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# THE QUINTESSENTIAL RANGER

Collector Series  
Book Nineteen

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# The Quintessential Ranger

Ian Sturrock

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# INTRODUCTION

The brave outlaw, clad in forest-green leathers, carrying on a guerrilla rebellion against an unjust King the only way he knows how, robbing tax collectors and giving the proceeds to downtrodden peasants. The dedicated tracker and hunter, able to follow the faintest, oldest trail with ease, and bring down the most fearsome game. The fierce raider, riding down from the hills to carry off what plunder he can, fading into the night once again. The trail-hardened explorer, wandering far from civilisation, filling in areas of maps which previously said simply, 'Here Be Dragons.' All these are examples of the ranger, one of the most versatile classes within the game. *The Quintessential Ranger* is a sourcebook that will greatly expand this class, turning the ranger from a simple forester and tracker to a fully fleshed out character with as much interest and innovation as the most wily wizard, mighty-thewed fighter, cunning rogue, or avenging cleric.

The ranger is potentially one of the most powerful character classes in the game. He is a good, solid combatant, but with a far greater array of off-the-battlefield class features than the fighter, barbarian or paladin, and more skills to boot. He may not have the feats of a fighter or rage of the barbarian, but on his own ground, in his element, there is no-one to match him. He is full of surprises, too, throwing in a spell here, using his preferred combat style to deadly effect there, then demonstrating some other unexpected quality before finally just plain enduring through whatever obstacles are placed before him, as grimly resolute as the day he set out on his quest.

## THE COLLECTOR'S SERIES

The Collector's Series is a well-established range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for their character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive overview of one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector's Series will not necessarily allow players to create better characters, but they will be able to do a lot more than ever thought possible before.

## THE QUINTESSENTIAL RANGER

With the aid of this sourcebook, any character adopting the ranger class will find his options and capabilities greatly expanded into new realms he once only dreamed of. Through the use of character concepts, rangers may now be given a complete background and history of how they actually came to be a ranger in the first place. Prestige classes are presented for rangers to aspire to – not many will have the dedication and perseverance to qualify as an Animal Champion or Green Knight. New feats will dazzle other party members as the ranger routinely soldiers on through incredibly dangerous conditions, performing forced marches through days and nights at a time while following a trail anyone else would assume to be dead. New weapons, armour, and equipment provide the ranger with his required tools of the trade, allowing him to fight, survive, hunt, and forage more efficiently than ever before. Every ranger will likely make use of a large number of such tools, picking and choosing the most appropriate pieces of gear to take with him on each adventure.

As he gradually becomes more experienced, the ranger may lead great expedition to the ends of the earth, tracking down the most fearsome and monstrous beasts in the land. He may deal a devastating blow to his favoured enemies, at the head of a guerrilla army of the forest, composed of animals, centaurs, fey, and elves. At home anywhere in the great outdoors, he may have half a dozen semi-permanent encampments hidden throughout his preferred area, and a dozen more equipment caches and sniping positions besides. Sooner or later his fame will spread throughout the greenwood and beyond, and he can be assured of hospitality and even alliance wherever he goes in the wilderness.

*The ranger who takes advantage of his strengths in stealth, surprise, camouflage, endurance, and military intelligence, will prosper in almost any outdoors environment. The Quintessential Ranger will take such characters all the way from 1<sup>st</sup> level to the 20<sup>th</sup>, and beyond.*



Alakorm looked up grimly from the bent blade of grass he had been examining. 'Orcs. Definitely orcs that took them. I'd say twenty or thirty, a small warband, heading... east. Back towards their lair in the Black Mountains, I'll warrant. Come on. There's no time to lose.'

Beginning a loping half-run, he led the way, following the trail by instinct. Reegariol had no difficulty keeping up, his nimble elven physique matching the ranger's long strides. Dvalin on the other hand often fell behind, his shorter legs working nineteen to the dozen and his broad slablike face maintaining a steady moist red colour as he struggled to keep the other two in sight.

After the first day and night of hard travel, over hill and down vale, the positions were reversed somewhat, with Reegariol running on a-ways then pausing for brief, trance-like rests as the others caught up with him. Dvalin now seemed to have a second wind, struggling as much as ever but pushing his way onwards with sheer dwarven grit. Alakorm, having barely so much as broken a sweat, eyed his companions and called a halt. 'We're only half a day behind them now. They're moving a lot slower than we are – we rest and sleep now, then set off again in the late afternoon, march through the night and...' he paused to take a good look at a stick that had been broken by the tread of a heavy orc boot, 'we will come on them a moment before first light, by my reckoning.'

'First watch is mine,' muttered Dvalin, defying the other two to contradict him, then when they nodded, 'We can trust your reckoning, I think, Alakorm. If you've been wrong on tracking before, I don't think I heard about it.'

'Alakorm's a member of the Company of Rangers – they're never wrong when it comes to tracking!'

'You'll get a sense of humour one of these days, you great elven numpty! So tall and yet everything still flies over your head...' Dvalin grinned.

'Ah. Dwarvish humour. No wonder I didn't recognise it – it wasn't funny.' Reegariol matched his comrade's smile, and Alakorm marvelled once more to see the rare friendship that seemed to be building between this elf and dwarf.

'Second watch is mine, then,' the ranger said, 'You're beat, Reegariol, though I know you won't admit it! All-day forced marches were not meant for wizards, but you've done far better than any other might. Get your rest, you can take the last watch in the afternoon.'

Reegariol agreed, knowing Alakorm was once more taking the most difficult path – the middle watch meaning he got two short, interrupted sleeps instead of one long one, whereas Reegariol would get his long-awaited four hours of trance.

After another dozen hours of hard slog through the evening and night, it seemed to the elf that the benefits of his rest were long-gone, vanished along with the full darkness of night as the sun began to peek out from behind the Black Mountains. The mountains themselves were dark and forbidding as their name, but here on the lower slopes there was at least a little tree cover on either side of the pass, and the elf felt almost at home.

*Even Alakorm seemed a little weary now, but his attention to the trail ahead was still absolute. 'Not far now.'*

'There!' hissed Reegariol, his sharp senses picking out the orc camp, 'Just bedding down for the night, by the look of them – your reckoning was right again, Alakorm.'

The ranger stared up through the mountain pass, just picking out a huddle of dark shapes ahead. 'We wait an hour, then. Ambush is the best tactic – we should have no trouble taking them down once the sun is up and they're fully asleep. Meantime we can get a little rest again.'

The first volley of arrows came without warning from the low foothills to either side of the trail, arcing down out of the twilight, pinning the elf to the ground like a stuck pig. An instant later three huge orcs seemed to burst up out of the ground beside them, the biggest one swinging a pair of bloodstained bastard swords into Alakorm, almost slicing the ranger in half, as the other two hacked open Dvalin's head with axes.

'Ha! Human rangers always think they're the best,' roared the massively built orc ranger. 'Didn't have a clue how to spot a false trail or an ambush, though, that one. Ah well. Those damned halflings didn't last more than a couple of bites – but tonight we feast on man, elf and dwarf!'





# CHARACTER CONCEPTS

Not all rangers spend their entire lives tracking their favoured enemies through the woods. Whether fleeing his responsibilities as the heir to a great family, taking the people's part in the fight against an unjust King as a rebel, or panning for gold as a prospector, every ranger has his or her own unique story to tell. Within this chapter we will take a look at greatly widening the possibilities for every character that starts off as a ranger.

Character Concepts are a core idea for the Quintessential series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class that will allow a player to quickly and easily provide a ready background for every new character he generates. As well as providing both a small bonus and penalty to his character's capabilities, each Character Concept gives a ready base for role-playing, thus greatly shortening the time taken during character creation, as well as granting that oft-needed inspiration so important for a player to feel 'at home' with his new character.

Any one Character Concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, any role-playing description modified and adjusted to take into account the template and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the Character Concept chosen and take steps to ensure the character is played accordingly. It must be stressed, Character Concepts are a role-playing tool, not simply a method to gain lots of new abilities!

## BORDERER

Along the borders of many civilised nations, especially those at war with their neighbours and whose governments cannot fully control the furthest reaches of the kingdom, the borderers can be found. Also known as reivers, borderers are usually small bands of light cavalry who execute daring raids over the border into a neighbouring country, carrying off whatever plunder they can and fleeing back to their native land. Usually they were

once shepherds, woodsmen, pedlars or practitioners of another trade whose livelihood has been destroyed by the constant armies and bands of mercenaries marching over the land to war. These turn to bordering because there is little other choice, though others are simply looking for riches and an easy life. Most are under the protection of a local lord, so that even if the slow wheels of justice one day track them down across the border, their protector can provide them with a suitable alibi or simply use force of arms to save them from the law. Even the national government may extend tacit approval to the activities of borderers, since they make a useful first line of defence against attacking armies from the enemy nation. Often borderers add protection racketeering to their skills, demanding a hefty fee from any who wish to travel unmolested or avoid being raided.

**Adventuring:** A successful borderer must combine the skills of war with superlative horsemanship and an unrivalled knowledge of the geography of his home region, all of which can stand him in good stead





if he turns to more general adventuring. His life is excellent preparation for adventuring, and can give him strong motives for such a course of action – for it is rare that the sponsorship of his border lord will last forever, whether due to politics, betrayals, or simple expediency. Hardy and ready for anything, a border reiver will often hook up with other, similarly capable characters and go off to seek his fortune in a manner other than simply raiding his neighbours.

**Role-Playing:** Borderers are self-reliant of necessity, but are not usually quite so self-sufficient as other rangers, since they expect to return to a safe haven even if they spend several nights travelling and raiding in the meantime. Most are tough, somewhat callous, and avaricious. Many regard their trade as honourable, more akin to that of a soldier than a thief, since they do not steal from their own people but only an 'enemy' nation; however, in lands where the border often shifts due to wars or politics, it is not at all uncommon for borderers to seem to change sides too. This apparently flexible loyalty sometimes gives a borderer's companions pause, but in fact a borderer is highly loyal to his immediate comrades, family, patron, friends, and anyone else he does business with; he simply has little faith in the idea of national sovereignty, and many will happily raid their own countrymen if those countrymen come from a different clan.

**Bonuses:** When it comes to swift attacks and equally swift retreats, few can match the borderer. If mounted, he may take a competence bonus to Initiative, so long as he charges on the first round of the combat. This competence bonus is equal to half his class level, rounding down.

**Penalties:** Borderers do not gain the Wild Empathy class feature. Though their hideouts and caches are located away from settlements, they rarely spend enough time in the deep wilderness to develop the same empathy for savage animals as does the true ranger. Furthermore he must select a Favoured Region at 1<sup>st</sup> level instead of a Favoured Enemy (see p82).

## CATTLE RUSTLER

Many of the rangers from tribe-based and clan-based societies specialise in planning and executing cattle raids. These are not glorious, boastful cattle-raiding battles of the kind on which the tribe's nobles might embark, but more subtle and sneaky raids in which a small group of rangers and barbarians steal into a foe's stockade in the dead of night and lead off as many livestock as possible. The main aim of this type of raid is profit, not conflict.

**Adventuring:** Cattle rustlers typically find their everyday trade to be quite enough of an adventure, what with the hazards of an overland journey, the risk of being caught in the act, and the greater perils of the return journey, pursued by both the vengeful victims of their crimes and any nearby creatures that are hungry for beef.

**Roleplaying:** Cattle rustlers are another self-reliant and tough breed, often surly and unhelpful to characters who do not come across as sufficiently competent. Their friendship and trust are given out only guardedly, but once they do trust someone they can be very reliable.

**Bonuses:** Cattle rustlers gain a +2 competence bonus to Move Silently checks in outdoor conditions. Furthermore, when a cow or bull is the target of the





## CHARACTER CONCEPTS

check or roll, cattle rustlers have a +4 competence bonus to Handle Animal checks and a +4 competence bonus to roll made to use their Wild Empathy class feature. Their unparalleled knowledge of cattle can be crucial in keeping a small herd quiet as the rustlers encourage them out of an enemy camp in the middle of the night.

**Penalties:** Cattle rustlers are not proficient with shields, as they prefer to have their off hands free to lead cattle. Also for this reason they may not select two-weapon combat as a combat style at 2<sup>nd</sup> level.

### DESERT NOMAD

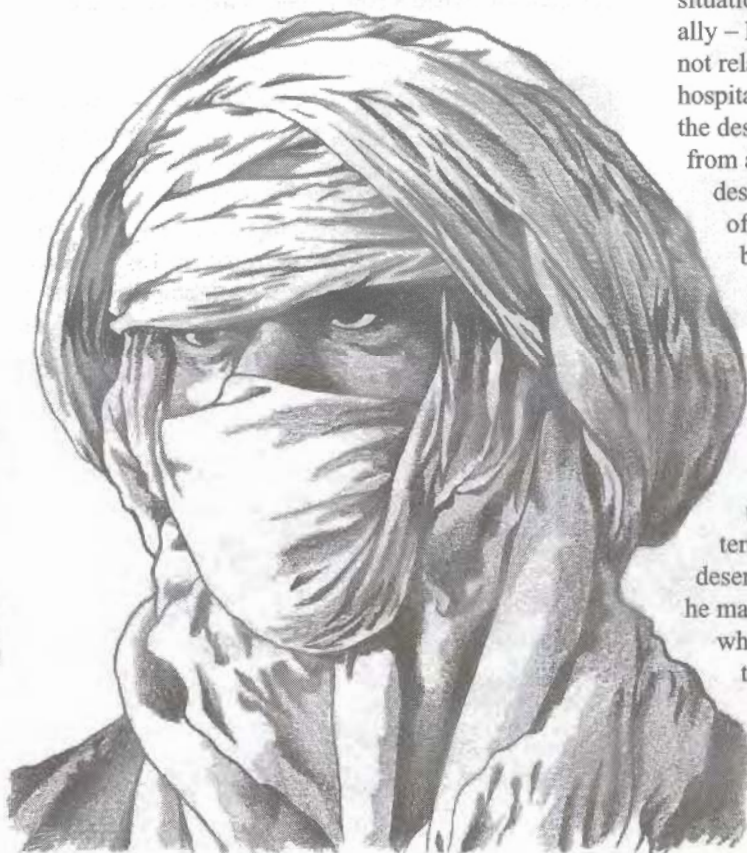
The desert nomad has spent all his life with the tribes of the south, travelling at night from oasis to oasis, herding stringy goats and sheep who graze on the scanty cacti and other scarce and tough desert plants. The desert is such an utterly inhospitable place that nomad tribes must be frequently on the move, for their herds can soon exhaust all the fodder in one region. By the time they return that way, perhaps years later, the plants will be replenished and the herds able to eat once more. This life of constant wandering means the nomads can know thousands of square miles of desert as well as the typical country gamekeeper might

know his own small woodland. Robed head-to-foot against the stinging sands and fierce heat, skin baked and dried by the sun, and armed with viciously bladed scimitars, a tribe of desert nomads presents an elegant and imposing spectacle to anyone unfamiliar with their ways.

**Adventuring:** Even survival in the deep desert can be a struggle in itself, and most desert nomads constantly raid other tribes. Often they must band together to fight off outside invaders seeking to annex or control their desert homes for their own purposes. Their fierce and, to an outsider, savage culture also involves frequent bloody quarrels and more serious feuds. Few desert nomads leave the deserts they know for any great length of time. Those who do have usually been exiled from their tribe or become indebted to a foreigner who saved their lives in some manner. They can make steady allies and dangerous foes, though their skills become significantly less useful when they are not within their desert homes.

**Role-Playing:** The desert nomad has a culture quite alien to that of most civilised characters, and even barbarians or other savage types may think him aloof and arrogant, though this is not really the case and a desert nomad who comes across that way is likely attempting to be scrupulously polite. In the right situation – that is, his own tent, or that of a trusted ally – he can be generous and sociable, but he does not relax easily outside of that situation. He prizes hospitality and good faith above all other virtues, for the desert itself is so dangerous that any departure from agreements must be punished severely. To the desert nomad, the most serious crimes are betrayal of hospitality and violation of agreed tribal boundaries. It may seem strange for nomads to have territory, but that is the way they must operate by necessity – resources are so scarce that a rival tribe grazing their herds on the land your tribe intends to use next year can cause a major feud. Trading and social activity occurs at the oases that border on two or more tribal lands, and it is rare for a tribe to be invited deep within another tribe's territory. These traditions govern everything the desert nomad does, even outside of the desert, and he may be shocked at supposedly civilised nations who ignore or war over boundaries with apparent thoughtlessness, or who betray hospitality to massacre host or guest as a Machiavellian political tactic.

**Bonuses:** The desert nomad gains a +4 competence bonus to all Ride and Handle





Animal checks relating to camels of either variety, and he begins the game owning a camel. In addition he gains a +4 circumstance bonus to all Survival checks made in desert terrain, and a +2 innate bonus to all Fortitude saving throws made to resist the effects of dehydration. Any time he selects a Favoured Region that is predominantly desert in terrain, he doubles the area affected.

**Penalties:** The desert nomad is not proficient with any two-handed martial melee weapons except for the falchion and lance, though he is proficient with all other martial and simple weapons as usual. Furthermore he suffers a -1 circumstance penalty to Spot and Hide checks made in non-desert conditions, being unused to the techniques of ambush and counter-ambush in any terrain other than desert. Finally, he does not have access to Swim as a class skill.

## FORESTER

Though city folk might imagine a forester to be a wood-cutter, charcoal burner, or other valued woodland profession, the term forester is more often used as a euphemism for outlaw, for ordinary folk hesitate to admit to the noble ranger of the woods that they consider him little more than a bandit. Many take to the greenwood to evade the reach of the law. Often these are young bravos who have killed a man in a quarrel, and must now flee the attempts of the dead man's family to bring him to justice. Some do take up the life of a hewer, bodger or fagetter, turning the timber resources of the forest into saleable goods and making a relatively honest living, but others are so outraged at society's supposed ill-treatment of them that they replace or supplement this income by robbery. The cleverest and most successful foresters blur the boundaries between honesty and outlawry, and can seem a simple woodsman to any authorities but soon turn to footpads if a rich merchant wanders through their forest home.

**Adventuring:** A forester offered a chance to travel far from any who seek to imprison or kill him will often leap at it, particularly if it still gives him the opportunity to put his woodland skills to good use. An adventuring party then will usually find it easy enough to recruit a forester if they so wish. Foresters who band together in the classic greenwood outlaw gang often get into plenty of scrapes and other adventures even without the need to fare far from their home forest, what with duelling the local sheriff, rescuing fair maidens

getting stuck in archery contests for silver arrows, and escaping prison disguised as a haunch of venison.

**Role-Playing:** Foresters regard themselves as essentially honourable, even those who regularly rob rich travellers. So far as they can see, they are no different from tax-collectors who rob whole villages, or Kings who send their armies to steal an entire country from their neighbour. Within the greenwood as elsewhere, might makes right, and here on his home turf the forester is more mighty than any posse of soldiers. As a side note, many foresters have a real hatred for clerics, regarding them as little better than con-men, always demanding 'donations' for their good work but seeming to grow fat and jaded on their tithes. Druids, as might be expected, are excluded from the forester's ire, for their woodland connection is obvious and respectable.

**Bonuses:** The forester gains the Woodland Stride class feature at 1<sup>st</sup> level, instead of 7<sup>th</sup> level. In addition, when he reaches 7<sup>th</sup> level he gains the Woodland Guide feat, whether or not he meets its prerequisites. Furthermore the forester gains a +2 circumstance bonus to all Hide and Move Silently checks made within one forest terrain type chosen from among the following: cold forest, temperate forest, or warm forest.





## CHARACTER CONCEPTS

**Penalties:** The forester suffers a -2 penalty to all Charisma-based checks whenever dealing with non-player characters from an urban background, except for nobles or aristocrats. The latter are often caught up with the idea of the outlaw or forester as a romantic figure, unlike the middle-class rich who are frequently the forester's victims. Furthermore the forester is not proficient with shields, which he finds tend to encumber his fast movement through the woods. If he ever carries a shield, he temporarily loses his circumstance bonus to Hide and Move Silently checks.

### GAMEKEEPER

The large woodland estates of Kings and barons need policing, for poaching is rife and the overlord will not take kindly to losing his best venison to mere hungry peasants. The gamekeeper's job, then, is to prevent illicit hunting so as to ensure there is still plenty of game when the rightful owner of the forest goes to hunt. His intimate knowledge of the woodland and all its denizens makes him invaluable during those hunts, too, where he is often used as a guide or beater for his

lord. Many gamekeepers also act as general retainers of their overlord, expected to go to war for him in times of need and enforce his rule during peacetime. The gamekeeper sometimes develops a healthy mutual respect for his regular poachers, but more commonly he simply regards them as a pestilential menace, to be dealt with by whatever summary justice the law allows if caught. Certainly many a gamekeeper has simply had the offender's hands cut off on the spot when he catches a poacher – it is quick, permanent, and does not require the bother of a trial. This can make them feared and hated in rural communities, for almost every countryman either poaches or buys poached food when times are hard and it is the only option short of starving the family.

**Adventuring:** Fortune and chance offer many strange reverses, and while the proverbial 'poacher turned gamekeeper' situation is well known, it is not at all unusual for a gamekeeper who finds himself suddenly unemployed due to his master's death or disgrace, or his own falling out of favour, to turn to poaching, outlawry or other wilderness-based criminal activities. To avoid such a fate, the former gamekeeper will often put his skills to a more respectable and potentially profitable use, as an adventurer specialising in legitimate hunting or capturing wild animals or simply general ranger duties. Most prefer to associate with adventuring parties of a predominantly lawful or neutral nature, and would rather be led by a character of noble birth if possible.

**Role-Playing:** Gamekeepers are used to the dislike of their inferiors and the grudging respect of their superiors, and are often surprised to find that neither attitude is universal in the wider world. Most are sticklers for the rules, and it is rare to find a gamekeeper of chaotic alignment.

**Bonuses:** Gamekeepers gain a +2 competence bonus to all Knowledge (nature) checks, since they are professional custodians of the forest.

**Penalties:** Gamekeepers do not have Hide or Swim as class skills. The former after all is more useful to poachers, and the latter is regarded as undignified. In addition, a gamekeeper's first favoured enemy at 1<sup>st</sup> level must be Humanoid (human), since their most common targets are human poachers.

### HEIR

Not all rangers are born under a tree and raised in the deepest forests. Those of noble birth take up the wandering life of a ranger but rarely,





though when they do it is as often as not so as to avoid the responsibilities they are born to. The eldest son of a baron, duke or even King may decide to take to the forests, either for a time during his youth, simply so as to have a change from life at court; or even as a long-term lifestyle, so he need never bother again with tax collecting, diplomacy, and all the other business of rulership that, for them at least, completely sours the luxuries and privileges of their birth. The romance of playing at foresters or outlaws is also a factor, for the greenwood is perceived as idyllic, and the idea of living by the sword, noble.

**Adventuring:** Many heirs are driven by a lust for adventure, and are happy enough to seek it out wherever it may be found, alone or in company. This can make them ideal candidates to be members of adventuring parties. Most are happy enough to let others give the orders in such a situation, since they took to a life on the road to avoid such responsibilities. That said, the occasional heir simply cannot fully give up the idea of being in command, particularly if it is clear he is the most capable party member for the job.

**Role-Playing:** Though the heir was born to rule, he has given all that up, and such a momentous choice has an enormous impact on his personality, especially considering that heirs tend to be at the younger end of the ranger age scale. The mingled sense of freedom and loss can make him seem quite moody and distant to begin with, as he oscillates between joy at his new-found liberty and melancholic regret at losing his childhood companions and venturing far from the fields he knows. Once he has proved his competence to his own satisfaction and that of his new companions, however, he will soon gain more confidence. With confidence and a sure understanding of his value may come that elusive happiness he has sought for all his life.

**Bonuses:** The heir begins play with one masterwork weapon of his choice or, if he prefers, he may choose a masterwork chain shirt instead. This masterwork item is owned in addition to his usual starting money or starting package.

**Penalties:** The heir does not receive Craft, Heal, or Profession as class skills. Though his noble upbringing has prepared him well with a great deal of practice in hunting and other wilderness survival techniques, he has generally had minions to deal with such lowly matters as making his hunting

leathers and setting his bones when he falls from his horse. Furthermore, until he reaches 4<sup>th</sup> level, the heir receives a -1 circumstance penalty on all Charisma-based checks, as he is not quite sure of his place in the world until that point – once he gets a few levels of experience under his belt, the full force of his personality will begin to reassert itself, but to start with he is still very much finding his way.

**Additional Bonus/Penalty:** At the Games Master's discretion, if the heir's player wishes it he may also have some kind of destiny. In this case, he will one day come into his inheritance, which might include a mixture of wealth, responsibilities (perhaps the wealth is tied to a landed estate) and assorted quests. Suitable quests are as follows:

† He must clear the family seat of the various monsters or other invaders who currently occupy it, before he can claim it for his own.

† He discovers a strange object such as a dusty scroll or lead-sealed bottle which prompts him to fulfil an ancient prophecy, or quest for a long-forgotten family heirloom.





## CHARACTER CONCEPTS

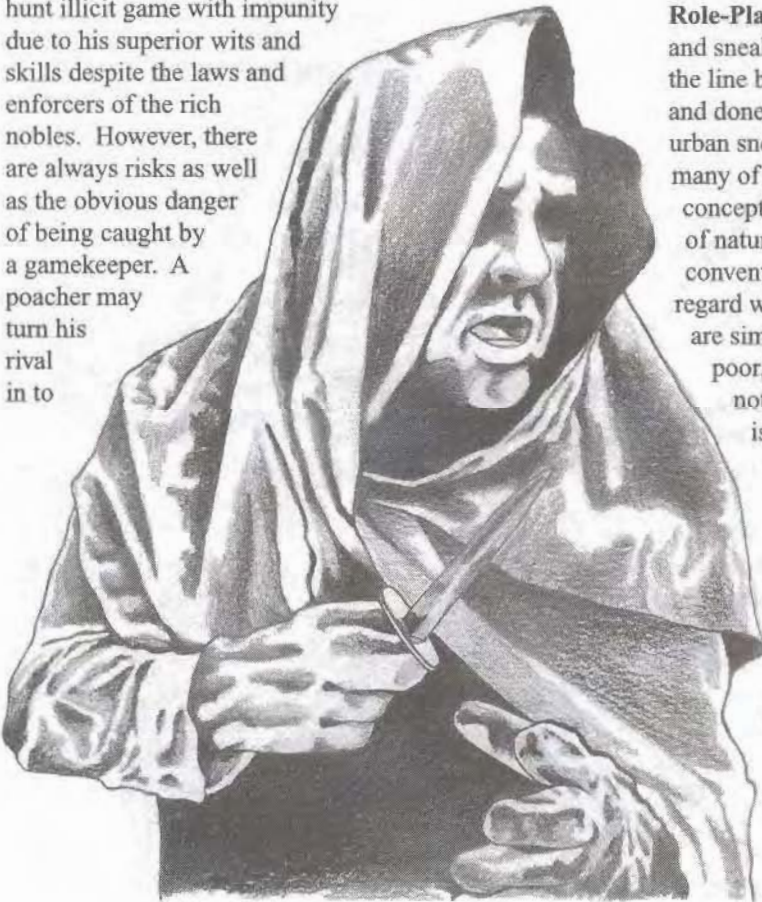
† His family is descended from the High Kings of old, and he must regain his kingdom somehow. . .

If a destiny is used, it should balance out, providing equal bonuses and penalties. For the most part this is intended to be a useful plot hook, rather than an additional advantage for players who choose the heir character concept!

### POACHER

Almost all country folk are willing to turn to poaching in times of need, even if it is only a brace of wood-pigeons or coney from the local lord's estates. For the professional poacher, though, no game is too large, up to and including the stags from the King's forest. He is an expert predator and an expert prey, too, both hunting game and being hunted by gamekeepers. Most poachers are well known as such among the lower classes of their village and for miles around, and make a fair business selling their ill-gotten gains to the locals, whether as occasional treats for festivals or out of necessity when the crops fail. Others have large families or other dependents and poach to feed them rather than for profit. The poacher is usually well respected among his community, as he is seen as something of a leveller, a commoner who

can hunt illicit game with impunity due to his superior wits and skills despite the laws and enforcers of the rich nobles. However, there are always risks as well as the obvious danger of being caught by a gamekeeper. A poacher may turn his rival in to



the authorities, tipping them off so as to let them catch him red-handed. Likewise, a villager who feels he got an unfair deal from a poacher may nurse a grudge and inform the local lord, so the successful poacher must tread as fine a line between predator and prey when in his community as when in the forest. If he seems to be doing too well, he will only cause resentment among the very folk on whom he relies to be both his customers and his alibis.

**Adventuring:** Poachers who get caught and punished may suffer any number of unpleasant fates, depending on how severe is the judgement against them. Those who are maimed or executed are unlikely to later become adventurers, though of course if they have powerful friends willing to pay for a *regenerate* or *raise dead*, even this is possible. Most poachers do not have powerful friends, and so if caught their best hope is to be imprisoned, exiled, or indentured into slavery – at least that way, there is a hope of getting away. Those who do somehow escape their just desserts must travel far from their homes and make a new life elsewhere. In this case, returning to life as a poacher is often difficult, for the poacher who leaves his community will find it almost impossible to gain the trust of a new community in a distant land.

**Role-Playing:** Poachers are almost invariably furtive and sneaky by their very nature, often seeming to blur the line between rogue and ranger. When all is said and done, they are sneak-thieves, after all – just not urban sneak-thieves like so many rogues. As with so many of the more morally borderline ranger character concepts, however, they often have a strong sense of natural justice which is quite at odds with the conventional authorities of the land. Many do not regard what they do as in the least bit unethical – they are simply evening the balance between rich and poor, ensuring that the lords and landowners do not have everything their own way. Poaching is as natural to them as farming is to their neighbours, and no more reprehensible.

**Bonuses:** The poacher always has need of local informants to keep him apprised of such matters as planned hunts, a change of routine among the wardens of the forest, or the appointment of a new gamekeeper. He treats Knowledge (local) and Gather Information as class skills.

**Penalties:** Having spent so many years hunting traditional game animals, the poacher is very specialised when it comes



to his combat skills. At 1<sup>st</sup> level he must choose Animals as his favoured enemy.

## PROSPECTOR

A prospector searches for gems and precious metals among rugged, mountainous landscapes and labyrinthine caves. This is a grim and lonely lifestyle which does not suit anyone used to the soft comforts and easy companionship of city dwellers. Few have what it takes to be a successful prospector, for as well as the ability to endure great hardship and privation, the job inevitably demands a fair degree of luck.

**Adventuring:** A prospector who stumbles upon a major gold seam, set of previously abandoned dwarven mine workings, or other big break may discover that his new-found good fortune is not all it seems. There could well be natural dangers, but more significantly he must find some means of exploiting his big find and getting it back to civilisation safely while avoiding the attentions of rival prospectors, bandits, tax collectors and other hazards to life, limb, and wealth. Such hazards are best not handled alone, and hiring a mercenary band may be the prospector's first inkling into an alternate way of life – still using his skills, but 'prospecting' for a different kind of riches, guarded treasure rather than the secrets of the earth.

**Role-Playing:** Unlike so many of the other ranger class concepts, the prospector is not necessarily a loner by choice, but by circumstance.

He may crave the company of others, but is probably no longer up to much when it comes to social skills, since he



is so out of practice. Prospectors are often highly suspicious and somewhat miserly. Many a successful prospector is so used to living one of the most frugal lifestyles imaginable that even when he does finally uncover a rich seam of gold or gems, he barely changes his buying habits, still subsisting on iron rations and living in a rude hut in the wilderness.

**Bonuses:** Prospectors gain Appraise as a class skill. They gain a +2 circumstance bonus to all Search or Survival checks made in mountainous conditions, and a +4 circumstance bonus to Appraise checks made specifically to determine the value of a piece of ore or rough gemstones.

**Penalties:** Prospectors live even more solitary lives than do most rangers, sometimes going for weeks or months on end without seeing another human being. They have a -1 competence penalty to all Charisma-based skill checks.

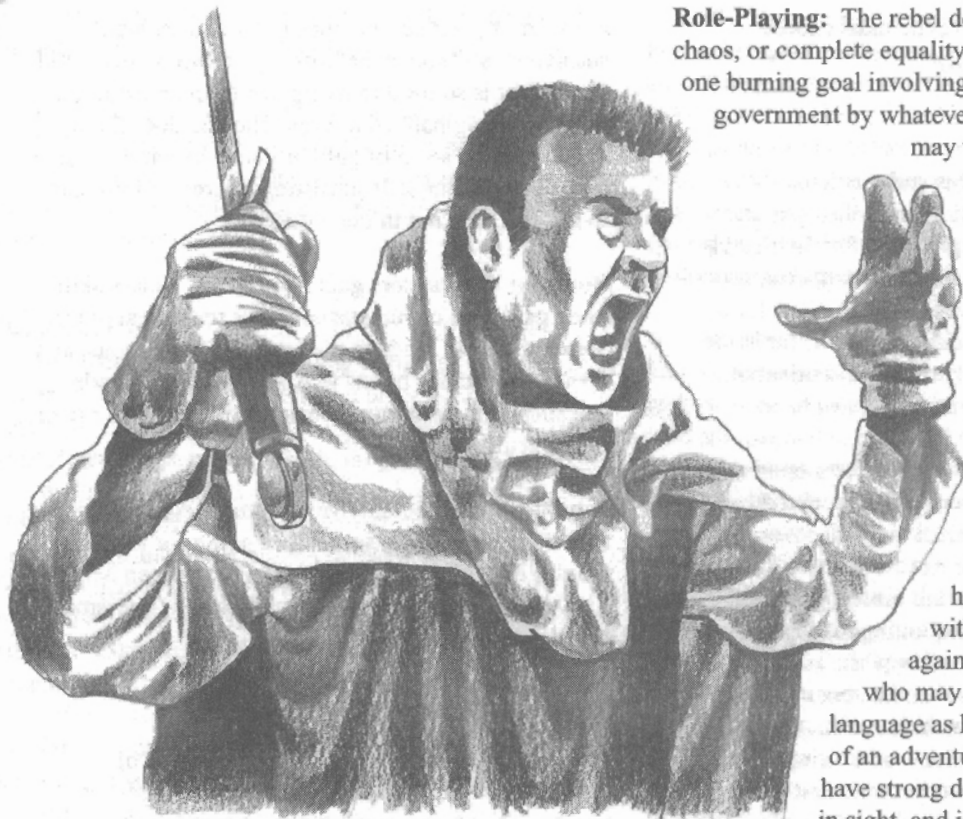
## REBEL

Many take to the wilderness not in the hope of attuning themselves with the heart of the forest or finding enlightenment among the natural world, but because they burn with anger at an unjust empire or oppressive foreign invader. These courageous rangers are known as rebels, and they use every ounce of their understanding of the wilderness both to evade pursuit and to launch daring guerrilla raids on the nation's armies, overlords and other symbols or instruments of power and privilege.

The rebel's life is often a short and yet productive one, for the authorities have no patience with such a blatant challenge to their rule. Many a rebel will find himself strung up at best, and tortured to death at worst. Few achieve the relative luxury of an honourable exile or the attainment of a ripe old age in hiding, and fewer still successfully overthrow the government of the land. For most rebels, though, it is the fight against tyranny that is most important, whether successful or not. By making themselves symbols of resistance, they empower and give hope to ordinary people, as well as striking fear into the hearts of the rich.







**Adventuring:** For the dedicated rebel, any adventuring must be a means to an end. This can encompass a great deal of traditional adventuring and even dungeoneering, as he perhaps quests for a long-lost artefact that is said to restore the true rulers of the land, or carries out a daring raid to free his comrades from the local baron's gaol. A rebel's everyday existence is a continuous adventure in itself. Whether it is fleeing and hiding from the forces of law and order, breaking into a town's armoury to steal longbows and arrows for his followers, making a direct attack on a force of soldiers escorting the tax collector through the forest, or negotiating with other rebel leaders and foreign sympathisers, there is never a dull moment in the life of the rebel. Few are prepared to give this up for the mercenary freelancing of the typical adventuring party, though a sufficiently persuasive rebel may instead persuade the party to join him in his quest for justice and freedom! Those who do leave the life of a rebel do so either because they are disheartened or they have become so notorious they simply cannot continue to operate without jeopardising everything they have fought for. The latter kind of rebel often takes a kind of sabbatical as a wandering adventurer, growing stronger and more experienced, knowing that one day he will return to lead the rebel cause to victory.

**Role-Playing:** The rebel does not always seek chaos, or complete equality for all, but he does have one burning goal involving dismantling the current government by whatever means are practicable. He may wish to replace it with the old aristocracy or a more republican leadership, but he probably does not desire complete anarchy. The most successful rebels in terms of garnering popular support are usually fighting back against foreign invaders, for many who might not lift a finger to depose an oppressive native King, who has divine right on his side, will happily side with the resistance movement against a newly installed King who may not even speak the same language as his subjects. As a member of an adventuring party, the rebel will have strong desire to keep his own goals in sight, and is unlikely to be pleased by what he may see as a focus on mere

monetary gains unless those gains can be put to good use for the cause. His natural leadership qualities often make him a good choice for party leader, if the party are willing to back up his rebellion or are able to persuade him to put revolution on hold for a time.

**Bonuses:** As the potential leader of a popular revolt, the rebel gains Gather Information and Diplomacy as class skills, and a +4 circumstance bonus to either of those skills when they target anyone who has at least one level in the commoner class. He gains the Leadership feat for free upon reaching 4<sup>th</sup> level, despite the usual requirement to be a minimum of 6<sup>th</sup> level. Furthermore as soon as he receives the Leadership feat the rebel gains +1d10 1<sup>st</sup> level commoners as bonus followers in addition to the usual followers and cohort, and an additional 1<sup>st</sup> level commoner for each character level he gains beyond the 4<sup>th</sup>.

**Penalties:** The rebel has a -4 circumstance penalty to all Charisma-based checks, including skill checks, which target officials of the government or members of the aristocracy. Furthermore, he never receives the Animal Companion class feature, as his affinity is more with other humans than animals.

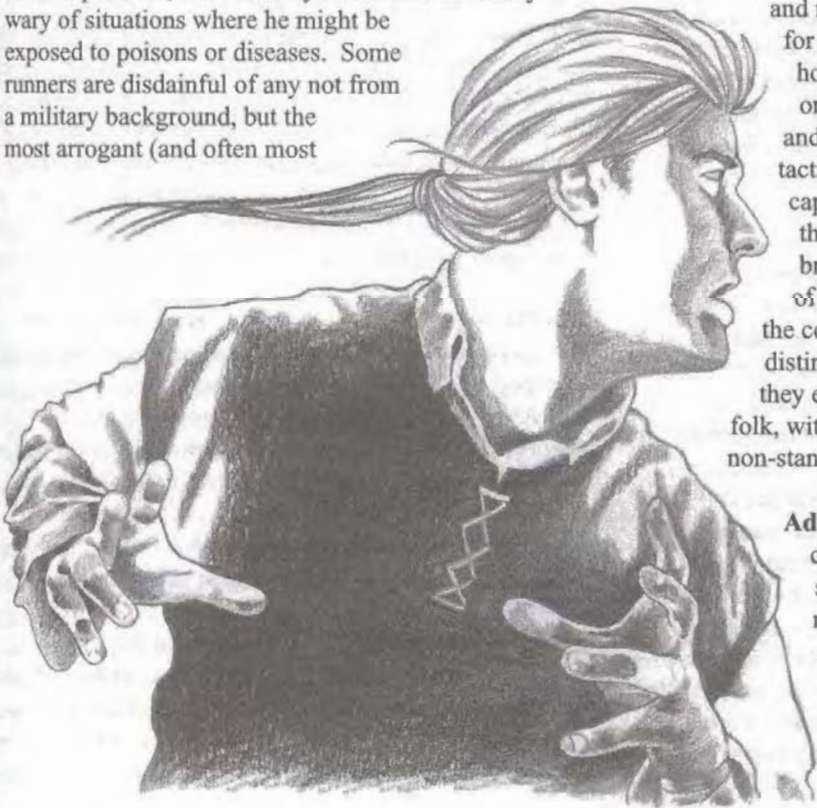


## RUNNER

Some rangers have a background as messengers known as runners, carrying orders from generals to the various units involved in a battle. This is a vital job, requiring speed, luck, courage, memory, initiative and clarity of speech. A good runner can make the difference between victory and defeat during the fog of war, and so can command a very high wage from a general who recognises his capabilities. As well as his short-range battlefield role, the runner is often given related tasks such as carrying a mounted message quite some distance, perhaps to a second army, or acting as an intelligencer spying on enemy forces.

**Adventuring:** A runner's role at the heart of the fighting is inevitably an extremely risky one, and though he is quite capable of defending himself in such situations, it is perhaps no surprise that thoughts of an easier and more profitable life will arise. Some stray whimsy may well lead him to take up adventuring, and the party that recruits a runner is a lucky one, for he combines most of the advantages of the ranger with a serious turn of speed.

**Role-Playing:** The runner is used to a relatively subservient role when in a group, but he also functions extremely well when alone, being highly self-sufficient. He is often obsessive with remaining fit and healthy, since his talents are so dependent on his athletic prowess, and this may make him unusually wary of situations where he might be exposed to poisons or diseases. Some runners are disdainful of any not from a military background, but the most arrogant (and often most



capable) of all may consider themselves above even the common soldiery too, since their mercurial role on the battlefield can be far more instrumental in bringing about defeat or victory than the more martial function of the ordinary fighting-man.

**Bonuses:** The runner gains a +10 feet bonus to his base movement speed when in light or no armour. This represents his long training for the role, since a runner's fleetness of foot is his most important asset. Furthermore, he gains Diplomacy as a class skill, which can be of use to him whether receiving or passing on orders.

**Penalties:** The runner does not receive the Favoured Enemy class feature at 1<sup>st</sup> level, as he is expected to avoid combat where possible. At 5<sup>th</sup> level, when he would usually receive his second Favoured Enemy and increase the bonus of one of his favoured enemies, he instead receives his first favoured enemy. From 10<sup>th</sup> level onwards he gains the Favoured Enemy class feature as normal. In addition, he does not have access to Knowledge (dungeoneering) as a class skill, since his duties almost never take him into underground tombs and caverns.

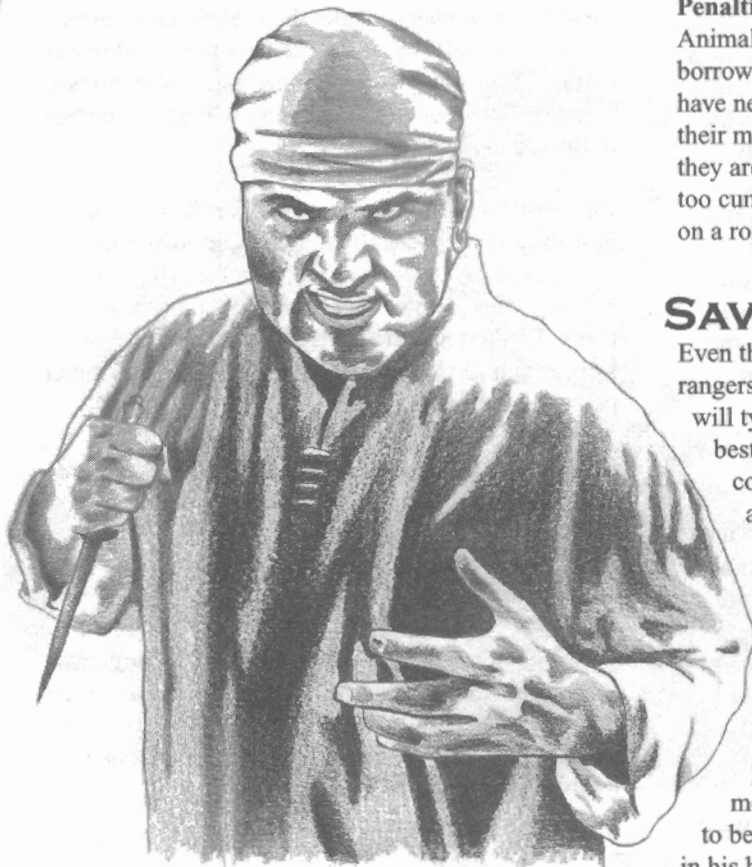
## SAILOR

Roving the ocean waves, knowing every cove and reef as intimately as landbound rangers know the copses and meadows of their homeland. Ever alert for an enemy sail or stormclouds on the horizon, the sailor knows he risks his life on a daily basis. Many cannot even swim, and they entrust their safety totally to the tactical and seafaring capabilities of their captain and fellow crew. This, along with their constant travelling the length and breadth of the world, far from the nations of their birth, sets sailors apart from the common run of humanity. They look distinctive, often affecting strange clothing; they even speak differently from ordinary folk, with their own unusual slang phrases and non-standard uses of normal idioms.

**Adventuring:** Whether taking a merchant cargo halfway round the world, submitting to the harsh discipline of a navy, or working as a more unorthodox maritime entrepreneur such as a smuggler, privateer or pirate, the sailor has his fair share of adventure. For many, their first contact with a more conventional adventuring party is







when that party charts the entire ship, perhaps taking it in search of a lost continent long sunk beneath the waves, or an ancient temple in a tropical jungle filled with the sound of drumming. With their generally upbeat nature and can-do attitude, sailors often take on other roles for a time, perhaps assisting the adventurers who hired the ship by joining their shore party for a time, perhaps on a more long-term basis if they see the potential for both profit and a challenge.

**Role-Playing:** The peculiarities of sailors have already been noted, and depending on the party, these can make him the oddball of the group, or just another freak among freaks! Of course, if the whole party has a more nautical bent, he will be seen as perfectly normal, since his comrades will understand his speech and emulate his fashion sense. Some sailors are the proverbial fish out of water on land, but most pride themselves on their versatility and will readily adapt to riding with an army, raiding an enemy encampment or venturing down a long-forgotten catacomb.

**Bonuses:** Sailors gain Balance as a class skill, for a sure foot can be a crucial asset on a slippery deck or swaying crow's nest. Furthermore they gain a +4 circumstance bonus to Balance, Profession (sailor) and Use Rope whenever aboard a boat or ship.

**Penalties:** Sailors do not have access to Handle Animal as a class skill, for although they sometimes borrow or steal riding animals on shore, they rarely have need of a pack animal or hunting hound as do their more land-lubberly counterparts. Furthermore, they are not proficient with shields, which tend to be too cumbersome for the fast-moving combats typical on a rolling deck.

## SAVAGE SCOUT

Even the most primitive tribes often find a use for rangers. A ranger growing up among barbarians will typically be the tribe's scout and one of its best hunters. He will be a valuable asset to his community, often leading its warriors whether on a hunt for meat or a raid on an enemy tribe, any time when stealth and wilderness skills are at a premium.

**Adventuring:** Many savage scouts tire of the often staid and traditional culture of their tribe, seeking out fame, fortune and excitement in the wider world. This is particularly the case for the savage scout with more than a little ambition, for unless he wishes to become a mere chieftain there is little for him in his home tribe. As soon as he comes into contact with civilisation, he will realise both its potential benefits and its obvious weaknesses – for a strong warrior, afraid of nothing, the opportunities offered by the more advanced nations seem limitless. So many city-dwellers are clearly weaker than he, yet they have better weapons, larger armies, more wealth, more debauched pleasures. By moving among them, learning a few of their ways, yet always retaining his almost elemental barbaric vitality and courage, he can make a name for himself that will last for centuries in the songs of the bards and legends of the common folk.

**Role-Playing:** Justifiably proud of his superiority over more civilised warriors, the savage scout has a highly developed sense of his own honour and 'face,' and will take any insult or offence very personally. Like many barbarians, his capacity for emotion often seems more extreme than that of the city-dweller or farmer, and he is capable of displaying anger, lust, laughter, and arrogance within moments of each another. Many savage scouts have a healthy wariness of city folks' magic, whether it be the cleric's bells and incense or the magician's robes and books. They put their faith in stout steel blades and the strength and quickness of their arms rather than spells. This distrust of magic does not extend to the divine spells of the shaman, adept, or druid, or of course the spells the savage





scout himself gains at later levels. The savage scout is often something of a loner, having tended to be the 'cat that walks alone' type even when within his tribe, his special skills setting him apart. If nothing else, his superlative stealth means that if others are too close to him, they may give his position away. This is even more pronounced when in a mixed party of adventurers that includes heavily armoured and other non-stealthy characters.

**Bonuses:** The savage scout gains a +2 competence bonus to all Hide, Listen, Move Silently, and Spot checks. His senses are uncannily attuned to the slightest sound and movement, and he moves as lightly as a shadow.

**Penalties:** Although the savage scout is proficient with light armour as are most rangers, he rarely wears it, preferring to rely on speed and stealth to get him out of trouble rather than bulky suits of metal. Most of the time he goes about clad only in a simple loincloth. Any time he does wear armour of any sort he loses the savage scout bonuses listed above, as well as being affected by the usual armour penalties. Furthermore

he is distrustful of arcane magic, and if a friendly wizard or other arcane spellcaster attempts to cast even a beneficial or harmless spell on him, he must always attempt a saving throw if allowed. Essentially he never counts as the willing target or subject of an arcane spell or arcane spell-like ability, because something instinctive within him attempts to resist on the most primitive level, beneath his conscious control.

## NON-HUMAN CHARACTER CONCEPTS

The concepts presented above draw upon human culture as presented in most fantasy campaigns. The following concepts present particular roles present in dwarf, elf, gnome, half-elf, half-orc, and halfling society. Each draws upon the basic traits that mark each race in the typical fantasy roleplaying campaign.

### DWARF CHARACTER CONCEPTS

Of the general concepts listed before, the prospector fits the best with the typical dwarf's point of view. Dwarf prospectors seek out both new veins of precious metals, and old workings that may have been abandoned for one reason or another but are still potentially profitable. They work underground as often as in the mountains, wandering the deepest caverns in the hope of discovering a valuable seam.

Often they are almost as interested in good sturdy iron and other utilitarian metals as in gems and noble metals, for though every dwarf dreams of gold, a new source for armour and axe-heads can be a dwarven settlement's salvation.

Dwarf heirs are also an interesting choice. An heir who rejects not only his responsibilities and family, but also the very dwarven way of life to become an overground ranger is unusual indeed, but can provide some intriguing roleplaying opportunities. Most of the other character concepts are rare for dwarves, though if you are using Mongoose Publishing's *Seas of Blood* supplement the occasional dwarf sailor crewing a Dwarf Floating Fortress may be fun. That said, a dwarf ranger of any kind other than the caver is a rarity indeed, since most dwarves dislike forests and other above-ground environments and have little facility with either fast running or horse-riding. For this reason, the rare dwarf who does feel an affinity with the woodland rather than caverns might reasonably choose almost any of the character concepts listed above.





## DWARF CAVER

Most dwarf rangers are expert at underground adventuring, rather than being the more usual foresters and overland trackers. Just as their surface counterparts rove the furthest wildernesses from civilisation, cavers have an intimate knowledge of the deep underground. Not for the caver the settled cavern-cities of the dwarven race, but the forgotten mines, abandoned workings, natural tunnels and even the borderlands of the most feared underground creatures such as mind flayers and dark elves. Cavers are as essential to dwarf society as are rangers to humans, and fulfil much the same function, acting both to ensure there are no threats lurking just beyond the inhabited caverns and to scout out suitable locations for new settlements. Of course, when it comes to underground war, cavers are also vital, operating as scouts ahead of the heavy infantry that make up the core of any dwarf army and carrying out quick hit-and-run skirmishing attacks.

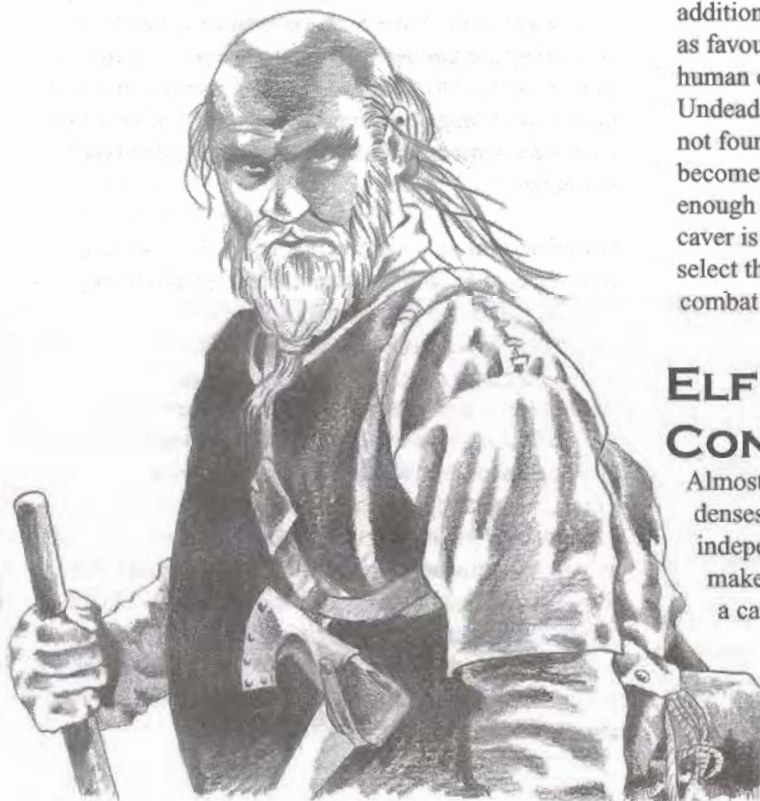
**Adventuring:** Cavers have specialised skills and talents that make them an almost crucial part of any adventuring party that plans to venture underground. Many are hired on a temporary basis by such parties, especially if the latter intend to delve deep into an abandoned dwarf settlement. Some realise how profitable and fulfilling such a life can be, for it allows them to make maximum use of their particular talents

but in the cause of personal gain – almost always a significant motivation for dwarves – rather than simply acting as protectors of their race!

**Role-Playing:** Cavers work well with others, so long as those others are of proven competence. They are well used to being part of a team, for the deep underground is too dangerous for all but the best cavers to risk working alone. However, they take an intense pride in their abilities, and most will expect to be deferred to on all matters of underground survival, or even given temporary leadership of an adventuring party whenever it is operating underground. Many have an overriding hatred for their favoured enemies, having fought them so long and hard that they do so almost by instinct, which can be problematic for a party intent on pursuing diplomatic relations with the denizens of a dark elf city or other traditional caver foes.

**Bonuses:** A dwarf caver's Wild Empathy class feature does not apply to all animals, as the ordinary ranger's does. Rather, he may use Wild Empathy against any creature whose Intelligence score is 1 or 2 (only) and whose Climate/Terrain entry includes the word 'underground.'

**Penalties:** A caver does not receive the benefits of Wild Empathy when dealing with non-underground creatures such as typical forest-dwelling animals. In addition, a caver may only ever select the following as favoured enemies: Dragon, Humanoid (any but human or shapechanger), Monstrous Humanoid, Ooze, Undead, or Vermin. Other classes of creature are either not found underground often enough for the caver to become familiar with them, or simply do not present enough of a threat to the dwarven communities the caver is sworn to protect. Finally, cavers may not select the quarterstaff, mounted combat, or unarmed combat styles (see p102).



## ELF CHARACTER CONCEPTS

Almost all elves feel a deep connection with the densest and wildest forests, and desire freedom and independence above almost all else. These qualities make them ideally suited to the ranger class, and a case can be made for an elf ranger with almost any of the above character concepts. The more morally ambiguous concepts such as borderer, cattle rustler, forester, and poacher are all rare, but it should be remembered that elves do not necessarily recognise human law, and any of these character concepts can



be appropriate for an elf who raids only human lands or robs human travellers, though he will rarely be quite so vicious as a human with a similar character concept.

Desert nomads and savage scouts are perhaps the least common elf ranger concepts, since they do not fit well with the idea of elf culture as presented by most fantasy game worlds. However, in settings which do allow for dune-dwelling elves or primitive elf tribes, these character concepts can work perfectly well. The elf heir who takes to ranging is also something of a rarity, simply because such a course of action would not necessarily be inappropriate or an abrogation of responsibility for an elf. The heir who deliberately flees his heritage by travelling to a far-distant forest might fit with the character concept a little better, but the huge lifespans and culture of freedom enjoyed by elves mean that a young heir could legitimately wander for decades without his parents becoming concerned or assuming he is turning his back on his destiny. Likewise, elf prospectors are very unusual, on a par with dwarf foresters, though the occasional perverse elf will turn his back on the forests and instead head for the hills – or more often, simply head for the wooded hills, preferring the high pine forests to the lowland oaks and ashes.

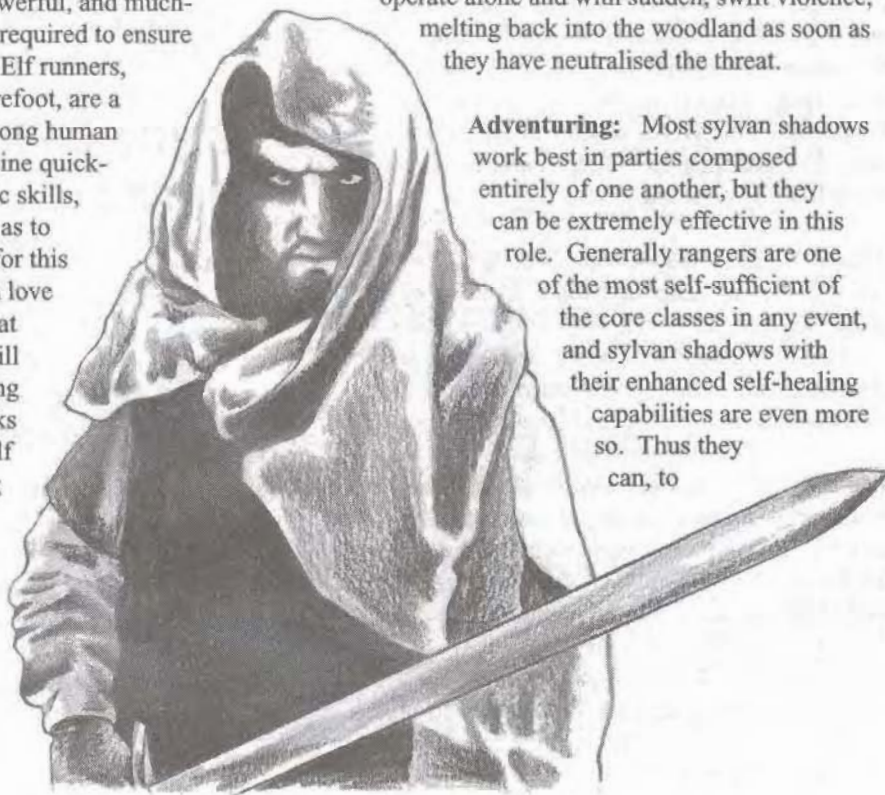
Elf sailors, runners, and rebels are all common enough. Elves traditionally love the sea, revelling in its elemental wildness, so like and so unlike the forest. The elven navy is large, powerful, and much-feared, so a great many sailors are required to ensure its high standards are maintained. Elf runners, often working unarmoured and barefoot, are a reasonably common sight even among human armies, for the elves seem to combine quick-wittedness, fearlessness, diplomatic skills, and fleetness of foot so effectively as to make them very much in demand for this job. As for rebels, the innate elven love for freedom is enough to ensure that any tyrant or unjust government will soon find a number of elves flocking to the opposition, swelling the ranks of the revolutionary movement. Elf gamekeepers may seem something of a paradox, since most elves disdain the law, but their love of the forest and desire to protect it will sometimes take precedence over their libertarian tendencies. This is especially true if the depredations of human poachers are seriously depleting

the numbers of woodland creatures, something an elf poacher would never do.

### ELF SYLVAN SHADOW

The sylvan shadow is almost legendary even to the elves. He is the forests' first and last line of defence, utterly attuned to the deep woodland far even from most elven habitations. Usually the sylvan shadows work alone or in small bands, roving through the forest, making almost no impression on it, sleeping under bushes or in tree-tops, building nothing, killing nothing, eating only roots and herbs. They are rarely seen, even by other elves, preferring to have little contact with other who are not also sylvan shadows. They see themselves as the guardians of the true wilderness, the most ancient woodland in far larger swathes of forest. They protect it both directly, working with centaurs, fey and other sylvan creatures to defend this sacred land from attack, and indirectly by working to protect the outer forest around the heartland. This last is done by careful, stealthy scouting, so that a fast-moving band of sylvan shadows will soon be aware of all that occurs within 'their' forest. That way they can identify any potentially more major threats, such as a rampaging orc tribe, long before they reach the deep woodland, stopping them in their tracks in the outer forest. This is one of the few occasions that ordinary elves may see them, though even in this case the sylvan shadows much prefer to operate alone and with sudden, swift violence, melting back into the woodland as soon as they have neutralised the threat.

**Adventuring:** Most sylvan shadows work best in parties composed entirely of one another, but they can be extremely effective in this role. Generally rangers are one of the most self-sufficient of the core classes in any event, and sylvan shadows with their enhanced self-healing capabilities are even more so. Thus they can, to







## CHARACTER CONCEPTS

a large extent, do without the traditional balanced adventuring party, combining direct melee combat capability, indirect archery, magical healing and utility and superlative stealth skills. The extremely rare sylvan shadow who leaves his home wood and joins a different party usually does so because he has utterly disgraced himself in some way, perhaps by failing to prevent the destruction of the deep forest and by some mischance surviving the catastrophe himself. Such a one will be grim and melancholic in the extreme, and will likely either dedicate his life to revenge or fall apart completely.

**Role-Playing:** Sylvan shadows are very distant, even from one another. They rarely speak, expecting that they will comprehend each other by more indirect and subtle signals, which seem to verge on telepathy to an outsider. Though they always seem to have a faraway look in their eyes, this is more due to their total immersion in the now, the moment, than to any dreamy or absent-minded quality, and the enemy who thinks to ambush a sylvan shadow because he looks 'distracted' is likely to suffer a serious comeuppance.

**Bonuses:** Sylvan shadows are able to draw sustenance and healing simply from the atmosphere of the woodlands they so love. Up to three times per day, by sitting and meditating in any forest for ten minutes, the sylvan shadow may cast a *cure light wounds* spell (as though cast by a druid of half his class level) though the target must be himself. This is a spell-like ability, and is gained in addition to any spellcasting capability the sylvan shadow may have acquired through levels in the ranger class or another spellcasting class. Furthermore, the sylvan shadow treats Innuendo as a class skill, enabling him to communicate silently with his fellows in the wood.

**Penalties:** No sylvan shadow is proficient with any martial weapons, other than those favoured by the elven race (longbow, composite longbow, shortbow, composite shortbow, longsword, and rapier) and the shortstaff, though he is proficient with all simple weapons as usual. Sylvan shadows are supposed to tread lightly upon the earth, and using up precious natural resources to forge anything other than the bare minimum of metal weaponry is frowned upon – many prefer to use simple weapons such as quarterstaves or fire-hardened spears. Sylvan shadows must always have Hide and Move Silently at the maximum ranks they have available, since they rely on their stealth skills to survive. Furthermore they must select Humanoid (goblinoid, gnoll, or orc) as their first Favoured Enemy at 1<sup>st</sup> level, as they are expected to target the enemies of the forest with especial vigour.

The sylvan shadow does not have Ride, Knowledge (dungeoneering), or Profession as class skills, as none of these are necessary to his way of life.

## GNOME CHARACTER CONCEPTS

Many gnome rangers favour the prospector character concept, turning their love for precious gems into a career. Most have little interest in stealing cattle, do not live in deserts or primitive tribes, and are not good at running, and so they almost never have a cattle rustler, desert nomad, savage scout, or runner character concept. However, the occasional impoverished, war-torn gnome community may turn to border reiving for the same reasons as their human counterparts, riding down from their hills on ponies, searching for whatever plunder they can find.

Likewise, gnomes will flock to a worthy cause, joining a revolutionary group as rebels if it is clear that the current rulers are evil. Gnome sailors, foresters, gamekeepers, and poachers are all distinct possibilities, though in most cases the latter three will relate more to lightly wooded rolling hills than to the denser forests of their human counterparts.

Gnome heirs do not seem prone to quite the same wanderlust as their human counterparts, perhaps because among gnomes with responsibility and power, just as with any other gnomes, humour is paramount. Even matters of rulership are not taken too seriously.

## GNOME BOUNDARY-BEATER

One of the reasons gnomes rarely have territorial disputes, even with other reasonably civilised races, is their practice of boundary-beating. In this regular festival, carried out once a year, the boundaries of each village or hamlet are paced by prominent members of the community, led by the boundary-beater and accompanied by gnome youths. Along the way, under the direction of the boundary-beater, the youths use cut switches of willow to beat the ground along the area's boundaries. This serves to remind and reinforce the traditional territorial bounds, and prevents many a dispute over just how far one's farm's meadows stretch before giving way to the pastures of the next village. The boundary-beater's job is to retain in memory every detail of those boundaries, every rock and tree-stump that might give a clue as to where one village's land ends and another's begins. This gives him his title, though he also spends the year patrolling





the boundaries, acting as a kind of rural policeman. This is responsible for keeping gnomish communities extremely peaceful, for the boundary-beater rarely has to punish or bring to justice any wrongdoers – a quiet word at the right moment will suffice to quell trouble before it begins in the majority of cases.

**Adventuring:** Boundary-beaters have a strongly developed sense of justice, and many factors can induce them to leave behind their relatively peaceful existence, particularly if an outside force attacks their village or if they are unable to prevent the commission of a particularly heinous crime within their boundaries. In the former case they may join an army or other resistance force, and in the latter they often set off solo to track down the evil-doer and bring him to justice. This exposure to a wider world often wakes within them a desire for travel, a vocation to which they are well-suited due to their constant pacing and roving of the village's bounds.

**Role-Playing:** Boundary-beaters have a certain quiet authority about them, which they prefer to use before

they swing their shortstaves or unsling their hammers. One who mistakes their apparently peaceable nature for cowardice or simple-mindedness, though, will likely find cause to regret it, for once roused they will fight with the fury of a cornered badger.

**Bonuses:** Boundary-beaters have Knowledge (local) and Diplomacy as class skills. They gain a +2 competence bonus on Knowledge (local) checks and Diplomacy checks, with an additional +2 circumstance bonus to Diplomacy checks that target gnomes or other long-term villagers within the character's home village and its boundaries.

**Penalties:** Boundary-beaters rarely have need for secrecy during their patrols, and so do not have access to Hide or Move Silently as class skills.

## HALF-ELF CHARACTER CONCEPTS

Half-elves can function in any or all of the human ranger character concepts, particularly if they have had a human upbringing. They seem particularly well-suited to the roles of poacher, rebel, and runner, all of which seem to fit neatly with their capabilities and preferences. The poacher's and rebel's need for good social skills in particular can be fulfilled by a half-elf's naturally gregarious personality. Many half-elves exult in the wiry limbs and easy athletic grace their mixed heritage grants them, viewing the job of runner as not so much a profession, more a vocation.

Half-elf sailors are also common enough, though most half-elves do not feel the call of the waves with quite the same fervour as do their full-blooded elven cousins. They can certainly make competent enough sailors, and their sharp senses and low-light vision makes them prized as lookouts even on human ships that might not so readily trust a full elf. Half-elf heirs might seem scarce, since it is unusual for wealthy or noble families among either elves or humans to marry outside their species. However, when such unions do occur the child of them very often feels out-of-place in their home society, making them likely candidates for the role.

Half-elves rarely come from the savage scout, desert nomad, or cattle rustler backgrounds, though this is far more common than elves with such a character concept since the human parent may come from a more tribal or nomadic culture. Half-elf gamekeepers are not quite so unusual, though like the elves many half-elves are freedom-loving individualists who, if anything, would be more drawn to poaching. Likewise half-





## CHARACTER CONCEPTS

elves occasionally act as borderers, sometimes in small mixed elf, human, and half-elf clans who raid both a nearby elf forest and human lands.

### HALF-ELF MESSENGER

Natural negotiators and go-betweens, half-elves frequently make excellent roving ambassadors between a human nation and the local elvish forest. Bearing gifts and honeyed words from one side to the other, they have a great deal of autonomy when it comes to hammering out the finer points of any deal. Sometimes they will spend a long while at one court or another, but in times of crisis or uncertainty they may be almost constantly riding back and forth between the two rulers, carrying the latest news or requests for assistance.

**Adventuring:** Though a messenger is typically at his busiest if a war breaks out, he will often become dragged into such a conflict despite his other duties, although it is also likely that he will be expected to continue bearing messages between the two allied communities but now with an escort of equally fast-moving guards. In an adventuring party, the messenger's ownership of a decent mount can be a significant boost to the group's combat strength at low levels, particularly if the messenger learns good horse archery skills. Messengers also excel at putting strangers and friends alike at their ease,

making them ideally suited to the role of party spokesman or leader.

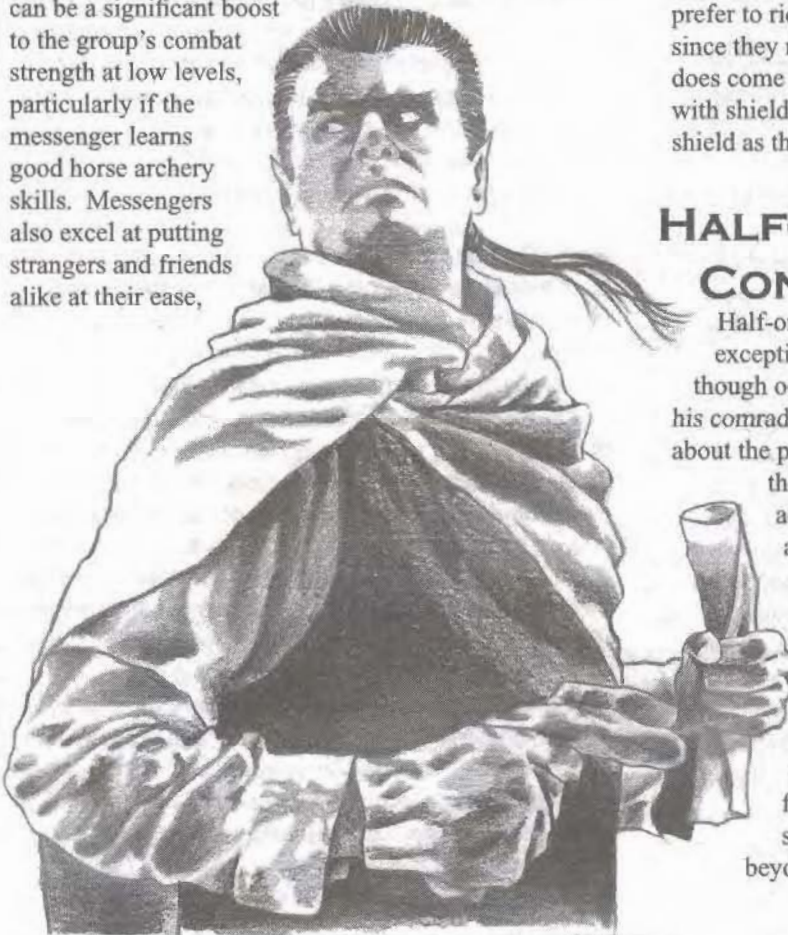
**Role-Playing:** Messengers take the usual half-elf silver tongue and ready charm to a level almost equal to that of the rogue, though their aim is rarely to deceive and most are scrupulously fair and honest. Their position as a neutral go-between relies on both their dual heritage and their continued demonstration of freedom from bias. This can make them somewhat infuriating companions, particularly in groups that expect any character with the 'gift of the gab' to be quite happy to lie and bluff the party's way out of trouble.

**Bonuses:** The half-elf messenger begins play with a light warhorse, in addition to his usual starting package or money. He relies on his horse for his livelihood, and has ensured he can afford a good one right from the start. Furthermore, he gains Diplomacy as a class skill.

**Penalties:** Messengers are not proficient with any armour – even a chain shirt would often be enough to slow their horses down, particularly if they carry a small amount of weaponry, rations, other essential gear, and even gifts from one party to the other. They prefer to ride away from trouble at maximum speed, since they rarely have the luxury of any backup if it does come to combat. Messengers remain proficient with shields, and most carry at least a buckler or small shield as their main form of defence.

### HALF-ORC CHARACTER CONCEPTS

Half-orcs love war and looting, making them exceptionally well-suited to the role of borderer, though occasionally a half-orc will fall out with his comrades because he becomes too enthusiastic about the plundering and pillaging side, endangering the entire clan by refusing to flee back across the border when needful. Half-orcs are rarely other types of ranger, however, except that those who grew up with an orc tribe commonly use their slight edge of intelligence and subtlety over full-blooded orcs to carve out a niche for themselves as savage scouts. Half-orc sailors are occasionally recruited by those captains who value strength and fierceness above brains and skill, though such lubberly recruits rarely progress much beyond the status of ordinary seamen.

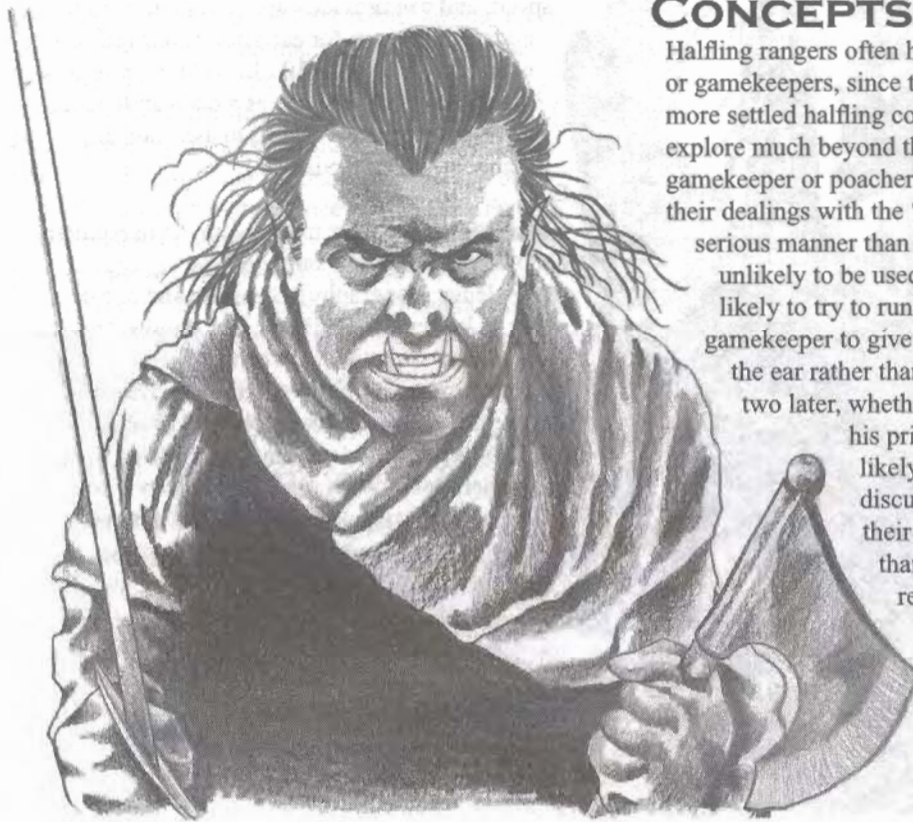




## HALF-ORC LONER

Unlike the half-elf and so many other cross-breeds, the half-orc is unlikely to be fully accepted into either of his parent communities. He is simply too tainted by his orcish side for humans to ever feel entirely at their ease with him, and too cursed by his human weakness and good looks (relatively speaking) to fit in very well with orcs either. This leads many half-orcs to a life of more-or-less self-imposed exile, wandering the forests and plains alike, rarely staying for more than one night in the same place. At first he may take short-term jobs when they become available, but he will never put down roots. He will be hounded out of many human villages before he even reins in his horse, and sooner or later most loners begin to simply avoid all settlements, travelling only in the deepest wildernesses far from civilisation.

**Adventuring:** Loners are naturals for accidentally uncovering lost jungle cities, releasing ancient evils, and other classic adventure-starting activities, since they so often wander where almost no-one else goes. Such an occurrence may be one of the few things that happens to the loner which he cannot find a way to deal with, and is often the first time in his life that he seeks assistance from others. If those others happen to be a party of adventurers, he may at last find himself accepted for what he is, rather than insulted and driven off.



**Role-Playing:** Joining an adventuring party can be a turning-point for the loner, though he is never likely to feel entirely at ease in company. He always suspects that his friends and comrades will one day turn against him, as he feels his parents and so many others have done in the past. This constant paranoia is likely to continue for many years after the remainder of the party have accepted the loner as one of their own, and they may be shocked if they ever discover how little he still trusts them. He is unlikely to abandon them himself, though he may constantly test them as though attempting to provoke them into rejecting or even attacking him. He is far more used to being abused or humiliated than welcomed, and old habits die hard.

**Bonuses:** The half-orc loner must rely on his own skills far more than even other rangers must, since he rarely works with others. He gains +4 skill points to spend at 1<sup>st</sup> level, and +1 with each ranger class level gained thereafter.

**Penalties:** The loner's social skills are even more lacking than those of most half-orc rangers. He receives a -2 competence penalty to the following skill checks: Bluff, Diplomacy, Gather Information, Perform, and Sense Motive.

## HALFLING CHARACTER CONCEPTS

Halfling rangers often have a background as poachers or gamekeepers, since those who grow up in the more settled halfling communities tend never to explore much beyond the fields they know. As either gamekeeper or poacher, the halfling will likely regard their dealings with the 'opposition' in a far less serious manner than a human might; lethal force is unlikely to be used by either side. A poacher is likely to try to run, rather than fight back, and a gamekeeper to give the poacher a good clip round the ear rather than have him hanged. An hour or two later, whether the poacher got away with his prize or not, the two of them are as likely to be sitting in the local tavern discussing the price of ale as shaking their fists at one another. Other than the occasional prospector, rebel or sailor, almost all halfling rangers are either poachers, gamekeepers, or pioneers.





## HALFLING PIONEER

Every halfling community has need of at least one pioneer. Even supposedly settled villages, with apparently permanent homes, are willing to up sticks, load all their possession onto carts, and set off into the wild blue yonder in search of a better life, though on average they may only do so once a decade or less. For the more nomadic communities, of course, such uprootings are a commonplace occurrence, with many bands migrating at least twice a year – perhaps taking on seasonal farm work in the summer, then heading south after the harvest to winter in a warmer and more profitable large city, where they can live by their wits till springtime. In any case, the pioneer is vital. Not only does he act as an advance scout, hunt and gather food for the wanderers, and warn of dangers ahead, he must also keep constantly aware of the bigger picture, even when his community is relatively static. They might need to uproot at any time, after all, and if he cannot tell his elders right away what the advantages and disadvantages are of travelling in each direction, he is not going to have a job for very long. Thus, between genuine pioneering, he must keep abreast of both local news and faraway events, and decide which happenings are important enough to affect his community.



**Adventuring:** Though a pioneer must always be reasonably 'on call' in case of a large-scale halfling migration, he is expected to at least do some wandering and adventuring between-times, simply to ensure he is well aware of important goings-on. Many pioneers kill two birds with one stone by joining a party of adventurers that is itself relatively mobile, allowing them to catch up on the news and constantly scout the local area while bringing in a bit of much-needed gold and experience.

**Role-Playing:** Halfling pioneers are among the most gregarious of rangers, since natural curiosity and an aptitude for discovering rumours and news are crucial for the job. Most are at their ease both in their home communities and outside in the wider world, among the 'big folk' and others. Sometimes their inquisitiveness can get them and their comrades into trouble, but just as often it is the pioneer who uncovers a great lead that can bring the whole group adventure and riches.

**Bonuses:** Halfling pioneers must often lead a large halfling community through the wilderness, and are expected to contribute to feeding it, keep it on the right track, and help it evade predators or other hazards. Long practice at doing this grants them a +2 competence bonus to all Survival checks. Furthermore, when using the Survival skill to get along in the wild, the pioneer may move up to three-quarters his overland speed, and can provide enough food to feed one additional person for each point by which his check result exceeds 10. In addition, pioneers gain Gather Information as a class skill, since good gossip can be crucial to ascertain any changes in local lands.

**Penalties:** Pioneers must spend the maximum allowable skill points on the following skills: Knowledge (geography), Survival, and one or other of Profession (builder), and Handle Animal, depending on whether the character comes from a more static community or a mobile, wagon-living clan. This applies both at 1<sup>st</sup> level and at subsequent levels. They are expected to be expert not only on the trail, but also with the necessary skills required to put the community back on its feet in its new lands.



# THE PRESTIGE RANGER

The core ranger class is in many respects one of the most powerful and versatile in the game, with the best attack bonus, second-best skill points, an average to strong hit die, two good saving throws, a few spells, and a powerful array of class features including a number of free feats. A player who begins to play a ranger character could do a lot worse than stay a ranger indefinitely, and is unlikely to regret making such a choice.

The ranger, though, is also a character class that hints at a great many different archetypes. Almost any adventurer whose specialties involve nature and the wilderness can be depicted by starting out as a ranger, and choosing an appropriate prestige class on qualifying for it. Many ranger players will also find their characters naturally developing in a particular direction, be it with an emphasis on animals, archery, or perhaps outlawry, and will at some point take a few levels in one or more of the prestige classes listed here.

All of these prestige classes can seriously enhance the ranger's capabilities, though inevitably they also involve giving up some of the benefits he could have gained by simply continuing as a standard ranger. The core ranger class though is such a good generalist that even the prestige classes based on it are among the most flexible of their kind, producing highly versatile characters capable of providing a significant enhancement to both the ranger character and his adventuring party. They combine these good all-rounder qualities with specialisations that can make the prestige ranger utterly devastating - under the right circumstances.

## ANIMAL CHAMPION

The animal champion selects a particular animal type with whom he already has a very close relationship. Dedicating his life to protecting and even serving those animals, he gains a new, deep level of intuitive understanding of his chosen creature. This allows the animal champion to gain a variety of new animal powers and even additional animal companions, including the ability to take on the animal's form. The animal champion's often warlike life and utter single-mindedness when it comes to defending his charges make him a fearsome combatant, which combined

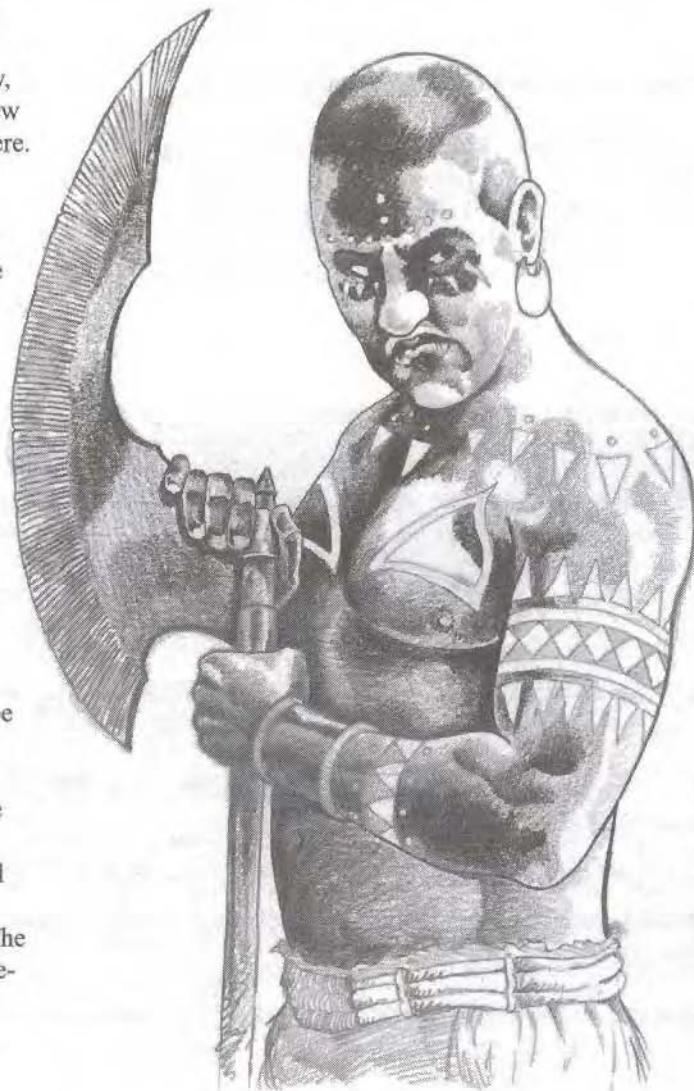
with his specialised magical powers allow for a very versatile character. In effect, each animal champion is like a separate prestige class, with slightly different class features.

Almost all animal champions come from a background as rangers. A few high-level druids also become animal champions, though for most the difficult entry requirements and lack of additional spells make this prestige class a poor bargain. Animal champions can be found anywhere their animal type exists, defending their charges, or far away from them questing for a particular artefact or slaying a special enemy of the species.

**Hit Die:** d8.

### Requirements

To qualify to become an animal champion, a character must fulfil all the following criteria.







## THE PRESTIGE RANGER

**Base Attack Bonus:** +10 or higher.

**Alignment:** Neutral or neutral good.

**Feat:** Animal Affinity

**Special:** Must possess the Animal Companion class feature, and have as his animal companion a member of the species he wishes to champion. Furthermore, many types of animal champion must fulfil an additional requirement depending on the species they wish to champion, though some have no additional requirement (see Table on p26). Finally, before being accepted as an animal champion, the character must prove his worthiness and dedication by fulfilling a great deed or quest for the chosen species (see sidebar).

### Class Skills

The animal champion's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (nature) (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Survival (Wis), Spot (Wis), and Swim (Str). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 4 + Int modifier.

**Animal Champion Skills Note:** An animal champion whose chosen animal (see below) has a prerequisite that gives a bonus to skills that are not on the above animal champion skill list, such as Skill Focus (Knowledge – any) or Persuasive, may treat those skills as additional class skills.

### Class Features

All of the following are class features of the animal champion prestige class.

**Weapon and Armour Proficiency:** The animal champion is proficient in all simple and martial weapons, and light armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Chosen Species:** On becoming an animal champion, the character immediately selects the type of animal he already has for an animal companion as his chosen species. This is the animal species which he dedicates his life to protect and fight for. Note that only one species may be chosen, and related species never count as the chosen species, for example an animal champion dedicated to protecting medium vipers does not consider small vipers to be members of his chosen species, even though both characters will typically be known simply as 'viper champions' and will have almost identical class features. The new animal companion types presented on p26 may also be chosen.

At least once per year, the animal champion must do a great deed or achieve a quest of some sort on behalf of the chosen species, or else will lose his animal champion status (see sidebar).

**Animal Companion:** An animal champion's animal companion continues to gain bonus hit dice, natural armour class adjustments, and other benefits when the

### Great Deeds and Quests for the Animal Champion

The animal champion is expected to regularly fight for his chosen species, in addition to pursuing his own ends. It is always up to the Games Master to decide what is a suitable quest for an animal companion to pursue to fulfil his annual obligation to serve his chosen species. The following are suitable starting points:

- † Destroy a great enemy of the species. This will often be a humanoid tyrant whose plans involve the death of many members of the chosen species, even as a sideline to a more major plan of invasion or conquest.
- † Recover an ancient artefact or relic that relates to the species, and hand it over to the Elders of that species (see pXX).
- † Create a new home or habitat for a number of members of the species, and assist them to get a colony established there.
- † Broker an alliance for the species, perhaps by simply acting as their ambassador to the Elders of a neighbouring species, perhaps by persuading a local community to treat the species as taboo or otherwise exempt from attack.

The Games Master and player should work together to devise quests for animal champion characters using the above ideas as guidelines and inspirations.



## THE PRESTIGE RANGER

animal champion gains a level, just as if he had gained a level in the druid character class. Unlike a druid or ranger's animal companion, an animal champion's companion may never be voluntarily released from service so as to gain an alternate companion.

If the animal companion is ever killed, the animal champion may not use any of his animal champion class features until it is somehow restored to life, such as by means of a *raise dead* spell. The animal companion will never die of old age, but if the animal champion himself is killed, the animal companion will spontaneously die 1d3 weeks later, pining at its former friend's gravesite until it finally accepts he is not going to return.

**Animal Friendship:** All animal champions are well disposed to the particular animal they champion, and those animals are well disposed in return. From 1<sup>st</sup> level onwards, an animal champion may never deliberately harm an animal of his championed species nor allow others to harm one. In return, animals of his championed species will never harm him, and he gains a bonus equal to his class level on all Wild Empathy checks made targeting members of his championed species. He does not gain any particular power to communicate with them. If an animal champion ever deliberately harms an animal of his championed species, he immediately sustains 1d3 permanent damage to Charisma and may no longer advance in levels as an animal champion. This is an extraordinary ability.

**Charm Animal:** At 2<sup>nd</sup> level, the animal champion gains the power to cast *charm animal* as though cast by a druid of the his class level +10, up to once per class level per day, so long as the target is an animal of his chosen species. This is a spell-like ability.

**Power of the Animal:** At 3<sup>rd</sup> level, the animal champion gains a special class feature taken from the table on p26, depending on his chosen species. At 6<sup>th</sup> and 9<sup>th</sup> levels, he gains further appropriate class features, also from the same table. Some of these class features are derived from the traditional powers of the animals concerned in myth and legend, and indeed animal champions and their companions with those powers are the basis of those legends. Other class features involve a transfer (often not as powerful as the original) of one of the animal's own special attacks or defences.

Any of these class features that are spell-like abilities are cast as though by a cleric of the animal companion's class level +10, even if the spell would not normally be a divine spell. In the case of spells which refer to whether the caster channels negative or positive energy, the animal champion must decide which he channels on first gaining the use of such a spell-like ability. Furthermore, spell-like abilities can be cast on or made to affect the animal companion using the share spells extraordinary ability as usual. Material components are not required for spell-like abilities unless otherwise noted.

### The Animal Champion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Chosen Species, Animal Friendship, Animal Companion
2	+2	+3	+0	+0	Charm Animal
3	+3	+3	+1	+1	Power of the Animal I
4	+4	+4	+1	+1	Animal Form
5	+5	+4	+1	+1	Animal Growth (1/day)
6	+6	+5	+2	+2	Power of the Animal II
7	+7	+5	+2	+2	Animal Form (3/day)
8	+8	+6	+2	+2	Companion Pack
9	+9	+6	+3	+3	Power of the Animal III
10	+10	+7	+3	+3	Animal Form (unlimited)





## THE PRESTIGE RANGER

### Animal Champion Requirements, and Power of the Animal Effects, by Animal Type

Animal Type	Additional Prestige Class Requirement	Power of the Animal I (3 <sup>rd</sup> level)	Power of the Animal II (6 <sup>th</sup> level)	Power of the Animal III (9 <sup>th</sup> level)
Ape/Dire Ape	Improved Unarmed Strike	Ape's Agile Clambering	Ape's Mimicry	Ape's Muteness
Badger/Dire Badger	Great Fortitude	Badger's Fury	Badger's Luck	Badger's Tenacity
Bat, Dire	None	Blindsight	Improved Blindsight	Bat's Uncanny Travel
Bear (any)	Must be at least Medium-size	Bearhug	Bearpaw's Nourishment	Bear's Loyalty
Bison	Toughness	Bison's Rush	Bison's Sharp Ears	Bison Dance
Boar/Dire Boar	Improved Overrun	Boar's Ferocity	Boar's Charge	Boar's Cunning
Camel	Endurance	Camel's Wilful Fortitude	Camel's Fortified Will	Camel's Hardiness
Cheetah	Run	Cheetah's Run	Cheetah's Sprint	Pounce
Crocodile (any)	Toughness	Crocodile's Ambush	Crocodile's Scales	Crocodile Tears
Dinosaur (any)	Power Attack, Sunder	Dinosaur Sunder	Dinosaur Strength	Terrible Lizard
Dog/Riding Dog	Track	Dog's Nose	Doggedness	Dog Guardian
Eagle	Alertness	Eagle's Eyes	Eagle Strike	Eagle's Cry
Elephant	Skill Focus (Diplomacy)	Elephant's Nobility	Elephant's Memory	Elephant's Blessing
Fox	Skill Focus (Bluff)	Fox's Cunning	Foxtongue	Foxtail Flight
Hawk	Skill Focus (any)	Hawkeye	Sunhawk	Sunhawk ( <i>fire shield</i> )
Horse/Pony (any)	Skill Focus (Ride)	Horse's Surefootedness	Born to the Saddle	Horse and Hattock!
Leopard/Wildcat/Dire Wildcat/ Lynx/Caracal	Stealthy	Camouflage	Hide in Plain Sight	Pounce
Lion/Dire Lion	Skill Focus (Intimidate), Wild Empathy class feature	Pounce	Lion's Roar	Lion's Regal Bearing
Lizard, Giant	None	Lizard's Tongue	Lizard's Sunbeam	Lizard's Regeneration
Mongoose, Dire	Improved Initiative	Mongoose's Quickness	Mongoose's Stubbornness	Mongoose's Retaliation
Octopus/Squid, Giant	None	Water Breathing	Camouflage	Darkness
Owl	Skill Focus (Knowledge - any)	Owl's Insight	Owl's Cry	Owl's Knowledge



## THE PRESTIGE RANGER

Rat, Dire	Skill Focus (Disarm Device)	Trap Sense +2	Trap Sense +4	Diseased Weapons
Rhinoceros	Improved Overrun	Rhino's Charge	Rhino's Purifying Horn	Rhino's Healing Horn
Shark (any)	None	Water Breathing	Shark's Skin	Shark's Tracking
Snake (any)	Persuasive	Snake's Forked Tongue	Snake Eyes	Snake's Healing Slough
Tiger/Dire Tiger	Skill Focus (Move Silently)	Pounce	Camouflage	Tiger's Fearful Symmetry
Weasel, Dire	Skill Focus (Appraise), Skill Focus (Sleight of Hand)	Weasel's Gaze	Weasel's Sneakiness	Weasel's Acumen
Whale	None	Aquatic Adaptation	Smooth Waters	Whale's Archives
Wolf/Dire Wolf	Improved Trip	Wolf Trip	Wolf Lope	Wolf Growl (causes dumbness)
Wolverine/Dire Wolverine	Iron Will, Skill Focus (Bluff)	Wolverine's Steadfastness	Wolverine's Tricks	Wolverine's Fearlessness

**Ape's Agile Clambering:** Apes are among the most effective climbers around, and the animal champion gains a +4 competence bonus to all Climb checks. This is an extraordinary ability.

**Ape's Mimicry:** Drawing on the ape's traditional ability to 'ape' the actions of others, the animal champion gains a +4 competence bonus to all Disguise checks, and a +4 circumstance bonus to all Perform checks that specifically involve mimicry, such as an attempt to imitate another's mannerisms for comic effect. This is an extraordinary ability.

**Ape's Muteness:** Gods of knowledge are often depicted accompanied by mute apes, who symbolise the limitations of spoken language, with the understanding that the spoken word is not identical with the reality it describes. Once per day, the animal champion can cast *true seeing* as a standard action, but while the spell lasts he is unable to speak or otherwise vocalise any sounds. This is a spell-like ability.

**Aquatic Adaptation:** Though whales do not breathe water, they are capable of lasting for huge periods of time on a single breath. To the whale champion, this can be useful in other contexts, such as rooms filled with poison gas or high-altitude conditions. Whales are also adapted for deep dives and cold underwater

conditions. The whale champion may hold his breath for up to one hour without penalty, though he must breathe normally for at least five minutes after that hour is up before holding his breath once more. Furthermore, he has a +12 circumstance bonus to all Fortitude saving throws to avoid water pressure damage, and may enter very cold water a number of minutes equal to his Constitution score before beginning to suffer subdual damage. These are all extraordinary abilities.

**Badger's Fury:** The first time each day when the animal champion takes damage in melee combat, he flies into a berserk rage the following round, attacking madly until either he or his opponent is dead. He gains +4 Strength, +4 Constitution, and -2 AC. During his rage, he may only perform the following actions: melee attacks or full attacks, charges, and movement actions. The animal champion cannot end his rage voluntarily. This is an extraordinary ability.

**Badger's Luck:** Badgers are regarded as lucky animals, and a badger's tooth is a classic talisman for good luck, much like the rabbit's foot. Once per day, as a free action, the beast champion may re-roll any one die roll he just made and keep the new result. He must abide by the new result, even if it is worse than the old result. This is a spell-like ability.







## THE PRESTIGE RANGER

**Badger's Tenacity:** Badgers are bywords for persistence and sheer grit. Whenever reduced below 25% of his starting hit point total, the animal champion gains a +2 morale bonus to all saving throws and attack rolls. This is an extraordinary ability.

**Bat's Uncanny Travel:** Bats are thought of as inherently supernatural beings, messengers from the dead or even the gods. The bat champion may cast *ethereal jaunt* up to once per month as a standard action. This is a spell-like ability.

**Bear's Loyalty:** A bear is regarded as one of the most loyal of all creatures to his comrades. The bear champion may specify a number of friends or companions equal to his class level as his comrades. Any time one of his comrades is reduced below 1 hp, the bear champion may add his class level as a morale bonus to his AC and to all saving throws, and may continue to function until his own hit points are reduced to a negative number equal to his class level. All these benefits apply only so long as the bear champion is concentrating entirely on getting his comrade out of danger. Once the comrade is out of danger (as defined by the Games Master), the effects of Bear's Loyalty end. The bear champion may not make any attacks while under the influence of Bear's Loyalty, unless against a foe who is actively attempting to prevent the rescue (for example, by physically holding his comrade down). This is an extraordinary ability.

**Bearhug:** If the bear champion has at least one hand free and hits with an unarmed attack, he deals normal damage and attempts to start a grapple as a free action. No initial touch attack is required. The bearhug works only against opponents at least one size category smaller than the creature. The bear champion has the option to conduct the grapple normally, or simply use one hand and arm to hold the opponent. If he chooses to do the latter, he suffers a -20 penalty to grapple checks, and can use any attacks that do not require the use of that hand against other opponents. Each successful grapple check the bear champion makes during successive rounds automatically deals standard unarmed damage. When a bear champion gets a hold after a bearhug attack, he pulls the opponent into his space. This act does not provoke attacks of opportunity. The bear champion is not considered grappled while he holds the opponent, so he still threatens adjacent squares and retains his Dexterity bonus. He can even move (possibly carrying away the opponent), provided he can drag the opponent's weight. Furthermore, he gains a +2 competence bonus to all opposed grapple checks. This is an extraordinary ability.

**Bearpaw's Nourishment:** Bears are said to suck their own paws when hungry, somehow sustaining themselves by so doing. The bear champion may sustain himself for up to a week by simply sucking his fingers for at least five minutes each day during that week. He may spend up to one week per month nourishing himself in this way, after which he must eat normally or suffer the consequences. This is a supernatural ability.

**Bison Dance:** It is said that when the bison first came to the lands of men, they fought hard against their hunters, being so fierce that many humans died that winter – until a plucky and highly spiritual girl, the daughter of a great hunter, made a bargain with them whereby they would be returned from the dead after their bodies were eaten. Up to once per month, the animal champion may cast a resurrection spell by taking thirty minutes to perform a bison dance. Unless the target of the spell is of the animal type, the dance must be accompanied by the burning of rare incenses and oils, to a value of 10,000 gp. For a subject of animal type no paraphernalia or other expensive components are needed. This is a spell-like ability.

**Bison's Rush:** Drawing on all the power and fury of a stampeding bison herd, the animal champion gains a +4 competence bonus to all Strength checks made to either make or resist overrun attacks. This is an extraordinary ability.

**Bison's Sharp Ears:** The bison relies on its sensitive hearing to detect predators before they get within striking distance. The bison champion gains a +4 innate bonus to all Listen checks. This is an extraordinary ability.

**Blindsight:** Like a bat, the bat champion can see by emitting high-frequency sounds, inaudible to most other creatures, that allow him to locate objects and creatures within 120 feet. A silence spell negates this blindsight ability. This is an extraordinary ability.

**Born to the Saddle:** Most horse champions began riding horses soon after they learnt to walk. They are as comfortable in the saddle, whether fighting from it or sitting in it all day, as in a favourite arm-chair. The horse champion gains a +2 circumstance bonus to all Ride checks when riding a horse, and a +2 competence bonus to all melee attack rolls and damage rolls for attacks he makes from horseback. These bonuses apply to ponies and pony combat for pony champions.

**Boar's Charge:** A boar's charge is one of the most fearsome sights of the natural world. The boar



champion gains a +4 bonus on his single attack roll when charging, instead of the usual +2. He still receives the usual -2 penalty to your Armour Class until his next action. This is an extraordinary ability.

*Boar's Cunning:* Boars are renowned for being canny opponents in combat, which is one of the factors that drives so many humans to test their mettle on a boar-hunt. Up to twice per day, the boar champion may cast true strike as a free action. This is a spell-like ability.

*Boar's Ferocity:* A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying. The boar champion may do likewise, as an extraordinary ability.

*Camel's Fortified Will:* Camels are staggeringly tough of body, which gives them the resolution to shake off mind-based powers that might otherwise affect them. Their animal champions are for the most part similarly resilient, and a camel champion may add his Constitution modifier (if positive) to all his Will saving throws. This is an extraordinary ability.

*Camel's Hardiness:* Camels can survive in extremes of temperature, as well as coping with a severe lack of water. The camel champion gains an additional +4 innate bonus to all the various checks and saves for which his Endurance feat provides benefits. This is an extraordinary ability.

*Camel's Wilful Fortitude:* Camels are so notoriously stubborn they can resist physically damaging effects by willpower alone. Likewise, their animal champions tend to be strong-willed, and a camel champion may add his Wisdom modifier (if positive) to all his Fortitude saving throws. This is an extraordinary ability.

*Camouflage:* Leopard champions, squid champions, and tiger champions can use the Hide skill in natural terrain of any kind, even terrain which would not usually offer any concealment or cover. This is an extraordinary ability.

*Cheetah's Run:* A cheetah champion learns to draw on the power of the cheetah as he runs. He has a speed faster than the norm for his race by +10 feet when wearing no armour or light armour (and not carrying a medium or heavy load). This movement bonus is not cumulative with any other class's Fast Movement class feature, if the character has both. This is an extraordinary ability.

*Cheetah's Sprint:* When running, the cheetah champion move six times normal speed instead of four times normal speed. If he makes a running jump, increase the distance or height cleared by one-half, but not past the maximum. Also, if he charges while wearing at most light armour and carrying at most a light load, he may move up to triple his speed. Sprinting is even more fatiguing than running each round spent sprinting (including a round in which you charge at greater than double your speed) counts as the equivalent of two rounds spent running for purposes of needing to rest (see Core Rulebook I). This is an extraordinary ability.

*Crocodile's Ambush:* The crocodile is perhaps most notable for its ability to spring out from the water with a devastatingly fast and totally unexpected attack. When in freshwater, such as rivers, ponds or lakes, the crocodile champion can hold his breath for up to one hour before having to make Constitution checks to continue doing so. While in freshwater, he furthermore gains a +4 circumstance bonus to Hide and Move Silently checks, a +4 circumstance bonus to initiative, and a sneak attack identical to that of a rogue of the same class level. These are all extraordinary abilities.

*Crocodile's Scales:* The crocodile's scales are capable of resisting the horns, teeth, and claws of its typical prey, as well as swords and other weapons. The crocodile champion gains +2 natural armour class. This is an extraordinary ability.

*Crocodile's Tears:* The crocodile's fabled fake tears are cried in pretended sympathy for all those he has eaten. Whenever dealing with an enemy he has previously defeated in combat (or by other means at the Games Master's discretion), the crocodile champion gains a +4 to all Charisma-based skill checks. This is an extraordinary ability.

*Darkness:* The large cephalopods (giant squid and giant octopuses) escape their predators by firing out a jet of inky black fluid. Squid champions and octopus champions may cast *darkness* up to three times per day, as a free action. This is a spell-like ability.

*Dinosaur Strength:* The striking power of the dinosaurs is almost unmatched, and a dinosaur champion can draw on that strength to batter his foes into submission. When he uses the Power Attack feat, he can double the damage bonus gained for one attack per round, though the usual Power Attack restrictions apply. For example, a 10<sup>th</sup> level ranger/10<sup>th</sup> level dinosaur champion accepts a -5 penalty to his attack roll. Rather than making four attacks at +20/+15/







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+10/+5, he makes four attacks at +15/+10/+5/+0, but the first attack gains a +10 bonus to damage and the other three gain +5 bonuses to damage. This is an extraordinary ability.

**Dinosaur Sunder:** The destructive power of the dinosaur knows no bounds. Any attacks against objects made by the dinosaur champion benefit from a +2d6 damage bonus. This is an extraordinary ability.

**Diseased Weapons:** Dire rats are notorious for causing disease, which is one of the reasons they are so feared and hated by human communities. The dire rat champion too becomes a carrier of disease, though he does not succumb himself. Whenever the dire rat champion wielding any melee weapon does damage to an opponent, the target must make a Fortitude save (DC 12), or contract filth-fever (see *Core Rulebook II*). Furthermore, the dire rat champion is completely immune to the effects of filth-fever. This is an extraordinary ability.

**Dog Guardian:** The dog's abilities as a guard or watch animal are so notable that many cultures even have dog-deities enshrined in their pantheons as guardians of the afterlife or similarly precious things. At will, as a full-round action, the dog champion may declare himself 'on watch.' While on watch he may not move further than 20 feet from the place or thing he is guarding, and in any event may not move at running speed or make charge actions. He gains a +4 circumstance bonus to all Spot and Listen checks while on watch, and a +1 morale bonus to attack rolls when attacking anything which is attacking or presenting a credible threat to the place or object he is guarding. Coming 'off watch' may be done at any time as a free action. This is an extraordinary ability.

**Dog's Nose:** Dogs are some of the most renowned trackers of the animal kingdom, even more so than the other keen-nosed predators. The dog champion gains the dog's highly discriminating nose, giving him the ability to track by scent alone and offering a +2 innate bonus to all Search checks. Tracking by scent is an extraordinary ability and lets the dog champion detect approaching enemies, sniff out hidden foes, and track by sense of smell. He can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges. The dog champion detects another creature's presence but not its specific location. Noting

the direction of the scent is a standard action. If he moves within 5 feet of the scent's source, he can pinpoint that source. The dog champion can follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odour is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. A dog champion may elect to either track by scent, or track by conventional means, or use a combination of the two methods – see the Combined Tracking rules (p86). The ability otherwise follows the rules for the Track feat. A dog champion tracking by scent ignores the effects of surface conditions and poor visibility. He can identify familiar odours just as humans do familiar sights. Water, particularly running water, ruins a trail. False, powerful odours can easily mask other scents. The presence of such an odour completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

**Doggedness:** The dog's persistence, even in the face of overwhelming odds, is legendary. The dog champion gains a +2 innate bonus to all Fortitude saves and Constitution checks. This is an extraordinary ability.

**Eagle's Cry:** Traditionally the eagle's cry is an omen of death. Once per month, by making a loud and terrifying cry, the eagle champion can cast a *finger of death* spell. This is a spell-like ability.

**Eagle's Eyes:** With its advantage of height and razor-sharp senses, the eagle can spy out its prey over enormous distances, picking out the tiniest details even if the prey is partially concealed. When the eagle champion is attacking an enemy that benefits from anything other than total concealment, the miss chance is halved. Furthermore, when determining spotting distance prior to an encounter, the eagle champion is always assumed to have a chance to spot the other group at the maximum possible distance, rather than rolling randomly to determine spotting distance. However, if he fails to spot the group at this point, he does not automatically spot them until within half the randomly rolled distance. For example, the eagle champion is heading through scrubland with two other adventurers when the Games Master determines they encounter six hill giants looking for trouble. The Games Master rolls 6d6 x 10 and gets a result of 220 feet, which is the first chance the other two adventurers and hill giants will have to spot one another; however, the eagle champion has a chance to spot them at 360 feet, the maximum possible distance. If he fails, he will spot them at the moment both groups would spot





himself up to once per day. This is a spell-like ability.

*Elephant's Memory:* The elephant proverbially never forgets, and the elephant champion is similar. He has perfect recall of anything he has ever heard or seen, even if, for example, he only glimpsed a document or map for a moment. As well as being potentially very useful during all kinds of adventures, this incidentally gives him a +2 competence bonus to all Knowledge checks. This is an extraordinary ability.

*Elephant's Nobility:* Though the lion may be king of all the jungle animals, the elephant is regarded as having almost as elevated a position, and while the lion may get what he wants through sheer force of personality, the elephant's quiet wisdom commands both respect and admiration. He is always called upon to resolve the disputes of the other animals, for he is noted for fairness and careful attention to politeness. The elephant champion gains a +4 competence bonus to all Diplomacy checks. This is an

extraordinary ability.

each other if they also failed – half the rolled distance, 110 feet. This is an extraordinary ability.

*Eagle Strike:* When an eagle strikes, it comes literally out of the blue, plummeting at full speed into its prey, which in most cases can do nothing more than staring up at its soon-to-be killer, frozen to the spot by the terrifyingly imposing sight of the eagle. The eagle champion has a similar 'look of eagles' capable of terrifying his enemies and inspiring his allies. He gains a +1 innate bonus to all Charisma checks and checks of Charisma-based skills. This is an extraordinary ability. Furthermore, any time he surprises an enemy or group of enemies, he may make a special gaze attack against one enemy. If that enemy meets the eagle champion's eyes, the target must make a Will saving throw (DC 10 + eagle champion's class level + eagle champion's Charisma modifier) or be paralysed for 1d3 rounds or until he sustains damage, whichever comes first. This is a supernatural ability.

*Elephant's Blessing:* Many myths present the elephant as a powerful divine figure, whose blessing should be sought before undergoing any great venture. The elephant champion can draw upon the power of the primal elephant gods to cast *righteous blessing* on

*Fox's Cunning:* Traditionally the fox is highly persuasive. The fox champion gains a +3 competence bonus to all Bluff and Gather Information checks.

*Foxtail Flight:* In folk-tales about supernatural foxes, they often have the capability to fly, and carry others in flight, over vast distances and at high speeds. Up to three times per day, the fox champion may cast a *fly* spell, with the important difference that this improved *fly* allows flight at 80 feet rather than the usual 60 feet, and with no reduction in speed for weight carried, though he may carry no more weight than usual. Up to two medium-size creatures, or one large creature, or four small creatures may travel with him by holding onto his hands or feet. These additional creatures do not count towards the fox champion's carrying capacity – in effect, the *fly* spell works for them, too, so long as they remain in physical contact with the fox champion. This is a spell-like ability.

*Foxtongue:* Like the foxes of legend, a fox champion may speak with any and all animals in their own tongues, just as though he were affected







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by a continuously acting *Speak with Animals* spell. Generally, in the legends this is used to trick those animals into doing what the fox wishes, and so the fox champion may use all the usual skills in interacting with said animals (Bluff, Diplomacy, Sense Motive etc) and even gains a +2 circumstance bonus to all Bluff checks made which target animals. This is a spell-like ability.

**Improved Blindsight:** The bat champion's sonar sense is almost as sophisticated as a true bat's, and he receives a +4 innate bonus to Spot and Listen checks. These bonuses are lost if blindsight is negated. This is an extraordinary ability.

**Hawkeye:** The hawk has a reputation for an ability to spot its prey at astonishing distances. The hawk champion gains a +4 competence bonus to all Spot checks.

**Horse and Hattock!:** An ancient charm said to magically transport he who utters it from one place to another is, 'Horse and Hattock!' The horse champion learns this secret, gaining the power to cast *Dimension Door* up to once per day as a free action. This is a spell-like ability.

**Horse's Surefootedness:** Horses are regarded as the epitome of the common-sense, salt-of-the-earth wisdom of ordinary folk, largely because they rarely get into trouble. A good, experienced horse never seems to lose his footing, and can almost always find safe routes through marshes and other difficult terrain, as well as finding his way home. The horse champion gains a +4 competence bonus to all Balance checks, and a +4 circumstance bonus to Survival checks that relate to keeping from getting lost or avoiding natural hazards such as quicksand.

**Hide in Plain Sight:** Leopard champions and squid champions can use the Hide skill even while being observed, so long as they are in natural terrain.

**Lion's Roar:** The roar of a lion is one of the most feared sounds in the jungle. A lion champion can roar up to three times per day as a standard action, which has the effect of a *fear* spell. This is a spell-like ability.

**Lion's Regal Bearing:** As King of the Jungle, the lion is revered by bird, beast, and mankind alike. He gains a +3 competence bonus to all Diplomacy and Intimidate checks, and a +2 competence bonus to the check made to use his Wild Empathy class feature. This is an extraordinary ability.

**Lizard's Regeneration:** Lizards slowly regenerate injuries and even lost body parts. The lizard champion regenerates 1 hit point per minute, and can re-grow severed body parts in one to ten days. The time taken to re-grow a limb or other body part is at the Games Master's discretion, with the guidelines that regenerating a finger takes around one day and a leg ten days. This is an extraordinary ability.

**Lizard's Sunbeam:** Many tales are told of the lizard's unerring ability to seek out east before sunrise, and apparent worship of the sun. The lizard champion's magical connection with the divine sun allows him to cast *sunbeam* once per day as a standard action. This is a spell-like ability.

**Lizard's Tongue:** Lizards can taste smells with their long and sensitive tongues. The lizard champion gains a +4 competence bonus to Search checks, as he is able to scent out unusual objects as well as searching for them manually. This is an extraordinary ability.

**Mongoose's Retaliation:** Those who can speak the mongoose language report that the ancient war-cry of these creatures translates roughly as, 'Who wants a piece of me?' or simply, 'Come and have a go, if you think you're hard enough!' Though essentially good-natured and loyal to their friends, mongoose champions are devastatingly effective in counterattacking their enemies, striking with calculated and precise fury. If the mongoose champion receives damage during a melee combat, he may add his Intelligence bonus to all melee attack and damage rolls against the opponent who damaged him, until that opponent is dead. This is an extraordinary ability.

**Mongoose's Stubbornness:** Once the mongoose dedicates itself to a task, very little can stand in its way or shake its concentration. Up to three times per day, the mongoose champion can designate a skill to be affected by this extraordinary ability. For the next hour, whenever he makes a skill check with that skill he may Take 10, even if distractions or other circumstances would usually prevent Taking 10.

**Mongoose's Quickness:** The mongoose is capable of defeating some of the fastest snakes in the world by the simple expedient of striking even more quickly than they can. Mongoose Champions gain a +4 competence bonus to all initiative checks. This is cumulative with the bonus for Improved Initiative or similar feats, and is an extraordinary ability.

**Owl's Cry:** The owl is traditionally a bird of ill omen, particularly when its cry is heard at night. Up to



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three times per day the owl champion may curse any one creature within 60 feet, by making an owl cry as a standard action. This affects the target exactly as though it were a *bestow curse* spell, except for the increased range and the fact that no attack roll is needed. This is a spell-like ability.

*Owl's Insight:* The owl is renowned for its ability to predict the future, even the immediate future. An owl champion gains an insight bonus to his AC equal to his Intelligence bonus (if any). This is a supernatural ability.

*Owl's Knowledge:* As the wisest creatures in all the wild wood, owls are traditionally associated with divinations. Up to once per week the owl champion may divine information exactly as though under the influence of a *legend lore* spell. This takes the standard casting time and is a spell-like ability.

*Pounce:* The big cats, like their smaller domestic cousins, all stalk their prey carefully before pouncing and launching into all their attacks. A leopard champion or cheetah champion of 9<sup>th</sup> level or higher, or a tiger champion or lion champion of 3<sup>rd</sup> level or higher, may make a pounce attack against an unaware

opponent. A pounce attack may only take place during a surprise round, and counts as the animal champion's standard action for that round. A Jump check is made as though the animal champion was making a horizontal jump from a standing start. He may jump up to that distance as usual, then, if this brings him within melee range of an opponent, he may make as many attacks as he would usually be able to make with a full-round action, even though he would usually only be able to make one attack as a standard action during a surprise round. Furthermore, any animal champion with the pounce class feature gains a +4 innate bonus to Jump checks, whether or not he is making a pounce attack at the time. This is an extraordinary ability.

*Rhino's Charge:* The rhinoceros is feared most of all for its devastating charge, which is surprisingly fast and almost unstoppable. Whenever the rhinoceros champion makes a charge attack, he gains +1d6 bonus damage. This is an extraordinary ability.

*Rhino's Healing Horn:* In folklore, a rhinoceros's horn is said to have magical healing powers if the beast can be induced to apply it to a wound. Up to three times per day, a rhinoceros champion may *cure critical wounds* as a standard action. This is a spell-like ability.

*Rhino's Purifying Horn:* Rhinoceros horns traditionally have a powerful ability to neutralise poisons, whether already affecting a victim or present in an object or venomous creature. Up to three times per day, a rhinoceros champion may *neutralise poison* as a standard action. This is a spell-like ability.

*Shark's Skin:* The shark's skin is not only thickly armoured, it is also covered in tiny ridges that actually enhance the creature's swimming abilities. The shark champion gains a +1 natural armour bonus and a +1 innate bonus to Swim skill. Furthermore, he may swim at half his speed as a move action, or at his full speed as a full round action. This is an extraordinary ability.

*Shark's Tracking:* Sharks are renowned for their uncanny ability to scent blood, even at great distances. This extraordinary ability lets the shark champion detect approaching enemies, sniff out hidden foes, and track by sense of smell, but only when both he and they are underwater. He can detect opponents by sense of smell, within 180 feet. Strong scents, such as rotting fish, can be detected at 360 feet. Overpowering scents, such as blood, can be detected at 540 feet. The shark champion detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 15 feet of the scent's source, the shark champion can pinpoint that







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source. The shark champion can follow underwater trails by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Shark champions tracking by scent ignore the effects of surface conditions and poor visibility. Shark champions can identify familiar odors just as humans do familiar sights. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

**Smooth Waters:** Whales are said to be omens that the weather will ease and the waters become calm. A whale champion may control the weather and waves within his local area up to once per day. This works as a *control weather* spell, except that it also affects tides and waves within the area. This is a spell-like ability.

**Snake Eyes:** The snake's power to hypnotise his prey into apparent paralysis is well known. A snake champion may cast the *hold animal* spell at will, and *hold monster* and *hold person* up to once per day each. These are spell-like abilities.

**Snake's Healing Slough:** Snakes have long been associated with rebirth and regeneration, due to their sloughing of skins and apparent ability to emerge reborn, casting off their old lives. The snake champion can cast the *heal* spell once per day as a standard action, but only if he targets himself. This is a spell-like ability.

**Snake's Forked Tongue:** Snakes are proverbially good liars, capable of tempting even the most morally upright of creatures. A snake champion gains a +4 innate bonus to all Bluff checks. This is an extraordinary ability.

**Sunhawk:** The hawk's ancient association with the sun comes from the idea that only this majestic bird of prey could fly so high as to reach the sun, and so clearly the hawk must either draw the sun's chariot across the sky or indeed be the sun himself. A hawk champion of 6<sup>th</sup> level or higher may cast *searing light* up to three times per day; a hawk champion of 9<sup>th</sup> level or higher may also cast *fire shield* up to three times per day. These are spell-like abilities.

**Terrible Lizard:** The very appearance of the dinosaur on the field of battle is enough to make lesser foes quail and flee. Any time a dinosaur champion is in melee combat with an opponent who has less hit points than he does, that opponent has a -2 morale penalty on all attack rolls. There is no saving throw against this extraordinary ability.

**Tiger's Fearful Symmetry:** Celebrated by poets and bards alike for centuries as the very incarnation of human fear, the tiger is uncompromisingly powerful and deadly. The tiger champion may create a pair of terrifying illusionary tigers up to three times per day. These stalk a chosen target from both sides, and together works as in a manner identical to the *phantasmal killer* spell, except as follows: the target has a -2 circumstance penalty to his Fortitude saving throw, due to the presence of two rather than one *phantasmal* form; the form is always that of a pair of tigers; and the *phantasmal* tiger may never be turned on the tiger champion, even by a target wearing a *helm of telepathy*. This is a spell-like ability.

**Trap Sense:** Dire rats are regarded as an even greater pest and threat to humanity than are more ordinary rats, and similarly 'dire' traps are regularly used in the hope of catching or killing them. Dire rats have learned to evade many of these traps, using a great deal of animal cunning. At 3<sup>rd</sup> level, the dire rat champion gains a trap sense as follows: +2 bonus to Reflex saves made to avoid traps, and +2 dodge bonus to AC against attacks by traps. At 6<sup>th</sup> level, these bonuses rise to +4. Trap sense bonuses gained from other character classes are cumulative with the dire rat champion's trap sense. This is an extraordinary ability.

**Water Breathing:** The champions of most aquatic creatures may cast the *water breathing* spell up to three times per day. This is a spell-like ability.

**Weasel's Acumen:** Weasels are associated in legend with the ability to be wise in business and financial matters. The weasel champion gains a +2 competence bonus to all Appraise checks, and may make a Charisma check (DC 15) to haggle a 10% discount off anything he buys, or to sell a second-hand item for 60% of its new price rather than the usual 50%. This is an extraordinary ability.

**Weasel's Gaze:** Weasels are a byword for untrustworthiness, and the weasel champion's willingness to betray his friends in minor ways is also fairly well-known. All weasel champions gain Appraise and Sleight of Hand as class skills at 3<sup>rd</sup> level. Furthermore, a weasel champion can instantly



pick out the most valuable item in a heap of treasure, mound of junk, witch's cave or similar situation. He may make an Appraise check as a free action, and if successful intuitively knows which object to grab. He gains a +2 circumstance bonus to Sleight of Hand checks made specifically to rapidly (move-equivalent action) palm the best piece of treasure among an assortment of objects (generally before the rest of the Player Characters are even aware that what they are looking at is treasure). This can only be done once in each area (as defined by the Games Master) – that is, you cannot take the best piece of treasure from the pile, then use the class feature to take the second-best and so on, although you can of course make normal Appraise, Search and/or Sleight of Hand checks. This is an extraordinary ability.

**Weasel's Sneakiness:** It does not seem unreasonable to expect someone who strongly identifies with the weasel to be willing to stab foes in the back, taking advantage of every opportunity to attack without too much regard for such concerns as honour or fairness. From 6<sup>th</sup> level upwards, any time the weasel champion's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the weasel champion flanks the target, the weasel champion's attack deals extra damage. The extra damage is +2d6. Should the weasel champion score a critical hit with a sneak attack, this extra damage is not multiplied. The weasel champion's sneak attack damage may never be applied to ranged attacks. With an unarmed strike, the weasel champion can make a sneak attack that deals subdual damage instead of normal damage. The weasel champion cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty. A weasel champion can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The weasel champion must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The weasel champion cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. Sneak attack bonuses gained from this class feature stack with those gained from sneak attack class features derived from other character classes, though the weasel champion's sneak attack bonus is never applied to a ranged sneak attack even in this case. Sneak attack is an extraordinary ability.

**Whale's Archives:** The whale is said to be the record-keeper to the gods, due to its long life and apparent placidity. The whale champion may also access these

archives as follows: once per day he may cast either *commune* or *commune with nature*, at his discretion. There is never any material component or experience point cost to use this spell-like ability.

**Wolf Growl:** In legend, hearing a wolf's growl can cause the listener to be struck dumb. As a standard action, the wolf champion may, at will, give out a great roaring growl targeting one creature within 60 feet. If the target fails a Will saving throw (DC = 20 + wolf champion's charisma bonus) it is permanently struck dumb. This dumbness may be removed by a *remove curse* or *dispel magic* spell, but in the meantime the target is unable to speak, sing, cast spells that have a verbal component, or perform any other action that would logically require the ability to vocalise sounds. This is a supernatural ability.

**Wolf Lope:** The wolf's tireless lope over great distances is well known. The wolf champion has a speed faster than the norm for his race by +10 feet when wearing no or light armour, and carrying at most a light load. This is an extraordinary ability and does not stack with any Fast Movement class feature that may be gained from other character classes.

**Wolf Trip:** Any wolf who fights against two-legged creatures soon learns how effective a trip attempt can be, bowling over the top-heavy humanoid so as to get at more vulnerable areas with the bite attack. In addition to the wolf champion's Improved Trip feat, if he hits with any melee attack he can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. He gets the usual +4 bonus to this free trip attempt, as derived from Improved Trip. If the attempt fails, the opponent cannot react to trip the wolf champion. This is an extraordinary ability.

**Wolverine's Fearlessness:** Wolverines are infamous for their willingness to fight any opponent, no matter how large or fearsome. The wolverine champion is completely immune to all fear effects. He can never be panicked, shaken or frightened by any means, and never suffers from morale penalties. This is an extraordinary ability.

**Wolverine's Steadfastness:** The wolverine is noted for its immovable tenacity – once it is angry and ready to defend its territory, it simply will not move. The wolverine champion gains a +4 bonus to any attempts to resist being overrun, tripped or disarmed. This is an extraordinary ability.





**Wolverine's Tricks:** As a classic trickster archetype, the wolverine is sacred to a great many primitive tribes, and the wolverine champion is able to draw on some of his chosen animals tricks. He may create illusionary effects equivalent to the following spells: *ghost sound at will*, *ventriloquism* 3/day, *change self* 3/day, *mirror image* 1/day and *minor image* 1/day. These are spell-like abilities.

**Animal Form:** A 4<sup>th</sup> level animal champion may transform into his championed animal as a move-equivalent action once per day. This transformation is exactly equivalent to a polymorph other spell cast by a sorcerer of the animal champion's class level +10, except that the only possible form is that of the chosen animal and the only possible target is the animal champion. The animal champion may return to his own form at any time as move-equivalent action. An animal champion in animal form may use any of his animal champion class features. This is a spell-like ability.

At 7<sup>th</sup> level, the animal champion may transform into his championed animal as above up three times per day. At 10<sup>th</sup> level, he may transform an unlimited number of times per day.

**Animal Growth:** A 5<sup>th</sup> level animal champion may cast animal growth, as though cast by a druid of his class level +10, up to once per day. At 7<sup>th</sup> level, he may cast the spell up to three times per day. This is a spell-like ability.

**Companion Pack:** At 8<sup>th</sup> level, the animal champion gains a small number of additional animal companions. These are always of his chosen species, but have only the powers and hit dice they would do if they were selected by a druid of the minimum level required to gain the services of such a companion. For example, an ape champion will gain additional apes as companions, but they will have only 4d8+8 hit points, only the basic +3 natural AC, no adjustments to *Strength and Dexterity*, only one bonus trick, and only the Link and Share Spells special abilities. The number of additional animal companions gained is as follows:

For champions of the badger, camel, dire rat, dog, riding dog, eagle, fox, hawk, horse, owl, pony, snake (small or medium viper), or wolf: 1d4+5 additional companions.

For champions of the ape, bear (black), bison, boar, cheetah, crocodile, dire badger, dire bat, dire fox, dire mongoose, dire weasel, leopard, lizard (giant), shark

(large), snake (constrictor or large viper), or wolverine: 1d4+4 additional companions.

For champions of the bear (brown), crocodile (giant), deinonychus, dire ape, dire boar, dire wolf, dire wolverine, elasmosaurus, lion, rhinoceros, snake (huge viper) or tiger: 1d4+3 additional companions.

For champions of the bear (polar), dire lion, megaraptor, octopus (giant), shark (huge), snake (giant constrictor), whale (orca): 1d3+2 additional companions.

For champions of the dire bear or elephant: 1d2+1 additional companions.

For champions of the dire shark, dire tiger, squid (giant), triceratops, or tyrannosaurus: 1 additional companion.

### Ex-Animal Champions

An animal champion who deliberately harms an animal of his chosen species may no longer gain levels of the animal champion class, and loses all of his class features including animal companion. He can never set this wrong to rights, even by atoning.

An animal champion whose animal companion is permanently killed in some way so that it cannot be restored to life, or who fails to perform a great service or quest for his chosen species at least once a year, or who accidentally harms an animal of his chosen species or allows it to be harmed, temporarily loses all of his class features, including his animal companion (if any). He may regain his powers and once more begin to advance in levels as an animal champion by atoning (see the *atonement* spell description, *Core Rulebook I*). This also allows him to gain a new animal companion of the same species as his previous companion, if necessary.

## BRIAR ARCHER

The briar archer learns to harvest the natural plants of the woodland to use as his arrows, creating special enchanted missiles that produce effects similar to druidic spells on striking their targets. As with so many of the ranger-oriented prestige classes, the briar archer is an archetypal defender of the woodlands, often taking service with a local druid or attaching himself to a fey or centaur community.

Briar archers are rarely far from the greenwood, since they must needs spend at least some time in the forest each week to gather new briar arrows. When a



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## THE PRESTIGE RANGER

briar archer is seen abroad, it is often because he has identified some particular enemy of the woodland and plans to slay or capture him.

**Hit Die:** d8.

### Requirements

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

**Base Attack Bonus:** +7 or higher.

**Alignment:** Neutral.

**Feats:** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (any bow)

**Skills:** Craft (fletcher) 10+ ranks, Knowledge (nature) 10+ ranks

**Race:** Human, elf, half-elf, fey or centaur

**Spellcasting:** Must be able to cast *speak with plants*

### Class Skills

The briar archer's class skills (and the key ability for each skill) are Craft (bowyer) (Int), Craft (fletcher) (Int), Hide (Dex), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), and Survival (Wis). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 4 + Int modifier.

### Class Features

All of the following are class features of the briar archer prestige class.

**Weapon and Armour Proficiency:** The briar archer is proficient in all simple and martial weapons, light armour, and all shields (except the tower shield). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Briar Arrows:** A briar archer's quiver resembles a leather bag containing a bundle of sticks, vines and brambles, yet he seems able to draw lethal-looking arrows from it as though they appear from nowhere. So long as he spends at least one hour per week in a forest area (even if just passing through or otherwise occupied for that hour) he may keep his quiver replenished with assorted bits of twig, shrubs and other woodland matter. Though this would be useless to anyone else, in the briar archer's hands it is in effect a

limitless supply of arrows, each one composed of the essence of the forest. At 1<sup>st</sup> level these briar arrows have a +1 enhancement bonus, though only when fired by the briar archer. At 3<sup>rd</sup> level, the bonus rises to +2, at 5<sup>th</sup> level to +3, at 7<sup>th</sup> level to +4, and at 9<sup>th</sup> level to +5. This is a supernatural ability.

**Speak with Plants:** Briar archers can *speak with plants* (as spell cast by a druid of the briar archer's class level) up to once per day per class level. This is a spell-like ability. Briar archers use this ability to ensure that any plants from which they take their arrow material do not object to the process, once the archer has explained that he needs their foliage for the greater good of the forest!

**Special Arrow:** From 2<sup>nd</sup> level, the briar archer begins to be able to pull out special arrows from his quiver, so long as he has spent an hour in the forest that week as





## THE PRESTIGE RANGER

### The Briar Archer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Briar Arrows, Speak with Plants
2	+2	+0	+3	+0	Special Arrow (vine)
3	+3	+1	+3	+1	Briar Arrows (+2)
4	+4	+1	+4	+1	Special Arrow (bramble)
5	+5	+1	+4	+1	Briar Arrows (+3)
6	+6	+2	+5	+2	Special Arrow (hawthorn)
7	+7	+2	+5	+2	Briar Arrows (+4)
8	+8	+2	+6	+2	Special Arrow (thicket)
9	+9	+3	+6	+3	Briar Arrows (+5)
10	+10	+3	+7	+3	Special Arrow (blackthorn)

usual. He may do this a number of times per day equal to his class level, and each time may select any of the special arrows he is able to produce. For example, a 7<sup>th</sup> level briar archer is able to select vine, bramble, or hawthorn arrows up to seven times per day – perhaps two vine, four bramble, and one hawthorn, or any combination. Note that all special arrows also function as briar arrows for purposes of their general magical nature. Producing a special arrow is a spell-like ability, and when it produces an effect similar to a spell, the spell is as though cast by a druid of the same class level as the briar archer.

The first special arrow the briar archer can produce is the vine arrow, from 2<sup>nd</sup> level onwards. Vine arrows trail a rope-like vine as they fly. This may be used in one of two ways – either the briar archer can attempt to loop the vine arrow around a projection of some sort and thence use the trailing vine as a rope, or he may fire it at an enemy so as to tangle him in the vine. With the former use, the briar archer simply makes an attack roll (against an effective AC determined by the Games Master), success indicating he has wound the rope-like vine around the aimed-at projection and may now climb up or along the it. If fired at a creature, the vine arrow creates an effect, centred on itself, as an *entangle* spell. In either case, the vine (or tangled mass of vines) created lasts for only one minute per class level.

From 4<sup>th</sup> level onwards the briar archer can produce bramble arrows. On landing or hitting the target, these create an effect, centred on the arrow, identical to the *spike growth* spell.

From 6<sup>th</sup> level the briar archer can produce hawthorn arrows. A hawthorn arrow creates an effect equivalent

to the *wall of thorns* spell, on landing or hitting the target, centring on the hawthorn arrow. Producing a hawthorn arrow counts as two uses of special arrows for that day, as it is somewhat more powerful than the lower-level special arrows.

From 8<sup>th</sup> level onwards the briar archer can produce thicket arrows. Producing a thicket arrow counts as two uses of special arrows for that day. On landing or hitting the target, a thicket arrow creates a massive thicket of thorns, brambles, small trees and other night-on impenetrable plants, centred on itself, over an 80 feet by 80 feet area. This has the same effect as an *entangle* spell, except that it works on any terrain since it creates the vegetation apparently out of nowhere. Furthermore the affected area is full of snares and minor traps, so that in effect every 5-foot square within it has a *snares* spell cast on it.

From 10<sup>th</sup> level the briar archer can produce blackthorn arrows. Blackthorn is traditionally the plant of blasting and death. A blackthorn arrow creates an effect equivalent to the *call lightning* spell, on landing or hitting the target, centring on the arrow. If the target was hit directly by the blackthorn arrow he gains no saving throw against the *call lightning* effect, though if for any other reason one or more additional creatures are in the same 5-foot square they may attempt saving throws as usual. Producing a blackthorn arrow counts as three of the briar archer's special arrow uses for that day.



## GREEN KNIGHT

The green knight is the self-appointed guardian of the greenwood, feeling more at home in the solitude of the forest than in the most splendid and sumptuous palaces of human cities. Yet he is also a chivalrous knight, just like any more traditional knight of human lands. He has no overlord save the forest itself, revering nature in all its often harsh ways. This can make life far harder for him than for the more supposedly civilised knight – the green knight has no-one but himself to answer to, but most are as tough on themselves as they are on anyone else – and he does not enjoy the backup that a knight of the realm will do, either.

Do not mistake the green knight for some tree-hugging dreamer who believes all of nature to be gentle and beautiful. He accepts death as the natural end to life, and sees predators and prey fighting for survival all around him in an environment outsiders may see as tranquil. He is utterly dedicated to protecting the forest and its denizens, by any means necessary – including the taking of human or other intelligent life if need be. This protection is not mindless, though, and just as he recognises the necessity for a lion to bring down a gazelle, he will likely see human hunters as acceptable visitors to his forest, so long as they treat both the place and their prey with the proper respect.

The green knight's most notable feature is his arms and armour, always of a greenish hue and including a monstrosly huge greataxe and a club made from the wood of the holly. Traditionally the axe-head alone is an 'ell-yard' long, or 37 inches – and razor-sharp! A fearsome, supernatural-looking fellow, the green knight is likely to stir mingled respect and terror wherever he goes, even when he bears the holly club of peace. On the few occasions when he makes his way to a castle or other outpost of civilisation, it is usually to bear a warning or a challenge, so as to better educate ordinary folk of the values and virtues of the greenwood.

Green knights can be found throughout the greenwood, whether on the hunt, defending the forest against incursions, or at bridges, fords, and other places they can guard so as to issue challenges to worthy travellers. Many green knights also travel far from the woods to track down specific knights or nobles to receive their challenges.

**Hit Die:** d10.

### Requirements

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

**Base Attack Bonus:** +9 or higher.

**Alignment:** Any non-evil.

**Feats:** Weapon Focus (greataxe).

**Skills:** Craft (weaponsmithing) 8 or more ranks, Craft (armoursmithing) 8 or more ranks

**Special:** Must possess the Woodland Empathy class feature. Must have the honour of green knighthood

*Nor no spear-shaft nor shield, to stab nor to smite,  
But in his one hand a holly-bob,  
That is greatest in green when woods are bare,  
And an axe in the other, huge and horrible,  
A war-axe to speak of with dread.  
The head of an ell-yard the large length had  
The back-spike all of green steel and of gold hue  
The blade burned bright, with a broad edge  
As well shaped to shear as sharp razors.*

from Sir Gawain and the Green Knight







## THE PRESTIGE RANGER

conferred by a green knight of 6<sup>th</sup> level or higher. Must give away, to a creature or creatures of the woodland, any possessions that his code of green chivalry (see below) would disallow. Height: Must be at least two inches taller than the average height for his species.

### Class Skills

The green knight's class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Hide (Dex), Jump (Str), Knowledge (nature), Knowledge (geography), Knowledge (local), Listen (Wis), Profession (any) (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 4 + Int modifier.

### Class Features

All of the following are class features of the green knight prestige class.

**Weapon and Armour Proficiency:** The green knight is proficient in all simple and martial weapons, light and medium armour, and all shields (except the tower shield). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Wild Empathy:** The green knight gains a bonus to all Wild Empathy checks equal to his class level, just as if he was continuing to advance in the druid or ranger class.

**Green Axe:** The green knight must forge an axe of mystical green metal and strong ash-wood for himself. The raw materials for this cost nothing, as they are gathered from the woodland itself, but the process of crafting the green axe takes a full month. Once created, the green axe is treated in all respects as a +2 greataxe of a size suited to that of the green knight. Crafting the green axe is a supernatural ability. The green knight can only have one green axe at a time, and if it is ever destroyed he permanently loses 1 point of Strength and must at once get to work creating another green axe. If it is only lost or stolen, he takes 1d3 temporary damage to Strength for every full 24 hours that pass till he manages to retrieve it. In any case, the green axe can be effectively used only by the green knight who crafted, except as listed under the Green Challenge class feature. Anyone else finds it extremely unwieldy (-4 to attack rolls) and non-magical.

At 4<sup>th</sup> level, the green knight retires for another week to work on improving the axe, coating it in herbal infusions and exposing it to the light of the moon and stars at certain particular times and places. From this time on, the axe is treated as a +4 greataxe, but otherwise is identical to its original statistics.

At 7<sup>th</sup> level, the process of improving the axe must be begun again, taking one week. The greataxe becomes *keen* in addition to its other properties.

At 10<sup>th</sup> level, after another month of work, the green knight is able to awaken the green axe fully. It becomes *vorpal* in addition to its other properties.

**Code of Green Chivalry:** The conferral of green knighthood involves the prospective green knight swearing to uphold the principles of chivalry. These are as follows:

*A Green Knight should...*

*Live by honour, and for glory*

*Serve nature*

*Obey nature's laws*

*Keep his word and speak the truth*

*Protect the weak and defenceless creatures of the forest, except against their natural predators*

*Defend the forest, and all druids*

*A Green Knight should not...*

*Cut wood without consent of the tree, or meat without consent of the beast*

*Fight for monetary reward*

*Give unnecessary offence*

*Be wrathful or envious*

*Bear his green arms and armour in an unjust cause*

*A Green Knight may own at most...*

*His green axe*

*His holly club (once available)*

*One suit of armour (usually his green armour; at least from 2<sup>nd</sup> level)*

*One horse*

*One bow and up to two dozen arrows*

*One lance*

*One shield*

*One set of clothing*

*As much food, valuables and other gear as will fit in a pair of saddlebags*

As part of his code, the green knight takes vows much like those of the druid. Rather than restricting which weapons he can use, these vows restrict the magic



## THE PRESTIGE RANGER

items he can use. Other than those directly provided by the class, he may only use magical potions, bows, arrows, and lances. If he ever uses another magic item, he loses all his green knight powers, other than Green Demeanour and Nature's Growth, for 24 hours – this also means that his green knight magic items such as the green axe become non-magical for 24 hours.

If a green knight breaks the code of green chivalry in any way other than using proscribed magic items, he may no longer gain levels in the green knight class, and he gains no benefit from any of his class features – the holly club becomes an ordinary club, the green axe an ordinary greataxe, and the green armour an ordinary suit of full plate or breastplate.

**Green Demeanour:** All green knights develop a faint greenish tinge to their skin, and over time even their clothing and apparel begins to turn green in places, as though with a touch of verdigris or even mildew. To begin with, this green look is not immediately noticeable (Spot check, DC 22) and provides no especial benefits, though anyone who notices it and knows what a green knight is will recognise the signs thereof. Also, as part of the gradual transformation, the green knight grows a little taller, giving him a highly imposing and almost giantish look. Each level of green knight he gains, he grows 2 inches taller and 5 lbs heavier, though this growth will stop at the maximum

height for his size category. This is a supernatural ability.

At 6<sup>th</sup> level, the transformation becomes clear and more complete – the green knight turns a verdant forest green, and any clothes he wears or gear he carries turn a similar lushly vegetable hue. Both knight and garb shift colour gradually with the seasons and with the green knight's travels, providing him with excellent natural camouflage in any forest environment. He gains a +4 innate bonus to all Hide checks made in the forest. Furthermore, his green look now clearly marks him out as a full-fledged green knight, a true defender of the forest. He gains a +4 circumstance bonus to Diplomacy checks made with regard to centaurs, treants, all fey, and similar sentient forest creatures at the Games Master's discretion.

**Green Armour:** At 2<sup>nd</sup> level, the green knight heads off into the deep woods once more to craft his green armour. To begin with, this is only a breastplate, though it does have magical properties as follows. Due to its part-wood, part-metal, all magical construction, it has a maximum Dexterity bonus of +5 and an armour check penalty of -3 (reduced to -1 in woodland conditions), and it weighs only 20 pounds. Furthermore, it is +1 armour. Crafting the green armour takes one month and is a supernatural ability. The green knight can only have one suit of

### The Green Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Green Axe, Wild Empathy, Code of Green Chivalry, Green Demeanour
2	+2	+3	+0	+0	Green Armour
3	+3	+3	+1	+1	Holly Club
4	+4	+4	+1	+1	Green Axe (+4)
5	+5	+4	+1	+1	Green Armour (full plate +2)
6	+6	+5	+2	+2	Holly Club (green dub), Green Demeanour (full green)
7	+7	+5	+2	+2	Green Axe (keen)
8	+8	+6	+2	+2	Green Armour (full plate +3)
9	+9	+6	+3	+3	Holly Club (regeneration)
10	+10	+7	+3	+3	Green Axe (vorpal), Green Challenge







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green armour at a time, and to anyone but its creator the green armour acts as a completely non-magical breastplate with ordinary game statistics.

At 5<sup>th</sup> level, the green knight adds further segments to his green armour, taking a month to do so once more. This turns the green armour into a suit of full plate, with the following magical properties. The green full plate has a maximum Dexterity bonus of +3 and an armour check penalty of -5 (reduced to -3 in woodland conditions). Furthermore it now becomes +2 armour.

At 8<sup>th</sup> level, the ranger spends a further week coating the armour with magical oils and infusions, rendering it almost indestructible. The armour itself gains a +2 bonus to all its saving throws. While wearing his green armour, the green knight may cast *transport via plants* at will, as though cast by a druid of 11<sup>th</sup> level, though it can transport only himself and other characters who have at least two levels in the green knight prestige class and are wearing their green armour. Furthermore, the green armour is now +3 armour.

**Holly Club:** At 3<sup>rd</sup> level, the green knight crafts a club from the wood of a holly tree. This takes one week. The green knight's holly club is a symbol of regeneration and peace, but it is also potentially an effective weapon. When the green knight is carrying the holly club, he may cast *calm animals* or *calm emotions* at will, as though cast by a 3<sup>rd</sup> level cleric. This is a spell-like ability. If used in battle, the holly club functions as a +3 club with a +1d6 enhancement bonus to damage, but causes subdual damage only (at no penalty). Like the green armour and green axe, the holly club is ineffective if used by anyone other than the green knight who created it. Crafting the holly club is a supernatural ability.

At 6<sup>th</sup> level, the green knight may use his holly club to dub another willing character a green knight, so long as the green knight candidate meets the usual prerequisites for the prestige class.

At 9<sup>th</sup> level, the holly club acquires the power to cast a modified version of *regenerate* once per day. This powerful healing spell is enhanced so that it will even allow reattachment of the decapitated head of a dead creature, so long as this is done within one round. In the case of the green knight who bears the holly club, if he is ever beheaded while holding his club he may continue to act for one round thereafter, giving him time to reattach his own head. Otherwise the *regenerate* acts as though cast by a 17<sup>th</sup> level druid, and is a spell-like ability.

**Green Challenge:** A 10<sup>th</sup> level green knight can issue a special challenge to one humanoid creature up to once per year. The creature may accept the challenge, or attempt to resist it by making a Will saving throw (DC = 20 + green knight's Charisma modifier). If he accepts, or fails the saving throw, he must choose between fighting the green knight in single combat, with whichever weapons each chooses; or chopping the green knight's head off, then submitting to the green knight, chopping its head off in return after an agreed interval of anywhere between one day and one year.

If the single combat option is chosen, the two combatants simply fight it out. The combat may be ended by one party somehow incapacitating the other, or by either party's surrender. If the green knight is defeated, the challenge is over. If the green knight wins, however, he may immediately lay a *geas/quest* spell on the loser, as though cast by a 20<sup>th</sup> level cleric.

If the beheading challenge is chosen instead, the challenged creature always gets the first try on the green knight. The green knight must bare his neck and stand perfectly still, not attempting to evade the decapitating blow. He loses all dodge and armour bonuses while so doing, and counts as helpless. This is the only time when another creature than the green knight can make use of the green axe, and then only to strike that one blow, but with the full powers of the green axe available to do so. This of course will almost certainly result in the green knight losing his head, since the challenged creature may attempt a coup de grace on him, but when this happens he will still have his holly club with which to reattach his head to his body.

Once he has done so, the green knight effectively holds the life of the challenged creature in his hands, so long as the latter is honourable enough to submit to the appropriate return match. In most cases however he will choose not to slay the challenged creature, preferring instead to test him, usually in secret and without telling him he will not be killed, so as to give him some chance at redemption. The test might be in any form, but is designed to ensure that the challenged creature is both truly chivalric and a friend of the forest. If the challenged creature passes the test, the green knight will likely strike only to wound or even deliberately miss when the return bout comes around. In this case, the challenged creature will gain a substantial XP bonus for passing the test (usually an appropriate amount for defeating an enemy of the green knight's power), but if he ever deliberately harms the green knight's forest or any of its denizens he will be the target of a *bestow curse* spell as though cast by



a 20<sup>th</sup> level cleric with the same Wisdom modifier as the green knight's. If a challenged creature refuses to submit to the return match or deliberately flees the area, the green knight can cast a *geas/quest* on him, irrespective of range, as though a 20<sup>th</sup> level cleric.

The green challenge class feature in general is a spell-like ability.

### GREENWOOD JUDGE

In a society with corrupt laws, where the rich can buy pardons for their crimes but the poor are hanged for stealing food to feed their families, it is inevitable that many will feel powerless unless they turn to outlawry. Some who do so simply rob whomsoever they choose, lying in wait in the forests and waylaying travellers rich and poor alike. A great many others though see what they do as a fight for wider social justice, and genuinely attempt to live up to the legends of outlaws who rob from the rich and give to the poor. A small proportion of these 'leveller' outlaws take things one step further, setting themselves up as greenwood judges. For the green wood judge, true justice is a lofty aim, one of which the more established judges of the King's law-courts fall far short. He is dedicated to tracking down and punishing any criminals who make their way into the forest, but his definition of 'criminal' is highly unorthodox! Certainly he respects most outlaws and poachers, so long as they are not cruel or tyrannical. He regards tax-collectors, privileged clerics, rich merchants and nobles as true criminals, however, for almost all of them have something to hide – power corrupts those who let it, and the greenwood judge seeks out and punishes that corruption wherever he finds it.

Greenwood judges can be found anywhere there are outlaws, sometimes as leaders of outlaw bands but more commonly as their respected judge, fulfilling rather the same function as a judge in more conventional society. Though most greenwood judges are rangers, they must usually take a level or two in other classes such as bard, druid, or rogue to meet the entry requirements.

Hit Die: d8.

#### Requirements

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

**Alignment:** Any good.

**Skills:** Diplomacy 12+ ranks, Knowledge (local) 8+ ranks, Knowledge (nature) 10+ ranks, Sense Motive 12+ ranks, Survival 12+ ranks

**Feats:** Track, Leadership, Negotiator

**Special:** Must have been declared outlaw by a nearby court of law. Must have the Wild Empathy class feature.

#### Class Skills

The greenwood judge's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 4 + Int modifier.





## THE PRESTIGE RANGER

### Class Features

All of the following are class features of the greenwood judge prestige class.

**Weapon and Armour Proficiency:** The greenwood judge gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Greenwood Leadership:** The greenwood judge gains a circumstance bonus to his Charisma ability score equal to his class level whenever he is in any forest. Any additional followers this provides (due to an increased Leadership score) will be outlaws, foresters, or forest-dwelling creatures such as fey or centaurs, at the Games Master's discretion. This is an extraordinary ability.

**Commonwealth of the Forest:** A greenwood judge in a forest environment can always acquire sufficient food for himself and up to one other creature per class level, without needing to make Survival checks. This food may be gained by simply gathering what is found along the way, or by the hospitality of various outlaw chiefs and friendly woodland creatures and effectively takes no time at all. This is an extraordinary ability.

**Code of Conduct:** Greenwood judges must adhere to a strict code of conduct. They must judge fairly whenever they are called upon to do so (so long as they are not already in the process of making a judgement), with the proviso that corruption, tyranny, tax-collecting, price-fixing, and confidence tricks are the

only true crimes. Honest robbery is to be applauded, so long as the 'victim' of the robbery is able to afford it (stealing from the poor and wretched, on the other hand, is tyranny). The greenwood judge must never be a party to anything he would regard as a crime himself.

**Detect Evil:** A greenwood judge of 2<sup>nd</sup> level or higher may produce an effect equivalent to a *detect evil* spell cast by a 15<sup>th</sup> level cleric, at will. This is a spell-like ability.

**Greenwood Signal:** The greenwood judge's authority extends to calling upon 'deputies' to assist with bringing in particularly troublesome suspects. A greenwood judge must spend one day to find or craft a special horn, or a similar signalling device. As a standard action, he may wind the horn up to once per day to produce an effect equivalent to a *summon nature's ally V* spell cast by a 15<sup>th</sup> level druid. The creature or creatures summoned must be of the animal, magical beast, monstrous humanoid, or fey types, and must have 'forest' or 'any land' as one of the entries in their Climate/Terrain. This is a spell-like ability. The horn does not function for anyone else other than the greenwood judge, and if he ever loses it he may acquire a new one without penalty by spending a day to do so.

At 3<sup>rd</sup> level, the greenwood judge may wind his horn up to twice per day and the spell becomes a *summon nature's ally 6* instead of *summon nature's ally V*. At 5<sup>th</sup> level he may wind his horn up to three times per day for a *summon nature's ally VII* instead of *summon nature's ally V*.

### The Greenwood Judge

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Greenwood Leadership, Greenwood Signal, Commonwealth of the Forest, Code of Conduct
2	+1	+3	+0	+3	Detect Evil, Mark of the Greenwood Foe
3	+2	+3	+1	+3	Greenwood Signal (2/day, 6 <sup>th</sup> level spell)
4	+3	+4	+1	+4	Discern Lies, Mark of the Greenwood Foe
5	+3	+4	+1	+4	Discern Location, Greenwood Signal (3/day, 7 <sup>th</sup> level spell)



'Hold, and identify yourselves!'

The commanding voice came from somewhere within the dense thickets to the left-hand side of the road. The first rider raised his hand: 'We will do as we're asked – I think we have found our outlaws. They're as bold as the minstrels say, too,' he muttered. The dozen knights behind him reined in at his instruction. The twin lines of footmen stopped too, some scanning the forest to either side, some already cocking crossbows without waiting to be ordered.

'I am Baron de l'Éscime, lawful overlord of Haverton and Constable of this forest. Who is it would halt me in my lawful business?'

'De l'Éscime, you are wanted for crimes against the Greenwood. Will you come among us peaceably to stand trial, or must we capture you by force of arms?' rang out the voice once more.

'Force of arms? I have twelve of my most perfect knights beside me, and two dozen crossbowmen on foot. You will come forth from the wood at once, and be brought back to Haverton for trial yourselves! I am the lawful authority here, by virtue of our divinely ordained King himself. Now, show yourselves, and though I can give you no mercy once you are found guilty, your families will be spared!'

His only answer was the sharp twang of bowstrings as the air filled with arrows. The baron's mouth and eyes gaped alike at the sight of his footmen cut down like wheat. Every last crossbowman lay dead before he could so much as lay his hand on his sword-hilt. Even several of the knights were pierced with bodkin arrows, the sharp spike-like points forcing between armour plates and deep into vulnerable flesh. An instant later it seemed the trees themselves were on the move as men and elves in forest-green and rustic brown garb swung on ropes or charged into the fray. Swift daggers thrust, and the renowned chevaliers of Haverton screamed no more.

The owner of the voice strode out behind the outlaws, dressed much like they but with his head crowned in green oak leaves. He bore no weapon save a plain quarterstaff. 'Surrender your sword to the keeping of my deputy here, de l'Éscime. Must I have you bound hand and foot, or will you give your word of honour not to attempt escape? Your authority, as you can see, is no longer valid here in the Greenwood – and you will stand trial, hog-tied if need be, for your assaults on my authority and on the persons of my fellows. . .'

**Discern Lies:** The 4<sup>th</sup> level greenwood judge may produce an effect equivalent to a *discern lies* spell cast by a 15<sup>th</sup> level cleric, once per day. This is a spell-like ability.

**Discern Location:** A greenwood judge of 5<sup>th</sup> level or higher may produce an effect equivalent to a *discern location* spell cast by a 15<sup>th</sup> level cleric, up to three times per day. This is a spell-like ability.

**Mark of the Greenwood Foe:** A 2<sup>nd</sup> level greenwood judge may place a special mark upon any creature he has found guilty of a crime (see the Code of Conduct class feature). This is a standard action and creates an indelible mark on the forehead of the creature, so long as said creature is within 30 feet of the greenwood judge. The mark is visible to creatures of the following types, so long as their Climate/Terrain includes the words 'forest' or 'any land:' animal, magical beast, monstrous humanoid, fey. Creatures below Intelligence 3 who see the mark will attack the marked creature on sight. The marked creature suffers a -12 penalty to all Charisma-related checks, including

skill checks, which target creatures with an Intelligence score of 3 or over who can see the mark. This is a supernatural ability and can be done up to once per day.

At 4<sup>th</sup> level the greenwood judge may create a Mark of the Greenwood Foe up to twice per day.

### Ex-Greenwood Judges

A greenwood judge may multiclass without penalty, but if he ever breaks his code of conduct he loses all greenwood judge class features until he can somehow atone for his transgression.





## THE PRESTIGE RANGER

### MASTER OF THE STAFF

Many a ranger learns at least some of the intricacies of the shortstaff, since it is easily carried, highly versatile, and somewhat innocuous in appearance. The master of the staff takes his shortstaff-work to a new level, spinning it like a shield before him, whirling it round his head to inflict the most devastating blows, changing grips to jab at a foe's stomach, and all the while warding off his enemies' strikes even when outnumbered. Jaded explorers who have sailed far from their homes and seen the exploits of the Eastern monks might be surprised to realise that many a humble pilgrim or pedlar in their own home country is capable of just such deadly and eye-deceiving feats of martial arts.

Masters of the staff can be found almost anywhere, and are usually very difficult to distinguish from other virtually unarmed harmless-looking travellers. Though the staff is often seen as a peasant's weapon by virtue of its cheapness and apparently inoffensive nature, it is also used in training squires for knighthood, and many a lad from a more aristocratic background takes up the path of master of the staff, regarding the shortstaff as a most noble weapon. That said most masters of the staff do have a relatively lowly upbringing, though they concentrate on staff techniques far more than might be expected of a peasant!

**Hit Die:** d8.

### Requirements

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

**Base Attack Bonus:** +5 or higher.

**Feats:** Weapon focus (shortstaff or tipstaff), Stunning Staff, Combat Expertise, Improved Trip.

### Class Skills

The master of the staff's class skills (and the key ability for each skill) are Climb (Str), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis) and Survival (Wis). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The master of the staff is proficient in all simple and martial weapons, and light armour. None of the master of the staff's class features may be used while wearing armour heavier than light armour, and furthermore he must be wielding a shortstaff or tipstaff to use his class features. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

### The Master of the Staff

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Spinning Defence
2	+2	+3	+3	+0	Shortstaff's Quickness
3	+3	+3	+3	+1	Shortstaff's Nimbleness
4	+4	+4	+4	+1	Skull Crack 1/day
5	+5	+4	+4	+1	Shortstaff's Quickness (+2)
6	+6	+5	+5	+2	Whirling Sweep
7	+7	+5	+5	+2	Skull Crack 2/day
8	+8	+6	+6	+2	Shortstaff's Quickness (+3)
9	+9	+6	+6	+3	Shortstaff's Nimbleness (against dodge and shield bonuses)
10	+10	+7	+7	+3	Skull Crack 3/day

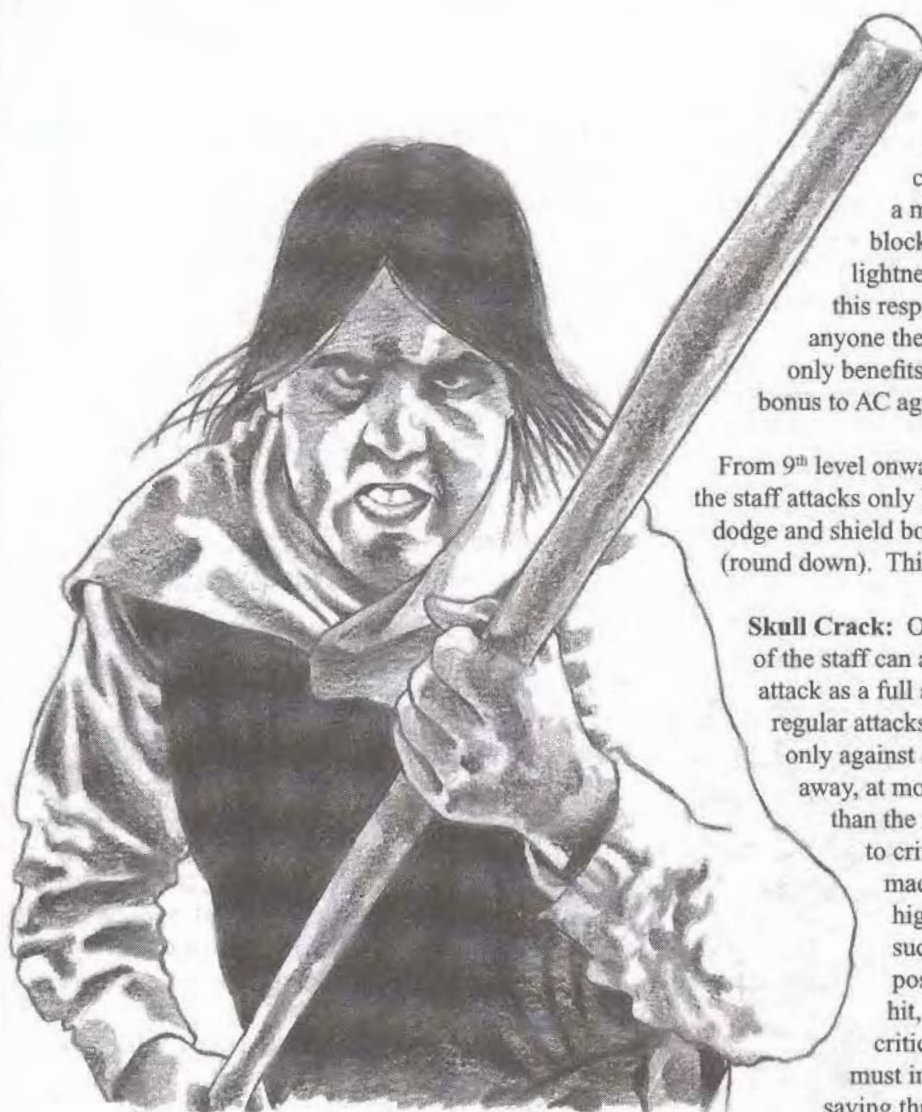
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## THE PRESTIGE RANGER



### Shortstaff's Nimbleness:

The shortstaff is notoriously difficult to defend against due to the speed with which a skilled wielder can alter its trajectory, making a mockery of most attempts to block or dodge it. Its length and lightness are especial advantages in this respect. From 3<sup>rd</sup> level onwards, anyone the master of the staff attacks only benefits from half their usual Dexterity bonus to AC against him (round down).

From 9<sup>th</sup> level onwards, anyone the master of the staff attacks only benefits from half their usual dodge and shield bonuses to AC against him (round down). This is an extraordinary ability.

**Skull Crack:** Once per day, a 4<sup>th</sup> level master of the staff can attempt a special skull-cracking attack as a full attack action in lieu of his regular attacks. This attack can be attempted only against an opponent who is 10 feet away, at most one size category larger than the master of the staff, and subject to critical hits. The attack is made at the master of the staff's highest base attack bonus, and if successful deals the maximum possible damage (if it is a critical hit, it deals the maximum possible critical damage). The opponent must immediately make a Fortitude saving throw (DC 10 + damage dealt by the attack) or be immediately reduced to -1 hit points. This is an extraordinary ability.

**Spinning Defence:** When whirling his shortstaff in front of him, the master of the staff is almost *impervious to melee attacks*. He may add his class level as a shield bonus when performing a total defence action or fighting defensively. This is an extraordinary ability.

**Shortstaff's Quickness:** The shortstaff's sheer speed of movement allows the master of the staff to strike before his enemies do, often laying one of them low before he even has a chance to fight back. The master of the staff gains a +1 circumstance bonus to Initiative checks while using the shortstaff, from 2<sup>nd</sup> level onwards. This is an extraordinary ability.

At 5<sup>th</sup> level this rises to +2, and at 8<sup>th</sup> level to +3. These bonuses are cumulative with Improved Initiative, if available. This is an extraordinary ability.

**Whirling Sweep:** As a full attack action, in lieu of his regular attacks, a 6<sup>th</sup> level master of the staff can attempt a trip attack at his highest base attack bonus against every opponent within 10 feet of him. Each successful trip attack allows him to make an automatic melee attack against that opponent, as with the Improved Trip feat, but a failed trip attempt ends his action. This is an extraordinary ability.

## OUTLAW

Most courts sentence criminals either to be 'hanged by the neck,' – executed – or 'hanged by the purse,' the far lighter punishment of a fine, reserved only for those who can afford it. Those who cannot afford to pay fines or simply use influence and bribes to sway the court often simply avoid turning up for the hearing.



## THE PRESTIGE RANGER

The judge declares them an outlaw because he cannot lay hands on them to hang them himself. Anyone who so wishes can kill an outlaw out of hand, with no repercussions. For this reason they are sometimes known as 'wolvesheads,' indicating they have no more rights than wolves themselves. Slaying an outlaw is as much of a service to the community as is slaying a predatory wolf. The courts usually also seize any property or lands an outlaw may have owned, distributing them among the wronged parties or doling them out to friends of the judge.

The outlaw then makes a virtue out of the necessity of his exile; no longer at liberty to farm the commons, he 'farms' the greenwood instead, taking the gold and silver of the fat merchant or lecherous priest to pay for his needs. Often supported by the local peasantry, particularly if he is generous to the poor, the outlaw is a visible embodiment of rebellion. He seems to strike wherever he wills, thumbing his nose at the barons and

robbing whom he wills. For downtrodden yokels, the outlaw is the ultimate leveller, a local boy made good in the only way possible for most peasants.

Outlaws can be found anywhere where sizeable forests or other wilderness regions exist in close proximity to settled areas, particularly if those areas have a reputation for unjust rulership and poverty-stricken peasants.

**Hit Die:** d8.

### Requirements

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

**Base Attack Bonus:** +5 or higher.

**Feats:** Point Blank Shot, Track, Weapon Focus (longbow)

### Class Skills

The outlaw's class skills (and the key ability for each skill) are Craft (Int), Climb (Str), Disguise (Cha), Gather Information (Cha), Hide (Str), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Ride (Dex), Search (Int), Spot (Wis) and Survival (Wis). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 4 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The outlaw is proficient in all simple and martial weapons, and in light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Forest Expertise:** When in any forest environment and wearing at most light armour, the outlaw gains a circumstance bonus equal to his class level on all initiative checks and Spot or Listen checks, as well as a dodge bonus equal to half his class



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## THE PRESTIGE RANGER

### The Outlaw

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Forest Expertise
2	+2	+3	+3	+0	Longbow Feat
3	+3	+3	+3	+1	Outlaw Fellowship
4	+4	+4	+4	+1	Commonwealth of the Forest
5	+5	+4	+4	+1	Longbow Feat
6	+6	+5	+5	+2	Outlaw Fellowship (peasant assistance)
7	+7	+5	+5	+2	Commonwealth of the Forest (additional creature)
8	+8	+6	+6	+2	Longbow Feat
9	+9	+6	+6	+3	Outlaw Fellowship (noble bearing)
10	+10	+7	+7	+3	Outlaw King, Commonwealth of the Forest (additional 2 creatures)

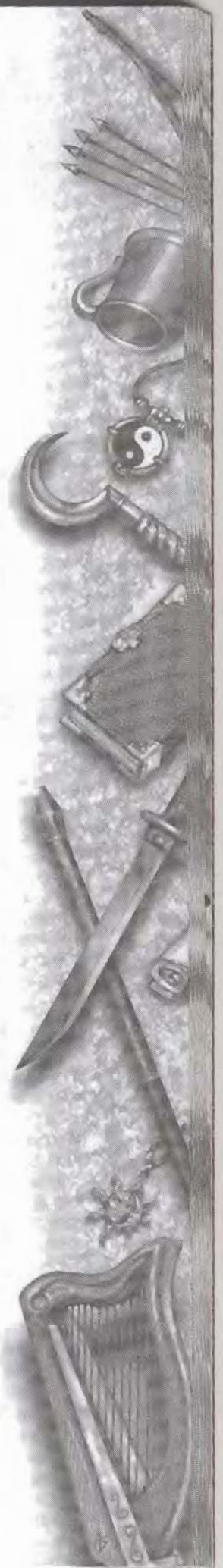
level (rounded down) to AC and Reflex saving throws. His intimate knowledge of the local terrain and careful use of movement, cover and concealment allow him to almost always strike first, detect more or less anyone moving through the woods, and evade almost any attack. This is an extraordinary ability.

**Longbow Feat:** The outlaw's ability with the traditional yew longbow is well renowned. Though he gains no particular supernatural capability with the longbow, his mastery of conventional longbow techniques is extraordinary. At 2<sup>nd</sup> level, 5<sup>th</sup> level and 8<sup>th</sup> level, the outlaw may select one of the following feats: Far Shot, Improved Critical (longbow), Improved Precise Shot, Manyshot, Precise Shot, Rapid Shot or Shot on the Run. These feats only apply when the outlaw is wearing at most light armour and carrying at most a light load.

**Outlaw Fellowship:** Outlaws swear to be 'true fellows' with one another, treating each other as equal brethren of the greenwood. Though they all obey their outlaw chief, even he is seen more of a partner of the other outlaws than as their absolute ruler. From 3<sup>rd</sup> level onwards, the outlaw gains a +4 circumstance bonus on all Charisma checks and Charisma-based skill checks made towards anyone else who has been declared outlaw, whether or not that other character has one or more levels in the outlaw prestige class. This is an extraordinary ability.

From 6<sup>th</sup> level onwards, the outlaw also applies the above bonus to interactions with all characters who have at least one level of the commoner class within the immediate area of his home forest. This is at the Games Master's discretion but typically includes all the villages in one county or a 40 mile x 40 mile area. If the outlaw has a reputation for generosity with the local peasantry, giving them at least some of his ill-gotten gains when they need it, he may furthermore request (and have granted) a special service of a commoner or commoner family up to once per day. This could include hiding him, telling him of the most worthy prize in the area, carrying a secret message to the next village, or anything else which does not pose an enormous risk to the commoner.

From 9<sup>th</sup> level onwards the outlaw's noble bearing and appearance as a true archetype of the greenwood legends allows him to also apply the same bonus to interactions with all characters who have at least one level in the aristocrat, noble, knight or paladin classes. This applies so long as he treats them politely and honourably, and only ever applies within his home forest itself, and when they know him to be an outlaw. In many cases the outlaw will even succeed in convincing a robbed nobleman that the robbery was entirely fair and equitable, a reasonable payment for meeting such a renowned outlaw.





## THE PRESTIGE RANGER

**Commonwealth of the Forest:** A 4<sup>th</sup> level or higher outlaw in a forest environment can always acquire sufficient food for himself without needing to make Survival skill checks. This food may be gained by simply gathering what is found along the way, or by the hospitality of various outlaw chiefs and friendly woodland creatures. This is an extraordinary ability.

At 7<sup>th</sup> level, the outlaw can use this ability to find food for up to one additional creature, and at 10<sup>th</sup> level for two additional creatures.

**Outlaw King:** A 10<sup>th</sup> level outlaw is considered a monarch among his own men, a paragon of outlawry, noble defender of the peasants and thorn in the side of the 'other' King of the land. This outlaw king gains a +2 bonus to his effective Leadership score, if he already has the Leadership feat. If not, this class feature has no effect until he does gain the Leadership feat. This is an extraordinary ability.

### WILD HUNTER

The true hunter hunts not for sport but because he must. Driven always to exceed his own past achievements, striving ever to take down bigger and fiercer game, the wild hunter is almost a natural force himself. At the top of the food chain in almost any environment, he is the ultimate predator, though he rarely kills more than he and his pack of hounds can eat at any one time. The wild hunter works with his pack as closely as a general with an army of perfectly drilled soldiers, bringing down the largest of prey with practised ease.

Wild hunters can be found at the very ends of the earth, always in the deep wilderness, tracking and hunting the largest and most dangerous prey. Occasionally wild hunters band together, working as a group to target truly dangerous game.

**Hit Die:** d8.

#### Requirements

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

**Base Attack Bonus:** +8 or higher.

**Alignment:** Any.

**Feats:** Endurance, Track, Power Attack, Dodge, Simple Weapon Proficiency, Martial Weapon Proficiency (all martial weapons)

**Skills:** Handle Animal 8 or more ranks, Knowledge (nature) 8 or more ranks, Survival 8 or more ranks.

**Special:** Must have the Favoured Enemy (animal) class feature. Must have an animal companion which is a riding dog.

#### Class Skills

The wild hunter's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 4 + Int modifier.

#### Class Features

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

**Weapon and Armour Proficiency:** The wild hunter gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Wild Pack:** The wild hunter hunts with a dog pack, led by his animal companion. In addition to the animal companion, he has a number of riding dogs equal to his class level to make up his wild pack. The wild pack's members become tougher, fiercer, and better hunters as the wild hunter rises in level – see sidebar. This is an extraordinary ability.

**Animal Companion:** The wild hunter's animal companion continues to gain bonus hit dice, natural armour class adjustments, and other benefits when the wild hunter gains a level, just as if he had gained a level in the ranger character class. Unlike a druid or ranger's animal companion, a wild hunter's companion may only be voluntarily released from service so as to gain a replacement riding dog, not a different animal companion. This is an extraordinary ability.

**Hunter:** Though the wild hunter's skills are versatile and he hunts both animals and other monsters, animals and magical beasts are his commonest and most preferred prey. He gains a +2 competence bonus to all attack rolls which target creatures of the animal and magical beast types. His animal companion and wild pack also gain this bonus when attacking animals or magical beasts. This is an extraordinary ability.

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## THE PRESTIGE RANGER

### The Wild Hunter's Wild Pack

The dog packs kept by wild hunters are no longer simple animals, being superior to ordinary riding dogs in several ways. They are treated as magical beasts, not animals.

Class Level	Bonus HD	Natural Armour Adj	Str/Dex Adj	Bonus Tricks	Special
1 <sup>st</sup> -2 <sup>nd</sup>	+2	+2	+1	1	Link, Animal Hunting
3 <sup>rd</sup> -4 <sup>th</sup>	+3	+3	+1	1	Improved Scent
5 <sup>th</sup> -6 <sup>th</sup>	+3	+3	+2	2	Evasion
7 <sup>th</sup> -8 <sup>th</sup>	+4	+4	+2	2	Harry Prey
9 <sup>th</sup> -10 <sup>th</sup>	+4	+4	+3	3	Devotion

**Class Level:** This is the wild hunter's class level.

**Bonus HD:** This is the bonus HD received by each member of the pack. Bonus HD are 1d8 and subject to Constitution modifiers as usual. Each member of the pack attacks as a wild hunter of the same number of hit dice, and has Fortitude and Reflex as good saving throws.

**Natural Armour Adjustment:** The pack members' natural ACs increase by the amount indicated.

**Strength/Dexterity Adjustment:** The pack members gain enhancement bonuses to Strength and Dexterity, as indicated.

**Bonus Tricks:** The pack knows a number of 'tricks' in addition to those that may be taught them with the Handle Animal skill. The entire pack must know the same bonus tricks.

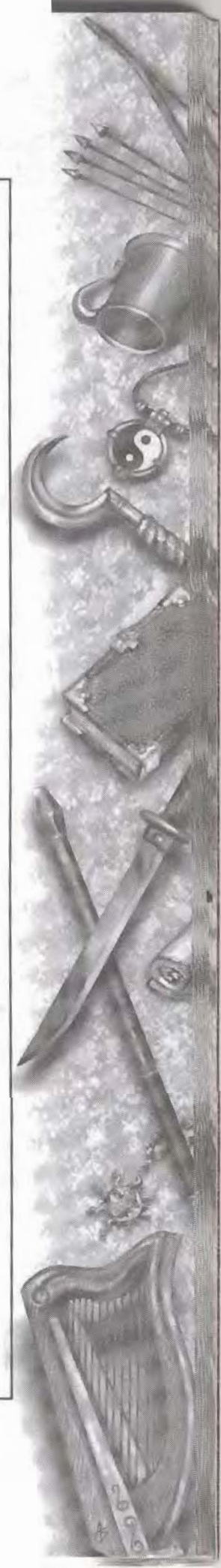
**Link (Ex):** A wild hunter can handle any or all members of his wild pack as a free action or push them as a move action. He gains a +4 circumstance bonus on all Handle Animal checks which target a member of his wild pack.

**Improved Scent (Ex):** All the dogs of the pack gain a +2 innate bonus to all Survival checks to track by scent, and can detect scents at twice the usual ranges listed for the Scent special quality.

**Evasion (Ex):** If subjected to an attack that allows a Reflex save for half damage, a pack dog takes no damage on a successful save. As with a Reflex save for any creature, the pack dog must have room to move in order to evade. A bound pack dog or one in a completely restrictive area (crawling through a 1-foot-wide shaft, for example) cannot use evasion. As with a Reflex save for any creature, evasion is a reflexive ability. The pack dog need not know that the attack is coming to use evasion.

**Harry Prey (Ex):** The pack dogs work together seamlessly once they have brought their prey to ground, supporting the wild hunter's attacks with synchronised 'worrying' of the prey. If every member of the pack performs an aid another action targeting either the wild hunter or the wild hunter's animal companion (the pack leader), they can each either give a +3 bonus to his attack roll or a +3 bonus to his AC, rather than the usual +2.

**Devotion (Ex):** All members of the pack gain +4 morale bonuses to their Will saving throws against enchantment spells and effects, due to their fanatical devotion to the wild hunter.





## THE PRESTIGE RANGER

At 4<sup>th</sup> level, this competence bonus rises to +3, and at 9<sup>th</sup> level to +4.

**Monster Slayer:** Through long practice and bitter experience, the wild hunter learns a number of techniques for killing monsters quickly so as to risk as little damage to himself as possible. From 2<sup>nd</sup> level onwards, when making a Power Attack against a foe of Large size or greater, he now adds half again as much to his damage roll (rounded down) as he subtracts from his attack roll, rather than the same amount as is usual for Power Attack. For example, the wild hunter can use his Power Attack to gain a +3 to damage for a -2 penalty to his attack roll, or a +6 bonus to damage for a -4 penalty to attack, or a +12 bonus to damage for a -8 penalty to attack. As usual for Power Attack, the bonuses and penalties have to apply to all his attacks that round. This is an extraordinary ability.

At 5<sup>th</sup> level, the wild hunter is constantly in motion when fighting larger foes, ducking and weaving, so as to easily evade their attacks until the time is right to launch a devastating counter-attack. When he uses the Dodge feat against an opponent of Large or greater size, he may take a move-equivalent action to gain an extra dodge bonus to Armour Class as follows:

Large opponent: +1  
Huge opponent: +2  
Gargantuan opponent: +4  
Colossal opponent: +8

This bonus is in addition to the usual +1 for use of the Dodge feat, and lasts until the wild hunter's next action. If the wild hunter also has the Mobility feat, he may move up to his full normal speed during the move-equivalent action he took to gain the dodge bonus. This is an extraordinary ability.

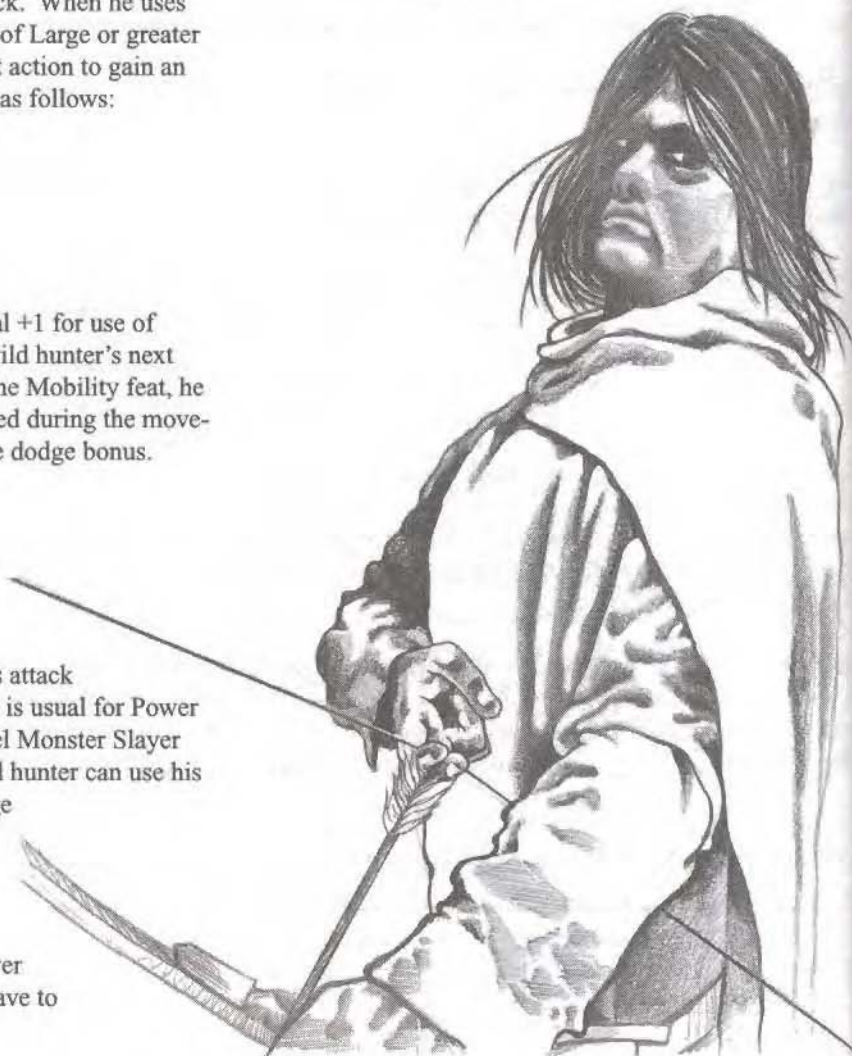
From 8<sup>th</sup> level onwards, when making a Power Attack against a foe of Large size or greater, he now adds twice as much to his damage roll as he subtracts from his attack roll, rather than the same amount as is usual for Power Attack. This supersedes the 2<sup>nd</sup> level Monster Slayer class feature. For example, the wild hunter can use his Power Attack to gain a +2 to damage for a -1 penalty to his attack roll, or a +6 bonus to damage for a -3 penalty to attack, or even a +20 bonus to damage for a -10 penalty to attack. As ever with Power Attack, the bonuses and penalties have to

apply to all his attacks that round. This is an extraordinary ability.

**Exotic Weapon Proficiency:** At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels, the wild hunter gains an exotic weapon proficiency. He learns to use precisely the right tool for the job, whether a combination boar spear and blackpowder pistol or a many-bladed throwing knife.

**Resist Charge:** The 4<sup>th</sup> level wild hunter gains an attack of opportunity whenever an opponent charges him. Many of the most fearsome game animals make their initial attack a simple headlong charge, and the wild hunter is highly experienced when it comes to defending against charge attacks. This is an extraordinary ability.

From 7<sup>th</sup> level, if the wild hunter is armed with a weapon that can be set against a charge, an opponent charges him, and he hits the opponent with his attack of opportunity, he deals double damage just as if he had set his weapon against the charge.



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The Wild Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Wild Pack, Animal Companion, Hunter
2	+1	+3	+3	+0	Monster Slayer
3	+2	+3	+3	+1	Exotic Weapon Proficiency
4	+3	+4	+4	+1	Resist Charge, Big Game
5	+3	+4	+4	+1	Monster Slayer, Hunter (+3), Favoured Enemy
6	+4	+5	+5	+2	Exotic Weapon Proficiency
7	+5	+5	+5	+2	Resist Charge
8	+6	+6	+6	+2	Monster Slayer
9	+6	+6	+6	+3	Exotic Weapon Proficiency, Hunter (+4)
10	+7	+7	+7	+3	Ritual Feast, Favoured Enemy

**Big Game:** Though wild hunters often begin their careers going after relatively mundane creatures, few can resist the lure of hunting true big game, such as a dragon or giant. From 4<sup>th</sup> level onwards, the wild hunter gains his Hunter competence bonus to attack rolls whenever attacking creatures of Large size or larger, even if they are not animals or magical beasts. His animal companion and wild pack also benefit from the Big Game class feature. This is an extraordinary ability.

**Favoured Enemy:** At 5<sup>th</sup> and 10<sup>th</sup> levels, the wild hunter gains a new favoured enemy and an increase of +2 to the bonus for one of his favoured enemies. This extraordinary ability works exactly like the class feature of the same name for the class which originally granted him the favoured enemy class feature.

**Ritual Feast:** At 10<sup>th</sup> level, the wild hunter learns how to eat a monster's heart to gain its strength. Any time he kills a creature of Large or greater size, he may ritually eat its heart. He must eat the heart within 6 hours of killing the creature. He gains +2 Strength

for a Large creature, +4 for Huge, +8 for Gargantuan and +16 for Colossal. This is an enhancement bonus. His enhanced strength remains at this level for one day, dropping by one point each day thereafter until it returns to normal (so, for example, if he eats the heart of a Huge creature he gains +4 strength on the first day, dropping to +3 on the second day, +2 on the third and +1 on the fourth). The heart can be prepared or raw, as he prefers, so long as he eats the entire meal (taking 15 minutes per point of strength gained). The wild hunter must have personally slain the creature in single combat for the ritual feast to work. He can only be affected by one ritual feast at a time – the effects must be allowed to lapse completely before he can benefit from eating another creature's heart. This is a supernatural ability.





# TRICKS OF THE TRADE

The ranger is perhaps second only to the rogue in his knowledge of cunning tricks, ways either to do what anyone else can do but a little better, or to do things no-one else can achieve. In the wilderness, he is superior even to the druid in this regard, for the druid's understanding of nature is more mystical – whereas the ranger's is purely visceral! Most of the tricks presented here are derived from the ranger's long years of wandering, hunting, and just surviving, giving him a set of instincts lost to his more supposedly 'advanced' city-dwelling friends. Certainly the attention to detail, the intuitive recognition that *something* is not quite right when an ambush is about to be sprung, the deduction from a mere bent blade of grass that a wounded bugbear passed this way three days ago – all these things often seem supernatural to soft city folk, though they are second nature to the ranger.

This chapter offers a number of new tricks for characters to attempt, whether to gain an advantage over an opponent by an ambush or trick arrow shot, or to enhance his wilderness survival and travelling skills. Unless otherwise stated, all such rules may be used by any character class, but they all relate closely to the ranger's specialist areas of expertise and are likely to prove most effective when used by rangers.

## FORESTRY

Many rangers count forestry as an important area of expertise, though perhaps not quite so important as general wilderness survival. In game terms, Craft (wood) and Profession (woodcutter) are both important skills here. These skills are also of some use when constructing shelters and other simple woodland structures, as mentioned in the Every Forest A Fortress chapter. The Games Master should allow a certain degree of overlap between the two skills – most simple tasks in one could be considered average tasks in the other, if the character did not have the right one. For example, a character with a high rank in Profession (woodcutter) could repair a wooden house as a DC 15 task, though the same task could be done more easily by a character with Craft (wood), at only DC 10.

### Profession (woodcutter)

Profession (woodcutter) enables a character to use a woodsman's axe or hatchet to chop down trees and cut wood without risk of injuring himself or others. Furthermore, an experienced woodcutter is able to select suitable trees to cut so as to actually enhance the forest, rather than simply stripping it bare. He is also adept at splitting wood, whether for firewood or to make planks or shakes. A character with five or more ranks in Craft (wood) gains a +2 synergy bonus to all Profession (woodcutter) checks.

Other related professions to woodcutter are as follows: charcoal-burner, platcher, shrager, bodger, and faggotter. These may be treated as Profession (woodcutter) in game terms, but for roleplaying purposes a character may be designated with Profession (charcoal-burner) or another profession.

Action	DC*	Example	Time Required
Simple	10	Cut down a tree so it falls safely and cleanly	20 minutes or more, depending on size of tree
Average	15	Fell a tree so it falls in a specific direction, which is not the way it would naturally fall	30 minutes or more
Average	15	Look at a piece of woodland and determine which trees or parts of trees could be cut down to encourage more healthy growth of other trees	10 minutes
Difficult	20	Coppice, top or prune a tree, removing some wood without causing long-term damage to the tree and so as to encourage it to grow in a specific way	30 minutes or more
Difficult	20	Cut a straight-growing pine tree into neat and identical-sized planks ready for building with	60 minutes or more
Almost Impossible	25	Cut a twisted hardwood tree into neat and identical-sized planks ready for building with	90 minutes or more

Action
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Charcoal-burner... into charcoal... carefully cor... of turf, so as... days without... somewhere b... hewing down... furniture, eit... who may not... Faggotters cu... much the equ... the job of cog...

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Action	DC*	Example	Time Required
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Charcoal-burners cut wood specifically for making into charcoal, which they do by setting fire to it in carefully controlled conditions, usually beneath a heap of turf, so as to ensure it smoulders away for several days without being completely consumed. Bodgers are somewhere between woodcutters and wood craftsmen, hewing down trees and chopping them into rough furniture, either for their own use or to sell to the poor who may not be able to afford properly made furniture. Faggotters cut wood for firewood. Shragers are very much the equivalent of the modern tree surgeon, with the job of coppicing or otherwise thinning out trees.

### Craft (wood)

This skill covers everything from wood-carving and wood-turning to joinery and house-building. A character with a high rank in Craft (wood) can 'see' the shape a piece of wood 'wants' to be, learning to realise the most effective use for wood of any size, type or shape. He can hew a rough table out of a tree-stump, make staves of ash or oak for fighting with, or carve a full-size totem pole. A character with five or more ranks in Profession (woodcutter) gains a +2 synergy bonus to all Craft (wood) checks.

## ARCHERY

Perhaps even more than tracking, rangers are famous for their use of bows – whether the traditional yew longbow as a yeoman archer, or the deceptively powerful shortbow, shot from the back of a moving horse. This section suggests various methods of improving archery skills or using special techniques to achieve particular effects – also known as trick shots.

### Bow Skills

The main skill associated with archery is Craft (bowmaking). If desired, a character may prefer to call this skill Craft (bowyer) or Craft (fletcher), but this is done purely for flavour and the three are not treated as distinct skills – any character with a bow-related Craft can make both bows and arrows.

Craft (bowmaking) can be used much as can any other Craft skill, to make high-quality bows and arrows for sale. However, it is also useful in the wilderness, in particular for repairs and maintenance to bows and for the manufacture of entirely new bows from local raw materials. These are known as 'self bows' because the user generally makes them himself, and can be crafted at almost no cost so long as the materials can be found. More information on this can be found in the Lay of the Land chapter.

Action	DC*	Example	Time Required
Simple	10	Repair a wooden object, such as a shield or a hole in the wall of a house	15 minutes
Average	15	Turn a bowl or cup out of wood	20 minutes
Difficult	20	Build a wooden house of saleable quality	4 weeks or more
Almost Impossible	25	Produce a highly artistic wooden carving of saleable quality	1 day or more





## ARCHERY CONTESTS

In countries or regions which rely on archers for their defence, including many elven cultures, archery contests are a common institution. Archery contests were first presented in *The Quintessential Fighter* as part of tournaments, but many local fairs too small to host a full-scale tournament will still have some sort of competition to test the mettle of the region's archers. The most common type of contest is given below, though the Games Master may use the information given as a starting point to devise his own variant archery contests.

Targets are typically made of straw bundles and covered with a dyed material to show four concentric coloured rings to the contestants. Contestants score points based on which ring they manage to hit with each arrow fired, those in the centre of the target commanding a higher score.

To shoot at the target, a contestant makes a ranged attack roll, using all the usual modifiers. The result of this roll will determine which coloured ring is struck by the arrow and how many points are scored, as shown below.

Attack Roll	Target Struck	Archery Points
9 or less	Miss	0
10-14	Outer Edge	1
15-17	Outer Ring	3
18-19	Inner Ring	5
20 or more	Bullseye	10

Any number of contestants may compete in the first round, where the target is placed at 100 ft. from the firing position. However, only the ten highest scorers will go forward to the second round, where the target will be replaced at 200 ft. After this, only the two highest scorers will go forward, where the target is set to 300 ft.

Each contestant may only fire three arrows during each round, so a high degree of accuracy is essential in order to earn a high total score and move on to the next round. In the event of any two contestants scoring the same amount during a round, each is permitted to use one arrow on the target in order to break the tie.

Most archery contests have only one prize, for the winner. This is often a high-quality arrow or quiver of arrows, perhaps masterwork or silvered. However the prize may range from a cask of ale and a quiver of ordinary arrows at the village fair all the way up

to a mastercrafted or even magical longbow at some of the more serious archery events – though the latter type of prize invariably carries some proviso with it, such as the requirement that the archery champion enlist as captain of the King's archers and spend the next year training them up! The prize will also often be related to the entry fee and number of entrants, and the Games Master may wish to ensure that any archery contest offering a substantial prize has a number of high-level non-player character competitors, since it will inevitably attract both famed archers and the semi-professional archery contestants known as 'targeteers.'

### Perfect Shots

On a confirmed critical hit aimed at an archery target which has already been struck by an arrow, there is a 10% chance (19-20 on a d20) that the shot arrow splits the arrow that was already in the target straight down the middle, in classic 'Robin Hood' fashion. Arrows split in this way are often retained by the archer who split them, as informal trophies. Certainly a hit of this nature is likely to confirm the archer's victory at the contest to all concerned.

Note that if blunted arrows are being used, as in many roving contests, there is no chance to split an arrow in this manner.

### Roving

Roving has long been the preferred method of practice for battlefield archers, since it offers a good opportunity to simulate the random variation of targets in war, rather than using fixed targets. Roving requires at least two archers, for a little friendly competition. The archers string their bows and simply wander off into the greenwood, looking for a likely first target. By mutual agreement, they select a tree stump, clump of weeds or other likely target anywhere between around 100 feet and 600 feet away, and each loose an arrow at it. Once they have walked to the target to retrieve their arrows and determine the victor, the archer who hit closest to the target's centre wins that point and selects the next target. This can go on for several hours, and is regarded as a pleasant pastime more than a serious contest.

Due to the expense of arrows, it is quite common to remove the arrowheads or replace them with blunt wooden heads before shooting. This takes around two minutes per arrow with a Craft (fletcher) check (DC 10), and allows almost all the arrows to be retrieved after use, since they will not stick into tree stumps or other targets. In this case an arrow will only be lost permanently only on a roll of 1 on the attack roll, in

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**'Twang!'**

Although bows are regarded as very stealthy weapons by post-gunpowder societies, this is only in comparison to the bang and flash of black powder weaponry. Rangers and others who are well used to archery can hear the distinctive 'twang' of a loosed bowstring from some distance away. Make a Listen check to detect an arrow being shot from a bow, with a +2 synergy bonus on the check if the character has the Weapon Focus (any bow) feat. The DC is equal to half the number of feet between the listener and the archer, rounded down. A success allows the listener to get a rough idea of the archer's direction and distance, but will not pinpoint his precise location unless the result of the Listen check was at least 20 higher than the DC. A Listen check to detect an archer may be made as a free action once per round, irrespective of the number of arrows the archer shoots. Alternatively a character can concentrate specifically on listening as a standard action, in which case he may make Listen checks for every arrow shot.

For example, a listener 35 feet from an archer must make a Listen check (DC 17) to take a guess at the archer's location. If he rolls a 37 or more, he can get an exact fix on the archer's position.

Note that experienced archers who plan to do a lot of sniping and ambushes often have their bowstrings silenced (see pXX), despite the slight loss of performance that results.

which case the arrow breaks, lodges up a tree, or is otherwise irretrievable. Even when an arrow is lost by this, the head can be used with a new shaft, reducing the cost of buying the next batch of arrows by around 2 cp per spare arrowhead (or accordingly reducing the time and materials cost to craft them oneself). Blunt arrows can be purchased at 20 for 8 sp, for characters who have more money than time or do not wish to disassemble their precious arrows.

Any character proficient with a bow who devotes at least one hour to roving (with at least one other archer) will find his archery skills temporarily improved due to the excellent and realistic practice afforded by the pastime. For the next eight hours, he gains a +1 circumstance bonus to attack rolls with the bow he

used. This increases to +2 if the target has the benefit of an AC bonus from cover, since roving targets are often small and partially obscured by foliage or other barriers. If you do not wish to play out the roving on each occasion, assume each character loosed 40 arrows per hour of roving, of which 2 were lost permanently, assuming blunt arrows were being

used; if sharps were used all 40 arrows will have been lost.

Alternatively, a character who does not have time for a full hour of roving because he is travelling at high speeds may practice similar skills en route. Proficiency with the bow is still required, though the archer need not have a roving partner for this. This is often all a ranger gets time to do, particularly when adventuring. Practising in this way also expends 40 arrows, but the ranger has no time to retrieve any of them. The benefits are also somewhat less than with true roving, since the archer has less energy to devote to what he is doing and does not have an opportunity to shoot at the truly random variety of targets offered by true roving. For the next eight hours, he gains a +1 circumstance





bonus to attack rolls with the bow he used so long as the target has the benefit of an AC bonus from cover.

## ARCHERY TRICK SHOTS

Archery trick shots were first presented in *The Quintessential Elf*, and are revisited here. This section offers a number of new trick shots that can be introduced to a campaign alone or alongside the trick shots in the other book. If the Games Master has access to both, it is recommended that he allow rangers to use the trick shots presented in *The Quintessential Elf*, and allow elves to use the new trick shots presented here, in addition to their own trick shots.

Trick shots can be performed by anyone with at least eight ranks in Craft (bowmaking). Such characters are considered to have an intuitive understanding of

ballistics and arrow properties, allowing them to make unusual attack moves or other trick shots with a bow. So long as a character has the requisite ranks in Craft (bowmaking), along with the feats required (listed separately for each trick shot) he may attempt the trick shot. He need not expend any further feats or skill points to learn the trick shot. All trick shots must be prepared unless otherwise noted. Preparation requires a move action, during which the character makes a skill check as described in the entry for the individual trick shot. Failure in the skill check means that he does not set up the trick shot properly, and may only make an ordinary shot (or perform different standard action). Each trick shot requires a standard action as is usual for a single attack.

### Counter-Charge Shot

**Required Feats:** Mounted Archery, Improved Feint  
**Skill Check:** Handle Animal or Knowledge (nature, arcana, or other appropriate field)

**Effect:** This trick shot is designed to halt an opponent's charge in its tracks by shooting a painful but preferably non-fatal arrow into his mount at an appropriate moment. The archer spends a move action studying an opponent's mount, during which he makes an appropriate skill check, which can be either Handle Animal or Knowledge (nature) for an animal, Knowledge (arcana) for a magical beast, or another appropriate Knowledge skill as determined by the Games Master. The DC is 15, with success indicating that the archer has picked out a suitably painful part of the target's anatomy to aim for. The mount must be a creature whose Intelligence is at most 2 for this trick shot to work. On the archer's standard action, he readies an action, with the condition that if his opponent charges he will loose an arrow at the mount. If this occurs, the attack is resolved as normal, but the mount must make a Will save (DC = 10 + damage inflicted by the attack) or refuse to complete the charge, halting abruptly halfway through its movement. Its rider must make a Ride check (DC 5) to Stay in Saddle, but in any event cannot make his charge attack that round.

### Mounted Archery Cover

**Required Feats:** Mounted Archery, Martial Weapon Proficiency (shortbow or composite shortbow)

**Skill Check:** Ride (DC 20)

**Effect:** The archer hangs off his horse on one or the other side, firing a shortbow or composite shortbow (but no other weapon)





over the horse's back. Opponents on the other side of the horse can see only part of his head and arms, and part of one leg. Moving into this position is a move-equivalent action, requires a Ride check, and grants the character cover against opponents on the other side of the horse. Moving back onto the horse normally is also a move-equivalent action but does not require a Ride check. The cover granted is in the form of the horse, and any attacks which miss the character due to the cover will strike your horse instead. While gaining cover in this way, the character has a -4 circumstance penalty to Ride checks and may not make any attacks, other than ranged attacks using a shortbow or composite shortbow which are made as usual.

### Parling Shot

**Required Feats:** Mounted Archery, Improved Feint  
**Skill Check:** Bluff (opposed to target's Sense Motive check)

**Effect:** The archer spurs his mount to flee at full speed, then turns round in the saddle and launches a last arrow at his unsuspecting pursuers as they attempt to take advantage of his apparent retreat. His mount must be moving away from any opponents as fast as it can. If they also pursue at their maximum possible speed, the archer may attempt a Bluff check as a move-equivalent action, just as though making an feint with the benefit of the Improved Feint feat. This is opposed to his target's Sense Motive check, though the target may add his Base Attack Bonus to this check as is usual for feints. If the archer succeeds, he may make a single ranged attack against the target, who loses his Dexterity bonus to AC.

**Normal:** Feints may only be made with melee attacks.

### Warning Shot

**Required Feats:** Precise Shot, Improved Precise Shot  
**Skill Check:** Spot

**Effect:** The archer shoots an arrow aimed to pass very close to the target, missing by a fraction of an inch. The archer decides where he wants to place the arrow, usually whizzing it past the ear or nose of the target, knocking some dirt up at its feet, or passing between its legs just shy of the groin. The idea is to demonstrate the archer's incredible precision, giving his enemy the impression that not only will the next shot not miss, it will land exactly where the archer wishes it to, generally passing straight through a vital organ. This can end many confrontational situations before a fight has properly begun at all. The archer first makes a Spot check at DC 15, determining the optimum point at which to place his arrow. Next he must make an attack roll as usual, but if he 'hits' he has actually just missed the target, in a highly intimidating manner. The target

must make a Will saving throw (DC = 10 + ½ archer's character level + archer's Charisma bonus). If he fails, he becomes shaken (see *Core Rulebook II*).

## MASSED ARCHERY

Though rangers are best-known for their individual archery skills, in time of war it is common for rangers to work together and perform massed archery fire against distant targets. By timing their attacks so as to all loose simultaneously under the watchful eye of a captain of archers, they can produce a veritable hail of arrows fit to devastate an entire enemy unit.

Note that rules for massed archery fire as part of mass combat are already provided as part of the Open Mass Combat System presented in *The Quintessential Fighter*. These rules are intended to cover situations too small for the Open Mass Combat System, such as when around a dozen or so archers work together in a skirmish.


Massed archery fire involves firing the arrows at a 45° angle, so as to have them travel the maximum possible distance. It can only be used at extended ranges. The quantity of arrows used compensates for the range, as does the fact that the archers are aiming at a group rather than an individual.

Any number of archers between six and twenty may participate in massed archery fire. They must be adjacent to one another, whether in a line or other formation, so that no 5-foot squares are left empty within the formation. They designate one of their number, who must have the Far Shot feat, as the captain of archers. All participating archers must be armed with the same type of projectile weapon, which must be one of the following: longbow, composite longbow, shortbow or composite shortbow. As a full attack, they each loose as many arrows as the archer with the lowest base attack bonus could usually make attacks, but they do not make attack rolls for any of these shot arrows.

Take the average highest attack bonus of each of the participating archers, including all bonuses except for Dexterity bonuses (since individual aiming is not truly possible with massed archery fire from such distances). Divide this number by the number of archers, rounding down. This is the Massed Archery Factor. Massed archery affects a circular area with a diameter of 5 feet per participating archer. The captain of archers designates the area affected, which must be between five and ten range increments from the archers. The usual range penalties do not apply, but the







## TRICKS OF THE TRADE

Massed Archery Factor is reduced by 1 for each range increment beyond five. All creatures within the area affected must make a Reflex saving throw with a DC of  $10 + \frac{1}{2}$  massed archery factor + captain's Intelligence bonus. Failure indicates the creature has been hit by a single arrow. This deals standard damage for the type of bow used, with no bonuses for Strength or magic. No more creatures may be hit than arrows that were shot.

*Example: Six archers are working together to fire at a group of bugbears they have spotted some 600 feet to the south. All the archers are using composite longbows, so the bugbears are six range increments away from them. The archers comprise one 12<sup>th</sup> level human ranger (three attacks at +12/+7/+2), one 11<sup>th</sup> level half-orc barbarian (three attacks at +11/+6/+1), one 12<sup>th</sup> level elf wizard (two attacks at +6/+1), one 11<sup>th</sup> level human cleric (two attacks at +8/+3), one 12<sup>th</sup> level half-elf bard (two attacks at +9/+4), and one 12<sup>th</sup> level elf rogue (two attacks at +9/+4). All have martial weapon proficiency in composite longbow. The ranger (Int 15) is designated captain of archers. They loose a total of 12 arrows per round when doing massed archery (two arrows each, since the wizard has the lowest base attack bonus and makes two attacks per round). The massed archery factor is  $(12+11+6+8+9+9)/6 = 55/6 = 9$ . This is reduced by 1 for the range, to a total of 8. All the bugbears within a 30 feet diameter area must make Reflex saving throws at DC 16, made up of 10 (base) +4 (1/2 massed archery factor) +2 (Intelligence bonus of captain) or be struck by a single arrow each. Up to 12 bugbears may be so struck.*

## TRAVELLING

Much of the ranger's activities will be performed in the wilderness, and if wilderness adventures mean one thing, they mean travelling. Whether trudging through mud on foot, or riding a horse in relative comfort (at least for those used to spending days on end in the saddle), wilderness adventures almost always involve several days or weeks of travelling, often through hostile territory and harsh terrain. Rangers have devised a number of tricks to make the going easier.

This section covers horse-riding, the preferred mode of transport in temperate regions and indeed in almost any terrain in cold or warm climates; camels, the preferred mode of transport in hot regions, particularly deserts; and skis, often the only realistic mode of transport in cold regions. Of course, it also covers walking, the oldest form of human transport and still by far the most versatile.

Finally, flying magical beasts that can be trained for riding are given a section of their own. This covers griffons, pegasus, and hippogriffs, by far the three most prized flying mounts.

## WALKING AND RUNNING

Many rangers disdain horses, feeling that a traveller on foot can take in far more of his surroundings than can a horseman. Further, they find that walkers disturb their surroundings far less than riders – another important factor when one considers that so many ranger adventures necessitate a stealthy approach to the target, and perhaps a stealthy escape afterwards. Many a ranger just starting out on his career takes Shank's Mare – that is, a steady walk – to his destination, due more to financial necessity than any real preference.

Mounts of almost any sort represent a significant reduction in fatigue, though, which can be crucial if the ranger is leading an expedition or party that includes non-rangers. Horses also allow for a fast retreat if need be. Often the best compromise is to ride to somewhere close to the destination, then travel the final day or half-day's distance on foot. In this case the expedition leader must consider hiring trustworthy guards and grooms for the horses, to ensure they can be protected and cared for when the group has left them behind.

### Going Barefoot

Though civilised cultures have adapted to wearing shoes, more primitive tribes tend to go barefoot, building up thick calluses and strong muscles on their feet. Some rangers, even from more technologically advanced regions, emulate this practice, believing it keeps them more in touch with the earth beneath their feet.

In one respect at least this is true; a barefoot character gains a +1 circumstance bonus to all Balance checks. He is far more able to feel any unevenness in the terrain underfoot, and so is unlikely to trip over or slip on unusual substances. At the Games Master's discretion, a barefoot character may also gain a +1 circumstance bonus to Reflex saves made specifically with respect to traps that rely on tripwires, pressure plates or other underfoot trigger mechanisms.

However, a barefoot character is especially vulnerable to caltrops, gaining no AC bonus against them as he would if he were wearing even the simplest moccasins. Moreover, until he becomes used to walking barefoot, which typically takes around two months, he may walk for no more than four hours per day and suffers



The dust-cloud soon resolved itself into a human figure. A man, running. He loped along at a good speed, but it became clear as he got closer that he was suffering – as well as the bloodstains on his trail-dusted shirt, his bare feet were swollen, pink and covered with blood.

'Roderick! Blythe! Aid him!'

At their lord's command, the two soldiers broke into a run. As they closed the distance with the running man he seemed to increase his pace. Lord Erheort himself trotted over just behind his men, his curiosity getting the better of his dignity.

'By the powers,' he cried, 'Artos!'

The running man, breathing ragged and desperate now, ran between the two soldiers, seeming barely to notice them, and collapsed at Erheort's feet. 'My lord... message... Guldar...' he rasped through broken, puffed-up lips, his left arm reaching up to hand the lord a scroll-case. As Erheort took the case, Artos crumpled into merciful unconsciousness, his warning delivered.

a -2 circumstance penalty to his Reflex saving throws against the *spike growth* and *spike stones* spells.

Characters whose concept seems appropriate for it may at the Games Master's discretion begin play with their feet already suitably toughened up. This would fit particularly well for a ranger with the savage scout concept, any halfling, or any character from a relatively primitive background.

### Walking Poles

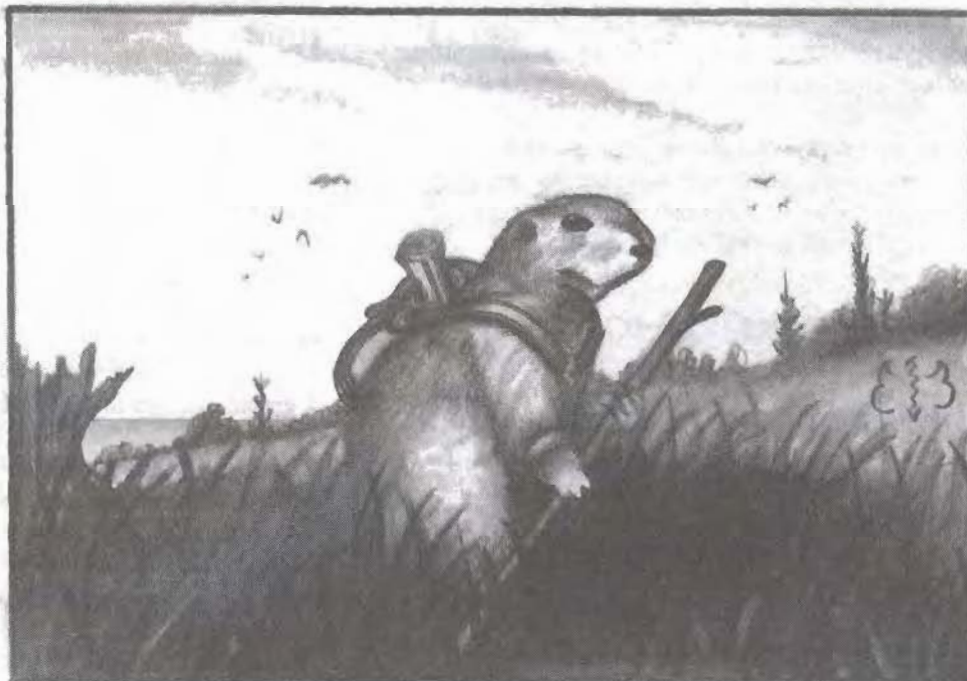
A stout staff or pair of lighter poles can offer a great deal of assistance when walking, allowing the walker to balance better, reducing fatigue and making scrambling up hills and over scree or other loose debris considerably easier. A tipstaff, shortstaff or quarterstaff may be used in this way, so long as nothing else is held in the hands, or a pair of short poles can be cut or found in any woodland area (treat as clubs if used in combat). A character using a staff or walking-poles gains a +1 circumstance bonus to Balance checks and a +1 circumstance bonus to Climb checks, so long as the Climb DC is at most 10. Furthermore, he gains a +1 circumstance bonus to any Constitution

checks made to avoid nonlethal damage from forced marches.

### Long-Distance Running

Many a tale is told of the ranger who runs for miles on end, sometimes for days on end, so as to deliver a vital message or escape determined pursuit. This is inherently less difficult for the ranger, due to the Endurance feat he gains at 3<sup>rd</sup> level, and becomes less difficult still if he takes other feats presented in this book such as Strider or Tough As Old Boots.

However, even with all those feats under his belt and a good hit point total, a high-level ranger can still often





find himself exhausted before he achieves his goals. For example, a 10<sup>th</sup> level ranger with 50 hp, Strider, Endurance, and Tough As Old Boots will typically be able to hustle for around ten hours before falling unconscious through subdual damage. This will get him a respectable 60 miles, better than most modern marathon runners could achieve – but only at the cost of four feats (including prerequisites), and even that is not quite up there with human maximums for ultra-long-distance runners, and certainly nowhere near so good as legendary or fictional characters might achieve. Combining the above feats with dedicated running training, though, or simply doing the training by itself, can vastly increase a ranger's ability to simply run on. . . and on. . . and on, through days and nights if need be. This has the effect of increasing his hourly and daily movement rates, without altering his ability to run or sprint for short periods of time on a tactical or local level.

Any character who has the Endurance feat may train specifically for long-distance running, rather than the more generalised fitness training which is abstracted into the various feats. He must go out running at least four times a week, with each run lasting a full two hours. After (40-Constitution score) weeks of this, he has achieved long-distance running training. For purposes of hourly and daily movement only, his effective movement rate is increased by +10 feet per round, so long as he is carrying at most 10 + Str modifier pounds of gear. This movement rate increase never applies to tactical or local movement and is not cumulative with a movement rate increase derived from a class feature. Furthermore, he may hustle for up to two hours at a time without risk of injuring himself, or for four hours at a time if he has the Strider feat.

Note that if such a character ever ceases his long-distance training, he immediately loses the benefits of it, and may regain them only after two weeks of training for every missed week.

## HORSES AND HORSE-RIDING

For long-distance, comfortable travel, there is little to beat the horse, short of magical paraphernalia such as flying carpets (which any ranger worth his boots would regard as rather like cheating, anyway). Horses must be properly cared for, and if worked hard will need high-energy food such as oats.

### Horse Food and Water

A horse can happily graze for its own food if in grassland or other areas with plenty of small vegetation, but this is not an option if you expect it to travel any great distance – a grazing horse will spend much of each day eating, and will not be able to travel far during this time. Assume a horse which has no other food will be able to travel only at one-quarter its overland speed, due to the amount of time required for it to graze and eat. Generally speaking, horses can get sufficient water from streams and other bodies of water in any environment other than desert.

Alternatively, a character can look out for suitable medium-energy food, such as alfalfa or clover, en route. This counts as a 'getting along in the wild' Survival check, but the character is specifically looking out for horse food as well as human food. For every 2 points over the DC (usually 10), the character finds either enough food for one human or for one horse. Though horses need far more food than humans, their food is usually found in larger quantities in any case. The maximum speed that can be travelled in this way is one-half the horse's overland speed, even if the character making the Survival check is foraging rather than hunting (see p90).

If the horse is to move at full speed, it will need around 6 pounds of oats per day if a pony or warpony, 10 pounds of oats per day if a light horse or light warhorse, or 15 pounds of oats per day if a heavy horse or heavy warhorse. See p78 for more about oats, including cost. This assumes it is working quite hard, grazing occasionally en route but not sufficiently to reduce its overland movement rate.

### Horse Care

Rangers who ride regularly soon learn that it is not enough to merely feed a horse and point it in the right direction. It must be looked after, and often the best way to do this, particularly if you have plenty of resources, is to employ a groom to look after all the party's horses.

A groom can care for up to ten horses, keeping a good eye on them on the trail, feeding them, and thoroughly brushing and cleaning them once camp has been made. The groom will also check the animals over for any parasites, diseases or other discomfort and provide whatever remedies he can manage on the trail. A groom may be hired for 5 gp per month, and is functionally identical to the castle stable-master presented in *The Quintessential Fighter*, except that he can care for less animals when employed on the



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road rather than in a castle, looking after animals which do relatively light work. Note that if expected to go into dangerous wildernesses, the groom will demand considerable quantities of extra pay, as well as mercenary support.

Alternatively a character with Handle Animal skill can look after his own horse, though this takes one hour per horse per day. A Handle Animal skill is made at DC 10. A horse which has taken damage from forced marching or hustling will also need a Heal check, DC 10, +2 per hour the horse was subjected to a forced march, +5 per hour the horse beyond the first the horse was hustled. Success indicates the animal is at least capable of going on the following day, though it does not in itself heal any damage.

A horse which does not get the attention it needs, whether it be lacking in grooming care, healing, or food and water, has a risk of injuring itself the next day. It must make a Fortitude save when first ridden the following day, DC 15, +2 per day without proper care beyond the first. Failure indicates it has become lame, and only a *heal*, *heal animal companion*, *heal mount* or similar spell will render it fit for anything other than the stewpot or knacker's yard.

### Hoofs and Horseshoes

Hoofs are the part of the horse subjected to the most punishment, pounding on trails for days on end. Many rangers prefer to shoe their horse's hoofs, though this is by no means universal.

An unshod horse will actually have better balance and climbing abilities (+1 to all Balance and Climb checks) but if ridden on particularly hard and unyielding terrain, such as some mountains and many highways, it may only be ridden for some eight hours a day without damaging its hoofs. Each hour beyond the eighth causes the horse 1d6 subdual damage. This is in addition to any damage done to from forced marches or hustling. Furthermore, an unshod horse that is ridden hard or otherwise heavily worked for more than 60 days in any three-month period will begin to take 1d3 lethal damage per day it is worked beyond that, as its hoofs will have worn down very much faster than their natural regrowth can make up for. It will need to rest for

at least 20 days before it can be worked again without damage.

## CAMELS AND CAMEL-RIDING

Camels have a reputation for viciousness, stupidity, and extreme stubbornness. All these tales have an element of truth to them, though a well-trained camel with a known rider is unlikely to show signs of any of the above qualities. Even the apparent stupidity is more likely to be a result of laziness or stubbornness, rather than innate. A well-trained camel can make an effective and versatile mount, though it is only really in the desert that it enjoys significant advantages over the horse.







## TRICKS OF THE TRADE

This section concentrates on the single-humped dromedaries, since the type of terrain in which bactrians are found is perhaps better suited to horse travel in any event. Furthermore, the information given here relates to a good quality riding camel, not one of the lesser beasts used as pack animals or kept for their milk and meat. Riding camels use the standard camel statistics found in *Core Rulebook III*, though the Games Master may wish to create variant breeds of camel for desert-oriented campaigns.

### Camel Movement

Though the serious horse-lover may not like to hear it, camels are quite significantly faster than horses in overland movement through the desert. The main advantage of horses is their high speed at the gallop, over short distances, which the camel cannot match; but a fit riding camel with an experienced rider can manage up to 75 miles a day over desert terrain, a good deal more than any horse. This is achieved partially through their ability to travel for longer periods through the day without the fatigue and overheating that can kill a horse, and partly because a well-trained rider will carefully make use of the camel's ability to run at high speeds for much of each day.

Camels can walk for up to ten hours per day without becoming fatigued or injured. Furthermore, if the camel is carrying at most a light load, up to five hours of that daily movement can be hustling, so long as the camel has a chance to 'rest' by spending an hour moving at normal speed after each hour of hustling. Hustling more often than this causes damage to the camel as usual for a mounted animal. A camel carrying a medium or heavy load may only hustle for at most one hour per day without damage, like most other creatures.

### Camel Movement

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Dromedary	5 miles	50 miles
Dromedary (301-900 lb.)	3 ½ miles	35 miles

### Camel Food and Water

The other advantage a camel has over a horse is its ability to go without water, and with minimal food – when it does find an oasis or other water source, it can drink far faster than a horse, too, literally sucking in gallons of water in a matter of a few seconds.

Over time, a camel's food requirements are very similar to a horse's, but the camel can go without any

food or water for up to three days without any risk of injury or even degradation of performance. However, at the end of the three days, it will need the full three days' worth of food and water it previously missed out on.

### Skis and Skiing

Many northern barbarians favour skis when they must move at speed over snow, since even folk used to wintry conditions will find their movement hampered by deep snow. Though most barbarians rarely venture beyond their homes during the cold season, preferring to huddle around their fires and their eat stocks of preserved meat, hunters often need to go quite long distances in search of scarce winter game. Skis have been used for this purpose for thousands of years, since the days when mankind still hunted with flint-tipped arrows and wooden clubs. In more recent times the knowledge has spread to many travellers who wander into the colder regions of the north, and most rangers have at least a rudimentary understanding of skiing principles unless they live in tropical or sub-tropical areas.

Any humanoid creature with a pair of skis can attempt to ski by making a Survival check, at varying DC (see below). Any creature with five or more ranks of Balance gains a +2 synergy bonus on Survival checks which relate to skiing. Skiing can only be done on snow-covered ground. For this reason skiing movement is never hampered by the presence of snow of any sort, though it could be hampered for other reasons – for example, when attempting to ski through a pine forest.

A creature can ski cross-country on level ground at its normal movement rate with a Survival check (DC 15). Failure indicates the creature moves at only half its normal movement rate that round. A creature with ranks in the Survival skill can Take 10 on cross-country skiing Survival checks. It is impossible to move at run speed when skiing on level ground.

A creature can ski uphill at half its normal movement rate with a Survival check (DC 20). Failure indicates no progress is made that round. A creature with ranks in the Survival skill can Take 10 on uphill skiing Survival checks. It is impossible to move at run speed when skiing uphill.

A creature can ski downhill at three times its normal movement rate with a Survival check at DC 20. Failure indicates the creature has suffered a mishap of some sort, as determined by the Games Master – typically the creature crashes, coming to an abrupt stop and



suffering 1d6 damage (Reflex save at DC 20 halves the damage). It is never possible to Take 10 on downhill skiing Survival checks. It is possible to move at standard, double, or run speed when skiing downhill, though moving at run speed increases the Survival skill check to DC 25.

A creature wearing skis on non-snowy, non-icy terrain counts as hampered, moving at only half his normal movement rate, and may not ski.

## FLYING MOUNTS

Training griffons, pegasus, or hippogriffs from egg or young is already well detailed in *Core Rulebook III*. This section expands on those rules with tips and information on caring for and feeding magical flying mounts.

### Griffons

The griffon might seem an ideal mount, being strong and tough as well as capable of hunting for its own food. Its combination of eagle-like and leonine qualities also give it a noble look, which can be vital for the ranger keen to lead armies or impress kings.

The main difficulty with this beast is that even when trained and supposedly domesticated, it has strong hunting instincts that can be difficult to curb, especially if it is hungry. Though the rider might not much mind if it swoops down and plucks up a wild horse or pony from the plains, preventing it from eating passing cart-horses in the city can be very tricky. A Handle Animal check (DC 10 + 5 per day since the griffon last had fresh meat) must be made to prevent the griffon from feeding when it has the opportunity to do so. Griffons can be kept alive by being fed raw meat that they have not hunted themselves, but this will do no more than assuage their hunger; their hunting instincts are still very strong.

### Hippogriffs

More tractable than the griffon, less concerned with ethics than the pegasus, the hippogriff is a very handy magical mount, though it does not quite offer the same level of prestige to its rider as the other two creatures.

Hippogriffs are a good deal easier to manage than griffons, but even they prefer fresh meat they have caught themselves to meat provided by their owner. A Handle Animal check must be made whenever the hippogriff can sense a food animal

of any kind – including a humanoid – if the hippogriff has not hunted fresh meat within the past week.

### Pegasus

The sheer beauty and elegance of the pegasus make it a highly desirable mount. It combines the tireless practicality and familiar physique of the horse with the ability to fly over trouble of any kind.

As a highly intelligent herbivore, the pegasus is in many respects much easier to deal with than the griffon or hippogriff. After all, it can be reasoned with, and does not require fresh prey. However, its alignment and intelligence can cause problems of their own. Any relationship between the pegasus and its rider will be more that of partners or friends than servant and master, and so if the pegasus disagrees with its riders actions it is likely to simply fly off without him – possibly leaving him stranded, and certainly without a highly valuable mount.

A pegasus that flies long distances every day needs about twice as much food as a heavy horse, since flying is highly energy-intensive. On a day when the pegasus is not required to do any work, it requires only half that amount, that is, as much as a hard-working heavy horse.





# RANGER FEATS

The following feats are all carefully designed to play to the ranger's strengths, though in most cases other character classes may also select them. Here you will find feats to enhance the ranger's abilities with ambidextrous fighting, increase his general toughness and endurance, and add to his capabilities with the quarterstaff or with hunting weaponry.

When choosing feats for a ranger character, it is crucial to consider the role – or roles – he is intended to fulfil in the party. Without the number of bonus feats that a fighter or even wizard acquires, you must select feats that complement the class features of the ranger and fit closely with your vision for your character. There is little room for choosing an 'oddball' feat just because you like the idea of it, as you are likely to regret that choice next time you get involved in a combat or spend several sleepless nights attempting to track your prey.

It should be noted that any feat marked here as being 'general' may be used by a character of any class who

meets the prerequisites. Those marked as 'ranger' may only be used by ranger-classed characters.

## Blooded Hunter (Ranger)

You are an experienced hunter.

**Prerequisites:** Favoured Enemy (animal), Dodge  
**Benefit:** You gain a +2 circumstance bonus on all Survival checks made to find food in the wilderness, except when specifically not hunting animals (such as when foraging). You also gain a +1 circumstance bonus to attack rolls targeting creatures of the animal type. Furthermore, if you select an animal as the target for your dodge bonus (from the Dodge feat), your dodge bonus is increased from +1 to AC to +2 to AC.

## Bloodhound (Ranger)

Your nose is almost as sensitive as an animal's, and you regularly astound your companions by following trails with your nose to the ground. You have spent a great deal of time deliberately keeping your nose as well-tuned as possible by seeking out new and unusual smells but avoiding overpowering smells.

**Prerequisites:** Track, Fast Tracker.



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**Benefit:** You gain the effects of the Combined Tracking sidebar (see p.86) as you can track both by scent and by the usual physical signs.

**Special:** Note that this feat does not give you all the benefits of the Scent special quality as described in *Core Rulebook III*, just the ability to track by scent. If you are ever exposed to an overpowering scent (such as skunk musk or troglodyte stench), you must make a Fortitude saving throw at DC 20 or lose the benefits of this feat for 1d6 days.

### Cave's Stealth (Ranger)

After many years of dungeoneering and caving, you can hide as adeptly in a long-forgotten tomb as in a forest.

**Prerequisites:** Camouflage class feature

**Benefit:** You may use your Camouflage class feature and (if you have it) your Hide in Plain Sight class feature in any underground environment, whether or not it is natural environment.

**Normal:** The ranger's Camouflage and Hide in Plain Sight class features can only be used in natural environments.

### Expanded Wild

#### Empathy (Ranger)

You have learned to use body language, sounds and even subtle pheromones to put plant creatures, oozes, or vermin at their ease.

**Prerequisites:** Wild Empathy class feature, Wis 13+

**Benefit:** Choose either plants, oozes, or vermin. You may use your Wild Empathy class feature to influence creatures of the chosen type, so long as they with an Intelligence of 1 or 2 without penalty, just as though they were animals.

**Normal:** Wild Empathy applies only to animals and magical beasts.

**Special:** You may select this feat more than once. Its effects do not stack. Each time you select this feat you apply it to a different creature type.

#### Fast Tracker (Ranger)

Your attention to detail when tracking is second to none. Just

spotting a bent blade of grass here or a snapped twig there, you can stay on the trail with no trouble at all. This allows you to fairly race along after your quarry, and is regarded as crucial for any who expect to track fast-moving, intelligent creatures, whether as bounty hunters, captive-rescuers, or monster hunters.

**Prerequisites:** Ranger of 12<sup>th</sup> level or above, Int 13+, Wis 13+

**Benefit:** You may track while moving at up to your run speed without penalty.

**Normal:** Even with the ranger's Swift Tracker class feature you may only track at up to double speed and even then with a -10 penalty.

### Favoured Enemy Focus (Ranger)

By learning all you can about the magical strengths and weaknesses of your favoured enemies, you are able to devise various ways to manipulate the energies of your spells and other magical effects so as to render your enemies more vulnerable.

**Prerequisites:** Favoured Enemy class feature

**Benefit:** Choose one of your favoured enemies. When you cast any spell, use any spell-like effect, or use any magical item which forces any creatures of that favoured enemy type to make a saving throw, their saving throw DC is increased by your favoured enemy bonus.

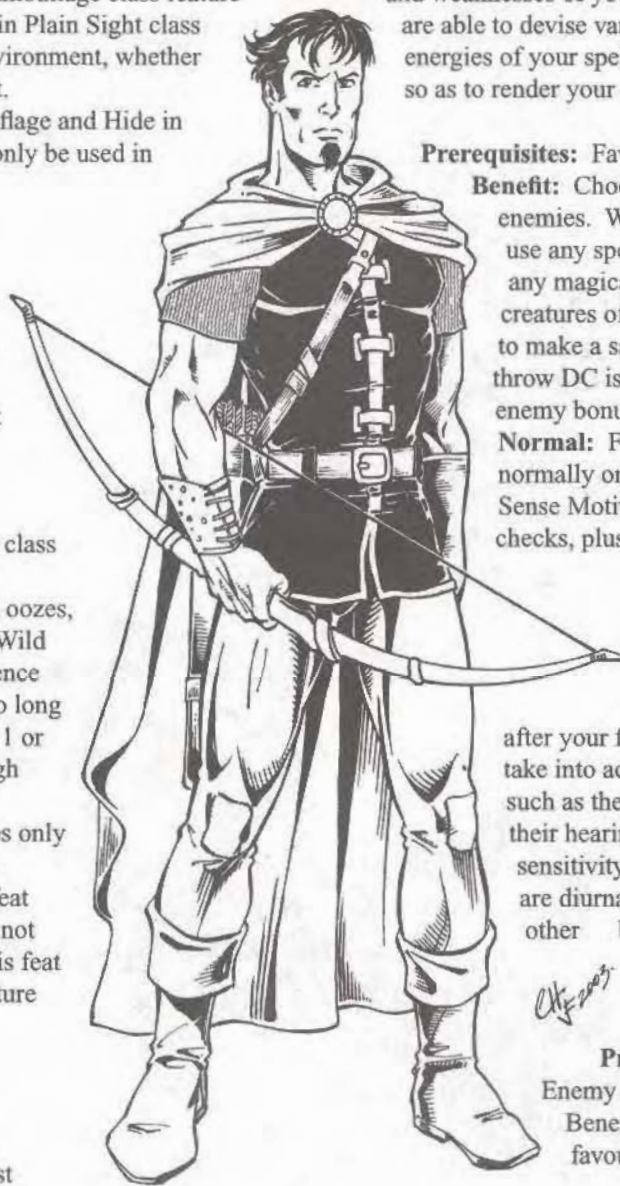
**Normal:** Favoured Enemy bonuses normally only apply to Bluff, Listen, Sense Motive, Spot, and Survival checks, plus weapon damage.

### Favoured Enemy Stealth (Ranger)

When sneaking around after your favoured enemies, you take into account known qualities such as the nature and sensitivity of their hearing and eyesight, any light sensitivity, and whether the creatures are diurnal, nocturnal or have some other body cycle. This enables you to minimise their chances of detecting you.

**Prerequisites:** Favoured Enemy class feature

**Benefit:** Choose one of your favoured enemies. When you





## RANGER FEATS

use Hide or Move Silently and a member of that favoured enemy type is attempting to Spot or Listen for you, you gain your favoured enemy bonus as a circumstance bonus to your Hide or Move Silently roll for purposes of that opposed Spot or Listen roll only. **Normal:** Favoured Enemy bonuses normally only apply to Bluff, Listen, Sense Motive, Spot, and Survival checks, plus weapon damage.

**Special:** This feat may be taken more than once. Each time it is taken, choose one of your favoured enemies that was not chosen already on a previous selection of the feat.

### Improved Two-Weapon Defence (General)

Your two-weapon fighting style provides you with a defence as effective as most shields.

**Prerequisites:** Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Defence, Dex 19+, base attack bonus +4 or higher.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +2 shield bonus to your AC. When you are fighting defensively or using the total defence action this shield bonus increases to +4.

### Improved Mounted Archery Cover (General)

You have practised mounted archery for long hours using your horse as cover.

**Prerequisites:** Dex 13+, Mounted Archery, Martial Weapon Proficiency (shortbow or composite shortbow)

**Benefit:** When you use the Mounted Archery Cover trick shot, you no longer need to make a Ride check to move into position, and may move either into or out

of cover as a free action up to once per round, though any further movements into or out of cover that round are move-equivalent actions as usual. Furthermore, the penalty to your Ride checks while receiving cover is halved to -2, and you gain improved cover (double the usual benefits for cover).

**Normal:** The usual rules for the Mounted Archery Cover trick shot are given on p58.

### Quick Draw Two-Weapon Bluff (General)

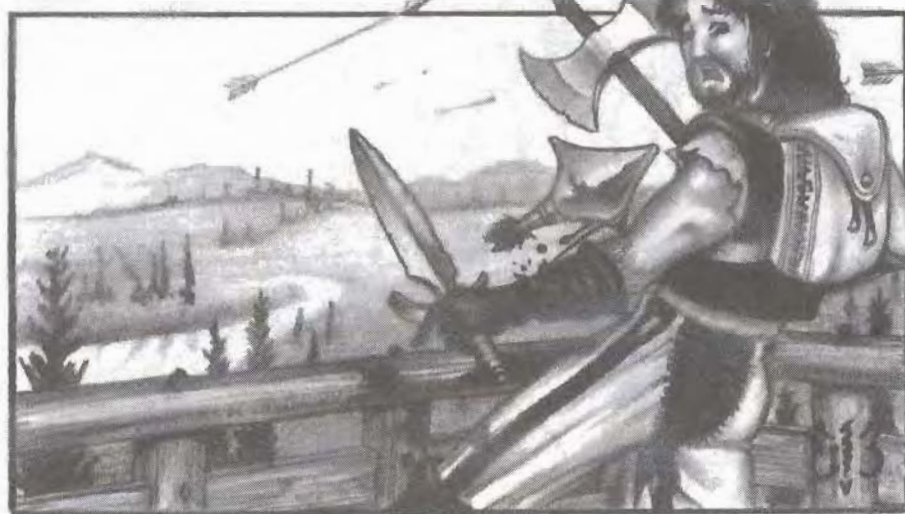
You have learnt how to feign that your fighting style revolves around only one weapon, drawing the off-hand weapon at an opportune moment to completely surprise your opponent.

**Prerequisites:** Two-Weapon Fighting, Two-Weapon Bluff, Improved Feint, Quick Draw, Dex 19+, base attack bonus +12 or higher, Bluff skill.

**Benefit:** When wielding a weapon in your primary hand but having nothing (or only a buckler) in your off-hand, you may attempt a Bluff check to feint, following the usual rules for the Bluff check (including making it as a free action using Two-Weapon Bluff if desired) except as follows. If the Bluff check succeeds you may immediately draw a light weapon with your off-hand as a free action. Your opponent loses his Dexterity bonus against any attacks you make with the off-hand weapon for one full round, starting the moment you draw it.

### Strider (General)

You were born to the trail, and are well used to spending long hours and days tracking enemies – or fleeing them.



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**Prerequisites:** Con 13+, Endurance

**Benefit:** You may walk overland for up to 24 hours at a stretch before you begin to suffer subdual damage. Furthermore, you may hustle for up to 3 hours at a stretch before you begin to suffer subdual damage. Finally, you can run for a number of rounds equal to three times your Constitution score before needing to rest.

### Stunning Staff (General)

If your staff does not crack your opponent's head right open, you will at least rattle his brains enough to give you a chance to follow up your attack.

**Prerequisites:** Dex 13+, Weapon Focus (shortstaff, tipstaff or longstaff), base attack bonus +6 or higher.

**Benefit:** You must declare that you are using this feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by your shortstaff, tipstaff, or longstaff attack to make a Fortitude saving throw (DC 10 + one-half your level + Str

modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before your next action). A stunned character may not act and loses any Dexterity bonus to Armour Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. You may attempt a stunning staff attack once per day for every four levels attained, and no more than once per round. You may only attempt a stunning staff attack with a weapon in which you have the Weapon Focus feat.

### Tough As Old Boots (General)

Years of living rough and getting involved in fist-fights have toughened you up to such an extent that you can laugh off punches that would fell a lesser adventurer, as well as ignoring fatigue and severe environmental conditions.

**Prerequisites:** Base attack bonus +5 or higher, Con 15+, Endurance, Toughness

**Benefit:** Any subdual damage you sustain, from any source, is halved (round down).

**Special:** Note that the effect of this feat on hustling, or similar situations in which subdual damage doubles each time you fulfil a certain condition, does not allow you to avoid all damage hour after hour. Always apply any doublings or similar effects before halving and rounding down.

### Two-Weapon Bluff (General)

Your lead weapon moves in subtly shifting arcs, flashing to the attack until your opponent takes his eyes away from your off-hand weapon for an instant, at which point you strike at him with it.

**Prerequisites:** Two-Weapon Fighting, Improved Feint, Dex 15+, base attack bonus +9 or higher, Bluff skill.

**Benefit:** When wielding two weapons (not including a double weapon), you may make a Bluff check to feint in combat as a free action up to once per round.

**Normal:** Even with the Improved Feint feat, making a Bluff check is still a standard action.



### Two-Weapon Riposte (General)

You are adept at using one weapon to block an opponent's blade and with the same motion moving in to strike with your other weapon.

**Prerequisites:** Two-Weapon Fighting, Two-Weapon Defence, Dex 17+, base attack bonus +9 or higher.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), if your opponent misses you but would have hit were it not for the shield bonus provided by your Two Weapon Defence or Improved Two Weapon Defence feat, you may immediately make an attack





## RANGER FEATS

against that opponent as a free action, at your highest attack bonus, with either your primary weapon or your off-hand weapon (your choice).

### Two-Weapon Strike (General)

Paired weapons make one of the most versatile combat combinations imaginable, and yours are more versatile still. You have learned to swing both weapons at precisely the same target area on your foe and in the same instant, opening up great gaping wounds that look more like they were made with a greatsword than with a pair of smaller blades.

**Prerequisites:** Power Attack, Two-Weapon Fighting, base attack bonus +3 or higher

**Benefit:** When armed with slashing weapons in both hands, you can make a special attack once per round using both weapons. You combine your best primary hand attack with your best off hand attack, making a single attack roll based on your best primary hand attack bonus (as modified as usual for two weapon fighting). This attack roll determines the results of both attacks. Determine threats and critical hits individually for each weapon, but otherwise as usual. If both attacks hit, total up the damage done and apply it as though it were a single attack for all purposes,

including punching through damage reduction and causing death by massive damage. Furthermore, for determining whether the creature's damage reduction (if any) applies, both attacks are considered to use the higher enhancement bonus of the two weapons.

### Woodland Guide (Ranger)

Rangers are noted for their ability to move over the most overgrown and difficult terrain as though it were a clear forest path. The best can also effortlessly lead others through such terrain.

**Prerequisites:** Woodland Stride class feature, Survival skill 10+ ranks, Wis 13+

**Benefit:** You may extend all the benefits of your Woodland Stride class feature to up to 3 + Wisdom modifier other creatures of Medium-size or smaller, so long as they are all within 10 feet of you.





# TOOLS OF THE TRADE

The ranger is one of the most self-reliant of all classes, since he can easily make his own weapons and other equipment so long as he possesses the most basic tools. However, there are specialist items of equipment for particular purposes, and the ranger will certainly use them when available and appropriate – many are strong advocates of the ‘right tool for the right job’ idea, and avoid improvisation wherever possible. The typical ranger then is ambivalent towards his equipment: he has no wish to carry more with him than he absolutely needs, for he needs to be fleet of foot, but neither does he wish to leave behind anything he might later want. For this reason many rangers make use of caches of tools and equipment around the forest, so they are always reasonably close by that extra quiver of arrows or woodsman’s axe.



## WEAPONS

Most rangers prefer longbows above all other weapons, by virtue of the ranger’s expertise with missile weaponry and the longbow’s innate superiority in comparison with most other projectile weapons. However, the staff is also popular, for its relatively harmless appearance and astonishing versatility (see sidebar), and combinations such as sword and dagger, or rapier and main gauche are also frequent ranger weapons. Paired weapons have the advantage of convenience, since a man with a couple of reasonably short weapons is less likely to get caught up in foliage en route through the forest at high speed than is a man carrying a greatsword. For hunting, rangers use a variety of specialised weapons, often giving pride of place to the deadly boar spear.

**Axe, Woodsman’s:** Though this axe is not so heavy as the more combat-oriented axes such as the battleaxe, its balance and handle shape require it to be used two-handed as a simple weapon, though a character proficient with martial weapons can use it one-handed without penalty. It is sometimes known as a felling axe or simply a woodaxe. A woodsman’s axe is a tool rather than a weapon, being shaped for cutting wood rather than enemies, though it can be adequate as a weapon if nothing else is available. It grants a +1 equipment bonus to Profession (woodsman) checks, increasing to +2 if the axe is masterworked.

**Bowstring Silencer:** Although bows are almost entirely silent in use, a nearby listener will detect the faint ‘twang’ of the bowstring vibrating an instant after the arrow is loosed. A silencer is made by weaving strands of loose silken cloth through the bowstring. The silken strands disperse the sound and vibration, making the bow totally silent but reducing its range increment by 10 feet. An unsilenced bow can be heard from close by (see p56).

**Hanger, hunting:** This short, heavy, slightly curved slashing weapon resembles a short scimitar or long hunting knife, usually with a hilt made of antler. The hunting hanger is intended both for dealing a coup de grace on a wounded creature, and as a last-ditch backup weapon for use when hunting boar or similar powerful creatures that may easily get to close quarters, possibly with your spear stuck through their bodies but still fighting nonetheless. It is usually worn hanging straight down, low on the right hip, allowing it to be drawn very rapidly at need.

**Hanger-Pistol:** Though most hunters frown upon the use of blackpowder weaponry for ranged hunting, preferring to use the more silent and accurate crossbow or longbow, a few who hunt with melee weapons and desire to add a little extra punch to their attacks use combination weapons such as the hanger-pistol. Essentially a well-made hunting hanger with an elongated flintlock





## TOOLS OF THE TRADE

pistol barrel running up the length of the blade, and a trigger incorporated into the hilt just below the guard, the hanger-pistol is always a masterwork weapon but despite this is not ideally suited for either shooting or hacking. It has a very short range due to the difficulty of aiming and general awkwardness of using the pistol portion of the weapon. When used as a melee weapon, a character proficient in it can either simply make an attack much as though it were a hunting hanger (though critical hits are less likely with a hanger-pistol, since the gun barrel interferes with the hanger's ability to make deep cuts), or can choose to make a combined hacking and shooting attack. In this case he pulls the trigger just at the moment he gets a powerful slash in with the hanger, often blowing the wound wide open with the blast of the pistol ball. Using a hanger-pistol in this manner is always at a -2 circumstance penalty to the attack roll, but if it does hit the pistol damage is added to the hanger damage. Reloading a hanger-pistol is a full-round action, rather than the usual standard action for blackpowder weapons, due to its awkward design.

**Hatchet:** The hatchet superficially resembles a handaxe or throwing axe, though in fact it is less effective than either as a weapon. It is intended more as a tool for cutting wood than for serious combat, lacking the deep curve and sharp edge necessary to slice through armour and flesh.

**Knife, hunting:** The hunting knife is a broad-bladed, single-edged cut-and-thrust weapon, often with a slight

curve at the tip but not so much as to make it difficult to use for stabbing. With a thick, tough back to the blade, it is a good, practical and versatile survival tool, being usable for skinning and gutting the fallen prey after dispatching it. Some hunters who like a tough challenge go out into the woods armed with only a hunting knife, trusting to their fast reactions and deadly mastery of the blade to slay boars and other fair-sized game without suffering much more than scratches. The only drawback to the hunting knife is that it is not so well shaped for fighting armed opponents as is an ordinary dagger, having only a vestigial guard and an ineffective shape for piercing armour. A character wielding a hunting knife provokes an attack of opportunity when attacking an opponent who is armed with a one-handed or two-handed melee weapon (but not a natural weapon), just as though he were making an unarmed attack.

**Longstaff:** At twelve to fourteen feet long, the longstaff is bigger than any other weapon wielded by medium-size creatures save for the pike and lance. It is frequently used by peasants on the battlefield, being easily available yet very effective against most reach weapons. A character armed with a longstaff may attack opponents up to 15 feet away with it, but may not attack anyone within 10 feet. Unlike the shortstaff, a longstaff is too long to use as though it were a quarterstaff.

**Main Gauche:** This classic off-hand weapon resembles a long, heavy dagger with an extensive guard. Although not quite so effective as most shields, it can be very useful

for defence as well as an expert. If used in its use, the main gauche may give a +2 dodge bonus to the wielder's next full attack action. In this way, the main gauche is always forfeited when a ranger wielding a Two-Weapon Fighting Greater Two-Weapon Proficiency - Main Gauche makes three attacks with a longsword and +2 he chooses to forgo a +2 dodge bonus, at +11/+6/+1 as usual. Note: a character using main gauche may wield a Maul in the other hand. Maul: Also known as a woodsman's axe, the maul is a heavy, blunt and hammer-like tool used for splitting wood, either occasionally as a

### The Staff

The quarterstaff presented in *Core Rulebook I* is a showy weapon, good for stage-fighters and civilians, but not particularly well-suited to earnest combat. Striking with both ends of the staff can be good to get a large number of blows in, but unless the attacker is very good and the defender unarmoured, none of those will be telling blows. In serious skirmishes, the shortstaff (iron-tipped or not) or longstaff are of far more use.

Staffs in general are made from thick ash or oak, with ash having slightly more flexibility and oak more solidity and hardness. For a shortstaff or tipstaff intended for battlefield use, the traditional length is derived as follows: the user holds up the staff beside him, one end on the ground, one in the air. He places his hand around the shaft as high up as he can reach, noting the length obtained. He measures the length of his arm, and adds that to the first length. Next he cuts the staff to this combined length, giving a staff that for the typical wielder is around eight to nine feet long.

A staff made in this way, with a diameter of around an inch and a half at the centre but tapering somewhat towards the ends, is a lethally effective weapon whether used to thrust at and burst open soft fleshy areas or strike at and break bones. With better reach than a sword and the power of two hands behind it, it is no surprise that many of the ancient fencing-masters considered the shortstaff to be the king of all weapons.

To a ranger, the attractions of the shortstaff should be clear. It is easily available in any woodland, a few minutes' work with knife and hatchet being quite sufficient to make a staff as good as any bought one. It is a traditional traveller's weapon, allowing the ranger to avoid drawing too much attention to himself, as he might if carrying a greatsword. It can be a pole-vault for leaping fences and marshes, a probing-pole for prodding out uneven footing and traps, a carrying-pole for slinging a deer carcass over or building a travois, a roof-pole for an overnight shelter, or a spit for roasting boar. Carried in the hand, it is always ready for use and assists the wanderer as he walks or climbs hills.

*'The short staff is most commonly the best weapon of all others, although other weapons may be more offensive, and especially against many weapons together, by reason of its nimbleness and swift motions. . .'* - from *Paradoxes of Defence*, by George Silver





for defence as well as attack, particularly in the hands of an expert. If used in the off-hand by a character proficient in its use, the main gauche can be used to provide a dodge bonus to AC of +1 for each off-hand weapon attack forfeited that round. This additional defence lasts until the wielder's next action, and may only be done as part of a full attack action. When off-hand attacks are forfeited in this way, the attacks with the highest attack bonuses are always forfeited first. For example, a 13<sup>th</sup> level ranger wielding a longsword and main gauche has the Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, and Exotic Weapon Proficiency - Main Gauche feats. Usually he would make three attacks with each weapon, at +11/+6/+1 with the longsword and +11/+6/+1 with the main gauche. Instead he chooses to forfeit two of the main gauche attacks for a -2 dodge bonus, leaving him with three longsword attacks at +11/+6/+1 as usual and only one main gauche attack at +1. Note: a character who is not proficient with the main gauche may wield one as a martial weapon, but in that case the main gauche cannot provide any dodge bonus.

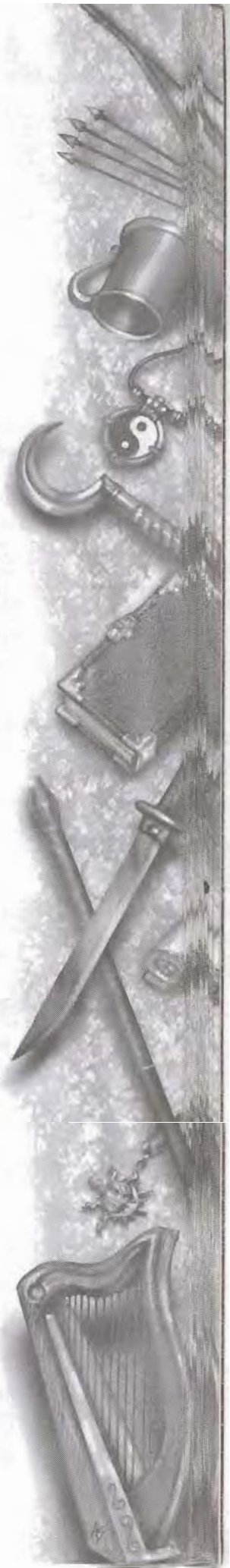
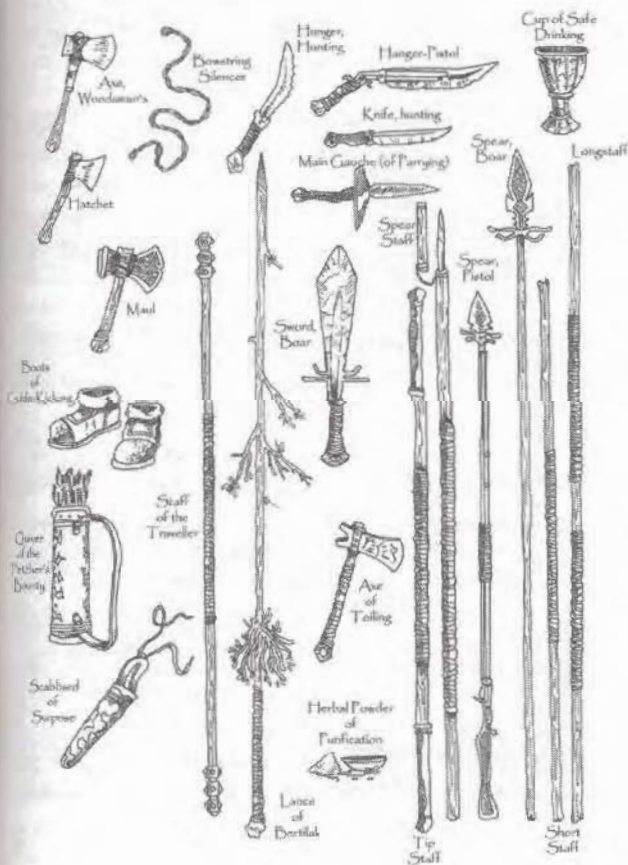
**Maul:** Also known as the log-splitter, the maul resembles a woodsman's axe but is a little shorter and a good deal heavier. The thick wedge-shaped head widens to become blunt and hammer-like on the reverse side, allowing it to be used for bludgeoning if desired. A maul is used to split wood, either for firewood or planking, and only occasionally as a weapon.

**Shortstaff:** The shortstaff, despite its name, is fully eight or nine feet long, and, when wielded with both hands close to the butt, provides a good five to six feet of striking length, held towards the enemy and used for thrusts, sweeps, and swings. It makes an excellent weapon for a lightly armoured character facing heavier troops, since he should be able to keep them at bay with it. A shortstaff is a reach weapon, allowing the wielder to attack opponents 10 feet away but not adjacent opponents (though see below about using it in quarterstaff mode). It may be used to make trip attempts. A character who is wielding a shortstaff and who is tripped while making a trip attempt may drop the shortstaff to avoid being tripped in return. A shortstaff can be also be used in much the same manner as the quarterstaff, as a double weapon, but this is not done unless the opponent has closed to an adjacent square. A shortstaff used as a double weapon is classed in every way as a quarterstaff, including damage, criticals, and not having reach or giving any bonuses to tripping. A character proficient in martial weapons may decide whether he is using it as a quarterstaff or a shortstaff each round as a free action before he attacks.

**Spear, Boar:** The boar spear resembles a heavy, broad-bladed longsword, but rather than the usual rondels and langets to strengthen the shaft and defend the fingers against an enemy's blade, the boar spear features at least one horizontal crossbar or dangling toggle to prevent a boar running up the weapon once injured. Designed for seriously damaging creatures with thick hide and other natural armour, the boar spear is relatively ineffective against heavier man-made armours, its wide head having little penetrating power against steel plates or mail. For this reason, the boar spear only has a x2 critical multiplier when used against opponents wearing medium or heavy armour, but a x4 critical multiplier against opponents who only have light armour, natural armour, or no armour.

**Spear-Pistol:** The spear-pistol is a masterwork weapon that combines a boar spear with a long pistol running down the shaft and emerging just behind the broad spearhead. Unlike the hanger-pistol, the spear-pistol is not too unwieldy, since the pistol barrel does not interfere with the spearhead, and may even prove an advantage, the projecting barrel providing an additional obstacle to a boar or other creature that might attempt to run down the shaft. When used as a melee weapon, a character proficient in it can either simply make an attack much as though it were a boar spear, or can choose to make a combined stabbing and shooting attack. In this case he pulls the trigger just at the moment he gets a good thrust in with the spear, adding significantly to the damage inflicted. Using a spear-pistol in this manner is always at a -2 circumstance penalty to the attack roll, but if it does hit the pistol damage is added to the boar spear damage. Reloading a spear-pistol is a full-round action, rather than the usual standard action for blackpowder weapons.

**Spear-Staff:** Taking the idea of the staff as an innocuous-looking weapon to an extreme, the spear-staff resembles an ordinary wooden shortstaff, but one of the ends is





## TOOLS OF THE TRADE

### Weapons Table

Simple Weapons - Melee								
Weapon	Size	Cost	Dmg (S)	Dmg (M)	Crit	Range Inc.	Weight	Type
Hatchet	Light	1 gp	1d4	1d6	X2	5 ft.	2 lb	S
Maul	Two-handed	3 gp	1d6	1d8	X2	-	6 lb	S or B
Woodsmen's Axe	Two-handed	2 gp	1d6	1d8	X2	-	4 lb.	S
Martial Weapons - Melee								
Weapon	Size	Cost	Dmg (S)	Dmg (M)	Crit	Range Inc.	Weight	Type
Boar Spear*	Two-handed	10 gp	1d6	1d8	X2 or X4	-	9 lb	P
Boar Sword*	One-handed	25 gp	1d6	1d8	X2 or X4	-	3 lb	P
Hatchet	Light	1 gp	1d4	1d6	X2	-	2 lb	S
Hunting Hanger	Light	15 gp	1d4	1d6	19-20/x2	-	2 lb	S
Hunting Knife*	Light	7 gp	1d3	1d4	18-20/x2	5 ft.	1 lb	S or P
Longstaff*	Two-handed	-	1d8	1d10	X2	-	7 lb.	B
Shortstaff*	Two-handed	-	1d8	1d10	X2	-	4 lb.	B
Spear-staff	Two-handed	20 gp	*	*	*	*	9 lb	B or P
Tipstaff*	Two-handed	1 gp	1d8	1d10	X3	-	5 lb.	B
Exotic Weapons - Melee								
Weapon	Size	Cost	Dmg (S)	Dmg (M)	Crit	Range Inc.	Weight	Type
Main Gauche	Light	15 gp	1d4	1d6	19-20/x2	-	2 lb	S or P
Blackpowder Weapons								
Weapon	Size	Cost	Dmg		Crit	Range Inc.	Weight	Type
Hanger-Pistol*	One-handed	1365 gp	-	-	-	-	6 lb.	-
- as pistol	-	-	1d8*	1d10*	X3*	10 ft.*	-	P
- as hanger	-	-	1d4	1d6	X2	-	-	S
Spear-Pistol*	Two-handed	1360 gp	-	-	-	-	13 lb.	-
- as pistol	-	-	1d8*	1d10*	X3*	10 ft.*	-	P
- as spear	-	-	1d6	1d8	X2 or X4	-	-	P
Extras								
Weapon	Size	Cost	Dmg		Crit	Range Inc.	Weight	Type
Bowstring Silencer	-	+25gp	-	-	-	-10 ft.*	-	-

false. By pulling inches long at or deadly spearhead a long spear. This drawing a weapon a free action using is treated as a shield whether the spear is **Sword, Boar:** This weapon, being for but with a wide blade spear. Beneath the pole, intended to use as a boar rushes a crossbar part-way that of a boar spear hide and other narrow effective against the boar sword or against opponent a x4 critical multiple light armour, natural **Tipstaff:** A tipstaff sturdier and harder. A tipstaff is a real attack opponents (unless used as a used to make trip a tipstaff and who may drop the tipstaff tipstaff can be also the quarterstaff, a double weapon including damage giving any bonus martial weapons quarterstaff or a he attacks. A tipstaff a quarterstaff for feats, just as a long composite long

## ARMOUR

For the ranger, a Too much, and he is not especially of gear. Most rely on protection, but protected by some skin in case you flat-footed. The couple of different a very light arm plackart in case an intense skirmish



false. By pulling off a cylinder of wood around six inches long at one end, the wielder uncovers a small but deadly spearhead, transforming the ordinary staff into a long spear. This is treated in every respect as though drawing a weapon, including the possibility of doing so as a free action using the Quick Draw feat. The spear-staff is treated as a short staff or as a long spear, depending on whether the spearhead is uncovered or not.

**Sword, Boar:** The boar sword is a curiously shaped weapon, being forged of one piece of steel like a sword, but with a wide heavy tip much like the head of a boar spear. Beneath this tip the blade is not sharp, but is a rigid pole, intended to absorb the shock of enormous impacts as a boar rushes the wielder. Sometimes the sword has a crossbar part-way down this 'blade,' again resembling that of a boar spear. As it is designed for piercing boar hide and other natural armour, the boar sword is far less effective against most man-made armour. For this reason, the boar sword only has a x2 critical multiplier when used against opponents wearing medium or heavy armour, but a x4 critical multiplier against opponents who only have light armour, natural armour, or no armour.

**Tipstaff:** A tipstaff is tipped with iron, making it both sturdier and harder-hitting than an ordinary short staff. A tipstaff is a reach weapon, allowing the wielder to attack opponents 10 feet away but not adjacent opponents (unless used as a quarterstaff – see below). It may be used to make trip attempts. A character who is wielding a tipstaff and who is tripped while making a trip attempt may drop the tipstaff to avoid being tripped in return. A tipstaff can be also be used in much the same manner as the quarterstaff, as a double weapon. A tipstaff used as a double weapon is classed in every way as a quarterstaff, including damage, criticals, and not having reach or giving any bonuses to tripping. A character proficient in martial weapons may decide whether he is using it as a quarterstaff or a tipstaff each round as a free action before he attacks. A tipstaff is treated as the same weapon as a quarterstaff for purposes of Weapon Focus and similar feats, just as a longbow is treated as the same weapon as a composite longbow.

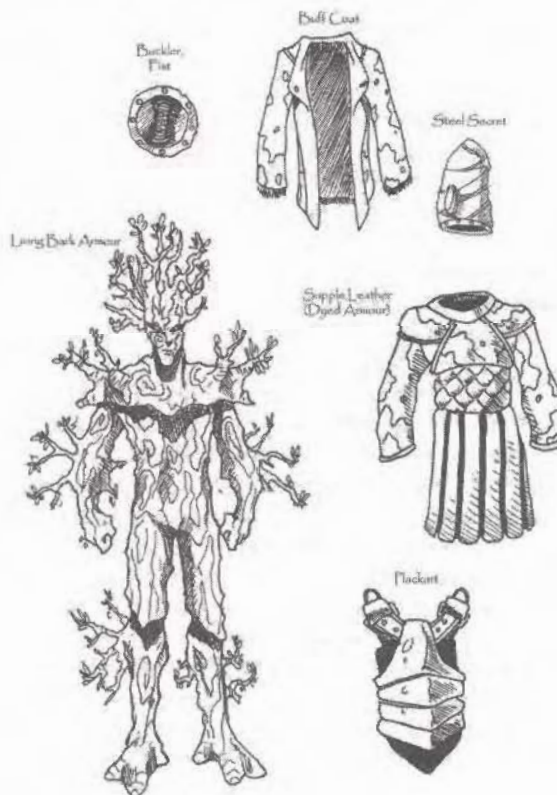
## ARMOUR

For the ranger, armour must always be a compromise. Too much, and he risks being slowed down, particularly if he is not especially strong or if he is carrying a great deal of gear. Most rangers rely more on speed and agility than on protection, but it is still good to know your vitals are protected by something more substantial than your own skin in case your enemies do close with you or catch you flat-footed. The sensible ranger then will often have a couple of different armour options available to him, with a very light armour for everyday use and a mail shirt or plackart in a cache or saddlebag, available if he anticipates an intense skirmish or even full-scale battle.

**Buckler, Fist:** The fist buckler resembles an ordinary buckler, being a small circular metal shield, but it has no straps, only a simple vertical central grip. Unlike a buckler, it cannot be used simultaneously with a bow, crossbow, two-handed weapon, or off-hand weapon, as the off-hand is occupied fully with the fist buckler grip. However, it does have the advantage that it is far easier to equip oneself with a fist buckler than any other shield, since there is no need to shove one's arm through a strap or two. It is commonly carried by archers, who simply push the grip over their belted sword-pommel. Worn this way or carried similarly by a hook attached to the belt, the buckler can be drawn as quickly as might a weapon, including being drawn as a free action if the wielder has the Quick Draw feat. Furthermore because the fist buckler fits so neatly over the hand, it can be used to make an attack exactly as though it were a gauntlet. The fist buckler provides no armour bonus during a round in which it is used to make an attack.

**Buff Coat:** For troops who hope not to get too close to the enemy and yet wish to have a little protection against sword-blades, the buff coat can be a good compromise. It is a heavy leather coat covering the torso, hips and upper thighs only, worn with similarly tough boots, long thick leather gauntlets, and an open-face steel helmet such as a morion or pot helm.

**Dyed Armour:** Supple leather or padded armour can be dyed in any one of several colours by a variety of herbal colourants. Many of these offer surprisingly deep hues,





## TOOLS OF THE TRADE

### Armour Table

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Spd (30 ft.)	Spd (20 ft.)	Wgt
<b>Light Armour</b>								
Supple Leather	20 gp	+1	+7	0	5%	30 ft.	20 ft.	5 lb
Buff Coat	50 gp	+3	+6	-2	20%	30 ft.	20 ft.	15 lb
Plackart	150 gp	+4	+4	-2	15%	30 ft.	20 ft.	20 lb
<b>Shields</b>								
Fist Buckler	15 gp	+1	-	-	5%	-	-	3 lb
<b>Extras</b>								
Steel Secret	+40 gp	*	-	-	-	-	-	-
Dyed Armour	+50 gp	-	-	-	-	-	-	-

such as madder's rich reds or the almost purple blues provided by indigo or woad. In combination, and with a pre-dyeing process of bleaching with sun, lemon juice, or urine, they can be used by a skilled dyer to make a suit of supple leather or padded armour almost any colour the purchaser wishes. This must be done as part of the armour-making process however, so the armour must be mastercrafted and custom-made for the wearer. Armour which has already been made and bought cannot be dyed at a later date. Dyed armour provides the wearer a +1 circumstance bonus to Hide in one type of terrain, such as Cold Forest or Temperate Hills, depending on the precise shade chosen. Alternatively dyed armour can be merely decorative or used for identification, as in the deeper reds or blues. Note that leather armour cannot be dyed, due to the boiling process required to make it. Likewise studded leather armour gains no benefit from being dyed as the bright rivets tend to give away the wearer's position.

**Plackart:** The plackart is a solid steel breastplate, but one that only covers the lower half of the torso, just over the floating ribs and sweeping up in the centre to extend onto the lower part of the sternum. It is worn over a quilted jack for padding. This combination is highly effective, providing excellent protection against thrusts or jabs to the soft tissue of the belly and a small amount of padding on the ribs and shoulders, which are innately better defended by virtue of their boniness. To protect the head, a simple helmet such as a visorless sallet or pot helm is worn, and the legs receive minimal protection from a pair of stout woollen hose so as to avoid interfering with running and dodging. A plackart takes as long to don, don hastily, or remove as does a breastplate.

**Supple Leather:** This medium-thick but very soft leather suit has one great advantage over padded armour, and that is its extremely light weight. For the ranger that must needs move fast, supple leather armour is worth considering. Without the added weight provided by the boiled leather sections of standard leather armour or the rivets of studded leather, supple leather is perhaps

the lightest suit of armour that could reasonably be called armour at all. Due to the ease with which it can be coloured and its ability to protect against brambles, hawthorns and other annoyances without getting tangled or torn like padded armour, supple leather is a favourite of hunters, who often wear it in shades of green or russet brown depending on the season and nature of the forest which they hunt.

**Steel Secret:** This is a steel skullcap covered with cloth and sometimes wrapped around with a turban. A traditional archer's defence, the steel secret allows for a bare minimum of protection on the battlefield for troops who, if all goes well, do not expect to enter melee combat at all. It is usually combined with a padded jack or other light armour. The advantage with the steel secret is that it does not look like armour, so a foe attempting a devastating strike against the archer's head may find himself disappointed as his blade glances off. The steel secret does not provide any armour bonus normally, but if worn with light armour that does not specifically include head protection (such as padded, leather, studded leather, or supple leather), it provides a small amount of protection against critical hits only. If a threat is scored against the wearer, his AC for purposes of the attack roll to confirm the critical hit is increased by a +1 armour bonus.

## EQUIPMENT

The ranger is in something of a quandary when it comes to deciding what equipment to pack. To the rest of the party, the ranger always seems like the man with the right tool for the job, whatever the situation. Run out of rations? The ranger probably has something left that will stave off hunger for a time, though it might not be very appetising. Off to the desert, or the tundra? Ask the ranger what equipment you should take. . .

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Wedge, Wooden







## TOOLS OF THE TRADE

and avoid littering the forest with discarded metal if the structure ever collapses.

**Oat and Grain Horse-Food Mix:** This mix is carefully formulated by herbalists and horse experts to provide maximum possible nutrition for a horse. The base is oats, but barley, rye, and other whole grains are added, along with a small amount of clover, alfalfa and other herbs. 12 pounds of this high-quality food will feed a heavy warhorse or heavy horse for one day, a light horse or light warhorse for two days, or a pony or warpony for three days. A horse which is receiving this quantity of oats may march for nine hours per day rather than the usual eight, without taking any damage, though any hours marched above nine are treated as forced marches as usual.

**Oats:** Oats are excellent high-energy food and can either be eaten as they are or (by preference, if one is not a horse) boiled up with some water to make porridge. Many of the northern barbarians are said to have marched for weeks on little more than a bowl of porridge a day. A pound of oats is enough food for two days, but is not a very balanced diet if that is all which is eaten – a Fortitude saving throw must be made each day after the first three days (DC 10 + number of days living on oats) or a character who eats nothing but oats takes 1d2 temporary damage to Strength. Oats are also useful as horse food (see p62).

**Plaid:** As worn by the barbarian clans of the north, the plaid or great kilt is an earthy- or heather-coloured garment woven from thick rough wool, sometimes decorated in simple chequered patterns. It is essentially a piece of cloth some five feet by twenty feet in size, with the lower half pleated and bunched around the waist like a skirt and the upper half thrown over one shoulder and held in place with a cloak-pin. Its clever design allows the wearer to simply throw it off for combat, open the top section out into a hood and shawl for wet or cold weather, or unpleat it and use it as a very warm multi-layered blanket. The plaid gives a +2 circumstance bonus to Fortitude saves to resist the effects of cold weather, doubled to +4 if worn like a blanket for sleeping in. Furthermore its many pleats and folds are ideal to hide small weapons, poached birds or other contraband gear, and anyone body-searching the wearer has a -2 circumstance penalty to his Search check.

**Quiver, Cache:** The cache quiver resembles an ordinary arrow quiver or crossbow bolt case, but has a large flap of leather which fastens down over the top. The outside is highly polished and the inside lined with a second oilskin, ensuring the contents can be kept dry and reasonably well-insulated despite outside conditions. The cache quiver can hold twenty bolts or arrows, along with the case or quiver the items came in. It is designed for use by hunters who may need to cache supplies in a number of places around a forest.

**Shoes, Running, Pair:** Running shoes are low, flexible shoes made from very lightweight leather, allowing for maximum ease of movement. These provide no game benefits unless a masterwork version is purchased for an additional 150 gp. A character wearing masterwork

## Equipment Table

Item	Cost	Weight
Bow Case	5 gp	½ lb
Brogues, pair	5 sp	1 lb
Cache Quiver	1 gp	½ lb
Desert Boots, pair	1 gp	1 lb
Dried Marrow Soup	5 gp	1 lb
Ice Boots, pair	10 gp	2 lb
Magnifying Glass	100 gp	-
Measuring Stick	-	¼ lb
Oat and Grain Horse-Food Mix	5 gp	12 lb
Oats	3 sp	1 lb
Plaid	20 gp	3 lb
Running Shoes, pair	15 gp	1 lb
Ski-poles, pair	1 gp	10 lb*
Skis, pair	4 gp	2 lb*
Snowshoes, pair	2 gp	3 lb
Walking Boots, pair	12 gp	1 lb
Waybread	2 gp	1 lb
Wooden nails, 24	2 sp	1 lb
Wooden wedge	5 cp	¼ lb

running shoes and no armour, and carrying at most 20 lb of gear or a light load (whichever is less) gains a +5 feet equipment bonus to his movement rate.

**Skis, Pair:** A pair of skis is almost an essential for winter travelling. Skis are used in conjunction with the skiing rules on p64. The weight of the skis does not count towards encumbrance when they are being worn, only when they are being carried.

**Ski-Poles, Pair:** A pair of ski-poles provides a +5 circumstance bonus to all skiing-related Survival checks. If only one ski-pole is available, this bonus is reduced to +2. Note that if poles are unavailable, shortspears, javelins, shortstaves, tipstaves, and quarterstaves may be used as improvised ski-poles (other weapons are too short, too long, or too unbalanced for the purpose). No other weapon may be used for the purpose. Improvised ski-poles provide only a +3 circumstance bonus to skiing related Survival checks for a pair (or for a pair of one improvised and one dedicated ski-pole). If only one improvised ski-pole is available, this bonus is reduced to +1.

**Snowshoes, Pair:** Technically these are more like overshoes than true shoes, strapping over the wearer's shoes or boots. Their soles are wide and teardrop-shaped, spreading out from under the wearer's feet for quite some distance around. Snowshoes allow for unhampered movement on all snowy and icy surfaces, even loosely packed snow. However, it is impossible to run or charge on any surface while wearing snowshoes.

**Soup, Dried Marrow:** Also known as portable soup, this is a massive block of solid marrow. Chunks of it

are chipped to produce marrow soup, with each chunk for three days of rehydrated, balanced, a character (or dried marrow) must make a first three days of marrow soup. Furthermore prepared for more time simply be dried marrow out of even **Waybread** different recipes for bread is prepared in many kinds, and yet easily will not keep for days equal to its cook. However, last. Characters often aim for two, then the way. **Wedge, V** hardwood logs that in context that and other also some hammer t

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are chipped or broken off and dissolved in hot water to produce a nourishing, if watery, brown gruel. Dried marrow soup is one of the lightest ways to carry food, with each pound of soup providing sufficient food for three days, so long as enough water is available to rehydrate it. However, it does not offer such a well-balanced or varied diet as does even iron rations, and a character who subsists on solely dried marrow soup (or dried marrow soup and oats) for more than one day must make a Fortitude saving throw each day after the first three days (DC 10 + number of days living on dried marrow soup) or take 1d2 temporary damage to Strength. Furthermore, because the dried marrow soup must be prepared and eaten from a bowl, meals of it are inevitably more time-consuming than eating iron rations, which can simply be munched on the road. A character subsisting on dried marrow soup will need to spend at least half an hour out of every day in cooking and eating it.

**Waybread:** Almost all the humanoid races and many different cultures within those races have their own recipes for waybread. This dense, almost biscuit-like bread is packed with dried fruit, grains of many different kinds, and dried meats, making it a highly nutritious yet easily portable food. It is treated as iron rations, but will not keep quite so long. Waybread lasts a number of days equal to the Profession (cook) skill check made by its cook. Waybread has the advantage over iron rations, however, that it is extremely pleasant to eat while it does last. Characters planning for long wilderness journeys often aim to have waybread available for the first week or two, then truly rough it by eating iron rations the rest of the way.

**Wedge, Wooden:** Wooden wedges are made from hardwood so as to allow them to be used to separate logs that have been partially split using an axe. In this context they are used in constructing temporary shelters and other wooden structures. Enterprising adventurers also sometimes use wedges in conjunction with a good hammer to wedge dungeon doors open or shut.

## MAGICAL ITEMS

The judicious ranger will always attempt to augment his spells, class features and equipment with whatever easily portable magic items he can get his hands on, but some items are of particular relevance to the ranger class.

### Axe of Toiling

This large woodsman's axe can be set to work by itself, so long as the wielder starts the job off by taking the axe in hand and making a single stroke at the wood that is to be cut or shaped, strongly visualising the finished object. It can do any wood-cutting work that a strong, skilled woodsman could. For purposes of wood-cutting only, it has Str 14 and twelve ranks in each of the following skills: Survival, Profession (woodsman) and Craft (wood). It cannot do any building work, though it can chop down or

coppice trees, split logs for planks, strip bark off, and so forth.

If used as a weapon, the *axe of toiling* functions as a +1 woodsman's axe, though it must be wielded normally and will not fight by itself.

*Caster Level:* 3<sup>rd</sup>. *Prerequisites:* Craft Magic Arms and Armour, *invisible servant*. *Market Price:* 10,302 gp.

### Boots of Codde-Kicking

These heavy black ankle boots have a concealed adamantite toe-cap and are reinforced throughout, making them formidable weapons for kicking. Each boot acts as a light martial weapon with a base damage of 1d6 and a +2 enhancement bonus, dealing x3 damage on a critical hit. Additionally, on a critical hit the target must make a Fortitude saving throw (DC 13) or be staggered for 1d6 rounds – the *boot of codde-kicking* slams hard into his 'coddes' or other soft tissues, weakening him so badly that he can only take either a move action or a standard action each round. A character wearing *boots of codde-kicking* who successfully trips or knocks prone an opponent may immediately make an additional attack on that opponent with one of the boots at his full attack bonus as a free follow-up attack. Furthermore, if the *boots of codde-kicking* are used to attack an opponent the wearer is grappling, the attack does not have the usual -4 penalty.

Despite their solid construction, the *boots of codde-kicking* are light and comfortable to wear, mould themselves perfectly to the wearer's feet, are completely waterproof and never cause blisters. It is this feature, along with the boots' versatility in combat, that makes them so attractive to rangers.

*Caster Level:* 8<sup>th</sup>. *Prerequisites:* Craft Magic Arms and Armour, *slow*. *Market Price:* 32,301 gp.

### Cup of Safe Drinking

This simple-looking wooden cup has russet-brown runes crudely carved around the rim. If ever a poisoned drink or any liquid poison is placed in it, it immediately acts as a *neutralise poison* spell on its contents, but then shatters forever into splinters. Note that it can never be employed for the other uses of *neutralise poison*, such as purging the poison from within a poisoned creature.

*Caster Level:* 5<sup>th</sup>. *Prerequisites:* Craft Wondrous Item, *neutralise poison*. *Market Price:* 750 gp.

### Herbal Powder of Purification

This brownish-green powder acts as a *purify food and water* spell when stirred into water, though it has no effect on food.





## TOOLS OF THE TRADE

*Caster Level:* 1<sup>st</sup>. *Prerequisites:* Brew Potion, purify food and water. *Market Price:* 15 gp.

### Lance of Bertilak

The lance of Bertilak is a long, thick lance that appears to have been made from a whole young evergreen tree of a unknown species, uprooted and carved to a point but with the bark and many of the branches and leaves still on it. Though the tip is only fire-hardened wood, it is as sharp as good steel. The Lance of Bertilak bestows a negative level on any evil character who so much as touches it. In the hands of a non-evil creature it acts as a +1 lance, but with no other special powers. In the hands of a druid it becomes slightly smaller and acts instead as a +2 spear. A ranger can cause it to alternate between any one of three forms, as a +3 lance, +3 spear, or +3 long spear, at a command word and as a free action so long as he is wielding it.

In the hands of a green knight, the full powers of the lance become apparent. He can cause it to alternate between a +4 lance, +4 spear, or +4 long spear as a free action, and on a successful critical hit he may if desired cause the lance's tip to break off in the wound. This reduces the weapon's bonus to +2 and causes it to do bludgeoning damage, but both these effects wear off after a day as the tip grows back. A creature with the lance tip in its wound is dealt a further 1d6 points damage per round and has a -4 circumstance penalty to all Will saving throws against druid or ranger spells. The lance tip can be removed by a heal spell.

Furthermore, in the hands of a green knight the lance can cast each of the following spells once per day at a command word, all as though cast by a 12<sup>th</sup>-level druid: *barkskin*, *snare*, *spike growth*, *command plants*, *plant growth*, and *tree stride*.

*Caster Level:* 12<sup>th</sup>. *Prerequisites:* Craft Magic Arms and Armour, *barkskin*, *ironwood*, *snare*, *spike growth*, *command plants*, *plant growth*, and *tree stride*. *Market Price:* 136,710 gp.

### Living Bark Armour

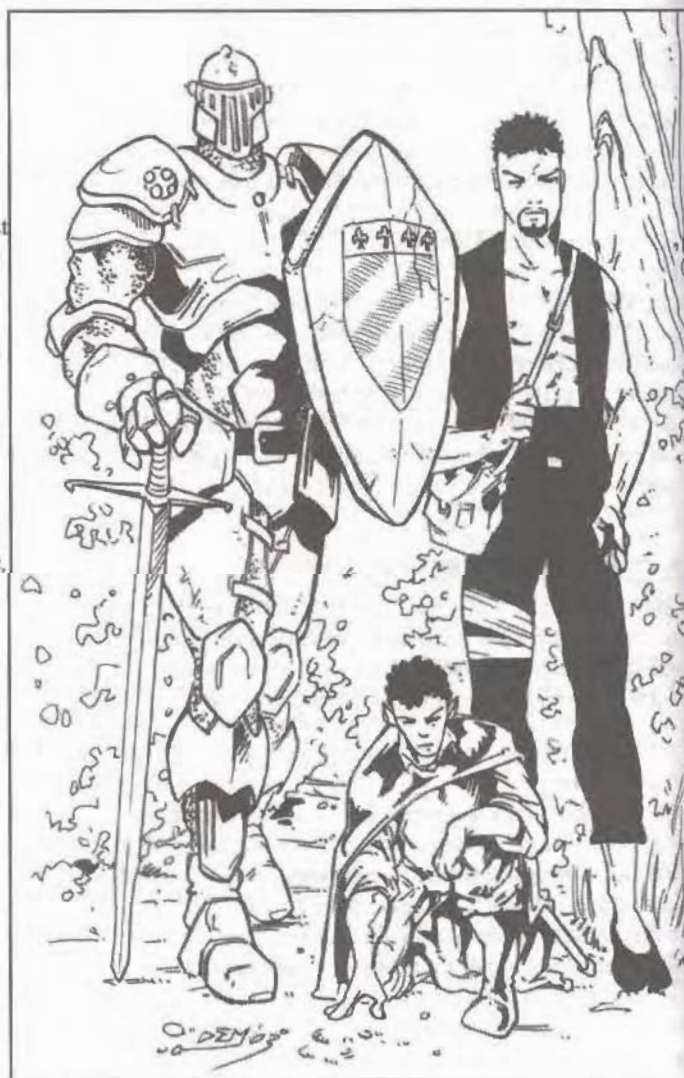
When worn, this dark brown bark armour causes the wearer to resemble a living, moving tree, coating every part of his body with hard, thorny bark. The living bark armour melds with his skin, becoming part of him, and may only be removed by his death or a *wish*, *limited wish*, or *miracle* spell. He gains a +5 enhancement bonus to his natural armour, but may not wear armour or clothing over the top of the living bark armour. Living bark armour is so light and flexible, and so much a part of the wearer, that it does not encumber him any more than does his own skin. He can *speak with plants* and *tree shape* at

will, and becomes a plant creature with all the immunities and benefits thereof (immune to sleep, poison, paralysis, stunning, polymorphing, critical hits, mind-influencing effects). His surface becomes covered with green leaves and he need no longer eat more than once per week, so long as he 'plants' himself in the ground for at least eight hours a day and gets plenty of sunlight.

*Caster Level:* 15<sup>th</sup>. *Prerequisites:* Craft Magic Arms and Armour, *barkskin*, *speak with plants*, *neutralise poison*, and *tree shape*. *Market Price:* 142,000 gp.

### Main Gauche of Parrying

This ornate main gauche is usually found adorned with long, richly decorated quillons and a gold-chased shell hilt. It acts as a +1 main gauche, but for a wielder proficient in its use it also doubles the benefits of forfeiting off-hand weapon attacks as compared to those provided by a typical main gauche (see p72). That is, each off-hand weapon attack forfeited gives a +2 dodge bonus to AC, rather than the usual +1 dodge bonus.



*Caster Level:* Armour, shield gp.

Quiver of The quiver who needs to other quiver. or +5 arrow, price of the quiver is replacing the the appropriate below demon enhancement

*Caster Level:* major creation 1,250 gp.

Scabbard This simple, suitable for a a short sword. Its magic charm to resemble as an observ. The scabbard like a bag of of surprise is it, since it is weapon.

The weapon a free action feat. If any

Quiver of

Quiver Content
+1 arrow
+2 arrow
+3 arrow
+4 arrow
+5 arrow



*Caster Level:* 8<sup>th</sup>. *Prerequisites:* Craft Magic Arms and Armour, *shield* or *shield of faith*. *Market Price:* 8,315 gp.

### Quiver of the Fletcher's Bounty

The *quiver of the fletcher's bounty* is a boon to any archer who needs to travel light. It holds 20 arrows, as for any other quiver. Each arrow of the 20 is a +1, +2, +3, +4 or +5 *arrow*, depending on the caster level and market price of the quiver found. If the number of arrows in the quiver is ever reduced below 20, it begins magically replacing them, at a rate of one per round, with arrows of the appropriate magical enhancement bonus. The table below demonstrates the requirements for the various enhancement bonuses.

*Caster Level:* 15<sup>th</sup>. *Prerequisites:* Craft Wondrous Item, *major creation*, *greater magic weapon*. *Market Price:* 1,250 gp.

### Scabbard of Surprise

This simple, rustic-looking leather scabbard would appear suitable for a hunting knife or dagger. In fact, it can hold a shortsword, longsword, bastard sword or greatsword. Its magic changes the appearance of the weapon's hilt to resemble that of a short wooden knife-handle, just as an observer might expect to see in such a scabbard. The scabbard opens onto a nondimensional space, much like a *bag of holding*, but unlike that *bag* the *scabbard of surprise* is unlikely to be cut by anything placed in it, since it is designed specifically to hold a single sharp weapon.

The weapon in the *scabbard of surprise* can be drawn as a free action, just as if the wearer had the Quick Draw feat. If anyone other than the wearer attempts to draw the

weapon out, the weapon sticks fast, requiring a Strength check (DC 20) to draw. The scabbard and weapon together weigh only 1 pound, so long as the weapon is sheathed.

*Caster Level:* 9<sup>th</sup>. *Prerequisites:* Craft Magic Arms and Armour, *Leomund's secret chest*, *silent image*. *Market Price:* 1,250 gp.

### Staff of the Traveller

This eight-foot-long ash staff is tipped with plain iron at each end, and more closely resembles an ordinary traveller's staff than a magical device. It can be used as a weapon, in which case it functions as a +2 *tipstaff*. However, it also allows use of the following spells:

- † *Longstrider* (1 charge)
- † *Find the path* (2 charges)
- † *Freedom of movement* (1 charge)
- † *Water walk* (1 charge)
- † *Bear's endurance* (1 charge)

Finally, if jabbed firmly into the ground and held loosely with one hand, the staff begins to bend over in the direction of true north, straining against the wielder's hand. This uses up no charges and can be done at any time as a move-equivalent action.

*Caster Level:* 11<sup>th</sup>. *Prerequisites:* Craft Magic Arms and Armour, *longstrider*, *find the path*, *freedom of movement*, *water walk*, *bear's endurance*. *Market Price:* 28,551 gp.

### Quiver of the Fletcher's Bounty

Quiver Contents	Caster Level	Prerequisites	Market Price
+1 arrows	9 <sup>th</sup>	Craft Magic Arms and Armour, <i>major creation</i> , <i>magic weapon</i>	92,000 gp
+2 arrows	9 <sup>th</sup>	Craft Magic Arms and Armour, <i>major creation</i> , <i>greater magic weapon</i>	138,000 gp
+3 arrows	12 <sup>th</sup>	Craft Magic Arms and Armour, <i>major creation</i> , <i>greater magic weapon</i>	162,000 gp
+4 arrows	16 <sup>th</sup>	Craft Magic Arms and Armour, <i>major creation</i> , <i>greater magic weapon</i>	186,000 gp
+5 arrows	20 <sup>th</sup>	Craft Magic Arms and Armour, <i>major creation</i> , <i>greater magic weapon</i>	210,000 gp





# THE LAY OF THE LAND

One of the ranger's most vital areas of expertise is wilderness lore, from finding food and shelter in the great unknown, to tracking enemies through the forest. In the d20 system, all these things are covered with one skill, Survival, and almost all the rules in this chapter relate directly to the Survival skill. The ranger who does not ensure his Survival skill is always kept at maximum ranks is seriously devaluing his usefulness and capabilities.

Wilderness shelters and other structures are covered in great detail in the Every Forest A Fortress chapter, but this chapter deals with almost every other conceivable use for Survival that is not already dealt with in detail in *Core Rulebook I*. If anything, this renders that skill still more vital to the ranger, and so every ranger player is advised to read this chapter with great care, even if it is the only one he does read. This chapter also offers suggestions on permitting the ranger class the option of selecting favoured regions instead of favoured enemies.

## FAVOURERED REGIONS

At 1<sup>st</sup> level, 5<sup>th</sup> level and every five levels thereafter, the ranger usually gains a favoured enemy, giving him a +2 bonus to certain skills and damage rolls concerning that enemy. He also gets to add +2 to one of the bonuses associated with a favoured enemy at 5<sup>th</sup> level and every five levels thereafter.

Favoured regions are presented here as an alternative option for rangers who are not drawn to the idea of favoured enemies, or who desire a little variety in their options, having a mixture of favoured regions and favoured enemies. With the Games Master's agreement, a ranger may, at any time he would usually be entitled to select a favoured enemy, select a favoured region at +2 instead. Likewise, he may increase the bonus for a favoured region instead of increasing the bonus for a favoured enemy.

A favoured region is an area of the campaign world which is largely but not entirely composed of one terrain type. Defining the precise size of the favoured region is very much at the Games Master's discretion, with approximately 100 miles by 100 miles being typical. The Games Master should map out a number of favoured regions, often equating them to an entire small country or a portion of a larger country. When



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deciding on the size of a favoured region, it is crucial to at least take a guess as to how much of the campaign will be set there, to ensure that the class feature is about equally balanced with a favoured enemy. If an entire campaign will be set in and around one city, the Games Master may consider that allowing a favoured region that includes that city will be unbalanced; however, the ranger is likely to be inherently disadvantaged in city-based campaigns anyway, so it can be a tough call.

Favoured regions that comprise large, relatively featureless areas, such as deserts, plains, and tundra, may be larger in size, up to around 200 by 200 miles or even 300 by 300 miles. This is because a ranger living off the land in them will of necessity travel further to get his food and drink, so as to avoid completely depleting the area of life.

While within his favoured region, the ranger applies his favoured region bonus (+2 to begin with) to the following skill checks: Climb, Hide, Knowledge (geography), Knowledge (local), Knowledge (nature), Listen, Move Silently, Search, Spot, and Survival. Note that this is a broader range of skills than allowed for with favoured enemy, but that there is no damage bonus, allowing the ranger who chooses favoured regions a great deal of versatility but less combat capability than the one who specialises in favoured enemies. Within his favoured region, the ranger knows very nearly every crag and tree, every animal lair and bird's nest.

### ADVANCED TRACKING

Use of the Track feat at present covers only one aspect of tracking, that of actually following tracks. The expert tracker can garner far more information out of tracks, and put it to far more use, than simply following a fugitive or enemy through the wilderness.



### Investigative Tracking

Once tracks have been found, careful observation can reveal a great deal about both the tracked creature and its activities, particularly if the tracker is willing to spend a little more time than he would when simply following the tracks. Even when the tracker is moving at speed, he may still garner additional information if skilled and lucky.

Whenever a Survival check is made to follow tracks and the result is 5 or more points higher than the DC, consult the Investigative Tracking table, below:

### Investigative Tracking Table

Points above DC	Activity or information uncovered
5-9	Basic activities such as sleeping or eating; general creature type and size category
10-14	Creature's hourly movement speed, and nature of its footwear if any; creature's species
15-19	Complex activities such as combat or mating behaviour
20-24	Whether creature is injured or fatigued, size of load creature is carrying
25-29	Proportion of hit points creature has left, to nearest 10%; nature and time of its most recent meal
30+	Creature's physical ability scores, that is Strength, Dexterity and Constitution, to within 2 points each







else, the 'sweeping' attempts are themselves usually obvious.

### Splitting Up

Splitting up is a very simple counter-tracking tactic, since even rank amateurs know that tracking a group is a good deal easier than tracking an individual. Not only does this raise the DC of the Survival check to track each individual creature (as detailed in *Core Rulebook 1*), it may also force the trackers to make some hard choices as to which ones to follow, or whether to split up and attempt to follow more than one of them. If the trackers are searching for a particular creature, or something carried by one of the creatures, this can make matters even more difficult for them.

A related tactic is useful for large groups, where a single creature leaves the rest and attempts to conceal its trail by another means. Determine the DC of tracking the single creature, taking into account any other counter-tracking methods it uses to confuse the trail further. Separately, determine the new DC of tracking the main group, but also remember the old DC, before the creature split off. The tracker makes a Survival check as usual at the point where the trail diverges. If the check result is at least the same as the old DC, but not so high as the new DC, he will still follow the main group's trail, not noticing that one of the group is missing. If the check result is at least the same as the new DC, but not so high as the DC to find the tracks of the lone creature, he knows that the

lone creature has left the group but will need to spend an hour searching for its tracks before making a new check as usual. If the check result meets the DC set to track the lone creature, the tracker can figure out exactly what happened and choose which tracks to follow.

### Well-Used Trails

The difficulty with a well-used trail, such as a migration route for a large number of herbivore, lies not in finding tracks but in picking out correct ones from among the multitude of varied tracks, criss-crossing and overlaying one another. A creature attempting to evade pursuers will often deliberately travel along a well-used trail, hoping that its tracks will be largely obliterated by those of other creatures before the tracker arrives, then attempt to hide its own tracks by other means when it slips off the well-used trail. Such a trail can be found with a Survival check (DC 15) or a Knowledge (nature) check (DC 20), and increases the DC to track the quarry by +2.

### Advanced Counter-Tracking

The following methods all require around thirty minutes' time spent more or less stationary, which can be dangerous if hotly pursued. It might just be worth it, though, since they can make tracking significantly more difficult.

In game terms, these methods have identical effects, which is that the creature in the group attempting

to conceal its trail makes a Survival check. This check is then the DC that the pursuers must achieve with their own Survival checks to track their quarry despite the counter-tracking techniques. Failure indicates one hour is lost looking for the trail again, as usual.

Advanced counter-tracking includes the following







## LAY OF THE LAND

techniques, included here for the sake of flavour more than anything else:

† **Laying false trails.** This is usually done by walking along to create the false trail, stopping at a suitable obstacle such as a stream or hard and featureless area, then walking backwards in your own footsteps. The idea is that the trackers will follow the trail to the obstacle, then assume that they have lost the trail, and begin searching far from the true trail. This can cost pursuers a great deal of time if done well, but an expert tracker can tell the difference between walking forwards and backwards.

† **Walking in circles.** The group walks round in a circle, before attempting to use another method to sneak off to one side. This is similar to splitting up in effect, but it is usually done far more adeptly.

† **Altering footprint shape.** This can be done by strapping animal hoofs to your shoes, wearing large, soft leather pads around your boots, or similar means. Again it may not fool an expert – two-legged creatures walk differently than quadrupeds, for instance – but it may delay them for a while, which is often enough for you to make your escape.

† **Advanced trail-clearing.** Much the same methods are used as for basic counter-tracking, with vegetation being swept across the tracks. However, the creatures doing so are far more thorough, attempting to obliterate every trace of the tracks and all without leaving signs of the obliteration, hence the extra time taken and the high DC. Usually this must be combined with another method of counter-tracking, since otherwise the trail can easily enough be picked up again once the creatures cease trail-clearing. This though might be as simple as walking onto a harder terrain for a while.

### Tracking for Hunting

Tracking for hunting is somewhat different to tracking an intelligent creature, since in most cases the trackers are not so concerned with precisely which individual creature they kill, so long as it is a well-fed member of the species they are looking for. Thus, rather than actually following tracks, much of tracking for hunting shades over into actual hunting – ‘staking out’ routes that game animals take, or wandering out looking for a small herd by a combination of tracking, listening and spotting.

### Combined Tracking

The standard tracking rules as given in *Core Rulebook* I assume that the tracker is able to detect either visual clues, as with most rangers or other characters with the Track feat, or olfactory clues, as with animals or other creatures with the Scent special quality. What of creatures able to do both?

Two creatures working together, one which can track by Scent and the other by sight with the Track feat, make separate Survival checks but grant one another a +2 synergy bonus on each of their checks. This applies even if they have no language in common, so long as one of them is an animal that has been taught the Track trick and is being handled to do so with the Handle Animal skill.

When one creature has both the Scent special quality and the Track feat, it may elect to do combined tracking. Determine both DCs, one for tracking by scent and one for visual tracking. The combined tracker always uses the lower DC of the two, and furthermore gains a +2 synergy bonus to his Survival checks when tracking.

### Still Hunting

Still hunting is named for its quietness, not because the tracker stands still. The ranger examines the region, looking for habitats that a suitable animal or herd of animals might live in. This can be done with either a Survival check (DC 15) or a Knowledge (nature) check (DC 10).

Once an appropriate habitat is found, the tracker approaches warily, careful not to disturb any vegetation or make any noise himself, until he find the animals he seeks. This can be played out with the usual Hide and Move Silently checks, with the ranger attempting to achieve surprise on the creatures so as to get a shot or two in before they flee.

### Stump Sitting

When stump sitting, the ranger rests in place, somewhere that is relatively inconspicuous but which allows him to observe a well-travelled trail. Again a Survival check (DC 15) or a Knowledge (nature) check (DC 20) can be used to find this trail (which is essentially similar to the well-used trail mentioned in the Counter-Tracking section, p84) and a good place from which to observe it. Once a herd is spotted travelling down the trail, the ranger must Hide, but he can usually be given a +1 to +3 circumstance bonus to



### Times and Seasons

The following table gives modifiers to the ranger's Survival check when getting along in the wild, depending on the season of the year.

#### Seasonal Modifiers to Hunting, Trapping and Foraging

Activity	Winter	Spring	Summer	Autumn
Foraging	-3	+1	+1	+1
Hunting	-2	-1	+2	+1
Trapping	-3	-	+2	+1
Combined	-2	-	+1	+1

Note that the Combined entry on the table indicates a generalised use of Survival for getting along in the wild, which usually uses a combination of hunting, foraging, and perhaps a little trapping.

The Games Master should also apply a -2 circumstance penalty to all Survival checks made to get along in the wild in particularly harsh conditions, such as cold tundra or warm desert, but should not overuse this. An expert with Survival can survive in almost any conditions, and in some respects the less well-populated areas are easier than others since there are fewer intelligent creatures to compete for the scant hunting and foraging resources available.

this Hide check for having found a suitably excellent vantage point and hiding place.

Stump sitting requires a huge amount of patience, as the ranger may need to sit and watch the trail all day or even for several days before spotting suitable prey. However, once he does so he will often have the opportunity for several rounds of fire on them, having picked out a suitable vantage point from which he can shoot many arrows at the herd, possibly bringing several of them down. This is a good tactic for professional hunters, since it may allow for killing two or more animals rather than a single one.

## HUNTING

Usually hunting, along with foraging, is subsumed into the Survival skill as used to get along in the wild. In some circumstances however it may be necessary or enjoyable to play out a hunt, whether for food or other needs. The first step is for the ranger to locate suitable game animals, as covered under Tracking for Hunting (see p86).

Once the ranger has tracked down his prey, melee or ranged combat occurs normally. In most cases the ranger will attempt to achieve surprise, but once more this can be done by following the usual rules for the Move Silently and Hide skills. Usually the creatures will flee rather than fight, though at the Games Master's discretion a cornered creature may turn on its hunters, as will a notoriously fierce creature such as a boar or bear, an aggressive male creature during the rutting season such as a stag, or a mother of any but the most passive creatures protecting her young.

### The Parts of an Animal

Many cultures, especially nomads, fulfil almost all their needs from the carcasses of hunted animals, from the more obvious meat and leather to bone tools, waterskins and more. For rangers who may wish to emulate this – and anyone with a few ranks in Survival will certainly have the know-how to do so – this section offers suggestions as to what each part of the animal can be used for.

The table assumes the creature is a typical Medium-size to Huge herbivore. For smaller creatures, many of these uses will not apply. The Games Master may rule that certain types of creature will provide more, less, or none of the materials mentioned in the table. For example, a stag in the rutting season will provide a great deal more antler than most creatures of its size. Likewise some animals may be hairier than others, or completely hairless.

A ranger can make simple tools and other useful objects from the various body parts, using the appropriate Craft skill, without the need to purchase any raw materials. First he must skin, gut, and butcher the creature, as carefully as possible so as to avoid damaging any of the materials. This requires a Survival check (DC 15) and around half an hour for a Medium-size creature, two hours for Large, and eight hours for Huge.





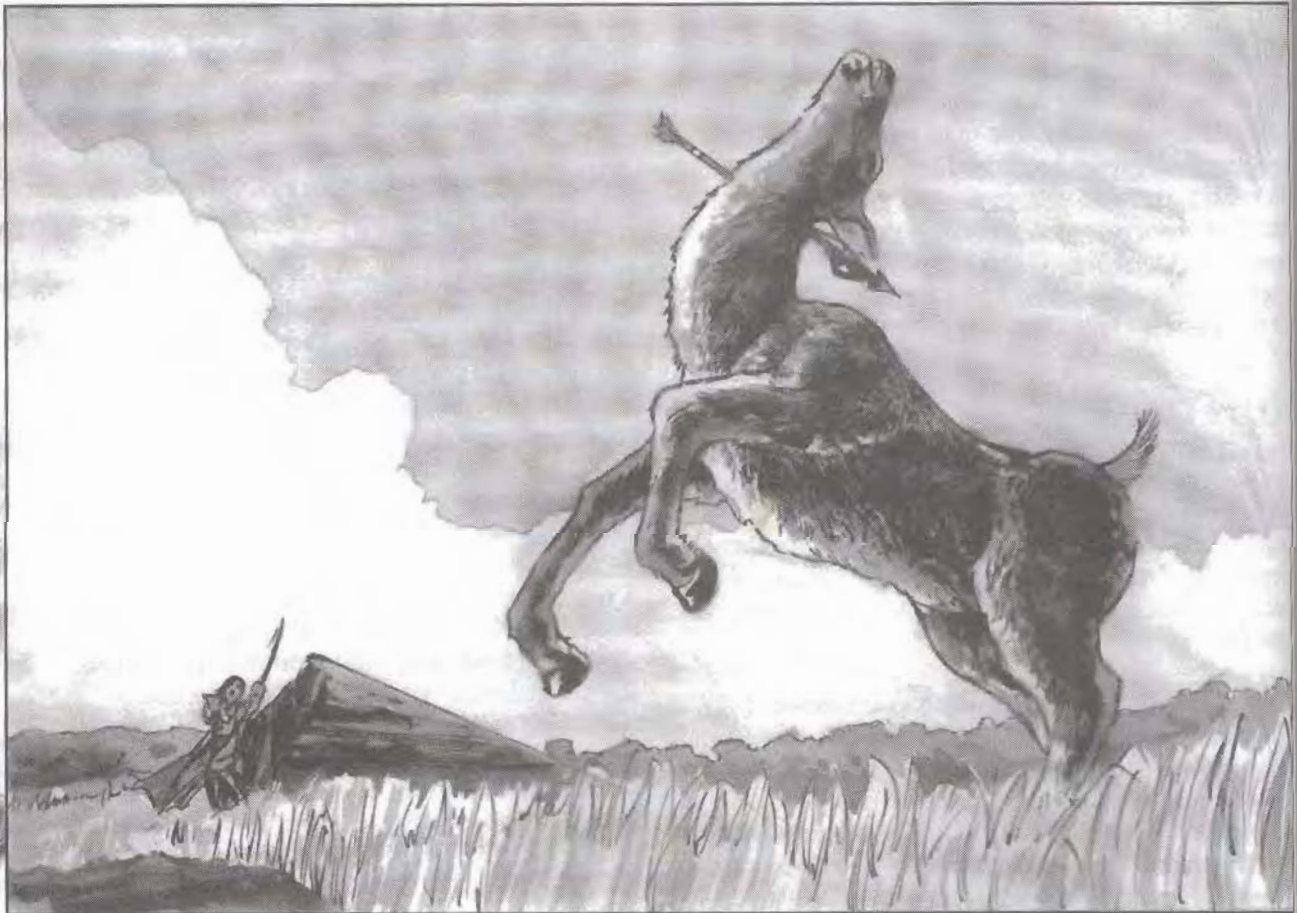
## LAY OF THE LAND

The people of the Shawalee region rely almost exclusively on the grey elk for their winter nourishment, but they are quite astonishingly resourceful when it comes to using the rest of the creature's body. They follow the elk herds through the icy woodlands and over the frozen swamps, first collecting their dung to use as fuel in their winter lodges, not hunting the beasts but relying on the salt fish, dried berries, and frozen rabbit they stowed away during the plentiful summer and early autumn months. When the elk shed their antlers at the end of the mating season, this is the Shawalee tribes' signal to begin the hunt proper.

Unusually, in these tribes the men and women hunt alike, often bearing their babies on their backs. The first task is to collect the shed antlers, storing them in the lodges for carving and shaping into tools. By the end of the winter around half the antlers have been used for one purpose or another, with the tips being sharpened as arrowheads and the rest being predominantly used for scraping tools, to get the last scraps of meat and fat off the hides before tanning.

Once the first beasts have been slain, usually by a combination of pit traps, arrows, boulders, and spears, the butchery begins. On the first night there is a celebratory feast of elk haunch, but much of the rest of the meat has, by then, already been dried or processed for later use. It is in the next few days, when the tribe are all well fed and have plenty of surplus meat, but before they move on to the next lodge and the next herd, that they begin their astonishing transformation of the carcass into a huge variety of useful goods. Every part of the beast is used, with even the tails being tanned and retained as whips, used on disobedient children and husbands. . .

From *Cantalabria: A Northern Odyssey*, by Loremaster Wace Dalloon



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## Animal Parts and Uses

Body Part	Uses	Typical Quantity of Material by Creature		
		Medium-size	Large	Huge
Skin	Leather, fur, rawhide	One garment, or one small shield	Two garments, or two small shields, or one bedroll, or one suit leather armour	Four garments, or four small shields, or two bedrolls, or two suits leather armour
Loin, Leg	Meat, roasted for eating or dried to preserve it	25-50 lb	90-180 lb	300-600 lb
Neck, Breast, Shoulder	Meat, stewed	25-50 lb	90-180 lb	300-600 lb
Gut	Waterskin	4 lb waterskin	Two 4 lb waterskins	Four 4 lb waterskins
Offal, Blood	Haggis or meat-puddings	5-10 lb	20-40 lb	60-120 lb
Bone, Horn, Antler	Simple tools, carvings, eating and cooking implements, arrowheads	2 one-handed tools, or 4 small carvings, or 12 implements/arrowheads	2 two-handed tools, or 4 one-handed tools, or 8 small carvings, or 24 implements/arrowheads	4 two-handed tools, or 8 one-handed tools, or 16 small carvings, or 48 implements/arrowheads
Hair	Plaited into rope, stuffed into clothing or bedding as padding	10 ft. hemp rope	20 ft. hemp rope or padding for one suit padded armour	30 ft. hemp rope or 10 ft. hemp rope plus padding for one suit padded armour
Feet	Stew or glue	Meal for four, or ½ lb glue	2 meals for four, or 1 lb glue	4 meals for four, or 2 lb glue
Tendons	Sinew	1 bowstring or fishing line	2 bowstrings or fishing lines	4 bowstrings or fishing lines
Fat (other than fat on meat joints)	Candles or soap	8 candles or bars of soap	16 candles or bars of soap	32 candles or bars of soap
Liver	Chemicals for leather tanning	Sufficient to tan the skin of the animal	Sufficient to tan the skin of the animal	Sufficient to tan the skin of the animal

## TRAPPING

The ranger who plans to spend a fair amount of time foraging and hunting in one area, rather than doing so en route to somewhere else, will often set various snares and traps with which to capture or kill woodland creatures for food. Rather than delving into the minutiae of different types of animal trap and the creatures they are most likely to catch, the use of snares and traps can be abstracted into regular Survival checks made to get by in the wilderness.

Whenever a character with Survival skill is attempting to provide food for himself and others in one particular

area, he may use snares and traps, so long as he does not travel or use overland movement. He may travel short distances to check his traps, but may not go more than ten miles away from the spot where he began his snaring and trapping, unless he is prepared to start over again. On the first day of using snares and traps, the character gains no particular bonus to Survival – he is spending part of the day setting up traps for future use, and the rest of the day foraging and hunting by other methods in the meantime. On the second and subsequent days, however, he gains a +4 circumstance bonus to all Survival checks made to get along in the wild. Furthermore, he may sell any food he does not eat or use to feed his companions, if desired,







though this is usually only done by the occasional low-level ranger. Most uses of snares and traps are to feed a party which has halted for several days near an enemy's stronghold of some kind in the hope of scouting the place out, perhaps observing comings and goings for a week or more before making their move.

### Improvised Wilderness Traps and The Quintessential Rogue

*The Quintessential Rogue*, also available from Mongoose Publishing, offers a complete set of rules for using the Craft (trapmaking) skill to create crudely improvised traps out in the wilderness, from falling nets to spiked pits. At the Games Master's discretion, a ranger may be permitted to use the Survival skill to construct improvised traps using those rules, though at a -10 circumstance penalty. This represents the fact that any survival expert certainly will know how to make simple traps and snares to capture food animals, but may not be so good at crafting the rather more complex traps required to stop intelligent creatures. The principles are certainly very similar though, and the experienced ranger, while his creations may not

be so neat and artful as the rogue's, should have little difficulty scaling up his hunting snares and traps to capture or kill humanoids instead of animals.

## FORAGING

Foraging is searching for and eating food that can simply be collected, rather than needing to be hunted or trapped. Usually this is roots, berries, leaves, and other vegetable matter, but insects, grubs, worms, and other small invertebrates are also common fare when foraging. Some foraged food can be eaten raw, en route, but most tastes far better if cooked. In most cases foraging, along with hunting, can be subsumed under the 'getting along in the wild' use of the Survival skill, but it is also possible to forage exclusively, finding all one's food instead of actively hunting for it. For an expert, this is much less time-consuming than hunting.

A character who forages for food instead of hunting can get by in the wild when moving at full speed, feeding himself en route. However, the base DC increases to 15, and he may only provide food for one additional person per 5 points by which his check result exceeds 15. None of the food eaten en route in this manner will be cooked. The characters eating it must 'graze' almost constantly, whenever the ranger finds a suitable food source, so as to ensure they get sufficient nourishment. This is not an option in cold terrain or during the winter, when food simply must be properly cooked to even be edible.

### Foraging and The Quintessential Elf or Quintessential Druid

Foraging can also be useful for finding herbs, as a side benefit of spending much of the journey keeping an eye out for suitable foodstuffs. The Games Master may allow one Profession (herbalist) check per day, with a DC of 20, to find a useful herb or plant appropriate to the region. This may be good for healing, as a spell component or potion ingredient, or for some other purpose. Rules for single useful herbs can be found in *The Quintessential Elf*, and rules for combining herbs to make useful herbal teas and other recipes can be found in *The Quintessential Druid*. Rangers can use either or both those books to enhance the benefits of their foraging.



# FELLOW TRAVELLERS

One of the defining qualities of the ranger is his affinity with nature, and in particular with animals. This is reflected in many of his class features, skills, and spells. This chapter explores some new possibilities for the ranger and his allies, including the many animals he may befriend or train as well as more esoteric creatures of the woodland such as fey and centaurs.

## GREENWOOD ALLIES

Though so many rangers seem to be loners where their own species are concerned, with a particular preference for avoiding cities, they are frequently quite gregarious when it comes to befriending woodland creatures.

Unfortunately, the shy fey and often-warlike centaurs may prove less enthusiastic, at least to begin with. If convinced of the ranger's good intentions and nothing will convince them so well as positive action, the ranger actually putting his life on the line in defence of the forest – they can be very valuable allies. This section gives some ideas as to how that can best be done.

### The Fey

Making long-term, serious friendly contact with the fey is covered in detail in *Encyclopaedia Divine: Fey Magic*, also from Mongoose Publishing. For purposes of winning the fey to his side as allies, though, the ranger need not necessarily go quite so far as to learn their ways so very intimately. So long as he can talk with members of the local fey community without immediately being attacked, he is probably doing quite well.

### Sylvan Glades

*Fey Magic* presents the following system for locating the main colonies of fey, known as sylvan glades. The ranger makes a Survival check (DC 25) or Knowledge (fey) check (DC 20) to determine the approximate location of a sylvan glade. Journeying there will be at least a three to five day journey, with daily Survival checks (DC 20) necessary to avoid getting lost. Sylvan glades are always located in the deep wilderness.

Visiting a sylvan glade personally will be essential if the ranger is to get the authorities of the fey – such as they are – fully supportive of his work. It is likely that such senior fey will set him a number of tasks to prove his worth and commitment. Even once this is done and he is an accepted ally of that sylvan glade, not all fey will necessarily trust him, for a variety of reasons. They may not fully accept the authority of the leadership of that particular sylvan glade, or they might

simply prefer to wait a year or ten before giving their full trust – just to make sure, of course.

### Local Fey

Perhaps an easier course of action is to attempt friendly contact with individuals or small groups of fey.

There does not need to be any great trekking involved, since they can be found in most forests, and so long as you meet them on neutral ground rather than tracking them down to their lair they may not feel too threatened. The disadvantages of this method are that any fey so allied with will not have the authority to speak for anyone else, and that any such meeting will almost certainly need to be by chance, since no fey will appreciate being stalked.

A Survival check (DC 22) can be made to give the ranger an idea as to where the local fey might spend their time. Visiting such a place briefly every few









*'I have something to do. I'll see you in a week or so, back in Calaman.'*

*Jorak's last words to a human repeated themselves in his head, reminding him that he had left his comrades behind over a three weeks ago. They would have spent most or all of the gold by now, and be looking for work once more. They would miss him, he had no doubt of that, but they would not let sentiment get in the way of adventure. It was even possible they had taken on another ranger by now, especially if their next job was off in the wilderness somewhere.*

*Never mind. He had more important things to do. Somewhere ahead in the jungle was the meeting of the dozen Jaguar Elders, or so he had been told. He would find them, and offer them his services. He would have to find them soon, but by now he felt quite certain he was on the right track.*

*If his friends could not wait for him – well, there were other adventurers out there.*

The new animal companions presented here are added to the choices available at 1<sup>st</sup> and 4<sup>th</sup> levels. As usual, these levels are for characters of the druid class; rangers always halve their class level when determining which animal companions they may choose.

1<sup>st</sup> level: Fox, wildcat, caracal, snake (spitting cobra)

4<sup>th</sup> level: Dire mongoose, lynx

7<sup>th</sup> level: Sabre-tooth

### Caracal

#### Small Animal

**Hit Dice:** 1d8+2 (6 hp)

**Initiative:** +5 (Dex)

**Speed:** 40 ft., Climb 20 ft.

**AC:** 16 (+1 size, +5 Dex)

**Attacks:** 2 claws +6 melee, bite +1 melee

**Damage:** Claw 1d2, bite 1d4

**Space/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Pounce, Improved Grab, Stunning Swat, Rake 1d2

**Special Qualities:** Scent

**Saves:** Fort +4, Ref +7, Will +1

**Abilities:** Str 10, Dex 20, Con 14, Int 2, Wis 12, Cha 10

**Skills:** Balance +13, Climb +9, Hide +13\*, Jump +8\*, Listen +10, Move Silently +9, Spot +6

**Feats:** Weapon Finesse (bite, claws)

**Climate/Terrain:** Warm plains and warm deserts

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2-3 HD (Small)

Caracals resemble reddish-brown lynxes, though they are rather smaller than the lynx, weighing up to 42 lb and growing as long as 4 feet nose to tail-tip. They are most famed for their especially keen hearing and

their ability to perform nigh-on unbelievable vertical leaping.

Servals, bobcats, swamp cats, fishing cats, golden cats, and ocelots may also be treated as caracals for game purposes, though the Games Master may wish to research slightly variant special abilities – for example, the fishing cat should have a Swim movement type, but no special bonus for high jumps.

A small number of caracals are born with entirely black fur, much like the occasional completely black leopards known as black panthers. These are much-prized as animal companions by dungeoneering rangers, for obvious reasons.

### Combat

Caracals naturally prey on birds and small mammals, but will attack larger herbivores if hungry. Few will attack humans unless cornered or trained to do so. Against most opponents the caracal will pounce, claw, bite, and rake, but when hunting birds it prefers to do a vertical pounce straight up into the air, swatting its prey out of the sky with a front paw. This stunning swat attack is useful against any aerial opponent, since a stunned creature cannot fly and will simply fall to the ground.

**Pounce (Ex):** If a caracal leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the caracal must hit with its claw attack. If it gets a hold, it can rake. Most creatures are only able to make improved grab attacks on creatures smaller than themselves, but caracals specialise in catching birds of any size up to an eagle, and so the caracal can use improved grab against a creature of its own size which is using flying movement.





## FELLOW TRAVELLERS

### Using the New Animal Companions

The new animal companions are intended to provide alternate options for ranger and druid players – particularly rangers. All offer some specific advantages in comparison to the existing animal companions, and all those advantages are of especial use to the ranger. Where the druid often looks for a simple melee combat powerhouse when choosing his animal companion, in hopes of boosting his own meagre combat capabilities, the ranger is himself already quite effective enough in melee and so is more likely to want a versatile animal companion capable of acting as a scout, tracker, or hunter as well as a mere combatant.

The fox, then, as one of the most adaptable omnivores in existence, gains far more ranks in the Survival skill than any other animals. If your party expects you to feed them in the wilderness, the fox makes an excellent animal companion, being quite capable of supplementing your own hunting and gathering endeavours by bringing in several rabbits or other small tasty creatures for the pot. Like the dog, it is also a very effective tracker.

Wildcats, caracals, and lynxes offer many of the same advantages as do the larger feline animal companions – keen senses, good melee combat capabilities, and stealth. However, they offer it in a much smaller package, which of course greatly enhances their abilities to act as spies or scouts, both because of their improved Hide skills and the possibility of squeezing through smaller spaces. Though the lynx may not be as tough as a leopard in a straight fight, it may well prove to be a better all-rounder in an extended campaign. The choice between caracal, wildcat, and domestic cat at lower levels is a tricky one, with the caracal offering the most varied options, the wildcat the most raw power (at least in the sorts of melee it is likely to be used in), and the domestic cat the best anonymity when used as a spy in civilised regions.

The spitting cobra is a good companion for the ranger who focuses on close-range melee combat, such as a two-weapon specialist, as its spat venom has similar range to a reach weapon, allowing for at least one quick attack before the foe reaches it.

The dire mongoose is another very handy animal companion. If you've always hated snakes, the dire mongoose can deal with them easily, while you turn your attention to more important things. It's also one of the most fierce creatures around for its size.

The sabre-tooth may not offer much of a game advantage over the lion or tiger, but what else is your caveman ranger going to want for an animal companion? Its special attacks are intriguing and unique, but potentially not very long-lived. The ranger who takes on a sabre-tooth as an animal companion should be prepared for the relationship to be a two-way one, even more than with other animals. The ranger who dismisses a sabre-tooth out of hand because it broke off its teeth in his service may find it difficult to get another animal companion.

**Rake (Ex):** A caracal that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d2 damage each. *If the caracal pounces on an opponent, it can also rake.*

**Stunning Swat (Ex):** A caracal that does a vertical jump onto its prey during the first round of combat may forego the full attack it could usually make using the pounce special attack and instead make a special swat attack at its highest attack bonus. If it succeeds, it does normal claw damage and its opponent must make a Fortitude save (DC 10 + half the caracal's hit dice + Strength bonus) or be stunned for one round.

**Skills:** Caracals receive a +4 racial bonus to Climb, Hide, Listen and Move Silently checks and a +8 racial bonus to Balance and Jump checks. \*In warm plains and warm desert terrain, the Hide bonus improves to +8. \*Black caracals receive no additional Hide bonus for terrain, but their Hide bonus improves to +8 during

night or in other dark conditions such as underground.

\*Caracals are particularly famed for their ability to *jump vertically, sometimes leaping as high as 10 feet straight up*, and so their Jump bonus improves to +20 when doing a high jump.

### Dire Mongoose

#### Large Animal

**Hit Dice:** 6d8+12 (30 hp)

**Initiative:** +6 (Dex)

**Speed:** 30 ft.

**AC:** 20 (-1 size, +6 Dex, +5 natural)

**Attacks:** 2 claws +9 melee, bite +4 melee

**Damage:** Claw 1d4+5, bite 1d8+2

**Space/Reach:** 5 ft. by 10 ft./5 ft.

**Special Attacks:** Snake-killer, Many-Headed Monster, Improved Grab



**Special Qualities:** Scent, Poison Tolerance  
**Saves:** Fort +8, Ref +11, Will +3  
**Abilities:** Str 21, Dex 22, Con 16, Int 2, Wis 12, Cha 12  
**Skills:** Climb +8, Listen +7, Spot +7  
**Climate/Terrain:** Any warm land  
**Organization:** Pack (15-20)  
**Challenge Rating:** 4  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 7-12 HD (Large)

Dire mongooses grow to up to around 12 feet long with another 7 feet or so of tail and a weight of nearly 3,000 pounds, though most specimens are only some 9 to 10 feet long and 2,000 pounds in weight. Their bodies are covered with thick, coarse hair, giving them excellent natural armour.

Though dire mongooses will eat almost anything of medium-size or smaller, they prefer snakes and other reptiles, bird eggs, vermin, and herbivorous mammals in approximately that order. They are best known for their ability to kill snakes of any size, much like their smaller cousins.

Dire mongooses do not commonly build their own lairs, preferring to attack the homes of large vermin such as giant ants, bees, or wasps, clear them out or eat them, and take over the mound or other lair for their own use. These lairs will be protected fiercely if possible, but a dire mongoose pack will not hesitate to retreat and find a new lair if faced with overwhelming opposition.

**Combat**

Dire mongooses are often said to be completely immune to snake venom, though this is something of an exaggeration. They are tolerant to small doses of it, but in truth they rely on their agility, speed and thick protective fur when killing snakes, and even then many an unlucky mongoose falls prey to snake venom in the end. They prefer to scare off potential predators with their Many-Headed Monster attack, but when killing prey or forced into combat they fight by bashing or clawing with their front paws, then pinning the opponent down and biting to finish it off.

**Improved Grab (Ex):** To use this ability, the dire mongoose must hit with its claw attack.

**Many-Headed Monster (Ex):** If faced with an obvious aggressor or other threat, dire mongooses will first attempt to scare it off. They bunch up together and advance steadily en masse, with the front rank darting up onto their hind legs and baring their teeth at their enemy. The pack's flowing, confusing movements give the impression that the target is facing not a group of large mammals but a single, many-headed monster. Only a dire mongoose pack of 10 or more can perform this attack, and each must spend a full-round action doing so, though this may be combined with a move or charge action in the direction of the target. Many-Headed Monster affects creatures in a 20 feet diameter area, which must be between 40 feet and 80 feet from the dire mongoose pack at the start of the round. Any creatures in the area must make a Will saving throw (DC = 14) or become frightened (see Core Rulebook II).

**Poison Tolerance (Ex):** Dire mongooses gain a +4 racial bonus to Fortitude saving throws against poison of any kind.

**Snake-Killer (Ex):** Dire mongooses have been killing snakes for thousands of years, and have an instinctive understanding of the best ways to do so and the right moment to strike. Whenever attacking a snake (including vipers, constrictors and cobras) the dire mongoose gains a +4 racial bonus to attack rolls and damage. Furthermore, the dire mongoose's Improved Grab special attack may be used on snakes of any size up to one size category larger than the dire mongoose itself.





## FELLOW TRAVELLERS

### Fox

#### Small Animal

**Hit Dice:** 1d8+2 (6 hp)

**Initiative:** +4 (Dex)

**Speed:** 40 ft.

**AC:** 15 (+1 size, +4 Dex)

**Attacks:** Bite +5 melee

**Damage:** Bite 1d4

**Space/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** -

**Special Qualities:** Scent

**Saves:** Fort +4, Ref +6, Will +1

**Abilities:** Str 11, Dex 18, Con 15, Int 2, Wis 13, Cha 10

**Skills:** Hide +7, Listen +5, Move Silently +12, Spot +5, Swim +2, Survival +6

**Feats:** Weapon Finesse (bite)

**Climate/Terrain:** Any land

**Organization:** Pair

**Challenge Rating:** 1/2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** -

Foxes are small, highly adaptable and intelligent predators. Though they prefer to dine on rabbit or hare, they will eat almost anything. They live in burrows or similar lairs, known as dens, which are often dug under tree-roots or by enlarging rabbit burrows.

### Combat

Foxes will rarely attack humans unless magically influenced or cornered. However, they can be a serious threat to animals of their own size or smaller.

**Skills:** Foxes receive a +4 racial bonus to Hide, Move Silently, and Survival checks.

### Lynx

#### Small Animal

**Hit Dice:** 2d8+4 (13 hp)

**Initiative:** +4 (Dex)

**Speed:** 40 ft., Climb 20 ft.

**AC:** 16 (+1 size, +4 Dex, +1 natural)

**Attacks:** 2 claws +6 melee, bite +1 melee

**Damage:** Claw 1d3+1, bite 1d6

**Space/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Pounce, Improved Grab, Rake 1d3

**Special Qualities:** Scent

**Saves:** Fort +5, Ref +7, Will +1

**Abilities:** Str 13, Dex 19, Con 14, Int 2, Wis 12, Cha 8

**Skills:** Balance +12, Climb +10, Hide +12\*, Listen +5, Move Silently +10, Spot +5

**Feats:** Weapon Finesse (bite, claws)

**Climate/Terrain:** Any temperate land, warm forest or warm mountains

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3 HD (Small), 4 HD (Medium-size)

Lynxes are felines that can grow to weigh up to 80 pounds and be over four feet long. Their ears are long, with distinctive tufts, and their coats are either a neutral brown, striped, or spotted. Lynxes prefer ancient mixed woodland in temperate regions, but like so many cats will adapt to a wide variety of different habitats if necessary.

### Combat

Lynxes prey on a staggering variety of creatures, from hares and rabbits right up to larger animals such as cattle or deer. They hunt with a pounce as do most cats.

**Pounce (Ex):** If a lynx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the lynx must hit with its claw attack. If it gets a hold, it can rake. Lynxes can use their improved grab ability against creatures of up to one size category larger than their own size.

**Rake (Ex):** A lynx that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3 damage each. If the lynx pounces on an opponent, it can also rake.

**Skills:** Lynxes receive a +4 racial bonus to Climb, Hide and Move Silently checks and a +8 racial bonus to Balance checks. \*In forest terrain, the Hide bonus improves to +8.

### Saber-tooth

#### Large Animal

**Hit Dice:** 5d8+20 (42 hp)

**Initiative:** +2 (Dex)

**Speed:** 30 ft.

**AC:** 14 (-1 size, +2 Dex, +3 natural)

**Attacks:** 2 claws +10 melee, bite +5 melee

**Damage:** Claw 1d8+7, bite 2d8+3 + puncture

**Space/Reach:** 5 ft. by 10 ft./5 ft.

**Special Attacks:** Pounce, improved grab, rake 1d8+3, puncture, tooth breaking

**Special Qualities:** Scent, low-light vision

**Saves:** Fort +8, Ref +6, Will +3

**Abilities:** Str 25, Dex 13, Con 19, Int 2, Wis 12, Cha 6

**Skills:**

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**Feats:**

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**Skills:** Balance +7, Hide +7\*, Listen +3, Move Silently +9, Spot +3, Swim +12  
**Feats:** Weapon Finesse (bite)  
**Climate/Terrain:** Any forest, hill, mountains, and plains  
**Organization:** Solitary or pair (2) or pack (4-9, plus 2-8 young)  
**Challenge Rating:** 4  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 6-10 HD (Large)

Sabre-tooths resemble tigers or other big cats in form, but have minimal markings (their fur is typically a sandy colour all over) and have extremely powerful forequarters in comparison to other big cats, with less well developed hindquarters. This makes them very strong, but less fast than most big cats, and has contributed to their quick and savage hunting style. Their most distinctive feature, though, is the pair of vast teeth that give them their name - huge curved fangs, bigger than daggers and capable of inflicting the most devastating injuries. Though these fangs are enormously powerful weapons, they are far more brittle than smaller fangs, and older sabre-tooths often have one or both of their great teeth broken off.

Sabre-tooths are not so common as in former times, now that other big cats and humanoids have spread over many of their old hunting grounds.

### Combat

Sabre-tooths prefer to stalk their prey, dropping from a hidden position atop a tree or rock and slaying their victims within moments. A large victim such as a hippopotamus or mammoth will be attacked until the sabre-tooth causes a puncture (see below), then the sabre-tooth will retreat until its victim bleeds to death. This allows them to avoid the risk of injury, since although they are tough they must eat a fair amount to survive, and any serious wound may impede their hunting ability to such a degree that they starve to death. In open combat with a determined and well-armed foe, the sabre-tooth will consider fleeing, particularly if it is injured. Domesticated sabre-tooths can be trained to fight almost to the death, since they are well aware that so long as their master is also alive they will be fed.

**Pounce (Ex):** If a sabre-tooth leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Puncture (Ex):** A sabre-tooth's bite attack which does a critical hit on an opponent is considered to have punctured a major blood vessel. The victim will lose a

further 1 hp per round (in blood loss) until the wound is healed by either the Heal skill or magical means.  
**Tooth Breaking (Ex):** A sabre-tooth whose bite attack does maximum damage on a critical hit (that is, a roll of 16 on 2d8 on a critical hit) loses one of its large canine teeth. This sticks in the wound, doing an additional d4 damage, but the sabre-tooth's bite damage drops to 2d6 + damage bonus and can no longer do the puncture attack (above). It is possible for the second canine to break off if maximum damage is done a second time (12 on 2d6), in which case the bite damage drops to 2d4 + damage bonus. A sabre-tooth's lost tooth or teeth may be healed with the heal or heal animal companion spell as usual.  
**Improved Grab (Ex):** To use this ability, the sabre-tooth must hit with a claw or bite attack. If it gets a hold, it can rake.  
**Rake (Ex):** A sabre-tooth that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the sabre-tooth pounces on an opponent, it can also rake.  
**Skills:** Sabre-tooths receive a +6 racial bonus to Balance, Hide, and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +10.

### Snake, Spitting Cobra

**Small Animal**  
**Hit Dice:** 1d8 (4 hp)  
**Initiative:** +3 (Dex)  
**Speed:** 20 ft.  
**AC:** 17 (+1 size, +3 Dex, +3 natural)  
**Attacks:** Bite +4 melee or Spit +4 ranged  
**Damage:** Bite 1d2-2 and poison, or spit poison (only).  
**Space/Reach:** 5 ft. by 5 ft. (coiled)/5 ft.  
**Special Attacks:** Poison  
**Special Qualities:** Scent  
**Saves:** Fort +2, Ref +5, Will +1  
**Abilities:** Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2  
**Skills:** Balance +11, Climb +12, Hide +15, Listen +9, Spot +9  
**Feats:** Weapon Finesse (bite)  
**Climate/Terrain:** Warm desert, warm plains, and underground  
**Organization:** Solitary  
**Challenge Rating:** 1  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** -

Spitting cobras are among the most feared members of the cobra family. Though their venom is less likely to kill outright than that of, for example, the black mamba, the spitting cobra can deliver its poison at range through its namesake spitting attack, and any





## FELLOW TRAVELLERS

### Cobra or Viper?

For ranger players who want a poisonous snake as an animal companion, but would prefer a cobra to the vipers presented in *Core Rulebook III*, the easiest way is to treat the cobra as a viper of the same size except with regards to its poison and habitat (see below). Most cobras can be simulated this way, the only real exception being the Spitting Cobra which is given a full write-up above.

#### Poison

Cobra poison acts directly on the central nervous system, whereas viper poison causes internal haemorrhaging. For this reason, assume that cobra poison does damage as follows, rather than 1d6 temporary damage to Constitution:

**Primary Damage:** 1d4 temporary damage to Dexterity and 1d4 temporary damage to Constitution  
**Secondary Damage:** 1d4 temporary damage to Dexterity and 1d4 temporary damage to Constitution

#### Habitat

Cobras are adapted to warm conditions, and do not cope with cold anything as well as their more highly evolved viper cousins. A cobra in a region with a temperate or cold climate is considered fatigued at all times (-2 Strength and Dexterity, cannot run). Furthermore, cobras have a -4 racial penalty to all saving throws to resist the effects of cold conditions or cold-based attacks.

creature struck in the face with a glob of spitting cobra venom may be blinded.

### Combat

Spitting cobras are usually found under rocks in deserts or scrubland, and dislike being disturbed to the extent that they will usually spit first and ask questions later.

**Spit (Ex):** Instead of making a bite attack, a spitting cobra may make a special venom-spitting attack against an opponent up to 10 feet away.

**Poison (Ex):** Bite or spit, Fortitude save (DC 11), initial damage temporary blindness (lasts 2d6 minutes), secondary damage 1d3 temporary Dexterity plus 1d3 temporary Constitution plus permanent blindness.

**Cold Vulnerability (Ex):** Spitting cobras are adapted to warm conditions, and do not cope with cold at all well. A spitting cobra in a region with a temperate or cold climate is considered fatigued at all times (-2 Strength and Dexterity, cannot run). Furthermore, spitting cobras have a -4 racial penalty to all saving

throws to resist the effects of cold conditions or cold-based attacks.

**Skills:** Spitting cobras receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

### Wildcat

#### Small Animal

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +5 (Dex)

**Speed:** 40 ft., Climb 20 ft.

**AC:** 16 (+1 size, +5 Dex)

**Attacks:** 2 claws +6 melee, bite +1 melee

**Damage:** Claw 1d2-2, bite 1d4-2

**Space/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Pounce, Frenzy, Rake 1d2-2

**Special Qualities:** Scent

**Saves:** Fort +3, Ref +7, Will +1

**Abilities:** Str 6, Dex 20, Con 11, Int 2, Wis 12, Cha 5

**Skills:** Balance +13, Climb +9, Hide +15\*, Listen +7, Move Silently +11, Spot +6

**Feats:** Weapon Finesse (bite, claws)

**Climate/Terrain:** Any temperate land, warm forest

**Organization:** Solitary

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** -

Wildcats resemble larger and far stockier house cats, but are a good deal fiercer than their domestic cousins. Indeed they are notoriously ill-tempered, hissing warnings to any who venture near them then flying into a frenzy if their warning is ignored. Wildcats can be found in almost any terrain but prefer highland forests. A wildcat can be up to 18 pounds in weight and over three-and-a-half feet long, nose to tail-tip.

Wildcat statistics can also be used for other small feral cats such as the jaguarundi or margay.

### Combat

Wildcats will attempt to avoid combat with larger creatures where possible. If cornered or otherwise forced into combat, though, their ferocity is legendary.

**Pounce (Ex):** If a wildcat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (Ex):** A wildcat that pounces on an opponent can make two rake attacks (+6 melee) with its hind legs for 1d2-2 damage each.

**Frenzy (DC 10):** If a wildcat attacks an opponent, it enters a frenzy immediately. It gains a +4 racial bonus to Listen and Spot checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks. The wildcat's attack bonus improves by 1 for every round of frenzy.

**Teaching:** Several trained characters can teach an animal skill to a wildcat. The animal skill must be one of those given in the general section. The wildcat must be given a new skill each day.

**Bear (DC 10):** A bear can be taught a new skill if it is unfamiliar with the skill. The bear will allow a character to go to trick it. The druid must also be present. The bear's containment is improved.

**Carry (DC 10):** A wildcat can be taught to carry an object. The wildcat will allow a character to go to trick it. The druid must also be present. The wildcat's containment is improved.

**Chew (DC 10):** A wildcat can be taught to chew an object. The wildcat will allow a character to go to trick it. The druid must also be present. The wildcat's containment is improved.

**Dig (DC 10):** A wildcat can be taught to dig a specific location. The wildcat will usually use up tools or dig up a specific location. The druid must also be present. The wildcat's containment is improved.

**Go to (DC 10):** A wildcat can be taught to go to a specific location. The wildcat will usually use up tools or dig up a specific location. The druid must also be present. The wildcat's containment is improved.



**Frenzy (Ex):** A wildcat that enters combat against an opponent larger than itself flies into a frenzied state immediately as a free action, hissing, spitting, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and +4 Constitution, and -2 AC. The wildcat cannot end its frenzy voluntarily.

**Skills:** Wildcats receive a +4 racial bonus to Climb, Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks. \*In forest terrain, the Hide bonus improves to +8.

### Teaching an Old Dog New Tricks

Several tricks are presented in Core Rulebook I for characters to teach to animals, using the Handle Animal skill. This section offers a few more, some of them specific to certain animals, some of them more general. These tricks may be freely combined with those given in Core Rulebook I and elsewhere to create new specific or general-purpose training programmes.

**Bear (DC 15):** This trick is used to train an animal to bear a container attached to its collar or another part of its body. An untrained animal will worry at the unfamiliar object, attempting to remove it. An animal will allow its master, or anyone it knows through the go to trick (see below) to remove or open the container. The druid or ranger class feature Wild Empathy can also be used to persuade an animal to allow removal of its container.

**Carry (DC 15):** The animal carries the indicated object. Usually it is carried in the animal mouth, though an ape may use its hand or an elephant its trunk.

**Chew (DC 15):** The animal chews on the indicated object. This is a trick with one very common use, which is to free the character from rope bonds. The animal must be pushed if the object is made from a substance it would not normally chew on (note that animals such as goats or most rodents will quite happily chew on almost anything other than solid metal or stone).

**Dig (DC 15):** This trick trains the animal to dig in a specified place. It will dig to the best of its ability, usually using its front paws; an animal that can pick up tools or other objects will often pick up a stick as a digging aid.

**Go to (DC 20):** The animal goes to the specified location or creature. The animal must know the specified location or creature, by name. During training for this trick, the animal can be shown three locations or creatures, and will from that point onwards know them for purposes of this trick. Go to is a trick that can be learned more than once; additional go to tricks allow the animal to know three more locations or creatures.

**Hide (DC 15):** The animal will hide to the best of its ability.

**Hold (DC 20):** The animal attacks the indicated creature, but only in an attempt to immobilise it, not kill it. It will use Improved Grab or Trip if available, or a more conventional grapple or trip if not. It will be careful not to kill the creature outright. As with the Attack trick, this trick covers only attempts to hold humanoids, monstrous humanoids, giants, and other animals. Two tricks may be expended for the animal to learn to hold all creatures, rather than the limited selection mentioned above.

**Shadow (DC 20):** The animal attempts to follow the indicated creature, while remaining unnoticed if possible.

The following general-purpose training programs are also available:

**Advanced Combat (DC 20):** Training an animal with a more versatile combat program than the one presented in Core Rulebook I is a possibility. As well as the usual pure melee attack duties, an advanced-combat-trained animal can use ambush tactics and attempt to capture rather than kill its opponents if required. An animal that has had advanced combat training knows the attack, down, stay, hide and hold tricks. Training an animal in advanced combat takes five weeks.

**Advanced Messenger (DC 20):** For more complex message-delivery tasks, dogs or other Intelligence 2 creatures are favoured, as birds are simply not smart enough to learn the necessary tricks. An animal given advanced messenger training knows the bear, carry, fetch, go to and home tricks. Training an animal as an advanced messenger takes five weeks.

**Escapology (DC 15):** A favourite outlaw tactic is to train a small rat or mouse to live actually on the character's body, moving around to evade any search less thorough than a complete strip search. Once his captors leave him, supposedly tied up and helpless, the rodent pops up again, either carrying a small sharp blade for him to use to cut his own bonds, or simply chewing them to pieces. Other creatures can be given similar training, though they may prove less useful the larger they are. An animal trained for escapology knows the carry, chew, and hide tricks. Training an animal for escapology takes three weeks.

**Messenger (DC 20):** The most common messenger animals are birds such as pigeons, though other animals can be trained for the purpose. An animal given messenger training knows the bear, go to and carry tricks. Training an animal as a messenger takes three weeks.





# RANGER COMBAT STYLES

Usually a ranger must choose at 2<sup>nd</sup> level whether to specialise in either two-weapon combat or archery for his combat style class feature. This choice then determines the way his later class features, improved combat style and combat style mastery, enhance his combat style. This chapter offers a variety of alternate ranger combat styles, which may be used to increase the options available for certain types of ranger character. The Games Master should feel free to veto combat style selections that he deems inappropriate to his campaign – not all game-worlds might have a tradition of rangers as mounted combat experts, for example.

Naturally, a ranger's combat style should be selected so as to be appropriate for his character concept, if any. The description of each combat style includes recommendations as to which character concepts would usually be most suited to the style.

The ranger's combat style must be chosen at 2<sup>nd</sup> level as usual, when the ranger acquires his combat style class feature. Note that several of the new combat styles listed in this chapter refer to new feats from the Ranger Feats chapter of this book. The benefits from the following combat styles apply only when the ranger wears light or no armour. He loses the benefits of his combat style when he wears medium or heavy armour.

## MOUNTED COMBAT

The mounted combat style is most common among rangers who work as outriders or other mounted scouts, whether for nomads or an army. Savage tribes and raiders of any sort also select this combat style. It allows for rangers to improve both their ranged and melee combat capabilities when

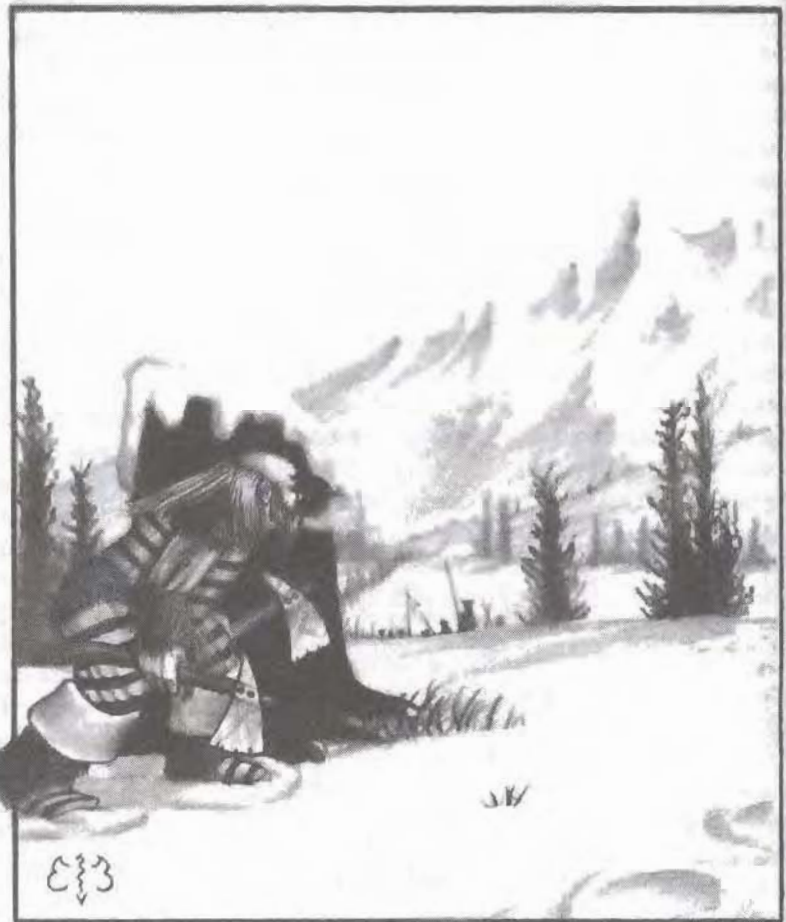
mounted. Though the mounted combat style will never make rangers as fearsome as a company of fully armed and armoured knights, they can become superb light cavalry. Sweeping into range, loosing off a volley of arrows, and following up with lances or broadswords, a light cavalry company is a terrifyingly effective unit on any battlefield, and even a single ranger with the mounted combat style can make a highly versatile addition to any adventuring party.

The following alterations to the ranger's class features apply to the ranger who chooses the mounted combat style. These replace the usual benefits for selecting the two weapon combat or archery combat styles.

**Combat Style:** At 2<sup>nd</sup> level, the ranger is treated as having the Mounted Combat feat, even if he does not meet the usual prerequisites for that feat.

**Improved Combat Style:** At 6<sup>th</sup> level, the ranger is treated as having the Mounted Archery feat, even if he does not meet the usual prerequisites for that feat.

**Combat Style Mastery:** At 11<sup>th</sup> level, the ranger is treated as having the Ride-By Attack feat, even if he does not meet the usual prerequisites for that feat.





## Character Concepts

Borderers almost always choose the mounted combat style, as they rely on fast mounted raiding tactics to strike their targets and fade off into the twilight with their loot before pursuit begins. Desert nomads also usually select the mounted combat style – their horse archery skills are renowned the world over, and most take great pride in those skills. Likewise savage scouts from certain tribes have a strong tradition of mounted archery. Half-elf messengers are sometimes horse archery experts, since these skills allow them to make an effective fighting retreat at high speeds.

## SKIRMISHING

The skirmishing combat style is well suited to rangers who prefer opportunistic melee attacks to archery or more showy attacks. It is also favoured by multi-classed ranger/rogues, since fast and unimpeded movement through melee can make sneak attacks far easier than usual. Rangers in general make excellent skirmishers, since they typically move faster than the heavily armoured fighters yet hit harder than rogues.

The following alterations to the ranger's class features apply to the ranger who chooses the skirmishing combat style. These replace the usual benefits for selecting the two weapon combat or archery combat styles.

**Combat Style:** At 2<sup>nd</sup> level, the ranger is treated as having the Dodge feat, even if he does not meet the usual prerequisites for that feat.

**Improved Combat Style:** At 6<sup>th</sup> level, the ranger is treated as having the Mobility feat, even if he does not meet the usual prerequisites for that feat.

**Combat Style Mastery:** At 11<sup>th</sup> level, the ranger is treated as having the Spring Attack feat, even if he does not meet the usual prerequisites for that feat.

## Character Concepts

Sailors frequently select the skirmishing combat style, as it is extremely handy both for boarding enemy ships and repelling boarders on their own ships. Savage scouts sometimes fight as skirmishers, since primitive warfare is usually conducted with a minimum of armour and little sustained melee contact with the enemy. Poachers who do not select the archery combat style often become skirmishing experts, using their skills not to attack but to flee the forces of justice. Likewise runners commonly select the skirmishing combat style so as to make their way through the heaviest fighting unscathed. Perhaps surprisingly, it is also sometimes chosen by dwarf cavers, as it can

be vital for survival during their favoured hit-and-run attacks on their enemies.

## STAFF COMBAT

The shortstaff or tipstaff are commonly used ranger weapons, since they are such versatile tools and attract no great attention in the hands of a traveller, unlike more serious-looking bladed weapons. For the ranger who wishes his opponents to seriously underestimate just how dangerous a soft-spoken man carrying a big stick can be, the staff combat style is ideal.

The following alterations to the ranger's class features apply to the ranger who chooses the staff combat style. These replace the usual benefits for selecting the two weapon combat or archery combat styles.

**Combat Style:** At 2<sup>nd</sup> level, the ranger is treated as having the Weapon Focus (shortstaff) feat.

**Improved Combat Style:** At 6<sup>th</sup> level, the ranger is treated as having the Stunning Staff feat, even if he does not meet the usual prerequisites for that feat.

**Combat Style Mastery:** At 11<sup>th</sup> level, the ranger is treated as having the Improved Critical (shortstaff) feat, even if he does not meet the usual prerequisites for that feat.

## Character Concepts

Heirs and foresters who are not focused on archery often choose the staff combat style, preferring to look like ordinary wood-dwelling peasants or travellers for their own reasons. Gamekeepers also sometimes use the staff, wielding it to stun poachers so as to bring them in for a full trial, rather than killing them on the spot. Rebels sometimes select the staff combat style so as to better identify with the downtrodden peasants for whom they fight. Of the non-human character concepts, sylvan shadows are sometimes staff fighters since the staff requires so few natural resources, gnome boundary-beaters often bear shortstaves or tipstaves as symbols of authority, and many halfling pioneers use staffs simply for their practicality as both weapons and hiking aids.

## STAMINA

The stamina combat style revolves around outlasting one's opponents. The ranger who chooses it is relying on his ability to live through almost anything, and still fight on as normal till he has finished whatever task he has set himself. It is favoured by rangers who value endurance and perseverance above mere trick shots and fancy melee techniques. Incredible stamina allows them to shrug off what would to anyone else be major





## RANGER COMBAT STYLES

obstacles as mere inconveniences, from deadly poisons to hugely extended cross-country treks.

The following alterations to the ranger's class features apply to the ranger who chooses the stamina combat style. These replace the usual benefits for selecting the two weapon combat or archery combat styles.

**Combat Style:** At 2<sup>nd</sup> level, the ranger is treated as having the Great Fortitude feat.

**Improved Combat Style:** At 6<sup>th</sup> level, the ranger is treated as having the Tough As Old Boots feat, even if he does not meet the usual prerequisites for that feat.

**Combat Style Mastery:** At 11<sup>th</sup> level, the ranger is treated as having the Strider feat, even if he does not meet the usual prerequisites for that feat.

### Character Concepts

Almost any ranger character concept can benefit from the stamina combat style, though foresters, cattle rustlers, prospectors, savage scouts and others who wander great distances and spend much of their time living rough are the most common stamina experts. Runners who focus on getting the message through at all costs, even if it leaves them near to death, also often choose the stamina combat style. Half-orc loners often need enormous stamina to get them through their years of exile and travelling.

## UNARMED COMBAT

The unarmed combat style focuses on hitting hard and fast with the bare hands. Rangers who select it may be rough country bumpkins swinging solid haymaker punches, or trained boxers and wrestlers with a powerful range of combat techniques. Unarmed combatants believe that as rangers they must

be ready for anything, including being disarmed of their more usual weapons. Unlike monks, most do not use unarmed techniques to the exclusion of all other combat tactics, but throw in the occasional punch or grapple as part of a more rounded melee combat style.

The following alterations to the ranger's class features apply to the ranger who chooses the unarmed combat style. These replace the usual benefits for selecting the two weapon combat or archery combat styles.

**Combat Style:** At 2<sup>nd</sup> level, the ranger is treated as having the Improved Unarmed Strike feat.

**Improved Combat Style:** At 6<sup>th</sup> level, the ranger is treated as having the Improved Grapple feat, even if he does not meet the usual prerequisites for that feat.

**Combat Style Mastery:** At 11<sup>th</sup> level, the ranger is treated as having the Stunning Fist feat, even if he does not meet the usual prerequisites for that feat.

### Character Concepts

Runners sometimes select the unarmed combat style, which allows them to travel extremely light and still be able to defend themselves. Rangers who expect to be captured by their enemies and need to make daring escapes, such as borderers, cattle rustlers, poachers, rebels and foresters, can also benefit from the unarmed combat style. Sailors who get into a lot of bar-room brawls in port are also good candidates for the unarmed combat style.





# RANGER SPELLS

Most of the spells available to rangers are carefully designed to enhance his own specialties rather than simply allowing him to act as a substitute for a different spellcaster. The spells presented here likewise relate to the ranger's animal companions, or wilderness capabilities, or favoured enemies or terrain, so as to be in keeping with the spirit of the class.

## Coral Skin

### Abjuration

**Level:** Ranger 4, Druid 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 5/magic. The target can also breathe water freely as though it were air, though this does not stop him breathing air. Furthermore, the target gains a +10 circumstance bonus to Swim checks and to Hide checks while in undersea environments. Once the spell has prevented a total of 5 points of damage per caster level (maximum 60 points), it is discharged.

**Material Components:** A piece of coral, and a pearl worth at least 150 gp.

## Gentle Cut

### Abjuration

**Level:** Ranger 1, Druid 1

**Components:** V, S, F

**Casting Time:** 1 round

**Range:** Personal

**Subject:** Self

**Duration:** Ten minutes/level

This spell sets into motion a deeply mystical interaction between the caster and his environment, allowing him to take resources from that environment such as wood or meat without causing any great disruption or suffering, as part of the natural cycle

of life and death. For example, an animal slain by a character under the influence of this spell may run or even fight back, but once the blade is in its throat it will die peacefully and painlessly without a struggle. Even taking a branch from a tree can be done without attracting the angry attention of a local dryad or treant the woodland creature will recognise that the ranger is no mere woodcutter, but an embodiment of a natural force, just as is a lightning strike that could blacken and burn a tree.

The caster can take either enough food animals to provide him with one day's meals per three caster levels (and of course whatever ancillary benefits their corpses might provide antler, bone, hide, sinew, and other good raw materials) or wood or other vegetable matter totalling 1 cubic foot per caster level in size. There will never be any repercussions for doing this from other creatures of Intelligence 1 or 2, and creatures of Intelligence 3 or higher and of the fey, humanoid or monstrous humanoid types will tend to react favourably to the caster's harvesting of these woodland resources, though they are not committed to so doing.

**Focus:** An appropriate craft tool or weapon such as a woodsman's axe or hunting knife.

## The Noble Savage

I mentioned in my last letter that I had spent a good deal of time with the natives of the Ashgowri region, men you might call savages but whose skills with hunting and tracking are matchless, even among our supposedly civilised foresters. Today I saw one of them at work among a herd of deer. Though the beasts for the most part fled him, the last one, a young doe, simply turned to meet his eyes, a gentle, placid look on its face as he plunged his flint dagger into its heart. He paused for a moment, his head held against the dying creature's as though it were whispering to him. When I asked what he did, he told me he was taking the doe's last breath into his own body, ensuring it died peacefully. I told him of the way our own lords hunt, and he spat, claiming that such hunters did not truly respect the spirit of the animal, and I could not but agree. . .

From the Letters of Captain Alphonse LaFitte



## RANGER SPELLS



### Heal Animal Companion

*Conjuration (Healing)*

**Level:** Ranger 5, Druid 5

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** The character's animal companion touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

Heal animal companion enables the character to wipe away disease and injury in the character's animal

companion. It completely cures all diseases, blindness, or deafness of the animal companion, cures all points of damage taken due to wounds or injury, and repairs temporary ability damage. It cures those mental disorders caused by spells or injury to the brain. Heal animal companion does not remove negative levels, restore drained levels, or restore drained ability scores.

#### **Material Component:**

Herbal infusion of camomile and lavender, sprinkled from the caster hand onto the animal companion.

### Invisibility to Favoured

#### Enemies

*Illusion (Glamer)*

**Level:** Ranger 2

**Components:** V

**Casting Time:** 1 action

**Range:** Personal

**Target:** The character

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

This spell functions exactly as the spell invisibility, except that the caster is only invisible with respect to creatures which fall into one or other of his chosen categories of favoured enemies. Though invisibility

to favoured enemies does not act so strongly as a silence spell, it does also deaden the caster's footsteps somewhat, though only with respect to the ears of his favoured enemies. This causes any favoured enemies a -4 enhancement penalty to Listen checks which oppose the caster's Move Silently check.

### Lay False Trail

*Transmutation*

**Level:** Ranger 2

**Components:** V, S, DF

**Casting Time:** 1 action



**Range:** Touch  
**Targets:** One creature/  
 level touched  
**Duration:** 10 minutes/  
 level  
**Saving Throw:** See  
 below  
**Spell Resistance:** See  
 below

This spell functions as *pass without trace*, except that in addition it creates a false trail leading in a different direction from the one take by the targets of the spell. The caster simply selects a direction as part of the spell, and for as long as the targets continue travelling, up to the duration of the spell, a false trail is laid in the direction selected. The false trail moves as rapidly as do the targets of the spell, and continue in the same general direction selected. It does not move in an absolutely straight line, but rather meanders a little so as to bypass obstacles such as hills and streams, giving the trail an appearance precisely identical to the one the targets would have made, had they set off in the direction selected by the caster. Any creature attempting to track the targets will track the false trail just as though it had been made by the targets. The false trail includes a false scent, so animals will also be fooled.



### Nature's Revenge

*Transmutation*

**Level:** Ranger 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One creature of caster's favoured enemy type

**Duration:** 1 round/two levels

**Saving Throw:** See below

**Spell Resistance:** Yes

### Nature's Revenge Environments

Environment	Effect	Damage Type	Saving Throw
Arctic/Tundra	Snow and ice sweep up around the target, freezing him	Cold	Fortitude half
Aquatic	Water blasts and pummels the target	Subdual	Reflex half
Desert	Hot sand smashes into the target, scouring his skin	Fire	Fortitude half
Forest	Thorns and branches bash at the character	Normal	Reflex half
Grassland/Plains	Cloud of pollen chokes the target	Poison	Fortitude half
Mountains/Hills	Rocks and stones fly up out of the ground and pummel the target	Normal	Fortitude half
Swamp/Marsh	Cloud of burning swamp gas envelopes the target	Fire	Reflex half



## RANGER SPELLS

The target's environment turns on him and makes a direct attempt to harm him. This causes him 2d8 points of damage per round of the spell's duration, with the damage type and saving throw type determined by the Games Master according to the local environment. Saving throws are made each round. Examples for typical environments are suggested in the table above, though the Games Master should be willing to modify these for appropriateness and dramatic effect.

**Material Component:** A twig of blackthorn.

### Scare Enemies

*Necromancy (Fear, Mind-Affecting)*

**Level:** Ranger 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** All creatures of caster's favoured enemy types within a 30-ft. radius

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The affected creatures become frightened. They suffer a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. They flee from the caster as well as they can. If unable to flee, the creatures may fight. Creatures with 9 or more Hit Dice are immune.

**Material Component:** Fragments of bone from creatures of the caster's favoured enemy types.

### Sensory Refinement

*Transmutation*

**Level:** Ranger 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Subject:** Self

**Duration:** 10 minutes/level

**Saving Throw:** See below

Every one of the caster's senses becomes extraordinarily powerful. He is granted a +10 enhancement bonus to Spot and Listen checks. He gains the Scent special quality (see *Core Rulebook III*). Furthermore, the synergistic effect of all five senses being improved grants him a +5 enhancement bonus to Appraise, Disable Device, Heal, Open Lock, Sleight of Hand, Search, Sense Motive, and Survival checks.

However, the sensory input is a little overwhelming at times, particularly in high-stress situations such as combat where the wealth of detail received by the senses can be at the very least somewhat distracting. The caster must make a Will saving throw (DC 10) each round or have a -2 circumstance penalty to all attack rolls and AC as he tries to figure out which cues to follow and which to ignore. If he succeeds at the saving throw by 20 or more, however, he gains a +1 circumstance bonus to all attack rolls and a +1 dodge penalty to AC instead, as he makes maximum use of all his senses.

**Material Components:** Ear of bat, tongue of snake, eye of hawk, nose of dog and paw of mole.





# EVERY FOREST A FORTRESS

**F**ighters have their castles, wizards their towers, thieves their hideouts, and clerics their temples. What of rangers? These hardy wilderness wanderers can find shelter on a snowy mountaintop, or a dry spot in a rainforest – but what of their strongholds?

Few rangers care to rely on the strength of stone fortifications in a world where even a moderately powerful sorcerer can use destructive magical energy to turn the greatest castle into a tomb. Nor do they seek to hide themselves in cities, withdraw from the world into an ivory tower, or surround themselves with the faithful like a shield. Rather, to the ranger, true security and comfort is found in the great outdoors, but even the most stringent defender of the forests is willing to give nature a little helping hand when it comes to constructing shelters fit for humans and other sentient creatures.

A ranger on the move will build himself and his party a basic overnight shelter each night as part of the process of setting up camp, and if need be, dismantle it the following day, too, so as to ensure any pursuers are baffled. A ranger who spends most of his time in one particular forest, even roving all over a forest of an enormous size, will have a large number of well-concealed caches of supplies, primitive shelters, and hides suitable for observation and sniping, as well as a few larger log or earth huts designed to blend in with the natural wilderness all about them. If called upon to fight against invaders of that forest, he will be like a shadow, flitting from hide to hide, loosing off arrows, and activating simple pre-prepared traps, all the while moving very fast and travelling light, knowing that whatever supplies or ammunition he may need can likely be found at the next cache.

This chapter gives full details for constructing all the above, and more. For the experienced woodsman, even a long-term abode can be built with no nails and no tools other than a good felling axe and a sharp knife. The only limitations are the time he is prepared to spend on the job, and the noise and disruption he is willing to cause to the forest. Again, though, even the most ardent tree defender is likely to

recognise that woodlands flourish more if occasionally coppiced and managed, and unless construction on a massive scale is desired, they/he will manage to find dead or badly situated trees from which to build his shelters.

## CONSTRUCTING SHELTERS AND OTHER STRUCTURES

Generally the simple constructions referred to in this chapter can be built using the Survival skill, since basic overnight shelters are a standard part of any survival training. In this case, however, the character's skill at wood-cutting and building will also be significant, and so a character with five or more ranks in any of the following skills gains a +2 synergy bonus per skill to Survival checks to construct these simple structures: Craft (woodwork), Profession (builder), Profession (wood-cutter). Overnight shelters may be built with any axe, though sharp, neatly shaped combat axes may require a fair bit of maintenance after being abused in such a manner. If no axe is available, a character with only a knife can build a shelter, but it will take him thirty minutes longer than usual.





## EVERY FOREST A FORTRESS

More complex wooden structures, including anything with straight walls, more than one storey, or an internal area of larger than 15 feet by 15 feet, are very much easier to construct using Profession (builder) or Craft (wood) rather than Survival. Even here, though, a ranger's outdoors skills will prove useful, and a character building complex structures in the outdoors who also has five or more ranks in Survival gains a +2 synergy bonus to his Profession (builder) or Craft (wood) check. These complex structures may only be built with a proper woodsman's axe – a puny hatchet or over-specialised battleaxe is of no use for this kind of job.

Generally speaking, a simple one-man overnight shelter of more or less any kind can be built in one hour, with larger shelters taking an additional half hour per extra person. This requires a Survival skill check (DC 15 + 1 per additional person the shelter is to contain). Failure indicates the shelter is built, but not very well – it leaks, or lets in draughts, or is otherwise not weatherproof, giving only half the usual bonus (round down) to the Wilderness Overnight Fatigue saves of the occupants (see pXX).

Extra people helping reduce the time taken, by 30 minutes per person if they have five or more ranks in Survival themselves, or 20 minutes if not. No more than twice as many characters can work on a shelter than it is intended to hold, assuming they are the same size as the creatures the shelter is for. At least half the assistants must have axes of some sort (woodsman's axes, hatchets, or fighting axes of any kind).

More complex structures are described in the table below, which lists the following information for each structure:

**Structure Type:** The name of structure, plus its size if relevant.

**Wilderness Overnight Fatigue Save:** The bonus to Wilderness Overnight Fatigue saves provided by the structure to all who spend the night in it (or spend the day under it, in the case of a sunshade used in the desert).

**Skill:** The name of the skill required for construction, and the skill DC.

**Construction Time:** The time required for one humanoid creature to build the structure.

**Maximum Assistants:** The maximum number of additional humanoid creatures who can work on it simultaneously.

**Time Reduction per Assistant:** This is a double entry separated by a slash (/) with the first number being the reduction in construction time per skilled assistant (five or more ranks in any one of Craft – woodwork, Profession – builder, Profession – woodsman, or Survival) and the second number being the reduction in construction time per unskilled assistant. At least half the assistants must have full-sized woodsmen's axes to be of any use – a mere hatchet will simply not deal with the necessary quantities of lumber in time, and even a greataxe is shaped for war and armour penetration, not for cutting trees.

**Notes:** A summary of special rules applicable to the structure.

Each structure is also described in greater detail later in this chapter.

### Constructing Shelters and other Simple Buildings

Structure Type	Wilderness Overnight Fatigue Save	Construction Time	Skill	Max. Assistants	Time Reduction per Asst.	Notes
Bed, flowers	+1 to +3	(70 - Survival check) minutes	Survival, DC 10	-	-	-
Bed, grasses	+1 to +2	(70 - Survival check) minutes	Survival, DC 10	-	-	-
Bed, heather	+5	(70 - Survival check) minutes	Survival, DC 10	-	-	-
Bed, hemlock	+3	(70 - Survival check) minutes	Survival, DC 10	-	-	-



## EVERY FOREST A FORTRESS

Bed, pine	+3	(70 - Survival check) minutes	Survival, DC 10	-	-	-
Bed, spruce	+4	(70 - Survival check) minutes	Survival, DC 10	-	-	-
Bed, woody	+1 to +2	(70 - Survival check) minutes	Survival, DC 10	-	-	-
Bender	+4	30 minutes + 15 minutes per extra occupant	Survival, DC 15 + 1 per extra occupant	1 per occupant	15/10 minutes	+4 to Spot or Search for it; -2 to conceal it with Survival
Cache, Food	-	20 minutes	Survival, DC 10; Climb, DC 10 to 25	1	10 minutes	Climb check (same DC) to retrieve cache
Cache, Equipment (buried)	-	2 to 4 hours	Survival, DC 10	-	-	Retrieval time is half construction time; -10 to Search for it
Cache, Equipment (ground level)	-	5 minutes	Survival, DC 10	-	-	Retrieval time is 1d4 rounds
Drain	*	15 minutes per occupant	-	1 per additional occupant	15/10 minutes	-
Dugout	+3	2 to 4 hours per person*	-	-	-	-
Fallen Tree Shelter	+4	1 hour + 30 minutes per extra occupant	Survival, DC 15 + 1 per extra occupant	1 per occupant	30/20 minutes	Site must be found, +1 to conceal it with Survival
Forked Twig Shelter	+4	1 hour + 30 minutes per extra occupant	Survival, DC 15 + 1 per extra occupant	1 per occupant	30/20 minutes	-
Gully or Dugout Roof	+3	30 minutes + 15 minutes per extra occupant	Survival, DC 10 + 1 per extra occupant	-	-	Site must be found or dug out, -2 to Spot or Search for shelter, +3 to conceal it with Survival
Hide	-	1 hour per occupant	Survival, DC 20 + 5 per extra occupant	1 per additional occupant	1 hour/30 minutes	-10 to Spot or Search for the hide



## EVERY FOREST A FORTRESS

House, 10 ft. x 10 ft.	Auto	2 weeks*	Survival, DC 20, Profession (builder) DC 15, or Craft (wood) DC 20	4	1d3/1d2-1 days	+6 to Spot or Search for it; -3 to conceal it with Survival
House, 15 ft. x 15 ft.	Auto	3 weeks*	Survival, DC 30, Profession (builder) DC 20, or Craft (wood) DC 25	6	1d3/1d2-1 days	+8 to Spot or Search for it; -4 to conceal it with Survival
House, 20 ft. x 20 ft, two-storey	Auto	8 weeks*	Profession (builder) DC 25, or Craft (wood) DC 35	10	1d4/1d2 days	+12 to Spot or Search for it. May not be concealed.
House or hut, elevated	Auto	As house or hut x1.5	As house or hut +5	As house or hut	As house or hut x1.5 (round down)	As house or hut, but with an additional +4 to Spot it and may not be concealed.
Hut, 10 ft. x 10 ft.	Auto	2 weeks*	Survival, DC 20, Profession (builder) DC 15, or Craft (wood) DC 15	4	1d3/1d2-1 days	+2 to Spot or Search for it; -1 to conceal it with Survival
Hut, 15 ft. x 15 ft.	Auto	3 weeks*	Survival, DC 30, Profession (builder) DC 20, or Craft (wood) DC 20	6	1d3/1d2-1 days	+4 to Spot or Search for it; -2 to conceal it with Survival
Hut, 15 ft. x 40 ft.	Auto	8 weeks*	Profession (builder) DC 25, or Craft (wood) DC 30	10	1d4/1d2 days	+8 to Spot or Search for it; -4 to conceal it with Survival
Latrine	-	8 hours	-	1	4/4 hours	Lasts 90 man-days
Cave, Overhang or Cliff Shelter	+6	30 minutes + 15 minutes per extra occupant	Survival, DC 15 + 1 per extra occupant	1 per additional occupant	15/10 minutes	Site must be found, -2/-4 to Spot or Search for shelter, +4 to conceal it with Survival
Sunshade	+5*	15 minutes + 7 minutes per extra occupant	Survival, DC 10 + 1 per extra occupant	1 per additional occupant	7/5 minutes	+4 to Spot or Search for it; -2 to conceal it with Survival



## EVERY FOREST A FORTRESS

Tree House	Auto	As house or hut x2	As house or hut with +5 DC	As house or hut	As house or hut x2	As house or hut of the same size
Underground House	Auto	As house or hut x2	As house or hut	As house or hut	As house or hut x2	As house or hut of the same size, but all bonuses to Spot or Search for it are halved, and the penalty to conceal it with a Survival check is replaced with a +2 circumstance bonus.

### OVERNIGHT SHELTERS

Almost every type of terrain provides at least some raw materials for shelter-building, such that a canny party of wanderers may simply make primitive lean-tos or 'benders' at the end of each day when they pause from their travelling. The ranger, of course, is a past master when it comes to such endeavours, and can either show his comrades how best to build such shelters or even build several of them himself, delegating the other characters to wood-gathering or similar simple tasks. For a group of adventurers to overnight in reasonable comfort in the outdoors, each will need an improvised bed, and they will need individual shelters or a larger communal one.

The two crucial factors for the Games Master to determine before characters can consider what shelters to build are the amount of material available in the immediate area for such an endeavour, and the presence or absence of naturally sheltered areas that might make the construction a little easier and more effective. In forests, it is usually safe to assume an ample sufficiency of both materials and suitable sites unless some special factors dictate otherwise (for example, a dead forest with no leafy material available, or a purely deciduous forest in the winter). Most other temperate areas will have at least a few trees and shrubs here and there, allowing a clever ranger to create unambitious shelters for at least a few people. Other types of terrain may offer far less material of a suitable nature, and the ranger may have to get by with digging a snow-hole or sheltering in a hollow.

### Wilderness Beds

It might be assumed that rugged outdoorsmen like rangers are so tough they need no beds! There is of course some truth in this assumption, and many pride themselves on their ability to sleep anywhere, under any conditions, or to go without sleep for days if need be. However, even the most trail-hardened ranger will not seek out discomfort for its own sake, and indeed many come to appreciate home comforts all the more because they are so rarely available while 'on the job.' It should also be remembered that rangers are often the toughest party member when it comes to braving such hardships, and most learn early on

that there is little point in protecting the likes of the party wizard in melee if he then freezes solid overnight, or just gets such a poor night's sleep he is useless for anything in the morning, let alone spell-casting.



Carlos Henry-Val



## EVERY FOREST A FORTRESS

### The Wilderness Overnight Fatigue Save

Any character who sleeps outdoors overnight risks waking up feeling worse than when he went to sleep, what with the midges and other biting insects, the thistle sticking up through the bed, and the leaky shelter. A well-trained ranger or other Survival expert can certainly alleviate these problems a good deal for his companions, but anyone not used to such hardships may finish up rather out of sorts in the morning.

Sleeping outdoors in anything other than a good tent, bedroll, and thick mound of blankets requires a Wilderness Overnight Fatigue Save, which is Fortitude saving throw made in the usual manner. Failing this save means the character wakes up fatigued (-2 to Strength and Dexterity, can't charge or run), just as if he had slept in armour.

#### Typical Wilderness Overnight Fatigue Save DCs and Modifiers

Warm spring or summer night	5
Chilly autumn night	10
Cold winter night, or cold desert night	15
Very cold winter night (cold enough to cause subdual damage)	20**
Hot desert day (assuming sleeping in the day and travelling at night)	15*
Precipitation	+2 to DC
Heavy precipitation	+4 to DC (+6 if no bed)

\*Only a sunshade provides any bonus saves against uncomfortable levels of heat.

\*\*Note that the Wilderness Overnight Fatigue save is made in addition to any Fortitude saving throws required to avoid subdual damage.

Any character with five or more ranks in Survival gains a +2 synergy bonus

Characters with the Endurance feat gain a +4 bonus

Of course, if the ranger is fortunate enough to stop in a lush meadow on a clear spring night, there is little need for a bed – or indeed a rainproof shelter – at all. Though the ground will leach away some heat, a simple bedroll will be enough to keep even city folk reasonably warm and comfortable, and in this case the Games Master may waive the Wilderness Overnight Fatigue save (see sidebar).

### Constructing Wilderness Beds

In less than ideal conditions, constructing some kind of bed will be necessary. For the ranger of the forests, moors or grasslands, finding enough material to create a bed, and constructing the bed itself to a reasonable standard, requires a Survival check (DC 10). Doing so will take around (70 – Survival check result) minutes, to a minimum of ten minutes – it is far easier for a Survival expert to rapidly construct a bed than even a slightly more complex structure such as a shelter, as this is essentially a 'no-brainer' that can be done very rapidly by someone who knows what he is doing. The best wilderness beds are not made by stinting, but rather by heaping bundle after bundle of soft plant matter in a great pile at least a couple of feet deep and then placing the bedroll or a blanket atop it.

Note that if a character does not have some form of bed, he will not only gain no bonus to his Wilderness Overnight Fatigue save, but will also risk a raised DC on the save. If there is heavy precipitation that night, the raise in DC for the precipitation will be increased, because

no primitive overnight shelter can have a completely dry floor. One of the benefits of the bed is not just comfort but dryness too, as it raises the sleeper above the level of any water that drains through the shelter. This is not a significant problem with a little light rain, since it will usually just seep away into the ground. Heavy rain may flow in great torrents that drain straight through shelters, which is why either a bed or some sort of drain (see sidebar) should be made if there is any likelihood of a serious storm or torrential rain.

The Games Master should determine the materials available to construct the bed from among the following.

#### Flowers

Like grasses, flowers can be extremely comfortable to sleep on but risk making the sleeper very damp if not used with caution. In terms of this moisture and its countermeasures they can be treated much like grasses (see below), except that they provide a richer and far more restful scent. A clever ranger will take advantage of this scent to provide the sleeper with a still more pleasant sleep than would otherwise be possible, cunningly mixing in lavender or other sweet-scented flowers with drier and more comfortable materials such as balsam or heather. A combination bed like this, of flower mingled with either balsam, heather, hemlock, pine or any mixture thereof, will give an additional +1 synergy bonus to the Wilderness Overnight Fatigue save, over and above the circumstance bonus for using the base materials. A bed of pure flowers, or mixed flowers and grass, can vary in



comfort from providing a +0 to a +3 circumstance bonus, depending on how wet a night the sleeper has (see below, under Grasses, for guidelines). Flowers can be found almost anywhere, though on plains the ranger may need to gather them from a wider area.

### Grasses and Ferns

The main drawback with grasses and shrubs rather than the tougher, more woody plant materials such as balsam or pine is that greener plants tends to be a good deal more moist, leading to a risk of the sleeper becoming wet during the night, particularly if the bed has not been properly covered over with waterproof material such as oiled leather, or if the sleeper moves overmuch during the night and disturbs the covering. This problem can be alleviated by using a little of another material such as heather or even dry leaves on the top layer of the grass, which can be a good solution in an environment where there is plenty of grass but not quite sufficient heather to go around. If the moisture problem can be overcome, grass is quite comfortable, providing a +2 circumstance bonus to the Wilderness Overnight Fatigue Save; if not, the sleeper will pass a fairly uncomfortable night with only a +1 circumstance bonus to the Wilderness Overnight Fatigue save. Grasses, ferns and similar material are found in grassland and scrubland.

### Heather

Widely regarded as providing the most comfortable sleeping experience imaginable, heather beds have been known to convince even well-heeled rogues and other city-dwellers that there might be something to all this wilderness living after all. Heather provides an almost perfect combination of softness, springiness, and firmness, as well as one of the most delightful scents of the moorlands. Sleeping in a feather bed provides a +5 circumstance bonus to the Wilderness Overnight Fatigue save. Heather can be found growing on temperate plains and hills.

### Hemlock Spruce or Water Hemlock

The twigs and branches of this tall evergreen make an excellent bed, being almost as soft and springy as good fresh spruce twigs. A hemlock bed offers a +3 circumstance bonus to the Wilderness Overnight Fatigue save. Hemlock spruce and water hemlock grow predominantly in cold and temperate forests, mountains, hills and swamps, and should not be confused with the plant known as poison hemlock. The resourceful ranger will also note that hemlock bark is very good for tanning leather for shoes or armour.

### Pine

Pine is another conifer very similar to spruce, though not quite so comfortable to sleep on. Sleeping in a pine

bed provides a +3 circumstance bonus to the Wilderness Overnight Fatigue save. Pine grows predominantly in temperate and cold forests.

### Spruce

Spruce's sweet, clean-smelling branches and twigs make a superb bed, second only to a good heather bed in the comfort and restfulness provided. Sleeping in a spruce bed provides a +4 circumstance bonus to the Wilderness Overnight Fatigue save. Spruce can be found in small quantities growing on temperate plains and hills, as well as comprising a fair number of the trees of temperate and cold forests.

### Woody Material (other than specified above)

Where none of the favoured bed-making trees grow, but other wood or scrub can be found, an adequate bed can be formed of heavy branches at the base, with layer upon layer of softer material built atop it. The top layer must be something reasonably soft, such as grass or flowers, and so the bed is treated as though of grass (see above). Most unmanaged woodlands will also include areas of scrub, so combination beds such as this are usually achievable for almost any reasonable number of people even if no other beds can be constructed. Trees and woody material can of course be found in all forests, temperate, cold or warm.

### Benders and Sunshades

One of the simplest, most versatile and most portable overnight shelters is the bender. Named for the springy poles of willow bent over into a dome shape and used to support a heavy canvas tent-like cloth, the bender is extremely easy to put up and take down (base DC 10 instead of 15), and new poles can be cut from the nearest willow or similar tree overnight. Its main drawbacks are the need to carry at a bare minimum the canvas, and if maximum speed is required the poles too; and its distinctively artificial appearance as compared to shelters made entirely from local materials. An observer looking for signs of habitation gains a +4 circumstance bonus to his Spot or Search check to find a bender. Similarly, attempts to conceal a bender into the natural surroundings are made with a -2 circumstance penalty to the character's Survival check. Benders of any size can be erected in half the usual time for an overnight shelter.

Sunshades are for use in desert or other hot, arid conditions, when there is little or no danger of rain but almost no natural shelter from the harsh glare of the sun. Such structures are necessary only in daylight, but the sensible desert wanderer will travel by night and sleep by day. Almost any piece of cloth can be used for a sunshade, such as a blanket, bender canvas, or even cloak, but it must be at least larger than the user's head and if possible a good deal larger than his stretched-out body if it is to be of any real use. As with a bender, it





## EVERY FOREST A FORTRESS

### Concealing Shelters and other Simple Structures

One of the factors that most endears simple, natural woodland structures to the ranger is the ease with which he can camouflage them against hostile eyes. An overnight shelter made from a fallen tree covered with a few boughs, for example, already looks as though it might have come about naturally, especially to the untrained eye. An observer who does not know precisely what he is looking for will likely overlook it, not realising it is any different from the surrounding terrain. For this reason woodland structures all have a Base Spot or Search DC, given in the table below, which assumes no deliberate concealment is attempted.

Any shelter or other structure can be concealed using the Survival skill. This is very different from the use of Hide by a creature, since structures are stationary and are hidden by camouflage rather than sneaking about in the shadows. However, any character with five or more ranks in Hide still gains a +2 synergy bonus to Survival checks to conceal a structure. The DC of concealing a structure is dependent on the size of the structure, with the materials used to build the structure giving a circumstance bonus or penalty to the check.

### Concealing Structures

Size of Structure to be Concealed	Survival DC to Conceal	Time to Conceal	Base Spot or Search DC
Cache, one-man shelter, one-man hide	10	15 minutes	30
Two- to three-man shelter, two-man hide	15	30 minutes	25
Four- to six-man shelter, small hut	20	45 minutes	20
Seven- to ten-man shelter, large hut	25	1 hour	15
Cabin or retreat	30	1 hour 30 minutes	10

Careful siting of the structure can also have an effect. If the main aim in mind when deciding where to build the structure is to provide maximum concealment (rather than, for example, maximum drainage, or convenience for the nearest mountain stream, or natural shelter), the builder gains a +2 circumstance bonus to his Survival check.

Any character attempting to Spot or Search for the structure must beat both the Base Spot or Search DC, and the Survival check for concealment, if any.

### Drains and Latrines

If the floor of a shelter is to be kept dry, either because there is no material to build a bed or because non-water-resistant gear is to be stored at the side of the bed, it will be necessary to dig a drainage trench around the shelter. This looks rather like a small moat and is intended to divert any flowing water caused by a heavy downfall round the shelter rather than through it.

Without a drainage system, however basic, any equipment stored in the shelter will suffer rusting, food spoilage or other deleterious effects of a soak, at the Games Master's discretion. Digging a simple drain around a shelter adds 15 minutes per person the shelter is to contain to the construction time.

Though latrines are not crucial for a short-term site, it may still be worthwhile taking the time to bury both liquid and solid wastes – around 10 minutes per person per day. Otherwise any attempts to track the group by scent will

gain a +2 circumstance bonus to the Survival check, since their overnight spot will be very clear even if they have otherwise attempted to hide it.

A more serious latrine for a site that is to be occupied over a longer period will take around eight hours to dig, but will then last for 90 man-days – for example, it will deal with one person's wastes for around three months, or ten people's wastes for only nine days. After that it must be covered over and another dug. Latrines count as a strong scent for purposes of detection by use of the scent special ability, being detectable at double normal ranges. For this reason the ranger operating alone in his home forest will not usually dig a latrine at all, or if he does so will site it reasonably far from any other structures he uses so as to avoid drawing attention to caches or hides.

Note that all the above times for digging assume the characters have proper full-size spades. Anything less will quadruple the time taken on any digging project.



must be attached firmly to poles or otherwise fixed above the character wishing shelter. A sunshade takes only one-quarter the usual amount of time for an overnight shelter to be rigged up, since no walls or waterproofing are required, and it is easy to put up (base DC 10, rather than DC 15). Again it is very difficult to conceal, especially against the openness of the desert – apply the same bonuses and penalties as for a bender with regard to concealment. A sunshade offers a +5 equipment bonus to resist a Wilderness Overnight Fatigue save brought on by the heat of the desert sun, assuming the character sleeps by day. In other situations it offers no bonus.

### Caves, Overhangs, and Cliffs

The competent outdoorsman will always make use of whatever terrain features can be found in the area, including small caves and anything else which might provide a natural roof or even just a wall or two. This makes both shelter and concealment somewhat easier than for most overnight shelters – the ranger need only construct in most cases a simple lean-to, and an opponent approaching from the other side of the terrain feature used will often miss it. This type of feature needs a Survival check to find, with the DC being at the Games Master's discretion, from DC 10 in rugged terrain to DC 30 in a relatively flat wooded area.

A cave of course needs no additional work doing to make it into a viable shelter, other than perhaps adding a simple cover over the entrance to keep out wind and driven rain. A mere overhang or cliff will certainly require some form of additional work, though this will take only half the usual amount of time and materials for an overnight shelter of the requisite size. Survival checks made to hide a shelter built onto an overhang or cave have a +4 circumstance bonus, and attempts to Spot or Search for the shelter are subject to a -2 circumstance penalty, rising to -4 if the character making the Spot or Search check is on the other side of the terrain feature used to provide the shelter.

### Gullies and Dugouts

Gullies can make reasonably effective shelters, but suffer more than most from problems with drainage. It is simply not possible to make an effective drain around a gully, since the gully is by definition below the level of the surrounding earth. However, if good weather is expected this can be a fine and reasonably warm overnight shelter. If the shelter is built in very arid terrain such as a desert, worries of rain are irrelevant and in any case the gully may provide the only half-decent natural shelter for many miles around.

Where no gully can be found and there is also a dearth of trees or other suitable material for constructing a shelter, it is possible to simply dig out an artificial 'gully' with much the same effects. This is hard and boring work, taking two to four hours per person the shelter is to

contain, depending on the nature of the soil that must be excavated. A good rough guideline is that clay takes four hours to dig out, sand three hours and light loamy soil only two hours.

Using either a gully or dugout as a shelter can significantly save on the raw materials needed to adequately house the occupants, with only a simple thatched roof of local vegetable matter or a bender canvas being required to complete the shelter. If thatch is used, only half the material required to build an ordinary shelter is needed, and this roofing process takes only half so long as it usually takes to build an overnight shelter. A bender canvas used to roof a gully or dugout will likewise cover twice its normal number of occupants. Roofing a gully or dugout in this way is easier than building a shelter from scratch (DC 10 + 1 per additional occupant). It also renders the structure very easy to conceal, giving a +3 circumstance bonus on all Survival checks made to conceal it and a -2 circumstance penalty on Spot or Search checks to look for it, since it will have a very low profile.





### Fallen Trees and Forked-Twig Shelters

If no more permanent terrain feature are available, a fallen tree can make an excellent roof. The ranger simply gathers fallen wood or takes fresh green branches from trees that can afford their loss, and thatches in a pair of diagonally sloping walls down the sides of the tree, forming a shelter wide enough for one person but potentially long enough for more than one to lie in a straight line down the length of the tree. This is a good compromise of concealment and shelter, providing a +1 bonus to concealment and a +4 bonus to Wilderness Overnight Fatigue saves.

Making a shelter where there is not even a full-sized fallen tree is also possible, but takes a little longer. The ranger may use a couple of upright trees as a basis, adding a horizontal roof-pole balanced or lashed between their lowest branches, or he can simply gather branches and make a tepee-style shape, or pound a couple of upright forked twigs into the ground and add a roof-pole between them. In any case the shelter is finished off much as though it were a fallen tree, with diagonal thatched walls providing good shelter from the weather and reasonable concealment. For convenience all three types of shelter will be referred to as forked-twig shelters, since they provide much the same benefits as one another. A forked-twig shelter gives no bonus to concealment but a +4 bonus to Wilderness Overnight Fatigue saves.



## CACHES

Often the next structure a ranger will attempt, once he is confident at crafting a variety of overnight shelters, is a cache. Caches are stores that use either secrecy or other protection to keep one's goods intact and safe from the weather. The design of a cache depends on what it is to hold, and what creatures or elements it must be protected from. Often rangers will cache different goods in different types of cache. Food of any kind must usually be made safe from animals, rather than intelligent creatures, so putting it high up a tree and making it as inaccessible as possible is the best defence. However, such caches are usually obvious to humans, as is the way to get them down – so arms caches, unattractive to animals for their food value, are better simply hidden in a hollow tree or buried underground. Most caches are smaller than even one-man shelters, which makes them very easy to build.

### Food Caches

Food caches can be made in a variety of forms, almost all of them in treetops to prevent bears or other strong animals simply tearing open the container. The precise shape depends on the quantity of food to be cached and the shape of the container it is in. Where a box is available, a simple pair of poles lashed between the upper branches of two trees will do nicely, since the shape of the box itself will provide a good deal of solidity once it is lashed to the poles in its turn. Likewise a single pole attached similarly to a pair of trees can be used to suspend large sacks or even whole game carcasses.

These simple caches, for up to around 50 pounds of supplies, can be constructed in around 20 minutes with a hatchet and a Survival check (DC 10). In addition, a Climb check (DC 10 to 25) will be required. Generally the ranger can decide the DC of the Climb check for himself, and the same DC will be used when it is time to retrieve the cache – whether it is the cache's original owner, a thief, or an inquisitive woodland animal who is to retrieve it!

Where far more food is to be cached, or where it must be better protected due to the presence of small treetop creatures such as monkeys who might have the cunning and dexterity necessary to gain access to it, the food cache starts more to resemble a full-blown tree house, and should be constructed according to the rules on pXX.

### Equipment Caches

Arms or equipment caches are less attractive to animals as they will not tend to smell so inviting as food, though in an area where wild goats or other extreme omnivores are common, even old leather in the cases or hilts of the good stored may be an attractive food source. Often the most secure way it to bury a waterproof box several feet underground, but for the ranger who takes seriously



### The Sanctity of the Cache

Most rangers, druids and even barbarians will not disturb another's cache, despite such scruples potentially exacerbating dangerous situations. It is not regarded as ethical, even by those whose alignments would not indicate them to be overly averse to theft, simply because the cache owner's very survival could depend on the cache being intact and where he put it. There may be no honour among thieves, but there is at least some honour among most wilderness folk, including the various commoners who live in the forest, the hunters, woodsmen, and charcoal burners. Merely replacing the food or other goods in a cache with gold to the value of what is used would almost be worse than stealing it in the first place – what good is money, miles from the nearest civilisation? Better to simply make your own way on, even if you risk starvation by so doing, than to break the unwritten forester's code.

Much the same courtesy extends to other woodland structures. Though the ranger may not be averse to using another's currently unoccupied wilderness hut to shelter in overnight, he will ensure no damage is done on entering it, will replace any food or fuel he uses from it, and if at all possible will do what he can towards the maintenance and upkeep of the hut – perhaps repairing a leaky roof or replacing a deteriorating forked-twig hinge on the door.

the duty of defending the forest from outside attack or invasion, arms caches must be readily accessible. This can make siting them a tricky compromise.

An equipment cache in a hollow tree or similar ground-level spot is made using the Survival skill, and takes five minutes. The base DC is 10, which ensures that the cache is at least weatherproof. However, the check result should be noted as the Cache Search DC. This is the DC for other creatures to uncover the cache with a Search check. It cannot be uncovered with the Spot skill. The contents of a cache of this nature can be accessed within 1d4 rounds by a character who knows its location.

A buried cache is more secure both from intelligent searchers and curious animals, and is hidden as above, but all attempts to Search for it are at a -10 circumstance penalty so long as it is at least 1 foot below ground. However, a character with the Track feat who passes through the area may make a Survival check against the Cache Search DC, again at a -10 circumstance penalty, to notice the slight disturbance left by the burial. Again assuming a 50 pound cache, digging enough space to bury it 1 foot down will take around two to four hours depending on the soil. Digging it up again takes only half this time.

## HIDES AND SNIPING POSTS

A ranger will often have need of a deliberately constructed and camouflaged hide, whether to make hunting easier, to allow him to observe the forest road unseen, or to spy on an enemy's fortress before assaulting it. Sometimes the hide will be made so that bows or other weapons can be used from it without revealing the occupant, in which case it is usually known as a sniping post. Much as with a shelter, there are two processes to building a hide – finding the best site, and actually constructing it.

Finding the best site should be done by the player and Games Master in conjunction, with the player explaining what he wants and the Games Master deciding which area on the map would best suit those requirements. A Survival check may be required to find the very best possible site, and if the hide is to be constructed close to enemy observers Hide and Move Silently checks may also be necessary.

The hide is always constructed primarily of materials that can be found on-site, so as to ensure it matches the surrounding terrain as closely as possible. Forest regions are ideal for hides, as they already contain naturally suitable locations such as clumps of bushes or low hollows. These can then be enhanced by carefully interweaving other forest waste around any large gaps, particularly ones that face towards the enemy or other creature from whom the ranger is hiding. Total concealment is neither necessary nor desirable, since it is far easier to see out from a tight pattern of leaves than to see in from some distance away.

Constructing a one-man hide takes one hour and requires a Survival check at DC 20, with a +2 synergy bonus to the check if the character has at least five ranks in the Hide skill. Larger hides take proportionally more time, so that a three-man hide takes three hours, but the DC also increases by +5 for each person beyond the first the hide is intended for. A hide that has been successfully constructed is automatically considered to be concealed (see pXX) without additional time being spent to do so – its primary purpose is concealment, after all. Hides are always at a -10 to Spot or Search for.

Hides can be built with sniping in mind, in which case they are sometimes known as sniping posts. Small arrow-slit style openings are left in the foliage, just enough to shoot out of, but with such thickly leaved branches to the sides that an enemy's vision will be obscured from the archer unless looking directly at him. This means that most sniping post arrow-slits offer only a limited field of fire, but sniping out of a sniping post and then concealing oneself again is done at only -10 to the Hide check, rather than the usual -20 (see *Core Rulebook I*).



## HUTS AND HOUSES

More permanent structures than the simple overnight shelters usually take the form of some kind of hut. These are often based on rounded, organic-looking shapes, far more like the huts built by primitive peoples rather than straight-walled diagonal-roofed city homes. This has the dual advantages of being easier to build and easier to conceal than a more conventional-looking house. For convenience, organic-shaped structures of this size will be referred to as huts, and log cabins or other straight-walled structures as houses.

### Huts

Any number of different styles of hut can be built, but the technical differences are largely irrelevant. The finished product generally resembles an artificial mound in shape, with walls and roof either shingled with planks or splits, thatched, or coated with mud to make adobe. Most huts of modest size, up to around 15 feet by 15 feet, can be built with a hatchet if that is all that is available, but only with a -2 circumstance penalty to the appropriate skill check, as a full-size woodsman's axe is always the preferred tool for such an endeavour.

Huts are not easy to camouflage due to their size, but owing to their reasonably rounded shape they are a good deal easier to conceal than houses. Three typical sizes of hut are given in the table on p108, though other sizes can be extrapolated by the Games Master if need be.

The smallest 10 feet by 10 feet hut is suitable for a poor family, or a somewhat better-off lone hunter. There is plenty of room to store gear, a fireplace with a simple wooden smoke-hole in the roof, and a low, curved, wind-defeating porch with an animal hide covering at each end. All huts are quite easy to find and difficult to conceal. Creatures attempting to find this one have a +2 circumstance bonus to Spot or Search for it, and all attempts to conceal it are made with a -1 circumstance penalty to the Survival check.

The middle-sized hut, at 15 feet by 15 feet, might be occupied by a relatively well-off tribal family, or perhaps a craftsman and his workshop. It is also a typical size for a ranger or hunter who might occasionally wish to entertain guests. It has all the amenities of the smaller hut, but with considerably more room and a proper hinged and latched wooden door. Creatures attempting to find this hut have a +4 circumstance bonus to Spot or Search for it, and all attempts to conceal it are made with a -2 circumstance penalty to the Survival check.

The largest hut, 15 feet by 40 feet, is also sometimes known as a longhouse for its long and relatively narrow design. A primitive chieftain might occupy such a place. It has double doors at one end, secured by a large bar, but is otherwise similar to the smaller huts. Creatures

attempting to find this hut have a +8 circumstance bonus to Spot or Search for it, and all attempts to conceal it are made with a -4 circumstance penalty to the Survival check.

### Houses

True houses are large and impressive, but are also rather difficult and time-consuming to make. Worse, they are extraordinarily easy to find for anyone seeking out their occupants. The ranger who builds his own house in the wilderness is either very confident of his ability to defend himself, or has managed to surround himself with some serious allies.

Most houses are built either completely of logs or planks, or more commonly timber-framed but with wattle-and-daub walls and a thatched roof. For game purposes they are treated more or less identically, though the Games Master may wish to alter hardness and hit points of walls depending on the stated construction. Houses, being very nearly 'proper' civilised constructions, fall outside the capabilities of most characters' Survival skills. They are far easier to build with Craft (wood) or better yet Profession (builder).

The smallest 10 feet by 10 feet house would be a typical hunter's retreat or a poor village-dwelling family home. There is space in the roof cavity for hanging large objects such as game. It has a proper latched wooden front door, with a simple wooden hinge or occasionally blacksmith-made metal hinges. At the other end from the door is a wooden, clay-lined fireplace and simple chimney. Creatures attempting to find a small house like this have a +6 circumstance bonus to Spot or Search for it, and all attempts to conceal it are made with a -3 circumstance penalty to the Survival check.

The middle-sized 15 feet by 15 feet house is a suitable size for two poor families in a city, or one shop or reasonably well-off house in a town. It is otherwise very similar to its smaller counterpart. Creatures attempting to find this house have a +6 circumstance bonus to Spot or Search for it, and all attempts to conceal it are made with a -4 circumstance penalty to the Survival check.

The largest house, 20 feet by 20 feet, has an upper storey built into the large roof-space, usually with a low sloping ceiling but still useful as a sleeping area. This is a luxurious summer wilderness retreat for a rich family and their guards, or a well-to-do family's town house. It has a proper stone-built fireplace and chimney at one side, but is otherwise similar to the smaller houses. Creatures attempting to find this hut have a +12 circumstance bonus to Spot or Search for it, and it may not be concealed with a Survival check.



## LOCKS AND SECRET LOCKS

Every house or hut needs a lock, or at least a simple latch to protect it from wandering animals. A proper lock is even better than a latch as it can stop intelligent creatures entering too. Locks are detailed in *Core Rulebook I*.

Conventional locks, however, are not ideal for a relatively flimsily built home that is many miles from other creatures who might hear and intervene if the door were to be broken down. Creatures such as orcs will not hesitate to damage or destroy a house in the process of looting it. The best defence against the depredations of such creatures is often a secret lock.

Secret locks use cunning to lock the door, rather than the brute power of a padlock. Because there is no obvious locking mechanism but the door cannot be opened, superstitious creatures will often assume it to be magically protected somehow. This is a better defence than the sturdiest padlock.

A secret lock can be made for any wooden door with a Craft (wood) check at DC 15, or a Survival check at DC 25. It uses a concealed internal latch, but operated by a secret mechanism such as pulling on a nearby plank or piece of string, or pressing a foot-pedal, rather than anything obvious on the door itself.

A secret lock can be discovered by a Search check. In the case of a secret lock built using the Survival skill, the DC for the Search check is 10, as such locks tend to be crude affairs, easily found by anyone who knows what they are looking for. For secret locks built with a Craft (wood) check, the Search check is opposed to the Craft (wood) check result.

## TREE HOUSES AND ELEVATED HOUSES

Sometimes a ranger will wish to build a tree house, whether because he feels a particular affinity for the treetops or because it can be safer than a ground-level structure. Tree houses are often built by elven and half-elven rangers, as a reminder of their home villages. They can be useful in areas where large predators or even omnivores abound – a good-sized bear will happily tear the roof off your hut if it smells something good to eat inside.

Though they are sometimes partially hidden by the foliage of the treetops, tree houses are not inherently easier to conceal than their ground-based counterparts,

as many creatures find them easier to spot due to their height. Searching for them can be more difficult than spotting them simply because most searchers will be ground-based creatures unlikely to be groping about at the top of a tree.

Tree houses, like caches, require Climb checks to access. The DC is set between 10 and 25 when the house is built, though if desired it could later be increased by to anything up to 25 by the simple expedient of sawing off the lower branches of the tree. Often the residents will use either magical means or a rope ladder to climb up, in which case they can obviate the need for Climb checks.

Tree houses in general are built much like ordinary houses or huts, but with the extra bracing and supports required to build them up a tree. Combined with the effort of lugging the building materials to the top of the tree, this adds significantly to the building time. The builder decides how high he wants his tree house, and what size it is to be.

In areas without suitable trees, particularly lakes or marshes, it is possible to build an elevated house on stilts rather than in the trees. Generally this is easier than a tree house, but will be a good deal lower down, with the floor at 10 to 15 feet above ground-level. The tops of any stilts are usually shaped to baffle small clambering creatures, with an overhang or similar design. Elevated houses above lakes have excellent natural defensive properties and are very much favoured by rangers operating for long periods in hostile regions.

## UNDERGROUND HOUSES

The underground house is usually constructed into the side of a cliff or hill, and so has a sloping roof reaching almost to ground level. Entry can be either by a concealed front door or roof-hatch and ladder. The roof is usually covered over with grass or whatever else the local ground-level has on it, allowing for excellent concealment possibilities. The chimney or smoke-hole can be closed during the day for maximum subtlety.

The two main drawbacks to an underground house are the huge amount of backbreaking digging work required, and the tendency of the wooden walls and roof to rot eventually due to contact with damp earth. However, as a medium-term, highly concealable but comfortable shelter, it can be very effective.

If a natural cave can be found, the underground house can be built over the cave entrance, allowing for additional space in the house. This technique is sometimes also useful to conceal the entrance to a more extensive underground lair.





# DESIGNER'S NOTES

I love rangers, but I have to say I never much liked the way they were implemented in Third Edition. I was looking forward to writing this project for more than a year, because I wanted to make some attempt to redress the balance, give the ranger a few more options other than being a useful class to take one level in for a particular character build. Fortunately, as you will doubtless now be aware, the 3.5 revisions of *Core Rulebook I* have redressed the balance neatly for me already. That made my job with this book even more enjoyable – rangers already had more flexibility than they used to. All I had to do was to enhance that versatility still more. I think I've succeeded here.

The character concepts are now a long-established part of the Quintessential series, and were one of the most enjoyable parts of the book to write. So often character classes are chosen just because of their class features, without much thought being given to exactly who the character is, what are his motivations, and where he comes from. The character concepts presented here are all based firmly on mythic, literary, or real-world ranger-style archetypes – sometimes all three. So, I present you with, among others, the borderer, also known as the steelbonnet, a tough raider whose kind flourished for several hundred years on the England-Scotland border; the cattle rustler, borrowed from Celtic tradition rather than Western movies; the desert nomad for those who fancy playing a Bedouin-style ranger; the forester, whose antecedents are of course Robin Hood and Little John; the heir, who could be anyone from Aragorn to Prince Hal in *Henry IV Part I*; and the rebel, based predominantly on those Saxons and Celts who fought guerrilla wars against their Norman oppressors in medieval Britain, Hereward the Wake, William Wallace, and Owain Glyndwr.

Some of the prestige classes in here are very powerful, a fact for which I make no apologies. The real monsters – animal champion and green knight – are powerful only in very limited areas, and won't be anything like as effective down the dungeon. They also have sufficiently tricky prerequisites that by the time a ranger qualifies for them, will be rubbing shoulders with high-level wizards, arcane archers, and other seriously tough characters.

The favoured regions were an interesting but difficult design decision. There has been lots of talk since

the release of the d20 System about whether rangers should have favoured terrain types as an option instead of favoured enemies. In the end, I went with favoured regions rather than favoured terrain, because the latter seemed too limited. Even favoured regions will not be appropriate for every campaign, but certainly make an effective choice for campaigns that revolve around a particular area. Though favoured regions are perhaps not so innately powerful as favoured enemies, particularly when it comes to damage, they at least offer a versatile alternative for the ranger who does not see himself as having a favoured enemy.

I'm pleased with the new spells, because most of them seem to have a particularly 'rangerish' quality to them, rather than just being more druid spells adapted slightly for the ranger. The ranger finally has a direct-damage spell, *nature's revenge* – but only for use against his favoured enemies, which significantly limits its power. Along with the other favoured enemy spells and new favoured enemy feats, makes the ranger a real force to be reckoned with when going toe-to-toe with those enemies, which is just as it should be.

The Strongholds chapter is always an interesting one, usually it's a chance to see what kind of thing a character can achieve when he has established himself pretty well in the game-world and garnered plenty of gold pieces to fund the construction of his tower, castle or whatever. The ranger is a little different – if he has the time, he can build his own fairly elaborate 'strongholds' right from day one. His structures may seem weak in comparison to the might of a castle, but the unwary general who leads his army to attack a forest protected by a ranger or group of rangers will discover just how dangerous a few hides and tree houses can be, when combined with a whole forest's worth of opportunities for ambush and escape!

Thanks and love as ever to Bridie & Kyle, for inspiration and everything else. Special thanks to the folk who frequent the online Mongoose Publishing forum – when asked what they wanted to see in this book, they came out with several good ideas which made it in here.

**Ian Sturrock**



'It's up to you, now, Ralakern. You must avenge your brother. You have all the skills I do, now, and you are stronger than Alakorm was, smarter too. I will wait here till you return, do not worry about that. I will hang on that long, if I have to wrestle with the Reaper himself for my extra days.'

His father's words still spurred him on, even after all these months. He had tracked the orc band into the Black Mountains themselves, moving like a thief in the night, his short but brutally heavy longsword making mincemeat of any orc scouts and pickets who came before him. Ralakern was no expert swordsman, but he was devilish quick on his feet for such a big, mighty-thewed man. He relied on his speed and strength to overwhelm any opposition before they had a chance to strike back, knowing that in a drawn-out engagement a dedicated fighting-man would likely finish him in the end. That was the tactic he had used so far on the orcs, most of whom were dead before they knew they were in a fight.

Finally he entered the orc cave, moving brutally through the opposition, taking a couple of blows in return that would have felled a lesser man. The last orc, in the leader's cavern, was still not the right one. Ralakern was searching for an orc chieftain, a massive creature that stood even taller than a man, and wielded a long bastard sword in each fist. That was the one who had slain Alakorm, or so at least the clan druid's divinations said, and both Ralakern and his father trusted Abathur with much more than their lives.

So he let the last orc live, just long enough to tell him where the huge orc ranger now was. The orc muttered and spat defiance, but Ralakern steeled himself against any lingering squeamishness or conscience, and emotionlessly tortured the truth out of him. When he was done the orc looked less like a humanoid than like a badly butchered pig. At least Ralakern had a name, now, though, and another place to start looking. Badash. Badash the ranger, chieftain of this orc tribe. The tortured orc admitted he himself had been looking to usurp Badash's position, for the ranger had gone raiding into the human lands east of the mountains, lands Ralakern had heard of only in legend.

Thus it was that he came out of the pass, a hundred and more dead orcs littering the Black Mountains at his back, and a new, lushly fertile country up ahead. Picking out Badash's trail from the many that had criss-crossed the mountain, still travelling by night and keeping to the shadows, Ralakern entered the strange lands.

Another three months later, and he passed back over the mountains, in the early springtime now. His wounds from the first passage had healed and whitened, yet he soon had new cuts criss-crossing the old, for there were orcs yet in the Black Mountains, more than ever if he was any judge. He bore his precious sack through the pass once more, though, fighting only when he had to now, world-weary beyond words.

Finally he pushed open the hide flap of his father's hut. A faint glimmer of sentience remained in the old man's eyes, though he was far thinner than he had been before the winter, his once-strong arms like sticks.

'Father. I bring you my brother's slayer.'

From the sack he pulled a new bow of bone and sinew, a translucent new waterskin, a couple of skilfully crafted leather pouches and the pride of the hunt, a drinking cup, finely made from the skull of a large orc. As he laid them on his father's bed, the old man's eyes faded, and Ralakern heard just one, faint whisper as the life passed out of the feeble form on the bed.

'I am content.'





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# The Quintessential Ranger



CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_  
 CHARACTER CONCEPT \_\_\_\_\_  
 SUBRACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 PATRON DEITY / RELIGION \_\_\_\_\_  
 PLACE OF ORIGIN \_\_\_\_\_ FIGHTING STYLE \_\_\_\_\_

## ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

## HIT POINTS

SUB DMG	
HIT DIE	
DAMAGE REDUCTION	

## ARMOUR

◯ = 10 +  
 CLASS ARMOUR WORN

## ARMOUR

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

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)							

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE

## 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								

	CROSS CLASS	KEY ABILITY	MODIFIERS	TOTAL ABILITY RANKS	MISC
MAX RANKS = LVL +3 (2)					
ANIMAL EMPATHY	Y / N	CHA			
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			
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 *			
INNUENDO	Y / N	WIS			
INTIMIDATE ✓	Y / N	CHA			
INTUIT DIRECTION	Y / N	WIS			
JUMP ✓	Y / N	STR *			
KNOWLEDGE ( )	Y / N	INT			
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			
PROFESSION ( )	Y / N	WIS			
READ LIPS	Y / N	INT			
RIDE ✓	Y / N	DEX			
SEARCH ✓	Y / N	INT			
SENSE MOTIVE ✓	Y / N	WIS			
SLEIGHT OF HAND	Y / N	DEX			
SPELLCRAFT	Y / N	INT			
SPOT ✓	Y / N	WIS			
SWIM ✓	Y / N	STR *			
SURVIVAL ✓	Y / N	WIS			
TUMBLE	Y / N	DEX *			
USE MAGIC DEVICE	Y / N	CHA			
USE ROPE ✓	Y / N	DEX			
	Y / N				

✓ CAN BE USED WITH 0 RANKS. \* ARMOUR CHECK PENALTY APPLIES. # -1 PER 5 LBS OF EQUIPMENT







HEAL RATE PER DAY

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD			

MAGIC ITEMS

MOUNT

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES														

HENCHMEN AND MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES														



PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ARCHERY TRICKS

ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

TRAINED AND COMPANION ANIMALS

TYPE	HD	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA	TRAINING SLOTS	TRICKS AND ATTITUDES



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