleon is so attuned to the sounds and movements of the natural world that he can see motion, even when blinded or in complete darkness. At 5th level, the chameleon gains hearing- and vibration-based blindsight to a radius of 20 feet.

Hide In Plain Sight (Ex): Beginning at 6th level the chameleon can, while in any type of natural environment, use the Hide skill even while being observed.

True Seeing (Sp): The chameleon understands the nature of illusion and falsehood better than anyone. He is the consummate illusionist and he therefore cannot be fooled by illusions, bunk or hokum of any sort. Beginning at 7th level, the chameleon may cast *true seeing* once per day with a caster level equal to his ranger + chameleon levels.

Improved Invisibility (Sp): The chameleon, when he reaches this level of ability, gains such mastery over the light and shadow of the wilderness that he can effectively disappear, as though he were nothing but a shadow himself. Beginning at 8th level, the chameleon can render himself completely invisible as per the spell *improved invisibility* cast by a sorcerer of his chameleon + ranger class levels. The chameleon can use this ability once each day.

Absolute Silence, Absolute Stillness (Ex): When he reaches 9th level, the chameleon becomes so skilled at timing his movement to the shifting, ambient light and sound of the wilderness that he can hide and move silently even while moving at full speed. He suffers no penalty to Hide or Move Silently skill checks, no matter how swiftly he is moving. In addition, his penalty to Hide checks while sniping is reduced to -5.

Fade From the World (Su): When he reaches absolute mastery of his craft, the chameleon becomes as much shadow as flesh, able to twist every portion of his body to allow him to dodge any blow, no matter how well placed. At 10th level, the chameleon gains the ability to make himself effectively incorporeal, as the creature subtype, for a total of 10 rounds each day. The chameleon's incorporeality

The Chameleon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1 st	+1	+2	+2	+0	Camouflage, phantom	+1 ranger level
2 nd	+2	+3	+3	+0	Moving shadow	+1 ranger level
3 rd	+3	+3	+3	+1	Swift and silent	+1 ranger level
4 th	+4	+4	+4	+1	Keen eye	+1 ranger level
5 th	+5	+4	+4	+1	Blindsight	+1 ranger level
6 th	+6	+5	+5	+2	Hide in plain sight	+1 ranger level
7 th	+7	+5	+5	+2	<i>True seeing</i>	+1 ranger level
8 th	+8	+6	+6	+2	<i>Improved invisibility</i>	+1 ranger level
9 th	+9	+6	+6	+3	Absolute silence, absolute stillness	+1 ranger level
10 th	+10	+7	+7	+3	Fade from the world	+1 ranger level

applies only to avoiding damage; he is rendered immune to non-magical attack forms and has a 50% chance of avoiding damage from any corporeal source (except for positive energy, negative energy, force effects such as *magic missile* or weapons with the *ghost touch* ability). He does not gain any of the other benefits of becoming incorporeal.

KING OF THE WILDERNESS

The king of the wilderness loves exploration above all things and disdains the comforts of civilisation for the joys of the open road, wandering far beyond the borders of the known world for no other reason than the experience of discovery. The king of the wilderness is the ultimate explorer, fearless and bold, with an innate understanding of the ways of nature and a spiritual kinship with the land. The living spirit of the wilderness cradles and protects him and he draws power from the essence of the natural world. In this way, he is like the druid, more a part of nature than a man trained to survive it as the ranger is. Yet, the king of the wilderness is not like the druid either, in truth; the king

of wilderness' calling is not to support nature, to nurture and protect it, but rather to conquer it by becoming one with its secrets. As he gains in power, he becomes such a part of the land that he can ignore even the worst weather conditions, move with ease over even the most difficult terrain and immerse himself in any environment without fear of death or injury.

Kings of the wilderness are possessed of a fierce wanderlust, one which they cannot, and have no wish to, contain. The king of wilderness is happy only when he is exploring new lands and while there is nothing to prevent him from settling down and claiming a spot of ground for his own, no king of the wilderness would ever choose to do so. To settle down is to plant roots and to plant roots is to be chained – and the king of the wilderness cannot imagine anything more horrible than that.

The king of the wilderness prestige class is designed for those Players who wish to focus on the ranger's role as guide and explorer. The king of the wilderness does not share his peer's skill at striking down specific enemies, instead he betters them as a guide and as a traveller. He is, in essence, the archetypal nomad, vagabond and explorer.

Non-Player Character kings of the wilderness will rarely be encountered, since they hardly ever choose to go where other people, even other rangers, might be found. They might be encountered, however, leading groups of other explorers, or commanding expeditions as a favour to a king, or in service to a god of travel. Finally, a king of the wilderness might be found where one least expects to come upon another living being; on the highest peak of a mountain, on the ocean floor, or swimming through a lava river on the plane of fire.

Hit Die: d6.

Requirements

To qualify to become a king of the wilderness, a character must fulfil all the following criteria.

Skills: Knowledge (geography) 10 ranks, Knowledge (nature) 10 ranks, Survival 10 ranks.

Feats: Endurance, Skill Focus (Knowledge (geography)), Track.

Special: The character must have spent a minimum of one month in the wilderness, not approaching a city and living only off what he could gather and what he could hunt.



Class Skills

The king of the wilderness' class skills (and the relevant abilities) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str) and Use Rope (Dex).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All the following are class features of the king of the wilderness.

Weapon and Armour Proficiencies: The king of the wilderness gains no new proficiencies with weapons, nor does he gain any new proficiencies with armour or shields. Remember that, like the single-class ranger, a king of the wilderness who wears medium or heavy armour loses the benefits of his combat style.

Spells: The king of the wilderness continues to gain new ranger spells per day every class level, exactly as though he had gained a level in the ranger character class. His caster level is now equal to half his combined ranger + king of the wilderness levels.

Tireless Voyager (Ex): The king of the wilderness draws sustenance from the energies of the living world and can travel for days at a time without rest and without slowing. Beginning at 1st level, the king of the wilderness can walk for up to 48 hours without penalty. After 48 hours have passed, he is considered to be making a forced march and must succeed at a Constitution check against a DC of 10

+ 1 per two hours marched beyond the 48th. If he fails the check, he suffers 1d6 nonlethal damage and is fatigued as normal.

The king of wilderness draws enough strength from his journey to allow him to hustle long distances as well. Starting at 1st level, the king of the wilderness can hustle for four hours before needing to rest. Each additional hour beyond that point deals him nonlethal damage and fatigue as normal.

As the king of the wilderness grows in power, he gains the ability to travel ever further without feeling fatigue's touch. At 3rd level and then again at every other level, he gains the ability to walk for another six hours before being considered to be under a forced march, or hustle for an additional hour. This means that at 3rd level, he can walk for 54 hours and hustle for five hours before needing to make his first Constitution check.

Natural Explorer (Ex): The king of the wilderness is the ultimate explorer, at home in any type of environment and able to climb trees, scale cliffs, jump across chasms and ford rivers with an easy, natural grace. Beginning at 1st level, the king of the wilderness gains a +1 competence bonus per class level bonus to all Climb, Jump and Swim skill checks.

Terrain Immersion (Ex): The king of the wilderness is at home in any type of wilderness, because his love of nature and of travel is so strong that the natural world embraces him. At 2nd level, and at every even class level, he can select one type of terrain with which he is absolutely comfortable; the list of terrains which may be chosen is listed below. While in one of his chosen terrains, he gains a +1 per class level circumstance bonus to all Climb, Hide, Jump, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Search, Spot, Survival and Swim skill checks, as well as an equal bonus to all Fortitude saves against environmental conditions. Remember that the circumstance bonus for terrain immersion stacks with the bonuses to Climb, Jump and Swim skill checks gained from the natural explorer class feature. The bonuses from terrain immersion apply to any land of the appropriate terrain type, regardless of whether or not the king of the wilderness have ever been to that area before.

Epic King of the Wilderness

Hit Die: d6.

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

Spells: The king of the wilderness' caster level increases by 1 per 2 levels above 10th. The king of the wilderness' number of spells per day does not increase above 10th level.

Tireless Voyager: The king of the wilderness increases the amount of time he can walk by an additional six hours at each even level (12th, 14th, 16th and so on). He also gains the ability to move at a hustle one additional hour at each even class level (12th, 14th, 16th and so on).

Terrain Immersion: The king of the wilderness gains a new terrain immersion each even level (12th, 14th, 16th and so on).

Bonus Feats: The king of the wilderness gains a bonus feat for every three levels higher than 10th.

Terrain Types

Desert

Forest

Hills

Jungle

Moor

Mountains

Plains

Swamp

Tundra



The King of the Wilderness

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1 st	+1	+2	+0	+0	Tireless voyager, natural explorer	+1 ranger level
2 nd	+2	+3	+0	+0	Terrain immersion	+1 ranger level
3 rd	+3	+3	+1	+1	Self-contained, trackless step	+1 ranger level
4 th	+4	+4	+1	+1	Terrain immersion	+1 ranger level
5 th	+5	+4	+1	+1	King of the road, fast movement +10 ft.	+1 ranger level
6 th	+6	+5	+2	+2	Terrain immersion	+1 ranger level
7 th	+7	+5	+2	+2	<i>Treestriider</i>	+1 ranger level
8 th	+8	+6	+2	+2	Terrain immersion	+1 ranger level
9 th	+9	+6	+3	+3	Unstoppable voyager	+1 ranger level
10 th	+10	+7	+3	+3	Terrain immersion, fast movement +20 ft.	+1 ranger level

Self-Contained (Su): The king of the wilderness draws his sustenance from the natural world, much in the same way that a tree does, the energies of the living land flowing into his body as nutrients are drawn through roots. Beginning at 3rd level, the king of the wilderness no longer needs to drink, eat or breathe. He is rendered immune to starvation and cannot be drowned or suffocated. Since he does not need to breathe and his body no longer digests nutrients, he also gains a +4 bonus to all Fortitude saves against airborne spell effects, such as *stinking cloud*, and against all ingested poisons, whether natural or magical in nature.

Trackless Step (Ex): At 3rd level, the king of the wilderness gains the trackless step ability, exactly as the druid ability of the same name.

King of the Road (Ex): The king of the wilderness goes where he will, as he will, because he has mastered the natural world. Because of his dominion over the living world, even the harshest ground is of no impediment to him. Beginning at 5th level, the king of the wilderness is always considered to be moving over a highway, for the purposes of determining his overland movement. This class ability applies only while the king of the wilderness is moving through terrain to which he has applied the terrain immersion class ability.

Fast Movement (Ex): The king of the wilderness moves with speed and grace, travelling at a pace that only a man who has given himself over completely to the journey can set. Beginning at 5th level, the king of the wilderness' base speed is increased by 10 feet per round. This bonus applies both to his base land movement and to his swimming speed.

At 10th level, the king of the wilderness' base speed increase by another 10 feet, to a total of +20 feet per round.

Treestriider (Sp): The king of the wilderness refuses to acknowledge the concept of distance and so the natural world bends to reflect his beliefs. When he reaches 7th level, he can, once a day per two class levels, instantly transport himself from one tree to another, as though by the

tree stride spell cast by a druid of his king of the wilderness level.

Unstoppable Voyager (Su): The king of the wilderness refuses to be chained and so the natural world bends its energies to him, to ensure that he cannot be held and cannot be bound. At 9th level, the king of the world is protected by a continuous *freedom of movement* effect, as the spell of the same name cast by a druid of his king of the wilderness level.

THE MIGHTY HUNTER

The mighty hunter is the iconic hunter, the sort of man other hunters idolise and bards immortalise in song and legend. He lives only for the hunt; it sustains him, invigorates him and gives him the strength to perform feats of legendary skill and daring which other, lesser hunter cans only dream of. The mighty hunter is the living avatar of the gods of the hunt, striding like a colossus through the wild places of the world. His limbs are strong, his senses keen and his heart as bold as his words.

The mighty hunter is the perfect prestige class for rangers who are modelled after the greatest hunters of legend: mythic figures such as Nimrod, Hearne and Artemis are the quintessential mighty hunters, their deeds remembered in stories and legend for millennia. The mighty hunter is larger than life and his adventures and his prey are likewise of the grandest sort.

Non-Player Character mighty hunters are very rare, for few have the stuff it takes to join their exalted ranks. When they are found, the experience will be memorable, for the mighty hunter is proud and loud, reciting a litany of his deeds at the slightest show of interest. Fortunately for him and unfortunately for his prey, the mighty hunter is every bit as skilled, bold and powerful as his tales would imply. He is fearless in the hunt and unafraid to confront even the most powerful foes; in fact, the mighty hunter fears a lack of worthy opponents far more than he fears death. After all, the best way to live forever in song is to die on the field of battle.



Hit Die: d8.

Requirements

To qualify to become a mighty hunter, a character must fulfil all the following criteria.

Base Attack Bonus: +9.

Skills: Listen 10 ranks, Move Silently 10 ranks, Spot 10 ranks, Survival 10 ranks.

Feats: Alertness, Self-Sufficient, Track.

Special: The character must have selected the animal type as one of his favoured enemies and must have slain one being of each of his chosen favoured enemy types. He need not have hunted and slain each type of humanoid or outsider; a single one of each suffices for the purposes of qualifying for the mighty hunter prestige class.

Class Skills

The mighty hunter's class skills (and the relevant abilities) are Climb (Str), Concentration (Con), Handle Animal (Cha), Hide (Wis), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str) and Use Rope (Int).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All the following are class features of the mighty hunter prestige class.

Weapon and Armour Proficiencies: The mighty hunter gains no new proficiencies with weapons, nor does he gain any new proficiencies with armour or shields. Remember that, like the single-class ranger, a mighty hunter who wears medium or heavy armour loses the benefits of his combat style.

Favoured Enemy (Ex): The mighty hunter continues to accumulate favoured enemy bonuses, exactly as the ranger does, which will stack and increase along with any ranger favoured enemies. At 1st level and then again at 5th and 10th level, the mighty hunter may select an additional favoured enemy from those listed with the ranger class in *Core Rulebook I*. Thus a 10th level ranger/5th level mighty hunter would have 5 favoured enemies (and may even have up to a +10 bonus against one of those enemies).

Hunter's Instincts (Ex): The mighty hunter is an extraordinarily skilled hunter, his senses honed to an almost inhuman degree. Beginning at 1st level, the mighty hunter gains a +1 bonus per class level bonus to all Listen, Search and Spot skill checks. These bonuses stack with those gained from the favoured enemy class feature.

Woodland Stride (Ex): The mighty hunter can traverse even the wildest, most overgrown ground with ease, outpacing hounds and other hunters without making the slightest effort. At 2nd level, the mighty hunter gains the ability to traverse any sort of undergrowth at his normal speed and without taking damage, or suffering any other impairment. This ability functions exactly as the ranger class ability of the same name – should the mighty hunter already possess this class feature, he may now even walk through magically enchanted briars, thorns or overgrowth without harm or impediment.

Feat of Extraordinary Prowess (Ex): The mighty hunter is capable of performing feats of skill and daring which beggar the imagination. At the beginning of his turn as a free action, the mighty hunter may declare he is performing a feat of extraordinary prowess. He makes a Will save (DC 10 + his mighty hunter class level). Failure fatigues the hunter and has no further effect. Success allows the mighty hunter to add a variable bonus to any rolls, saves or checks he makes until the beginning of his next turn – the total bonus he may add in this period may not exceed his class level. Thus a 10th level ranger/5th level mighty hunter may add a +2 bonus to an attack roll and a +1 bonus to a damage

The Mighty Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Favoured enemy, hunter's instincts
2 nd	+2	+3	+3	+0	Woodland stride
3 rd	+3	+3	+3	+1	Feat of extraordinary prowess 1/day, legendary hunter
4 th	+4	+4	+4	+1	Tireless hunter
5 th	+5	+4	+4	+1	Favoured enemy
6 th	+6	+5	+5	+2	Feat of extraordinary prowess 2/day
7 th	+7	+5	+5	+2	Deadly precision
8 th	+8	+6	+6	+2	Perfect strike
9 th	+9	+6	+6	+3	Feat of extraordinary prowess 3/day
10 th	+10	+7	+7	+3	Favoured enemy, iconic hunter

Epic Mighty Hunter

Hit Die: d8.

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

Favoured Enemy: The mighty hunter gains the favoured enemy class feature again every 5 levels after 10th.

Feat of Extraordinary Prowess: The mighty hunter gains an additional use of this ability for every 6 levels after 6th.

Bonus Feats: The mighty hunter gains a bonus feat for every three levels higher than 10th.

roll during his turn, then add a +2 bonus to Reflex save to avoid a *fireball* later in the round.

At 3rd level the mighty hunter may attempt a feat of extraordinary prowess once a day; it may be used one additional time per day at 6th and 9th levels.

Legendary Hunter (Ex): The mighty hunter's reputation precedes him wherever he goes and others who enjoy the hunt are in awe of his capabilities. Beginning at 3rd level, all Non-Player Character members of the ranger, druid or barbarian classes are considered to be Indifferent to the mighty hunter at worst, for the purposes of determining their reactions to him. The benefit of legendary hunter also apply to any other Non-Player Characters whom the Games Master deems would be impressed by the mighty hunter's prowess.

Tireless Hunter (Ex): The mighty hunter does not easily tire while on the hunt, as the lust for the kill sustains him. Beginning at 4th level, the mighty hunter gains a the Endurance feat. Should he already possess the Endurance feat (as nearly all rangers do), the bonus it provides to all relevant activities increases to +8.

Deadly Precision (Ex): When the mighty hunter corners his prey, there is no doubt that he will slay it. At 7th level the mighty hunter gains the ability to, once a day, re-roll any one failed attack roll made against a favoured enemy. The decision to re-roll the attack must be made immediately after the first attack roll fails to strike and the results of the reroll must be accepted, whether or not it was successful.

Perfect Strike (Ex): The mighty hunter knows just where to strike his prey to insure its swift, painless death. At 8th level he gains the ability to, once per day, automatically inflict a critical hit with a successful attack roll. He can only use this ability when attacking a favoured enemy and must roll damage for the critical hit as normal. This ability may not be used in conjunction with the deadly precision class feature. Enemies which are immune to the effects of critical hits are likewise immune to perfect strike.

Iconic Hunter (Ex): The mighty hunter is the iconic huntsman, the kind of man other, lesser hunters idolise and bards immortalise in song. When he reaches 10th level in this prestige class, he gains the ability to take 10 on any Hide, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Search, Spot or Survival skill checks, even when he would not normally be able to do so.

THE OBSESSED HUNTER

All rangers are skilled at hunting and killing their favoured enemies but the obsessed hunter takes this one step further. His mind is so consumed with thoughts of tracking and destroying a single, specific type of enemy that he cannot conceive of doing anything else. Nothing save the hunt and the kill matters; food is like ash in his mouth, water does not quench his thirst and sleep brings nothing but dreams of the eternal pursuit.





The reasons for the hunter's obsession vary but are almost always rooted in tragedy, a tragedy which they refuse to forget or forgive. In some cases, this tragedy was directly caused by the hunter's chosen nemesis, as when a tribe of giants slays the hunter's family. Other times, however, the tragedy is caused by the hunter himself; in such cases, the object of obsession is a focus for the hunter's self-hatred and he seeks to destroy it utterly in the vain hope that it will cleanse his mind of his self-loathing. Of course, it never will.

The obsessed hunter is the perfect prestige class for those Players who wish to base their characters on such literary figures as Captain Ahab or on legendary heroes like Sir Pellinore, the Arthurian knight who relentlessly pursued the questing beast. In any case, the obsessed hunter is a dark, brooding figure, obsessed with the hunt and also obsessed with his personal failures.

Non-Player Character obsessed hunters can be found almost anywhere. They might be discovered drinking in roadside taverns, wandering the trails of the frontier, or relentlessly pursuing their quarry over mountains and deserts. Obsessed hunters are gruff and unfriendly and though some are more than happy to drone on and on about their quarry, most are tight-lipped at even the best of times.

Hit Die: d8.

Requirements

To qualify to become an obsessed hunter, a character must fulfil all the following criteria.

Class/Level: Ranger level 4+.

Skills: Listen 7 ranks, Search 7 ranks, Survival 7 ranks.

Feats: Endurance, Iron Will, Track.

Special: The ranger must choose a favoured enemy to become obsessed about (see the obsessed class feature, below). He may only select a creature type he has already selected as a favoured enemy.

Class Skills

The obsessed hunter's class skills (and the relevant abilities) are Bluff (Cha), Climb (Str), Concentration (Con), Handle Animal (Cha), Hide (Wis), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str) and Use Rope (Int).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All the following are class features of the obsessed hunter prestige class.

Weapon and Armour Proficiencies: The obsessed hunter gains no new proficiencies with weapons, nor does he gain any new proficiencies with armour or shields. Remember that, like the single-class ranger, an obsessed hunter who wears medium or heavy armour loses the benefits of his combat style.

Obsessed (Ex): The obsessed hunter must pursue and kill all the sworn foes he can, as his madness gives him no other choice. To maximise his skills and his killing prowess, the obsessive hunter studies his foes, well, obsessively, learning every detail of their habits, their tactics, their fears and their weaknesses. He also narrows his focus considerably, refusing to allow other considerations and petty hatreds to cloud his mind.

The Obsessed Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1 st	+1	+2	+2	+2	Obsessed, reckless vengeance	+1 ranger level
2 nd	+2	+3	+3	+3	Nemesis +2, speed of the wildfire	+1 ranger level
3 rd	+3	+3	+3	+3	Dogged pursuit, <i>sense enemy</i>	+1 ranger level
4 th	+4	+4	+4	+4	<i>Fearful foe</i>	+1 ranger level
5 th	+5	+4	+4	+4	Come to terms, killing stroke, nemesis +4	+1 ranger level

Firstly, when a character takes his 1st level in obsessed hunter, he chooses one of his favoured enemies – that one favoured enemy type becomes his obsession. All other favoured enemies are deleted, though there is a benefit to this – the increased focus on his obsessive hatred increases the bonus the obsessed hunter has against his one remaining favoured enemy. For every +2 bonus the obsessed hunter lost due to becoming an obsessed hunter, increase his obsession bonuses by +1.

Secondly, the obsessed hunter adds his class level to his sole favoured enemy bonus.

Thirdly, he now applies his favoured enemy bonus to Intimidate skill checks used against that chosen enemy.

For example, Esslin Thann, Ranger of the North, is a 10th level ranger whose whole party has been wiped out by hill giants – he alone survived, although left hideously disfigured. Bent on vengeance, he becomes an obsessed hunter. Esslin had three favoured enemies as a ranger; humanoid (orcs) (+4), giants (+4) and dragons (+2). By becoming a 10th level ranger/1st level obsessed hunter, orcs and dragons lose their favoured enemy status – but Esslin has a mighty +8 bonus against giants (+4 favoured enemy, +2 for losing humanoid (orcs) as a favoured enemy, +1 for losing dragons as a favoured enemy, +1 class level). He may also now apply that +8 bonus to Intimidate checks against giants.

Reckless Vengeance: An obsessed hunter really is maniacally focussed. Nothing will dissuade him from his hatred. Once a character has taken 1st level in the obsessed hunter prestige class, he may not multiclass out of this prestige class until he has completed all 5 levels in it (see the come to terms class feature for details).

An obsessed hunter also suffers from a penalty to all social rolls that do not involve chasing down the focus of his hatred. This penalty is equal to half his favoured enemy bonus (rounded down). Also, an obsessed hunter will not tolerate his hated foes in any way, shape or form – he suffers a penalty to all social rolls that do not include torture or intimidation equal to his favoured enemy bonus when interacting with his favoured enemy.

Spells: The obsessed hunter continues to gain new ranger spells per day every class level, exactly as though he had gained a level in the ranger character class. His caster level is now equal to half his combined ranger + obsessed hunter levels.

Nemesis (Ex): The obsessed hunter does not just learn how to kill his most hated foe, he learns how to avoid their attacks and resist any supernatural or spell-like abilities they may have, the better to allow him to survive to carry on his personal war. Beginning at 2nd level, the obsessed hunter gains a +2 insight bonus to his Armour Class versus any attacks levelled at him by his obsessed foe. In addition, he gains a +2 insight bonus to all saving throws against any spells, spell-like abilities or supernatural powers they may cast at him. At 5th level, this bonus increase to +4.

Speed of the Wildfire (Ex): When the obsessed hunter finds a hint of his prey’s trail, his pulse quickens and he is filled with righteous fury, giving him the ability to move with unmatched speed. When the obsessive hunter is in battle with his chosen foe, or when he is tracking his chosen foe, his base speed is increase by 10 feet per round.

Dogged Pursuit (Ex): Once the obsessed hunter has picked up the trail of his most hated foes, nothing can stop him from tracking them and cutting them down in an orgy of blood and fire. The obsessed hunter can now, so long as he is tracking his most hated foe, walk or hustle for an unlimited amount of time, without need of sleep and without need to attempt Constitution checks to stave off fatigue.

There are limits to how far the obsessed hunter can push himself. He can walk for a maximum number of hours equal to 12 plus his class level. After that time has passed, he must begin attempting Constitution checks, though he gains a bonus to the check equal to his favoured enemy bonus. An obsessive hunter who fails his check is fatigued as normal.

Sense Enemy (Sp): The obsessed hunter is so obsessed with his chosen foe that he can sense its presence, even when it cannot be seen or heard. Beginning at 3rd level, the obsessed hunter can attempt to sense the presence of



his hated foes. This ability functions as the *locate creature* spell, save that the obsessed hunter can only sense his creatures whom he hates with his obsessed class feature. It also has a range equal to 1 mile + 1 mile per class level and the caster level is equal to the caster's obsessed hunter + ranger class levels combined.

Fearful Foe (Sp): The obsessed hunter is a grim, implacable killer and his stern countenance and hatred unnerve his chosen foes. Beginning at 4th level, the obsessed hunter can unleash his hatred as a palpable aura, effectively casting *fear* at a caster level equal to his obsessed hunter + ranger class levels combined. This *fear* spell affects only creatures the obsessed hunter is obsessed with. An obsessed hunter can use *fearful foe* a number of times equal to his class level every day.

Come to Terms: If an obsessed hunter does not die in his manic quest to extinguish a particular type of creature, he eventually comes to a bloody impasse. At this point, he has slain enough creatures to slake his single-minded thirst for vengeance or perhaps has simply finally forgiven himself for the error he made long ago that started his obsessive path. After gaining his 5th obsessed hunter level he may now multiclass. He retains all obsessed hunter class features – his hatred has merely been accepted into himself and no longer dominates his life – except for the reckless vengeance class feature, which is modified – he no longer suffers penalties to interacting normally with others, though he still suffers the full penalty for interacting with his hated foe.

Killing Stroke (Ex): The obsessed hunter is not interested in fighting his most hated enemies, he is interested in killing them as quickly and as painfully as possible. Beginning at 7th level, the obsessive hunter increases the critical hit multiplier of his weapon by one step, from x3 to x4 for example, but only when fighting his obsessed enemy type. This increase is considered a natural part of the weapon's critical threat multiplier, meaning it stacks with other, similar abilities.

THE WOLF MASTER

The ranger is kin to the wolf. Both are hunters without peer, lovers of the wide open wilderness and savage beasts when confronting their enemies. The wolf master is the ultimate expression of this kinship. His heart is that of the wolf and he yearns for the primal joy of the hunt and of the kill. Those rangers who become wolf masters become a part of something much bigger than their individual selves. Their human spirits flee their bodies, replaced by the soul of the wolf, and they transcend the limits of civilised men; freed to indulge in their primal lusts, they hunt and kill with wild abandon, prowling the dark corners of the wilderness and running with, and leading, enormous wolf packs. Wolf masters are creatures of pure instinct and though they share the ranger's skills, they have none of his cultured restraint.

The wolf master is the perfect prestige class for a Player who wishes his ranger to be loosed from the bonds of civilisation. As the wolf master grows in power and savagery, so too does he become more wolf than man. At the highest levels of play, the wolf master sheds his human skin entirely, gaining the ferocious might of the werewolf lord.

Non-Player Character wolf masters are almost never found within cities, preferring to forgo the comforts of civilisation for the untamed lands far beyond the frontier. They immerse themselves in the ways of the wolf, moving from pack to pack, the ultimate alpha wolf.

Hit Die: d8.

Requirements

To qualify to become a wolf master, a character must fulfil all the following criteria.

Skills: Listen 8 ranks, Spot 8 ranks, Survival 8 ranks.

Feats: Alertness, Run, Track.

Special: Must have the animal companion, swift tracker and wild empathy class features.

Class Skills

The wolf master's class skills (and the relevant abilities) are Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis) and Survival (Wis).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All the following are class features of the wolf master prestige class.

Weapon and Armour Proficiencies: The wolf master gains no new proficiencies with weapons, nor does he gain any new proficiencies with armour or shields. Remember that, like the single-class ranger, a wolf master who wears medium or heavy armour loses the benefits of his combat style.

Spells: The wolf master continues to gain new ranger spells per day every class level, exactly as though he had gained a level in the ranger character class. His caster level is now equal to half his combined ranger + wolf master levels.

Fast Movement (Ex): The wolf master moves with the speed of the wolf, racing across the tundra and the plains with an easy, hungry grace. Beginning at 1st level, the wolf master's base speed is increased by 10 feet per round. This is considered a natural part of his movement and stacks



with other, similar abilities, such as the barbarian's fast movement class feature.

At 5th level, the wolf master's base speed increases again, to a total of +20 feet per round and then at 9th level it increases to 30 additional feet of movement each round.

Night Eyes (Ex): The wolf master possesses the keen eyes of the wolf. Luminous and green, they spark with ferocious life and glitter in the night like fireflies. Beginning at 1st level, the wolf master gains low-light vision, allowing him to see twice as far as a human in starlight, moonlight, torchlight and similar, shadowed conditions.

When the wolf master gains the eyes of a wolf, he permanently loses the ability to distinguish colour and is left seeing only in shades of grey. While this does not hinder his ability to distinguish shapes, or use visual skills like Search and Spot, it does offer him some small measure of protection against spells which are based on colour and light. The wolf master gains a +1 circumstance bonus to saving throws against spells such as *colour spray*, which depend upon colour to affect their targets.

Animal Companion (Ex): The wolf master and his lupine animal companion share an unbreakable bond. Since the wolf master is as much wolf as man, he and his companion understand one another's moods and share the same instinctive love for the hunt and for the freedom of the wilderness. Beginning at 1st level, the wolf master adds his class levels to his ranger class levels for determining the strength of his animal companion. For the purposes of determining the animal companion's abilities, he does not halve his ranger levels. This means that a 1st level wolf master/10th level ranger would have an animal companion equivalent in strength to that of an 11th level druid.

In addition, the wolf master and his lupine animal companion can communicate telepathically with one another, to a distance of 10 feet + 10 feet per wolf master class level. The wolf lord and his lupine companion understand one another perfectly, as by the *speak with animal* spell, though their ability to communicate is limited by the companion wolf's intelligence. The wolf master cannot use this ability to communicate with other wolves, only his animal companion. The wolf master may also add his class levels to his ranger levels when determining the bonus to wild empathy checks he receives, but only when communicating with wolves.

If the wolf master does not possess a wolf animal companion when entering into this prestige class, then one is attracted to him within one week's time. If the wolf master possessed an animal companion of a different type, such as a horse, then that animal companion leaves and a wolf comes to replace it. Should the wolf master's lupine animal companion die, or be dismissed, then a new wolf arrives to accompany him after one week's time. In any case, the new companion arrives with all the abilities appropriate for a character of the wolf master's level, as outline above.

Scent (Ex): The wolf master's other senses are as keen as his wolf-borne eyesight. He can sniff out prey from enormous distances and track by scent alone. Beginning at 2nd level, the wolf master gains the scent ability, allowing him to detect opponents within 60 feet by sense of smell. If the opponent is upwind, the range is increased to 90 feet; if they are downwind, the range is decreased to 30 feet. In all other respects, the wolf master's scent functions exactly as the normal scent ability.

Spirit of the Wolf (Ex): The wolf master is ferocious and wild, the legacy of the wolf spirit slowly growing within him. In battle, the wolf master fights with the tactics of his namesake, snarling and snapping at his foes and dragging them to the ground, the better to tear out their throats and drink their gushing life's blood. Beginning at 3rd level, the wolf master gains the ability to perform a bite attack, gaining an extra attack at -5 attack bonus that deals 1d4 points of damage.



When attacking, the wolf master's bite is considered a secondary attack. If the wolf master successfully strikes using his bite attack, he can attempt to trip his opponent as a free action, without need of making a touch attack and without possibility of being tripped in return.

Summon the Pack (Su): The wolf master commands the allegiance of wolves of all sorts and can summon them to do his bidding, should he so choose. Beginning at 4th level, the wolf master can summon and command wolves to fight for him, or perform other tasks, once per day. Summoning wolves requires a standard action, during which the wolf master must unleash a deafening howl that echoes through the forest depths with the power of a thunderclap. 2d6 rounds later, 3d6 normal wolves arrive, appearing like grey ghosts from the wilderness; they serve the wolf master for a period of one hour, then leave as swiftly as they came.

Summoned wolves understand and follow the wolf master's commands as though they were domesticated animals. Using the Handle Animal skill as a free action, he can issue a single command to the entire pack, using the following Handle Animal tricks; attack, come, defend, down, fetch, guard and track.

The wolf master can only summon wolves while in the wilderness and in an area where wolves might be found. This means that he cannot normally summon wolves while in the desert, nor may he summon them while on a sea voyage. Wolves can be summoned into a city if it is near an appropriate wilderness area.

Wolf Form (Su): The wolf master's spirit is infused with the natural essence of the wolf, allowing him to shed his cloak of skin and assume a sleek, predator's form. Beginning at 5th level he can, once a day, transform himself or another willing being into the shape of a wolf, as though by the *polymorph* spell cast by a druid of his wolf master + ranger class levels combined. This ability may be used an additional time per day at 7th and 9th levels.

Predator's Aura (Su): The wolf master is as much wolf as he is man and he radiates an aura of predatory, savage menace. Beginning at 6th level, the wolf master gains a +1 per class level bonus to all Intimidate skill checks,

Epic Wolf Master

Hit Die: d8.

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

Spells: The wolf master's caster level increases by 1 per 2 levels above 10th. The wolf master's number of spells per day does not increase above 10th level.

Bonus Feats: The wolf master gains a bonus feat for every three levels higher than 10th.



allowing him to frighten other, less innately savage beings with ease.

Dire Companion (Ex): As the wolf master gains in power, so too does his lupine animal companion increase in primal fury. When the wolf master achieves 6th level, his wolf animal companion magically and permanently transforms into a dire wolf. Unlike the normal dire wolf animal companion, its master's class levels are not effectively reduced to determine its animal companion special abilities. Instead, the dire wolf retains all the animal companion bonuses it has received to this point and continues to gain new abilities as normal.

So, for example, while the dire wolf companion of a 16th level ranger would have the animal companion abilities of a 2nd level druid's companion, a 6th level wolf master/10th level ranger's dire wolf companion has the abilities of a 16th level druid's companion.

Should the wolf master's dire wolf companion die, then a new dire wolf companion, with all the abilities listed above,



The Wolf Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1 st	+1	+2	+2	+0	Fast movement +10 ft., night eyes, animal companion	+1 ranger level
2 nd	+2	+3	+3	+0	Scent	+1 ranger level
3 rd	+3	+3	+3	+1	Spirit of the wolf	+1 ranger level
4 th	+4	+4	+4	+1	Summon the pack	+1 ranger level
5 th	+5	+4	+4	+1	Fast movement +20 ft., wolf form 1/day	+1 ranger level
6 th	+6	+5	+5	+2	Predator's aura, dire companion	+1 ranger level
7 th	+7	+5	+5	+2	Of wolf and man, wolf form 2/day	+1 ranger level
8 th	+8	+6	+6	+2	Unleash the beast	+1 ranger level
9 th	+9	+6	+6	+3	Fast movement +30 ft., wolf mastery, wolf form 3/day	+1 ranger level
10 th	+10	+7	+7	+3	Wolf in man's clothing	+1 ranger level

arrives to serve him within one week's time – should the wolf master be in an area where a dire wolf could not go, such as on a ship sailing the ocean, then it will appear within a week of the wolf master's arrival in a more appropriate locale.

Of Wolf and Man (Ex): As he grows in power and experience, the wolf master takes on more and more aspects of the wolf; his ears grow pointed, his teeth become fangs and he sprouts thick, lupine hair on his chest, arms and legs. At 7th level, the wolf master gains a +2 natural Armour Class bonus and the damage of his bite attack increases to 1d6 points of damage.

In addition, the wolf master's senses become far more acute, allowing him to hear the scuttling feet of a field mouse or the shifting of the wind through the trees and to see the rustling of leaves when an ant passes. He gains a +2 bonus to all Listen and Spot checks. He also now suffers no penalty when feinting in combat against animals.

Unleash the Beast (Su): The wolf master's lupine spirit is so powerful that his essence can transform the bodies and souls of men, unleashing their inner beast to run wild and free. Beginning at 8th level, when the wolf master successfully strikes a humanoid or giant with his bite attack, that victim must succeed at a Fortitude save against a DC equal to the wolf master's class levels + ranger levels, or contract lycanthropy, exactly as though they had been bitten by a werewolf. Those affected by the power of unleash the beast are considered to be afflicted lycanthropes, meaning they change only under the light of the full moon.

At this point, since the wolf master is already so suffused with the spirit of the wolf, he gains immunity to the curse of lycanthropy. This immunity applies to all forms of lycanthropy, meaning the wolf master cannot become a werebear or wererat, for example.

Wolf Mastery (Su): The wolf master commands the allegiance of wolves of all sorts, including dire wolves and werewolves. Beginning at 9th level, the wolf master can, once a day, *dominate* any form of wolf, including werewolves, as by the spell *dominate monster* cast by a sorcerer of his class + ranger levels combined.

Wolf in Man's Clothing (Su): When the wolf master achieves 10th level, he undergoes a permanent transformation, shedding his humanoid skin and becoming a wolf in body, as well in spirit. He gains the alternative form ability of a werewolf lord, allowing him to transform into the shape of a normal wolf, a dire wolf or a bipedal hybrid form, at will as a standard action. While in hybrid form, or while in his dire wolf form, he also gains damage reduction 10/silver. While fighting as a dire wolf, or as a dire hybrid, the damage of his bite attack increases to 2d6. The wolf master does not gain any of the other special attacks or special qualities of the werewolf lord, as he already possesses them as class abilities. The wolf master is considered a natural lycanthrope and is immune to the effects of another wolf master's wolf mastery class ability.



Superior Tools

Rangers are men of skill and daring, perfectly at home in any type of wilderness environment. With their incredible number of skills and with the power of the class abilities they have honed over years of stalking and stomping about the frontier, the ranger is one of the few character classes who can survive without the need of equipment.

Still, most rangers would far prefer to outfit themselves with tools capable of aiding them in their work. This chapter introduces a host of new armours, weapons and equipment suitable for almost any ranger character. These items are fantastical and mundane, exotic and unassuming, and everything in between. In combination with the items found in *Core Rulebook I*, these new tools and armaments will help the ranger survive and achieve success, regardless of where his explorations take him.

The equipment in this chapter is largely intended for use by rangers only. While most of these items could be found anywhere, they are designed with the abilities and themes of the ranger class in mind. For this reason, it is recommended that the Games Master introduce them only when a ranger will be given first chance to claim them for his own.

NEW ARMOUR OPTIONS

The following options can be placed on any suit of light or medium armour, giving the ranger new abilities.

Animal Shape Armour: Animal shape armour is armour which has been crafted to loosely resemble an animal's body. The armour has been covered with feathers, or with scales, or with a thin layer of fur and the general shape of the armour itself has been formed to resemble a bird or other such animal. Animal shape armour alters the wearer's form slightly, making him appear less alien to animals and so while wearing the armour he gains a +2 bonus to all wild empathy checks made to influence the attitudes of an animal.

Climber's Armour: Climber's armour is a suit of armour upon which eyehooks and pulleys have been placed. When using the Climb skill to scale a rope, the wearer gains a +2 bonus to his Climb checks and a +5 bonus to attempts to catch himself while falling, or to catch another falling character.

New Armour Options

Option	Cost
Animal Shape Armour	+50 gp
Climber's Armour	+50 gp



NEW RANGER WEAPONS

The ranger is a scout, an explorer and a hunter but he is, perhaps above all, a warrior. As such, the typical ranger, and the typical ranger Player, has a deep and abiding interest in choosing the weapon which best plays to his strengths. Of course, given that the ranger has so many roles in the party and given that the wilderness is full of so many different types of creatures, there is seldom only one weapon which can fulfil all the ranger's needs.

The new weapons introduced here are intended to compliment both the themes and the mechanics of the ranger class, giving him an arsenal of new weapons with which to destroy his chosen enemies. These new weapons are both exotic and common and are, one and all, designed with the needs of the wilderness warrior in mind.

Bola, Explosive: An explosive bola is a set of bolas with the heavy spheres replaced by reinforced containers of alchemist's fire. On a successful hit, the bolas wrap around the target's legs, allowing the wielder to make a ranged trip attack as normal. When the bolas have completely wrapped around the target, however, they explode, striking the victim with a direct hit of alchemist's fire (1d6 damage) and inflicting one point of damage to all within five feet of the victim. As per normal, the victim suffers an additional 1d6 points of damage on the following round, though they can attempt to extinguish the flames with a DC 15 Reflex save. Tripped opponents automatically gain the +2 bonus

to their save for rolling on the ground. An explosive bola is destroyed after one successful use.

Crossbow, Elephant: The elephant crossbow is a monstrosity of wood and steel, an enormous crossbow whose ‘string’ is actually made of steel. The elephant crossbow stands nearly five feet in height, has a bow nearly as large as a standard shortbow and fires bolts which are closer to javelins in size. The elephant crossbow is so large and awkward that it can only be fired with two hands. Large-size creatures can fire an elephant crossbow with one hand, or even fight with one in each hand, suffering a –6 penalty to their attack roll in the first case and fighting as though wielding two one-handed weapons in the second. When fighting with two elephant crossbows, the penalties for two weapon fighting stack with the –6 penalty for firing one handed.

Reloading an elephant crossbow is very difficult, provoking an attack of opportunity and requiring a full-round action. The Rapid Reload feat reduces the time necessary to reload an elephant crossbow to a move action.

Double Crossbow, Heavy: A double crossbow is a heavy crossbow with two sets of firing mechanisms, one stacked atop the other, separated only by a thin but reinforced length of wood. The heavy double crossbow can be used in either of two fashions. First, the wielder can fire each bolt separately, negating the need for him to cock and reload the crossbow after each shot. Second, he can fire both bolts simultaneously as a standard action. Firing two bolts simultaneously decreases the accuracy of the weapon but allows the wielder to make two attacks at his full attack bonus; each attack suffers a –2 penalty to the attack roll. Both attacks have to be made against the same target when firing simultaneously. Loading each firing mechanism of a double crossbow requires a separate, full-round action that provokes an attack of opportunity. The wielder can choose to load only one mechanism should he choose, since each can be fired independently.

As with a standard heavy crossbow, the wielder can choose to fire it one-handed, or even use one in each hand. In the first case, the wielder suffers a –4 penalty to attack rolls and in the second, the wielder is treated as though fighting with two one-handed weapons. This second penalty is cumulative with the penalty for one-handed firing and both penalties are cumulative with the penalty for firing both bolts simultaneously, should the wielder wish to do so.

Double Crossbow, Light: A light double crossbow is a light crossbow with two sets of firing mechanisms, one stacked atop the other, separated only by a thin but reinforced length of wood. The light double crossbow can be used in either of two fashions. First, the wielder can fire each bolt separately, negating the need for him to cock and reload the crossbow after each shot. Second, he can fire both bolts simultaneously. Firing two bolts simultaneously decreases the accuracy of the weapon but allows the wielder

to make two attacks at his full attack bonus; each attack suffers a –2 penalty to the attack roll. Loading each firing mechanism of a double crossbow requires a separate, full-round action that provokes an attack of opportunity. The wielder can choose to load only one mechanism should he choose, since each can be fired independently.

As with a standard light crossbow, the wielder can choose to fire it one-handed, or even use one in each hand. In the first case, the wielder suffers a –2 penalty to attack rolls and in the second, the wielder is treated as though fighting with two light weapons. This second penalty is cumulative with the penalty for one-handed firing and both penalties are cumulative with the penalty for firing both bolts simultaneously, should the wielder wish to do so.

Harpoon: A harpoon is a hooked spear used to kill seals and other aquatic creatures. It is usually attached to a rope, which prevents the speared animal’s corpse from sinking into the depths and allows the hunter to pull his kill up on shore.

Because of the wickedly barbed head of the harpoon, it can be used to make a trip attack. If the wielder selects the Exotic Weapon Proficiency feat and applies it to the harpoon, then on a successful critical hit, the wielder can attempt a trip attack as a free action, by yanking on the rope attached to the harpoon. If the wielder is tripped on his own trip attempt, he can drop the rope rather than be tripped.

Harpoon, Whaling: A whaling harpoon is a larger, heavier and sturdier version of a harpoon which can be used to make trip attempts. As with the harpoon, a wielder who selects the Exotic Weapon Proficiency feat and applies it to the whaling harpoon can, with a successful critical hit, attempt a trip attack as a free action, by yanking on the rope attached to the harpoon. If the wielder is tripped on his own trip attempt, he can drop the rope rather than be tripped. The wielder gains a +4 bonus to trip attacks made in this fashion.

Net, Reinforced Hunter’s: A hunter’s net is functionally identical to a standard fighting net, save that its maximum range is 15 feet, that it can be used against creatures of up to two size categories larger than the wielder, requires a DC 22 Escape Artist check to break free of and it has 8 hit points.

Net, Reinforced Snap: A snap net is a more advanced version of a fighting net. It has a maximum range of 10 feet and entangles an opponent exactly as a standard net does. Like the reinforced hunter’s net, it has 8 hit points and the Escape Artist DC check necessary to escape from it is 22. The key advantage of the snap net are the cleverly designed pulleys which crisscross the net and twine together in the wielder’s hands; when a reinforced snap net is thrown and fails to connect with its target, the wielder can snap his wrist, causing the net to fly back to his hands and bundle



New Ranger Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>One-Handed Melee</i>							
Harpoon	10 gp	1d4	1d6	x3	20 ft.	5 lbs.	Piercing
<i>Ranged Weapons</i>							
Crossbow, Heavy Double	80 gp	1d8	1d10	19–20/x2	120 ft.	10 lbs.	Piercing
Crossbow, Light Double	55 gp	1d6	1d8	19–20/x2	80 ft.	6 lbs.	Piercing
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>One-Handed Melee</i>							
Whip, Elephant	10 gp	1d4	1d6	x2		5 lbs.	Slashing
<i>Two-Handed Melee</i>							
Harpoon, Whaling	15 gp	1d6	1d8	x3	10 ft.	7 lbs.	Piercing
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>Ranged Weapons</i>							
Bola, Explosive	30 gp	1d3 + 1d6 fire	1d4 + 1d6 fire	x2	10 ft.	3 lbs.	Bludgeoning
Crossbow, Elephant	250 gp	3d4	4d4	19–20/x2	130 ft.	20 lbs.	Piercing
Net, Reinforced Hunting	35 gp	—	—	—	15 ft.	7 lbs.	—
Net, Reinforced Snap	50 gp	—	—	—	10 ft.	7 lbs.	—

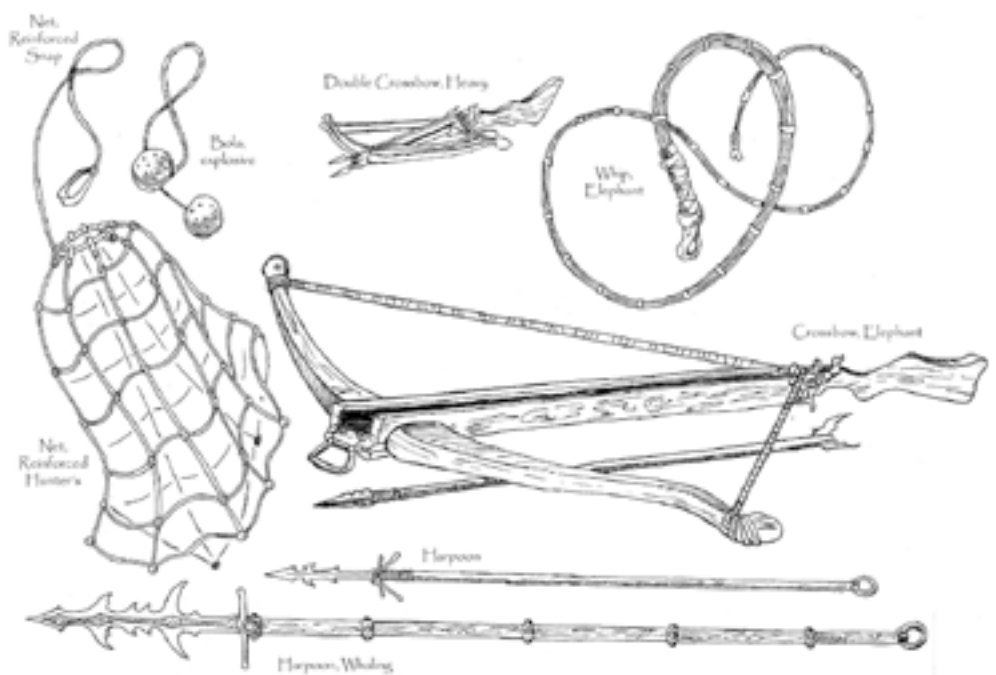
together. A snap net bundled in this fashion does not suffer the –4 penalty to attack rolls, because it is never unfolded.

Whip, Elephant: An elephant whip is a thick whip made from both heavy rope and links of flexible steel wire. It, along with the goad, is typically used to herd elephants and to direct them in battle. Since it is so heavy and can put such weight behind its lash, it can also be used very effectively in combat.

Unlike a whip, an elephant whip inflicts normal damage and can damage opponents regardless of their armour bonus, or their natural armour bonus. The elephant whip is treated as a melee weapon with a 15-foot reach, though it does not threaten areas into which it can make an attack. As with a normal whip, the elephant whip can be used to attack adjacent foes.

Using an elephant whip provokes an attack of opportunity, as though the wielder were using a ranged weapon.

An elephant whip can be used to make trip attacks and the wielder can drop it to avoid being tripped in return. In



addition, the wielder gains a +2 bonus to all disarm attempts, including attempts to avoid being disarmed himself.

Elephant whip wielders cannot benefit from the Weapon Finesse feat when using this weapon.

WEAPON ACCESSORIES AND OPTIONS

The following weapon options are available to any ranger character and are designed to make his weapons slightly more effective or modify them in some fashion.

Atlatl: An atlatl is a long handle topped with a small cup. It is not a weapon, per se. Instead, it is a tool used to make javelins and darts more effective, by increasing their effective range. An atlatl increases the range increment of a dart or javelin by 10 feet, so that a dart has an effective range increment of 30 feet and a javelin an effective range of 40 feet.

Balanced: Balanced is an option that can be placed on any light melee weapon (except the spiked gauntlet and spiked armour), longspear, battleaxe, scimitar, warhammer or longsword. A weapon with this option has been weighted and balanced so that it can be thrown in combat. Balanced weapons have range increments of five feet. Weapons which already have the ability to be thrown at range are already balanced and cannot have this option applied.

Dagger Hilt: A weapon with this option has a dagger inserted into the pommel. The dagger can be removed as a move-equivalent action, allowing the wielder to fight with two weapons, or to throw the dagger if he wishes. A dagger hilt can be placed in any one-handed melee weapon, except a shortspear.

New Weapon Options

Option	Cost
Atlatl	5 gp
Balanced	50 gp
Dagger Hilt	20 gp

NEW RANGER EQUIPMENT

The following new equipment is designed to serve some of the specific needs of the adventuring woodsman. In conjunction with the equipment listed in *Core Rulebook I*, these items should cover almost all the ranger's needs.

Blind Frame: A blind frame is a collapsible wooden frame strung with netting. When placed on the ground and covered in bits of detritus from the ground, a ranger can give himself concealment but only from a 180 degree arc

that he defines during the building of the blind. He can, however, set up a second blind, giving himself concealment in a full 360-degree arc. It takes 10 minutes to effectively set up and cover a blind frame.

Bridle, Training: A training bridle is a bridle which has been used in conjunction with the Handle Animal skill to train a horse to attack, fetch or perform other tricks. A training bridle adds a +2 bonus to all Handle Animal checks made to command a trained animal to carry out any three tricks that it knows. The tricks assigned to the bridle are determined when the animal is trained and cannot be changed. Only a single training bridle can be used with any one animal.

Glove, Falconry: A falconry glove is a glove which has been used in conjunction with the Handle Animal skill to train a bird to attack, fetch or perform other tricks. A falconry glove adds a +2 bonus to all Handle Animal checks made to command a trained avian to carry out any three tricks that it knows. The tricks assigned to the glove are determined when the animal is trained and cannot be changed. Only a single falconry glove can be used with any one animal.

Hunting Horn: A hunting horn is very useful, both for startling game and for signalling fellow hunters. The sound of a hunting horn can be heard clearly to a distance of one mile, with those further away able to hear the call with a Listen check against DC 15 + 1 for every mile beyond the first. A hunting horn's blast can be heard a maximum distance in miles equal to the sounder's Constitution score.

Those with the Bluff skill can use a hunting horn's blast to deliver secret messages, allowing army scouts to communicate instruction to one another, or adventurers to talk while far afield. The DC of transmitting a secret message using the Bluff score is increased by +5.

Hunting Horn, Dissonance: A dissonance hunting horn is a horn which has been specially modified with a shrill reed in its mouth. When it is sounded, the reed issues a subsonic shriek, one which is only audible to animals. Animals within a radius of 500 feet who hear the sound must attempt a Will save against a DC of 12 or become frightened for 2d6 rounds.

Leash, Signal: A signal leash is a leash which has been used in conjunction with the Handle Animal skill to train a dog or other canine animal to attack, fetch or perform other tricks. A hunting leash adds a +2 bonus to all Handle Animal checks made to command a trained canine to carry out any three tricks that it knows. The tricks assigned to the leash are determined when the animal is trained and cannot be changed. Only a single signal leash can be used with any one animal.



Tavras knelt suddenly in the middle of the street, oblivious to the passing traffic and to the bun merchant who had to swerve around him, cart tipping precariously, to avoid a collision. As the merchant righted his cart and moved on, swearing, a steaming bun fell to the ground, rolled across the dust and came to rest near Tavras' feet. He snatched it up without looking and took a bite. If he noticed the taste of horse dung and filthy earth, he gave no sign.

Presently he reached into a pouch at his belt, digging around for a second and then removing a small, clear, stoppered vial half filled with white powder. 'Cunning in his fashion, I suppose,' he said, to no one in particular, as he popped the stopper and shook the powder on the ground. The outline of a footprint appeared. 'But not so clever as he thought.'

A shadow fell over Tavras. He grabbed two daggers instinctively, pulled them out of his sleeves and turned, moving his head quickly and his body with deliberate casualness, the better to bluff his enemies into thinking him unprepared and off-balance.

The peasant boy who had been standing over his shoulder screamed and fell on his rump with a dull thud and a puff of dust. Tavras sighed as tears welled up in the boy's enormous, brown eyes. 'Are you going to cry, boy?' The boy just looked at him, eyes growing even wider as Tavras slipped a dagger back in its sheath. 'Because if you are, you can just move along. Water ruins this sort of work. But if you aren't, then you can stay and I'll show you something.'

The boy stood, wiping dust from his breeches and tears from the corners of his eyes. 'I never cry, I just got some dust.'

Tavras smiled and pointed at the ground at his feet. The boy moved closer. 'This, boy, is a footprint outlined in kalcum powder. Do you know why it's outlined in kalcum?' The boy shrugged and sniffled. 'Because it gives me information, boy, more than just a footprint in the dust. Listen, the fellow I'm following is a bad person, a thief and a murderer. He's given the slip to the city guard for weeks. And,' Tavras said, narrowing his eyes, 'he's managed to evade other hunters like myself. Do you know why?'

The boy shook his head solemnly and Tavras laughed. 'Because he goes disguised. Undercover.' The boy opened his mouth to speak. 'Oh yes,' Tavras said, shushing the boy with a finger, 'he figures himself a regular spy master. Changes his clothes everyday. Puts oranges in his shirts to look like a woman, dyes his hair with grease, or coal, or pollen. But he always makes one mistake, as they all do.'

The boy scratched his head and peered more closely at the footprint. Then he shrugged. 'What mistake?'

Tavras stood, grinning. 'He's too cheap to change his boots. There's your lesson, boy.'

The boy looked puzzled. 'Always change your boots?'

'No,' Tavras said, tucking his daggers away. 'It's the details that will kill you.'

Skis: Skis are very useful for crossing arctic terrain. A ranger wearing skis is considered to be moving on highways for the purposes of crossing most arctic terrain. It is difficult to fight and move in combat while wearing skis; a character wearing skis suffers a -1 penalty to attack rolls, a -1 penalty to Armour Class and is unable to run or charge while wearing skis in combat, unless moving down a snow-covered slope. Skis can be removed as a move action.

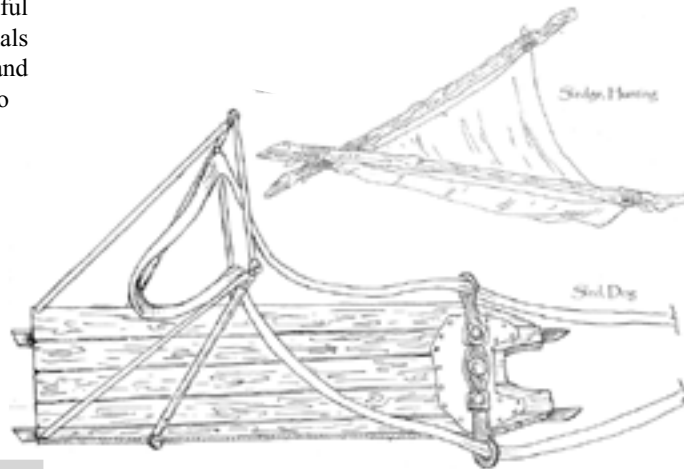
Sled, Dog: A dog sled is a seven- to ten-foot-long plank of reinforced wood, capable of carrying two people fairly comfortably, equipped with runners along the bottom and topped by a frame covered with treated hide. It is crafted so as to distribute weight evenly, even while riding over the softest snow, so animals pulling a dog sled gain a +4

circumstance bonus to their Strength score for the purposes of determining encumbrance and pulling capacity. The driver of a dog sled and a single rider gain a +2 circumstance bonus to all saves against extreme weather conditions, because they can shelter themselves beneath the treated hide frame.

Sledge, Hunting: A hunting sledge is designed for hauling the carcasses of large animals killed during a hunt, though it can also function as a makeshift stretcher for wounded hunters, should the need arise. The hunting sledge boosts the puller's effective Strength by +4, for the purposes of dragging and encumbrance. If pulled over snow, the bearer's Strength increases by +6.

Whistle, Dog: Though it is called a dog whistle, this useful device can be used to signal commands to trained animals of all types. It can be heard to a range of one mile and allows the ranger to use the Handle Animal device to issue commands to his animal companion or to other animals he has trained.

Whistle, Silent Dog: This small whistle issues a sound which can only be heard by animals. It allows the blower to silently command trained animals under his command, using the Handle Animal skill. The whistle can be heard to a maximum of 100 feet.



New Ranger Equipment

Item	Cost	Weight
Blind Frame	30 gp	5 lb.
Bridle, Training	5 gp	—
Glove, Falconry	5 gp	—
Horn, Hunting	10 gp	2 lb.
Horn, Dissonance	25 gp	2 lb.
Leash, Signal	5 gp	—
Skis	20 gp	5 lb.
Sledge, Hunting	15 gp	10 lb.
Sled, Dog	50 gp	100 lb.
Whistle, Dog	10 gp	—
Whistle, Silent Dog	10 gp	—

SUPERIOR ANIMALS

Not all animals are created the same. Rangers understand this better than anyone. Even in the Middle Ages, entire industries sprung up around the breeding and raising of superior animals and families and even local lords would go to war over control of precious breeding resources.

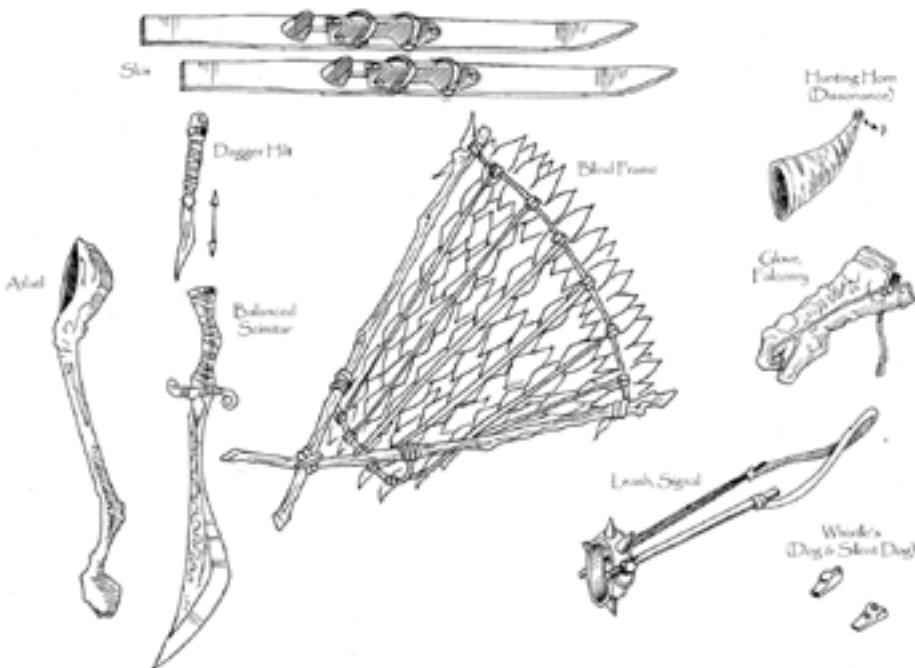
This section introduces a few new rules which expand the role of animals in your campaign, by giving them new options which represent the benefits good breeding can bring. Think of the animals created with the following rules to be to normal animals as masterwork swords are to common blades. They are the same, but superior, and just the kind of animal any ranger who be proud to call his pet, ally and friend.

Though they resemble them in some ways, the following packages are not templates. They do not raise the challenge rating of the animal they are applied to, nor do they block the addition of templates.

Strong Breed

Animals of strong breeding have a solid lineage, their parents and their parent's parents having been selectively mated to produce strong, loyal and intelligent offspring. An animal of strong breed is larger and stronger than others of its type, with a firm bearing and clear sharp eyes. In short, it is beautiful specimen, worthy of admiration and display. An animal of strong breed gains the following:

+ Strong breed animals are trained for loyalty and quick



wits. An animal of strong breed adds a +2 bonus to all its master's Handle Animal skill checks, so long as they concern training it or commanding it to perform a trick.

- ✦ It has the capacity to learn four tricks per point of Intelligence, rather than three.
- ✦ It gains two bonus hit points.
- ✦ Its natural lifespan is increased by 10% per age category.

Strong breed animals are as expensive as they are valuable. The price of a strong breed animal is 150% of normal, meaning a strong breed warpony would cost 150 gold pieces.

Thoroughbred

Thoroughbred animals are to strong breed animals as strong breed animals are to normal beasts. Thoroughbreds are prized treasures, bred only from the most pure, healthy and intelligent animals of their type. A thoroughbred is a magnificent animal in every way, nothing short of physical and mental perfection. A thoroughbred animal gains the following:

- ✦ A thoroughbred grants its master a +3 bonus to all Handle Animal skill checks which involve training it, or commanding it to perform a trick.
- ✦ It has the capacity to learn five tricks per point of Intelligence, rather than three.
- ✦ It gains three bonus hit points, or one bonus hit point per three hit die, whichever is greater.
- ✦ Its natural life span is increased by 25% per age category.

Thoroughbreds are amazingly expensive, valued at 200%, or more, of normal market price. Realistically, thoroughbred breeders can set their own prices, but 200% is the average.

Modified Breeds

What follows are modified breed qualities which can be added to any thoroughbred or strong breed animal. These packages represent specific avenues of breeding and training which well-bred animals are often subject to. An animal can have a maximum of one of these modified breeds.

Swift: Animals of this sort have been bred for speed. Though they do not have the endurance of strength breed horses (see below), they are swift as the wind. An animal with the swift breeding modification gains the following modifications:

- ✦ +5 feet of base movement a round.
- ✦ +1 bonus to initiative (its own, or its master's if he is mounted).

Swift breed raises the cost of the animal by an additional 25%, raised simultaneously with the extra cost of strong breed or thoroughbred. So, for example, a speed breed, thoroughbred warpony would cost 225% of market price.

Strength: Animals of this sort have been bred for power and are used as the mightiest draft animals. An animal with strength breeding gains the following:

- ✦ +2 bonus to Strength.
- ✦ Increased carrying capacity. In addition to its actual bonus to Strength, the animal is considered to have an additional +2 points of Strength but only for the purposes of determining its carrying capacity.

Strength breeds increase the cost of the animal by an additional 25%, raised simultaneously with the extra cost of strong breed or thoroughbred. So, for example, a strength breed, thoroughbred warpony would cost 225% of market price.

War: Animals with this breeding modification have been trained to be fearless in battle and implacable in the defence of their masters. An animal with the war breeding modification gains the following modifications:

- ✦ +1 bonus to attack rolls with all its natural attacks.
- ✦ +2 bonus to save against fear effects.
- ✦ +2 bonus to its master's Ride checks while in combat.

War breeds increase the cost of the animal by an additional 50%, raised simultaneously with the extra cost of strong breed or thoroughbred. So, for example, a war breed, thoroughbred warpony would cost 250% of market price.

THE MAGICAL RANGER

The ranger is, first and foremost, a man of skill and daring, well versed in the arts of war and even more familiar with the ways of the hunter, the explorer and the woodsman. Unlike many other adventurers, the ranger does not depend on heavy armour or magical weapons and spells to carry the day. Instead, he depends on his courage and upon his years and years of training and experience.

That said, the ranger is not without knowledge of magic and in fact, he gains access to divine spells as he grows in power, a legacy of his increasing favour in the eyes of the gods of nature and animals. The ranger has knowledge of only a few spells, and the capability to cast even fewer, but those spells he does possess are uniformly practical and eminently useful in his chosen vocation.

Further, while the ranger prefers to rely on his wilderness skills and his knowledge of his favoured enemy's weaknesses, he knows that only a fool would forgo the use of magic items which can make his life easier and longer – and though the ranger is many things, a fool is not one of them.

This chapter introduces new rules regarding the magic of the ranger, both in terms of his spells and in terms of the wondrous magic items he uses and the magic weapons and armour he wields and dons. The chapter is broken down into three sections. In the first section, we will discuss the role of magic at all levels of play, giving strategies and suggestions for how the ranger can best make use of both his and his allies' magic, as well as the best magical items for each stage. In the second section, you will be introduced to a collection of new magical spells, all designed to fit the needs of the adventuring ranger. The third and final section presents an arsenal of new magical items, including new armour and weapon special abilities, specific new armour and weapons and new wondrous items which are crafted with the ranger class in mind.

MAGIC AND THE RANGER

Like any other class, the ranger can benefit from the careful selection of magic items and the careful application of magic spells, both his own and his allies. In this section, we will discuss the advantages of spells and magic items at each level of play, so that your ranger characters can achieve the highest levels of versatility and power.

Low-Level Play (Levels 1–5)

The low-level ranger is fundamentally a skill-based character archetype, with many skill points to spend and access to several feats or feat-like abilities. As with all low-level characters, however, he can still benefit greatly from spells and magic items.

Spells: Like all other low-level warriors, the ranger must depend upon his magic using allies to provide him with spell support, even once he potentially gains access to his own spells when he achieves 4th level. In order to understand which spells will best serve the low level ranger, it is important to understand what the ranger class represents and the style and tactics the class' mechanics support. Since most of the ranger's survival strategies are discussed later, in the chapter titled, appropriately enough, Survival Tactics, this section will be nothing but a brief primer. The important concepts of the low level ranger are:

- ✦ *High Skill Points:* Along with the rogue and bard, the ranger is the primary skill user in an adventuring party. Therefore, his most important role in the party is overcoming skill-based challenges.
- ✦ *High Saves:* The ranger has two good saves, one of which is his Reflex save, making him, along with the rogue, the ideal member of the party to confront trap-based challenges.
- ✦ *Tracking:* Since the ranger receives the Tracking feat for free and since his skills are focused on stalking and tracking, it is unlikely that any other party member will have the capability of tracking opponents. As a result, the ranger is the default point man in his adventuring band. Unfortunately, the limited number of skill ranks he can purchase and his likely low Wisdom score combine to make his attempts at tracking unsure, at best.
- ✦ *Fragile Warrior:* The ranger has a favourable base attack bonus progression, but at low levels lacks both hit points and Armour Class. In addition, his class abilities do not give him significant combat bonuses; even favoured enemy applies only against a single type of enemy, who the ranger will not, in a typical campaign, encounter often. Despite this, the ranger will be relied upon to fill the warrior's role, as in a typical four-member party, it is unlikely that there will be another primary warrior.

So, in essence, the mechanics of the class make the low-level ranger a jack-of-all-trades. Like all jack-of-all-trades he shares the weakness of having multiple, somewhat contradictory roles in the party, good at everything, exceptional at nothing (save, perhaps, tracking). For this reason, the low-level ranger benefits most strongly from spells that give him bonuses to his attributes, to his skills or to his defences.

In terms of divine magic, the ranger does not receive exceptional benefit from spells on the druid spell list, though it would logically seem otherwise. Though the druid's spell list is focused around manipulating nature,



many of his low-level spells are not intended to aid party members but rather to influence the natural environment. That said, there are divine spells on both the cleric and druid spell lists that can give the ranger important boosts. *Bless* and *magic weapon* are useful low-level spells for the ranger, as both boost his attack capabilities, which are likely to be lower than those of a fighter or barbarian. In many ways, however, the *bane* spell is even more useful, since the ranger's comparatively low hit point totals are a greater risk to him at low levels than his slightly weaker attack bonus. For the same reason, when fighting against solitary opponents, the ranger is best served forgoing boosts to his own abilities in favour of the divine caster casting *doom* on his foe, since a good defence is better than a good offence for the low-level ranger.

Once the ranger and his allies reach 3rd level, the various ability score-boosting spells become available. Several of these will serve the ranger very well indeed. *Bull's strength* is essential for any ranger who has chosen a melee-based combat style, as it will enhance both his damage and, more importantly, his attack bonus. For the same reason, *cat's grace* is critical for rangers who use any of the various ranged combat styles – *cat's grace* can also serve a melee-based ranger as well, since it helps compensate for his inability to wear heavier armours. While the ranger can also benefit from the *bear's endurance* spell, at low levels he gets better results when his divine allies cast *aid*, because that spell, on average, enhances his hit points to a level equivalent to a +4 increase to his Constitution, while also giving him a boost to his attack bonus. Finally, the druid specific spells *barkskin* and *spider climb* are both useful for the ranger, the former because it compensates for his low armour class and effectively protects his few hit points, the latter because it gives the ranger a critical movement advantage in wilderness environments, where trees, small cliffs and other, climbable natural obstacles will choke the battlefield.

In regards to arcane magic, while the ranger can reap good benefit from arcane specific spells such as *web* and *mage armour* and from the ability-boosting spells, like *cat's grace*, which both arcane and divine spellcasters have access to, he is best served tactically when he forgoes such spells. Instead, he reaps the most benefit when he encourages his allies to use their low-level attack spells to weaken and hamper opponents, so that he can swoop in and cut them down after they have already been wounded, so that his inability to do large amounts of damage will not hinder his effectiveness. *Web*, for example, is an attack spell which effectively gives a ranger skilled with ranged attacks all the benefits of a defensive spell, an attack-boosting spell and an Armour Class-enhancing spell, since he will be able to pincushion opponents with ease, round after round, while staying entirely out of the range of their attacks.

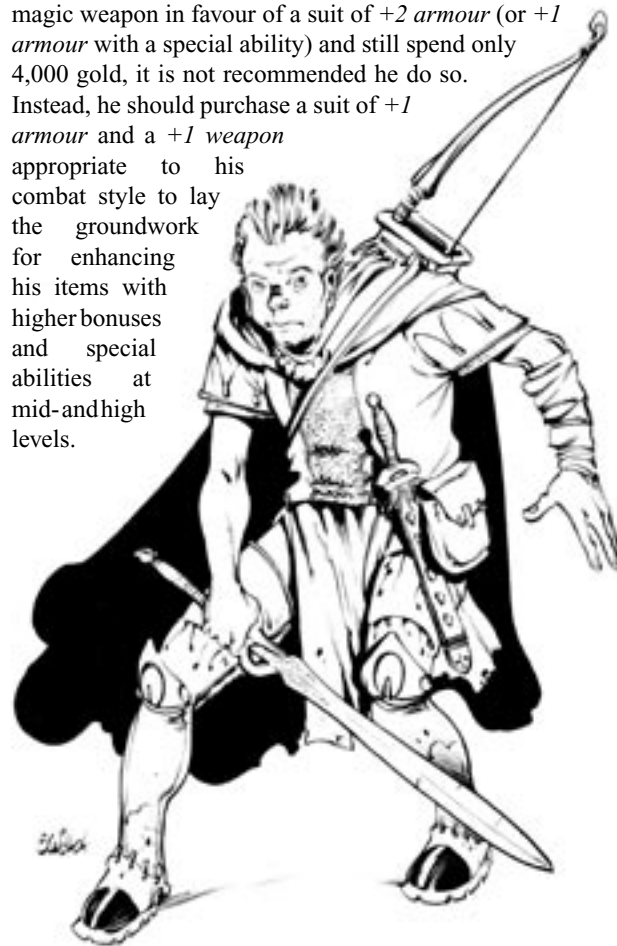
In terms of his own spells, which he may receive at 4th level or 5th level, his options are severely limited. Not only does the ranger have a relatively weak spell list, he also gains,

at best, the ability to cast a single spell each day. Of his low-level spells, the most consistently effective is *entangle*, particularly if his skills are focused around ranged attacks. For melee-focused rangers, *longstrider* is a very good spell choice, both because its effects are felt for hours and because it gives the ranger the ability to charge in and out of combat as he must, the better to flank opponents, or retreat if he is heavily damaged.

Magical Armour and Weapons: When playing a low-level warrior character, the temptation to stock up on magical weapons and armour is a strong one; since both sorts of items provide benefits in combat, they seem an obvious first and best choice. For low-level rangers, however, this is not always the case, since he is as much skill-focused as he is focused on battle. That said, there are certain armour and weapon enhancements that may prove valuable, even at low levels.

At 5th level, the ranger has a total of 9,000 gold pieces worth of magic items and equipment. This means that he can easily afford a suit of +1 *armour*, or a +1 *shield* and possibly even a +1 *weapon*. Should he possess all three types of items, then he will have spent almost half of his available wealth. While this is acceptable, the ranger is probably better served to forgo at least one of the above items, most likely a shield, reducing his total invested in arms and armour to 3,000 gold. While the ranger could, conceivably, forgo a magic weapon in favour of a suit of +2 *armour* (or +1 *armour* with a special ability) and still spend only 4,000 gold, it is not recommended he do so.

Instead, he should purchase a suit of +1 *armour* and a +1 *weapon* appropriate to his combat style to lay the groundwork for enhancing his items with higher bonuses and special abilities at mid-and-high levels.



Wondrous Items: At low levels, carefully chosen wondrous items will serve the ranger better than magical armour and weapons, since they will give him enhancements to his many skills, which at this point are still low enough in total bonus to make failure a real possibility. The following minor wondrous items are particularly useful for the ranger.

- ✦ *Bag of Tricks, Grey:* Since the ranger has access to the Handle Animal skill and since he will most likely have invested several ranks in that skill, the animals summoned via a *grey bag of tricks* will serve him better than they will any other class, save perhaps the druid. Using the animals summoned by the *bag*, the ranger will be able to fetch items from a distance, by directing his animals to fetch, or set them to scouting, enhancing his own ability to detect and thwart traps and ambushes.
- ✦ *Boots of Elvenkind & Cloak of Elvenkind:* The advantage of both these items is the increases they provide to two of the ranger's most valuable skills, his ability to Hide and Move Silently. Since rangers are often their party's scout and since their combat tactics usually involve preparing and executing ambushes, +5 bonuses to both skills can make all the difference between success and death.
- ✦ *Bracers of Armour +1:* As inexpensive as a suit of magical armour, *bracers of armour +1* give the ranger a useful increase to his armour class, while also minimising the weight he carries and eliminating armour skill penalties. The only downside to this item is that it cannot be enhanced with special abilities as the ranger rises in level.
- ✦ *Elixir of Hiding, Elixir of Sneaking:* Though these wondrous items can only be used once, the bonuses they offer to the ranger's skill, coupled with their low cost, can make them very effective items. While neither item should be purchased in bulk (since the cost of 10 doses of either is identical to the cost of a *cloak of elvenkind*, which is a permanent item), a few doses of each can be very valuable when setting up an ambush during the final battle of an adventure.
- ✦ *Eyes of the Eagle:* One of the ranger class's most valuable skills is Spot, both because it allows him to detect ambushes and because he is one of the few adventurers to possess it as a class skill.

Mid-Level Play (Levels 6–11)

It is at the mid levels of play that the ranger truly comes into his own as a powerful, multi-faceted adventurer, for it is then that he receives the bulk of his class abilities. At this point, the ranger's role in the party will change somewhat. Or, rather, the ranger will come into his own as a master of all his multiple roles, overcoming the inherent limitations

of the jack-of-all-trades. At mid levels, the ranger's key mechanical concepts are:

- ✦ *Skill Use:* At mid levels, the ranger and the rogue are neck and neck for the title of premier skill user, particularly in wilderness-focused adventures. While the rogue has more skills and a more expansive skill list, the ranger has more skills which are directly applicable to wilderness environments and more ability to interact with the denizens of the natural world. As a result, the mid-level ranger must ensure that his wilderness skills have as high a total bonus as possible, since his fellow party members will depend upon his success.
- ✦ *Tracking:* The mid-level ranger is likely his party's primary, and usually only, tracker. At mid levels, he receives both woodland stride and swift tracker, meaning he will be able to track and fight at high speed, while his companions are left struggling to hack their way past grasping branches, thick undergrowth and thorns. As a result, in wilderness adventures, the ranger is likely to be separated from his allies by a considerable distance and will also be expected to fill the skirmisher's role, using his comparatively high speed to race around the battlefield.
- ✦ *Focused Warrior:* While the mid-level ranger shares the fighter, barbarian and paladin's base attack bonus, he lacks their breadth of combat-related feats and class abilities. His own combat style is nothing more than feats with special restrictions and his favoured enemy bonus, while strong, is limited to a few types of foes.
- ✦ *High Saves, With A Vulnerability:* At mid levels, the ranger has both a high Fortitude save and a high Reflex save but a low Will save. As a result, he is vulnerable against mind-affecting spells, which can eliminate him from a battle in a single round.
- ✦ *Comparative Fragility:* Though the mid-level ranger has more hit points than before, his fragility in comparison to other warriors only becomes more pronounced at mid levels. As a result, he lacks the capacity to participate in extended battles.

Looking over what the mid-level ranger can and cannot do, it becomes obvious that he benefits most from spells and magic items which enhance his skills and spells which enhance his physical abilities. The former are advantageous because they ensure that his primary role, that of the skill user, functions at optimum potential, the latter because they shore up his chief weaknesses as a warrior.

Spells: At mid levels, the ranger gains access to an increased amount of his own spells but since those spells are few in number and comparatively weak, they do not remove the need for magical assistance from the rest of the party.



As at low levels, the ranger gains greater benefit from divine spells than he does from arcane, since divine magic includes far more spells which enhance or hamper abilities. By the time the ranger leaves mid levels of play, he will, through any divine spellcaster allies, have access to spells of up to 6th level. *Prayer*, *magic vestment* and *greater magic weapon* will all be highly beneficial spells to the ranger but it is actually enhanced versions of low-level spells which will be the key to his success. An *empowered bull's strength* or *empowered cat's grace* will benefit the ranger more than almost any other class, since both will help compensate for the ranger's lack of feats and damage-enhancing class abilities (as well as making him unbelievably deadly against his favoured enemies). At this point, an *empowered bear's endurance* will offer the ranger significant benefits as well, since it will give him the capability to partake in extended battles and also make him less likely to fall quickly to powerful, single monsters. For the same reason, the *stoneskin* spell is exceptionally valuable for the ranger; though it is traditionally used to boost the resistance of low hit point spellcasters, the spell actually gives more benefit to the ranger, since he must enter melee combat on a frequent basis.

In terms of arcane spells, the same policy of waiting for spellcasters to damage foes and then stepping in to kill them with a melee attacks is the best strategy. That said, mid-level arcane spells which boost abilities can serve the ranger as well. *Haste* is of great benefit to the ranger, who spends so much of his time manoeuvring into flanking positions, or hitting and then running since he does not have the luxury of making full-round attacks. *Keen edge*, likewise, is exceptionally useful for rangers who use ranged attacks, since bows and other, similar weapons have very low critical threat ranges. Finally, *lesser globe of invulnerability* is a very potent defence for the ranger, freeing him up from worrying about low-level but very effective mind-affecting spells like *charm person*, although it requires him to stay close to the spell's caster and thus primarily benefits rangers specialising in forms of ranged combat.

One spell which bears separate mention from the rest is *polymorph*. The ranger can benefit immensely from this spell, as it allows him to transform into a stronger, more durable form before entering melee combat. The chief advantage of the *polymorph* spell is the fact that the ranger retains his skills and his favoured enemy bonus while in another form, meaning he can be transformed into a dog or wolf when he must attempt to Track over very difficult terrain, or transform into a troll when entering battle against favoured enemies with both high hit points and a high ability to inflict damage. Outside of combat, *polymorph* can be valuable as well, since it allows the ranger to take the shape of the animals he is trying to win over with wild empathy, or run with the speed of a horse or swim with the grace of a salmon. Since the ranger is focused around wilderness adventures, he also has one other advantage as regards this

spell: he can assume a monstrous form without worrying about the reaction of city guards or common folk.

In terms of his own spells, the mid-level ranger gains access to spells of up to 3rd level just before moving into high-level play. Though he does not have many or powerful spells, he can still gain great benefit from them, particularly if he uses them strategically. At mid levels, *longstrider* truly comes into its own as a spell; a 10th level ranger has a caster level of five, meaning his *longstrider* spell will last a full five hours, or almost an entire day's worth of adventuring. At this point, the ranger has the luxury of casting several of his own useful defensive enhancements, *barkskin* and *bear's endurance* foremost among them and so he should always have those spells prepared. The other two key enchantments the ranger possesses are *greater magic fang* and *summon nature's ally*. The animal companion of the mid-level ranger is quite powerful, and enhanced with a *greater magic fang*, it can effectively double the amount of damage the ranger inflicts each round. Likewise, while the animal summoned by the ranger's *summon nature's ally* spell will not be powerful by the standards of mid-level play, it will allow the ranger to set up flanking opportunities, giving him critical bonuses to his attack rolls.

Magical Armour and Weapons: It is at mid levels of play where the ranger begins to benefit strongly from magical arms and armour, since by this point he will have begun to feel the pinch of his lower Armour Class and his lack of combat feats (at least in comparison to the fighter). By 11th level, the ranger will have up to 66,000 gold pieces worth of equipment, a goodly sum by any measure. If the campaign is a typical one, he will also have access to items of up to +3 enhancement, giving him a wide variety of choices.

In terms of magical armour, the ranger is best served forgoing special abilities, in favour of straight enhancement bonuses to his Armour Class. In the long term, these will serve him best, as he needs those bonuses to overcome his armour restrictions. He can, however, make good use of those armour enhancements which cost money but do not increase the effective enhancement bonus of his armour; more than any other class, the ranger is well served by special abilities like *silent moves* and *chameleon* (see pg. 90), as ambushes are still his most effective tactic. Likewise, rangers who face spellcasters on a frequent basis, particularly if their adventures primarily occur in wilderness environs, would do well to consider the *nature attuned* special ability (see pg. 91) as that will help preserve their magical armour against *dispelling*. By mid levels, the ranger should have ready access to mithral as well and should endeavour to enchant a suit of mithral armour as quickly as possible, so that he can benefit from heavier armour without fear of losing his combat style feats.

In regards to magical weapons, the situation is reversed, with the ranger reaping more benefits from special abilities than he does from straight bonuses to attack and damage. Here, the key is for the ranger to focus on strengthening a

single weapon, one of which is compatible with his chosen combat style. At mid levels, the ranger should expect to have a weapon with a total bonus of +3, +1 of which is applied to straight enhancement bonus and the other +2 of which is given over to either two +1 special abilities, or a single +2 ability. The specific special abilities a ranger selects will vary, dependant on his focus as a character, as outlined below.

- ✦ *Bane*: Though the *bane* special ability is a damage-enhancing effect, it deserves separate discussion. When a ranger Player selects the *bane* ability for his character's weapon, the usual decision is to apply it against one of his character's favoured enemies, the better to maximise damage. While this can be a useful tactic, particularly if the ranger's enemies are high hit point, high damage monsters like dragons and giants, the ranger will be better served if his bane weapon's bonus applies to creature *not* on his favoured enemy list. While favoured enemy is a powerful ability, it is very limited in functionality, even at high levels. As a consequence, the mid-level ranger will very often find himself in battle against powerful foes who cannot be affected by favoured enemy at all. By applying the *bane* ability to one of these foes, the ranger will exponentially increase his usefulness as a warrior. As a final note, when selecting this ability, always select a common foe type, avoiding humanoids and outsiders in favour of animals, constructs, undead and the like, since creatures of those types are far more numerous.
- ✦ *Extra Damage*: There are a plethora of special abilities which add extra dice of damage to weapon attacks, many of which can prove very useful for the ranger. *Frost*, *flaming*, *shock* and *thundering* are all very useful special abilities, since they add extra damage to every attack. *Thundering* is especially useful in this regard, since so few creatures have resistance to sonic attacks.
- ✦ *Weapon Modifying* : The *keen* enhancement is very valuable, particularly for ranged combat-based rangers, since their weapons have abysmal threat ranges. Likewise, the *returning* property is an excellent choice for rangers who select one of the alternative combat styles which is based around ranged combat with spears, handaxes or other, similar weapons. Finally, the *wounding* property can be very valuable to rangers whose favoured enemies have many hit points, as two strikes from such a weapon will effectively double the amount of damage they inflict, allowing them to slay their favoured enemies with ease.

Wondrous Items: As before, wondrous items are the real key to the ranger's success as an adventurer, so the majority of his wealth should be dedicated to them. Since the ranger has so many roles in the party, it behooves him to possess multiple, less powerful wondrous items, rather than one item of high power, so that he will have the proper item for



any occasion. The following items are especially useful to the mid-level ranger.

- ✦ *Boots of Striding and Springing*: These comparatively inexpensive items give the ranger a benefit that far exceeds their cost. One of the weaknesses of the ranger class is that, while his wilderness stride ability allows him to move at full speed through even the most overgrown terrain, he still lacks the base speed to keep pace with the animals he hunts. With these boots, that problem is eliminated. Better still, thanks to the above mentioned ability, the ranger will begin to outpace characters such as the barbarian and even the mid-level monk, at least so long as he is in the wilderness.
- ✦ *Bracers of Armour +3*: As before, bracers of armour can help the ranger close the gap between his armour class and that of other warriors. By this point though, since mithral armour will be available, only rangers with lower strength totals should consider these items, since they are the ones who will need to worry about their carrying weight limits.
- ✦ *Circlet of Persuasion*: This rather innocuous item can be very useful for rangers who concentrate their efforts



on mastering the Handle Animal skill, or who rely upon their wild empathy class ability.

- ✦ *Lesser Bracers of Archery*: While *greater bracers of archery* offer the ranger a higher bonus to attack and a bonus to his damage, they cost too much to be truly effective at mid levels of play. The ranger is better served selecting these weaker *bracers*, the better to allow him access to multiple wondrous items.
- ✦ *Periapt of Wisdom +2*: This minor wondrous item can be a great boon to the ranger, as it both increases the bonus to many of his most important skills, Survival chief among them, and increases the number and power of his spells; since the ranger has so few spells per day, he will notice more benefit from this item than would a cleric, or druid.

High-Level Play (Levels 12–20)

By the time the ranger has reached high-level play, he will have already received the majority of his class abilities, meaning his advancement from that point on becomes a matter of increasing his skills and his ability to attack his favoured enemies. The key mechanical concepts of the ranger change little from mid to high level but his role does change somewhat, as outlined below.

- ✦ *Reduced Dependency on His Skills*: Though the ranger still has more skills than just about anyone, the rest of his party will not rely upon him to overcome skill-based tasks, as magic and magic items will compensate for lack of skill.
- ✦ *Limited Tracking*: At high levels of play, the importance of tracking is limited, as spells like *scry* and *find the path* eliminate the need for it. So the high-level ranger is freed to concentrate on other matters.
- ✦ *Increased Favoured Enemy Versatility*: At high levels, the ranger has up to five different favoured enemies, increasing his potential damage and his versatility as a warrior. As a result, now is when he sees the most benefit from possessing several, powerful magical weapons.
- ✦ *Fragility*: At high levels, the ranger continues to be exceptionally fragile, compared to other warriors. In addition, he shares the warrior class' weakness against mind-affecting spells.

So, it is at high levels that the ranger begins to benefit most from selecting powerful, individual magic items. Since he need no longer fill the jack-of-all-trades role, he is free to concentrate on maximising his potential as a skilled warrior and can also afford to invest considerable assets in purchasing items which cover for his chief weaknesses.

Spells: Regardless of whether they are arcane or divine in nature, high-level spells are focused more on inflicting damage, travelling vast distances and healing or blocking damage and magical effects than they are on increasing fighting prowess or use of skills. As a result, the high-level ranger sees little direct benefit from his spellcasting ally's spells, at least so far as enhancing his abilities are concerned. For this reason, the ranger still benefits most from low- and mid-level spells, particularly when those spells are enhanced by metamagic; a double empowered, extended *bear's endurance* will serve the ranger far better than any high-level spell, at least when it comes to combat.

In regards to his own spells, the ranger sees more benefit, as might be expected. The most consistently useful spells for the high-level ranger are *animal growth* and *summon nature's ally*. The advantage of *animal growth* is that it allows the ranger to boost the combat abilities of his animal companion enormously; it can also be combined for particularly effective results with *greater magic fang*. *Summon nature's ally* is much the same, since it allows the ranger to summon a powerful animal which can attack on its own but, more importantly, be commanded to flank opponents, giving him much needed bonuses to hit against the high Armour Class opponents which appear frequently at high levels.

Magical Armour and Weapons: At high levels, the ranger eventually gains about 760,000 gold pieces worth of magic items, a princely sum indeed. With this amount of money at his disposal, the ranger is free to buy several very powerful sets of magic arms and armour, because he will have more than enough left over to purchase many smaller, less powerful but very useful items.

For his armour, the ranger should acquire a suit of +5 *armour* as quickly as possible, ideally before beginning to enhance it with special abilities. In terms of armour special abilities, there are few which seem intentionally designed with the needs of the ranger in mind. As before, the *silent moves* and *chameleon* armour are useful, though both are limited in effectiveness, owing to the wide range of magic spells and special abilities which render them irrelevant. The various resistances are good choices for the ranger, as they offer solid protection against increasingly common energy-based attacks; of these, *fire resistance* will come into play most often but the rest will likely be seen with enough frequency to merit their selection. In general, the ranger will see more benefit from purchasing several, low-level energy resistances than he will purchasing one resistance at a higher level.

At this level of play, the ranger may also wish to consider picking up an *animated shield*, even if his combat style is focused on two-weapon fighting or ranged attacks. Since the power of the special ability is such that it allows him to use both hands while still benefiting from his Armour Class bonus, it will not hamper him in any way. A word of

caution: though it is not a frivolous purchase by any means, an *animated shield* is expensive enough that purchasing it will limit the ranger's ability to acquire other items which may be more useful in the long term.

When selecting magic weapons, the ranger should concentrate primarily on a single weapon, enchanting it to its maximum potential. Without exception, this weapon should be one which meshes with his chosen combat style. In order to maximise his ability to hit with a full attack sequence, which the high-level ranger will have the opportunity to do more than at lower levels, the ranger's weapon should be enchanted to +5 as quickly as possible. At the same time, the ranger should not forgo special abilities completely; unlike with armour, there are a considerable number of special abilities which can serve the ranger well. In addition to those mentioned at mid level, the following new abilities will prove useful for the average ranger.

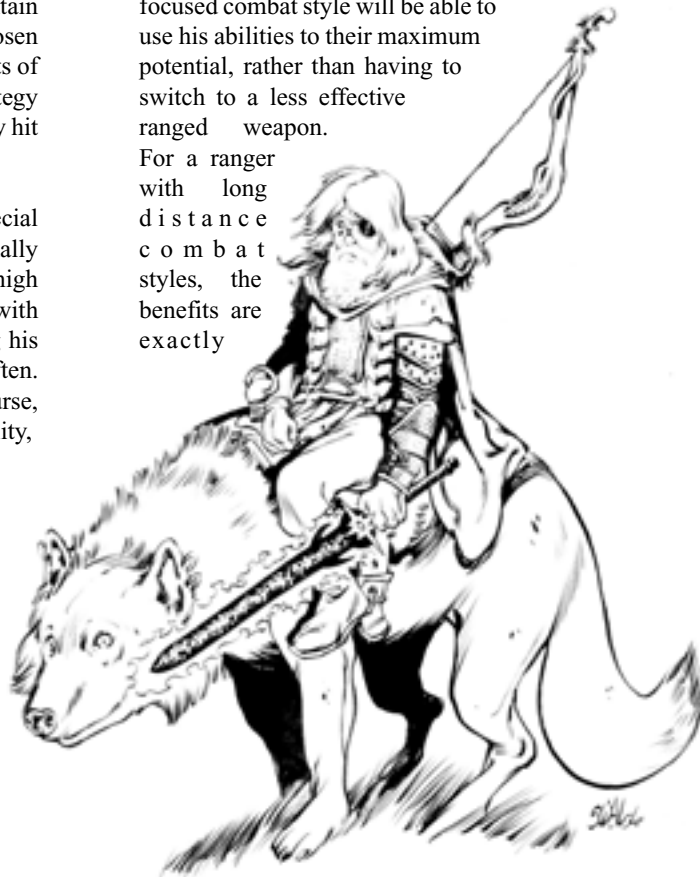
- ✦ *Bane*: Though it has been mentioned earlier, there is a new facet to this ability which makes it more valuable to the high-level ranger. At low levels, when the ranger has few favoured enemies, he is best served applying the *bane* ability to creature types he enjoys no bonuses against. At high levels, however, he can afford to apply several different *bane* properties to his weapon. When doing so he has two choices. First, he can continue to apply the bonuses of the *bane* property to creatures which are not among his favoured enemies, allowing him to maintain his value as a warrior even when not fighting his chosen foes. Alternately, he can choose to apply the benefits of *bane* to his favoured enemies; this is a sound strategy for rangers who choose favoured enemies with many hit points, such as dragons, elementals and giants.
- ✦ *Brilliant Energy*: The key strength of this special ability is that it enables the ranger, who traditionally lags behind other warriors in his ability to hit high Armour Class enemies, the opportunity to strike with even his low-bonus iterative attacks and thus bring his favoured enemy damage bonus into play more often. The disadvantage of this special ability is, of course, obvious; since it is a +4 equivalent bonus special ability, a weapon with this property will have few, if any other special abilities.
- ✦ *Defending*: Though the high-level ranger undoubtedly has a suit of powerful magical armour, he is still weaker defensively than other front line warriors, both because he is limited to light armour and because his hit point totals are low. This makes the *defending* special ability a very good choice for him. It is also very inexpensive, meaning he can add it to his weapon and still have room for other, more powerful special abilities.
- ✦ *Speed*: The *speed* ability can prove very useful for a melee-oriented ranger who comes into

conflict with his favoured enemies frequently. This ability proves especially valuable when the ranger must confront enemies who can inflict significant damage with each attack, since he will have the opportunity to kill them before they can act.

Wondrous Items: At high levels, the ranger can afford to specialise, acquiring wondrous items which focus his abilities as a warrior. In addition to more upgraded versions of the wondrous items he gathered at low- and mid-level play, the following items will be of special interest to the ranger.

- ✦ *Amulet of Natural Armour*: The *amulet of natural armour* is a very useful item, because unlike other, similar wondrous items, the amulet's bonus stacks with the ranger's magical armour.
- ✦ *Amulet of Health +6*: This item may prove exceptionally valuable to the ranger, as it effectively gives him three additional hit points per level, bringing his total hit points to levels which approach that of other front line combatants.
- ✦ *Wings of Flying*: The ranger spends most of his time adventuring in the wilderness, where flying monsters, very common at high levels, rule the sky. With a set of *wings of flying*, a ranger with a melee-focused combat style will be able to use his abilities to their maximum potential, rather than having to switch to a less effective ranged weapon.

For a ranger with long distance combat styles, the benefits are exactly



reversed; thanks to his wings, he will be able to fly above the battlefield, raining down arrows without fear of reprisal from many of his foes.

- ✦ *Periapt of Wisdom +6*: No ranger whose combat strategy relies upon the use of his spells should ever be without this item, since it will greatly increase his number of spells per day. Nor should any ranger who faces off against mind-affecting spells on a regular basis overlook the value of this item. The fact that it also boosts some of his most valuable skills, among them Survival, Listen and Spot, is just the icing on the cake.

NEW RANGER SPELLS

The ranger does not know many spells but those he does have access to can make all the difference between enjoying a successful wilderness adventure and ending up in a shallow grave, forgotten and unmourned. This section introduces a collection of new spells which are designed to give the ranger a leg up on his enemies and allow him to travel through the wilderness with ease, the better to make his name as a hunter, an explorer, a guide and a defender of the frontier.

Arrow Storm

Conjuration (creation)

Level: Rgr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 arrow; 1 creature/2 levels, all of whom must be within a 20 ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When this spell is cast upon an arrow, it fills it with powerful conjuration energy. When the arrow is fired, it streaks towards the designated target area and then splinters into a thousand shards, each of which grows and shifts to become an arrow identical to the original. A single ranged touch attack is rolled as the *arrow storm* falls; the ranged touch attack result is applied to every creature, up to one per two caster levels, within the designated 20 foot radius of effect. Those who are struck by the touch attack suffer damage from 1d4 arrows. The damage of the arrows is calculated as normal, including bonuses from Weapon Specialisation, feats and magical enhancement bonuses. Because of the nature of the spell, however, it is not possible to inflict critical hits with an *arrow storm*, nor are special abilities possessed by the bow or the loosed arrow applied to damage.

Regardless of the range to which the *arrow storm* is fired, the touch attack roll and all effects are

calculated as though the targets were at point blank range. Likewise, regardless of the arrow's normal range, an *arrow storm* has a maximum range of 100 feet + 10 feet per caster level, with the arrows disappearing from existence if fired beyond that range.

The arrow enchanted by this spell must be fired in the round immediately following the casting of *arrow storm*. It is fired as an attack action, at the ranger's full attack bonus.

Material Component: A broken arrow, which must be tossed in the air at the moment of casting.

Companion Ascendance

Transmutation

Level: Rgr 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 companion animal

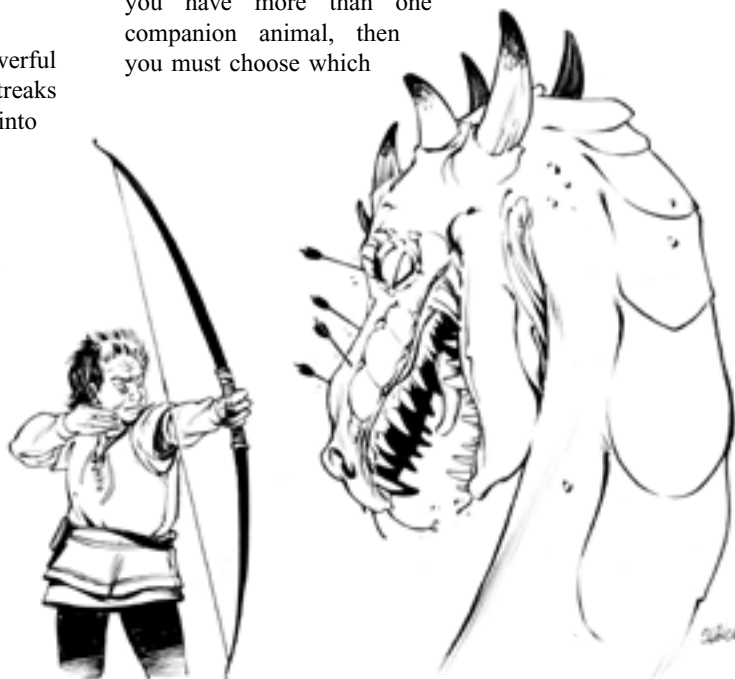
Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Upon casting this spell, your companion animal is filled with either holy or unholy energy, transforming its body and spirit and forcing it to undergo a startling evolution. At the moment of the spell's completion, the companion animal gains the benefits of either the celestial or fiendish template, depending upon your own alignment. If you are of neutral alignment, then you choose whether to apply the fiendish or celestial template to the companion animal.

The *companion ascendance* spell can only be cast upon your own companion animal. Should you have more than one companion animal, then you must choose which



will receive the benefits of the spell at the moment of casting.

Material Component: A bottle of *holy* or *unholy* water, which must be sprinkled upon the companion animal at the time of casting.

Companion Transformation

Transmutation

Level: Rgr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: No

Spell Resistance: Yes

Upon casting this spell, your body is instantly transformed into an exact copy of your companion animal, right down to the colouring of your fur, skin or scales and the shape of your ears.

Upon changing, you regain hit points as though you had rested for a night, though this healing does not restore temporary ability damage or provide other benefits of resting. If slain while in your companion animal's form, you revert to your own shape immediately.

You gain the Strength, Dexterity and Constitution score of your animal companion but retain your own Intelligence, Wisdom and Charisma. In addition, you also gain all your animal companion's extraordinary special attacks but do not gain any of its special qualities, if applicable, nor do you gain any supernatural abilities it may have. When you transform, you also gain the animal creature type and subtype, if any.

If you have more than one companion animal, then you must choose which one's shape you will assume before beginning to cast the spell. Any equipment you carry and any clothes you are wearing are subsumed into your animal companion form upon the casting of this spell.

Material Component: A bit of fur, scale or hide from your companion animal, which must be held in your fist during the casting of the spell.

Favoured Blade

Divination

Level: Rgr 3

Components: M

Casting Time: 1 standard action

Range: Personal

Target: Weapon touched

Duration: 1 round/level

This spell allows you to channel fury into any single weapon you choose. When used against one of your favoured enemies, the weapon gains any special properties necessary to pierce its damage reduction, its critical threat range is doubled and its critical hit multiplier is increased by one step, from x3 to x4, for example. The doubled critical threat range is considered a natural part of the chosen weapon's critical threat range, meaning it is doubled by spells like *keen edge* or feats like Improved Critical.

Material Component: A scrap of paper, upon which is written a litany of your favoured enemy's weaknesses. The scrap of paper is consumed in the casting.

Heartseeker

Divination

Level: Rgr 3

Components: M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/ two levels

Saving Throw: No

Spell Resistance: Yes

When this spell is cast, you gain an innate understanding of all your favoured enemy's weaknesses, empowering your attacks to seek out their most vulnerable points with each and every blow. While under the effects of this spell, you gain a bonus to attacks rolls against favoured enemies equal to your damage bonus against that favoured enemy type. In addition, while under the effects of this spell, you do not need to roll to confirm critical hits; instead, should an attack roll result in a critical hit, it is automatically considered to be confirmed.

Since the *heartseeker* spell affects you, rather than your equipment, its bonuses apply regardless of the weapon you wield or even when you attack using unarmed attacks. This also means that the effects of this spell do not transfer to another being, should that being take and wield one of your weapons.

Material Component: A scrap of paper, upon which is written a litany of the rangers favoured enemy's weaknesses. The scrap of paper is consumed in the casting.

Hobble Thorn

Conjuration (creation)

Level: Rgr 2

Components: M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: 1 target/two levels

Duration: 1 round/level

Saving Throw: Fort half

Spell Resistance: Yes



This spell conjures a mass of thorns, which instantly imbed themselves in the pads of the victim's paws or soles of their feet. The thorns are immensely painful, making walking difficult and running impossible. The victims of the spell suffer 1d4 points of temporary Dexterity damage and have their walking movement reduced by 10 feet per round. In addition, victims of this spell are unable to run or charge. With a successful Fortitude save, the victim does not suffer the temporary Dexterity damage.

Material Component: A thorn, which must be inserted under the thumbnail at the time of casting.

Instant Camouflage

Conjuration (creation)

Level: Rgr 1

Components: M

Casting Time: 1 standard action

Range: Touch

Target: One touched creature/2 levels

Duration: 1 min./level

Saving Throw: Reflex negates

Spell Resistance: No

Upon the casting of this spell, the target is instantly and harmlessly covered with twigs, leaves, branches, sand or whatever natural material is appropriate for the terrain. This thin layer of natural material provides each target being with concealment but only for the purposes of using the Hide skill. In addition, while covered with *instant camouflage*, the targeted being, or beings, suffers only half the usual penalty, rounded up, for attempting to hide while moving at more than ½ speed. If, for some reason, a targeted being does not wish to receive the benefits of this spell, he can brush and shake off the detritus instantly with a successful Reflex save.

Instant camouflage does not adhere well to the bodies of living creatures, even though it is summoned by magic. Wind equivalent to a *gust of wind* spell destroys *instant camouflage* after one round of exposure. Likewise, immersion in water washes the natural covering away instantaneously. Finally, if the natural covering attracted by this spell would normally be flammable (such as when the spell is used in a forest), the affected beings suffer a -1 penalty to save against fire and their *camouflage* is instantly destroyed when they are subjected to a fire-based attack.

Material Component: A pinch of soil from the current location.

Soft Step

Transmutation

Level: Rgr 1

Components: M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

When this spell is cast, the subject gains a +10 enhancement bonus to Move Silently skill checks. The enhancement bonus increases to +15 at caster level 5th and to +20 (the maximum) at caster level 9th.

Material Component: A feather and a moist leaf, which must be crumpled up together and placed within the caster's boot when the spell is cast.

Stinging Stench

Transmutation

Level: Rgr 2

Components: V, M

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 round/caster level

Saving Throw: Fort partial

Spell Resistance: Yes

Upon casting this spell, you begin to radiate a foul, stinking odour, strong enough to cause those who smell it to become nauseated.



and weak. All living beings within a radius of 10 feet + 5 feet per caster level (30 feet maximum) must attempt a Fortitude save or be sickened for one round per caster level. Creatures which successfully save suffer no ill effects. Creatures with the scent ability are especially susceptible to the effects of this spell, suffering a -2 penalty to their saving throw.

A *delay poison* or *neutralise poison* spell removes the effect from the sickened creature. Creatures which are immune to poison are unaffected by this spell and creatures which are resistant to poison receive their normal bonus to their saving throw.

Material Component: A small ball made of a bit of faeces and a piece of hot pepper. The ball must be consumed at the time of casting.

Tag

Divination

Level: Rgr 1

Components: V, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

When this spell is cast, it permanently marks one creature with a magical aura that only you can sense. The aura makes tracking the creature a simple matter; you gain a +1 per caster level bonus (+10 maximum) to all Survival checks made to track the tagged creature. The bonus to Survival checks is permanent and does not rise as you increase in caster level.

A *tagged* creature radiates a very faint aura of magic, which can be sensed by *detect magic* and other, similar spells and spell-like effects. The *tagging* is permanent but can be *dispelled* and is also removed by the application of a *break enchantment* spell, or other similar spells.

Material Component: A juice-filled berry, which must be crushed between your fingers at the moment of casting.

Twig Spear

Transmutation

Level: Rgr 2

Components: M

Casting Time: 1 standard action

Range: 10 ft. radius circle, centred on the caster; see text

Target: 1 small wooden branch/level, all within a 10 foot radius

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell transforms nearby twigs and branches, up to one per caster level, into weapons equivalent to masterwork javelins. The new weapons appear in the spot in which they were created and can be picked up and wielded by anyone, not just the caster. The ranger who casts the spell can choose, at the moment of casting, whether he wishes to create Small or Medium javelins. Javelins created by means of this spell are considered to be magical for the purposes of piercing damage reduction.

This spell can be cast on creatures of the plant type, though they are resistant to its effects. When cast on a plant creature, one javelin is created per Hit Die of the target creature. The magic which creates the javelins draws on the plant creature's body to fuel the transformation; the target creature suffers 1d4 points of damage per javelin created, to maximum of 1d4 points of damage per either its Hit Die, or the ranger's caster level, whichever is lower. In order to affect a plant creature with this spell, the ranger must succeed at a touch attack; the *twig spear* spell is considered a touch spell for the purposes of affecting plant type creatures. With a successful Fortitude save, the plant creature halves both the damage it suffers and the number of javelins created.

Material Component: A small, sharpened twig.

Vision of Passage

Divination

Level: Rgr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 set of tracks touched

Duration: See text

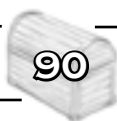
Spell Resistance: Yes

Upon casting this spell and touching a set of footprints or other tracks, the ranger gains a sudden burst of insight into the nature, status, emotions and physical appearance of the being who made the tracks. The amount of information received depends upon how long the ranger concentrates, as outlined below.

First Round: The ranger sees a picture of the creature who created the tracks, as it appeared at the moment the print was made. He sees its colour, its size and any obvious wounds or equipment it carries, meaning he can probably identify its species, so long as it is relatively common creature, or one which he has seen before. If the print's creator is a being who the ranger has seen before, then he will recognise it as such; this means that if the ranger touches the track of an elven ranger he has spoken to in the past, he will know his identity after one round of concentration.

Second Round: The ranger gains insight into the creature's health at the time of the print's creation. He gets a rough idea of its at-the-time current hit points (a creature with





75% or more of its hit points is considered healthy, while a creature with 25% or fewer is 'dying') and knowledge of whether or not it was suffering from poison or disease at the time of the print's creation.

Third Round: The ranger gains insight into the creature's surface thoughts and emotions at the time of the print's creation. This is functionally equivalent to the information gained in the third round of the *detect thoughts* spell, save that the being envisioned does not gain a saving throw to resist the effects.

Beings with spell resistance are innately resistant to the effects of this spell, as their lingering aura interferes with the spell; so long as the being who created the print is still alive and still on the same plane, the ranger must overcome spell resistance or else the effects of the spell are negated. The being who created the tracks is not aware of the spell's casting, even if his spell resistance negates its effects.

Material Component: A small glass ball and a bit of white powder, which must be sprinkled upon the print at the moment of casting.

NEW MAGICAL ITEMS

The typical fantasy campaign features a host of magic items but few of those items are designed with the themes, needs and interests of the ranger character in mind. This section of *The Magical Ranger* aims to change that. Over the following pages, you will be presented with a wide assortment of new magical gear, from minor trinkets to artefacts of staggering power. Armed with the new items introduced here, the rangers of your campaign will command staggering power and will be able to overcome any challenge they face with ease.

Armour and Shield Special Abilities

The wilderness is filled to bursting with dangerous animals and even more dangerous monsters, ranging from packs of ravenous wolves to orc chieftains to ogres who hunger for the taste of tender human flesh. So, while the ranger cannot take full advantage of the many types of heavy armour men have devised to protect themselves from such dangers, it still behoves him to craft, find or purchase magical armour as soon as possible.

The following new armour and shield qualities are designed with the specific needs and interests of the ranger in mind. While they may prove valuable to members of other classes, the campaign is best served if they are either restricted for the ranger's exclusive use, or at least made available to rangers first.

Buoyant: Armour is typically a liability for a swimmer, weighing him down and forcing him to struggle to remain

above water. Armour with this special ability, however, is built with both lightweight and magically enhanced materials, so that it actually aids its wearer in swimming. Armour with this special ability gives no armour penalty to swim checks, is considered to weigh nothing when in water and actually reduces the wearer's total load weight by 50 pounds when he is swimming.

Faint transmutation; CL 8th; Craft Magic Arms and Armour, *water walk*; Price +10,000 gold pieces.

Buoyant, Improved: In addition to the benefits of *buoyant armour*, armour with this special ability adds a +5 competence bonus to Swim checks.

Moderate transmutation; CL 10th; Craft Magic Arms and Armour, *water walk*; Price +13,750 gold pieces.

Buoyant, Greater: In addition to the benefits of *buoyant armour*, armour with this special ability adds a +10 competence bonus to Swim checks.

Moderate transmutation; CL 15th; Craft Magic Arms and Armour, *water walk*; Price +25,000 gold pieces.

Chameleon: Armour with this special ability absorbs and reflects the colours of the surrounding terrain, granting a +10 competence bonus to all Hide skill checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armour, *hide from animals*; Price +15,000 gold pieces.

Chameleon, Greater: Armour with this special ability absorbs and reflects the colours of the surrounding terrain, granting a +15 competence bonus to all Hide skill checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armour, *hide from animals*; Price +33,750 gold pieces.

Creature Bane: Armour or shields with this special ability react to the presence of a particular type of creature, hardening against their attacks. Select a designated foe from the list provided under the *bane* special weapon property in *Core Rulebook II*. Against foes of that type, its effective enhancement bonus is two better than it normally would be (so that +1 *armour* is +3 *armour* against its bane). In addition, when the wearer is struck by the armour's designated foe, the armour reduces the damage he receives by two points.

Moderate illusion; CL 15th; Craft Magic Arms and Armour, *stoneskin*; Price +1 bonus.

Marathon: Armour with this special ability ignores negative terrain modifiers to movement, meaning a ranger in a suit of *marathon* armour can move normally over even the worst terrain.



Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *longstrider*; Price +1 bonus.

Nature Attuned: A suit of armour, or shield with this special ability draws its magical strength from the natural world. While within any sort of wilderness environment, its caster level is increased by +10 for the purposes of resisting *dispel magic* and other, similar spells and spell-like effects.

Moderate abjuration; CL 9th; Craft Magic Arms and Armour, *protection from energy*; Price +1 bonus

Returning: A shield enhanced with this special ability returns to the wielder when thrown, exactly as by the weapon special ability of the same name. Only bucklers and light shields can be given this special ability and only if they already possess the *throwing* special ability. A *returning* shield flies through the air back to the wielder, returning just before the wielder's next action and is ready to use that turn.

Catching a *returning* shield is a free action. If the thrower cannot catch it, or if he has moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Moderate Transmutation; CL 7th; Craft Magic Arms and Armour, *telekinesis*; Price +1 bonus

Throwing: A shield enhanced with this special ability can be thrown in combat, exactly as by the weapon special ability of the same name and inflicting damage as by a shield bash. Only bucklers and light shields can be given this special ability.

Faint conjuration; CL 5th; Craft Magic Arms and Armour, *magic stone*; Price +1 bonus

Specific Armour and Shields

The following magical armours and shields are usually preconstructed with exactly the special qualities described here.

Razor Shield: This +1 *shield of throwing and returning* is worked into the shape of an oak leaves, its edges honed to a razor's sharpness. Once a day, the wielder can empower the shield to fly straight and true, benefiting from both the *true strike* and *keen edge* spells for a single attack.

Moderate transmutation; CL 12th; Craft Magic Arms and Armour, *true strike* and *keen edge*; Market Price 26,432 gold pieces

Salmon Scale: This extremely light suit of +2 *scale mail of greater buoyancy* shimmers in a rainbow of colours when exposed to sunlight. It is considered to be light armour, though it offers the protection of scale and weighs

20 pounds. While it is worn, the wearer gains a +2 bonus to all checks to resist drowning and can, once a day, affect himself as though by the spell *water breathing*.

Moderate transmutation; CL 12th; Craft Magic Arms and Armour, *bear's endurance*, *water walk*; Market price 54,860 gold pieces

Sylvan Armour: This extremely well-made suit of +1 *leather armour* is covered with a fine layer of cloth which has been cleverly dyed and woven so that it resembles both the forest floor and the foliage of small trees. When worn, it adds a +10 bonus to Hide skill checks made in forest environments. In addition, once a day the wearer can transform his flesh to a thick, dark, bark-like substance, granting him a +5 natural armour class bonus, as by the *barkskin* spell. Finally, while moving in forest environments, the armour sprouts small roots from its feet, which anchor the wearer to the ground when he wishes; he gains a +2 bonus to Strength checks made to resist bull rushes.

Moderate transmutation; CL 15th; Craft Magic Arms and Armour, *barkskin*; Market Price 19,560 gold pieces

Weapon Special Abilities

Though the ranger is a gifted woodsman, at home in any sort of wilderness environment, he is no mere explorer, or logger. The ranger is a trained, gifted warrior, as familiar with a steel blade as he is with a blade of grass. The following new weapon special abilities are intended to complement and strengthen the ranger's class features.

Favoured Nemesis: A weapon with this special ability is especially deadly against the ranger's favoured enemies. When used against a creature of one of the wielder's favoured enemy types, the weapon's critical hit multiplier is increased by one step, from x3 to x4, for example. In addition, the weapon's base damage, not including any special abilities the weapon may possess, is maximised on each hit, so that a weapon which inflicts 1d10 damage automatically inflicts 10 damage on a successful hit.

Moderate abjuration; CL 9th; Craft Magic Arms and Armour, *keen edge*, *true strike*, *rage*; Price +2 bonus.

Hemlock: A weapon with this special ability is infused with the essence of dozens of highly poisonous plants. On a successful critical hit, the victim suffers 1d4 points of temporary Constitution damage. Creatures that are immune to poison or immune to critical hits are likewise immune to the effects of this spell.

Moderate necromancy; CL 10th; Craft Magic Arms and Armour, *poison*; Price +2 bonus.

Nature Attuned: A weapon with this special ability draws its magical strength from the natural world. While within



any sort of wilderness environment, its caster level is increased by +10 for the purposes of resisting *dispel magic* and other, similar spells and spell-like effects.

Moderate abjuration; CL 9th; Craft Magic Arms and Armour, *protection from energy*; Price +1 bonus.

Throatseeker: This deadly ability is the bane of living beings, for a weapon with this enchantment always strikes the most vital points of the body. Upon a roll of a natural 20 (followed by a successful critical confirmation roll), the weapon pierces the target's throat or other extremely vital area, killing it instantly. Constructs, undead, plants and other such creatures which do not have throats are immune to this effect but most other creatures are slain. The Games Master may have to make a judgement call about this abilities effect. A *throatseeker* weapon must be a piercing weapon. When placed upon a bow or crossbow, the power of this special ability is transferred to its ammunition.

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armour, *circle of death*, *keen edge*; Price +5 bonus.

Specific Weapons

The following specific weapons usually are preconstructed with exactly the qualities listed here.

Bow of the Red Rainbow: This +2 *favoured nemesis throatseeking composite longbow of distance* is carved from a single piece of redwood. Sleek, thin and polished to a gleaming finish, it looks as deadly as it is. It thrums softly when within arrow range of one of its wielder's favoured enemies and the arrows it launches scream in flight.

While held in hand, the *bow of the red rainbow* adds a +5 insight bonus to its wielder's Hide, Listen, Move Silently and Spot skill checks but only when they are used against a favoured enemy.

Strong divination, necromancy and transmutation; CL 18th; Craft Magic Arms and Armour, *circle of death*, *keen edge*, *scry*; Market Price 206,000 gold pieces.

Tidebreaker: This is a +2 *spear of returning*. It can be wielded underwater without penalty and once a day, the weapon permits the wielder to move as though by the *freedom of movement* spell for 10 minutes.



Moderate transmutation; CL 12th; Craft Magic Arms and Armour, *freedom of movement*; Market Price 35,581 gold pieces.

Tree Breaker: This +2 *plant bane keen battle axe* is deadly to creatures of the plant type and is capable of inflicting critical hits against plants, despite their normal immunity to critical hits. Once a day, the sword can be commanded to *diminish plants*, as the spell of the same name.

Moderate transmutation; CL 12th; Craft Magic Arms and Armour, *diminish plants*, *keen edge*, *summon monster*; Market Price 38,000 gold pieces.

Twin Fangs: This +4 *defending bane greatsword* is slightly longer than a normal greatsword, with a blade made of glittering black steel and a thick hilt bound tightly with green wire. On command, it splits into two weapons, a +2 *defending shortsword* and a +2 *bane longsword*. It can split three times a day and each split lasts for up to 10 rounds. At the end of that time, the weapon merges automatically, regaining its greatsword form.

Moderate transmutation; CL 15th; Craft Magic Arms and Armour, *keen edge*, *major creation*, *shield* or *shield of faith*; Market Price 76,000 gold pieces.



It was on the morning of the second to last day of the caravan's journey that Canallis found signs of a fight.

It was the glove, that she saw first. Torn and bloody, it lay crumpled in the middle of the road, half buried in the sticky mud of wagon rut. Frowning, Canallis reined in her horse and raised a clenched fist; at her signal, the caravan stumble-stopped, wagons groaning to a halt. The wagon drivers, merchants and guards raised their voices, questioning and complaining loudly, until she turned and silenced them with a swift chopping motion across her throat. Leaping down from her horse with practiced ease, she strode swiftly to where the glove lay, peered closely and recoiled, falling back and gagging. There was a hand in the glove.

One of the bonded caravan guards rattled up from behind her, his leather and chain thunderous in the quiet morning air. Without turning around, she knew it was Tavendish; she could hear the soft stutter of his lame right leg across the damp road. 'Stay back, you clumsy oaf. You'll tramp down the sign.'

Tavendish clattered to a stop, skidding and slipping. 'What have you found, caravan master?'

That was one thing she liked about Tavendish, his politeness. 'I found a hand.' Canallis pointed. 'A severed hand.' Then she was up and into the forest, waving Tavendish to follow.

They moved quickly because, as Canallis whispered to Tavendish, 'Even you could follow this trail. Probably blindfolded.' As they followed the path, she kept up a running dialogue of what she found. There were four of them. No, there were five, four roughly human size, running hard, the fifth much smaller, moving so swiftly and lightly that his trail was almost imperceptible. At least one of them was wounded but it wasn't the fifth one, the hunter, she said, emphasizing the word. She found bent branches, bits of leather and pink skin stuck to them, and everywhere flecks of dried blood. She lost all signs of the hunter just a few minutes in, when his tracks simply stopped and so she followed the four others, the prey, slowing when she found sign that one of them had dropped back.

And that was when she saw the rotting body impaled on the tree. Tavendish was already crashing back down the path they had come when Canallis turned and began to sprint towards the caravan, shouting for the wagon masters to move, move as fast as they could.

The caravan did not stop until it reached its destination, with as many dead as alive.

Wondrous Items

Though it is tempting for any adventurer to spend all his hard-earned gold on weapons and armour, to do so is to miss out on the many interesting and powerful wondrous items which exist. The following wondrous items are intended to reinforce the themes of the ranger class and to give him powerful advantages, both in combat and in his everyday life.

Atlatl of Mighty Throwing: This device greatly strengthens the wielder's arm and hones his aim, allowing him to throw javelins and spears with incredible force and accuracy. When used to throw a javelin or spear, it doubles the length of the weapon's range increments, from 20 feet

to 40 feet, for example. In addition, once a day the wielder can throw a spear or javelin with supernatural accuracy, as though by the *true strike* spell.

Faint divination; CL 7th; Craft Magic Arms and Armour, *true strike*, *gust of wind*; Market Price 2,300 gold pieces.

Blazing Brand: This seemingly innocuous torch is smooth, polished and three times as dense as a normal torch. When found, it appears as nothing more than a strangely polished club and can be used in this fashion. If, however, an oil soaked rag is wrapped around it and a command word spoken, the torch instantly flares to life, casting light in a 20-foot radius circle. From that point on, the torch will



burn forever, not consuming itself or the oil-bound rag, until the command word is spoken again, at which point it will instantly snuff itself. The blazing brand can be re-lit and snuffed as many times as its owner wishes, with no sign of wear. It will even burn if completely submerged underwater.

Some few (25%) blazing brands have an additional ability. Once a day, they can be commanded to *produce flame* as the spell, though they can only be used to attack as a melee touch attack. If the *burning brand* is used in this fashion, then it consumes the oil soaked placed upon it and is instantly extinguished when the spell ends. Placing a new rag on the brand restores its magic.

Faint evocation; CL 7th; Craft Wondrous Item, *produce flame*; Market Price 1,600 gold pieces or 2,500 gold pieces for *produce flame* blazing brands.

Dog Whistle of the Golden Hound: This *dog whistle* is made of gold and worked into the shape of a hunting dog's head. In fact, depending upon the light and the way the *dog whistle* is turned, it changes shape slightly, shifting from one dog's head to another; from hound, to beagle, to bulldog and so on. The *dog whistle of the golden hound* has two abilities. First, it can be used to assist a trainer in teaching his dogs; when blown while making a Handle Animal skill check to teach tricks, the *dog whistle* adds a +5 competence bonus to the check. Its second ability is more potent. Once a day, when blown strongly while confronted with a potentially hostile dog, wolf or other canine creature, it can produce a silent tone. Any dog-like creature within a radius of 30 feet must attempt a Fortitude save (DC 13), with a successful check stunning the creature for a single round and a failed check stunning them for 1d4 rounds.

Faint necromancy; CL 7th; Craft Wondrous Item, *cause fear*; Market Price 1,400 gold pieces.

Hound Helm: This riveted iron helmet is worked into the form of a hunting hound's head, with a long, exaggerated snout and pointed 'ears' projecting from the sides. It is covered with a thin layer of dog fur and a row of white enamel teeth have been inset along the snout. When worn, the helmet grants the wearer the scent ability, allowing him to detect opponents within 30 feet by sense of smell. If the opponent is upwind, then the range increases to 60 feet. Even if the target is downwind, the magic of the *hound*



helm is such that the wearer can still detect them at a range of 30 feet.

In addition to the scent power, once a day the wearer can, with a thought, command the helmet's jaw to open and unleash a powerful howl. The howl is strong enough to burst the eardrums of those who hear it, functioning as a *sound burst*, save that it affects all targets within a 30 foot cone. As with the spell, a creature who saves is not stunned but still receives 1d8 points of damage.

Moderate evocation; CL 9th; Craft Wondrous Item, *summon nature's ally*, *sound burst*; Market Price 7,700 gold pieces.

Wolf's Cloak: This grey and white garment, covered in a thin layer of wiry fur, gives the wearer the ability to *speak with animals* at will, though he can only communicate with wolves, dogs and other canine creatures. The wearer also gains the benefits of the Track feat, allowing him to use Survival to follow tracks. If the wearer already has the Track feat, then he instead gains a +5 competence bonus to Survival skill checks made to track prey.

Once a day, the wearer can use the power of the cloak to *charm animals* as the spell, though he can use its powers only upon canine creatures.

Moderate enchantment; CL 7th; Craft Wondrous Item, *charm animals*, *speak with animals*; Market Price 17,500 gold pieces.

TRICKS OF THE TRADE

The ranger is a skilled warrior, one for whom the development of knowledge and skill is as important, if not more so, than the training of his fighting techniques. The ranger does not have the luxury of extensive combat training, as the fighter does, nor does he have the natural strength and rage of the barbarian or the potent supernatural abilities of the paladin. He has only his skills, his courage and his will to tame the wilderness to serve his needs.

This chapter celebrates that fact. Filled with new uses for existing skills and with expanded mechanics designed for use by rangers alone, it will take the ranger's training to a whole new level.

CREATING AN ANIMAL HANDLER CHARACTER

One of the major problems facing the ranger, in regards to his animal companion, is deciding exactly what to do with it. The default archetype of the ranger and his animal companion is of a lone warrior stalking the wastelands, his loyal wolf at his side, facing adventure and peril together. While this is, of course, a potent image and a perfectly valid character design it is also a cliché; yes, everything that can be done in gaming has been done in gaming, but this particular archetype has been done, and then done again, and then done *again*.

So what else can be done? Many things. In the middle ages, there were many men and women who earned their livelihood training animals or using them for other purposes. Huntsman, hound master, falconer, carnival performer, all these people and more are excellent archetypes for a ranger character.

So then the question becomes 'How do I make a hound master? Or a falconer?' The answer is, through careful selection of feats and application of skill points. That is the reason this section exists, to coach you through the design and construction of an animal companion-focused ranger. You will not find new rules here. Instead, you will strategies for combining feats and skills that already exist into interesting and thematically appropriate combinations.

Focusing Your Strengths

In order to create an animal-focused ranger, you must focus your skills and your feats, so as to gain the largest bonuses possible with animals. In order to do this, you must maximise your ranks in the Handle Animal skill and bolster your skill bonus with a high Charisma. Handle Animal is the only skill you will need to be a good animal trainer, making it a very good investment.

Since the Handle Animal skill gives you the ability to teach an animal tricks, you will want to do so as soon as possible. While any of the tricks can be appropriate for an animal

The eagle swooped low across the field, wings wide and straight as a banner, eyes scanning for prey. Tenclaus watched it silently for a moment, trying hard to relax, then slapped the padded glove he wore on his left arm. The eagle dived instantly, claws forward, bursting back into the air with a rabbit squirming in its grasp. Tenclaus slapped the glove again and the eagle struck, tearing out the rabbit's throat in one swift motion. Then it wheeled in mid-flight and rode the warm spring back to Tenclaus, digging its claws into the glove and dropping its kill into his other, outstretched palm.

Tenclaus patted its head, soothed its silky feathers. 'Good bird, good. A worthy flight.' The eagle cocked its head, blinked once and then stilled, waiting for a command. Tenclaus stood as still as his bird, as clouds rolled by overhead, their shadows wreathing the field in muted greys and other birds, less timid now that the eagle was settled, took to the skies and cried their defiance and indignation.

Tenclaus was dissatisfied. Worried really. Still no word from Canallis, one week overdue. The eagle sensed its master's discomfort and shrieked. Birds scattered back to their nests, one fat pigeon slower than the rest. Tenclaus' eyes narrowed and he lifted his gloved arm. The eagle shot forward like an arrow.

Someone was coming, running towards him. Tenclaus turned. A boy from the village, waving a bit of paper in his hands.

'Tenclaus, master Tenclaus,' the boy shouted, breathless. 'Papa says the caravan is lost. All of it.'

Tenclaus crossed the distance to the boy in the space of a single breath and snatched up the paper. It was sealed with the emblem of his house. He tore it open, closed his eyes and exhaled, long and low. He clenched his fist and the pigeon shrieked once and then died.



trainer, there are certain combinations that will be most valuable. For use outside of combat, the most valuable tricks for an animal are: come, down, fetch, ground, harry, heel, perform, seek, stay and track. Using these tricks, the animal handling ranger will be able to mechanically represent the skills of the animal handler.

In terms of feats, there are many new options, all introduced in this sourcebook, which will be particularly valuable to an animal handler ranger. Skilled Trainer is critical for the animal handling ranger, as it gives him the ability to teach his animals many more tricks than normal. Strong Ally is also very valuable, as it strengthens the power of the ranger's animal companions and allows him to teach his animal more tricks. Finally, Pack Mentality is a good choice for animal handling rangers; though it is primarily intended for combat, its benefits apply to a ranger's forays into sport hunting.

A Player who is truly serious about having his ranger become an animal handler would do well to select the Pack Master or the Animal Trainer alternative combat style. The latter choice is especially valuable, as it gives the ranger the ability to teach his animals many more tricks than normal.

What follows are guidelines for creating the two most common types of animal handling rangers, the falconer and the hound master, as well as a description of falconry and sport hunting.

Creating a Falconer

To create a falconer ranger, the first step is to select an eagle, a hawk or, possibly, an owl as an animal companion. This is essential to success, as the bonus tricks, attack bonus and Hit Die the companion receives will make the ranger a superior falconer as compared to every non-ranger character.

The second step is to maximise the ranger's Handle Animal skill and supplement it with both the Skilled Trainer and the Strong Ally feat, taking the latter twice. To maximise his abilities, he should also consider the Animal Trainer alternative combat style, since that will give him the Skilled Trainer and Strong Ally feats as part of its progression. By doing this, the ranger will be able to, at 20th level, teach his falcon a total of $3 + 3 + 7 = 13$ tricks (three for the falcon's base

Intelligence, doubled to six for the Skilled Trainer feat, plus an additional seven for maximising his animal companion's ability progression).

Once he has done this, it is time to teach his falcon tricks. The falconer ranger should ensure that his animal companion gains the attack, come, down, fetch, heel and stay tricks. After learning these tricks, the animal companion will still have the ability to learn seven more, meaning the falcon can learn almost every available trick.

Those who truly wish to maximise the power of their ranger falconer would do well to maximise the character's Spot skill as well, which will enable him to spy out appropriate prey for his falcon. Those rangers who wish to use falconry as a means of gaining entry into royal circles should also consider ranks in the Diplomacy skill, despite the fact it is a cross-class skill; since nobles flying their birds spend as much time talking as they do tending their birds, there is no end to the usefulness of this skill.

Falconry in a Campaign

Falconry is a sport of kings, practiced by the idly wealthy on open, rolling fields of cultivated grass. For many wealthy lords and ladies, falconry is a passion and a way of life; they breed their own falcons, or purchase only birds of finest breeding, looking for strength, poise, speed and natural beauty, both in flight and in appearance.

Though it is named for the falcon, those are not the only birds used for falconry. Hawks, eagles, owls and in a fantasy campaign, more fantastical birds are all used in the sport of falconry. Basically, any predatory winged creature which can be trained, has been, at one time or another.

Conducting falconry in the campaign is a relatively simple matter. Though it is a sport, falconry is not, officially at least, a contest. The purpose of falconry is to glory in the swift, killing grace of hunting birds, unleashing them on other birds, on rabbits or any other small creature which the bird can kill and return to its master.

Falconry is carried out in the following fashion. The master enters the field, his falcon perched on his arm. When he is ready and when his chosen prey is in sight,



he removes the tether from the falcon's feet and the hood from its eyes and, raising his arm, commands it to hunt. From that point on, the success of the flight is determined by how quickly the falcon reaches its target, brings it down and then returns to its master's arm. A good flight is one in which the falcon kills its target in one round, a disastrous flight one in which the falcon fails to kill its designated prey, or refuses to return to its master's arm after the kill.

Though, as has been said, falconry is not a contest, per se, the truth of the matter is that everyone who participates in falconry is judged on their decorum, on their skill as a trainer and on the quality of their falcon. An exceptional falconer earns fame throughout court circles and can expect invitations to the estates of the royal family and the idly wealthy, while a poor falconer can expect ridicule and scorn.

Falconry is a social sport, one in which conversation and good behaviour is well rewarded. Falconry is an excellent time for roleplaying out diplomatic situations, since it is a favourite pastime of lords and ladies, and a ranger who demonstrates impeccable skill in commanding his falcon can gain a significant circumstance bonus to his Diplomacy and Gather Information skill checks, anywhere from +2 to +5 depending on the success of his falcon's flight.

Creating a Hound Master

The first step to creating a hound master is selecting a dog or wolf as an animal companion. This is essential to success, as the bonus tricks, attack bonus and Hit Die the companion receives will make the ranger a superior hound master as compared to every non-ranger character.

The second step is to maximise the ranger's Handle Animal skill and supplement it with both the Skilled Trainer, the Pack Mentality feat and the Strong Ally feat, taking the latter twice. To maximise his abilities, he should also consider the Pack Master alternative combat style, since that will give him the Animal Affinity, the Pack Mentality and Beast Fury feats as part of its progression, both of which are very useful. By doing this, the ranger will be able to, at 20th level, teach his falcon a total of $3 + 3 + 7 = 13$ tricks (three for the hound's base Intelligence, doubled to six for the Skilled Trainer feat, plus an additional seven for maximising his animal companion's ability progression).

Once he has done this, it is time to teach his animal tricks. The hound master should ensure that his animal companion gains the attack, come, down, fetch, flank attack, ground, guard, harry, heel, seek, specific attack, stay, and track tricks. After learning these tricks, the animal companion will have maximised his ability to learn more tricks but the hound will have learned every trick necessary to excel as a hunting dog.

Those rangers who wish to use mastery of hounds as a means of gaining information about the doings of royalty

should strongly consider ranks in the Gather Information skill, despite the fact it is a cross-class skill; since hound masters and trackers love to gossip about their master's secrets, there is no end to the usefulness of this skill.

Hounds and the Sport Hunt

Hunting for sport and for the entertainment of royalty is far different from hunting for survival, which is the usual reason a hunter pulls bowstring to ear.

In sport hunting, the goal is not to kill a suitably edible animal, the purpose is to celebrate the noble virtues by tracking down and cleanly killing a boar, a magnificent buck, or some other animal which is considered both beautiful and noble in its embodiment of the strength of the natural world.

A sport hunt is also a group activity. The nominal 'hunters' are the members of the nobility, dressed in their finest and mounted on swift thoroughbreds. They are attended by sometimes dozens of assistants and hound masters, whose job it is to actually track down the beast to be hunted, using packs of baying hunting dogs. During the hunt, the nobles follow behind the trackers and hound masters, idly gossiping, or occasionally charging pell-mell about the countryside, until the baying of the hounds indicates that suitable prey has been found. Then the horns are sounded and the nobles charge in, coming upon the cornered beast and slaying it with arrows. Occasionally, a king or brave knight will dismount and kill the prey in melee combat, using a spear to catch its charge; when this is done, all around are suitably impressed, for the king has demonstrated his bravery and his mastery of the natural world.

A sport hunt is another good opportunity for roleplay, with rangers playing the role of hound master trading gossip with the other trackers, while their more cultivated peers broker diplomatic deals with drunken lords and ladies.

HERBS, FUNGUS & OTHER VALUABLES

The wilderness is full of herbs, fungus and plants that carry potent medicinal benefits, for those who know how to find and harvest them. The ranger is one of those in the know. Thanks to his knowledge of survival and natural healing, the ranger knows just where to look to find medicinal herbs, how to harvest them and how to prepare them for use in treating a myriad of ailments, from snakebites, to fever, to sword bites.

The following new rules are intended to expand the ranger's use of the Heal and Survival skills, to make them more valuable to him and give him a greater role in the care of his adventuring band.



The rules below are kept very general. Rather than naming and listing individual herbs and breaking down their properties into mechanical benefits and penalties, these rules present groupings of benefits, so that the Games Master can, if he chooses, create specific medicinal herbs for his campaign world.

Ideally, the Games Master will not even go that far when using these rules. The rules for using beneficial herbs are built around the assumption that the ranger, the master of woodcraft, will be able to find an herb, plant, or fungus that can help him no matter what terrain he finds himself in. That is the chief reason why there are no specific herbs tied to effects; since there are thousands of varieties of plants in a typical campaign world, the game is better served if the ranger's Player simply rolls a Survival check to see if he finds what he seeks and then the Games Master gives the discovered herb a name if he wishes.

Why General Instead of Specific

There are two main reasons why the new rules here deal with general categories of herbs, rather than with specific herbs. First, to do justice to all the various types of beneficial plants would require pages upon pages of material, far beyond the limits of this sourcebook – to say nothing of the fact that the effects of most real herbs would be difficult to map to the rules of d20 gaming. Second, a full treatise on herbs is far beyond the needs of most campaigns, where it is an herb's mechanical effects that matter, not its description.

Interpreting These Rules

The rules below are presented in the following format. Effects are grouped together, so that all effects related to physical matters are grouped together and so on. The DC of each effect within a group is listed with the effect. Following the groupings of effects is a table for terrain modifiers; these modifiers shift the DC for finding an appropriate herb, plant or fungus up and down, depending on the relative fertility of the terrain type.

For ease of use, all herbs, plants and fungi are lumped together as herbs. Since they are functionally equivalent in mechanical terms, identifying them as individual items is a question of flavour, nothing more.

Just as each poison is individual, even if two or more of them are mechanically the same, so too is each cure individual, though the mechanics are identical. For this reason, a separate herb effect is necessary for each poison,

or negative effect; it is not possible to find an herb which cures all poisons. An herb can have more than one effect, however, allowing it to serve as an antidote for more than one poison, for example. An herb can have three related effects, or two unrelated effects.

All herbs retain their potency for 24 hours after harvesting. In this way, a ranger who knows exactly what poisonous monster he will be facing can harvest an herb to counteract its venom ahead of time.

To find an appropriate herb, the ranger rolls a Survival skill check, with the DC equal to the base DC of the effect plus the appropriate terrain modifiers. Using the Survival skill in this fashion requires one hour of effort. A ranger can halve the search time but the DC increases by +5 if he does so. For every five minutes of time he attempts to shorten it further, the DC increases by another +2. If he succeeds at his check, then he has found an appropriate herb but if he fails, then there are no appropriate herbs in the area and he may not try again to find that specific effect. Each successful Survival check nets the ranger 1d3 doses worth of the herb effect he was searching for. A ranger can search for one herb, regardless of the number of effects, with each Survival check.

Physical Effects

Herbs with physical effects offer potent defence against poison, disease and other natural effects.

- ✦ +2 bonus to saves against non-magical poison (DC 15, +2 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ +2 bonus to saves against non-magical disease (DC 15, +2 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ +2 bonus to saves against magical poison (DC 25, +5 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ +2 bonus to saves against magical disease (DC 25, +5 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ +2 bonus to saves against ability score drain (each ability) (DC 20, +3 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ +2 bonus to saves against stunning and nausea (DC 15, +2 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ +2 bonus to saves against fatigue and exhaustion (DC 20, +3 to DC for each additional +1 to saves, maximum save bonus +5).



- ✦ +2 save bonus against harsh environmental conditions (DC 20, +3 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ *Cure minor wounds* (DC 25).
- ✦ *Delay poison*, as the spell cast by a 5th level ranger (DC 30).
- ✦ Heal +2 hit points after a night's rest (DC 20).

Mental Effects

Herbs with mental effects either offer defence against mind-affecting effects, or modify the imbiber's mind in some fashion.

- ✦ +2 bonus to saves against non-magical fear (DC 20, +3 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ +2 bonus to saves against magical fear (DC 25, +5 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ +2 bonus to saves against mind-affecting enchantments (DC 35, +5 to DC for each additional +1 to saves, maximum save bonus +5).
- ✦ Ability to *rage*, as the spell cast by a 6th level sorcerer, for a total of 1d4+1 rounds (DC 25).

Environmental DC Modifiers

Terrain	DC
Desert	+10
Forest	+0
Hills	+0
Jungle	-5
Moor	+0
Mountains	+5
Plains	+0
Swamp	-5
Tundra	+10
Underground	+5

NEW SKILL USES

The ranger is a man for whom skills are at least as important as the ability to wield a sword and bow. The following new skill uses are intended for the ranger's use and represent his mastery of all things related to hunting, exploring and travelling in the wilderness. So while other wilderness-oriented characters may have access to these skill uses as well, they only do so with the Games Master's permission.

Climb (Str)

Use the Climb skill to scale a tree, to climb a cliff or to control your fall when tumbling down a steep hill.

Normal Use: With a successful Climb check, you can move up, or down along a slope or other steep incline.

New Use

Brace Between Walls – A ranger can, with a successful Climb skill check, brace himself on two parallel surfaces using only his feet, freeing up his hands for other work. Typically, this technique is used when a ranger wishes to catch an enemy by surprise, standing suspended high above them and then swinging down, so their head and arms are pointed at the ground and they can attack their unprepared victim.

In order for the Climb skill to be used in this fashion, there must be two roughly flat, parallel objects within five feet of one another and the ranger must have at least five feet of room in front of him, to allow his body to swing forward and down. Typically, this means that the ranger will be scaling and bracing himself between two tree trunks in a forest of close growth, or between two sides of a narrow passage between rock walls. In any case, the ranger scales the parallel objects as normal, reducing the DC of the Climb check by 10 (per the modifier for climbing while braced against opposite walls in *Core Rulebook I*). Assuming the Climb check is successful, he can stand upright and maintain his position using only his feet and the strength of his legs.



As a move action and with a successful Climb check against the same DC as for climbing the surface, the ranger can swing his body forward and down, so that he hangs suspended upside down. The character can attack while in this position, or perform other actions like spellcasting but may not move, except to pull himself back upright, using only the strength in his back; doing this is a move action which provokes an attack of opportunity.

Each round the character remains suspended, he must make a Climb check against the appropriate DC to keep from falling. Assuming the check succeeds, the character can act as he wishes, unleashing a full attack sequence or even a flurry of blows. Using a supernatural ability which requires an action, casting a spell, or using a spell-like ability, forces the character to succeed at another Concentration check against a base DC of 10 plus spell level, or +5 for supernatural abilities. On a failed check, the action cannot be performed and the character must succeed at a Climb check to keep from falling. If the character is struck in combat, he must also succeed at a Concentration check, as above.

While braced between walls in this fashion, the ranger loses his Dexterity bonus to armour class. A ranger who has multiclassed as a monk retains his Dexterity bonus and is not considered flat-footed.

A ranger who attempts to Hide while braced upright between walls gains a +2 circumstance bonus to his Hide skill check, as most beings do not instinctively think to look above their heads when looking for ambushes.

New Use: *Slow Descent* – A ranger who falls or is knocked from a tree can, with a successful Climb check, grab hold of branches on his way down, slowing his descent and minimising the damage he takes. With a successful check against DC 20, the ranger reduces the damage he takes from a fall by 10 feet.

Concentration (Con)

Use this skill to ignore pain from an injury or to stand firm against the force of a strong wind.

Normal Use: Make a Concentration check whenever you might be distracted, especially while attempting to perform some action which requires your full attention.

New Use

Maintain Stillness – When a ranger approaches, or is approached by a wild animal, or other low-Intelligence creature, he can attempt to freeze himself in place in an attempt to fool the creature into thinking he is not a living being which they must run from or attack. Make a Concentration check opposed by either the creature's Listen or Spot check. If you succeed, you can hold perfectly still for one round and a non-hostile animal will not attack you. Each round, you can make a new Concentration check to

maintain your stillness, opposed by the creature's original Listen or Spot skill check. Creatures with the scent ability gain a +5 bonus to their check to detect you as a living being.

Note that standing perfectly still will not ensure your safety; a hostile animal that you have attacked need not roll, as it will attack no matter the result, and a trained animal can be commanded to attack whether or not it believes you to be an inanimate object.

A Concentration check to freeze is also how a ranger 'plays dead' to escape the fury of a bear or other, similar creature. Roll a Concentration check, opposed by the creature's Listen or Spot check; if you succeed, you have successfully convinced the creature you are dead. In order for there to be a chance for the check to work at all, your roll must exceed a DC equal to 10 + the damage you received in the round the check was made, or in the previous round. Creatures which are simply defending their territory are likely to stop their attack against you, thinking you are no longer a threat.

Note that playing dead will not protect you from all animals; a hungry wolf, for instance, will probably begin trying to eat someone it thinks is dead, as will a lion. Using Concentration in this fashion is most effective in keeping herbivores who are protecting the herd from attacking you, or saving you from bears, whose natural instincts can protect you.

Only creatures with an Intelligence score of one or two, or those of no Intelligence, can be fooled by a Concentration check in this fashion.

New Synergy: A ranger with five or more ranks in the Bluff or Hide skill gains a +2 bonus to their Concentration check to hold perfectly still. A ranger with five or more ranks in both gains a +5 bonus to their check.

Craft (Int)

The Craft skill represents training in a skill which requires precise understanding of construction principles and the ability to take normal materials and turn them into something useful or simply beautiful.

Normal Use: Make a Craft check to practice your trade, earning gold through the creation of valuable items.

New Use

Create Shelter – The weather is unpredictable and potentially deadly but rangers can combat the elements by weaving temporary shelters out of available foliage. In arctic areas or in deserts, the ranger can also construct a shelter by digging into the snow or soil and reinforcing it with whatever materials are at hand. The DC of the Craft check depends on the scarcity of available materials, as shown on the table below. Typically, it takes a single

Craft check and an hour's time to create a shelter suitable for one person but the ranger can enlarge his shelter to accommodate more people, at a cost of 10 minutes and a +5 increase to the DC for every two persons.

Shelter DC

Environment	DC
Lush (forest, jungle, swamp)	15
Standard (hills, mountains)	20
Sparse (arctic, desert)	25

New Synergy: A ranger who crafts a shelter adds a +5 bonus to all checks made to endure inclement weather conditions. The same bonus applies to checks made by those who share the shelter.

Handle Animal (Cha)

Use the Handle Animal skill to lead a team of horses over a dangerous bridge or train a dog to retrieve game.

Normal Use: Make a check to train an animal to perform any of a number of tricks.

New Use

New Tricks – The following new tricks are available to a ranger training a companion animal, or other animal.

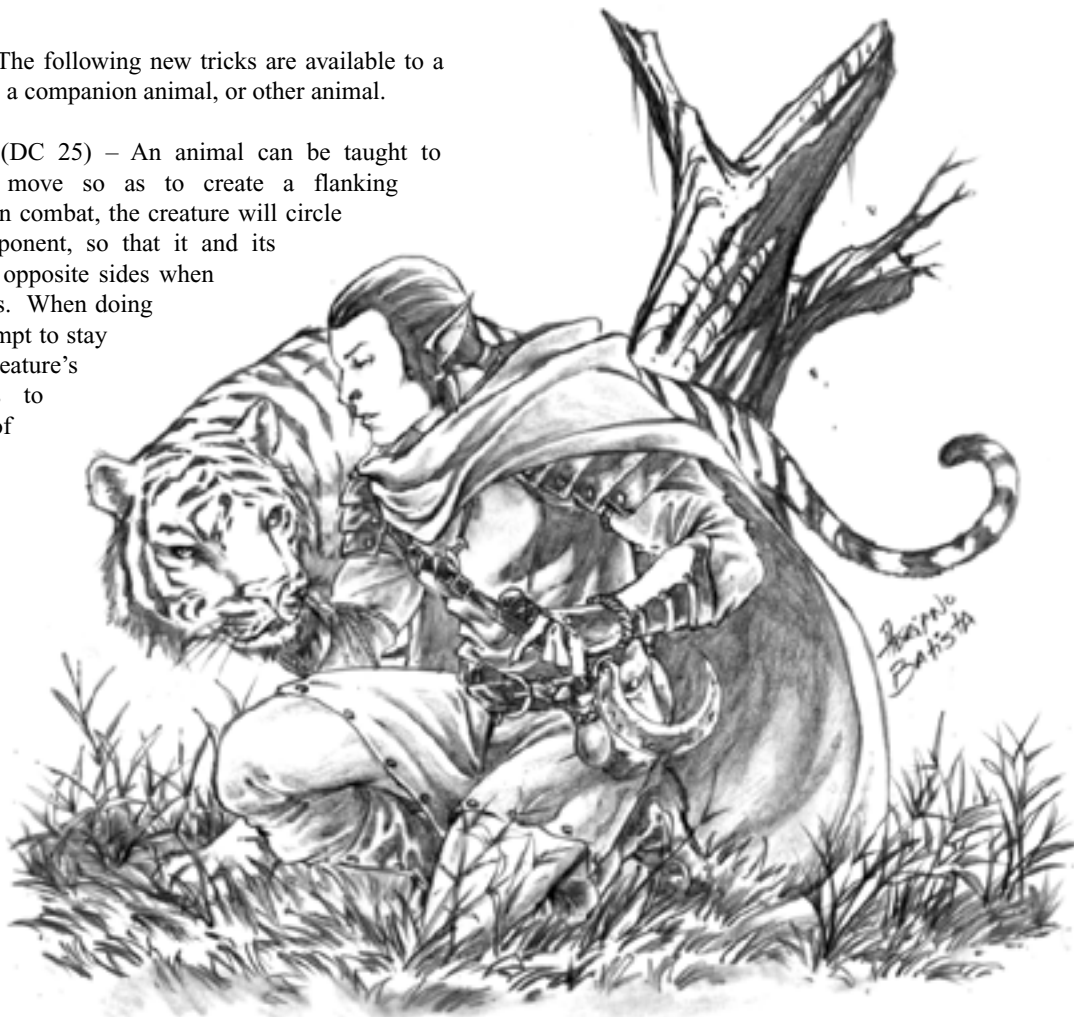
Flank Attack (DC 25) – An animal can be taught to automatically move so as to create a flanking opportunity. In combat, the creature will circle around its opponent, so that it and its master are on opposite sides when making attacks. When doing so, it will attempt to stay out of the creature's reach, so as to avoid attacks of opportunity.

Follow (DC 15) – A ranger uses this trick to teach his horses to follow a specific stallion if separated from the herd. An animal trained in this trick follows a specific, designated

animal. If the designated lead animal is slain, then a new lead animal can be designated after a week's additional training. The listed DC is for animals which are traditional pack or herd animals. Teaching a typically solitary animal to follow another or teaching a pack animal to follow a lead animal not of its species increases the DC to 25.

Ground (DC 20) – A hound master teaches this trick to his dogs so that they will trap prey but not attack it, so that the hunter or hunters can make the kill. Animals who know this trick will work in tandem to block off their opponent's escape, setting up a ring around it and barking and snarling. If the target creature attempts to escape past them, they will attack in an attempt to drive it back.

Harry (DC 20) – A ranger can teach an animal to harry prey, to direct it as he wishes. An animal that knows this trick will keep pace with a designated animal or other living being, cutting it off, snapping at its heels and doing anything necessary to direct its victim along a specified path. Most animals being harried in this fashion will continue to flee along the path the dogs create; certain animals, specifically



many predators, and some herbivores (Games Master's decision) with three times as many Hit Dice as the animals harrying them, will stand and fight instead.

Lead (DC 20) – An animal who learns this trick knows how to follow its master's orders and direct other animals to follow them. It will not allow any member of its 'pack' to lag more than a standard movement's distance behind any other member. The listed DC is for animals which are traditional pack or herd animals. Teaching a typically solitary animal to lead another or teaching a pack animal to lead an animal not of its species increases the DC to 25. If the lead animal is successfully pushed by the Handle Animal skill (see *Core Rulebook I* for the DC of pushing an animal), then all animals trained to follow it are automatically successfully pushed, even mount animals ridden by others.

Return (DC 20) – An animal who learns this trick will always return to its home, no matter the distance. An animal with the scent ability which has been taught to Track can be taught to return to its master, rather than to its home. The DC of this trick is set for animals which are not, by nature, pack or herd oriented. The DC to teach a pack or herd animal to return is 15.

Specific Attack (DC 25) – An animal with more than one attack form or one which has extraordinary abilities or feats which are applicable to combat, can be taught to use a specific attack on command. Only an animal which has already learned the attack trick can be made to attack using a special command.

Swim (DC 15) – An animal trained to swim will unhesitatingly enter a body of water, even if it normally avoids water entirely. It swims using Swim skill checks as

Tenclaus entered the clearing first, silent and swift, his spear gripped tightly in both hands. He dropped to the ground, sniffing at the air. The smell of rotting flesh and leather was strong of course, musty and coppery, stinking of earth and fungus. But there was something else laid over the top of it, barely identifiable. He touched the damp soil, exploring it with his fingertips.

Canallis entered the clearing from the opposite side, silent as her father, her axe in one hand, a throwing hatchet in the other. She walked quickly to the three mouldering bodies, holding her breath and wrinkling up her nose. She knelt beside the bodies, blowing a stray hair from her eyes. 'Tenclaus, the bodies are untouched.'

'As before, then,' Tenclaus said, crab walking towards her as he scanned the trees. 'He poisoned the bodies, else animals would have long since took them.' Tenclaus rubbed the back of his neck.

'I've seen this before, daughter.'

Canallis' head snapped up. 'You have? When?'

'As a child. Come.' Tenclaus half walked, half ran to the cover of the forest undergrowth, ducking down behind a tall crescent of dirt formed from the remains of a long ago fallen stump. 'We should be safe here but keep your head down anyway. I wish I'd brought my shield.' Tenclaus turned, flattened himself against the ground and peered out between tangled roots. After a time, he spoke. 'I was young then. They came out of nowhere. Well, now I know they were hiding in the trees and in shallow pits, as is their way, but at the time it seemed as though they just appeared whole from the air, like the ground just spit them up. They killed with black arrows and with their long knives and they were silent, even when they died. They killed... everyone, everything. Old men and boys, one tore my dog's throat out with his teeth, bastard stomped on my chickens too. And mother and father were, well...'

Canallis put her hand on her father's shoulder, and smiled gently. 'What is it father? What's out there?'

Tenclaus pulled a dagger from his boot, impaled a clump of brown grass on it and stuck it up above the shelter of dirt and roots. There was a sudden hiss, a clanging impact and an explosion of grass, rock and dark earth. Tenclaus pointed; a black arrow quivered in the dirt, thin and long as a reed.

'A goblin huntsman, as versed in woodlore as we are.'

Canallis closed her eyes, drew in a deep breath. Then she split the arrow in half with a swipe of her axe. 'Then we'd best hunt carefully, father. Do try to keep up.' Then she rolled to the left, dived into the underbrush and was gone.

normal. Rangers often teach their mounts to swim, so that they can cross rivers more easily.

New Use

Throw Rider – A ranger who gains a hold on another's mount, whether by grabbing the reins or by twining his fists in its fur or mane, can attempt to force it to throw its rider. In order to do this, the ranger must succeed with an unarmed touch attack roll against the mount's Armour Class, provoking an attack of opportunity as normal. If the ranger succeeds in his attack, he instantly makes a Handle Animal skill check, opposed by the rider's Ride skill check. If the ranger's check succeeds, the rider is thrown from his horse; a Ride check to stay in the saddle is not allowed, since the initial opposed Ride check was made to avoid falling.

Heal (Wis)

Use the Heal skill to keep your friends alive or to remove a caltrop from your foot.

Normal Use: Use a Heal check to stabilise a friend or to prevent the worst negative effects of poison.

New Use

Draw Poison: The effects of poison can be insidious, even deadly to the victim and so it is unfortunate that so many animals in the world have the ability to inject poison through the use of fangs or stingers. Healers long ago learned that it was possible to suck or draw poison from a fresh wound, preserving the victim from the most harmful, toxic effects. With a successful Heal skill check against a DC equal to the saving throw DC of the injected poison, a character can suck the poison from his own wounds or from the wounds of another. If the save is successful, then the poison is drawn out and the victim need not save against the secondary effects of the poison, if any. If the Heal check is unsuccessful, then not only does the victim have to save against the poison's secondary effects but the one who attempted to draw the poison forth must save as well if it is also a contact or ingestion poison, or succumb to the poison's initial effects. The healer's saving throw is made with a +4 circumstance bonus and if it is successful, the healer suffers no ill effects and need not save against secondary damage. If the save is failed, then the healer suffers the poison's initial effect and must also save against its secondary effects one minute later, with a +4 bonus to his save. In order for this skill use to have any effect at all, it must be applied before the victim is required to save versus secondary effects. This skill use requires a full round to complete; one standard action to prepare the wound and a move action to draw forth the poison. Draw poison can only be used to treat non-magical injected poisons.

Hide (Dex)

Use the Hide skill to disappear from view, crouching in the shadows or darting behind a thicket.

Normal Use: A successful check opposed by an opponent's Spot check allows you to remain undetected.

New Use

Hide Scent – With a successful Hide check against DC 20, a ranger can temporarily erase his scent, negating the benefits of the scent ability. This means that animals who gain bonuses to Spot checks, for example, will lose those benefits when trying to find the ranger.

New Synergy: A ranger with five or more ranks in the Disguise skill gains a +2 synergy bonus to attempts to hide his scent.

Jump (Str)

Use this skill to jump a chasm or to control your fall.

Normal Use: A successful check allows you to leap across or over a barrier.

New Use

Leap Between Mounts – A ranger can attempt to leap from one mount to another. When doing so, he makes a long jump check as normal and is considered to be jumping from a standing position, though the momentum of the horse give him some slight advantage; the DC penalty for standing still when leaping between mounts is equal to one and one half times the standard DC, rather than double. If the target mount has a rider, the DC of the check is increased by +5 and the ranger is subject to an attack of opportunity, if applicable; if the attack of opportunity is successful, then the ranger is knocked from the mount he wished to Jump to. With a successful Jump check, the ranger has leapt from his own mount and landed on the back of another, in a position to attempt to control it starting the next round.

New Synergy: A ranger with five or more ranks in the Ride skill gains a +2 synergy bonus to attempts to jump between mounts.

Knowledge (Dungeoneering) (Int)

Knowledge skills represent a body of knowledge relating to a specific subject.

Normal Use: Use a check to remember some fact about creatures usually found in a dungeon or to educate your allies on the best methods of spelunking.

New Use

Likely Trap – With a successful check against DC 20, a ranger can use his knowledge of dungeon design and travel to determine if a room or hallway is likely to be trapped. The ranger gains a +2 bonus to Search checks made to find a simple trap with a successful skill check, as he has anticipated its presence. The ranger cannot use



a skill check to anticipate trapped locks on a chest, as that is beyond the scope of his knowledge. Using a skill check in this fashion protects the ranger only against traps in a specific room checked or in a length of hallway stretching to the end of his vision.

Knowledge (Geography) (Int)

Knowledge skills represent a body of knowledge relating to a specific subject.

Normal Use: Use a check to identify a landmark or to remember some fact about the local climate.

New Use

Cut Distance – With a successful skill check against a DC of 15–30 (depending on familiarity with the local area) a ranger can shave off one hour's overland travel time on a journey, by identifying landmarks and using them as navigation guides.

Knowledge (Nature) (Int)

Knowledge skills represent a body of knowledge relating to a specific subject.

Normal Use: Use a skill check to remember some fact about an animal you have seen.

New Synergy: A character with five or more ranks in Knowledge (nature) gains a +2 synergy bonus to Heal checks made to treat poisons from an animal or plant.

Listen (Wis)

Use this skill to hear approaching enemies or to detect the sound of a deer moving through the underbrush.

Normal Use: Use a Listen check to detect footfalls in the underbrush.

New Synergies: A ranger with five or more ranks in the Listen skill gains a +2 bonus to all Survival checks made to hunt game. A ranger's keen ears can also pick up the distant rumble of thunderclouds long before they appear on the horizon. A ranger with five or more ranks in the Listen skill gains a +2 bonus to all Survival checks made to predict weather.

Profession (Wis)

You are trained in a profession, one useful enough to earn you steady gold, if you wish.

Normal Use: Use a check to practice your trade and earn gold equal to half your profession check.

New Synergy: A ranger with five or more ranks in the Profession (animal trainer) skill gains a +2 synergy bonus

to Handle Animal skill checks made to teach an animal tricks.

Ride (Dex)

The Ride skill represents your ability to guide a mount, whether it be horse, riding dog or other, more fantastical creature.

Normal Use: A successful check allows you to guide a mount in combat or spur his mount to action.

New Use

Direct Multiple Mounts – There will come times when a ranger must control more than one mount, such as when an ally loses control of his horse. In order to do so, the ranger must be adjacent to the horse or other mount he wishes to control and must grab its reins or its mane. If these conditions are met, the ranger can use Ride checks to cause both mounts to leap, to spur both mounts or control them in combat. The DC of the check is equal to the base DC of that action +10. So, for example, spurring two mounts requires a successful DC 25 skill check. If the ranger succeeds at the base check but does not receive a check result high enough to allow him to control the second mount, then he loses control of both; if he wishes, he can release the second mount and retain control of his own.

A ranger can also attempt to seize control of a mount which is under another's control but must succeed at an opposed Ride check to do so, with the opponent gaining a +5 circumstance bonus to their check.

Search (Int)

Use the Search skill to find hidden objects or to notice a footprint.

Normal Use: A successful skill check finds a footprint or uncovers a trap.

New Synergy: A ranger with five or more ranks in the Search skill gains a +2 synergy bonus to Survival checks made to find specific herbs and fungi.

Spot (Wis)

Use this skill to find an animal hiding in a thicket or to detect the presence of goblins attempting to ambush you.

Normal Use: Use a Spot skill check opposed by the target's Hide check to see if you detect their position.

New Use

Determine Weakest Herd Member – Many rangers choose to cull the herd when they hunt, taking the eldest or weakest members so as to preserve the herd's strength. Other, more pragmatic rangers choose to do the opposite, watching the herd to determine the fittest, strongest and therefore most delicious game. A Spot check against DC 20 will give the

ranger insight into which animal in a herd has the most hit points and the highest abilities and which has the fewest hit points and the lowest abilities. This information is given in general terms, so that a healthy buck would be described as ‘strong and powerful, a buck in his prime’ and the weakest as ‘an old and frail buck, not likely to live through the winter.’

This skill use works only on animals.

Survival (Wis)

Use this skill to track wild game or to guide a party through a mountain pass.

Normal Use: Use Survival to keep yourself and others safe against harsh weather or to track game.

New Use

Find Valuable Herbs, Plants and Fungi – Survival in the wilderness is not just a matter of finding a trail or searching out fresh water. The natural world is filled to bursting with herbs, plants and fungi which are, at least, edible and are, at best, filled with specific nutrients which can give those wise enough to find them immunity to specific diseases or resistance against specific poisons or other unique effects.

A ranger can use a Survival skill check to find these herbs, plants and fungi and make use of their special properties. The DC of the check depends upon the rarity of the plant in question and are listed in the section Herbs, Fungus & Other Valuables, pg. 97.

Swim (Str)

Use the Swim skill to dive or navigate underwater obstacles.

Normal Use: Make a Swim check each round while in the water, allowing you to swim without risk of drowning.

New Use

Reed Snorkel – A ranger can make a Swim check to submerge himself, using a hollow reed to give him the ability to breathe. With a successful check, the ranger can hold his breath while underwater for a number of rounds equal to one per point by which his check exceeded the base Swim DC of the water conditions. If the ranger is in shallow water, he need only make a single swim check. If the water is deep enough that he must tread water to hold his position, then a Swim check must be made every round to stay close enough to the surface to use the reed; these secondary checks are separate from the check made to determine how long the ranger can breathe through the tube but a failed check temporarily submerges the reed, ending the ranger’s ability to hold his breath with the initial check.

Use Rope (Dex)

Use of this skill allows you to make knots, to splice a line or throw a grapple line.

Normal Use: A successful skill check allows you to successfully attach a grapple line to a tree branch or bind an opponent’s hands.

New Use

Lasso – A ranger can use a rope to create a lasso, so that he can use it to catch and control animals or bind opponents from a distance. To create a lasso, a ranger need only successfully tie a knot (DC 10). Once a lasso is created, the ranger can throw the loop end around a target’s neck or body, in an attempt to entangle them. This is functionally equivalent to a net; with a successful attack roll, the target is entangled, suffering a –2 penalty on attack rolls, a –4 penalty to Dexterity and can only move at half speed; a ranger with less than five ranks in the Use Rope skill suffers the non-proficiency penalty to attack rolls, as though using an unfamiliar weapon. With an opposed Strength check, the ranger can restrict the victim’s movement to the length of the rope; if mounted and using a saddle, the ranger can wind the rope around the saddle horn, allowing him to substitute his mount’s Strength for the check.

As with a net, the entangled creature can attempt to escape with a DC 20 Escape Artist check or burst the knot with a Strength check against a DC 25.

On a failed attack roll, the lasso can be gathered and readied for another throw. Doing so requires two rounds. At the end of those two rounds, the lasso is ready to throw again, with no penalty to the attack roll.



RANGER Abilities

The ranger is primarily a man of skill, his abilities and talents the result of years of training and woodlands experience, rather than the sudden development of mystical powers. As such, his class abilities are almost all themed around the ways in which a man who has literally spent a lifetime in the wilderness will have the advantage against those who have not worked to conquer nature. So, when creating new ranger abilities, it is important to keep that concept in mind, the better to maintain the class' theme while expanding its possibilities. With that, we present this chapter, a collection of feats and alternative abilities designed to take all the ranger characters of your campaign to the next level and give them exciting new ways to highlight old themes.

This chapter is divided into three sections. In the first, you will be exposed to a collection of new ranger feats, each of which is designed with the skills, powers and themes of the adventuring ranger in mind. In the second, you will be introduced to new combat styles, alternative feat progressions which open up the ranger class to all sorts of new themes and archetypes. Alternative favoured enemy bonuses are the third and final section of this chapter, giving your rangers access to new and different bonuses to their favoured enemy progressions, the better to represent the many ways in which rangers choose to combat their most important foes.

RANGER FEATS

The ranger has skill and daring in abundance and Wisdom enough to know that neither of those things is enough to ensure success against his most hated enemies. The new feats presented below are intended for rangers only and represent the type of special techniques he would learn in order to ensure that he is able to survive and thrive in wilderness environments.

The following feats are intended for rangers only, so other Players must receive the Games Master's permission before selecting one of these feats for their character. Certain of the feats listed below are marked as fighter bonus feats, indicating that multiclass ranger/fighters can select these feats as fighter bonus feats.

Armour Familiarity (Medium)

You are more skilled with bulky armours than most rangers and have trained yourself to the point where you can fight while wearing them without penalty.

Prerequisites: Str 13, Armour Proficiency (medium).

Benefits: Choose one specific type of medium armour. You are intimately familiar with the workings of that armour and do not lose the use of your ranger combat style abilities while wearing it.

Tavras passed the old woman on the street, nodding pleasantly and smiling, then spun on his heel and smashed her in the back of the head with a balled fist. She collapsed to the ground and Tavras kicked her in the stomach so hard that one sagging breast exploding in a burst of orange pulp. The smell of citrus filled the air.

The old 'woman' rolled on to her back, painfully, corn silk wig flopping loose with the force of her whooping breaths. 'Caught you, you son of a bitch,' Tavras said, lifting the old woman by the hair and then stamping his foot down hard into her nose, shattering it and tearing the last of the wig off. The man with the ruined face and pulped fruit breast spit teeth and groaned, rolling up onto his hands and knees to gag out blood and breakfast. Unnoticed, the other orange fell from his shirt and rolled across the street, where a beggar snatched it up and giggled at the warmth.

'Mercy. Mercy, Gods damn you.' The man dry heaved again and spat another tooth, then clutched his chest with his right hand.

Tavras put his hand on his sword. He could hear a guard patrol thundering down the street. The crowd which had begun to gather around him and his bounty quickly dispersed, scattering like clucking pigeons, shouting their outrage from a safe distance. 'Then get up and surrender to me now, before the guards come. I swear by all the Gods I'll kill you where you stand if you don't – death pay is better than no pay.'

The man stood, wobbling, hand still clutched to his chest, fingers moving gently. Then he started to the left, eyes widening. Tavras' eyes flicked to follow his gaze, just for a moment. Just long enough. The man barked out a word, spitting blood, and then there was a flash, like sunlight on ice, and Tavras fell to his knees, clutching his eyes. Then the man was off, staggering through the crowd and disappearing into the shadows.

Special: You can select this feat multiple times, with each new selection applying to another, specific type of medium armour.

Armour Familiarity (Heavy)

You are more skilled with bulky armours than most rangers and have trained yourself to the point where you can fight while wearing them without penalty.

Prerequisites: Str 15, Armour Proficiency (medium), Armour Proficiency (heavy).

Benefits: Choose one specific type of heavy armour. You are intimately familiar with the workings of that armour and do not lose the use of your ranger combat style abilities while wearing it.

Special: You can select this feat multiple times, with each new selection applying to another, specific type of heavy armour.

Beast Fury

Your animal companion shares your hatred of your favoured enemies.

Prerequisites: Favoured enemy bonus +2, animal companion.

Benefits: Your animal companion gains your favoured enemy bonus to damage rolls and to all skill checks, allowing it to fight your favoured enemies with great skill. As your favoured enemy bonuses increase and you gain more favoured enemies, your animal companion's bonuses increase as well.

Eagle Eye

Your eyes are keen, your aim true. While other archers can only strike with precision at very short distances, you can loose arrows at an ant's head a hundred yards away and reasonably expect to hit it.

Prerequisites: Dex 15, Point Blank Shot, Alertness.

Benefits: Point blank distance is considered to be 60 feet for you when you use ranged attacks. This means you gain the benefits of Point Blank Shot and other, similar feats and special abilities when making ranged attacks to a distance of 60 feet or less.

Normal: Feats and special abilities which only work at point blank range apply only when the target is within 30 feet or less.

Fanatical Hatred

Your hatred for your chosen enemies is so strong that you will not permit even death to rob you of your vengeance.

Prerequisites: Endurance, Diehard, favoured enemy bonus +4.

Benefits: When reduced below 0 hit point when in battle against a favoured enemy, you do not become unconscious,



automatically stabilise and retain your ability to fight as normal. In addition, when battling a favoured enemy, you do not die until your negative hit points reach a total equal to $-10 +$ your favoured enemy bonus against that creature type. So, for example, a ranger with a favoured enemy bonus of +6 would not die until he reached -16 hit points, so long as he was in battle with one or more creatures of that creature type.

When reduced to negative hit points while in battle with a favoured enemy, you must choose to remain conscious. While your favoured enemy lives, you can take act as normal each round, taking one point of damage each time you perform a standard action or any other action the Games Master deems stressful. If you take enough damage in this fashion to reach your threshold of negative hit points, you immediately die. Should all your favoured enemies die but the battle continue, you can choose to lapse into unconsciousness immediately.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

Favoured Fury

When wounded in battle and near death, your hatred of your favoured enemies carries you through, giving you the strength of two men.

Prerequisites: Con 15, favoured enemy bonus +2.



Benefits: When reduced to 50% of your hit points or less in battle against one or more of your favoured enemies, you gain a +2 bonus to attack and damage rolls and a +2 bonus to saving throws against their spells, spell-like effects, supernatural powers and extraordinary abilities. When reduced to 25% of your hit points or less, these bonuses increase to +3.

Favoured Terrain

You are intimately familiar with the landscape, inclement weather and flora and fauna of a particular type of terrain.

Prerequisites: Wis 13, Skill Focus (Knowledge (geography)).

Benefits: You have a strong knowledge of a particular type of terrain, giving you great insight into the use of your wilderness skills within that environment. Choose one environment from the list below; while within that environment, you get a +2 insight bonus to all Climb, Hide, Jump, Knowledge (geography), Knowledge (nature), Move Silently, Spot and Survival skill checks.

Special: You can select this feat more than once, with each new selection corresponding to a new environment type.

Favoured Terrain Types

Desert

Forest

Hills

Jungle

Moor

Mountains

Plains

Swamp

Tundra

Favoured Slayer

Your understanding of your favoured enemy's weaknesses are such that you can slay them with ease, each blow of your weapon a killing stroke.

Prerequisites: Favoured enemy bonus +4.

Benefits: When attacking a favoured enemy, the critical threat range of your weapon is improved by one. This bonus is added separately from all other critical threat range multipliers, so that it stacks with the effects of spells like *keen edge* or the *Improved Critical* feat but is not multiplied by them. So, for example, a ranger who is armed with a longbow and possesses both this feat and the *Improved Critical* feat would, when using his longbow against a favoured enemy, have a critical threat range of 18 (20 for the longbow, 19–20 for *Improved Critical*, +1 for *Favoured Slayer*). Likewise, the same ranger armed with

a rapier would have a threat range of 14 (18–20 for the rapier, doubled to 15–20 with *Improved Critical*, +1 for *Favoured Enemy*).

In addition to your improved critical threat range, you also add your favoured enemy damage bonus to all attack rolls made to confirm critical hits, making it far more likely that you will slay your favoured enemies.

Special: The benefits of this feat apply to all favoured enemy types you have chosen.

Favoured Spellcasting

Your spells are especially potent against your favoured enemies.

Prerequisites: Favoured enemy bonus +2, ability to cast 1st level ranger spells.

Benefits: The save DC of your spells is increased by +2 when cast against any of your favoured enemy creature types. In addition, you gain a +2 bonus to all spellcaster level checks made for the purposes of overcoming a favoured enemy's spell resistance. These bonuses apply



to all your spells, regardless of whether they are divine or arcane in nature.

Fierce Joy

Your joy at the death of your most hated enemies is terrifying to behold.

Prerequisites: Favoured enemy bonus +2.

Benefits: If the round immediately following the death of one of your favoured enemies, you gain a +2 morale bonus to attack and damage rolls. In order to gain the benefits of this feat, the enemy must have been reduced to 0 hit points or less by your attacks.

Focused Enemy

You have trained yourself to have even greater knowledge of a specific favoured enemy than is normal for a ranger of your experience.

Prerequisites: Wis 15, favoured enemy bonus +2.

Benefits: You gain a +1 bonus to attack and damage rolls against a specific favoured enemy of your choice. These bonuses stack with those gained from favoured enemy. In addition, you may add a +1 bonus to any two of the following skills: Bluff, Listen, Sense Motive, Spot or Survival. From this point on, you must always assign your highest favoured enemy bonus to this favoured enemy type.

Special: This feat can only be selected once and once applied, it cannot be changed.

Improved Point Blank Shot

You are extremely skilled at shooting at close range, using almost any sort of ranged weapon.

Prerequisites: Point Blank Shot, Weapon Focus (any ranged weapon).

Benefits: You gain a +1 bonus to attack rolls and damage rolls with ranged weapons at ranges of up to 30 feet. This benefits stacks with those of Point Blank Shot.

Special: A fighter may select this feat as a fighter bonus feat.

Improved Two-Weapon Defence

Your two-weapon defence has improved greatly and you can now reliably block enemy attacks using your own weapon.

Prerequisites: Dex 17+, Two-Weapon Fighting, Two-Weapon Defence.

Benefits: When wield a double weapon or two weapons, your shield bonus increases to +2. When fighting defensively or when using the total defence action, you shield bonus increases to +4.

Special: A fighter may select this feat as a fighter bonus feat.

Instinctive Duck and Cover

You are so well-trained at fighting in the wilderness that you instinctively find cover whenever spells and arrows begin flying.

Prerequisites: Lightning Reflexes.

Benefits: While within a wilderness environment, you gain a +1 bonus to Armour Class against ranged attacks and a +2 bonus to all Reflex saving throws, because you instinctively duck and dodge behind natural cover when attacked.

Special: A fighter may select this feat as a fighter bonus feat.

Pack Mentality

You and your animal companion fight as one, overwhelming your opponents with instinctively coordinated attacks.

Prerequisites: Animal companion.

Benefits: When you and your animal companion flank the same opponent, each of you gains a +3 bonus to your attack rolls and a +2 bonus to damage rolls.

Normal: When flanking an opponent, you gain a +2 bonus to your attack rolls.

Ranged Disarm

You are a master of trick shooting, so skilled that you can disarm an opponent with a well-placed shot.

Prerequisites: Dex 17, Point Blank Shot, Precise Shot, base attack bonus +6.

Benefits: You gain the ability to disarm opponents by shooting the weapons out of their hands. To do so, you make a ranged attack roll, opposed by your opponent's melee attack roll. For the purposes of the opposed check, the normal modifiers for weapon size apply, with arrows and crossbow bolts considered light weapons. Size modifiers for you and your opponent, however, do not apply to the check. If your attack roll beats the defender's, then they are disarmed. If their attack roll is higher, then they are not disarmed but may not attempt to disarm you in return.

Normal: You cannot attempt to disarm an opponent using a ranged attack.

Special: A fighter may select this feat as a fighter bonus feat.

Savvy Hunter

You are cunning in the extreme and capable of throwing your enemies off balance with your mastery of both your body and the natural world.

Prerequisites: Cha 13+, Persuasive, favoured enemy bonus +2

Benefits: You add the Bluff skill list to your list of class skills and gain a +1 insight bonus to Bluff checks against



your favoured enemies. This bonus stacks with that gained from the favoured enemy class ability.

Skilled Trainer

You have an innate understanding of how to communicate teachings to animals and can bring out the best in even the most ill-tempered beast.

Prerequisites: Cha 13, wild empathy.

Benefits: You can teach an animal twice the number of tricks than is normal for its Intelligence score, meaning six tricks per point of Intelligence the animal possesses. You also gain a +2 bonus to all Handle Animal skill checks, which stacks with the bonus from Skill Focus (Handle Animal) and other, similar feats and special abilities.

Normal: You can teach an animal three tricks per point of Intelligence it possesses.

Sniper's Eye

You have a keen eye and know just how to take advantage of an ambush.

Prerequisites: Dex 13, Point Blank Shot, Alertness.

Benefits: You gain a +2 bonus to attack and damage rolls when attacking with a ranged weapon. In order to gain the benefits of this feat, you must be firing at an opponent who is within point blank range (usually 30 feet) and who is flat-footed or otherwise denied his Dexterity bonus.

Special: A fighter may select this feat as a fighter bonus feat.

Strike the Weakest Spot

The problem with choosing undead, constructs or plant creatures as favoured enemies is that they are invulnerable to the effects of critical hits, making them very difficult to kill and dangerous for the less experienced ranger to overcome in combat. This is not a concern for you. Your study of such beings has been so thorough that you have isolated weak spots in their bodies; so while they may not have vulnerable organs you can strike, they do have vulnerabilities that you can exploit to the same ends.

Prerequisites: Wis 17, favoured enemy bonus +4 against applicable creature.

Benefits: Choose one creature type from the following list: construct, ooze, plant or undead. You gain the ability to inflict critical hits as normal when attacking creatures of that type. In order to select one of the listed creature types, you must already have chosen that creature as a favoured enemy and must have a minimum favoured enemy bonus of +4 against it.

Normal: Constructs, oozes, plant creatures and undead are normally immune to effects of critical hits.

Special: You can choose this feat multiple times, each time applying it to a different creature type from the list above. You must meet all the listed prerequisites each time you select this feat.

Strong Ally

Your animal companion is more powerful than that of other rangers.

Prerequisites: Animal companion class feature.

Benefits: For determining the strength of your animal companion, your effective druid level is considered to be your ranger level -2. So, for example, if you were 4th level, your effective druid level would be 2nd but if you were 6th level, your effective druid level would be 4th.

Normal: Your effective druid level is one half your ranger level.

Special: You can select this feat twice. The second time, your druid level is considered to be the same as your ranger level, for the purposes of determining the strength of your animal companion.

ALTERNATIVE COMBAT STYLES

All rangers learn special techniques and tricks to help them defend the frontier and hunt down and destroy their favoured enemies. However, not all rangers know the same abilities. Some rangers choose to fight with two weapons, others prefer the subtleties of the bow, still others the bloody dance of axe and shield and some few prefer to wield divine force against their enemies. Whatever the method, all are represented through the ranger's combat style.

The following alternative combat styles are available to any ranger character and are taken in lieu of the standard combat styles introduced in *Core Rulebook I*. The decision to take an alternative combat style must be made at 2nd level and once an alternative style has been chosen, it cannot later be changed.

The alternative combat styles are divided into three types. The first kind are general combat styles, offering virtual feats which can be applied towards any weapon, though some apply only to ranged attacks and others to melee attacks. The second type of combat styles are designed for specific weapons and grant abilities related to those weapons. The final type of combat styles are not related to weapons but rather apply to spells or to other class abilities of the ranger. All the combat styles are presented in the same format, with an ability granted at 2nd level, a second at 6th level and the final ability granted when the character reaches 11th level as a ranger. Unless otherwise noted, the rule restricting the use of combat styles to when the ranger is wearing light or no armour is applied as normal.

Animal Trainer Style (Ability)

You prefer to concentrate on maximising the training and development of your animal companion, rather than spend time learning how to fight with weapons. Though your animal companion is not as focused on combat as the pack master's, it knows many useful tricks.

2nd level: You are treated as having the Skilled Trainer feat, even if you do not meet the normal prerequisites.

6th level: You are treated as having the Skill Focus (Handle Animal) feat.

11th level: You are treated as having the Strong Ally feat.

Special: You do not lose access to these feats while wearing something other than light or no armour. Instead, as you are focused on training animals, rather than wandering the wilderness, you do not receive the Endurance feat at 3rd level. Note that while you are no longer restricted from wearing medium or heavy armour, you still do not begin play with proficiency in either type.

Bear Warrior Style (General)

Rangers traditionally prefer the subtle approach when engaging in combat, flanking their enemies, harrying them from a distance or otherwise using guile and skill to overcome enemies. You, however, appreciate the simple joys of hewing a head from an enemy's shoulders in a gout of blood and gore.

2nd level: You are treated as having the Power Attack feat, even if you do not meet the normal prerequisites.

6th level: You are treated as having the Improved Bull Rush feat, even if you do not meet the normal prerequisites.

11th level: You are treated as having the Great Cleave feat, even if you do not meet the normal prerequisites.

Crossbow Style (Specific)

Most rangers choose to use the longbow because it can be fired rapidly in combat and because its simple design helps protect it from the ravages of the wilderness. You, however, prefer the crossbow for its precision accuracy and killing power.

2nd level: You are treated as having the Rapid Reload feat.

6th level: You are treated as having the Precise Shot feat, even if you do not meet the normal prerequisites.

11th level: You are treated as having the Sniper's Eye feat, even if you do not meet the normal prerequisites.

Hunter's Style (Specific)

Not all rangers concentrate on killing fantastical foes. Some prefer to hunt game, choosing to live out their lives as providers for the community or as solitary woodsmen prowling the frontier and living off nature's bounty.

2nd level: You are treated as having the Alertness feat.

6th level: You are treated as having the Focused Enemy (animals), feat even if you do not meet the normal prerequisites.

11th level: You are treated as having the Eagle Eye feat, even if you do not meet the normal prerequisites.

Light Cavalry Style (General)

Some rangers serve as the vanguard of armies travelling across the wilderness. Skilled in mounted combat, they are deadly opponents, particularly when charging into battle against their favoured enemies.

2nd level: You are treated as having the Mounted Combat feat, even if you do not meet the normal prerequisites.

6th level: You are treated as having the Beast Fury feat.

11th level: You are treated as having the Trample feat.

Special: If you choose this alternative combat style, then you must select a horse or other mount as your animal companion.

Pack Master Style (Ability)

Your favoured method of combat is to work in close coordination with your animal companion, using him as other rangers use swords and axes.

2nd level: You are treated as having the Animal Affinity feat.

6th level: You are treated as having the Pack Mentality feat.

11th level: You are treated as having the Beast Fury feat.

Special: You do not lose access to these feats while wearing something other than light or no armour. Instead, as you are focused on training animals, rather than wandering the wilderness, you do not receive the Endurance feat at 3rd level. Note that while you are no longer restricted from wearing medium or heavy armour, you still do not begin play with proficiency in either type.

Range Rider Style (Ability)

Not all rangers prefer to walk across the wilderness. You, for example, live for the thrill of galloping across the open plains on the back of a fine stallion.

2nd level: You are treated as having the Skill Focus (Ride) feat.

6th level: You are treated as having the Strong Ally feat.

11th level: Your mount is treated as having the Endurance feat. In addition, your animal companion mount does not automatically fail Constitution checks when making a forced march and it takes nonlethal damage, rather than lethal damage when hustling.

Special: If you choose this alternative combat style, then you must select a horse or other mount as your animal companion.

Single Thrown Weapon Style (General)

The stereotypical ranged combat ranger uses a bow. You do not play to that stereotype. Instead, you use a spear or a javelin or another weapon which can be used in both melee and ranged combat.



2nd level: You are treated as having the Point Blank Shot feat.

6th level: You are treated as having the Far Shot feat.

11th level: You are treated as having the Eagle Eye feat, even if you do not meet the normal prerequisites.

Shield Style (Specific)

The shield style is intended for rangers who fight with the traditional weapon and shield combination, using their shield as a weapon as often as they use it as a defence.

2nd level: You are treated as having the Two-Weapon Fighting feat, even if you do not meet the normal prerequisites.

6th level: You are treated as having the Improved Shield Bash feat, even if you do not meet the normal prerequisites.

11th level: You are treated as having the Two-Weapon Defence feat, even if you do not meet the normal prerequisites.

Sniper's Style (General)

The sniper's style is intended for rangers who thrive on ambushes and who prefer to kill their foes when there is no chance of retaliation.

2nd level: You are treated as having the Point Blank Shot feat.

6th level: You are treated as having the Improved Point Blank Shot feat even if you do not meet the normal prerequisites.

11th level: You are treated as having the Sniper's Eye feat, even if you do not meet the normal prerequisites.

Spell Master Style (Ability)

The ranger's spells are traditionally thought of as weak. You, however, wield magic which is considerably more powerful.

2nd level: You gain the ability to cast druid orisons. Each day you can cast any two 0th level spells from the druid spell list, preparing and casting them as normal. You know these 0th level spells in addition to your normal ranger spells. You do not gain access to any other druid spells, of any level.

6th level: You are treated as having the Favoured Spellcasting feat, even if you do not meet the normal prerequisites.

11th level: You gain the ability to cast one additional spell each day from each level of your ranger spell list.

Special: You must announce your intent to pursue this alternative combat path at 1st level. In order to learn to cast these additional spells, you sacrificed much of your combat training – you do not have proficiency in light armour.

Stone Warrior Style (Specific)

Rangers are, by nature, more fragile than other warriors, having spent as much time honing their skills as they have training their bodies to endure the hardships of combat. You, however, are made of sterner stuff.

2nd level: You are treated as having the Toughness feat.

6th level: You are treated as having the Diehard feat.

11th level: You are treated as having the Favoured Fury feat, even if you do not meet the normal prerequisites.

Special: You do not lose access to these feats while wearing something other than light or no armour. Instead, as you are focused on enduring damage, rather than avoiding it, you do not gain the evasion ability at 9th level.

Swift Strider Style (Ability)

You are not concerned with thoughts of combat. Instead, your heart is given over to the journey and you have trained yourself to travel long distances very quickly on foot.

2nd level: You are treated as having the Run feat.

6th level: Your base speed increases by five feet per round.

11th level: Your base speed increases by an additional five feet per round, to a total of 10 feet of extra movement per round.

Special: In order to receive the benefits of these alternative combat style abilities, you must not wear armour of any sort. You remain proficient with light armour, however, and can don it when you wish.

Trick Shooter Style (General)

You are skilled at using ranged attacks to perform incredible feats of marksmanship.

2nd level: You are treated as having the Point Blank Shot feat.

6th level: You are treated as having the Precise Shot feat.

11th level: You are treated as having the Ranged Disarm feat, even if you do not meet the normal prerequisites.

Twin Thrown Weapons Style (General)

You are highly skilled in wielding two weapons at one time. Unlike other two weapon fighting rangers, however, you prefer to use weapons which can also be thrown, giving you a versatility in combat that few others can match.

2nd level: You are treated as having the Two-Weapon Fighting feat, even if you do not meet the normal prerequisites.

6th level: You are treated as having the Quick Draw feat.

11th level: You are treated as having the Improved Two-Weapon Fighting feat, even if you do not meet the normal prerequisites.

Two-Handed Style (General)

While some rangers prefer to fight with two weapons, a versatile style that favours their quick reflexes and dextrous hands, you prefer to fight with one large weapon, the better to bring down powerful monsters and animals in only a few blows or destroy the weapons of their favoured enemies, leaving them vulnerable.

2nd level: You are treated as having the Power Attack feat, even if you do not meet the normal prerequisites.

6th level: You are treated as having the Cleave feat, even if you do not meet the normal prerequisites.

11th level: You are treated as having the Improved Sunder feat, even if you do not meet the normal prerequisites.

Two-Weapon Defence Style

You fight with two weapons as many other rangers do but unlike them, you prefer to concentrate on using your secondary weapon for defence, rather than offence.

2nd level: You are treated as having the Two-Weapon Fighting feat even, if you do not meet the normal prerequisites.

6th level: You are treated as having the Two-Weapon Defence feat even, if you do not meet the normal prerequisites.

11th level: You are treated as having the Improved Two-Weapon Defence feat even, if you do not meet the normal prerequisites.

Whip Style

The whip is an unusual weapon choice but it can be versatile in the hands of the right warrior. You have chosen to learn to master the whip, using it as a weapon, a rope and a training tool for instructing exotic beasts.

2nd level: You are treated as having the Exotic Weapon Proficiency (whip) feat.

6th level: You gain the ability to inflict normal damage when attacking with a whip. When attacking with a whip, you are still unable to inflict damage to any creature with an armour bonus of +1 or higher or with natural armour of +3 or higher.

11th level: You can now inflict normal damage with a whip to any creature, regardless of its armour or natural armour bonus.

ALTERNATIVE FAVOURED ENEMY PROGRESSION

One thing which all rangers share is a deep understanding of the weaknesses of specific enemies. They understand these weaknesses as a result of fanatical study, concentrating their efforts learning to stalk and kill their favoured enemies quickly and without mercy. The reasons why they choose the particular enemies they do varies from ranger to ranger. Some, particularly those who feel some responsibility to the frontiersmen and settlers they live among, choose to learn the weaknesses of powerful monsters, like giants, dragons and the many aberrations who haunt the wilderness, the better to defend their fellows against these horrors. Others, those who enjoy the hunt, prefer to study the habits and weaknesses of animals, the better to provide food for themselves and for the community. Still others prefer to study the weaknesses of their fellow men, that they can preserve their homes and the frontier community from bandits, would-be warlords and cattle thieves.



Just as the reasons for why they choose their favoured enemies vary, so too does the way in which they choose to apply the knowledge they learn. The following three new, alternative favoured enemy progressions are intended to slightly expand the role of the ranger, to give him new mechanics to represent the different philosophies of those who choose to dedicate their lives to the conquest of the wilderness.

Each of these alternative favoured enemy bonuses is intended to replace the standard favoured enemy progression presented in *Core Rulebook I*. As such, the decision to select one of these alternative progressions must be made at 1st level. For the most part, these alternative favoured enemy progressions follow the normal advancement path set out in *Core Rulebook I*, meaning the ranger increases his bonuses and adds new favoured enemies at levels 5, 10, 15 and 20.

The Bounty Hunter/King's Huntsman

Typically, the ranger's ultimate goal is the destruction of his favoured enemy. One way or another, no matter how he chooses to bring it about, the ranger's favoured foes always end up dead or smashed into a thousand pieces. This is not so for those rangers who follow the bounty hunter or king's huntsman's path.



'I'm innocent,' he said. Tavras just smiled and then spat on his boots.

'Damn it, I'm innocent' he said again, his eyes tearing up, the scabbed ruin of his mouth twisted in a grimace, as he rubbed his wet boot against his breaches.

'Yes,' Tavras replied, grinning now. 'And I've no money to pay for whores. Whose tragedy is greater, I wonder?'

The man shuddered and then rose up to his full height, throwing back his coat to reveal thin armour plates sewn into the lining and a thick belt of daggers strapped to his waist. 'I have no more spells. So it is coming to this then?'

Tavras' fingers shook and he had to force himself to speak calmly. 'Don't be so dramatic. We aren't great enemies, this isn't some battle for minstrels to warble over.' Settled now, he flexed his left wrist and the hidden stiletto birthed itself from his sleeve. Very deliberately, he pulled his long sword free from its scabbard.

'This is life or death,' the man said, hands darting to his belt, clutching up daggers and flinging them in one swift motion.

Tavras threw himself to his knees, one dagger passing over his head. He parried the second desperately, bringing his long sword up and in a blur, to send the dagger skittering into the flagstones behind him. He rolled forward and charged, flipping the stiletto into an ice pick grip. 'No,' he shouted, 'this is just business.'

While the bounty hunter can and does earn good pay when he returns a corpse for his reward, he gains far more coin when he brings his target back alive, so that they can face justice at the hands of the court. Since money is typically all that matters to the bounty hunter, you can bet that he develops his retrieval skills.

The same holds true for the king's huntsman. It is his duty to track down and retrieve living animals, so that his liege can hunt them in his private forests. A huntsman who brings back dead prey is a huntsman with no job – and likely no head. While the typical huntsman concentrates on learning the weaknesses of animals, that he might capture stags, foxes, bears and lions, there is no reason his lord cannot demand more exotic prey.

Alternative Favoured Enemy Bonus: The bounty hunter and the king's huntsman are very concerned with stalking their prey but they are equally concerned with catching, rather than killing it. For this reason, those rangers who follow this alternative progression are very skilled at using their weapons and their skills to subdue opponents but have no special skill at killing them. Rangers who follow this progression gain a +2 bonus to Listen, Move Silently, Spot and Use Rope skill checks made against their favoured enemies. In addition, they gain the same bonus to any two of the following skills: Bluff, Heal, Intimidate, Search or Sense Motive.

Rangers on this path also gain a +2 bonus to weapon damage checks but only for the purposes of inflicting nonlethal damage. In addition, when using lethal weapons to deal nonlethal damage to subdue favoured enemies,

they do not suffer penalties to their attack rolls. They still suffer penalties to attacks when attempting to subdue non-favoured enemies, as normal.

Bounty hunters and king's huntsmen follow the normal favoured enemy progression for increasing their favoured enemy bonus.

The Survivor

No ranger – well few, at any rate – wish to die at the hands of their favoured enemies, so all take precautions to ensure that they survive their opponent's weapons and other, more exotic attacks. For the most part, rangers consider the best defence to be a good offence; their high damage bonus and their access to favoured enemy bonuses to Bluff embodies this concept perfectly. Some rangers, however, prefer to fight more defensively, concentrating on increasing their ability to avoid or resist the attacks of their enemies, rather than trying to kill them before those attacks can be used. Typically, rangers who choose this philosophy of favoured enemy combat are those who have selected extraordinarily powerful opponents as the subjects of their training; dragons, giants, aberrations and evil outsiders always have deadly powers, making them the usual foes for survivor rangers.

Alternative Favoured Enemy Bonus: The survivor's goal is to, quite simply, survive his encounters with his favoured enemies, weathering their blows and avoiding their attacks as he whittles away at their hit points. Rangers who choose this path are considerably tougher than other rangers, at least in so far as fighting their favoured enemies is concerned.

What they make up for in toughness, however, they lose in combat ability; while survivor rangers share their peer's good attack progression, they lack their ability to cut down favoured enemies with ease. This is the trade-off they must make to ensure their own survival. Those who follow the survivor progression gain a +2 bonus to all Concentration, Heal and Sense Motive skill checks involving their favoured enemies. They also gain a +1 bonus to their Armour Class, as well as a +1 bonus to all saving throws against their favoured enemy's spells, spell-like abilities, supernatural powers and extraordinary powers. Each time their favoured enemy ability improves, their bonus to Concentration, Heal and Sense Motive checks increases by +2 and their bonus to Armour Class and saving throws increases by +1.

The Tracker

The tracker is the default favoured enemy progression from *Core Rulebook I*. As written, this progression represents rangers who specialise in stalking their enemies in the traditional manner of the hunter; they find their trail, follow it, keeping their eyes and ears open for sign of their prey and then striking from ambush or when their chosen target is otherwise vulnerable. The bonuses of this favoured enemy progression replicate the skills of the hunter almost perfectly and it is thus the perfect choice for rangers themed after the great hunters of legend and myth.

The Warrior

The warrior does not approach his favoured enemies as others do. He is not a hunter and his prey is not usually of the sort which can be hunted in the traditional fashion. The warrior is a soldier, albeit one skilled in woodcraft. His enemies are usually other humanoids, who he kills on the command of his king or as his vengeance demands. If he does not choose humanoids as his favoured enemies, then he may be a dragon or giant slayer, killing those nightmares of legend for gold, for religious reasons or for motives known only to himself. Finally, he might be a demon hunter, taking up sword and bow in the name of his god and striking down demons, devils and other evil beasts of the lower planes with vengeance in his heart and a prayer on his lips.

Alternative Favoured Enemy Bonus: The warrior is not concerned with tracking his enemies, though he can do so as well as most rangers. Instead, because he typically meets his favoured enemies on the battlefield, whether he leads other warriors into combat against humanoids and the knights of other kingdoms or because his opponents are so enormous that subtle understanding of tracking is not necessary to find them, the warrior concentrates on delivering the killing blow. He is thus much more likely to kill his enemies on the battlefield but is much less likely to be able to track them effectively. Rangers following the warrior progression gain a +2 bonus to Bluff and Intimidate skill checks against their favoured enemies. They also gain a +1 bonus to weapon damage rolls and a +1 bonus to

weapon attack rolls. Each time they gain a new favoured enemy, the bonuses to any existing favoured enemy increase, with the bonus to Bluff and Intimidate increasing by +2 and the bonus to weapon attack and damage rolls increasing by +1. This means that, at 20th level, a ranger following the warrior progression will have a +10 bonus to Bluff and Intimidate checks, a +5 bonus to weapon damage rolls and a +5 bonus to weapon attack rolls against his major favoured enemy.

Optional: The Big Game Hunter

The following alternative favoured enemy progression is separated because it deserves special consideration. In the typical campaign which includes a ranger, wilderness skills will come into play often, because the ranger is so focused on tracking and stalking. This means the bonuses to skills the ranger receives as part of his favoured enemy progression will be important and valuable. In such a campaign, the following alternative progression is well balanced, because the loss to skills will balance out the bonuses the big game hunter receives.

But we here at Mongoose Publishing recognise that not everyone plays games of this sort. Many groups prefer games in which tracking and Survival are relatively unimportant, as the campaign revolves around set piece adventures in caverns, in labyrinthine ruins or in other locales which are basically dungeons at heart. In such a campaign, the bonuses the big game hunters receives will not be balanced by his loss in skill bonuses, as those skills are rarely, if ever used. In such a game, the Games Master should consider carefully before allowing the big game hunter alternative progression into play. That disclaimer made...

The Big Game Hunter

In the typical fantasy game world, there are monsters stalking the wilderness who make the largest animals of the real world look like little field mice by comparison. The ranger who follows this alternative path has chosen to make the hunting of these beasts, and the gathering of their heads for his trophy wall, his purpose in life.

Alternative Favoured Enemy Bonus: The big game hunter gains one, and only one, bonus when fighting his favoured enemies, a +3 bonus to damage. Each time he gains a new favoured enemy, his bonus increases by +3, so that at 20th level, he potentially gains a +15 bonus to damage against his primary favoured enemy.



SURVIVAL TACTICS

How appropriate that a chapter on survival be written about the class that is a master of surviving and conquering the wilderness. The ranger, like the barbarian, is the quintessential survivor but unlike his savage kin, the ranger does not become one with the natural world by embracing the animal, by bending to the law of the wild. No, he becomes one with the natural world by hunting the animal and by forcing the law of the wild to bend to him.

This chapter is all about survival. Not the skill Survival, but rather the tactics necessary to survive to high levels in a game of deadly traps and even deadlier monsters. This chapter is all about the realities of the ranger class, its mechanical realities. Here, you will find frank discussion of the strengths and weaknesses of the ranger class and

strategies for maximising those strengths and eliminating those weaknesses. By using the strategies presented in this chapter in tandem with the discussions of magic and magic items found earlier in this book, you will be able to craft a ranger character who is ready to take on any challenge, at any level of play.

Your Favoured Enemies and How They Define You

The single most defining class ability of the ranger is his favoured enemy bonus. The choice of favoured enemies the ranger Player selects will make or break his character. Wise favoured enemy bonus choices will push the ranger to the forefront of power in his adventuring party, while poor choices will leave him an also ran, at best.

The most interesting aspect of the favoured enemy class ability is its absolute dependence on the Games Master's sense of fair play. Favoured enemy is, perhaps, the only major class ability that can be completely neutralised in gameplay; if the Games Master does not include monsters to which the ranger's favoured enemy bonus applies, there is nothing that the character or the Player can do to make the ability work. So, again, it behoves the Player to make wise choices for his ranger character's favoured enemies. By paying attention to the recurring villains and flavour of the campaign and using the information gained by doing so, a Player can ensure that there is little a Games Master can do, intentionally or not, to eliminate favoured enemy bonuses from his adventures.

There are two types of favoured enemies, with two levels of effectiveness, though all are presented in *Core Rulebook I* as being of equal value. Looking over the different available types of favoured enemy, there is a clear disparity in versatility between outsiders, humanoids and every other category of favoured enemy. The reason for this is simple; when selecting outsiders or humanoids as a favoured enemy, the Player must focus his choice on one specific race of creature within those types, something he does not need to do with any other type of favoured enemy. The difference in versatility between these approaches is enormous and so each category of favoured enemy, specific and open, must be discussed separately.



V. B. GOLF

The open favoured enemy types (meaning all but outsider and humanoid) are broad categories, each containing many different monsters, of all different levels of power. This makes these categories the ideal choices for rangers in a standard fantasy campaign, where the characters can expect to face a whole menagerie of creatures in their adventures. Even within the open enemy types, there is a definite hierarchy of versatility and power. Plant creatures and oozes are rare, often rare in the extreme, and fey creatures and constructs are likewise comparatively rare in most campaigns. Conversely, aberrations, undead and, especially, animals are extremely numerous in most campaign settings, making them solid choices for any rangers. Dragons and giants are a special case; while they are by no means common in any but the most deadly campaign worlds, they are often encountered as foes for mid- to high-level adventurers. Of course, the nature of the campaign world will change the comparative rarity of each open type of favoured enemy but in general, a ranger who wishes to bring his favoured enemy ability into play as often as possible would do best to choose animals, aberrations, undead, giants and dragons as his favoured enemies, with no more than one slot given over to plants, oozes, fey and constructs.

Conversely, the closed favoured enemy types, outsiders and humanoids, are powerful but extremely restricted choices. Of the two, the outsider category is slightly more versatile than humanoids, because the outsider category is divided along alignment and elemental lines, rather than broken down into individual races, as humanoids are. So, for example, while a ranger who chooses evil outsiders as his favoured enemy can use his bonus on demons and devils (as well as other creatures), a ranger who selects favoured enemy human can only ever use his bonus on humans. Closed favoured enemy types are problematic for one specific reason; even more than the open enemy types, humanoid and outsider opponents are easily removed from the game, whether because the Games Master does not wish them to appear, or because within the context of the adventure it does not make sense for them to appear. In general, closed favoured enemy types should only be selected if one of these two conditions is met:

- ✦ It is known from the beginning that the campaign will deal heavily with one specific type of humanoid or outsider. A campaign involving elven heroes fighting a guerrilla war against a nation of orcs is an example of a campaign where humanoid (orcs) makes a good favoured enemy choice.
- ✦ The campaign is entering high levels, where evil outsiders become increasingly common. A standard campaign which features plane hopping is the perfect time to pick favoured enemy outsider (evil).

Realistically, there are choices within the closed favoured enemy category which are even more restricted than others.

Only in the most unusual campaign should a Player ever select outsiders (air) as a favoured enemy, because enemies of that type are rare in the extreme.

Applying Favoured Enemy Bonuses: Once the decision of which favoured enemy bonuses to take has been made and play has begun, the Player's job is not over. Deciding how to split up the character's bonuses to his favoured enemies is just as important. In truth, there are no hard and fast rules to splitting up and assigning favoured enemy bonuses, as each campaign is different and the difference in Games Master's tastes in opponents will overwhelm any other consideration. After all, a Games Master who does not like giants is not likely to include them in his campaign, making favoured enemy (giant) a complete waste of a powerful class ability. Here are some general rules which should hold true in most campaigns.

- ✦ Animals are a good favoured enemy choice at low levels, as they are thematically very likely to appear in low-level wilderness adventures. As high-level play begins, however, favoured enemy bonuses should no longer be applied to animals, barring extenuating circumstances. There are two reasons for this. First, there are very few high challenge rating animals. Second, most Games Masters prefer to use exotic opponents in high-level adventures, since they cannot use them at lower levels. This second reason is a matter of taste but it is a truth which holds for the vast majority of gaming groups.
- ✦ Dragon and giant favoured enemies should get either high bonuses or no bonuses. Dragons and giants are so powerful that a mere +2 total bonus to damage them is absolutely worthless; a 20th level ranger with a +2 bonus to damage dragons is, for all intents and purposes, tying a needle to the tip of his sword and calling it a lance.
- ✦ Undead and aberrations are solid choices for high favoured enemy bonuses, as both are common at all levels of play, making the likelihood of wasting a high bonus on a creature that never appears unlikely.
- ✦ Humanoids, and more specifically humans, are more likely to appear in the typical campaign at very low levels and at very high levels. At low levels, humans are numerous and relatively weak, making them a preferred villain for Games Masters who want to include some thugs in their adventures. Conversely, at high levels nothing is more powerful than an adventurer and no adventurers are more common than human adventurers.

Hit Points and the Ranger

One of the defining characteristics of the ranger is his low hit points, at least in comparison to other warriors. While he shares the fighter, paladin and barbarian's attack bonus, he comes nowhere near their level of durability in combat.





What this means is that the ranger's Player must be smart and tactics-minded if he wants his character to live to see high levels.

The ranger, even at high levels, dares not fight unsupported at the front lines of melee combat. The ranger is built to fight in close combat only in tandem with another character, or at least with his animal companion. For this reason, a ranger who finds himself alone in melee combat with an enemy of his challenge rating or higher should retreat immediately, particularly if that opponent is not a favoured enemy, so that he can join his group and fight while supported.

Ideally, to maximise his hit points, the ranger should attempt to begin fights by attacking from ambush. In this way, the ranger can seriously reduce his opponent's hit point totals, stacking the odds in his favour. Even then, his best course when fighting alone is to attack and then fade away, as lowering his enemy's hit points does nothing to lower the enemy's ability to inflict massive damage.

In addition to his attack strategy, the Player should always plan for his ranger's defence and his health, because it is a reality in d20 fantasy gaming that every adventurer will end

up taking damage. To replenish himself, the ranger should always carry a minimum of 2–3 *cure* potions, or divine scrolls containing the most powerful *cure* magic that he can acquire. When the ranger drops below half hit points, he should immediately retreat and imbibe a potion, as his hit points are typically low enough that $\frac{1}{2}$ of his total is well within a normal opponent's ability to deplete in one attack sequence.

Armour Class and the Lack Thereof

Related to his lack of hit points is the ranger's lack of a significant Armour Class bonus. The ranger, particularly at low levels, does not have the luxury of dodging attacks, nor does he have the luxury of soaking up damage. So what is the low Armour Class, low hit point ranger to do?

Stay out of the way. Staying out of the way most emphatically does not mean the ranger has to stay far away from his enemies, plinking at them with his bow (though this is a good tactic). Instead, it means timing his attacks so that he does not subject himself to his enemy's full attack sequence. He can do this in a number of ways:

- + *Flanking* – Flanking is more than what *Core Rulebook I* describes it as. To truly flank opponents, the ranger should attack from the side, cutting off his foes and refusing to allow himself to be surrounded or even faced head on.
- + *Ambush* – Attacking while enemies are flat-footed negates the need for the ranger to have armour at all. An ambushing ranger can attack during the surprise round, perform a standard attack when he wins initiative, then use his woodland stride ability during a move action to fade into heavy underbrush, where his enemies cannot easily follow.
- + *Coordinated Attacks* – A ranger who attacks in tandem with another character or with his animal companion (see below) gains a measure of protection, since an opponent will likely divide attacks between all those attacking it. This is especially true of low-Intelligence opponents, who do not understand the value of focused attacks. This means the ranger will not face a full attack sequence, even when standing toe to toe with his enemies.
- + *Swooping In* – There is nothing wrong, from a tactical standpoint, with waiting until enemies have been weakened by other attacks to swoop in and finish them off. In fact, the ranger is the perfect class for this tactic, particularly if his opponents are among his favoured enemies. A ranger who practices this tactic should, if

he is lucky, be able to kill his foes before they can fight back, again negating the need for a high Armour Class.

Making the Most of Your Animal Companion

Though it may seem a largely superfluous ability, tucked away as it is amongst the more exciting class features and referencing as it does another class' progression table, the ranger's animal companion is the class' second most potent weapon and arguably its first. Whatever the ranger lacks in terms of hit points, feats or total attack power, all that and more is made up for by his animal companion.

The first and most important decision is selecting an animal companion. The choice of animal companion is largely one of character focus. A Player who wishes his ranger to be a mounted warrior should of course choose a horse or a camel for an animal companion. Likewise, a Player who wishes to create a hunter should choose a wolf or a dog, while a Player who wishes his character to be a straightforward warrior should consider the badger. There are two key things to look for when selecting an animal companion, as shown below:

- ✦ *Compatibility* – A key element of linking a ranger and his animal companion is compatibility, both in terms of theme and feat, skill and combat style choices. A Player who has outfitted his ranger with many Mounted Combat-based feats would be a fool to select a snake as his animal companion. Instead, he should choose a horse or a camel, as those animal companions are fully compatible with his feats and will gain enough power to be powerful warriors in their own right.
- ✦ *Unique Abilities* – Past the first levels of play, an animal companion's base Armour Class, ability scores and hit points do not really matter, since the boosts he receives from the ranger's increases in level will make his beginning abilities largely meaningless. For this reason, the ranger's Player must look to each animal's extraordinary or even common abilities when making his decision. The badger, for example, gains the rage ability, which becomes very impressive once he has gained bonus Hit Dice from level advancement. Likewise, the horse is a fast quadruped, making it the perfect mount and the perfect porter. Finally, the falcon can fly and has keen eyes, while the dog has the scent ability, making both superb scouts and trackers, after their own fashion.

Animal Companions In Combat: A standard ranger animal companion, meaning one which has not been enhanced with the new feats presented in this book, is relatively fragile in combat, even at high levels. This is because he lacks both Armour Class and Hit Dice; since the ranger's levels are halved for the purposes of determining

his animal companion's strength, that companion will never be more powerful than the druid's is at 10th level. Obviously, if the druid's animal companion is suitable for play at mid levels, then the ranger's base animal companion is weak at high levels of play.

What can be done about this? Well, unless the Player chooses to apply his ranger's feats towards gaining Strong Ally or the other animal companion focused feats introduced in this book, there is really nothing to be done. This does not mean, however, that the animal companion is not useful. Far from it, in fact.

The base animal companion is not strong enough to fight on its own, really... ever. Instead, for the animal companion to be useful in combat and for it to even survive in combat, it must be thought of as a weapon, or better yet, as an extension of the ranger's own body. Like the ranger himself, the animal companion works best when fighting a single opponent, or small group of opponents in tandem with another. Naturally, the best fighting partner for the ranger is his animal companion and the best fighting partner for an animal companion is his master. In battle, animal companions should always attempt to flank with their masters, so that the ranger and the animal companion gain bonuses to attack rolls and the enemy is forced to split attacks between two targets, lowering the damage each will take each round.

In addition, animal companions in combat should be treated just as any other character would be. Keeping a wounded animal companion in a battle until it dies is a waste of precious party resources, one which is not as easily recovered as spells are. So it is important that a wounded animal companion be commanded to retreat from battle when sorely wounded – it is even a good idea for the ranger, or other party members, to use healing magic to restore the companion's hit points, that it might re-enter the battle.

Combat Styles

A ranger's choice of combat style can and will define him somewhat, though not to the degree that other class abilities will. Ultimately, when it is possible to forgo the use of combat style bonuses entirely and still be a successful adventurer, then there is only so much effect those bonuses can have.

That said, combat styles should never be lightly dismissed. Instead, they should be used carefully. The most common mistake ranger Players make when creating characters and picking level advancements is considering the combat styles to be complete in and of themselves. Instead, combat styles must be thought of as a framework, around which the rest of the character's combat abilities are hung.

Regardless of which combat style a Player chooses for his ranger, whether it be one of the standard choices in



Core Rulebook I, or one of the alternative combat styles presented here, there are many feats which can be linked to them, to maximise their utility and power. For example:

- ✦ *Archery Style*: Over the course of his career, a ranger who selects the archery combat path receives Rapid Shot, Many Shot and Improved Precise Shot. Combined, these three virtual feats give him significant bonuses in very specific areas of ranged combat. In truth, it is not enough to carry the ranger through high-level play. In order to maximise his character's power as a warrior, the Player should dedicate at least three to four of his character's seven feats to other archery-related feats. The Point Blank Shot and Precise Shot feats are good choices here, as are the new feats Improved Point Blank Shot and Eagle Eye, introduced in this rulebook. These four feats in tandem build a far more effective character than one who relies completely on his virtual feats.

When choosing his ranger's combat style, the Player would do well to keep his existing favoured enemies in mind, as well as plan for his character's future favoured enemy choices. A combat style which favours heavily damaging weapons is critical for those rangers whose favoured enemies have many hit points, while the ranged combat styles are perfect for rangers whose favoured enemies have many exotic powers or the ability to inflict significant damage with each melee attack.

Skills, Skills, Skills

The ranger is almost as much a skill user as he is a warrior. The key to making the best use out of the ranger's skills is focusing on a few key skills. Realistically, and though it would be nice if it were otherwise, there are certain skills on the ranger's skill list which are absolutely not deserving of being kept at maximum ranks.

- ✦ In a standard campaign, one where combat and other dangerous antics are common, the various Knowledge skills the ranger gains access to simply do not offer significant enough mechanical benefits to reward investing many skill points in them.
- ✦ Concentration, even with the new skill options in the Tricks of the Trade chapter, is likewise a skill unworthy of maximum skill ranks. Though he gains access to a few spells over his career, they are not of a type which requires much Concentration, making more than a total bonus of +10–12 superfluous.
- ✦ Climb, Jump and Swim are only valuable in a campaign which features not only wilderness encounters but direct environmental challenges as well. Otherwise, there are few reasons to put ranks in any of these skills, since they will not come into play.

Conversely, there are several skills which are very important to the ranger and which should be maintained at maximum

levels at all times. First and foremost among these are Hide, Listen, Move Silently and Spot, since each of these revolves completely around opposed skill checks. If the ranger does not have significant ranks in each of these skills, then the Player will never see a successful skill check.

Beyond keeping maximum, or near maximum ranks in each of the above skills, the ranger Player should also strongly consider giving his character significant ranks in Handle Animal and Ride, as both of those skills will offer him significant bonuses in and out of combat (the former because of the tricks a skilled character can teach his companions).

Of course, it goes without saying that the ranger should maximise his ranks in the Survival skill, particularly at lower levels. The ranger is the only class who begins the game with not only the potential to track but the Track feat necessary to do so. In a standard campaign featuring a ranger, this means that his Track feat and Survival skill will come into play often, and the DC's can commonly become quite high for a low-level ranger when prey deliberately attempt to cover their tracks. Once a total bonus of +21–+23 is reached, however, the Player can stop investing skill points in Survival, as at high levels tracking will likely become less and less a part of the average adventure.

He raised his bow as the prey knelt by the bait, then sank back into the shelter of leaves when the old wolf's ears pricked and he sniffed the air. Had the wolf heard the sound of his bowstring, even from here? He hissed low in his throat when the prey moved to cower behind a fallen tree and strained to hear their talk. Nothing. His palms itched and sweat trickled down into his eyes.

Then the prey stirred and he raised, drew and loosed in one smooth motion. Too late, he saw the mistake. Before the arrow struck, he was dropping from the tree and twisting through the undergrowth. A fool's mistake, a child's mistake. He jammed his palm against the point of an arrow. The pain was focus, the pain was no more mistakes. He could hear the young wolf in the distance, closing quickly. Of the old wolf, there was no sign. There was no prey now, only three hunters.

DESIGNER'S NOTES

Sometimes I write designer's notes before I begin a project, as a way of helping me gather my thoughts and laser in my focus on where I want to take the writing. Then, at the end of the project, I go back and revise my notes to account for the inevitable changes. Sometimes, I write the designer's notes at the end of the project, as a way of looking over what I've written and taking stock of the flow, to see if it comes together. Then, I go back and revise the book, to fix those bumpy spots the designer's notes reveal. And sometimes, well really only this time, I write the designer's notes after I've started but before I'm done, because the flow of my writing just seems to demand it.

Really, that's a summary of the experience of writing this book; going with the flow. Typically, when I write a sourcebook, I move chapter by chapter, finishing one and then moving onto the next. In essence, it's like painting a picture one piece of fruit at a time. Not this time. This book is a collection of individual threads, woven back and forth to make a picture. It's a patchwork quilt.

I think that's really the only way to write a book on the ranger. Or, at least it is for me. The ranger is a unique class and not just because of its abilities. For whatever reason, the ranger just seems to be the class that everyone loves, or at least has a strong opinion on, and it's been that way since the class' first appearance, 20-ish years ago. What is the ranger? Ask 100 people, get 150 answers. Everyone has an opinion of what the ranger is. *Everyone*. Hell, after seeing the trilogy on the big screen (yeah, you know the one), my *mother* had an opinion on what the ranger is – and this is a woman whose only experience with fantasy roleplaying was a six-hour session with Junior Me asking her what kind of mead she wanted to buy. Yep, six hours.

At any rate, everyone has an opinion on what the ranger is and it's seldom that those opinions mesh in any meaningful way. Some think the ranger is Robin Hood, some folks think he's Aragorn and one fellow I used to game with thinks he's the SWAT cop who kicks in the door. And the funny thing of it is... they're all *right*. The ranger class has taken on a life of its own and I think I know why.

The ranger is the ultimate man's man and I mean that in the best sense of the phrase. He's tough, he's rugged, he wears leather armour (and makes it look good), he stalks the wilderness with a wolf at his side. The ranger fights like the Devil himself; he can shoot the wings off a butterfly at fifty paces; he can swing a sword and an axe at the same time and not cut off one of his legs doing it; he can live for weeks on dirt and grubs and berries and the water he finds

in a bear's footprint and he doesn't live in harmony with nature, it lives in harmony with him, because he knocked it down, kicked out its teeth and made it beg for mercy. To put it bluntly, the ranger is hard. And if you don't like that, then he'll invite you to step outside and settle the matter – and stepping outside with the ranger is not a good idea.

So this book is my homage to the hardest of the hard. The ranger of the *Quintessential Ranger II* is tough, he's resourceful, and he's the best there is in the wilderness, because he won't permit anyone else to be better. In this book, I let the ranger class spread its wings. I wrote about explorers and hunters, bounty hunters and guides and tied it all together around the theme of ultimate competence. Of toughness.

Of all things in this book, I think I'm most pleased with three. The new prestige classes, I think, really play up every facet of the ranger and do it without losing sight of the class' essential themes. Check them out, if you haven't already – you'll see some familiar ideas and some new ideas, all in what I think are some tight presentations. I'm also really pleased with the alternative combat styles and favoured enemy progressions, which I feel really increase the diversity and versatility of the ranger class. I know that personally I've never really wanted a two-weapon fighter and I can say that I've gotten a bit tired of always slinging arrows every time I play a ranger. Finally, I'm most pleased with the expanded role of animal companions. The new feats and abilities in this book really go a long way towards making the animal companion more than the furry non-entity it so often ends up being. I think that now there's finally a reason to be excited about animal companions.

So, these designer's notes are running a bit long, so I'll stop now and let the book, for good or bad, speak for itself. As a final word, I want to thank my wife and children, as I always do. Couldn't have done it without you.

Patrick



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The Advanced Quintessential Ranger

CHARACTER _____
 CLASS _____
 CHARACTER CONCEPT _____
 RACE _____
 PATRON DIETY / RELIGION _____
 FIGHTING STYLE _____

PLAYER _____
 LEVEL _____
 CAREER PATH _____
 ALIGNMENT _____



ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR

ARMOUR SHIELD DEX WIS SIZE NATURAL MISC

○ = 10+

[]	[]	[]	[]	[]	[]	[]	[]
ARMOUR TYPE							

CLASS

AC WHEN FLAT-FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE
[]	[]	[]	[]	[]	[]	[]

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							[]
REFLEX (DEX)							[]
WILL (WIS)							[]

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							[]
MELEE (STR)							[]
RANGED (DEX)							[]

WEAPON AND ARMOUR PROFICIENCIES

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

MAX RANKS = LVL +3 (/2) CROSS CLASS ABILITY KEY MODIFIERS TOTAL ABILITY RANKS MISC

APPRAISE ✓	Y / N	INT	[]	[]	[]	[]
BALANCE ✓★	Y / N	DEX	[]	[]	[]	[]
BLUFF ✓	Y / N	CHA	[]	[]	[]	[]
CLIMB ✓★	Y / N	STR	[]	[]	[]	[]
CONCENTRATION ✓	Y / N	CON	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
DECIPHER SCRIPT	Y / N	INT	[]	[]	[]	[]
DIPLOMACY ✓	Y / N	CHA	[]	[]	[]	[]
DISABLE DEVICE	Y / N	INT	[]	[]	[]	[]
DISGUISE ✓	Y / N	CHA	[]	[]	[]	[]
ESCAPE ARTIST ✓★	Y / N	DEX	[]	[]	[]	[]
FORGERY ✓	Y / N	INT	[]	[]	[]	[]
GATHER INFORMATION ✓	Y / N	CHA	[]	[]	[]	[]
HANDLE ANIMAL	Y / N	CHA	[]	[]	[]	[]
HEAL ✓	Y / N	WIS	[]	[]	[]	[]
HIDE ✓★	Y / N	DEX	[]	[]	[]	[]
INTIMIDATE ✓	Y / N	CHA	[]	[]	[]	[]
JUMP ✓★	Y / N	STR	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
LISTEN ✓	Y / N	WIS	[]	[]	[]	[]
MOVE SILENTLY ✓★	Y / N	DEX	[]	[]	[]	[]
OPEN LOCK	Y / N	DEX	[]	[]	[]	[]
PERFORM ✓ ()	Y / N	CHA	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
RIDE ✓	Y / N	DEX	[]	[]	[]	[]
SEARCH ✓	Y / N	INT	[]	[]	[]	[]
SENSE MOTIVE ✓	Y / N	WIS	[]	[]	[]	[]
SLEIGHT OF HAND ★	Y / N	DEX	[]	[]	[]	[]
SPEAK LANGUAGE	Y / N	NONE	[]	[]	[]	[]
SPELLCRAFT	Y / N	INT	[]	[]	[]	[]
SPOT ✓	Y / N	WIS	[]	[]	[]	[]
SURVIVAL ✓	Y / N	WIS	[]	[]	[]	[]
SWIM ✓★★	Y / N	STR	[]	[]	[]	[]
TUMBLE ★	Y / N	DEX	[]	[]	[]	[]
USE MAGIC DEVICE	Y / N	CHA	[]	[]	[]	[]
USE ROPE ✓	Y / N	DEX	[]	[]	[]	[]

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD		TOTAL WEIGHT CARRIED			

FEATS

NAME	EFFECT

CLASS/RACIAL ABILITIES

ABILITY	EFFECT

MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	
Load	Weight Carried	Max Dex	Chk Pen
Light		—	—
Medium		+3	-3
Heavy		+1	-6

MONEY & GEMS

CP -
SP -
GP -
PP -
GEMS -

LIFT OVER HEAD
= MAX LOAD

LIFT OFF GROUND
= 2 X MAX LOAD

PUSH OR DRAG
= 5 X MAX LOAD

HEAL RATE PER DAY

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

LANGUAGES

SPELLS PREPARED

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	0	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD		

**CHARACTER CONCEPT
BONUSES & PENALTIES**

**CAREER PATH
BONUSES & PENALTIES**

COMBAT ABILITIES

WILD EMPATHY

TOTAL BONUS:

SPECIAL EFFECT?:

ANIMAL COMPANION

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

HENCHMEN / COHORTS / FAMILIAR

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ENEMIES, CONTACTS AND PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

ALLIES

RESOURCES

COMBAT STYLE TREE

TYPE:

COMBAT STYLE FEAT (2ND LEVEL):

IMPROVED COMBAT STYLE FEAT (6TH LEVEL):

COMBAT STYLE MASTERY FEAT (11TH LEVEL):

FAVOURED ENEMIES

TYPE (subtype)	BONUS
1	
2	
3	
4	
5	

SPECIAL EFFECTS/RULES:

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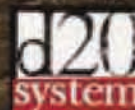
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THE QUINTESSENTIAL RANGER II Advanced Tactics

The ranger is the ultimate wilderness warrior, using his knowledge of woodcraft to flow like a shadow through the sylvan depths. He is the hunter, the avenger and the saviour of the frontier, wielding his sword and his bow to protect settlers and to destroy the evil that lurks in the darkest corners of the world. But the ranger is also a guide and an explorer, bringing the light of civilisation to unsettled wastelands and helping pilgrims find their promised land. Perhaps then, the best word to describe the ranger is a simple one; the ranger is a hero.

With the help of this sourcebook, any character choosing to play a ranger will find many alternatives and options for expanding his range of abilities. With Career Paths, rangers can customise their advancement with their chosen branch of training. The Legendary Ranger offers an expansion of their character features that may take them to epic levels and beyond. Multiclassing gives advice and variant rules on how to best integrate two classes, while Superior Tools opens up a wealth of items to enhance a ranger's performance. The Magical Ranger offers new magical items and spells tailored to the ranger class, while Tricks of the Trade explores new uses for skills. Ranger Abilities presents a wide selection of variant combat styles, alternate favoured enemy progressions and new feats. Finally, Survival Tactics explores how to best build and play a ranger character across all levels.

Inside You Will Find:

- | | |
|-------------------|------------------------|
| Career Paths | New Feats |
| Multiclassing | New Magic Items |
| Prestige Classes | Tricks of the Trade |
| New Combat Styles | New Weapons and Armour |

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