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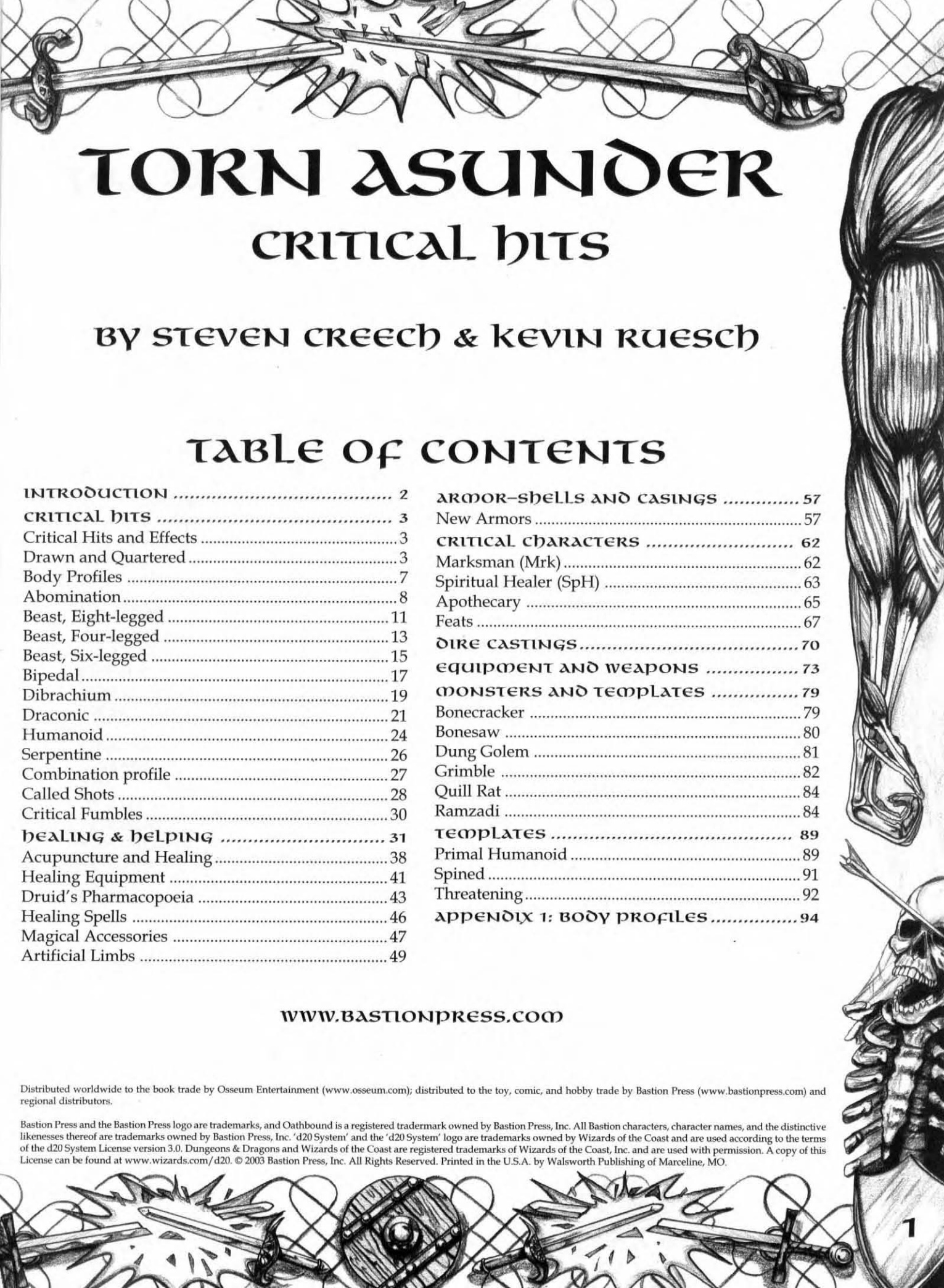
Torn Asunder Critical Hits



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Steven Creech &
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TORN ASUNDER

CRITICAL HITS

BY STEVEN CREECH & KEVIN RUESCH

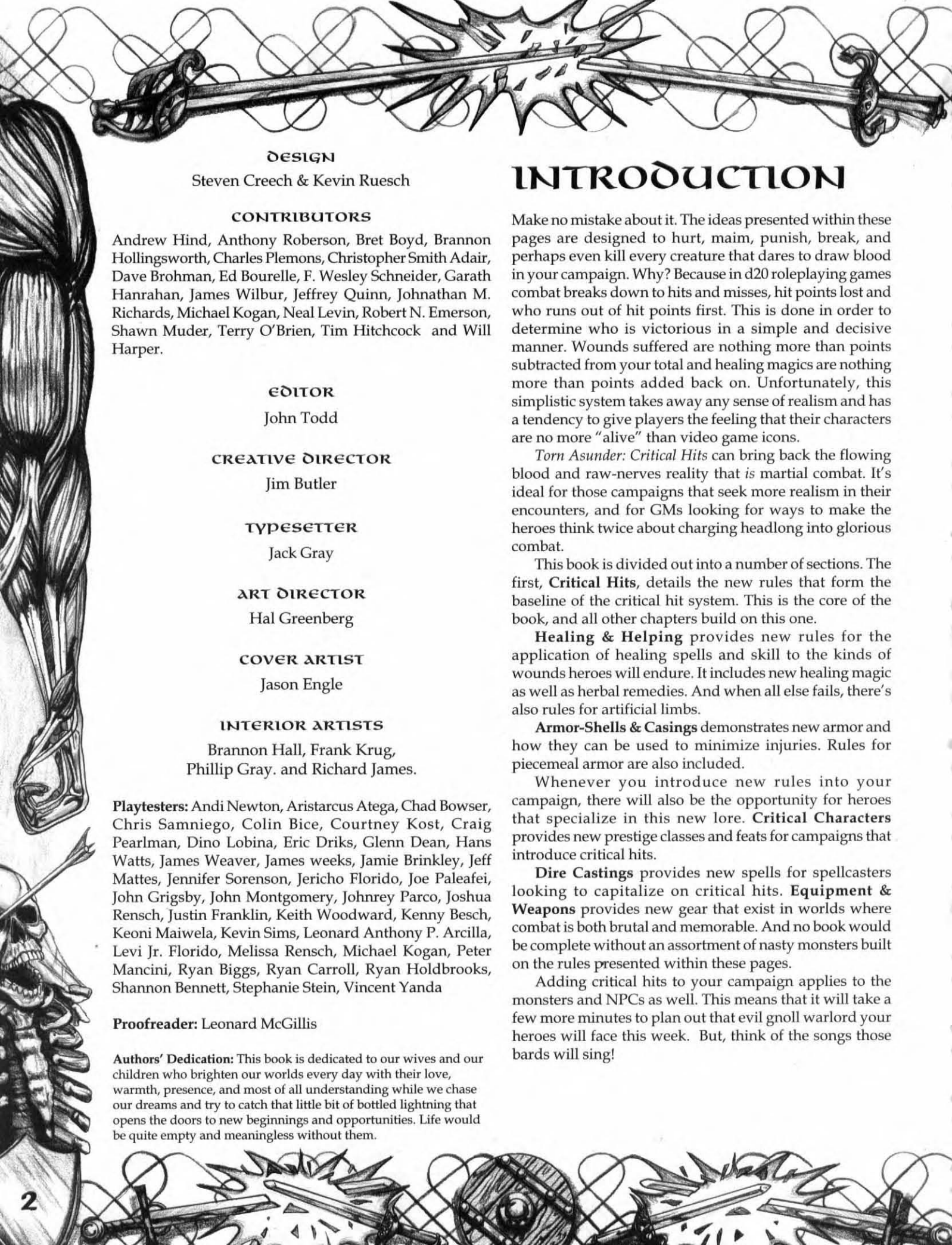
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Authors' Dedication: This book is dedicated to our wives and our children who brighten our worlds every day with their love, warmth, presence, and most of all understanding while we chase our dreams and try to catch that little bit of bottled lightning that opens the doors to new beginnings and opportunities. Life would be quite empty and meaningless without them.

INTRODUCTION

Make no mistake about it. The ideas presented within these pages are designed to hurt, maim, punish, break, and perhaps even kill every creature that dares to draw blood in your campaign. Why? Because in d20 roleplaying games combat breaks down to hits and misses, hit points lost and who runs out of hit points first. This is done in order to determine who is victorious in a simple and decisive manner. Wounds suffered are nothing more than points subtracted from your total and healing magics are nothing more than points added back on. Unfortunately, this simplistic system takes away any sense of realism and has a tendency to give players the feeling that their characters are no more "alive" than video game icons.

Torn Asunder: Critical Hits can bring back the flowing blood and raw-nerves reality that *is* martial combat. It's ideal for those campaigns that seek more realism in their encounters, and for GMs looking for ways to make the heroes think twice about charging headlong into glorious combat.

This book is divided out into a number of sections. The first, **Critical Hits**, details the new rules that form the baseline of the critical hit system. This is the core of the book, and all other chapters build on this one.

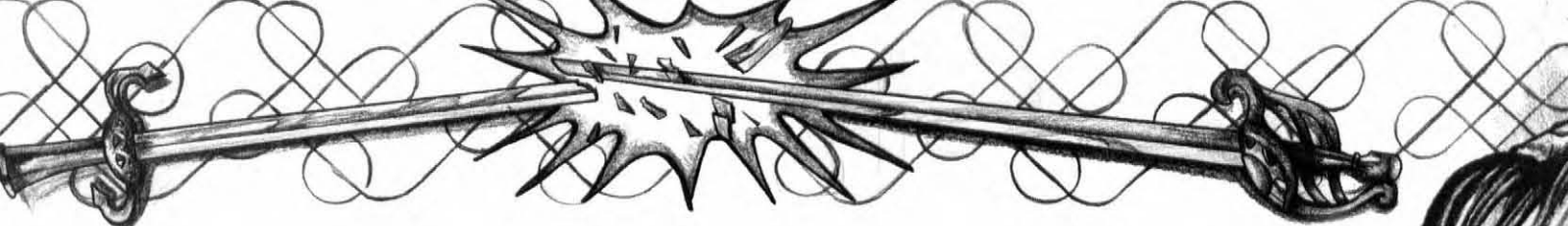
Healing & Helping provides new rules for the application of healing spells and skill to the kinds of wounds heroes will endure. It includes new healing magic as well as herbal remedies. And when all else fails, there's also rules for artificial limbs.

Armor-Shells & Casings demonstrates new armor and how they can be used to minimize injuries. Rules for piecemeal armor are also included.

Whenever you introduce new rules into your campaign, there will also be the opportunity for heroes that specialize in this new lore. **Critical Characters** provides new prestige classes and feats for campaigns that introduce critical hits.

Dire Castings provides new spells for spellcasters looking to capitalize on critical hits. **Equipment & Weapons** provides new gear that exist in worlds where combat is both brutal and memorable. And no book would be complete without an assortment of nasty monsters built on the rules presented within these pages.

Adding critical hits to your campaign applies to the monsters and NPCs as well. This means that it will take a few more minutes to plan out that evil gnoll warlord your heroes will face this week. But, think of the songs those bards will sing!



CRITICAL HITS

Combat can be defined as a physical conflict where each participant attempts to inflict injuries upon their opponent while trying to survive the onslaught focused their way. Unfortunately, players can't experience their characters' pain, exhaustion, or sense of impending doom. Because of this lack of sensory connection, many players lose all fear of being attacked and play their characters more like robots (at least during combat) than flesh and blood creatures. All too often a high-level warrior, even unarmored, will unflinchingly wade into battle against a dozen or so goblins knowing that he can take the hits, and still deal out enough damage to win the battle.

In reality, we think twice before risking real bodily harm and instead try to resolve a potentially violent situation through other means. Fear of attack both encourages roleplaying over combat and enriches the game, making the characters seem more real and alive to the players. In order to elicit that kind of fear in d20 players, the characters must begin to suffer debilitating effects from serious injuries. To this end, we have developed a **Critical Effects** system that gives characters (and their opponents) precise injuries when they take a particularly brutal hit in combat.

CRITICAL HITS AND EFFECTS

When an aggressor's attack roll (total score) is high enough to score a critical threat and exceeds the minimum required roll to hit the target's AC by a factor of 5 or more, it is possible that the blow will inflict a **critical effect** along with whatever critical hit damage she may inflict. A critical effect is a specific wound or injury that has a lasting effect upon the victim, which is sometimes permanent. The severity of the wound depends on the attack roll (including all applicable bonuses) over and above the minimum required roll to hit the target's AC. This is called the **Factor Level**. Only the initial attack roll determines the Factor Level, not the roll made to determine an actual critical hit.

Example: Olivia (F1, BAB +1), wielding her longsword, attacks an orc with AC 14. She rolls a 19 (+ 1 = 20 total), which is within her weapon's critical threat range. She rolls again to determine if she scored a critical hit. Her second roll is a 15 (+1 =16). She scores critical hit damage (total damage x2), and since her initial attack roll (a 20) was 5 or more over what she needed to hit the orc's AC, she also inflicts a critical effect. (In this case she has scored a Mild critical effect, since 20 -14 =6.)

IMPOSSIBLE ATTACKS

In fantasy worlds the relative size of combatants can vary incredibly. Unfortunately, the critical effects system presented in this book doesn't take this into consideration when randomly determining where a critical hit landed. To help remedy this, the following guidelines are suggested.

When an attacking creature is smaller than its intended target by two size categories or more, it cannot strike at the target's head (or any portion of the body that is elevated well above the attacker) unless the targeted portion of the body was used to attack the smaller creature *during the same combat round*. In other words, the smaller creature can't strike the intended target's head unless it tried to bite him first and he can't attack the intended target's wing (if it is elevated well above him) unless it tried to buffet him first, and so on. Of course, if a smaller creature can utilize some method to elevate itself to an equal or greater height than its intended target (i.e. flying, climbing, jumping, etc.), this is no longer an issue.

Similar rules can be used when an attacker wishes to target any area of the defender's body that is ordinarily inaccessible, (e.g. A human cannot possibly attack the known-to-be-vulnerable-tail of a specific dragon if it keeps facing him and trying to burn him into a toasted *aperitif*. But if the dragon tries to hit him with its tail, that's another story.)

These guidelines apply only to melee combat situations and are irrelevant when using ranged weapons. If it's in sight, it can be shot at.

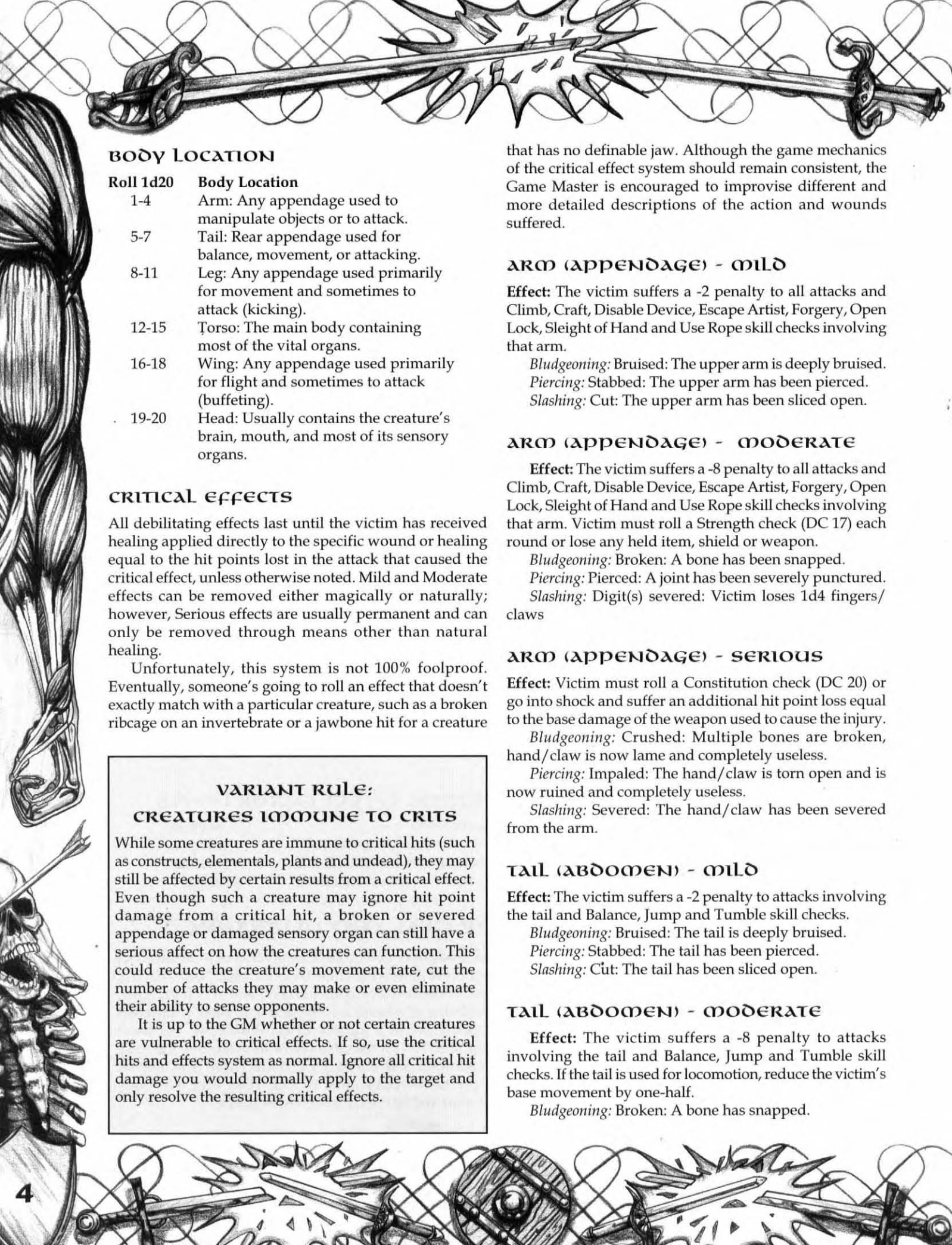
CRITICAL EFFECT FACTOR LEVELS

Factor Level	Severity
5 above minimum attack roll	Mild
10 above minimum attack roll	Moderate
15 above minimum attack roll	Serious

DRAWN AND QUARTERED

Once you have determined the severity of a critical effect you must determine what body part has been affected. Each creature is a compilation of a number of body parts, consisting of a head, a body, and a number of different appendages in a variety of combinations. For most creatures, roll on the table below to determine the body location affected. If a body location is rolled that does not apply to the target, just re-roll. Then find that body location and its critical effect listed below.





BODY LOCATION

Roll 1d20	Body Location
1-4	Arm: Any appendage used to manipulate objects or to attack.
5-7	Tail: Rear appendage used for balance, movement, or attacking.
8-11	Leg: Any appendage used primarily for movement and sometimes to attack (kicking).
12-15	Torso: The main body containing most of the vital organs.
16-18	Wing: Any appendage used primarily for flight and sometimes to attack (buffeting).
19-20	Head: Usually contains the creature's brain, mouth, and most of its sensory organs.

CRITICAL EFFECTS

All debilitating effects last until the victim has received healing applied directly to the specific wound or healing equal to the hit points lost in the attack that caused the critical effect, unless otherwise noted. Mild and Moderate effects can be removed either magically or naturally; however, Serious effects are usually permanent and can only be removed through means other than natural healing.

Unfortunately, this system is not 100% foolproof. Eventually, someone's going to roll an effect that doesn't exactly match with a particular creature, such as a broken ribcage on an invertebrate or a jawbone hit for a creature

VARIANT RULE:

CREATURES IMMUNE TO CRITS

While some creatures are immune to critical hits (such as constructs, elementals, plants and undead), they may still be affected by certain results from a critical effect. Even though such a creature may ignore hit point damage from a critical hit, a broken or severed appendage or damaged sensory organ can still have a serious affect on how the creatures can function. This could reduce the creature's movement rate, cut the number of attacks they may make or even eliminate their ability to sense opponents.

It is up to the GM whether or not certain creatures are vulnerable to critical effects. If so, use the critical hits and effects system as normal. Ignore all critical hit damage you would normally apply to the target and only resolve the resulting critical effects.

that has no definable jaw. Although the game mechanics of the critical effect system should remain consistent, the Game Master is encouraged to improvise different and more detailed descriptions of the action and wounds suffered.

ARM (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm.

- Bludgeoning:* Bruised: The upper arm is deeply bruised.
- Piercing:* Stabbed: The upper arm has been pierced.
- Slashing:* Cut: The upper arm has been sliced open.

ARM (APPENDAGE) - MODERATE

Effect: The victim suffers a -8 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm. Victim must roll a Strength check (DC 17) each round or lose any held item, shield or weapon.

- Bludgeoning:* Broken: A bone has been snapped.
- Piercing:* Pierced: A joint has been severely punctured.
- Slashing:* Digit(s) severed: Victim loses 1d4 fingers/claws

ARM (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

- Bludgeoning:* Crushed: Multiple bones are broken, hand/claw is now lame and completely useless.
- Piercing:* Impaled: The hand/claw is torn open and is now ruined and completely useless.
- Slashing:* Severed: The hand/claw has been severed from the arm.

TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -2 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks.

- Bludgeoning:* Bruised: The tail is deeply bruised.
- Piercing:* Stabbed: The tail has been pierced.
- Slashing:* Cut: The tail has been sliced open.

TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -8 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, reduce the victim's base movement by one-half.

- Bludgeoning:* Broken: A bone has snapped.





Piercing: Pierced: The base of the tail has been severely punctured.

Slashing: Gash: A significant length of the tail has been split open.

TAIL (ABDOMEN) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Many bones are broken, tail is useless.

Piercing: Impaled: Tail is torn open, ruined, and useless.

Slashing: Severed: The tail has been severed from the body.

LEG (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all Dexterity bonuses for AC (if any) and Balance, Climb, Jump, Move Silently and Tumble skill checks involving that leg.

Bludgeoning: Bruised: The thigh (or upper leg) area is deeply bruised.

Piercing: Stabbed: The thigh has been pierced.

Slashing: Cut: The thigh has been sliced open.

LEG (APPENDAGE) - MODERATE

Effect: Reduce the victim's movement rate by one-half. Victim suffers a -8 penalty to any Balance, Climb, Jump, Move Silently and Tumble skill checks and loses all Dexterity benefit towards AC (if any).

Bludgeoning: Broken: A bone has been snapped; however, it is a clean break.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open or cut a major ligament.

LEG (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, foot/claw is now lame and completely useless.

Piercing: Impaled: The foot/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The foot/claw has been severed from the leg.

TORSO (BODY) - MILD

Effect: Victim suffers a -1 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks.

Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.

Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

TORSO (BODY) - MODERATE

Effect: Victim suffers a -5 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy bleeding.

Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy bleeding.

TORSO (BODY) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Gutted: The victim has been disemboweled.

WING (APPENDAGE) - MILD

Effect: Reduce the victim's flying speed by one-half and maneuverability by one category.

Bludgeoning: Bruised: The wing is deeply bruised.

Piercing: Stabbed: The wing has been pierced.

Slashing: Cut: The wing has been sliced open.

WING (APPENDAGE) - MODERATE

Effect: The victim can only use the wing to glide clumsily and can take off only from an elevated position. When attempting to land, victim must roll a Dexterity check (DC 17) or flounder and crash, taking 2d6 additional hit points of damage.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open.





WING (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, wing is now lame and completely useless.

Piercing: Impaled: The wing is torn open and is now ruined and completely useless.

Slashing: Severed: The wing has been severed from the body.

HEAD - MILD

Effect: The victim suffers a -2 penalty to Initiative rolls, and Listen and Balance checks.

Bludgeoning: Bruised: The blow causes a deeply bruised or blackened eye or jaw.

Piercing: Stabbed: A jab to the skull leaves a small but bleeding wound.

Slashing: Cut: Victim's scalp is split open and bleeds profusely.

HEAD - MODERATE

Effect: Victim must pass a Constitution check (DC 17) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Cracked: Blow cracks the victim's jaw. Cannot speak command words properly or cast spells with verbal components.

Piercing: Pierced: Victim takes severe eye damage and suffers a -4 penalty to ranged attacks and Spot checks.

Slashing: Split open: Victim takes hearing damage. Suffers a -4 penalty to Initiative rolls and Listen and Balance checks and has a 10% of spell failure when casting spells with verbal components.

HEAD - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: Victim's skull is partially caved in.

Piercing: Impaled: The victim is pierced through the skull.

Slashing: Slashed: The victim's throat is slashed open.

BODY PROFILES

For those of you that are sticklers for detail, here is a highly detailed alternative to the above critical hits and effects system. Target *body profiles* allow you to quickly determine

exactly where a critical hit has landed and which specific body location is affected. While many of the critical effects listed below are identical to those previously listed, some have been modified to better reflect more realistic effects for each specific body profile.

When trying to determine into which body profile a particular creature belongs, remember that not every antenna, frill, fin, horn, or pseudopodia can be accounted for. These can be ignored because a critical hit to these areas will not have a serious effect on the creature in game terms. For instance, look at the Tyrannosaurus Rex. He has a head, body, tail, two legs and two arms. By definition, he is a **Complex Humanoid**. However, since the T-rex's forelimbs are so small and nonfunctional you could argue that a critical hit to either of these appendages would not seriously impair his effectiveness. So, if the forelimbs are not taken into account, the T-rex would better fit a **Bipedal** profile (a head, body, tail and two legs). This is a lesson: include only the *relevant* body locations of a creature when determining which body profile should be used.

To determine where a critical hit has landed, roll the appropriate-sided die (listed on the corresponding table). Then, for creatures with multiples of the same body location, use the closest-numbered die to determine which is affected. (Example: to decide between which of two right-side wings, use odd or even, for three tails use 1d3, etc.) Then cross-reference the body location, critical effect severity level, and the type of injury to determine the exact critical effect.

A BREAKDOWN OF BODY LOCATIONS:

Head: This usually contains the creature's brain, mouth, and most of its sensory organs.

Sensory Organs: eyes, ears, nose, antennae, etc. (sometimes used for attacks i.e. gaze attacks)

Mouth: Orifice used for talking, tasting, biting, or eating.

Torso: Main body containing most of the vital organs.

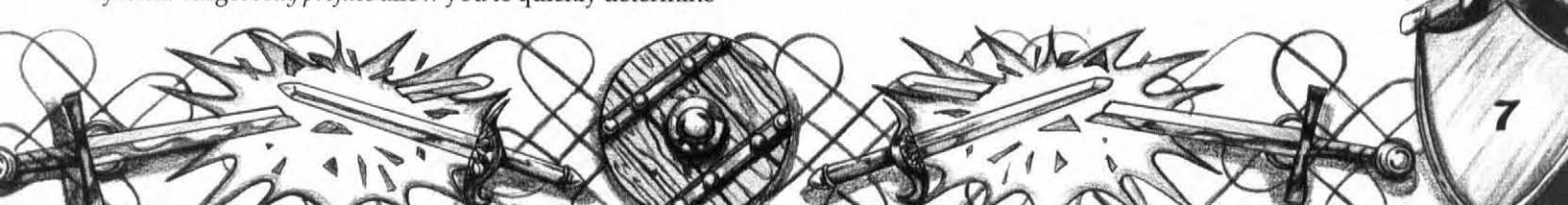
Arm(s): Appendages used to manipulate objects or to attack.

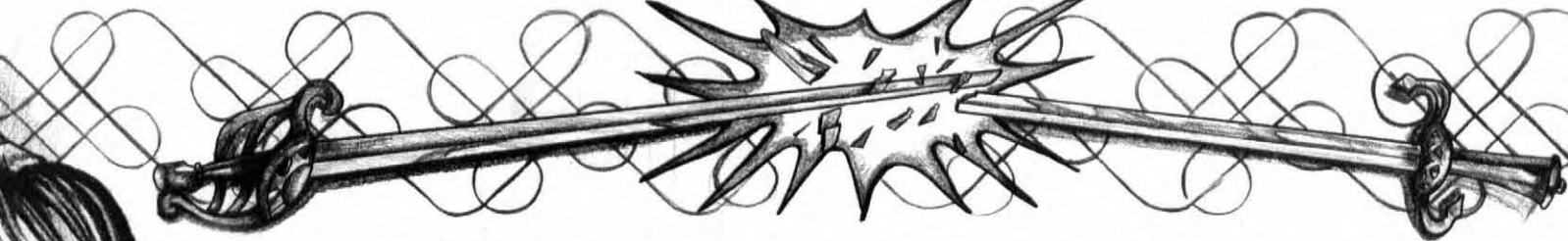
Leg(s): Appendages used primarily for locomotion and sometimes to attack (kicking).

Wing(s): Appendages used primarily for flight and sometimes to attack (buffeting).

Tail: Rear appendage used for balance, movement, or attacking.

Body profiles resemble the Monster Type usually found near the top of a creature's description or stat block, so be careful not to confuse the two. Aberration types may be Complex Humanoids, Reptilian types are not always Draconic, and so on.





When you look at different body location tables, you may notice that the percentage chance to hit a specific location is often the same. This has been done intentionally, to keep the system simple and as quick to use as possible.

Within the parameters of each body profile, the creatures vary immensely in size, shape, and proportions, making an accurate percentile table nigh impossible. Such a weighted table may work for the majority of the creatures represented, but a significant percentage would be misrepresented. Secondly, when you are involved in combat (especially melee) you are constantly attacking and countering, always searching for that one opportunity to strike a particularly weak spot (a critical hit). That one opportunity, that weak spot, can present itself at anytime and anywhere along your opponent's body. This is why we feel it can be just as difficult to strike a critical hit on a given body location as on any other.

Please note that under each critical effect some descriptions are relatively vague and some are a little more precise, but all contain a specific penalty mechanic. Although the game mechanics should always be applied to the situation, the Game Master is more than welcome to adlib and improvise different and more detailed descriptions of the action and wounds suffered.

Each body profile lists a number of examples of creatures that fit into it. Creatures in italics may be found in the *Oathbound*®: *Domains of the Forge* campaign setting.

ABOMINATION

This body profile is for creatures with no definable form, which consists of any number of body areas. We have broken these down into four different types: sensory organs, mouths, main body, and appendages (whether used for locomotion or not). If an abomination can change form, this will be for the form existing *at the precise moment of the attack*. (e.g. If attacking a Shoggoth, and no appendages exist right now, they can't be attacked.)

ABOMINATION PROFILE TABLE

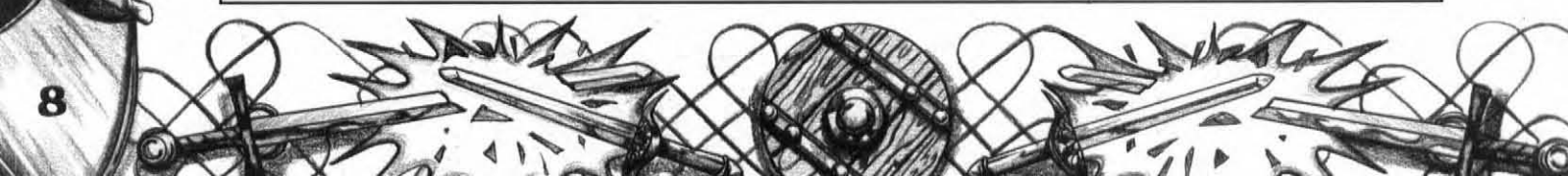
Roll Die	Body Location	Called Shot Penalty
1d4		
1	Sensory Organ	-8
2	Mouth	-6
3	Main Body (torso)	-3
4	Appendage	-5

CRITICAL EFFECTS

The following areas can be struck for critical effects on abominations. Each is listed with the area first, followed by the severity of the injury (mild, moderate, or serious). For a list of sample creatures that fall into this category, refer to **Table 1-3: Body Profiles** on page 8.

TABLE 1-3: BODY PROFILES

Profile Name	Type of die	Page	Examples
Abomination	1d4	8	Blood boulder, chaos beast, darkmantle, gibbering moulder, grick, hovara, mimic, otyugh, and ort.
Beast, Eight-legged	1d12	11	Aranea, basilisk, scorpion, and phase spider.
Beast, Four-legged	1d8	13	Aboleth, achaierai, arrowhawk, bulette, hellhound, kytus, lillend, owdi, stark, tarrasque, tumble ox, unicorn, worg, and wyvern.
Beast, Six-legged	1d10	15	Ankheg, ebon spider, formian, rust monster, shock beetle, and xill.
Bipedal	1d6	17	Digester, ethereal marauder and tyrannosaurus rex.
Dibrachium	1d6	19	Cuttershark, merfolk, salamander, and sea lion.
Draconic	1d10	21	Asherake, balor, chromithian, dragon, gargoyle, griffon, lammasu, manticores, pegasus, and sphinx.
Humanoid	1d8	24	Elf, ettercap, ghoul, giant, grimlock, hobgoblin, hound archon, kith, kobold, lizardfolk, medusa nymph, ogre, picker, and satyr.
Serpentine	1d4	26	Frostbiter, frost worm, naga, purple worm, scavan, slather, and thoqqua.





SENSORY ORGAN - MILD

Effect: The victim suffers a -2 penalty to all skill checks (or attacks) involving that organ.

Bludgeoning: Bruised: The organ is deeply bruised.

Piercing: Stabbed: The organ has been jabbed.

Slashing: Cut: The exterior of the organ has been sliced open.

SENSORY ORGAN - MODERATE

Effect: The victim has effectively lost use of any senses involving that organ and either suffers a -8 penalty to all skill checks involving that organ or cannot use it at all. (Game Masters discretion)

Bludgeoning: Broken: The organ has internal bleeding.

Piercing: Pierced: The organ has been severely punctured.

Slashing: Lacerated: The organ has been deeply cut.

SENSORY ORGAN - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: The organ has been ruined and is now ruined and completely useless.

Piercing: Impaled: The organ is penetrated deeply, torn open and is now ruined and completely useless.

Slashing: Severed: The organ has been severed or otherwise extracted.

MOUTH - MILD

Effect: The victim suffers a -2 penalty to all attacks involving the mouth and Bluff, Diplomacy, Intimidate and Perform (verbal) skill checks. Casting spells with verbal components suffer a 20% chance of failure.

Bludgeoning: Bruised: The jaw is deeply bruised.

Piercing: Stabbed: The side of the mouth has been pierced.

Slashing: Cut: The lip or gum has been sliced open.

MOUTH - MODERATE

Effect: The victim suffers a -8 penalty to all attacks involving the mouth and Bluff, Diplomacy, Intimidate and Perform (verbal) skill checks. Casting spells with verbal components is impossible.

Bludgeoning: Broken: The jawbone has been snapped.

Piercing: Pierced: The lip, gum, and/or tongue have been severely punctured.

Slashing: Teeth knocked out: Victim loses 1d4 teeth/fangs.

MOUTH - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury. Casting spells with verbal components and even normal speech is now impossible.

Bludgeoning: Crushed: Mouth is ruined with most teeth missing and is now completely useless.

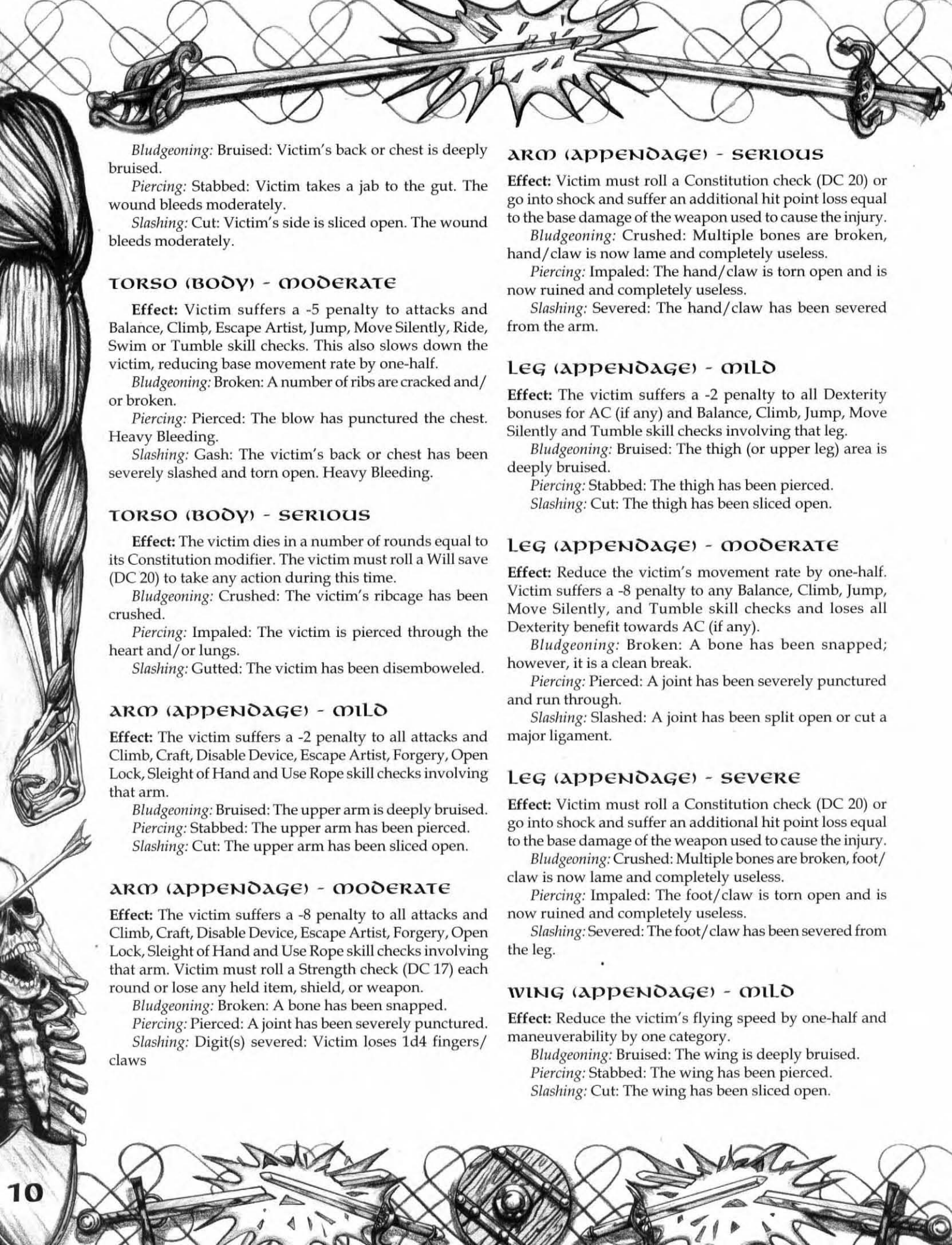
Piercing: Impaled: The jaw is torn open with a few missing teeth and is now completely useless.

Slashing: Severed: The jaw and/or tongue have been completely severed from the head.

TORSO (BODY) - MILD

Effect: Victim suffers a -1 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks.





Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.

Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

TORSO (BODY) - MODERATE

Effect: Victim suffers a -5 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy Bleeding.

Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy Bleeding.

TORSO (BODY) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Gutted: The victim has been disemboweled.

ARM (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm.

Bludgeoning: Bruised: The upper arm is deeply bruised.

Piercing: Stabbed: The upper arm has been pierced.

Slashing: Cut: The upper arm has been sliced open.

ARM (APPENDAGE) - MODERATE

Effect: The victim suffers a -8 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm. Victim must roll a Strength check (DC 17) each round or lose any held item, shield, or weapon.

Bludgeoning: Broken: A bone has been snapped.

Piercing: Pierced: A joint has been severely punctured.

Slashing: Digit(s) severed: Victim loses 1d4 fingers/claws

ARM (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, hand/claw is now lame and completely useless.

Piercing: Impaled: The hand/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The hand/claw has been severed from the arm.

LEG (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all Dexterity bonuses for AC (if any) and Balance, Climb, Jump, Move Silently and Tumble skill checks involving that leg.

Bludgeoning: Bruised: The thigh (or upper leg) area is deeply bruised.

Piercing: Stabbed: The thigh has been pierced.

Slashing: Cut: The thigh has been sliced open.

LEG (APPENDAGE) - MODERATE

Effect: Reduce the victim's movement rate by one-half. Victim suffers a -8 penalty to any Balance, Climb, Jump, Move Silently, and Tumble skill checks and loses all Dexterity benefit towards AC (if any).

Bludgeoning: Broken: A bone has been snapped; however, it is a clean break.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open or cut a major ligament.

LEG (APPENDAGE) - SEVERE

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, foot/claw is now lame and completely useless.

Piercing: Impaled: The foot/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The foot/claw has been severed from the leg.

WING (APPENDAGE) - MILD

Effect: Reduce the victim's flying speed by one-half and maneuverability by one category.

Bludgeoning: Bruised: The wing is deeply bruised.

Piercing: Stabbed: The wing has been pierced.

Slashing: Cut: The wing has been sliced open.



WING (APPENDAGE) - MODERATE

Effect: The victim can only use the wing to glide (clumsy) and can take off only from an elevated position. When attempting to land, victim must roll a Dexterity check (DC 17) or flounder and crash, taking 2d6 hit points of damage.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open.

WING (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, wing is now lame and completely useless.

Piercing: Impaled: The wing is torn open and is now ruined and completely useless.

Slashing: Severed: The wing has been severed from the body.

BEAST, EIGHT-LEGGED

This body profile consists of eight appendages, a body (or thorax), a head, and tail (or abdomen).

BEAST PROFILE TABLE (8)

Roll Die	Body Location	Called Shot Penalty
1d12		
1	Appendage (A)	-5
2	Appendage (B)	-5
3	Appendage (C)	-5
4	Appendage (D)	-5
5	Appendage (E)	-5
6	Appendage (F)	-5
7	Appendage (G)	-5
8	Appendage (H)	-5
9	Head	-8
10	Body (or Thorax)	-3
11	Tail (or Abdomen)	-3
12	Roll Again OR GM's choice	NA

CRITICAL EFFECTS

The following areas can be struck for critical effects on beasts that possess eight legs. Each is listed with the area first, followed by the severity of the injury (mild, moderate, or serious). For a list of sample creatures that fall into this category, refer to **Table 1-3: Body Profiles** on page 8.



ARM (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm.

Bludgeoning: Bruised: The upper arm is deeply bruised.

Piercing: Stabbed: The upper arm has been pierced.

Slashing: Cut: The upper arm has been sliced open.

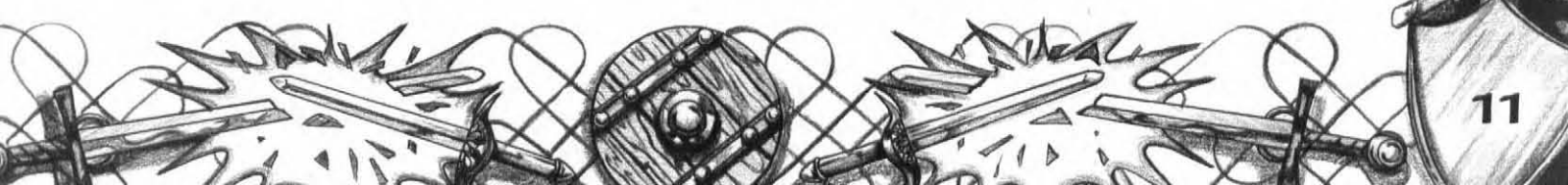
ARM (APPENDAGE) - MODERATE

Effect: The victim suffers a -8 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm. Victim must roll a Strength check (DC 17) each round or lose any held item, shield, or weapon.

Bludgeoning: Broken: A bone has been snapped.

Piercing: Pierced: A joint has been severely punctured.

Slashing: Digit(s) severed: Victim loses 1d4 fingers/claws.





ARM (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, hand/claw is now lame and completely useless.

Piercing: Impaled: The hand/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The hand/claw has been severed from the arm,

LEG (APPENDAGE) - MILD

Due to the number of legs possible, Critical Effects on multiple legs are not accumulative until 40% of the total numbers of the creature's legs have been affected.

Effect: The victim suffers a -1 penalty to all Dexterity bonuses for AC (if any) and Balance, Climb, Jump, Move Silently and Tumble skill checks involving that leg.

Bludgeoning: Bruised: The thigh (or upper leg) area is deeply bruised.

Piercing: Stabbed: The thigh has been pierced.

Slashing: Cut: The thigh has been sliced open.

LEG (APPENDAGE) - MODERATE

Effect: The victim's movement rate is reduced by one-quarter, suffers a -4 penalty to any Balance, Climb, Jump, Move Silently and Tumble skill checks and is allowed a Dexterity benefit towards AC (if any) of +2 (maximum).

Bludgeoning: Broken: A bone has been snapped; however, it is a clean break.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open or cut a major ligament.

LEG (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, foot/claw is now lame and completely useless.

Piercing: Impaled: The foot/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The foot/claw has been severed from the leg.

HEAD - MILD

Effect: The victim suffers a -2 penalty to Initiative rolls, and Listen and Balance checks.

Bludgeoning: Bruised: The blow causes a deeply bruised or blackened eye or jaw.

Piercing: Stabbed: A jab to the skull leaves a small but bleeding wound.

Slashing: Cut: Victim's scalp is split open and bleeds profusely.

HEAD - MODERATE

Effect: Victim must roll a Constitution check (DC 17) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Cracked: Blow cracks the victim's jaw. Cannot speak command words properly or cast spells with verbal components.

Piercing: Pierced: Victim takes severe eye damage and suffers a -4 penalty to ranged attacks and Spot checks.

Slashing: Split open: Victim takes hearing damage. Suffers a -4 penalty to Initiative rolls and Listen and Balance checks and has a 10% of spell failure when casting spells with verbal components.

HEAD - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: Victim's skull is partially caved in.

Piercing: Impaled: The victim is pierced through the skull.

Slashing: Slashed: The victim's throat is slashed open.

BODY (THORAX) - MILD

Effect: Victim suffers a -1 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks.

Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.

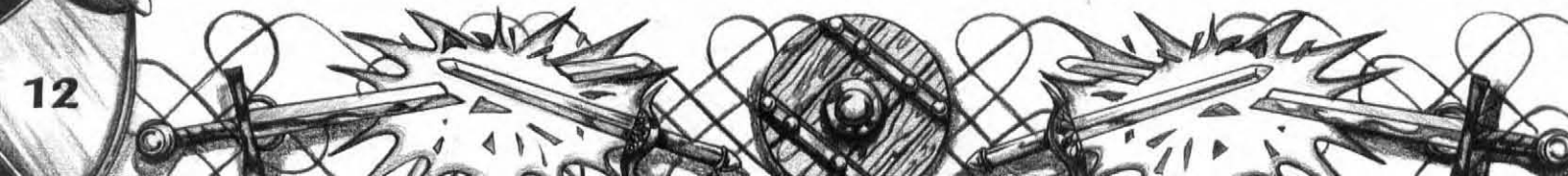
Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

BODY (THORAX) - MODERATE

Effect: Victim suffers a -5 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy Bleeding.





Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy Bleeding.

BODY (THORAX) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Guttled: The victim has been disemboweled.

TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -2 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks.

Bludgeoning: Bruised: The tail is deeply bruised.

Piercing: Stabbed: The tail has been pierced.

Slashing: Cut: The tail has been sliced open.

TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -8 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, the victim's base movement is reduced by one-half.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: The base of the tail has been severely punctured.

Slashing: Gash: A significant length of the tail has been split open.

TAIL (ABDOMEN) - SERIOUS

Effect: The victim suffers a -8 penalty to Balance, Jump, and Tumble skill checks. Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Many bones are broken, tail useless.

Piercing: Impaled: Tail is torn open, ruined, and useless.

Slashing: Severed: The tail has been severed from the body.

BEAST, FOUR-LEGGED

This body profile consists of a head, torso, four legs (or appendages), and a tail.

BEAST PROFILE TABLE (4)

Roll	Body	Called
Die	Location	Shot
1d8		Penalty
1	Leg (A)	-5
2	Leg (B)	-5
3	Leg (C)	-5
4	Leg (D)	-5
5	Torso	-3
6	Tail	-3
7	Head	-8
8	Roll Again OR GM's choice	NA

CRITICAL EFFECTS

The following areas can be struck for critical effects on four-legged beasts. Each is listed with the area first, followed by the severity of the injury (mild, moderate, or serious). For a list of sample creatures that fall into this category, refer to **Table 1-3: Body Profiles** on page 8.

LEG (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all Dexterity bonuses for AC (if any) and Balance, Climb, Jump, Move Silently and Tumble skill checks involving that leg.

Bludgeoning: Bruised: The thigh (or upper leg) area is deeply bruised.

Piercing: Stabbed: The thigh has been pierced.

Slashing: Cut: The thigh has been sliced open.

LEG (APPENDAGE) - MODERATE

Effect: Reduce the victim's movement rate by one-half. Victim suffers a -8 penalty to any Balance, Climb, Jump, Move Silently, and Tumble skill checks and loses all Dexterity benefit towards AC (if any).

Bludgeoning: Broken: A bone has been snapped; however, it is a clean break.

Piercing: Pierced: A joint has been severely punctured and run through.

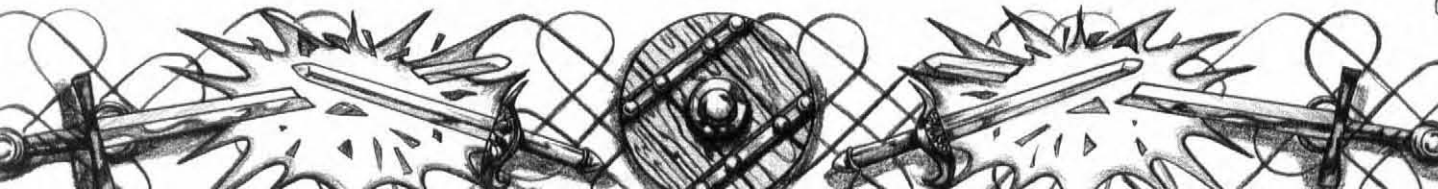
Slashing: Slashed: A joint has been split open or cut a major ligament.

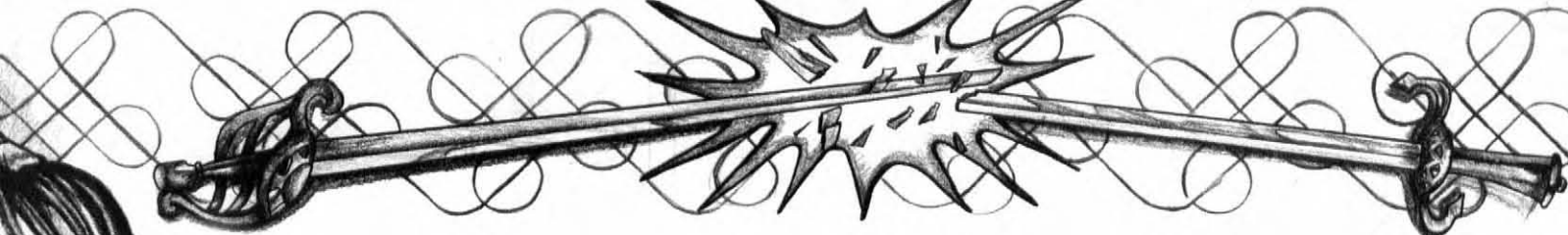
LEG (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, foot/claw is now lame and completely useless.

Piercing: Impaled: The foot/claw is torn open and is now ruined and completely useless.





Slashing: Severed: The foot/claw has been severed from the leg.

TORSO (BODY) - MILD

Effect: Victim suffers a -1 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks.

Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.

Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

TORSO (BODY) - MODERATE

Effect: Victim suffers a -5 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy Bleeding.

Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy Bleeding.

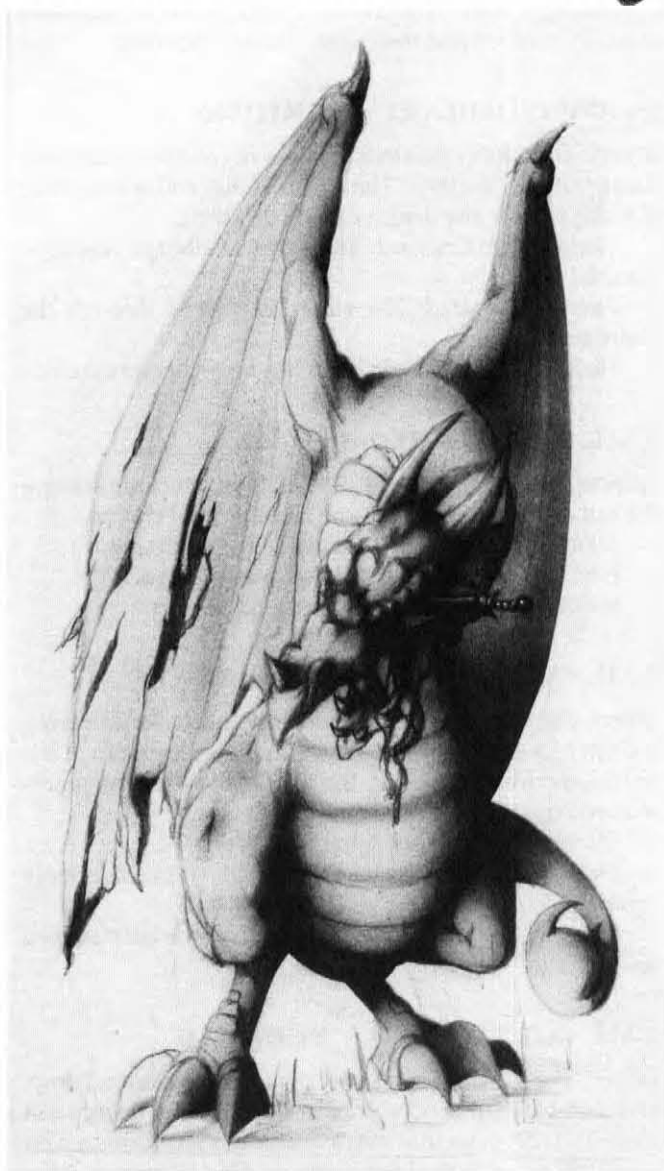
TORSO (BODY) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Gutted: The victim has been disemboweled.



Piercing: Pierced: The base of the tail has been severely punctured.

Slashing: Gash: A significant length of the tail has been split open.

TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -1 penalty to attacks and Balance, Jump and Tumble skill checks.

Bludgeoning: Bruised: The tail is deeply bruised.

Piercing: Stabbed: The tail has been pierced.

Slashing: Cut: The tail has been sliced open.

TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -5 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, reduce the victim's base movement rate by one-half.

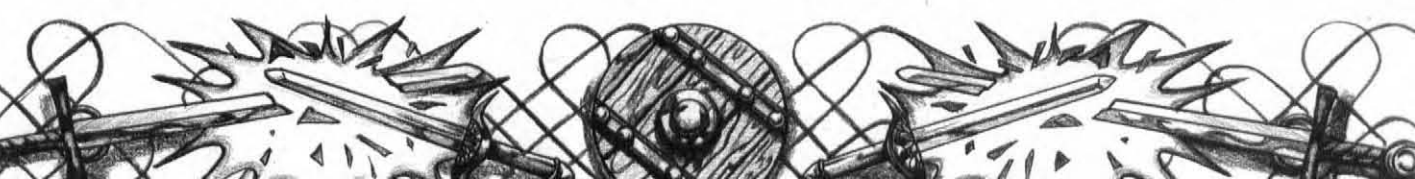
Bludgeoning: Broken: A bone has snapped.

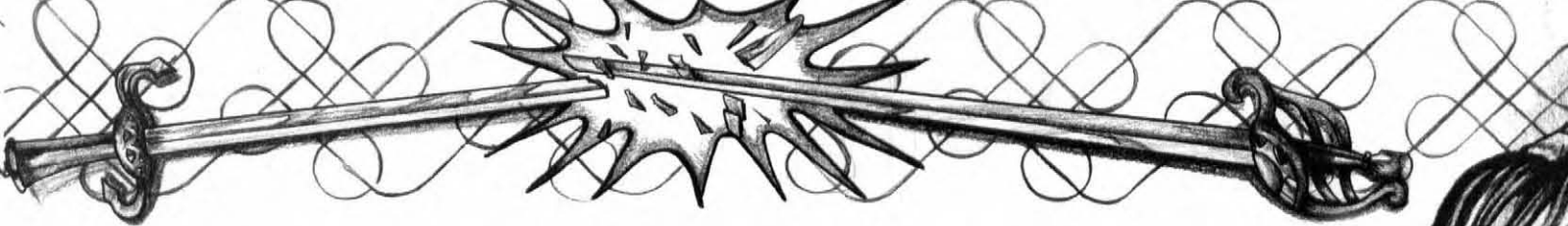
TAIL (ABDOMEN) - SERIOUS

Effect: The victim suffers a -8 penalty to Balance, Jump, and Tumble skill checks. Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Many bones are broken, tail useless.

Piercing: Impaled: Tail is torn open, ruined, and useless.





Slashing: Severed: The tail has been severed from the body.

head - mild

Effect: The victim suffers a -2 penalty to Initiative rolls, and Listen and Balance checks.

Bludgeoning: Bruised: The blow causes a deeply bruised or blackened eye or jaw.

Piercing: Stabbed: A jab to the skull leaves a small but bleeding wound.

Slashing: Cut: Victim's scalp is split open and bleeds profusely.

head - moderate

Effect: Victim must roll a Constitution check (DC 17) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Cracked: Blow cracks the victim's jaw. Cannot speak command words properly or cast spells with verbal components.

Piercing: Pierced: Victim takes severe eye damage and suffers a -4 penalty to ranged attacks and Spot checks.

Slashing: Split open: Victim takes hearing damage. Suffers a -4 penalty to Initiative rolls and Listen and Balance checks and has a 10% of spell failure when casting spells with verbal components.

head - serious

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: Victim's skull is partially caved in.

Piercing: Impaled: The victim is pierced through the skull.

Slashing: Slashed: The victim's throat is slashed open.

BEAST, SIX-LEGGED

This body profile consists of a head, torso (or thorax), six appendages, and a tail (or abdomen).

BEAST PROFILE TABLE (6)

Roll Die	Body Location	Called Shot Penalty
1d10		
1	Appendage (A)	-5
2	Appendage (B)	-5
3	Appendage (C)	-5
4	Appendage (D)	-5
5	Appendage (E)	-5
6	Appendage (F)	-5
7	Head	-8
8	Body (or Thorax)	-3
9	Tail (or Abdomen)	-3
10	Roll Again OR GM's choice	NA

CRITICAL EFFECTS

The following areas can be struck for critical effects on beasts with six appendages. Each is listed with the area first, followed by the severity of the injury (mild, moderate, or serious). For a list of sample creatures that fall into this category, refer to **Table 1-3: Body Profiles** on page 8.

ARM (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm.

Bludgeoning: Bruised: The upper arm is deeply bruised.

Piercing: Stabbed: The upper arm has been pierced.

Slashing: Cut: The upper arm has been sliced open.

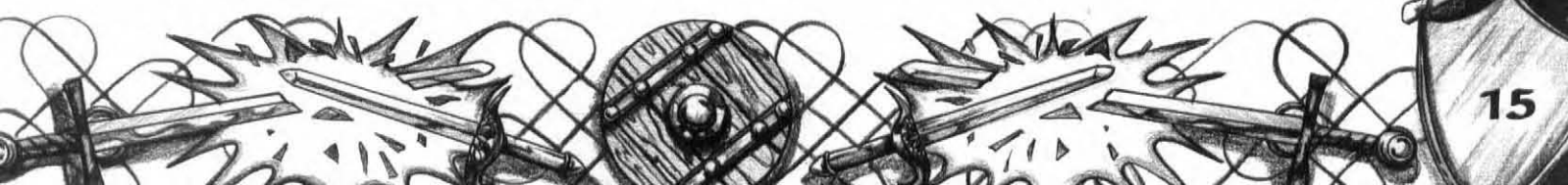
ARM (APPENDAGE) - MODERATE

Effect: The victim suffers a -8 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm. Victim must roll a Strength check (DC 17) each round or lose any held item, shield, or weapon.

Bludgeoning: Broken: A bone has been snapped.

Piercing: Pierced: A joint has been severely punctured.

Slashing: Digit(s) severed: Victim loses 1d4 fingers/claws.





ARM (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, hand/claw is now lame and completely useless.

Piercing: Impaled: The hand/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The hand/claw has been severed from the arm.

LEG (APPENDAGE) - MILD

Effect: The victim suffers a -1 penalty to all Dexterity bonuses for AC (if any) and Balance, Climb, Jump, Move Silently and Tumble skill checks involving that leg.

Bludgeoning: Bruised: The thigh (or upper leg) area is deeply bruised.

Piercing: Stabbed: The thigh has been pierced.

Slashing: Cut: The thigh has been sliced open.

LEG (APPENDAGE) - MODERATE

Effect: Reduce the victim's movement rate by one-half. Victim suffers a -6 penalty to any Balance, Climb, Jump, Move Silently, and Tumble skill checks and loses all Dexterity benefit towards AC (if any).

Bludgeoning: Broken: A bone has been snapped; however, it is a clean break.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open or cut a major ligament.

LEG (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, foot/claw is now lame and completely useless.

Piercing: Impaled: The foot/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The foot/claw has been severed from the leg.

HEAD - MILD

Effect: The victim suffers a -2 penalty to Initiative rolls, and Listen and Balance checks.

Bludgeoning: Bruised: The blow causes a deeply bruised or blackened eye or jaw.

Piercing: Stabbed: A jab to the skull leaves a small but bleeding wound.

Slashing: Cut: Victim's scalp is split open and bleeds profusely.

HEAD - MODERATE

Effect: Victim must roll a Constitution check (DC 17) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Cracked: Blow cracks the victim's jaw. Cannot speak command words properly or cast spells with verbal components.

Piercing: Pierced: Victim takes severe eye damage and suffers a -4 penalty to ranged attacks and Spot checks.

Slashing: Split open: Victim takes hearing damage. Suffers a -4 penalty to Initiative rolls and Listen and Balance checks and has a 10% of spell failure when casting spells with verbal components.

HEAD - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: Victim's skull is partially caved in.

Piercing: Impaled: The victim is pierced through the skull.

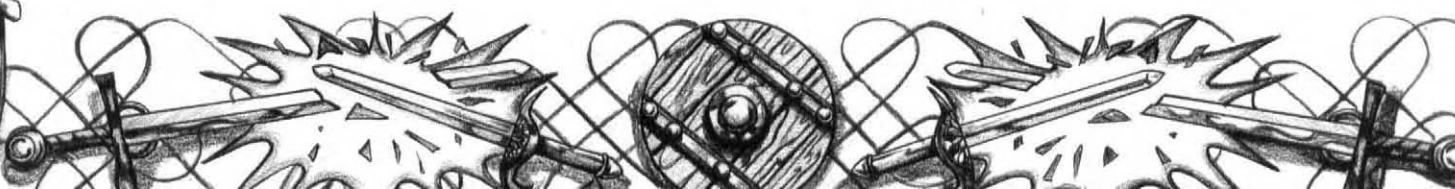
Slashing: Slashed: The victim's throat is slashed open.

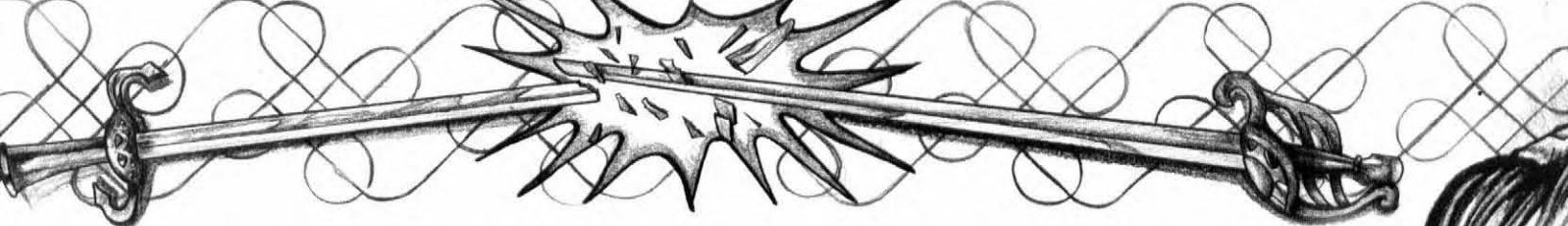
BODY (THORAX) - MILD

Effect: Victim suffers a -1 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks.

Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.





Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

BODY (THORAX) - MODERATE

Effect: Victim suffers a -5 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy Bleeding.

Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy Bleeding.

BODY (THORAX) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Gutted: The victim has been disemboweled.

TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -2 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks.

Bludgeoning: Bruised: The tail is deeply bruised.

Piercing: Stabbed: The tail has been pierced.

Slashing: Cut: The tail has been sliced open.

TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -8 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, reduce the victim's base movement rate by one-half.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: The base of the tail has been severely punctured.

Slashing: Gash: A significant length of the tail has been split open.

TAIL (ABDOMEN) - SERIOUS

Effect: The victim suffers a -8 penalty to Balance, Jump, and Tumble skill checks. Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Many bones are broken, tail useless.

Piercing: Impaled: Tail is torn open, ruined, and useless.

Slashing: Severed: The tail has been severed from the body.

BIPEDAL

This body profile consists of a head, torso, two appendages (usually legs), and a tail.

BIPEDAL PROFILE TABLE

Die Roll 1d6	Body Location	Called Shot Penalty
1	Appendage (Right)	-5
2	Appendage (Left)	-5
3	Torso	-3
4	Tail	-3
5	Head	-8
6	Roll Again OR GM's choice	NA

CRITICAL EFFECTS

The following areas can be struck for critical effects on bipeds. Each is listed with the area first, followed by the severity of the injury (mild, moderate, or serious). For a list of sample creatures that fall into this category, refer to **Table 1-3: Body Profiles** on page 8.

LEG (APPENDAGE) - MILD

Effect: The victim suffers a -4 penalty to all Dexterity bonuses for AC (if any) and Balance, Climb, Jump, Move Silently and Tumble skill checks involving that leg.

Bludgeoning: Bruised: The thigh (or upper leg) area is deeply bruised.

Piercing: Stabbed: The thigh has been pierced.

Slashing: Cut: The thigh has been sliced open.

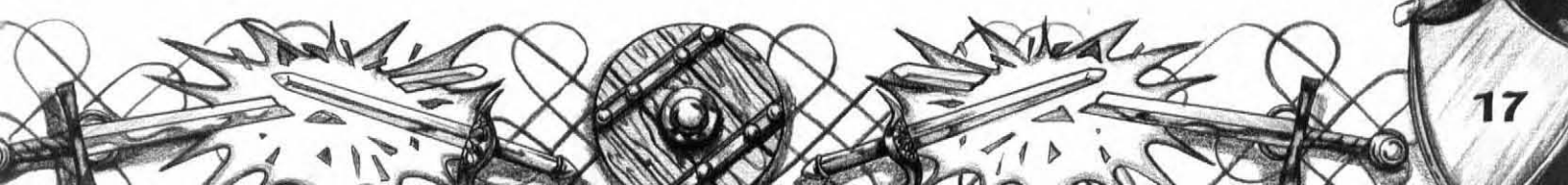
LEG (APPENDAGE) - MODERATE

Effect: Reduce victim's movement rate by three-quarters. Victim suffers a -10 penalty to any Balance, Climb, Jump, Move Silently, and Tumble skill checks and it loses all Dexterity benefit towards AC (if any).

Bludgeoning: Broken: A bone has been snapped; however, it is a clean break.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open or cut a major ligament.





LEG (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury. Normal movement is impossible.

Bludgeoning: Crushed: Multiple bones are broken, foot/claw is now lame and completely useless.

Piercing: Impaled: The foot/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The foot/claw has been severed from the leg.

TORSO (BODY) - MILD

Effect: Victim suffers a -1 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks.

Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.

Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

TORSO (BODY) - MODERATE

Effect: Victim suffers a -5 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy Bleeding.

Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy Bleeding.

TORSO (BODY) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Gutted: The victim has been disemboweled.

TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -3 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks.

Bludgeoning: Bruised: The tail is deeply bruised.

Piercing: Stabbed: The tail has been pierced.



Slashing: Cut: The tail has been sliced open.

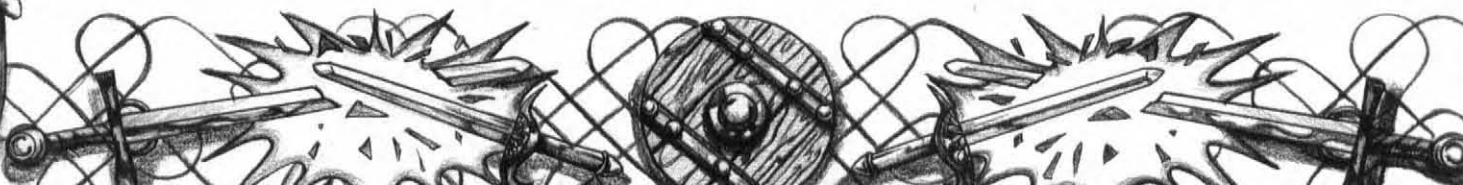
TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -8 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, reduce the victim's base movement rate by one-half.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: The base of the tail has been severely punctured.

Slashing: Gash: A significant length of the tail has been split open.





TAIL (ABDOMEN) - SERIOUS

Effect: The victim suffers a -8 penalty to Balance, Jump, and Tumble skill checks. Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Many bones are broken, tail useless.

Piercing: Impaled: Tail is torn open, ruined, and useless.

Slashing: Severed: The tail has been severed from the body.

HEAD - MILD

Effect: The victim suffers a -2 penalty to Initiative rolls, and Listen and Balance checks.

Bludgeoning: Bruised: The blow causes a deeply bruised or blackened eye or jaw.

Piercing: Stabbed: A jab to the skull leaves a small but bleeding wound.

Slashing: Cut: Victim's scalp is split open and bleeds profusely.

HEAD - MODERATE

Effect: Victim must roll a Constitution check (DC 17) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Cracked: Blow cracks the victim's jaw. Cannot speak command words properly or cast spells with verbal components.

Piercing: Pierced: Victim takes severe eye damage and suffers a -4 penalty to ranged attacks and Spot checks.

Slashing: Split open: Victim takes hearing damage. Suffers a -4 penalty to Initiative rolls and Listen and Balance checks and has a 10% of spell failure when casting spells with verbal components.

HEAD - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: Victim's skull is partially caved in.

Piercing: Impaled: The victim is pierced through the skull.

Slashing: Slashed: The victim's throat is slashed open.

DIBRACHIUM

This body profile consists of a head, main body (or torso), two appendages (pectoral fins or arms), and a tail.

DIBRACHIUM PROFILE TABLE

Roll Die	Body Location	Called Shot Penalty
1d6		
1	Appendage (Right)	-5
2	Appendage (Left)	-5
3	Torso	-3
4	Tail	-3
5	Head	-8
6	Roll Again OR GM's choice	NA

CRITICAL EFFECTS

The following areas can be struck for critical effects on dibrachiates. Each is listed with the area first, followed by the severity of the injury (mild, moderate, or serious). For a list of sample creatures that fall into this category, refer to **Table 1-3: Body Profiles** on page 8.

PECTORAL FIN (APPENDAGE) - MILD

Effect: The victim suffers a -3 penalty to all Dexterity bonuses for AC (if any).

Bludgeoning: Bruised: The thigh (or upper leg) area is deeply bruised.

Piercing: Stabbed: The thigh has been pierced.

Slashing: Cut: The thigh has been sliced open.

PECTORAL FIN (APPENDAGE) - MODERATE

Effect: Reduce the victim's movement rate by one-quarter. Victim loses all Dexterity benefit towards AC (if any).

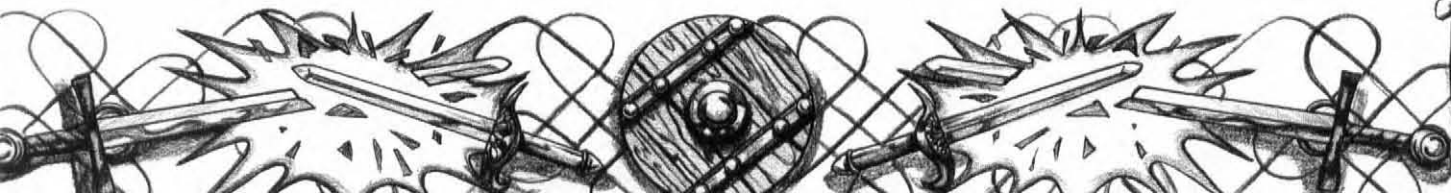
Bludgeoning: Broken: A bone has been snapped; however, it is a clean break.

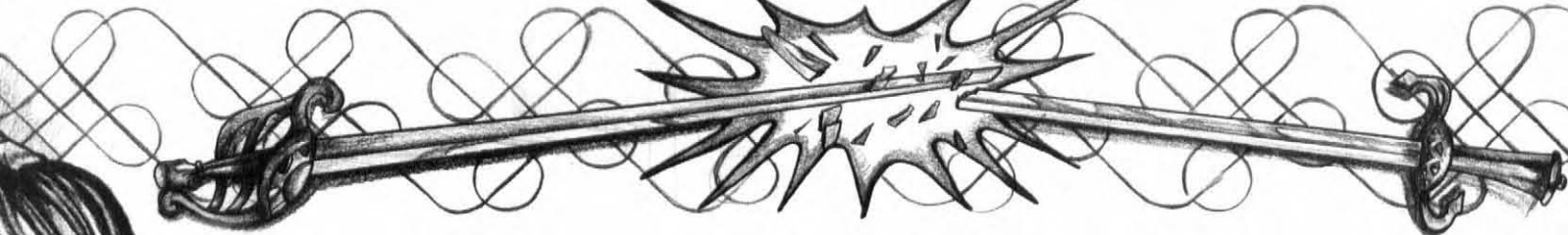
Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open or cut a major ligament.

PECTORAL FIN (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.





Bludgeoning: Crushed: Multiple bones are broken, fin is now lame and completely useless.

Piercing: Impaled: The fin is torn open and is now ruined and completely useless.

Slashing: Severed: The fin has been severed from the body.

ARM (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm.

Bludgeoning: Bruised: The upper arm is deeply bruised.

Piercing: Stabbed: The upper arm has been pierced.

Slashing: Cut: The upper arm has been sliced open.

ARM (APPENDAGE) - MODERATE

Effect: The victim suffers a -8 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm. Victim must roll a Strength check (DC 17) each round or lose any held item, shield, or weapon.

Bludgeoning: Broken: A bone has been snapped.

Piercing: Pierced: A joint has been severely punctured.

Slashing: Digit(s) severed: Victim loses 1d4 fingers/claws

ARM (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, hand/claw is now lame and completely useless.

Piercing: Impaled: The hand/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The hand/claw has been severed from the arm.

TORSO (BODY) - MILD

Effect: Victim suffers a -1 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks.

Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.

Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

TORSO (BODY) - MODERATE

Effect: Victim suffers a -5 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy Bleeding.

Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy Bleeding.





TORSO (BODY) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Guted: The victim has been disemboweled.

TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -2 penalty to attacks and Balance, Jump and Tumble skill checks. Reduce the victim's base movement rate by one-quarter.

Bludgeoning: Bruised: The tail is deeply bruised.

Piercing: Stabbed: The tail has been pierced.

Slashing: Cut: The tail has been sliced open.

TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -8 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, reduce the victim's base movement rate by one-half.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: The base of the tail has been severely punctured.

Slashing: Gash: A significant length of the tail has been split open.

TAIL (ABDOMEN) - SERIOUS

Effect: The victim suffers a -8 penalty to Balance, Jump, and Tumble skill checks. Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury. If the tail is used for locomotion, normal movement is impossible.

Bludgeoning: Crushed: Many bones are broken, tail useless.

Piercing: Impaled: Tail is torn open, ruined, and useless.

Slashing: Severed: The tail has been severed from the body.

HEAD - MILD

Effect: The victim suffers a -2 penalty to Initiative rolls, and Listen and Balance checks.

Bludgeoning: Bruised: The blow causes a deeply bruised or blackened eye or jaw.

Piercing: Stabbed: A jab to the skull leaves a small but bleeding wound.

Slashing: Cut: Victim's scalp is split open and bleeds profusely.

HEAD - MODERATE

Effect: Victim must roll a Constitution check (DC 17) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Cracked: Blow cracks the victim's jaw. Cannot speak command words properly or cast spells with verbal components.

Piercing: Pierced: Victim takes severe eye damage and suffers a -4 penalty to ranged attacks and Spot checks.

Slashing: Split open: Victim takes hearing damage. Suffers a -4 penalty to Initiative rolls and Listen and Balance checks and has a 10% of spell failure when casting spells with verbal components.

HEAD - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: Victim's skull is partially caved in.

Piercing: Impaled: The victim is pierced through the skull.

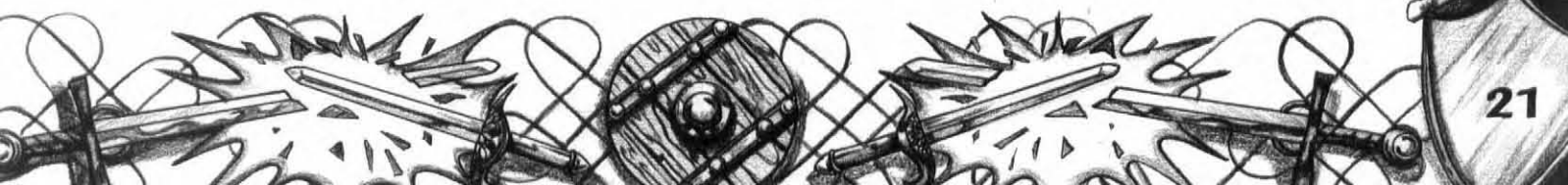
Slashing: Slashed: The victim's throat is slashed open.

DRACONIC

This body profile consists of a head, torso, two legs, two arms, two wings, and a tail.

DRACONIC PROFILE TABLE

Roll Die	Body Location	Called Shot Penalty
1d10		
1	Leg (Right)	-5
2	Leg (Left)	-5
3	Torso	-3
4	Tail	-3
5	Wing (Right)	-5
6	Wing (Left)	-5
7	Arm (Right)	-5
8	Arm (Left)	-5
9	Head	-8
10	Roll Again OR GM's choice	NA





CRITICAL EFFECTS

The following areas can be struck for critical effects on draconic creatures. Each is listed with the area first, followed by the severity of the injury (mild, moderate, or serious). For a list of sample creatures that fall into this category, refer to **Table 1-3: Body Profiles** on page 8.

LEG (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all Dexterity bonuses for AC (if any) and Balance, Climb, Jump, Move Silently and Tumble skill checks involving that leg.

Bludgeoning: Bruised: The thigh (or upper leg) area is deeply bruised.

Piercing: Stabbed: The thigh has been pierced.

Slashing: Cut: The thigh has been sliced open.

LEG (APPENDAGE) - MODERATE

Effect: Reduce the victim's movement rate by one-half. Victim suffers a -8 penalty to any Balance, Climb, Jump, Move Silently, and Tumble skill checks and loses all Dexterity benefit towards AC (if any).

Bludgeoning: Broken: A bone has been snapped; however, it is a clean break.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open or cut a major ligament.

LEG (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, foot/claw is now lame and completely useless.

Piercing: Impaled: The foot/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The foot/claw has been severed from the leg.

TORSO (BODY) - MILD

Effect: Victim suffers a -1 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks.

Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.

Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

TORSO (BODY) - MODERATE

Effect: Victim suffers a -5 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy Bleeding.

Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy Bleeding.

TORSO (BODY) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Guted: The victim has been disemboweled.

TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -2 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks.

Bludgeoning: Bruised: The tail is deeply bruised.

Piercing: Stabbed: The tail has been pierced.

Slashing: Cut: The tail has been sliced open.

TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -8 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, reduce the victim's base movement rate by one-half.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: The base of the tail has been severely punctured.

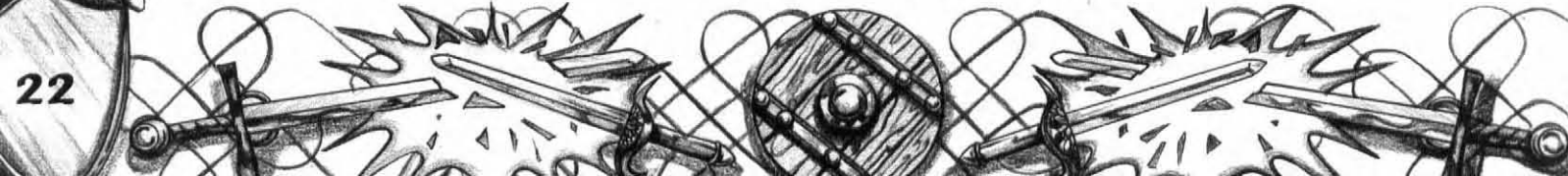
Slashing: Gash: A significant length of the tail has been split open.

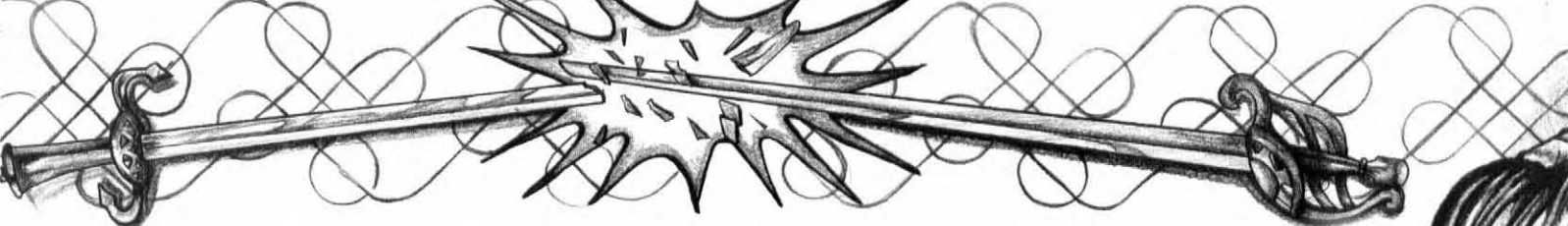
TAIL (ABDOMEN) - SERIOUS

Effect: The victim suffers a -8 penalty to Balance, Jump, and Tumble skill checks. Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Many bones are broken, tail useless.

Piercing: Impaled: Tail is torn open, ruined, and useless.





Slashing: Severed: The tail has been severed from the body.

WING (APPENDAGE) - MILD

Effect: Reduce the victim's flying speed by one-half and maneuverability by one category.

Bludgeoning: Bruised: The wing is deeply bruised.

Piercing: Stabbed: The wing has been pierced.

Slashing: Cut: The wing has been sliced open.

WING (APPENDAGE) - MODERATE

Effect: The victim can only use the wing to glide (clumsy) and can take off only from an elevated position. When attempting to land, victim must roll a Dexterity check (DC 17) or flounder and crash, taking 2d6 hit points of damage.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open.

WING (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, wing is now lame and completely useless.

Piercing: Impaled: The wing is torn open and is now ruined and completely useless.

Slashing: Severed: The wing has been severed from the body.

ARM (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm.

Bludgeoning: Bruised: The upper arm is deeply bruised.

Piercing: Stabbed: The upper arm has been pierced.

Slashing: Cut: The upper arm has been sliced open.

ARM (APPENDAGE) - MODERATE

Effect: The victim suffers a -8 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm. Victim must roll a Strength check (DC 17) each round or lose any held item, shield, or weapon.

Bludgeoning: Broken: A bone has been snapped.

Piercing: Pierced: A joint has been severely punctured.

Slashing: Digit(s) severed: Victim loses 1d4 fingers/claws

ARM (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, hand/claw is now lame and completely useless.

Piercing: Impaled: The hand/claw is torn open and is now ruined and completely useless.

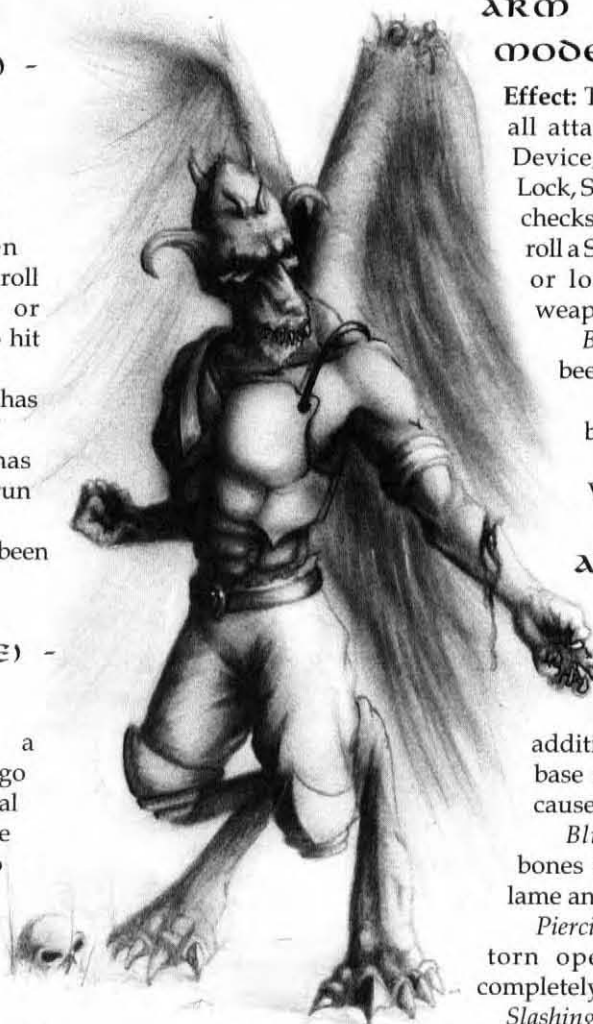
Slashing: Severed: The hand/claw has been severed from the arm.

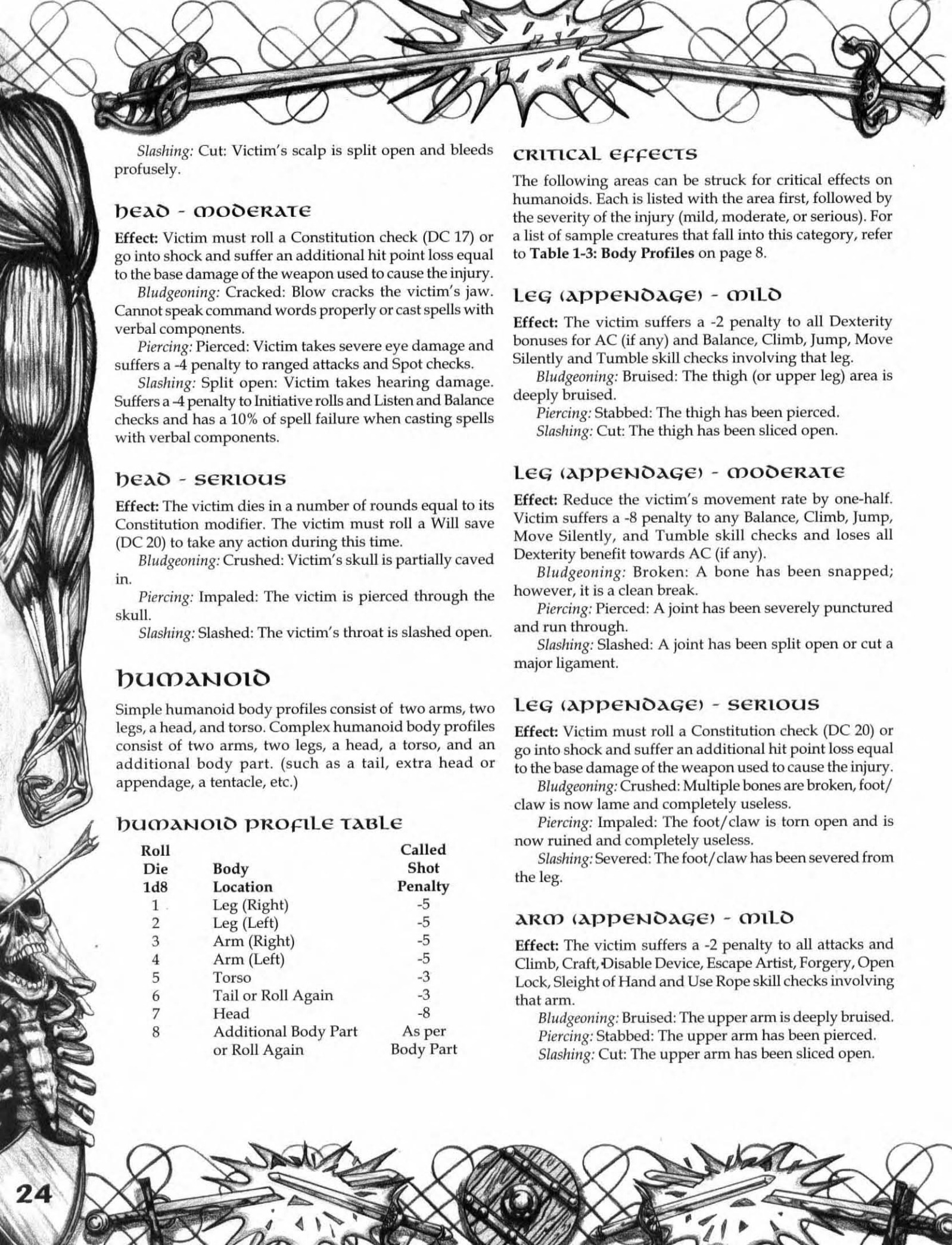
HEAD - MILD

Effect: The victim suffers a -2 penalty to Initiative rolls, and Listen and Balance checks.

Bludgeoning: Bruised: The blow causes a deeply bruised or blackened eye or jaw.

Piercing: Stabbed: A jab to the skull leaves a small but bleeding wound.





Slashing: Cut: Victim's scalp is split open and bleeds profusely.

HEAD - MODERATE

Effect: Victim must roll a Constitution check (DC 17) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Cracked: Blow cracks the victim's jaw. Cannot speak command words properly or cast spells with verbal components.

Piercing: Pierced: Victim takes severe eye damage and suffers a -4 penalty to ranged attacks and Spot checks.

Slashing: Split open: Victim takes hearing damage. Suffers a -4 penalty to Initiative rolls and Listen and Balance checks and has a 10% of spell failure when casting spells with verbal components.

HEAD - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: Victim's skull is partially caved in.

Piercing: Impaled: The victim is pierced through the skull.

Slashing: Slashed: The victim's throat is slashed open.

HUMANOID

Simple humanoid body profiles consist of two arms, two legs, a head, and torso. Complex humanoid body profiles consist of two arms, two legs, a head, a torso, and an additional body part. (such as a tail, extra head or appendage, a tentacle, etc.)

HUMANOID PROFILE TABLE

Roll Die	Body Location	Called Shot Penalty
1d8		
1	Leg (Right)	-5
2	Leg (Left)	-5
3	Arm (Right)	-5
4	Arm (Left)	-5
5	Torso	-3
6	Tail or Roll Again	-3
7	Head	-8
8	Additional Body Part or Roll Again	As per Body Part

CRITICAL EFFECTS

The following areas can be struck for critical effects on humanoids. Each is listed with the area first, followed by the severity of the injury (mild, moderate, or serious). For a list of sample creatures that fall into this category, refer to **Table 1-3: Body Profiles** on page 8.

LEG (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all Dexterity bonuses for AC (if any) and Balance, Climb, Jump, Move Silently and Tumble skill checks involving that leg.

Bludgeoning: Bruised: The thigh (or upper leg) area is deeply bruised.

Piercing: Stabbed: The thigh has been pierced.

Slashing: Cut: The thigh has been sliced open.

LEG (APPENDAGE) - MODERATE

Effect: Reduce the victim's movement rate by one-half. Victim suffers a -8 penalty to any Balance, Climb, Jump, Move Silently, and Tumble skill checks and loses all Dexterity benefit towards AC (if any).

Bludgeoning: Broken: A bone has been snapped; however, it is a clean break.

Piercing: Pierced: A joint has been severely punctured and run through.

Slashing: Slashed: A joint has been split open or cut a major ligament.

LEG (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, foot/claw is now lame and completely useless.

Piercing: Impaled: The foot/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The foot/claw has been severed from the leg.

ARM (APPENDAGE) - MILD

Effect: The victim suffers a -2 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm.

Bludgeoning: Bruised: The upper arm is deeply bruised.

Piercing: Stabbed: The upper arm has been pierced.

Slashing: Cut: The upper arm has been sliced open.



ARM (APPENDAGE) - MODERATE

Effect: The victim suffers a -8 penalty to all attacks and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks involving that arm. Victim must roll a Strength check (DC 17) each round or lose any held item, shield, or weapon.

Bludgeoning: Broken: A bone has been snapped.

Piercing: Pierced: A joint has been severely punctured.

Slashing: Digit(s) severed: Victim loses 1d4 fingers/claws

TORSO (BODY) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Guted: The victim has been disemboweled.

ARM (APPENDAGE) - SERIOUS

Effect: Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Multiple bones are broken, hand/claw is now lame and completely useless.

Piercing: Impaled: The hand/claw is torn open and is now ruined and completely useless.

Slashing: Severed: The hand/claw has been severed from the arm.

TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -2 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks.

Bludgeoning: Bruised: The tail is deeply bruised.

Piercing: Stabbed: The tail has been pierced.

Slashing: Cut: The tail has been sliced open.

TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -8 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, reduce the victim's base movement rate by one-half.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: The base of the tail has been severely punctured.

Slashing: Gash: A significant length of the tail has been split open.

TORSO (BODY) - MILD

Effect: Victim suffers a -1 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks.

Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.

Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

TORSO (BODY) - MODERATE

Effect: Victim suffers a -5 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy bleeding.

Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy bleeding.

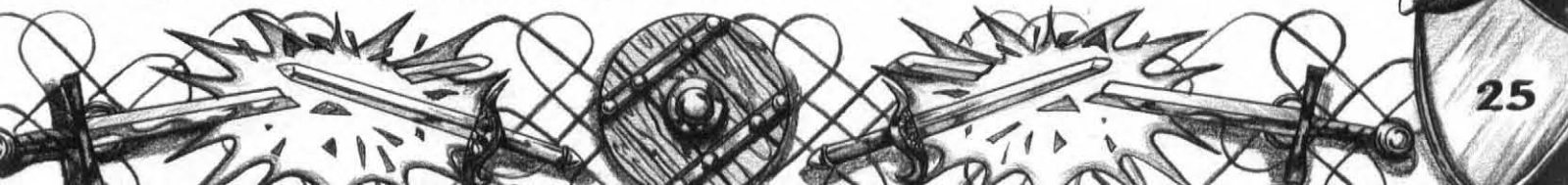
TAIL (ABDOMEN) - SERIOUS

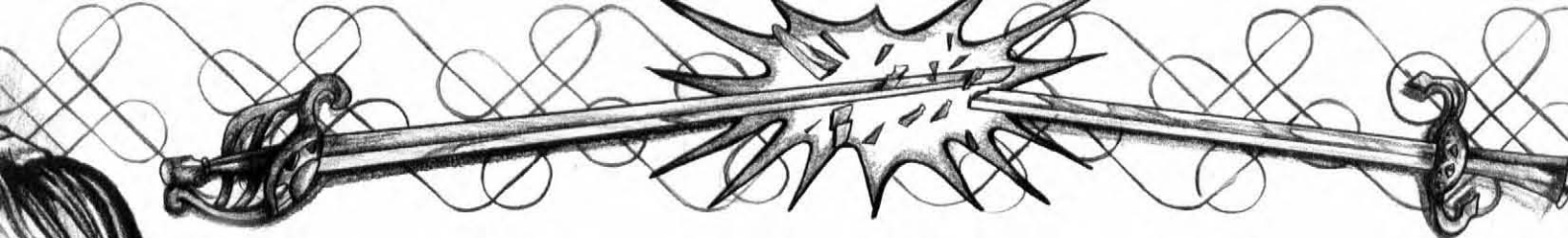
Effect: The victim suffers a -8 penalty to Balance, Jump, and Tumble skill checks. Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Many bones are broken, tail useless.

Piercing: Impaled: Tail is torn open, ruined, and useless.

Slashing: Severed: The tail has been severed from the body.





HEAD - MILD

Effect: The victim suffers a -2 penalty to Initiative rolls, and Listen and Balance checks.

Bludgeoning: Bruised: The blow causes a deeply bruised or blackened eye or jaw.

Piercing: Stabbed: A jab to the skull leaves a small but bleeding wound.

Slashing: Cut: Victim's scalp is split open and bleeds profusely.

HEAD - MODERATE

Effect: Victim must roll a Constitution check (DC 17) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Cracked: Blow cracks the victim's jaw. Cannot speak command words properly or cast spells with verbal components.

Piercing: Pierced: Victim takes severe eye damage and suffers a -4 penalty to ranged attacks and Spot checks.

Slashing: Split open: Victim takes hearing damage. Suffers a -4 penalty to Initiative rolls and Listen and Balance checks and has a 10% of spell failure when casting spells with verbal components.

HEAD - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

Bludgeoning: Crushed: Victim's skull is partially caved in.

Piercing: Impaled: The victim is pierced through the skull.

Slashing: Slashed: The victim's throat is slashed open.

SERPENTINE

This body profile consists of a head, torso, and a tail.

SERPENTINE PROFILE TABLE

Roll Die	Body Location	Called Shot Penalty
1d4	Torso	-3
1d4	Tail	-3
1d4	Head	-8
1d4	Roll Again OR GM's choice	NA

CRITICAL EFFECTS

The following areas can be struck for critical effects on serpents. Each is listed with the area first, followed by the severity of the injury (mild, moderate, or serious). For a list of sample creatures that fall into this category, refer to **Table 1-3: Body Profiles** on page 8.

TORSO (BODY) - MILD

Effect: Victim suffers a -3 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. Reduce the victim's base movement rate by one-quarter.

Bludgeoning: Bruised: Victim's back or chest is deeply bruised.

Piercing: Stabbed: Victim takes a jab to the gut. The wound bleeds moderately.

Slashing: Cut: Victim's side is sliced open. The wound bleeds moderately.

TORSO (BODY) - MODERATE

Effect: Victim suffers a -8 penalty to attacks and Balance, Climb, Escape Artist, Jump, Move Silently, Ride, Swim or Tumble skill checks. This also slows down the victim, reducing base movement rate by one-half.

Bludgeoning: Broken: A number of ribs are cracked and/or broken.

Piercing: Pierced: The blow has punctured the chest. Heavy Bleeding.

Slashing: Gash: The victim's back or chest has been severely slashed and torn open. Heavy Bleeding.

TORSO (BODY) - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time. Normal movement is impossible.

Bludgeoning: Crushed: The victim's ribcage has been crushed.

Piercing: Impaled: The victim is pierced through the heart and/or lungs.

Slashing: Gutted: The victim has been disemboweled.

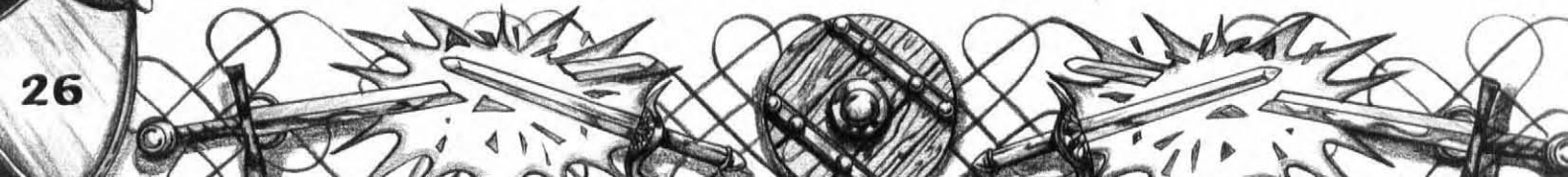
TAIL (ABDOMEN) - MILD

Effect: The victim suffers a -2 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks.

Bludgeoning: Bruised: The tail is deeply bruised.

Piercing: Stabbed: The tail has been pierced.

Slashing: Cut: The tail has been sliced open.





TAIL (ABDOMEN) - MODERATE

Effect: The victim suffers a -8 penalty to attacks involving the tail and Balance, Jump and Tumble skill checks. If the tail is used for locomotion, reduce the victim's base movement rate by one-half.

Bludgeoning: Broken: A bone has snapped.

Piercing: Pierced: The base of the tail has been severely punctured.

Slashing: Gash: A significant length of the tail has been split open.

TAIL (ABDOMEN) - SERIOUS

Effect: The victim suffers a -8 penalty to Balance, Jump, and Tumble skill checks. Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Crushed: Many bones are broken, tail useless.

Piercing: Impaled: Tail is torn open, ruined, and useless.

Slashing: Severed: The tail has been severed from the body.

HEAD - MILD

Effect: The victim suffers a -2 penalty to Initiative rolls, and Listen and Balance checks.

Bludgeoning: Bruised: The blow causes a deeply bruised or blackened eye or jaw.

Piercing: Stabbed: A jab to the skull leaves a small but bleeding wound.

Slashing: Cut: Victim's scalp is split open and bleeds profusely.

HEAD - MODERATE

Effect: Victim must roll a Constitution check (DC 17) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Bludgeoning: Cracked: Blow cracks the victim's jaw. Cannot speak command words properly or cast spells with verbal components.

Piercing: Pierced: Victim takes severe eye damage and suffers a -4 penalty to ranged attacks and Spot checks.

Slashing: Split open: Victim takes hearing damage. Suffers a -4 penalty to Initiative rolls and Listen and Balance checks and has a 10% of spell failure when casting spells with verbal components.

HEAD - SERIOUS

Effect: The victim dies in a number of rounds equal to its Constitution modifier. The victim must roll a Will save (DC 20) to take any action during this time.

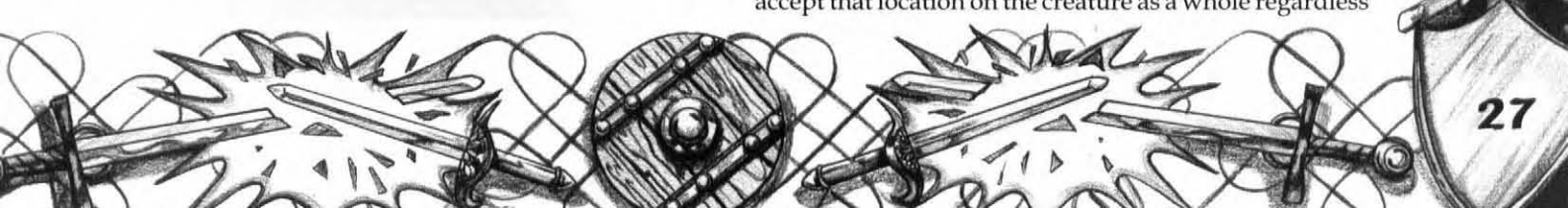
Bludgeoning: Crushed: Victim's skull is partially caved in.


Piercing: Impaled: The victim is pierced through the skull.

Slashing: Slashed: The victim's throat is slashed open.

COMBINATION PROFILE

This body profile is for creatures that are a combination of two (or more, if possible) body profiles listed above, such as a creature that is half four-legged beast and half humanoid. First, determine which half of the creature is struck. Choose which body profile is odd and even and then roll any die. Then roll on the table above as normal for that particular body profile. If you roll a body location that is not present on that half of the creature you may accept that location on the creature as a whole regardless





or roll again. Examples of a Combination body profile are: centaur, drider, and lamia.

called shots

Sometimes a character will wish to strike a particular body part in hopes for a specific effect such as hitting the target's knee to cripple or slow them down, hitting the eyes to blind, or hitting a hand to dislodge a weapon or item. This can certainly be done, however it is very hard to do. Use the following rules for the requirements and possible consequences of attempting a **Called Shot**.

The following are mandatory rules/requirements to perform a Called Shot:

- ◆ You must announce that you are attempting a Called Shot at the beginning of your turn. This is a standard action.
- ◆ You must roll a successful Concentration check (DC 13). If you fail you may not attempt a Called Shot or your normal attacks, however you can perform a free and/or move action. Note: If you have the Weapon Focus feat with the weapon in question this negates the need for a Concentration check.
- ◆ You may attempt only one Called Shot each round.
- ◆ The target cannot have moved more than 5 ft. in that round before your attempt. If the target does move more than 5 ft. in that round before your attempt, you incur a -5 circumstance penalty in addition to all other accumulated penalties.
- ◆ Delivering a Called Shot provokes attacks of opportunity (AOO) from threatening foes (other than your target) because it involves focused concentration and methodical action.

Once these criteria are met you can attempt a *called shot*. You receive a called shot penalty to your attack roll, as per the chart below for the appropriate body location. Your Game Master may increase this penalty if the target area is particularly well armored or rapidly moving. Please note that when calculating the AC of a body location that areas unprotected by the target's armor (usually the head) do not receive the target's armor bonus. If you attempt to hit a specific part of a body location, (such as the hand on an Arm, the eyes or mouth of the Head, or the hamstring or knee of the Leg, etc.) the called shot penalty increases by 3. (See the Critical Effects for specific targets section below for more details)

called shot penalties

Body Location	Called Shot Penalty
Head	-8
Sensory Organs	-8

Mouth	-6
Body (torso)	-3
Tail (abdomen)	-3
Appendages (Arms, Legs, Wings)	-5

Should your attack roll succeed, you automatically score a Critical Hit and Critical Effect (Moderate) as is appropriate to the relevant body part hit. If you miss, you miss. If you miss on the called shot but your attack roll still scores a standard hit (that is the target's AC without the Called Shot penalty), it is considered a glancing blow, and normal damage is applied to the creatures' hit points as would a standard attack.

attempting the impossible

You may wonder—just how can a gnome wielding a light mace score a called shot on a hill giant's head? It is possible; remember that realistic combat makes a very chaotic dance. Combatants are constantly moving around, turning, and shifting from side to side. Larger creatures may have to bend down to attack smaller opponents. Still, some situations may very well be too extreme to be plausible. As always, the Game Master has final say as to what can and can't be done.

critical effects for specific targets


If you attempt a called shot to a specific area (as listed below) and succeed, you inflict the critical effect listed below for the area hit. However, you do not inflict the standard critical hit damage, but instead inflict only the damage you would normally incur from a standard hit.

To attempt a called shot to a specific area with a ranged weapon the target must be within the initial range increment of the weapon used (i.e. 10 ft. for dagger, 100 ft. for longbow, etc.). Note that certain feats and special abilities can greatly affect the effective initial range increment of a weapon.

Hitting a specific target requires precision and some weapons are too large and clumsy to accurately strike such a diminutive target. The Game Master should use logic, common sense, and their best judgment to determine if an attack is even possible.

EAR

Minimum Called Shot Penalty: -11 (this penalty may be reduced if the ear is of larger proportions than normal. (i.e. rabbit ears))



Effect: The victim suffers a -5 penalty to Balance, Listen, Move Silently and Perform skill checks and/or cannot use that ear at all. (Game Masters discretion) The victim also receives a -2 penalty to Charisma.

Bludgeoning: The impact has ruined the inner ear.

Piercing: The ear is punctured and torn open.

Slashing: The ear is sliced open (or clean off, GM's choice).

EYE

Minimum Called Shot Penalty: -11

Effect: The victim suffers a -5 penalty to Search, Spellcraft, and Spot skill checks and/or cannot use that eye at all. (Game Masters discretion) The victim also receives a -2 penalty to Charisma.

Bludgeoning: The eye has been smashed and ruined.

Piercing: The eye is penetrated and torn open and is now completely useless. Victim must roll a Constitution check (DC 20) or go into shock and suffer an additional hit point loss equal to the base damage of the weapon used to cause the injury.

Slashing: The eye has been deeply cut causing blindness.

GROIN

Minimum Called Shot Penalty: -6

Effect: The victim is Dazed for one round and suffers a -2 circumstance penalty to all attack and Reflex save rolls for 1d6 rounds (including the Dazed round).

Bludgeoning: The groin has been deeply bruised.

Piercing: The groin area has been impaled and is bleeding.

Slashing: The groin area has been sliced open and is bleeding.

Note: Any other "consequences" resulting from a hit to the groin are up to each individual Game Master.

HAMSTRING

Minimum Called Shot Penalty: -8

Effect: See text below.

Bludgeoning: The area is deeply bruised but with no substantial affect other than normal damage.

Piercing: The area is skewered and the victim's movement rate is reduced by 15 ft. and loses all Dexterity benefit towards AC (if any).

Slashing: The victim suffers a -5 penalty to Balance, Climb, Jump, Move Silently and Tumble skill checks, a -10 ft. reduction in movement rate and loses all Dexterity benefit towards AC (if any).

HAND

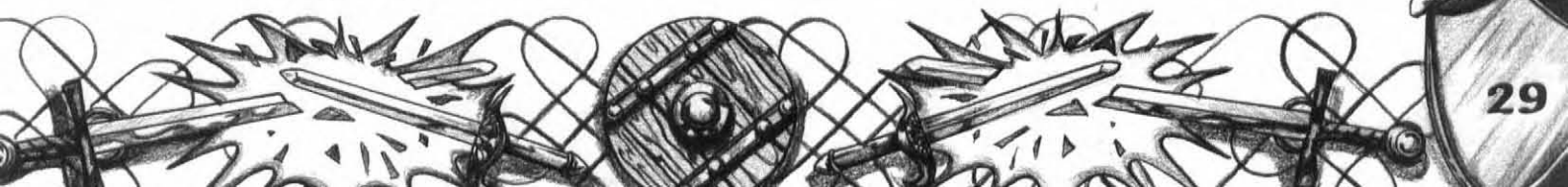
Minimum Called Shot Penalty: -8

Effect: The victim suffers a -5 penalty to all attacks involving that hand and Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand and Use Rope skill checks. Victim must roll a Strength check (DC 17) each round or lose any held item, shield, or weapon.

Bludgeoning: One or more small bones in the hand are cracked or broken.

Piercing: The hand has been run clean through.

Slashing: The hand has sliced across the face of the hand, cutting some tendons.





KNEE

Minimum Called Shot Penalty: -8

Effect: Reduce the victim's movement rate by one-half. Victim suffers a -8 penalty to Balance, Climb, Jump, Move Silently and Tumble skill checks and loses all Dexterity benefit towards AC (if any).

Bludgeoning: The kneecap has been smashed.

Piercing: The joint has been impaled and rendered immobile.

Slashing: The joint has been carved open and some tendons have been cut.

MOUTH

Minimum Called Shot Penalty: -11

Effect: The victim suffers a -5 penalty to all attacks and Bluff, Diplomacy, Intimidate and Perform skill checks. Casting spells with verbal components is impossible. The victim also receives a -2 penalty to Charisma.

Bludgeoning: Victim loses 1d4 teeth/fangs.

Piercing: The jaw/cheeks or lips are punctured and torn open.


Slashing: Victim loses 1d4 teeth/fangs.

CRITICAL FUMBLES

During an altercation, quick reflexes, high adrenaline levels, and split second decision-making are the order of the day. More often than we would like, these extreme conditions sometimes lead to clumsy acts, botched attacks, and sometimes-fatal accidents. An improperly notched arrow or awkwardly swung weapon can not only cost you a missed attack, but may endanger yourself or your allies. This can be especially true when using an attack of opportunity.

To illustrate this side of combat, a variant rule for critical fumbles has been developed. If you roll a natural 1 on an attack, you must roll a Dexterity check (DC 15). Failure constitutes a **Critical Fumble**. To determine the extent of the fumble use the following equation.

$1d3 + \text{your Dexterity modifier (minimum 0, maximum +4)}$



Now use that total to determine the effect of the critical fumble on the table below.

CRITICAL FUMBLES

Total Score	Fumble Effect
1	You strike ally-You strike an ally within your weapon's reach/range (Game Master's choice). Damage inflicted equals the weapon's unmodified base damage.
2	You fall on weapon-You strike yourself with your own weapon. Damage inflicted equals the weapon's unmodified base damage.
3	You lose your weapon. Roll for direction (1d8 on a compass) and distance (odd= 5ft. even=10ft.).
4	You trip-You lose your footing and fall prone; you must use standard or movement action to regain your footing (this does provoke an attack of opportunity).
5	You are disoriented-You are turned around and lose your action for the rest of this round and the next (this does not provoke an attack of opportunity).
6	You overextend your attack-You lunge or swing too wide and provoke an attack of opportunity from any hostile opponents in range to do so.
7	You are considered Dazed for one full round as you regain your composure.



HEALING & HELPING

In a majority of fantasy campaigns, the actual healing of wounds isn't given much thought. Spells and potions often restore lost hit points and the actual wounds aren't really addressed except in a general overall manner. But what really entails healing? For gamers looking for something more to it than just marking her character's condition based upon the current amount of hit points versus maximum, a more in-depth approach can be taken.

NATURAL HEALING

In campaigns where high magic and fantasy are prevalent, the use of the Heal skill tends to be quickly supplanted with magical methods of healing like potions or spells. Healing skill checks may be used for several situations including first aid, short-term care, long-term care, and treatment of poison or disease. At low levels, it is common for a character to have a few ranks in Heal to increase his odds of survival. However, as he advances in levels, other skills begin to take priority over Heal. The following variant rule gives the use of Heal more importance by allowing for the potential of healing more damage than normal and avoiding the need for a curative potion or spell.

Under the standard rules, a character can be given first aid to stabilize a life-threatening injury bringing her from negative hit points to zero hit points. However, using the Heal skill for first aid does not provide hit points beyond those needed to reach stabilization. Following the same format established under the assessment of critical hit severity, "factor levels" have been established which allows for additional hit points being granted for successful Heal checks. These levels are detailed in **Table 2-1: Healing Factor Levels**.

Synergy bonuses do apply when attempting any manner of Heal check. This includes those characters with a minimum of 5 ranks in Profession (herbalist) and/or those using a healer's kit, which is limited to no more than ten uses.

TABLE 2-1: HEALING FACTOR LEVELS

Factor Level	DC	Requirements
0	15	Minimum required DC for success
1	20	5 above minimum DC for success
2	25	10 above minimum DC for success
3	30	15 above minimum DC for success

TABLE 2-2: FIRST AID FACTOR LEVELS

First Aid Factor Level	DC	Result
0	15	Stabilization only
1	20	Stabilization plus 1d2 hp
2	25	Stabilization plus 1d4 hp
3	30	Stabilization plus 1d6 hp

FIRST AID

When applying first aid, a character may choose to make an attempt to do more than just stabilize a wounded companion. If he surpasses the first aid factor level DC of his desired roll, his patient gains a certain number of hit points above those necessary to bring him to zero. Refer to **Table 2-2: First Aid Factor Levels**.

If a character is unsuccessful in his attempt to make a higher factor level Heal check but still rolls higher than DC 15, he stabilizes the wounded individual but no additional hit points are granted. A skill check that does not exceed DC 15 means that patient still continues to bleed and remains in need of stabilizing.

SHORT-TERM CARE

Short-term care is a new conceptual use for the Heal skill. This measure of care requires the use of a healer's kit and is meant to offer an alternative to the spell *cure light wounds*.

The patient must be in a complete state of inactivity or rest while his wounds are being treated and the healer is deep in concentration. Thus, short-term care leaves the healer and patient open to an attack of opportunity should an opponent enter the threat zone because the healer is so focused and the wounded individual themselves unable to respond. Short-term care should not be performed during combat unless there is no other alternative.

Short-term care cannot be used during the heat of combat unless the healer makes a successful Concentration check (DC 18) and the patient is already stabilized. Furthermore, it takes five minutes to perform the needed curative measures (applying salves, changing bandages, etc.) and this may only be performed once per day on an individual. If the healer takes damage during this time, the attempt to heal automatically fails and he must begin anew.

If the Concentration check (performed only during combat) is successful, the player must then make a Heal check at the declared factor level DC (as detailed in **Table 2-3: Short Term Care**) to restore hit points to the wounded character. The healer may take 10 for this attempt but not take 20. Synergy bonuses do apply.






TABLE 2-3: SHORT-TERM CARE

**Short-Term
Care Factor**

Level	DC	Result
0	15	No extra hit points restored
1	20	Restoration of 1d4 hp + patient's Con modifier
2	25	Restoration of 1d6 hp + patient's Con modifier
3	30	Restoration of 1d8 hp + patient's Con modifier



If the initial Concentration check fails (again, only performed during combat), the character may make a new attempt on the following round. If the necessary DC roll is not met, no additional hit points are restored. However, if the Heal check roll is unsuccessful by 5 or more below the minimum factor level (DC 15), the wound has been reopened and begins to bleed. The wounded person loses a single hit point as a result of the blood loss and now requires a successful Heal (first aid) check to stabilize the bleeding.

LONG-TERM CARE

Long-term care can be a way to use the Heal skill to accelerate the process of natural healing. This form of care also requires the use of a healer's kit and complete rest on the part of the wounded individual. Long-term care implies that an injured character is convalescing in a safe location away from the immediate threat of harm for more than a single day. Synergy bonuses are applicable and the healer may take 10 but not 20 when treating the injured character. Refer to **Table 2-4: Long-Term Care**, for the factor levels involved in long-term care.

If the Heal check is not made for the desired factor level roll, then the wounded character will heal at the normal rate for that day (treat as a DC 15 roll). A new Heal roll

attempt may be made on the following day. Only one long-term care attempt may be made on a single individual per day regardless of the number of healers present.

WOUNDS AND HEALING

Natural healing of wounds takes time. The human body is simply incapable of completely mending itself overnight. It does, however, work to regenerate and heal to a small degree. So how does one apply this gradual form of healing into a game mechanic that doesn't bog down play or become incredibly complicated? Using the existing Heal skill and the critical damage and effects that were outlined earlier, it is possible to develop a system that takes gradual healing and recovery into account. This provides more realism to the game, especially for low-magic and no-magic campaigns.

By adding modifiers to the base DC of a Heal skill check it becomes more difficult for a healer to speed the healing and recovery process. **Table 2-5: Wound Modifiers** illustrates this by showing the various wound categories as they relate to the total percentage of lost hit points from a single combat encounter and their respective modifier to the DC of a Heal skill check for short-term or long-term care.

Minor wounds reflect a battle where the player received the equivalent of a few injuries. They are not serious enough to impede normal healing attempts. Each progressive wound category beyond this signifies a more serious or severe set of wounds that the character received in battle, be it deep cuts or blunt trauma.

For example, if a healer wanted to use short-term care and attempt a factor level 2 Heal check on Thunderhead, the dwarf barbarian, his base DC is 20. However, if the wounded patient sustained enough wounds to qualify as Severe, then the Heal DC has now been increased to 23 (not taking into account synergy bonuses, which may reduce the DC). This equates into a much longer healing-time, due to the high probability of an unsuccessful attempt by the healer. This should force players to be more attentive to their characters' potential weakness.

TABLE 2-4: LONG-TERM CARE

**Long-Term
Care Factor**

Level	DC	Result
0	15	Normal rate of healing (1 hp per level or 1 ability point per day)
1	20	Double rate of healing (2 hp per level or 2 ability points per day)
2	25	Triple rate of healing (3 hp per level or 3 ability points per day)
3	30	Quadruple rate of healing (4 hp per level or 4 ability points per day)

TABLE 2-5: WOUND MODIFIERS

Wound Category	% Loss of HP	DC Modifier
Minor	1-20%	+0
Mild	21-40%	+1
Moderate	41-60%	+2
Severe	61-80%	+3
Life-Threatening	81-100%	+6

Additional modifiers are applied if the character was subjected to one or more critical hits during the combat encounter (see **Table 2-6: Critical Effects Modifiers**). Furthermore, any appropriate penalties should be applied depending on the location of the critical effect and the type of wound.

In our above example, Thunderhead's sustained injuries have resulted in a Heal DC of 23 for factor level 2 short-term care. However, during the course of that combat Thunderhead sustained a critical hit from a giant who was a good aim with rocks. The critical effect turned out to be Moderate and the location of the injury was the leg. Because it was a bludgeoning weapon and a Moderate effect, the Heal DC is now increased to DC 31 for factor level 2 short-term care. Furthermore, Thunderhead has a broken leg resulting in his movement rate being reduced by half. He suffers a -8 penalty to any skill checks involving that leg and he loses any Dexterity benefit towards AC (if any) until the leg is healed. A successful Heal check results in the restoration of 1d6 hp + Thunderhead's Constitution modifier but in order to directly apply that amount to his broken leg, the intent must be declared prior to making the Heal check. If the number of hit points gained back from the Heal check equals or exceeds the number that was inflicted from the critical hit, the wound has been properly dressed and will heal in one-third the time normally required (see Table 2-6). It should be pointed out that even though the wound may now be dressed properly, it still remains painful and tender. All penalties suffered from the wound remain until the appropriate amount of time has passed for it to have completely healed.

HERBALISM AND HEALING

Knowledge of specific herbal remedies can assist in healing and even prevent wounds from becoming more serious. The Knowledge (herbalism) or Profession (herbalist) skills grant a +2 synergy bonus to Heal skill checks when natural plants or herbs are used to treat an injured creature. Some plants, used properly, have specific effects on wounds, healing, and even the prevention of serious wounds. What follows is a short sampling of helpful healing plants and herbs taken from the books *Alchemy and Herbalists* (Bastion Press) and *Occult Lore* (Atlas Games). Please refer to these books for a much wider-ranging selection and detailed rules for their use.

Amaranth: Stops bleeding and hit point loss when applied to a wound as a fresh poultice or when taken internally as a tea.

Barley: Boil a dose with water and drink as a tea to immediately reduce of subdual damage by one point.

Dittany: Decoct in ale or wine and drink to clear the head or resist the lingering effects of poisons (+1 to Fortitude saves against poisons for 1d8 hours) and regain 1d3 hp of subdual damage.

Firesnap: Snap this root beneath the nose of an unconscious person (or slip a sliver of the dried root beneath the tongue) to give him a single temporary hit point for one minute (often used to move victim out of danger).

Mandrake: The leaves are chewed or rubbed against the skin, which heals two points of subdual damage.


There will be instances where the use of a specific plant or herb will require a modifier to the Heal skill check other than the synergy bonus. Depending upon the exact circumstance and manner in which the plant is being used, Game Masters should not grant more than a +5 circumstance bonus to the skill roll.

New herbs and plants are great mechanisms to introduce new adventure hooks and plots. What follows is a list of new plants that may be used for healing purposes, preventive measures against wounds, and in some cases, intentional damage (if used by less scrupulous individuals).

TABLE 2-6: CRITICAL EFFECTS MODIFIERS

Critical Effect Type and Category	Healing DC Modifier	Time to Heal (Unaided/Aided)
Mild (Bludgeoning)	+4	3 weeks/2 weeks
Mild (Piercing)	+4	3 weeks/2 weeks
Mild (Slashing)	+4	3 weeks/2 weeks
Moderate (Bludgeoning)	+8	6 weeks/4 weeks
Moderate (Piercing)	+8	6 weeks/4 weeks
Moderate (Slashing)	+8	6 weeks/4 weeks





Black Walnut Lead: Distinctive fruit readily and easily identifies the walnut tree, which is a treasured delicacy among some nations. Walnut meat should be kept cool. It has a relatively short shelf life of three days, and loses its healing properties once dried.

Poultices made with crushed walnut meat are used in the treatment of burns. Creating such a salve requires a successful Profession (herbalist) skill roll (DC 10). If successful, it grants a +2 bonus to Heal checks when treating burns resulting from fire or heat damage (magical or nonmagical).

Cost: 2 sp (5 doses) *Weight:* —

Dreamweed: Dreamweed grows only by still ponds in the deep forest, and is often found in regions frequented by the fey. It is a bright yellow weed that twines around the bushes at the edge of the water. Dreamweed pollen can be made into a paste. Anyone consuming this paste falls into a deep and healing sleep (Fortitude save DC 20 to resist) for several hours. During this time, the sleeper's unconscious mind works to heal the body. The sleeper may add his Wisdom modifier to his hit points upon awakening. Dreamweed users report strange, vivid and occasionally prophetic dreams. A single dose is sufficient for a night of rest.

Cost: 30 gp (1 dose of dried pollen) *Weight:* —

Fennel Root: Fennel is a tall, perennial weed with multiple stalks, topped by clusters of tiny flowers. It gives off the strong odor of licorice. Unless the plant is sealed in an airtight container, any character carrying fennel root is easily detected and tracked by creatures with the scent ability (+2 to Wisdom). Ingesting pure fennel oil causes severe vomiting, leaving a character unable to attack, concentrate or cast spells for 1d4+1 rounds (Fortitude save DC 13 negates).

An ancient naturalist claimed that he noticed an amphibian rub against a fennel patch after shedding its skin, after which the beast's clouded eyes became clear. Since then, extract of fennel root has been used to cure natural blindness and regenerate damaged eye tissue. Regularly drinking tea made with fennel root extract (requiring a Profession (herbalist) roll of DC 10 to prepare) eliminates the cumulative effects of aging on eyesight; in other words, saves are always made at DC 10. Normal aging resumes once regular consumption of the tea stops. If the extract is rubbed into the eyes of a character suffering from an eye wound, such as a torn cornea, retina or optic nerve, the character gets to make a Heal check with a +2 circumstance bonus for the extract.

Cost: 5 gp/dose *Weight:* —

Ferrieleaf: A powerful stimulant, ferrieleaf is a small, stinging variety of nettle found in swamps and other waterlogged lowlands. The plant is tiny and difficult to

find for anyone other than a trained herbalist or druid using either Survival/Wilderness Lore or Knowledge (Herbalism) skill checks (DC 25).

A strong green tea is brewed from a handful of ferrieleaves. Anyone drinking the tea gains the Alertness feat for 1d6 hours, but drinking ferrieleaf tea more than once a week causes illness (one point of temporary Constitution damage per dose of tea taken after the first in a given seven-day period).

A poultice of ferrieleaves may be prepared and placed on a wound. The potent stimulants in the leaves instantly stabilize the injured character and heal 1d6 points of damage. However, 2d6 rounds after the poultice is applied, the strain on the character will cause an amount of damage equal to twice the amount healed. Ferrieleaves thus give a fallen character a few moments of renewed vitality, but are no substitute for true healing. A handful of these leaves will make tea for up to four people or a single poultice.

Cost: 5 gp *Weight:* —

Ja'gamm: This T-shaped purple mushroom grows only in arid sunlit areas. The ja'gamm must be handled delicately, for its desiccated nature makes it quite fragile. The mushroom is prized for its ability to defend the body against poison. After ingestion of the plant's cap (or head), a creature receives a +4 bonus to all poison saves made for the next six hours. Many wealthy socialites arrive at a rival's dinner party after secretly eating ja'gamm.

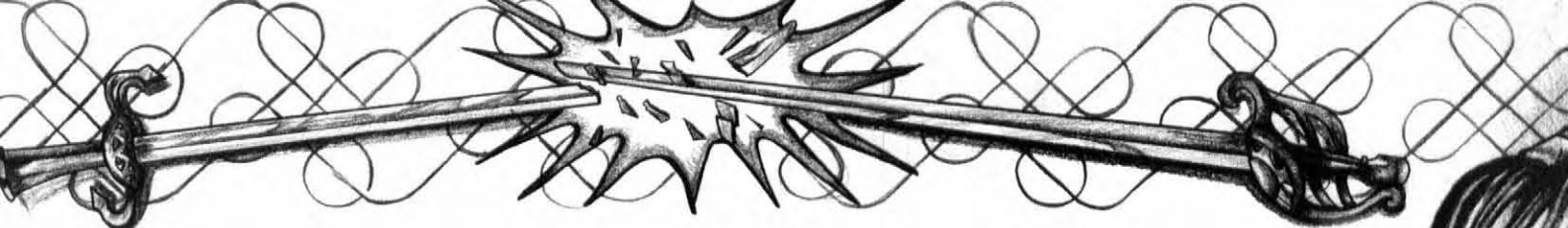
Cost: 10 gp/dose *Weight:* —

Lammoset: Lammoset is a fungus that grows in sea-caves on the shore. It is a foul-smelling whitish growth found on the underside of salt-encrusted rocks. When boiled, a yellow liquid may be skimmed from the top. This liquid, known as Essence of Lammoset, greatly weakens and loosens joints if rubbed into the skin. Using the Essence inflicts 1d3 points of temporary Strength damage (Fortitude save DC 15). Once the lammoset has soaked into the character's joints, all Heal checks related to setting bones or dislocations gain a +2 circumstance bonus. The character also gains a +2 enhancement bonus to Escape Artist checks. Once the temporary Strength loss heals, the bonuses from the lammoset vanish.

Raw lammoset is sold by the pound, whereas Essence of Lammoset is sold by the bottle. A single bottle contains enough extract for 6 treatments.

Cost: Raw-5 sp; Essence- 5 gp *Weight:* —

Spinevite Spore: These all-too-common tropical parasites are creeping vines known for their inch long yellow thorns and the swiftness of their germination. Found in nearly any hot, humid environment, these annoying plants have been known to cover trees or whole buildings in as swift a time as 3 days, a rate of growth that makes them an ever-present annoyance. Several tribes of



jungle natives have found a particularly devious use for spinevines, or at least, the powdery green spores they constantly release.

Though the plant is of little use in the immediate tide of combat, the hot, wet depths of most creatures' bodies simulate a spinevine's preferred environment perfectly. Hits made by a weapon coated in spinevine spore will not necessarily implant the parasite's seed. Piercing or slashing attacks that cause a critical hit or deal 10 or more points of damage thrust deeply enough for a spore to take root within a victim. Any creature not immune to disease can be affected by spinevine spore and must make a Fortitude save (DC 18) to avoid infection. Failure indicates that the vine has found a suitable host and the spores begin growing within them. Five hours after the spore's insertion the host begins to take 1d4 damage per hour as thorns begin to pierce their internal bodily tissues. This damage cannot be healed either normally or magically until the parasite is destroyed by either *diminish plants*, *heal*, *remove disease*, or a similar healing or plant-blighting spell. If the victim is aware of the poisoning, spores can be removed within an hour of infection by a successful Heal check (DC 18) or by dealing at least 2 points of fire damage directly to the open wound.

Spinevine spores are most effective when used on piercing or slashing weapons, but even then only for one strike before they are blown or brushed away. Multiple darts, spears, and other forms of ammunition are commonly coated in the powdered spore, since effects are unreliable at best. A vial of spores will coat 12 arrows, 3 daggers, or one sword blade.

Cost: 25 gp (vial) Weight: —

Weltraise: Weltraise is derived from the weltwort, a rather grotesque perennial succulent which lives in damp and rocky soils, commonly growing from cracks in mountain ledges, in certain swamps and in desert oases (where it is regarded as a hazard, given the number of deaths in livestock the mouth-welts can cause). It has surprisingly little odor unless the plant itself is harmed, until then the scent is simply a hint of salt and iodine. Unfortunately, this means that livestock in search of salt may sample the weltwort and suffer its effects.

Weltwort plants are squat and fleshy, their misshapen, leaves and gnarled stems the color of a new bruise. Their leaves are thick and waxy and when bruised, their scent is a noxious blend best described as 'similar to a mixture of rotting meat and skunk musk'.

Used as a blade poison, weltwort aggravates and inflames wounds indefinitely until properly treated. Used for scarification, the sap causes minor welts to form within a minute after contact. In ten minutes, welts that will remain for days are guaranteed. Placed in the eyes or mouth, the damage is severe within a minute and will

persist for some time. Burning-illstaunch salve is an alchemically created derivation, which acts instantly, although at some risk to the patient.

Weltwort may be harvested at any time, with proper care. Gloves of thick leather must be worn. Slaves are often forced to gather weltwort and craft weltraise and weltraise blade resin.

Weltraise in all its forms is considered barbaric in civilized locales. If it is available, a jar of ten uses might sell for 500 gp. The sap keeps for up to three years if kept in a closed container, away from light and air. The blade resin is definitely illegal and costs at least 800 gp per dose, where it can be found at all. Weltraise is used by thieves' guilds and brotherhoods of assassins, discerning torturers, and scorned wives or consorts.

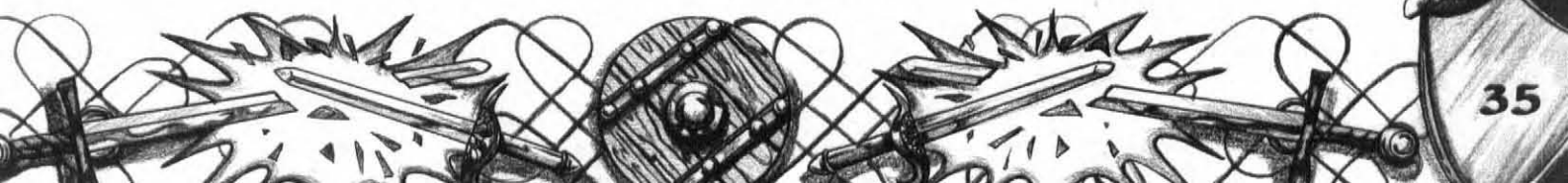
A single application of weltraise sap will cover five square inches of skin. One dose of weltraise resin is sufficient for blades of small or medium size; tiny weapons may be envenomed at three per dose, small at two weapons per dose, and large or greater weapons require two or more doses. The poison remains thin and has a tendency to run off blades quickly unless mixed with thicker additives.

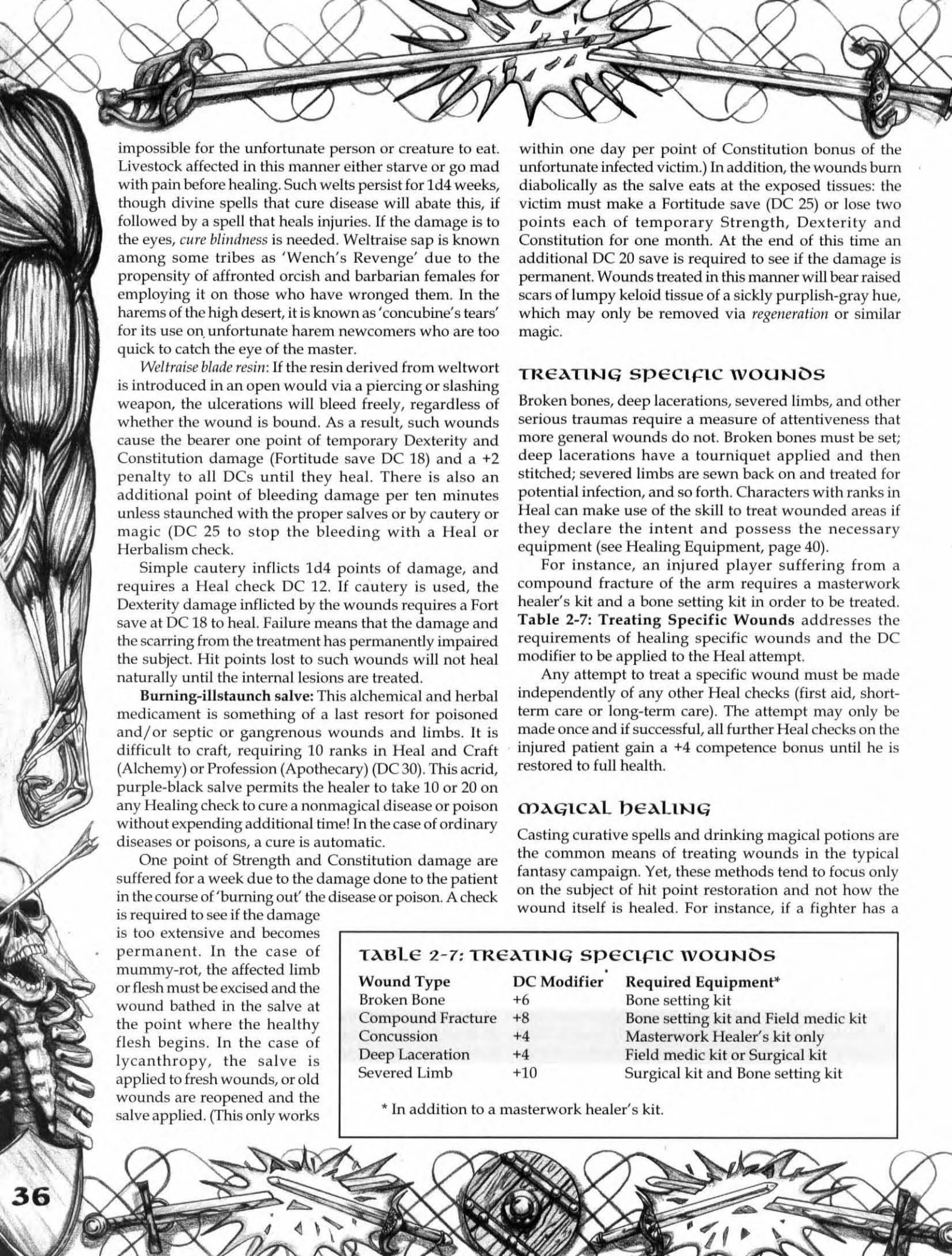
Burning-illstaunch salve can cost up to 1000 gp/dose. Nonetheless, its reputation for curing disease and poison (some say even to lycanthropy and mummy rot!) make some willing to pay the price.

Weltraise sap is translucent yellow, with a noxious scent, even when properly processed. It is a thin gel, applied with a stylus or brush of some sort. Weltraise resin is purplish in color. Its scent is bitter, alkaline and reeks of decay.

Weltraise Sap: This gelid, viscid sap is astringent and caustic. If allowed to remain on flesh for only one minute, a painful welt will rise, sure to leave a scar. If allowed to stand for ten, the welt will be truly horrendous, raw, and tender, and the scar will be quite obvious and thick. Orc and barbarian tribes use this for scarification and crude tattooing; if pigments are added to the sap, the scars will hold them when they form. The process is *quite* painful, and all DCs increase by at least 2 due to the pain. The welts remain raw and painful for three full days before scarring. Through subtle variations in the mixture and application, colors may be altered, the amount of scarring may be increased or reduced, and various textures may be added. Application of weltraise sap does 1d4 points of subdual damage, or one point if removed before one minute has elapsed.

If introduced into the eyes or mouth, weltraise sap acts as an acid, inflicting 1d6 hp of damage. If flushed out of the eyes before one minute has passed (with large amounts of water), the subject receives only a +2 to DCs for Spot checks for 1d6 days as the abused eyes heal. In the mouth, the situation is more serious; the mouth, tongue, and throat are left a mass of raw welts and lesions, making it





impossible for the unfortunate person or creature to eat. Livestock affected in this manner either starve or go mad with pain before healing. Such welts persist for 1d4 weeks, though divine spells that cure disease will abate this, if followed by a spell that heals injuries. If the damage is to the eyes, *cure blindness* is needed. Weltraise sap is known among some tribes as 'Wench's Revenge' due to the propensity of affronted orcish and barbarian females for employing it on those who have wronged them. In the harems of the high desert, it is known as 'concubine's tears' for its use on unfortunate harem newcomers who are too quick to catch the eye of the master.

Weltraise blade resin: If the resin derived from weltwort is introduced in an open wound via a piercing or slashing weapon, the ulcerations will bleed freely, regardless of whether the wound is bound. As a result, such wounds cause the bearer one point of temporary Dexterity and Constitution damage (Fortitude save DC 18) and a +2 penalty to all DCs until they heal. There is also an additional point of bleeding damage per ten minutes unless staunched with the proper salves or by cautery or magic (DC 25 to stop the bleeding with a Heal or Herbalism check).

Simple cautery inflicts 1d4 points of damage, and requires a Heal check DC 12. If cautery is used, the Dexterity damage inflicted by the wounds requires a Fort save at DC 18 to heal. Failure means that the damage and the scarring from the treatment has permanently impaired the subject. Hit points lost to such wounds will not heal naturally until the internal lesions are treated.

Burning-illstaunch salve: This alchemical and herbal medicament is something of a last resort for poisoned and/or septic or gangrenous wounds and limbs. It is difficult to craft, requiring 10 ranks in Heal and Craft (Alchemy) or Profession (Apothecary) (DC 30). This acrid, purple-black salve permits the healer to take 10 or 20 on any Healing check to cure a nonmagical disease or poison without expending additional time! In the case of ordinary diseases or poisons, a cure is automatic.

One point of Strength and Constitution damage are suffered for a week due to the damage done to the patient in the course of 'burning out' the disease or poison. A check is required to see if the damage is too extensive and becomes permanent. In the case of mummy-rot, the affected limb or flesh must be excised and the wound bathed in the salve at the point where the healthy flesh begins. In the case of lycanthropy, the salve is applied to fresh wounds, or old wounds are reopened and the salve applied. (This only works

within one day per point of Constitution bonus of the unfortunate infected victim.) In addition, the wounds burn diabolically as the salve eats at the exposed tissues: the victim must make a Fortitude save (DC 25) or lose two points each of temporary Strength, Dexterity and Constitution for one month. At the end of this time an additional DC 20 save is required to see if the damage is permanent. Wounds treated in this manner will bear raised scars of lumpy keloid tissue of a sickly purplish-gray hue, which may only be removed via *regeneration* or similar magic.

TREATING SPECIFIC WOUNDS

Broken bones, deep lacerations, severed limbs, and other serious traumas require a measure of attentiveness that more general wounds do not. Broken bones must be set; deep lacerations have a tourniquet applied and then stitched; severed limbs are sewn back on and treated for potential infection, and so forth. Characters with ranks in Heal can make use of the skill to treat wounded areas if they declare the intent and possess the necessary equipment (see Healing Equipment, page 40).

For instance, an injured player suffering from a compound fracture of the arm requires a masterwork healer's kit and a bone setting kit in order to be treated. **Table 2-7: Treating Specific Wounds** addresses the requirements of healing specific wounds and the DC modifier to be applied to the Heal attempt.

Any attempt to treat a specific wound must be made independently of any other Heal checks (first aid, short-term care or long-term care). The attempt may only be made once and if successful, all further Heal checks on the injured patient gain a +4 competence bonus until he is restored to full health.

MAGICAL HEALING

Casting curative spells and drinking magical potions are the common means of treating wounds in the typical fantasy campaign. Yet, these methods tend to focus only on the subject of hit point restoration and not how the wound itself is healed. For instance, if a fighter has a

TABLE 2-7: TREATING SPECIFIC WOUNDS

Wound Type	DC Modifier	Required Equipment*
Broken Bone	+6	Bone setting kit
Compound Fracture	+8	Bone setting kit and Field medic kit
Concussion	+4	Masterwork Healer's kit only
Deep Laceration	+4	Field medic kit or Surgical kit
Severed Limb	+10	Surgical kit and Bone setting kit

* In addition to a masterwork healer's kit.

broken sword arm and the cleric in the party casts *cure light wounds*, is the broken arm healed completely, or would the various cuts and bruises that he is bleeding from be healed first as a result of the limited power of the spell?

The effects of magical healing fall into one of two schools of thought. First, magical healing spells may heal minor wounds (scratches, cuts, minor wounds) before mending more severe wounds. At low levels, a character is unable to sustain a large number of noncritical wounds without risking death. At first level, a simple *cure light wounds* may bring a character from death's door to full health. It may be safely assumed that such vast healing occurs throughout the body. However, as a character advances in levels and gains hit points, the amount of damage he can sustain increases proportionally. They can now take a few sword cuts or rakes from a monster's claws without dropping to the ground.

Because they are more advanced as a character, the usefulness of the various *cure* spells changes. A fighter with 65 hit points is less likely to benefit as much from a *cure light wounds* as a fighter with only 15 hit points. When the fighter with more hit points sustains a substantial injury, he needs much stronger *cure* spells. *Cure serious wounds* and *cure critical wounds* become crucial to the longevity of the high-level fighter.

More logically, spells may heal the more grievous wounds first, leaving the less-urgent wounds to heal naturally. This mirrors the real life situation where a doctor would treat systemic disease or poison first, followed by major damage and then minor damage. It is only logical to assume that a deity devoted to healing would grant spells that functioned in the same manner.

So how exactly does the magical healing process work and what effect do critical wounds have upon it? Clerical healing spells come from a divine source. When the spell takes effect, the injured character is briefly surrounded by an aura of positive healing energy. The consumption of healing potions produces a similar result without the divine aura. In both cases, the patient feels an exhilarating rush of warmth and pleasure as the magic takes hold and works to heal those areas most in need.

According to the first school of thought, when a character experiences a critical wound, such as Thunderhead's broken leg from the earlier example, the likelihood of the wound becoming fully healed with a single *cure* spell is marginal unless he is low level or a high-level *cure* spell is cast upon him. Thunderhead may not have a mark left on him but yet still be unable to walk because his bone has not knitted yet (or is only partially knitted). Accelerated healing of critical wounds may very well require the casting of specialized spells that target specific areas (see Healing Spells).

Under the second school of thought, Thunderhead's broken leg would be the primary recipient of the curative magic, followed by his other wounds. Casting a *cure moderate wounds* spell upon his broken leg would heal the bone, but not grant any additional hit point rejuvenation. The use of higher-level curative spells would heal both the bone and provide additional healing in the form of hit points, but not to the degree that would normally occur had Thunderhead not suffered a moderate critical wound. **Table 2-8: Curative Spells and Critical Healing** shows the level of critical wound healing that occurs with the various *cure* spells in addition to the amount of hit points the spell restores. A critical wound or broken bone may also be cured magically through the spells *heal critical injuries* and *heal broken bones* (see Healing Spells). Healing potions work in the exact manner as the spells used to create them.

HEALING AND SCARRING

In real life, when you sustain an injury that breaks the skin, there is a real likelihood that it will leave a permanent scar unless proper care is taken to keep the wound clean and ointments are applied to aid healing. This is especially true if the wound is the result of a jagged laceration or tear in the skin and muscle tissue. The size of the wound also plays a significant role in scarring, with larger wounds resulting in a higher probability of leaving a telltale scar. Other forms of injury such as burns from heat or chemicals also are likely to leave scarring after the wound has healed.

TABLE 2-8: CURATIVE SPELLS AND CRITICAL HEALING

Cure light	Cure moderate	Cure serious	Cure critical	Heal
Mild effects	Mild effects + 1d4 hp*	Mild effects + 1d8*	Mild effects + 2d8*	Mild effects + 8 hp**
---	Mod. effects	Mod. effects + 1d4*	Mod. effects + 1d8	Moderate effects + 6 hp**
---	---	Serious effects	Serious effects + 1d4*	Serious effects + 4 hp*

* +1 hp per caster level

** Per caster level (maximum 150)

--- No effect

Cure minor wound has no effect on critical healing.

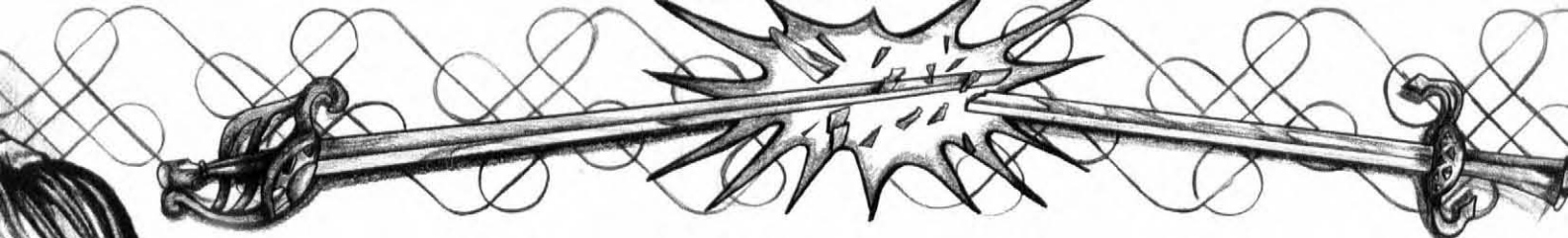


TABLE 2-9: SCARRING MODIFIERS

Degree of damage incurred	Scar Modifier	Charisma Skill Modifier
1-20% loss of total hit points in a single attack	+1	-
21-40% loss of total hit points in a single attack	+3	-1
41-60% loss of total hit points in a single attack	+5	-2
61-80% loss of total hit points in a single attack	+7	-3
81-100% loss of total hit points in a single attack	+10	-4
Mild critical wound	+3	-1
Moderate critical wound	+5	-2
Serious critical wound	+10	-4

In the fantasy world of roleplaying, the presence of scars is not typically a topic that is dealt with except when players are describing the physical appearance of their character and wish to point out a scar as a means of identification. But when you consider the type of career an adventurer chooses and the dangers he faces, it only stands to reason that he will likely have several battle scars to show as testaments to his encounters with monsters and enemy races. While many times that adventurer will sustain large amount of hit point damage, generally, it is only when he is subjected to a critical hit or is subjected to a large amount of damage at one time that scarring may occur.

Examination of the levels of damage that critical hits may lead to gives a good indication as to the type of scarring and the size and severity of the scars themselves. Mild injuries sustained from such hits will likely leave small but noticeable scars while Moderate level injuries lead to clearly visible scars but still reasonable in size or girth. Serious scarring, however, is the direct result of catastrophic critical hits and will leave jagged, ugly scars despite magical healing. Scarring may also be determined from the percentage of damage inflicted upon a character in regards to his total hit points.

To ascertain whether a particular wound leaves a scar, roll 1d20 and add the appropriate modifiers from **Table 2-9: Scarring Modifiers**. If the total result of the roll exceeds a DC 20 then scarring has occurred. A natural roll of 20 indicates that the player has miraculously healed without scarring regardless of the total modifiers. The amount of scarring would be dependent upon the type of wound and is left to the Game Master's discretion for specifics.

Scarring affects those skills that are Charisma-based. Depending on the percentage of hit points that are lost in a single attack and whether a critical wound is involved, a maximum penalty of -8 could be attached to all Charisma-based skill checks. Hiding or physically covering the scars, or even using magical means to remove them, such as *remove scars*, may negate the penalties incurred from scarring at the GM's discretion.

Scarring may also have an influence on Intimidate skill checks. If a character has a highly visible scar that results in a Charisma-based skill penalty, he may add one-half the penalty (rounded down) in the form of a circumstance bonus to all Intimidate skill checks.

TABLE 2-10: SHAPECHANGING BENEFITS

Source of shapechange	Benefit received
<i>Alter self</i>	1d2 hit point per HD or character level
<i>Animal shapes</i>	1d2+1 hit point per HD or character level
<i>Baleful polymorph</i>	1d3 hit point per HD or character level
<i>Gaseous form</i>	1d4 hit points per HD or character level
<i>Iron body</i>	Number of hit points equal to Con modifier x2 per HD or character level
<i>Polymorph</i>	Number of hit points equal to Con modifier per HD or character level
<i>Polymorph any object</i>	Number of hit points equal to Con modifier per HD or character level
<i>Shapechange</i>	1d6+1 hit points per HD or character level
<i>Alternate Form (Su)</i>	4 hit points per HD or character level
<i>Alter Self (Su)</i>	2 hit point per HD or character level



SCARIFICATION

Some cultures or races may deem scars to be symbolic of certain rituals or rites of passage. Barbarian tribes and those similar to the races and cultures in some African campaign settings are characteristic of this behavior and attitude. If a character hails from such a culture where scars are prominent and openly displayed as a symbol of prowess or manhood, the Charisma skill modifiers should not be applied when interacting with members of his own culture or those who have regular dealings with that culture. The modifiers should, however, be applied to any encounter requiring a Charisma-based skill check with individuals not familiar with that character's culture.

HEALING AND SHAPECHANGING

The ability to shapeshift through natural or magical means can have a great effect upon the healing of wounds. Lycanthropes and other natural shapechangers have long been able to heal many a wound through the simple act of altering their form. The same may be said with magical transmutation spells that allow a character to alter his form, such as *polymorph* or *shape change*.

Creatures who are capable of altering their form may gain back a certain amount of hit points dependent upon the source of the shapechange. **Table 2-10: Shapechanging Benefits** outlines the benefits gained when a character undergoes a change in form.

Creatures that are particularly vulnerable to certain kinds of weapons (lycanthropes and silver or holy weapons and vampires, for instance) do not heal damage caused by those weapons when they shapechange.


ACUPUNCTURE AND HEALING

Acupuncture is the practice of physically triggering certain points (acupuncture points) on the body in order to stimulate healing, reduce pain, treat poison, cure addiction, and balance the body. Rather than using traditional medicine, you may allow characters to pursue the science of acupuncture to determine the success of a character's Heal skill check. Unless you are playing in an oriental setting, the practice of acupuncture is considered contradictory to traditional medical techniques. While the results of acupuncture are determined by heal skill checks, it is suggested that characters practicing acupuncture be unable to use traditional healing techniques and vice

versa. A character that wishes to be able to switch between the two practices of medicine should only be allowed to do so at the cost of a feat. In essence, the character gains a "Heal (acupuncture)" or "Heal (traditional)" feat depending on the campaign.

Acupuncture should require training and characters attempting to practice acupunctural techniques without training risk injuring their patients. Anytime an acupuncturist fails his Heal skill check by a value greater than his Heal skill ranks he injures his patient, causing them 1d2 hit points of damage. Upon a critical failure, the damage to the patient increases to 1d6 hp and the acupuncturist must make a Dexterity check (DC 15 +1d10) or irreparably damage one of his needles.





Acupuncture is more versatile than traditional medicine. In addition to the typical tasks one can accomplish using the Heal skill, an acupuncturist can also perform the following tasks.

PAIN REDUCTION

When performed successfully, this treatment allows a character to ignore the effects of extreme pain allowing him to remain conscious until he has been reduced to -2 hit points. Successful treatment lasts for 1 hour per the acupuncturist's Heal skill rank. Performing this treatment takes 15 minutes and has a DC of 20.

REDUCE FATIGUE

Using this technique, a successful treatment reduces the negative effects of fatigue. A treated character is still fatigued and requires rest for full recovery, however he can function normally until that time. Should the character engage in an activity that would cause fatigue, he is immediately exhausted. Performing this treatment takes 15 minutes and has a DC of 25.

REDUCE EXHAUSTION

Using this technique, a successful treatment reduces the negative effects of exhaustion. A treated character is still exhausted and requires rest for full recovery, however he can function as if he is exhausted. Should the character engage in an activity that would cause fatigue, he is immediately exhausted and suffers 1d4 points of subdual damage. Performing this treatment takes 30 minutes and has a DC of 25.

PURIFYING TREATMENT

Acupuncture is quite effective in the treatment of nonmagical diseases, addictions, poisons, and other toxins. An acupuncturist gains a +2 competence bonus when treating such afflictions. Treatment takes a number of minutes equal to the DC of the afflicting toxin; therefore, the results of any secondary damage are not determined until the treatment fails. In other words, for the duration of the treatment, the acupuncturist battles the secondary effects until either he or the toxin wins. It also requires the use of moxa (see Healing Equipment).

BLINDNESS/DEAFNESS TREATMENT

Provided the damage to either a patient's eyes or ears is temporary or psychological in nature (the eardrums are still intact or the eyes are still in their sockets), an acupuncturist can attempt to restore them to normal. This

treatment takes 90 minutes and has a DC of 35. It also requires the use of moxa.

BALANCE TREATMENT

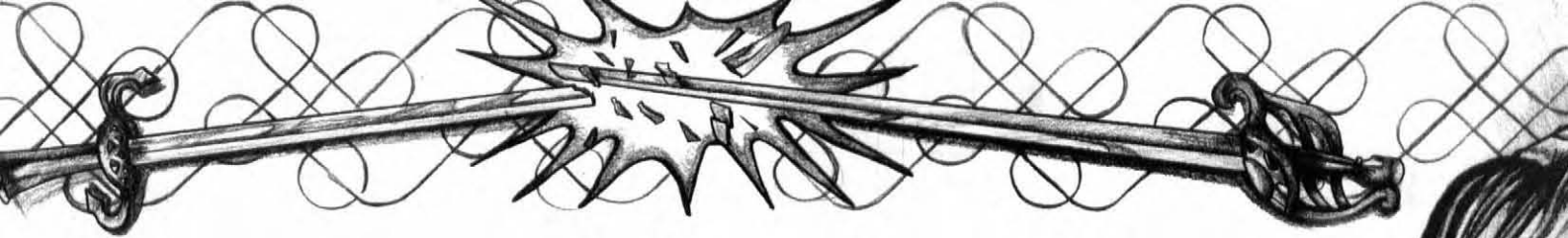
This treatment is used to balance the patient by allowing the acupuncturist to temporarily manipulate ability scores. A successful Heal skill check (DC 40) allows the acupuncturist to borrow one point from the patient's highest ability score and move it to a lower score of his choice. The treatment takes 60 minutes to perform and last for a number of hours equal to 1/2 the acupuncturist's Heal skill ranks. It also requires the use of moxa.

Acupuncturists are dependent upon their tools; without proper tools, they are inefficient. An acupuncturist gains no advantage from using needles (such as one does from the use of a healer's kit) but suffers a -4 circumstance penalty when attempting to treat patients without them. The exception to this rule is applied to stabilizing dying characters, which can be performed using acupressure (the use of touch pressure on acupuncture points). Acupuncture is also time consuming and requires concentration. Using acupuncture to perform a standard Heal check requires a number minutes equal to the Heal skill DC. The duration of specific treatments are listed above. Like spellcasters, acupuncturists that are disturbed while providing treatment must succeed at a Concentration skill check or the treatment automatically fails.

HEALING EQUIPMENT

Treating an injury can make all the difference if a character has the right equipment. Many items offer additional bonuses to Heal skill checks or serve to assist in treatment of the wound in some manner.

Acupuncture Needles: A set of acupuncture needles consists of an assortment of 30 specially shaped needles. Common sets are typically made of stone and pottery, but masterwork sets are made from bronze, silver, or even gold. Each set contains nine basic types of needles, their uses ranging from superficial pricking, to puncturing veins, to pressing and massaging. The following basic shaped needles are found in every kit: an arrowhead-shaped needle, a three-edged needle, a blade-like needle, a round needle, an extremely thin needle, long needle, a blunt needle, and a large needle. Unlike a healer's kit, needles aren't exhausted after a set amount of uses, however it is possible to damage a needle through incorrect use (see Acupuncture technique above). Should a set be reduced to less than 15 needles it becomes less effective and the acupuncturist suffers a -2 penalty to any Heal skill checks he attempts. If the kit is reduced to less than seven needles, the penalty increases to -3. Needles are stored in wooden boxes, which also contain

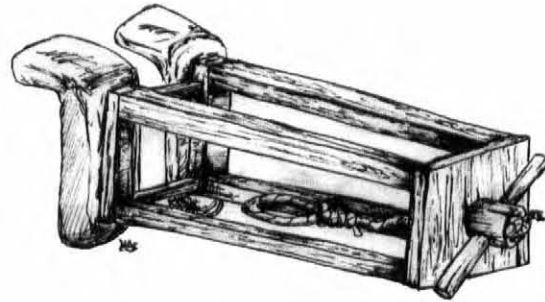


acupuncture charts and sometimes moxa herb sticks. Masterwork sets provide a +2 circumstance bonus to Heal checks.

Animate Goo: This yellowish-green alchemical goo has a slickly sticky gelatinous feel to it. It is used only to replace a missing hand. The goo is kept in a small vial and must be lathered over the wrist of a host as well as a hand removed from a humanoid undead skeleton that has been destroyed no more than one week earlier. The goo will bind the skeleton's hand to the new host and will thereafter be treated as a normal hand. Concoction of this substance requires a successful Craft (Alchemy) skill check (DC 25).

Skeleton's hands are more agile, not having to deal with the restrictions of flesh and it provides a +1 circumstance bonus to disable device, open locks, and pick pockets. Unfortunately, special gauntlets need to be custom made in order to provide additional padding for the hand. The goo may only be used to attach a hand. No other body part will be successful.

Bone Crank: The bone crank straightens twisted and sprained limbs. The device resembles nothing so much as a small rack. A thick rope is tied around the end of the injured limb, and a crank is turned that pulls the limb straight. If the injury is due to dislocation or sprain, it can be quickly cured using a bone crank. However, if the bone is broken, the crank can do more harm than good. An



injury can be assayed by making a Heal check (DC 15) to determine if it can be treated with a bone crank. If successful, the crank may heal 1d4 points of damage. Otherwise, using the crank will inflict 1d4 points damage as it further injures the limb and bone.

Bone Setting Kit: This kit contains items needed for setting both compound and regular bone fractures. A typical kit will have a bone crank, bone-set moss, compression bandages, sizeable splint, and various useful herbs. Use of a bone setting kit provides a +2 circumstance bonus to Heal checks when dealing with fractures.

Bone Tonic: This pale yellow cream must be rubbed over the entire body. The alchemical substance seeps into the bloodstream, strengthening and fortifying the skeletal structure. For a period of 1d6 hours afterwards all bones in the body have hardness equivalent to that of iron (10) making it nearly impossible to suffer broken bones. Manufacture of this substance requires a successful Craft (alchemy) check (DC 25).

Bronze Model: A bronze model is a life-size, masterwork statue of a human used for training and testing acupuncturists. The statue itself is hollow and surface is perforated by hundreds of tiny holes (354 to be exact), which represent all the various acupuncture points. Before it is used as a training device, the model is sealed with wax and filled with water. A student is given a needle and then the name of a point. If the needle is incorrectly inserted, the seal is broken and the student is soaked, thus a student who remains dry after inserting his needle has hit his mark.

Students who successfully complete a study of acupuncture at a school that uses a bronze model gains an additional +2 competency bonus to all Heal skill checks when using acupunctural techniques. Attending a school that specializes in the use of bronze models requires approximately one year of intermittent training (40 hours

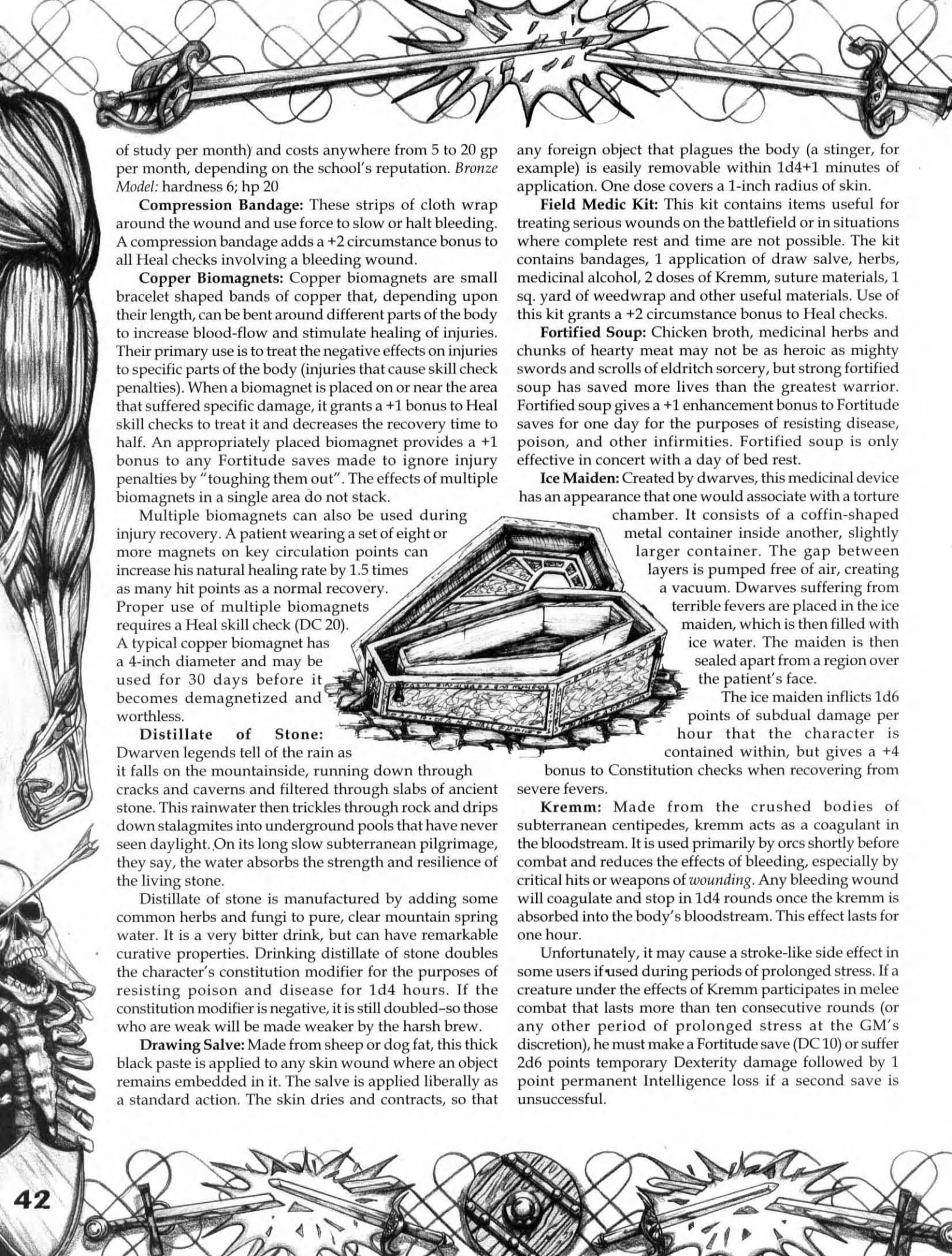


TABLE 2-11: HEALING EQUIPMENT

Item	Cost	Weight
Acupuncture Needles	50 gp*	1 lb.
Animate Goo	350 gp**	—
Bone Crank	30 gp	1 lb.
Bone Setting Kit	200 gp	5 lbs.
Bone Tonic	50 gp**	¼ lb.
Bronze Model	1,000 gp	250 lbs.
Compression Bandage	2 sp	¼ lb.
Copper Biomagnets	10 sp	½ lb.
Distillate of Stone	50 gp**	—
Drawing Salve	1 gp**	—
Field Medic Kit	200 gp	2 lbs.
Fortified Soup	2 sp	—
Ice Maiden	500 gp	50 lbs.
Kremm	50 gp	—
Leeches	2 sp	—
Medicinal Alcohol	3 sp	—
Moxa	5 gp	—
Sizeable Splint	5 gp	2.5 lbs.
Surgical Kit	700 gp	8 lbs.

* 150 gp for masterwork ** Per dose





of study per month) and costs anywhere from 5 to 20 gp per month, depending on the school's reputation. *Bronze Model*: hardness 6; hp 20

Compression Bandage: These strips of cloth wrap around the wound and use force to slow or halt bleeding. A compression bandage adds a +2 circumstance bonus to all Heal checks involving a bleeding wound.

Copper Biomagnets: Copper biomagnets are small bracelet shaped bands of copper that, depending upon their length, can be bent around different parts of the body to increase blood-flow and stimulate healing of injuries. Their primary use is to treat the negative effects on injuries to specific parts of the body (injuries that cause skill check penalties). When a biomagnet is placed on or near the area that suffered specific damage, it grants a +1 bonus to Heal skill checks to treat it and decreases the recovery time to half. An appropriately placed biomagnet provides a +1 bonus to any Fortitude saves made to ignore injury penalties by "toughing them out". The effects of multiple biomagnets in a single area do not stack.

Multiple biomagnets can also be used during injury recovery. A patient wearing a set of eight or more magnets on key circulation points can increase his natural healing rate by 1.5 times as many hit points as a normal recovery. Proper use of multiple biomagnets requires a Heal skill check (DC 20). A typical copper biomagnet has a 4-inch diameter and may be used for 30 days before it becomes demagnetized and worthless.

Distillate of Stone: Dwarven legends tell of the rain as it falls on the mountainside, running down through cracks and caverns and filtered through slabs of ancient stone. This rainwater then trickles through rock and drips down stalagmites into underground pools that have never seen daylight. On its long slow subterranean pilgrimage, they say, the water absorbs the strength and resilience of the living stone.

Distillate of stone is manufactured by adding some common herbs and fungi to pure, clear mountain spring water. It is a very bitter drink, but can have remarkable curative properties. Drinking distillate of stone doubles the character's constitution modifier for the purposes of resisting poison and disease for 1d4 hours. If the constitution modifier is negative, it is still doubled—so those who are weak will be made weaker by the harsh brew.

Drawing Salve: Made from sheep or dog fat, this thick black paste is applied to any skin wound where an object remains embedded in it. The salve is applied liberally as a standard action. The skin dries and contracts, so that

any foreign object that plagues the body (a stinger, for example) is easily removable within 1d4+1 minutes of application. One dose covers a 1-inch radius of skin.

Field Medic Kit: This kit contains items useful for treating serious wounds on the battlefield or in situations where complete rest and time are not possible. The kit contains bandages, 1 application of draw salve, herbs, medicinal alcohol, 2 doses of Kremm, suture materials, 1 sq. yard of weedwrap and other useful materials. Use of this kit grants a +2 circumstance bonus to Heal checks.

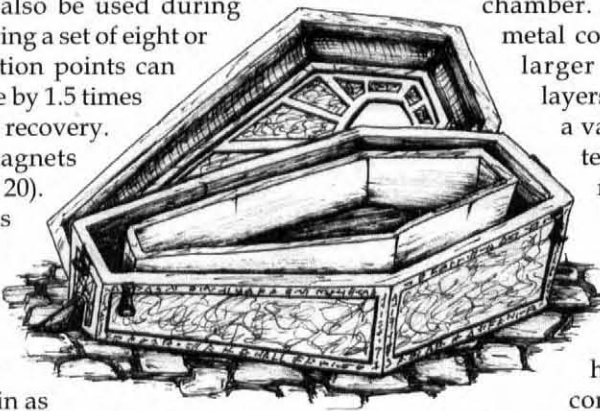
Fortified Soup: Chicken broth, medicinal herbs and chunks of hearty meat may not be as heroic as mighty swords and scrolls of eldritch sorcery, but strong fortified soup has saved more lives than the greatest warrior. Fortified soup gives a +1 enhancement bonus to Fortitude saves for one day for the purposes of resisting disease, poison, and other infirmities. Fortified soup is only effective in concert with a day of bed rest.

Ice Maiden: Created by dwarves, this medicinal device has an appearance that one would associate with a torture chamber. It consists of a coffin-shaped metal container inside another, slightly larger container. The gap between layers is pumped free of air, creating a vacuum. Dwarves suffering from terrible fevers are placed in the ice maiden, which is then filled with ice water. The maiden is then sealed apart from a region over the patient's face.

The ice maiden inflicts 1d6 points of subdual damage per hour that the character is contained within, but gives a +4 bonus to Constitution checks when recovering from severe fevers.

Kremm: Made from the crushed bodies of subterranean centipedes, kremm acts as a coagulant in the bloodstream. It is used primarily by orcs shortly before combat and reduces the effects of bleeding, especially by critical hits or weapons of *wounding*. Any bleeding wound will coagulate and stop in 1d4 rounds once the kremm is absorbed into the body's bloodstream. This effect lasts for one hour.

Unfortunately, it may cause a stroke-like side effect in some users if used during periods of prolonged stress. If a creature under the effects of Kremm participates in melee combat that lasts more than ten consecutive rounds (or any other period of prolonged stress at the GM's discretion), he must make a Fortitude save (DC 10) or suffer 2d6 points temporary Dexterity damage followed by 1 point permanent Intelligence loss if a second save is unsuccessful.





Leeches: Leeches are applied to a poisoned or diseased wound. The blood-hungry parasites suck the venom or infection out along with the blood. A successful Heal check (DC 10) is required to apply 1d4 + 1 leeches correctly. The leeches' blood drain automatically inflicts 1d4 points of damage per day when left attached, but if the Heal check is successful, the patient gains a +1 bonus to any Fortitude saves against the poison or illness for every point of damage inflicted by the leeches.

While not overly useful for healing combat damage, leeches offer a cure for bruises. Taking physical blows of any kind leads to unsightly bruises of varying size. Typically, 5 hit points of injury equates to a half-inch bruise that lasts for days. Since a bruise's appearance is caused by blood pooled beneath that location on the skin, introducing a leech or two erases the bruise more quickly. One leech absorbs enough blood per round to remove a one-inch bruise mark. One round is the minimum amount of time a leech must remain on the bruise even if the size is less than an inch. Leeches may be collected in any suitable environment with a successful Survival/Wilderness Lore check (DC 15).

Medicinal Alcohol: When poured on a wound, medicinal alcohol painfully disinfects the injury, burning away filth and disease. It can also be taken internally, to dull the pain. However the alcohol is used, the patient must make a Fortitude save (DC 10) or take 1d3 points of subdual damage. The alcohol halves the chances of a wound becoming infected. Medicinal alcohol rubbed into the skin also gives a +2 circumstance bonus to Fortitude saves against exposure to cold.

Moxa: This is an incense-like herbal mixture made from the dried leaves of the *artemisia vulgaris* plant. When used in treatment, it is literally burned onto the skin of the patient in order to provide healing to specific acupuncture points. Moxa typically comes in 6-inch rolled sticks. Sticks are a half-inch long and sealed in paper bearing the manufacturer's mark. Applying moxa is a full-round action that must be done before treatment, but provides a +1 circumstance bonus to acupuncture-based heal skill checks. Each stick contains six uses, however an acupuncturist can only use single application per treatment.

Sizeable Splint: This five-sectioned wooden staff is rectangular and each section can be sheathed into its base. The minimum and maximum lengths vary from nearly 10 inches (one section) to four feet (all sections extended), respectively. These settings lock and unlock by means of swiveling and can accommodate the limb sizes of any Small, Medium-size, or Large creatures. There is a cap on the splint's widest end that allows access to a length of rope stored in the hollow interior. A 3 ft. silk rope is used

to fix the splint in place on a broken (or similarly injured) limb. Successfully applying the splint requires a Heal check (DC 10) and results in no further damage to the limb caused by the wounded person's own movements. A splinted creature suffers a -2 circumstance penalty to all skill and attack rolls involving that limb (this penalty does stack with any others that relate to the injury). Movement is also halved if the splinted limb is a leg. Sizing and affixing the splint requires a full round action.

Surgical Kit: This kit contains items useful for treating serious or life-threatening wounds. In order for this kit to be used, the patient must be in a state of complete inactivity. The kit contains a bone crank, 1 sq. yard of bone-set moss, 5 compression bandages, general bandages, 2 applications of draw salve, herbs, medicinal alcohol, 3 doses of Kremm, 2 stalks of slumberweed, suture materials, 1 sq. yard of weedwrap and other useful materials. Use of this kit grants a +4 circumstance bonus to all Heal checks.

DRUID'S PHARMACOPOEIA

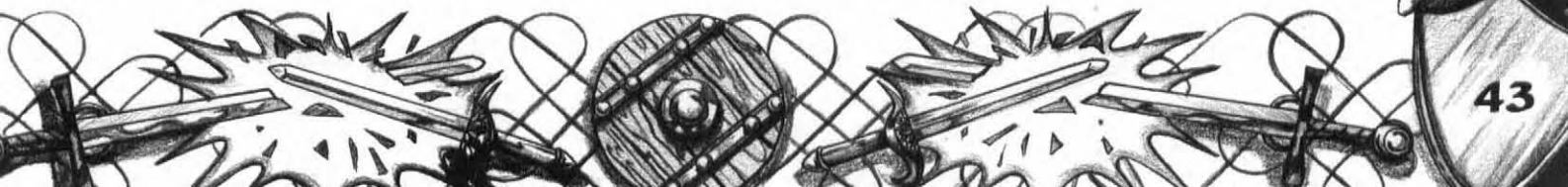
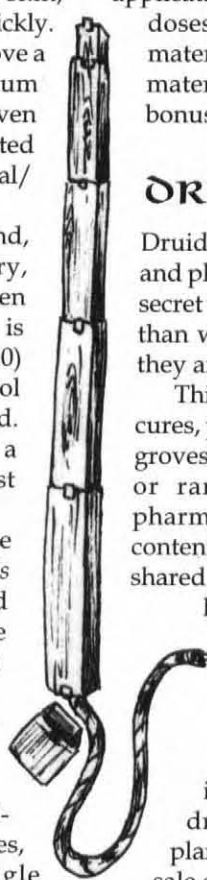
Druidical orders have always planted medicinal herbs and plants in their groves. They have developed many secret ways of using them. Such plants are more potent than what might be found or grown elsewhere, and they are sometimes unique to the Druid groves.

This pharmacopoeia is a compendium of natural cures, palliatives, and preventatives. While most druid groves have one or two written copies, and new druids or rangers are required to memorize it, the pharmacopoeia itself never leaves the grove. The contents are considered druidical secrets and not to be shared among outsiders, for fear that they will overharvest and exploit the natural bounty.

However, this copy of the book was obtained from an absent-minded druid. He obviously had a wry sense of humor, and he wrote down everything he had learned so that he could remember it later. The author has included many of his own observations, and even drawn crude but serviceable drawings of the plants. Copies of the book are never advertised for sale openly, but it may occasionally be found for the right price. Anyone caught with a copy of this book by druids or their followers could face punishment and confiscation of the book, so those possessing it should keep it safely hidden from others.

Game application: Anyone possessing a copy of the pharmacopoeia can add a +8 circumstance bonus to Heal, Knowledge (nature), or Profession (herbalist) checks.

Bone-set moss: This dark green, tightly woven, heavily matted moss is used to stabilize broken bones. It replaces the cumbersome splints and casts that are used by other





healers. Bone-set moss can be found in any season. It is found only in dark, damp areas at the base of large trees, and it is difficult to find in large amounts. When harvested and wrapped around a broken limb, then warmed over a low flame, the outer layer of woody brown roots dries to a toughness resembling old leather, while the interior remains soft and springy. The result is a tight but comfortable binding that acts as a cast to encourage bone repair.

The surface of the moss contains a mild analgesic and antiseptic. This alleviates any itching and the temptation to scratch. The moss will dry out and flake away within 12 to 14 days, ample time for broken bones to be well on their way to healing, no longer requiring more than a simple binding.

Game application: Bone-set moss acts to protect and assist broken limbs in healing but it is rare and hard to find. A Knowledge (nature) check (DC 20) is required to locate a piece large enough to be serviceable; the check is DC 15 if the area searched is a druid grove, and the searcher has the permission of the druids. It takes five minutes and a Healing check (DC 15) to properly use bone-set moss.

A failed Healing check may be repeated only once with the same piece of bone-set moss; a second failure renders that particular piece of moss unusable. The healer must then make a second Healing check (DC 15) or inflict another 1d4 points of damage. *Cost:* 100 gp per square yard

Bitterroot: Bitterroot is a thick, syrupy decoction, brewed from the roots of several common and uncommon medicinal plants. All alchemists and hedge witches are familiar with its creation. Bitterroot can last indefinitely in sealed containers, but if exposed to air, it quickly dries out and turns into a hard, brown, tarry substance.

The herbal remedy carries an appropriate name, for it possesses a very bitter, cloying taste that overpowers any other taste for several minutes afterward. The taste is impossible to remove without diluting or removing the curative properties. Brewing should be done in a remote and isolated area, as the smell is powerfully reminiscent of the taste.

Bitterroot has three effects: first, it neutralizes any ingested natural (organic, but not inorganic or magical) poisons if taken within five minutes of ingesting the poison. Second, it kills all internal parasites in the digestive system. Third, it is a potent emetic.

Bitterroot is a sovereign hangover cure, although the taste is so vile that those afflicted may prefer the hangover to the cure.

Game application: The first effect of bitterroot takes place immediately, the second within 2d4 rounds, and the third within 1d4 minutes of ingestion. The hangover cure also takes 2d4 rounds to effect. It takes two weeks and a single Knowledge (nature) check (DC 25) to find all of the ingredients, and a day's brewing to create 1d4 doses. The

intense bitterness means that it is a difficult challenge to drink. Anyone drinking it for the first time must make a Will save (DC 15) in order stand drinking it. Of course, one's friends can always assist, albeit forcibly. *Cost:* 250 gp per dose.

Numbneedles: Numbneedle bushes are often used to guard druid groves, and so they were created with the intent that they are difficult to distinguish from other thorny bushes. However, they have managed to escape the bounds of the druid groves, and are now found scattered throughout many forests.

The thorns of these bushes have a powerful anesthetic effect on any limb they scratch. It is not uncommon to find intruders lying beside the thick brush, their limbs numb and useless for hours. This is a far more benevolent fate than what is normally given to unwelcome intruders.

Properly (and carefully) harvested, numbneedle thorns are used to anesthetize limbs before major surgery or amputation. Usage is simple: the numbneedle thorn is jabbed into the skin near the wound, which removes all sensations from the surrounding area for up to two or three hours. The process may be repeated without harm, but the effects do not accumulate, and the effect lasts only a few hours from the most recent application. Once harvested, numbneedles quickly dry and become brittle, remaining effective for only 2 to 3 days.

Unfortunately for the more militant druidic orders, numbneedle thorns are not particularly aerodynamic, nor are they sturdy. Attempts to use them as blowgun darts or other projectile weapons prove frustratingly futile. An attempt to prepare arrow venom also proves futile.

In addition to their use for surgery, among lesser-civilized brethren numbneedles are used to confine prisoners and to ensure cooperation in the preparation of live sacrifices.

Game application: Numbneedles anaesthetize limbs, affecting an area approximately 6" in diameter. This affects both surface feeling and underlying musculature. Any attempt to harvest numbneedles requires a Knowledge (nature) check (DC 25) to locate and identify them, and a Dexterity check (DC 20) to harvest them without being scratched. Numbneedles seem to have an uncanny ability to locate and scratch unprotected flesh. The thorns are tough enough to pierce soft or thin leather, and anything more protective, such as a metallic gauntlet, proves too clumsy to harvest them correctly. Numbneedles require a Healing check (DC 15) to use correctly. An unsuccessful check indicates a failure to affect the intended area of effect. Freshly harvested numbneedles require one round to take effect; older ones require 1d3 rounds. *Cost:* 10 gp per needle.





Slumberweed: A tall plant with heavy golden flowers, found by tracking honeybees. It is often found in wet, open areas close to heavy forests. A perennial bloom, it is found in dense patches in varying degrees of germination. Once harvested and dried, it will keep indefinitely.

Slumberweed is used to prepare a patient for serious surgery. Used properly, it casts the patient into a deep sleep, reminiscent of the arcane spell *sleep*. However, slumberweed has been proven effective on all forms of living beings, even those that are immune to the spell.

To use, a patient is given one or more stalks of slumberweed to chew, and must swallow its juices. It has a surprisingly pleasant, sweetish taste. After a few minutes, the patient will fall asleep, and will remain in that state for approximately ten minutes per stalk of slumberweed consumed. Once asleep, the patient must be continuously monitored and attended by a healer until they awaken, in the off chance that the patient may suffer some form of trauma while asleep. There are no known methods to safely awaken someone under the effect of slumberweed.

Slumberweed juice has been found to make disappointingly poor arrow or blade venom. The interaction with the saliva of the patient is what encourages its efficacy.

Owing to its taste, slumberweed has been used by criminal elements as a bloodless means of obtaining access to guarded areas. There are stories of guards being given treats made with the sweet slumberweed stalks, with obvious conclusions.

One of the properties of slumberweed is the propensity of the user to mumble and babble while asleep. Some druid factions have taken the babblings to be prophetic pronouncements, while others have conducted interrogations of individuals under the effects of slumberweed, but likely their words are as random as the rolls of dice, and not to be taken seriously.

Game application: Slumberweed puts an individual into a deep slumber, from which they will awaken after sleeping ten minutes per whole stalk chewed; if they choose, they may make a Fortitude check at DC 15 +2 for each additional stalk chewed, to stay awake. Slumberweed requires a Knowledge (nature) skill check (DC 20) to locate 1d6 ripe stalks. Slumberweed requires a Healing check (DC 20) at its first use, and an additional check (DC 10) is required every ten minutes after, until the patient awakens. A failure indicates that there has been an overdose or other trauma. Treat as an ingested poison (Fortitude save DC 13), with an initial 1d3 temporary Constitution damage and 1d6 secondary temporary Constitution damage. The user has a 50% chance to begin speaking about whatever they are thinking of or dreaming of while asleep. Some people find this quite embarrassing. *Cost:* 5 gp per stalk.

Silversheen: This is a parasitical plant that prefers the rough bark of oak trees. It is quite rare, and protected by its anonymity. During the day and most nights, it can be barely seen against the bark of the oaks. Under the direct light of the full moon, a silvery frond blooms and rises to meet the moonlight. It is said that the power of the silversheen comes from the moon itself.

Silversheen blooms must be harvested under the light of a full moon and then may be preserved in grain alcohol for up to a full year. After that year, the blooms dissolve, and the remaining spirits may be used as no more than a sovereign antiseptic. When placed on a healing wound of no more than 2-3" in length after suturing or other treatment, a silversheen blossom eliminates the possibility of disfiguring scars.

For longer wounds, more silversheen blossoms may be used. This is important in areas where scar tissue would interfere with the proper development of callouses, such as on the hands or feet. It is widely known that callouses will not grow over scar tissue, and silversheen is especially prized by warriors or archers who have suffered scarring injuries to their hands. It is sought by bards and others who ply their trade using their personal looks and charms, and by those who would not wish to be identified by a potential scar.

However, despite rumors and the claims of charlatans and alchemists of dubious repute, silversheen blossoms do not have the power to enhance beauty. That false legend has been the bane of groves throughout the land, and the downfall of any number of would-be silversheen thieves.

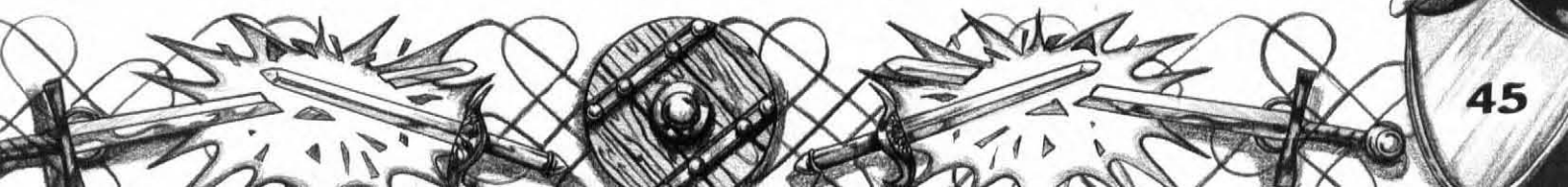
Game application: Properly applied, silversheen eliminates any chance of Charisma loss due to scarring. Silversheen requires a Knowledge (nature) check (DC 30) to locate and harvest 1d3 blossoms. Proper application of Silversheen requires a Healing check (DC 20). Since silversheen blossoms are very fragile, a failure destroys the blossom. Failures may be attempted only with a new blossom. *Cost:* 1,000 gp per blossom.

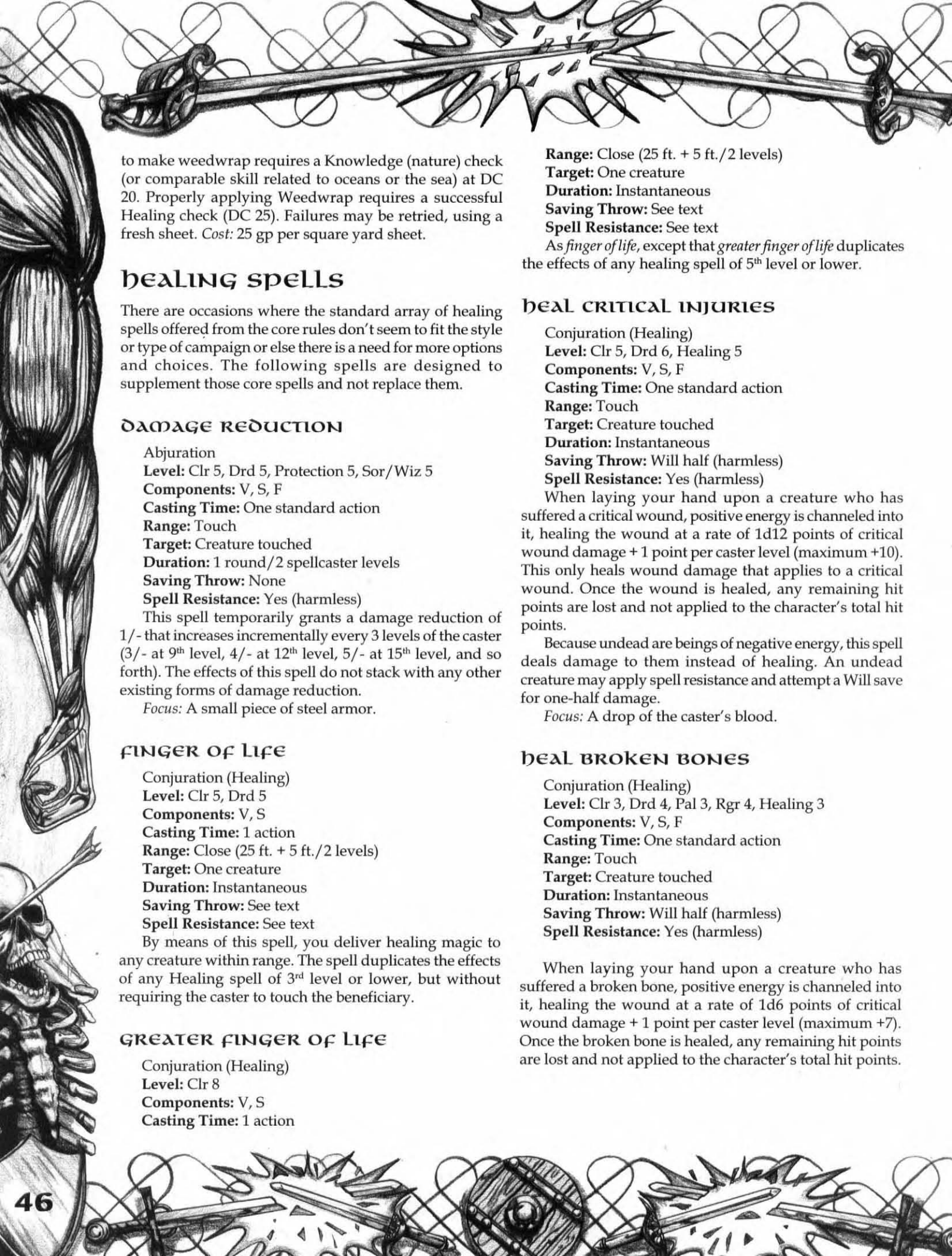
Weedwrap: Weedwrap is a heavy, dark brown member of the kelp family. It is found in shallow oceanic tide pools at low tide. It may be identified by the sharp metallic odor of its bruised leaves, and a heavy medicinal taste.

Weedwrap stores and travels well. It may be dried for storage, where it will keep indefinitely. To use, each sheet must be first soaked in warm salt water for several minutes. Once applied, it must be kept continuously moist throughout the healing process, otherwise severe scarring or infection could occur.

Weedwrap helps to heal burns, keeping the flesh moist and supple while guarding against infection.

Game application: Using Weedwrap on any second or third degree burns eliminates the chance of infection and reduces the healing time by 25%. Finding the kelp fronds





to make weedwrap requires a Knowledge (nature) check (or comparable skill related to oceans or the sea) at DC 20. Properly applying Weedwrap requires a successful Healing check (DC 25). Failures may be retried, using a fresh sheet. *Cost:* 25 gp per square yard sheet.

healing spells

There are occasions where the standard array of healing spells offered from the core rules don't seem to fit the style or type of campaign or else there is a need for more options and choices. The following spells are designed to supplement those core spells and not replace them.

DAMAGE REDUCTION

Abjuration

Level: Clr 5, Drd 5, Protection 5, Sor/Wiz 5

Components: V, S, F

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: 1 round/2 spellcaster levels

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell temporarily grants a damage reduction of 1/- that increases incrementally every 3 levels of the caster (3/- at 9th level, 4/- at 12th level, 5/- at 15th level, and so forth). The effects of this spell do not stack with any other existing forms of damage reduction.

Focus: A small piece of steel armor.

FINGER OF LIFE

Conjuration (Healing)

Level: Clr 5, Drd 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

By means of this spell, you deliver healing magic to any creature within range. The spell duplicates the effects of any Healing spell of 3rd level or lower, but without requiring the caster to touch the beneficiary.

GREATER FINGER OF LIFE

Conjuration (Healing)

Level: Clr 8

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

As *finger of life*, except that *greater finger of life* duplicates the effects of any healing spell of 5th level or lower.

HEAL CRITICAL INJURIES

Conjuration (Healing)

Level: Clr 5, Drd 6, Healing 5

Components: V, S, F

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

When laying your hand upon a creature who has suffered a critical wound, positive energy is channeled into it, healing the wound at a rate of 1d12 points of critical wound damage + 1 point per caster level (maximum +10). This only heals wound damage that applies to a critical wound. Once the wound is healed, any remaining hit points are lost and not applied to the character's total hit points.

Because undead are beings of negative energy, this spell deals damage to them instead of healing. An undead creature may apply spell resistance and attempt a Will save for one-half damage.

Focus: A drop of the caster's blood.

HEAL BROKEN BONES

Conjuration (Healing)

Level: Clr 3, Drd 4, Pal 3, Rgr 4, Healing 3

Components: V, S, F

Casting Time: One standard action

Range: Touch

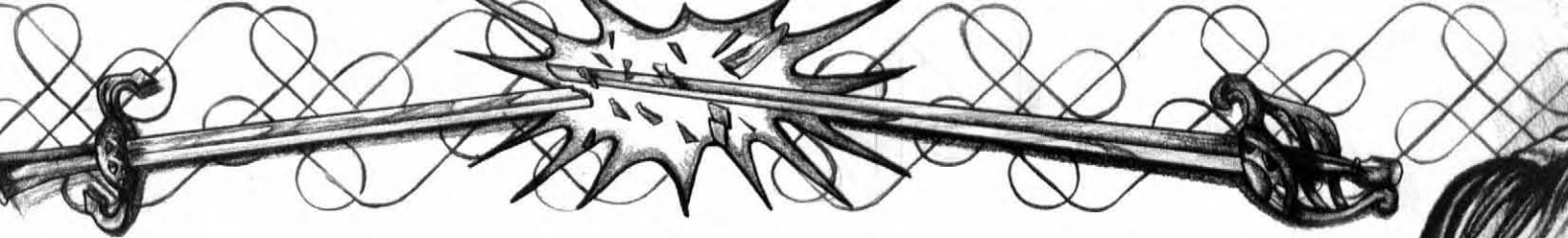
Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

When laying your hand upon a creature who has suffered a broken bone, positive energy is channeled into it, healing the wound at a rate of 1d6 points of critical wound damage + 1 point per caster level (maximum +7). Once the broken bone is healed, any remaining hit points are lost and not applied to the character's total hit points.



Because undead are beings of negative energy, this spell deals damage to them instead of healing. An undead creature may apply spell resistance and attempt a Will save for one-half damage.

Focus: A small piece of bone.

MEND SEVERED LIMB

Conjuration (Healing)

Level: Clr 3, Drd 4, Pal 3, Rgr 4, Healing 3

Components: V, S, F

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

When joining the severed limb of a wounded creature back to its original owner's body, the caster channels positive energy through himself and into the two sections effectively fusing them. The effects of the spell will successfully graft the limb back onto the creature and heal 1d4 points of damage + 1 point per caster level (maximum +7) to the surrounding tissues. The spell does not fully heal the limb, but rather grafts and seals enough muscle and tissue around the point where severing took place to secure it. The limb cannot be used for anything strenuous for 1d20 days minus the caster's level or risk losing it permanently unless further magical healing is utilized to heal the remaining critical wound damage.

Because undead are beings of negative energy, this spell deals damage to them instead of healing. An undead creature may apply spell resistance and attempt a Will save for one-half damage.

Focus: A needle and suture thread.

REMOVE SCARS

Conjuration (Healing)

Level: Clr 2, Drd 2, Pal 2, Rgr 2, Healing 2

Components: V, S

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell allows the caster to channel a very small amount of positive energy in order to reverse the visible damage that scarring leaves. The caster must physically touch the scarred area, tracing it with his fingers while the

energy heals the scar in turn. A caster may remove scars equivalent to one square inch per caster level on the body of an individual with a single spell. All Charisma penalties associated with scarring are removed at the rate of one point per every two levels of caster.

RESCUE

Conjuration (Summoning)

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One defenseless ally

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By means of this spell, you *teleport* an imperiled ally to your side. The spell only affects an ally who is unconscious, held, paralyzed, or otherwise incapable of movement and defense and within your line of sight. The ally appears within 5 ft. of you. Items belonging to the ally that are not carried or in hand are not transported by the spell. Thus, if an ally is felled in combat and drops his sword, the sword will not be transported along with its owner.

RESTORE SANITY

Conjuration (Healing)

Level: Clr 6, Drd 7, Healing 6

Components: V, S, XP

Casting Time: One standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Individuals who are stricken with a mental disease or are subjected to mind-affecting spells, such as *confusion* or *insanity*, that interferes with logical thought processes benefit greatly from this spell. Healing energy is channeled into the individual restoring his ability to think clearly and rationally. Any Intelligence or Wisdom points lost, however, are not regained.

XP Cost: 500 XP

MAGICAL ACCESSORIES

Magic items are not always meant for offensive or defensive purposes. These function as healing aids or even as enhancements to counter the loss of a key sensory organ.





Enchanted Acupuncture Needles: These masterwork needle sets are identical in function to masterwork acupuncture needles. In addition, they allow an acupuncturist to perform magical treatments as determined by their enchantments.

Needles of Compulsion: This set of 30 needles is enchanted to enable their user to attempt to affect a patient with a compulsion to avoid or perform a certain act when triggered as a response to a specific substance, creature, or situation. Initially, such needles were designed to treat addictions, allergies, and phobias. After successful treatment, patient is affected as if under the effects of a permanent *suggestion* spell. Treatment takes 10 minutes and has a DC of 13. The effects can be negated with a successful Will save against the acupuncturist's Heal skill check.

Caster Level 3rd; *Prerequisites:* Create Wondrous Item, *suggestion*; Market Price 7,500 gp; *Weight:* 1 lb.

Needles of Saving Grace: This set of 30 needles is enchanted to temporarily improve one of a patient's saving throws. A successful treatment imbues the patient with a +2 enhancement bonus to Fortitude, Reflex and Will saves for a number of hours equal to the acupuncturist's Heal skill ranks. The treatment takes 30 minutes and has a DC of 15. A patient can only benefit from the effects of a single treatment at a time.

Caster Level 3rd; *Prerequisites:* Create Wondrous Item, *resistance*; Market Price 3,250 gp; *Weight:* 1 lb.

Needles of Divine Purification: These needles allow the acupuncturist to treat magical toxins, poisons, and diseases as if they were nonmagical in nature.

Caster Level 4th; *Prerequisites:* Create Wondrous Item, *cure disease*, *neutralize poison*; Market Price 2,500 gp; *Weight:* 1 lb.

Needles of Restoration: This set of 30 needles can be used to undo the damaging effects of negative levels. A successful treatment requires 30 minutes and has a Heal skill check with a DC equal to the initial Fortitude DC of whatever inflicted the negative level.

Caster Level 4th; *Prerequisites:* Create Wondrous Item, *restoration*; Market Price 4,000 gp; *Weight:* 1 lb.

Eyes of Elves: This thin green leather eye-patch is textured to look like a leaf with small pearls lining the edge. Wearers of this eye-patch will detect secret doors as per an elf as well as have a +4 bonus towards search checks provided the eye the patch covers no longer functions or is gone.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, creator must be an elf, *detect secret doors*; Market Price: 2,160 gp; *Weight:* —.

Gem of Cleaning: This simple magic item is made from a small gem. It is imbued with cleansing qualities, originally fabricated for nobles and their knights. The gem can cast the following abilities simultaneously once per

day: *remove disease and neutralize poison*. It also magically removes all dirt, leaving the item spotless. These abilities only work on the object to which it is affixed and has no affect on flesh and blood creatures. It has since become sought by prosthesis users to lessen the hardships.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *remove disease*, *neutralize poison*, Market Price: 1,500 gp; *Weight:* —

Gem of Reparation: This simple magic item is made from a small gem. It is imbued with repairing qualities, originally fabricated for nobles and their knights. Once per day, the gem can simultaneously mend broken parts and lubricate any moving parts. While affixed to an item, it will automatically un-warp and de-rust it. It will also prevent it from becoming rusty or warped with no saving throw required (handy against rust monsters). These abilities only work on the object to which it is affixed and has no affect on flesh and blood creatures. It has since become sought by prosthesis users to lessen the hardships.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *make whole*, *grease*, *resist elements (rust)*, *warp*, Market Price: 3,000 gp; *Weight:* —

Healing Satchel: This small pack appears to be a well-used brown leather bag. It has four small pouches, two on opposing sides and two on the front, and one larger central storage area. The fasteners are brass, with an adjustable shoulder strap that looks easily slung across chest and shoulders. It resembles the kind of rigging one sees for a healer's kit. In fact this item is a cousin of the bag of holding with the four smaller pouches able to hold 2 cubic feet in volume or 20 pounds in weight. The central area holds 6 cubic feet or 60 pounds in weight. Even filled to the point of bursting, the satchel only weighs 2 pounds. When the user reaches into any of the segments of this satchel the item they are wishing to retrieve is always at hand. However, only items used in the practice of healing can be stored in the pack. Mundane equipment such as torches, clothes, etc. are spit out when placed within the bag.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *secret chest*; Market Price: 1,500 gp; *Weight:* 2 lb.

Liquid Webbing: This is a thick, fibrous fluid that coagulates quickly when exposed to the air. Liquid webbing applied to a major wound provides a +4 circumstance bonus to subsequent Heal checks made to stabilize a dying character.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *web*; Market Price: 50 gp.

Merchant's Eye: The eye that constitutes this magic item is a small black leather packet approximately 2 inches wide, by 1 inch in height. A simple white piece of leather is stitched onto the packet on one side, to roughly emulate



the oval appearance of an eye. The Merchant's Eye is designed to fit within an empty eye socket, however it can be used as an eye-patch.

In the form of an eye-patch the Merchant's Eye will irritate a functioning eye that is behind it, such that if used for more than 10 minutes at a time, the eye will be -2 to Appraise, Knowledge (nature), Search, and Spot checks for the next day. Normal use of the Merchant's Eye provides a +5 bonus to Appraise checks.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, detect secret doors; *Market Price:* 500 gp; *Weight:* —.

Oil of Mending: This oil will immediately heal a broken bone (or bones) in the area to which it is applied (thus nullifying the restrictions of a broken bone critical effect) provided the bone has been properly set first with a successful Heal check (DC 15). Although it heals the bone, this oil does not heal any of the internal damage around the break (the subject does not regain any hit points). An ounce will cover a single Body Location (one arm, one leg, several ribs, etc.) of a medium-sized creature.

Caster Level: 7th; *Prerequisites:* Brew Potion, cure serious wounds; *Market Price:* 750 gp.

Rod of Twin Life: This two-foot-long golden rod is a thin cylinder bejeweled with three amber spheres, two copper piece sized stones at either end and a fist-sized gem at its center. Essentially, the rod is a magical healing diffuser. When two creatures grasp either end of the rod, a third spellcaster may cast any healing spell or spell-like effect that heals a definite amount of damage upon the central gem. The magical healing then flows equally into the other holders (odd results are rounded down). Spells such as *neutralize poison* or *remove disease*, which do not heal actual hit point damage, are ineffective when cast upon the rod. It is possible for one of the recipients to also be the source of the healing power, thus sharing her healing abilities with another.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, cure light wounds, cure serious wounds; *Market Price:* 15,000 gp

Wound Bug: This 2-inch long tiny construct appears to be a mechanical insect or spider. If it is laid upon the intended recipient and a command word is spoken, it will animate and begin to systematically crawl across the recipient's body, sewing up any lacerations. If the user suffers a bleeding critical hit, the wound bug will immediately move to the affected area and sew the wound closed in 1d3 rounds, stabilizing the patient (if unconscious and bleeding).

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, animate objects, web; *Market Price:* 900 gp

ARTIFICIAL LIMBS

Since ancient times, warriors have returned home with their bodies in ruins. Limbs and other extremities often fall victim to blade, claw, or disease. One way to overcome these disabilities is attaching artificial limbs to replace those lost. From a simple hook, to more specialized prosthetic limbs, to magical attachments; characters have many options for replacing lost body parts.

MECHANICAL PROSTHETICS

In fantasy worlds, the common artificial replacement is the hook, designed so that those who have lost any part of the arm below the elbow can pick up small objects. The common medieval fantasy-based society does not possess the technology to produce anything more complex. Creatures with prosthetic hooks cannot wield weapons in that hand, or weapons that require two hands (with the exception of the bow).

Though hooks can be useful, they do not provide fine manipulation of objects. Even if a spell does not have a somatic component, or the somatic component is bypassed (such as with the Still Spell feat), creatures with hooks need to succeed at a Concentration check (DC 15 + spell level) to cast spells with material components. **Table 2-12:**

TABLE 2-12: TRANSRADIAL SKILL MODIFIERS

Skill	Modifier
Appraise	-2
Craft	Varies
Disable Device	-8
Disguise	-8 ¹
Escape Artist	-6 ²
Heal	-2
Intimidate	+2 ³
Open Lock	-2
Perform	Varies
Pick Pocket	-2
Profession	Varies
Ride	-2 ⁴
Swim	-2
Tumble	-2
Use Rope	-6

¹ Unless impersonation involves similar prosthesis

² Hook tends to catch on bindings and restraints

³ Folk tend to be frightened of a nasty-looking prosthesis

⁴ Handling reins is not an easy task with a hook

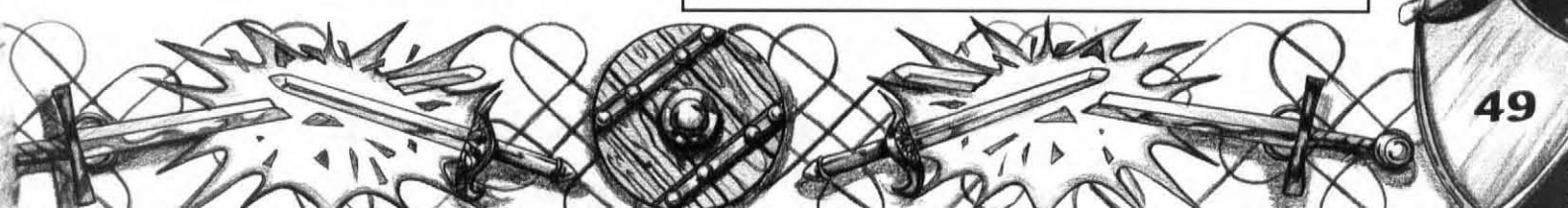





TABLE 2-13: TRANSTIBIAL SKILL MODIFIERS

Skill	Modifier
Balance	-4
Climb	-6
Craft	Varies
Disguise	-8 ¹
Jump	-4
Move Silently	-6 (metal), -4 (wood) ²
Perform	Varies
Profession	Varies
Ride	-2
Swim	*
Tumble	-2

¹Unless impersonation involves similar prosthesis

²No penalty if wrapped or coated in a quieting material such as leather

*½ swim base speed but subtract 40 lbs. from weight of swimmer (Medium-size)



Transradial Skill Modifiers gives effects that should be applied to the character's skills with a below-the-elbow (transradial) amputation.

Perhaps the greatest advantage of hooks is that the wearer is always considered armed provided they know how to use it as a weapon. A hook is a tiny, simple, piercing weapon that does 1d4 points of damage with a critical range of 19-20 (see Attachments in Combat). A basic hook costs 30 gp to attach, and is considered to have no weight.

The second most common form of combat injury is the loss of a leg or foot. Any amputation through the thigh or below can be replaced with an artificial leg. Legs can be elaborately carved, or just a simple peg leg. Even with the addition of moveable joints, a nonmagical leg replacement can never truly replicate the real thing. A bipedal creature with a mechanical leg replacement has their movement rate reduced by one-quarter due to the pain of the prosthetic fitting, and suffers a -2 dodge penalty to AC. **Table 2-13: Transtibial Skill Modifiers** details the effects that should be applied to a character's skills with a below-the-knee (transtibial) amputation.

In addition, the creature's Strength and Dexterity are considered to be one-half their original scores for the purposes of determining Balance, Climb, Jump, Move Silently, Swim, and Tumble checks.

A standard peg leg costs 30 gp to attach, and has no weight. Characters may choose to purchase a more realistic prosthesis, but at a considerable higher price.

Mechanical replacements can do little for the loss of other extremities. Fingers and toes are insignificant to have replaced unless cosmetically desired, and the functions of other body parts cannot be replicated. Despite the realities of the situation, people do still

try mechanical methods of replacement for extremities, such as a glass eye, although these are extremely rare. These replacements may slightly offset some circumstance penalties on Charisma checks or Charisma based skills, but have no physical function.

A glass eye can cost 50 gp or higher, depending upon craftsmanship and materials used.

ATTACHMENTS IN COMBAT

Besides hooks, characters may also opt to have actual melee weapons attached to

their prostheses. These weapon prostheses can be quite useful, but they are seldom as good as a weapon used in a real hand. Because attached weapons do not have the same range of motion, and cannot bring the same force of leverage to bear, they suffer penalties as described in **Table 2-14: Prosthetic Weapons**.

An exception to the use of prosthetic attachments is the weapon on the end of a chain. This is a common sight for warriors who are high enough in social stature or can afford the cost. This is fastened by a series of leather straps and latches, which allows a proficient fighter to do more damage because of the shorted leverage arm and more strength behind the swing with greater control. A weapon of this kind grants the character a +1 attack and +1 damage bonus for a chain weapon instead of using the penalties in Table 2-14.

Weapons that must be used in two hands are too unwieldy to be attached as prosthetics. The only exception to this is the bow. Archers that have lost a single hand are still able to utilize a bow with a specialized prosthetic bow

TABLE 2-14: PROSTHETIC WEAPONS

Weapon Size*	To Hit Penalty	Damage Penalty
Tiny	-2	0
Small	-4	-2
Medium	-6	-4

*Based upon a Medium-size creature, creatures larger or smaller would base penalties relative to their size (Tiny = weapon two size categories smaller than the creature, etc.).

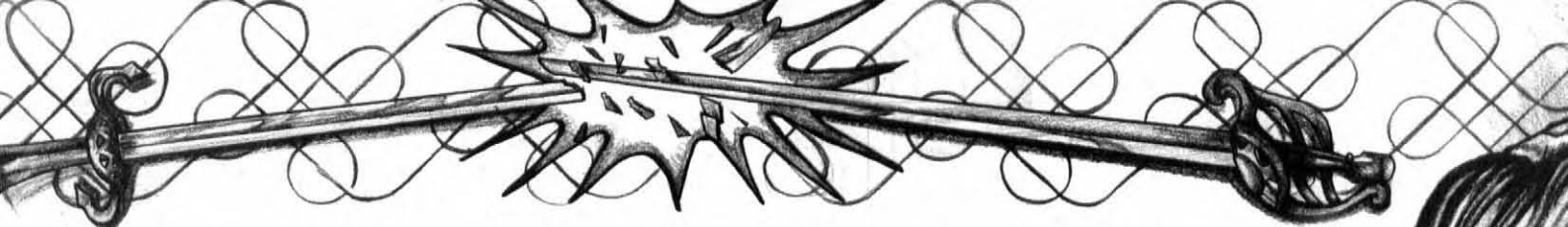


TABLE 2-15: PROSTHETICS

Prosthesis Type	Description	Hardness/ Hit points	Cost	Weight
Finger	Simple carved wooden finger held in place by a double signet ring from the false finger an adjacent existing one.	5/10	20gp	*
Hand	Simple carved wooden hand, either open palm or closed fist held in place by a system of leather straps to the forearm.	5/20	50gp	1 lb.
Hook	Simple metal hook held in place by a system of leather straps to the forearm.	10/30	30gp	1 lb.
Below Elbow	Simple carved wooden forearm section with either a hand or hook built in (non-removable) held in place by a system of leather straps to the elbow and bicep.	5/20	60gp	2 lbs.
Above Elbow	Simple carved wooden arm complete with a single axis pin elbow joint (which can rust if not kept well oiled), which can either move freely or be locked into position by the user with a pushed locking pin.	6/25	100gp	4 lbs.
Peg Leg	Simple carved wooden leg post that can be attached to any residual limb level below the knee by a system of leather straps.	5/20	30gp	3 lbs.
Foot	Made of several layers of thick leather with a wooden core and shaped to resemble original foot. This is held in place by a system of leather straps to the calf/shin.	6/25	50gp	2 lbs.
Below Knee	Simple carved wooden leg with a foot built in held in place by a system of leather straps to the knee and thigh.	5/20	80gp	5 lbs.
Above Knee	Simple carved wooden leg with a single axis pin knee joint (which can rust if not kept well oiled), which can either move freely or be locked into position by the user with a pushed locking pin.	6/25	130gp	10 lbs.

* no weight worth noting



attachment and some training. Prosthetic weapon attachments cost 30 gp, plus the cost of the weapon and the prosthesis, and act the same as the weapon in all other respects. Prosthetic weapon attachments may be masterwork, with the same costs and benefits.

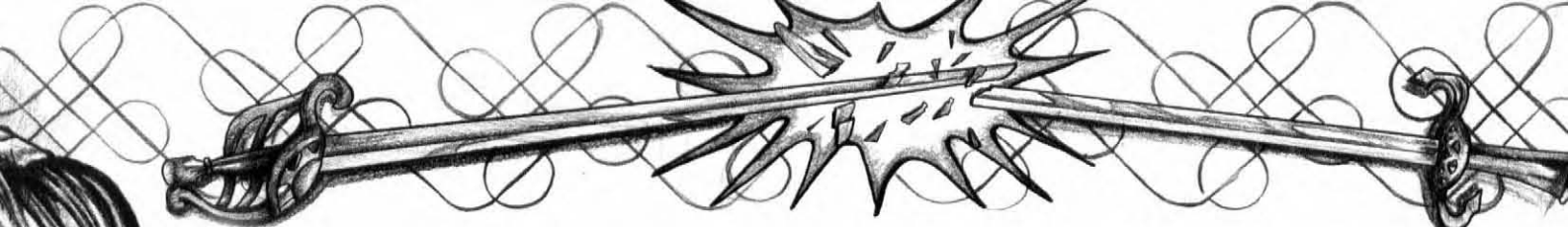
GNOMISH CREATIONS

Due to the creativity and ingenuity of the gnomes, many people that have lost a limb have been given a second chance. It takes about a month to fabricate one of these prosthetic devices. It involves fine hand carving and

hollowing out the wood to reduce the weight. The leather strap system must be carefully measured as the order is placed. The addition of a metal joint/hinge is more costly, but does allow a more realistic mode of movement.

The enemy of the prosthesis is water. Water can cause the wood to warp, grow mold and become unhygienic, or rust the metal parts. If the leg is not shielded or covered, every round the prosthesis is exposed to a large amount of water, it must make a saving throw DC (15) or suffer 2 points of warp/rust damage. This damage can only be removed in the field by de-warping or de-rusting spell





magic. Otherwise it must be taken back to an expert for repairs. See **Table 2-15: Prosthetics** for a list of basic prostheses and their stats.

Using a prosthesis is not without its hardships. The wearer cannot sleep with the prosthesis on, as the skin needs time to breathe. It takes one full round action to don the prosthesis. For every night the user sleeps with it on, there is a 5% cumulative chance that a skin ulcer can occur. Developing a skin ulcer causes 1 point of damage to the user. The skin ulcer would cause pain and irritation making it hard to concentrate on a variety of tasks. The user is at -2 to all attack, damage, skills, and saving throws; and takes 1 additional point of damage cumulatively per day of continued use of the prosthesis while enduring the skin ulcer. This reflects the growth of the skin ulcer. Magical healing will negate these effects. A normal Healing Check, (DC 15), will stop the skin ulcer from getting worse. With normal healing, the user must not wear the prosthesis for a number of days equal to the points of damage sustained by the skin ulcer. This will recover one hit point per day.

An additional hardship is the need to have the leather strapping system cleaned every few days to avoid hygiene issues. Having the prosthesis dirty will cause a stench to develop (-3 to all Charisma based checks). The user's skin will become irritated and itchy (-2 to Concentration Checks). If it remains dirty for a month, the user develops a skin ulcer (see above). A user is taught how to take care of their prosthesis with soap and water. The cleaning process never damages the prosthesis. Unfortunately, this means the user must always carry cleaning supplies with them on their journeys. However, this is a small price to pay for the restored mobility.

The gnomes aren't without their flair for the diverse and unusual. If the prosthesis is attacked directly, there is a 20% chance that a special feature is damaged. If the prosthesis is destroyed, so is the special feature.

Listed below are a variety of special features that can be added on to an existing prosthesis.

Arm Dart Launcher: A volley of 3 darts is released when the prosthetic hand is bend upward at a 90-degree angle. One single attack roll is made with a -2 modifier. Either all three hit or miss. Darts do 3d4 damage, crit (x2), range increment 20 ft. The launcher may be reloaded through a compartment on the side of the prosthesis and takes 4 full round actions to do so.

Fine Tool Attachment: This allows a user to attach a specific set of tools to continue his trade. The user gains the full benefits of a tool kit. Normally, the use of the prosthesis reduced the bonus of tool kits by 1.

Grappling Hook Launcher: This arm prosthesis is made with a secret compartment with a spool of 100 feet of fine silk rope. By removing a special quick-disconnect hand, the grappling hook can be loaded into the wrist section

TABLE 2-16: SPECIAL FEATURES

Feature	Cost	Weight
Arm Dart Launcher	150 gp	3 lbs.
Fine Tool Attachment	1 gp	*
Grappling Hook Launcher	150 gp	5 lbs.
Leather-covered	5 gp	1 lb.
Peg Leg Dart Launcher	75 gp	1 lb.
Quick Disconnect	20 gp	*
Retractable Forearm Blade	75 gp	3 lb.
Secret Compartment	15 gp	*
Water-proofed	10 gp	*
Weapon/Shield Attachment	30 gp**	1 lb.**

* Individually, these items have no weight that has an effect on game play.

** In addition to the base cost and weight of the weapon or shield.

containing complicated, tightly wound springs. This can fire the hook 95 feet up fairly accurately. The other end is tightly secured to the prosthesis. Unfortunately, the spool must be wound up manually. If fired directly against an opponent, it does 1d6 bludgeoning damage, no critical possible.

Leather Covered: The prosthesis can be completely covered in leather. The leather chosen is usually a color similar to the user's skin.

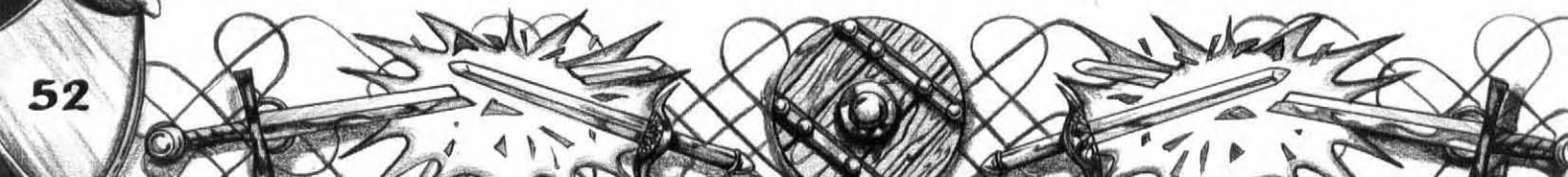
Peg Leg Dart Launcher: A single dart may be fired from the hollowed out shaft of the peg leg. A successful Balance Check must be made at DC (14) if attempting to fire it while its being worn. An attack roll is made with a -2 modifier. Darts do 1d4 damage, crit (x2), range increment 30 ft. (due to the long shaft). The launcher cannot be reloaded while wearing the prosthesis. The dart is inserted into the top, inside section and is considered a standard action.

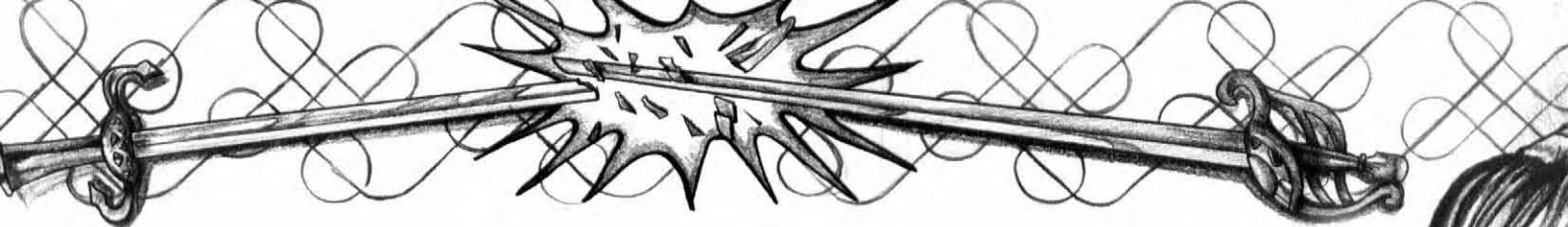
Quick Disconnect: The parts of the prosthesis may be disconnected (i.e. hand from an arm). This would allow a variety of attachments to be fastened in place.

Retractable Forearm Blade: A concealed (Spot Check DC 25) blade springs straight out of thin slot just above the wrist and locks in place. The blade does 1d4+1 damage, critical (x2) in combat. It retracts by pressing a button depressed in the underside of the arm.

Secret Compartment: The prosthesis is equipped with a secret opening into the hollowed out area. It is good for keeping small items, money or a single dagger-sized weapon. This may not be done to a hand or foot.

Water-Proofed: The prosthesis is coated with a plant-derived lacquer, which usually has a colored dye to closely match the skin color of the user. Metal parts are coated





with special waterproofing oil that need only be reapplied once every 6 months.

Weapon/Shield Attachment: One specific shield or weapon can be added to the prosthesis. It cannot be removed or interchanged without the Quick Disconnect feature. See Attachments In Combat for further details.

MAGICAL PROSTHETICS

After losing a limb, characters will want to return to their full capacity. Magical replacements offer the best way to do this. Though a *regenerate* spell seems to be the quickest and easiest solution, *regenerate* is a high-level spell, and such clerical magic may not be available. Also, magical replacements have some advantages.

Spellcasters can create artificial limbs with the Craft Wondrous Item feat, though some artificial limb enhancements require Craft Magical Arms and Armor as well. Any magical prosthesis can be attached by simply holding it against the flesh where the extremity is missing. Magical prostheses cannot be placed on creatures that have not lost that particular limb, though a creature could purposely remove their own limb in order to use the magical one.

Magical limbs and extremities take up magical item slots. Magical arms and hands cannot be used in conjunction with gloves, legs cannot be used with boots, and magical eyes cannot be used with any sort of goggles. Fortunately, any magical enhancement that can be placed upon these items can also be placed upon a magical prosthesis in addition, and can be added in addition to the *replace function* quality for no extra cost. Unlike the original magical items, the magical prosthesis need not be used in pairs to work. A single hand replaced with a magical prosthesis that has the *ogre power* quality would work just fine.

Each magical prosthetic can hold one quality, plus the *replace function* quality. Also unlike regular magical boots, gloves, and goggles, magical prosthetics have the capability of holding more than one magical quality, though doing so adds considerably to the cost and effort to manufacture. For each magical quality added after the first (and *replace function*), the experience and gold piece cost is doubled. For example, a wizard could make a magical hand with the *replace function*, *ogre power*, *storing*, and *dexterity +4* qualities. The most expensive quality is always considered the first—thus 6,000 gp and 240 xp for *replace function*, 16,000 gp and 640 xp for *dexterity +4*, 4,400 gp and 176 xp for *storing*, and 8,000 gp and 320 xp for *ogre power*, for a total of 34,400 gp and 1,376 xp to create this prosthetic.

Most magical prostheses are made out of metal, and look like a piece of armor. Other materials can conceivably be used, though they do not add to the limbs function.

Magical prostheses never look like normal limbs (unless the *glamered* function has been added). Most follow the standard humanoid pattern of five fingers and an opposable thumb, little has been found to improve upon this design, though limbs can sometimes be made in the likeness of a certain type of creature (such as a dove's paw). The prosthesis generally imbued with weight reducing magic, so it is considered to have no weight.

A creature with a magical prosthetic arm or hand is always considered armed, provided they know how to use it as a weapon. A standard prosthetic hand does 1d3 points of damage, though claws or spikes can be added to raise this to 1d4. Large claws can be added for an additional 1,300 gp (some may cost as much as 3,000 gp if they are retractable), which do 1d6 points of damage. None of these additions affect a monk's unarmed combat damage.

PROSTHETIC QUALITIES

In addition to the magical qualities found in gloves, boots, and goggles, magical prostheses do have some unique abilities.

Replace Function: A magical prosthesis with this quality duplicates the function of the original limb. Magical hands can once again grasp, legs can jump, and eyes can see. This negates any and all penalties for missing or replacement limbs. The creature's ability scores when using the magical prosthetic are unaffected.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *animate objects* or *telekinesis*; *Market Price:* 16,000 gp; *Cost to Create:* 3,000 gp + 240 XP.

Glamered: The magical prosthesis looks and feels like a real limb of its type. A prosthesis with this quality must also have *replace function*. The limb looks exactly like the wearer's original, and cannot be altered.


Caster Level: 2nd; *Prerequisites:* Craft Wondrous Item, *change self*; *Market Price:* 11,000 gp; *Cost to Create:* 500 gp + 40 XP.

ARM/HAND QUALITIES AND MAGICAL REPLACEMENTS

Claw Strike: A prosthesis with this quality always has small claws. Upon command, the claws shoot forth, using the creature's ranged attack bonus, and striking the target for 5d4 points of damage on a successful hit. Any *enhancement bonus*, or *elemental grasp* qualities the prosthesis possesses are added to the attack's to hit and damage rolls. The claws grow back after one hour, and can then be used again.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, Craft Magical Arms and Armor; *Market Price:* 18,100 gp; *Cost to Create:* 4,050 gp + 320 XP.





Elemental Grasp: Upon creation, the creator decides what type of elemental damage the prosthetic will inflict (acid, cold, electricity, fire, or sonic). Three times per day, with a successful melee touch attack, the prosthetic inflicts 1d8+10 points of damage of the specific elemental type. This ability can be used as part of an unarmed combat attack requiring a normal to hit roll.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, Craft Magical Arms and Armor, and *acid arrow* (acid), or *burning hands* (fire), or *ray of frost* (cold), or *shocking grasp* (electricity), or *sound burst* (sonic); **Market Price:** 19,000 gp; **Cost to Create:** 4,500 gp + 360 XP.

Enhancement Bonus: Adding this quality gives the prosthesis an enhancement bonus on to hit and damage rolls for unarmed melee attacks. It does not add any bonus to a weapon used in the prosthetic hand.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, Craft Magical Arms and Armor, *greater magic weapon*; **Market Price:** 12,000 gp (+1), 18,000 gp (+2), 28,000 gp (+3), 42,000 gp (+4), 60,000 gp (+5); **Cost to Create:** 1,000 gp + 80 XP (+1), 4,000 gp + 320 XP (+2), 9,000 gp + 720 XP (+3), 16,000 gp + 1,280 XP (+4), 25,000 gp + 2,000 XP (+5).

Weapon-Breaker: A prosthetic hand with this quality has been specially made to destroy an enemy's weapon. The wearer gains free use of the Improved Disarm feat. With a successful disarm attack, the wearer is considered to have grasped his enemy's weapon. The victim of this attack may choose to let go of the weapon, or attempt a disarm of their own on subsequent rounds, with a successful disarm pulling the weapon free. If the opponent does not succeed, they may make no other attacks. Each subsequent round the weapon is held, the prosthetic hand squeezes it in an attempt to break the weapon. The grasped weapon automatically takes 1d6 + Str × 2 damage per round, ignoring hardness except hardness that is gained through magical enhancement. For example, a +3 sword grasped by a prosthesis wearer that has 18 Strength, would take (1d6+4 × 2) -3 points of damage.

Caster Level: 14th; **Prerequisites:** Craft Wondrous Item, Craft Magical Arms and Armor; **Market Price:** 28,000 gp; **Cost to Create:** 9,000 gp + 720 XP.

Hand of Useful Items: This prosthesis has the *replace function* and *glamered* qualities. It is a hand that magically melds with any other prosthetic device. Upon being given the command word, the hand polymorphs into the desired object. The hand can only polymorph into small, simple objects with non-moving parts. For example, it can turn into a hammer, cup, bucket, shovel, short sword, or buckler. If used as part of a tool kit, you receive a +1 circumstance bonus to your skill checks because the item feels like a living extension. If polymorphed into thief's tools, a +2 circumstance bonus is applied to Open Locks and Disable Device Checks.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *animate objects*, *polymorph any object*, **Market Price:** 23,000 gp; **Weight:** 5lbs.

Hand of Xorn


The *Hand of Xorn* was created for a specifically dwarven purposes. Only a handful of these have been made to replace the lost hands of great dwarven warriors. The *Hand of Xorn* is made from the claws of a Xorn with powerful magic added in. This prosthesis has the *Replace Function* and *Glamered Qualities*. Two claws have been magically joined to create a single nasty, four-pronged claw capable of spinning at tremendous speeds. It gives the user: burrow 10 feet. When used as a weapon, it does 1d12 damage, Critical (x3). The user suffers a Charisma circumstance skill-check penalty of -2, due to its unattractive features among non-dwarves. Dwarves react with a +2 bonus in recognition of its greatness. Any Xorn will attack a user of the *Hand of Xorn* on sight. The grasping capabilities of this item are rudimentary at best.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *animate objects*, **Market Price:** 7,000 gp; **Weight:** 5lbs.

Horko's Wonderful Arm: These mechanical prostheses were the creation of the master artisan Horko. Magically grafted to an armless shoulder, the mithral arm acts in most respects as the owner's natural one once did. It does not count towards the limit on magic items worn. While it imparts no sense of touch, it does allow the user to grip objects and even perform fine detail work, including the ability to make the somatic gestures required for many spells. The arm may be used as a weapon, or function as a

TABLE 2-17: ARM MALFUNCTIONS

% Roll	Result
01-30	No malfunction occurs.
31-55	Arm drops anything it was holding.
56-70	Arm's grip tightens, causing 1d8 damage to anything it is holding.
71-80	Arm locks up for 1d4 rounds. It may not be used during this time.
81-90	Arm flails about wildly, attacking random target for one round.
91-98	Arm belches oily smoke from its gears and pistons that acts as a <i>fog cloud</i> for 1d4 rounds.
99-00	Arm explodes as a <i>fireball</i> for 5d6 damage (Reflex save DC 15, half damage). Arm destroyed.



shield. Attacking with the arm is considered an armed attack, and does not cause an attack of opportunity. There are no special bonuses or penalty to hit with the arm, and it requires no weapon proficiencies. Most weapon-based feats, such as weapon focus or improved critical, may be taken with the wonderful arm as the weapon choice.

Attacking with the arm while fighting with a weapon in the other hand incurs two-weapon fighting penalties. The arm is considered a light weapon. The arm does 1d8 points of damage, with a critical threat of 19-20/x2. The arm may also substitute for a shield if it does not wield a weapon or is not used as a weapon during a round. It confers a +1 shield bonus, and does not require shield proficiency. When used as a shield, it gives a 5% arcane spell failure chance. The user also cannot be “disarmed.”

If the wearer of the arm rolls a 1 on a check during any operation utilizing the arm, there is a chance that the arm malfunctions. Roll d% and consult the **Table 2-17: Arm Malfunctions**.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, Craft Magic Arms and Armor, *limited wish*, *polymorph any object*; *Market Price:* 42,000 gp; *Weight:* 6 lbs.

Kogan’s Magical Arm/Leg of Storing: The wizard Kogan has been a purveyor of items with pocket dimensions for many a year. It came to no surprise to him when he was approached by a warrior to see if his bag of holding could be adapted to work with his prosthetic leg. Soon Kogan was flooded with requests to put dimensional compartments into a wide variety of prosthetic devices. The user need only reach into the compartment and the item searched for is always magically drawn to his hands. This is a move-equivalent action. Table 2-18: Prosthesis Storage reflects the limitations of each device.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *secret chest*; *Weight:* 5 lbs. (Arm), 10 lbs. (Leg).

Talanosvyr’s Wand Loader Arm: The insane wizard, Talanosvyr, was captured in battle and had his arm cut off for his war crimes. After escaping, he spent years plotting his revenge. This powerful device was his crowning achievement. It has since been copied, but not as well as the original. It is a below elbow prosthesis with the *Replace Function Quality*. In addition, it has four equally placed depressions about 2 inches wide and 2 inches deep running the length of the forearm. One wand may be loaded into each slot. The abilities of all wands may be used one function at a time as though the user were already

holding them. The use of a wand function is a free action as long as it does not involve an attack roll or need to be aimed. The wands may be removed normally.

The original *Wand Loader Arm’s* abilities allowed Talanosvyr to use a function of each wand simultaneously. It is said that his revenge was brutal and swift. The whereabouts of the original item are not known, but this story may make for a good adventure hook.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *animate objects*, *levitate*, *Market Price:* 50,000 gp (120,000 gp for the original); *Weight:* –

Telescoping Arm of Grasping: This forearm is made of many magic metal rings, one inside the other, which upon command word telescopes out 5 feet. Due to the amount of metal involved in its creation, the arm is also imbued with magic to make it lighter. This prosthesis has the *Replace Function and Glamered Qualities*.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *animate objects*; *levitate*, *Market Price:* 9,000 gp; *Weight:* 5lbs.

LEG/FOOT QUALITIES AND MAGICAL REPLACEMENTS

Air Walk: Upon command, the wearer can use the spell *air walk* for 80 minutes, once per day. *Caster Level:* 8th; *Prerequisites:* Craft Wondrous Item, *air walk*; *Market Price:* 21,520 gp; *Cost to Create:* 5,760 gp + 230 XP.

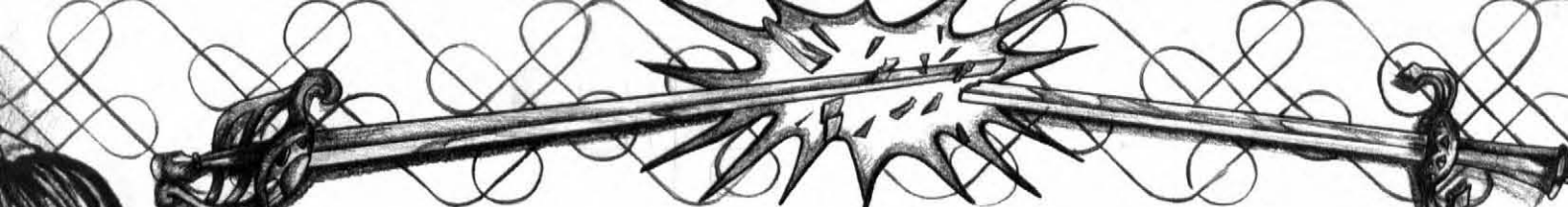
Immovable: Once per day, for 10 rounds, the wearer of this prosthesis can stick their leg in the ground and take on a defensive stance. In this defensive stance, the wearer gains the following benefits: +2 Strength, +4 Constitution, and +2 resistance bonus on all saves. While in this stance, the wearer cannot move, though he may voluntarily end the stance early. While in the stance, the wearer cannot use skills or abilities that require him to shift position, such as *Move Silently* or *Jump*. At the end of the defensive stance, the wearer is winded, and suffers a -2 penalty to Strength for the rest of the encounter. In all other respects, the defensive stance is the same as the *Dwarven Defender* ability of the same name. *Caster Level:* 16th; *Prerequisites:* Craft Wondrous Item, *bull’s strength*, *endurance*; *Market Price:* 27,500 gp; *Cost to Create:* 8,750 gp + 700 XP.

Tripping: The creature wearing a prosthesis with this ability gains access to the *Improved Trip* feat for free. In addition, the wearer receives the +4 stability bonus on the opposed check for tripping. *Caster Level:* 12th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 26,000 gp; *Cost to Create:* 8,000 gp + 640 XP.

Telescoping Leg: This leg works similarly to the *Telescoping Arm*, except it can telescope out 10 feet. This prosthesis can be extremely useful for gaining any sort of height advantage. A *Balance* or *Dexterity* Check of DC (15) is required to keep from falling over. This

TABLE 2-18: PROSTHESIS STORAGE

Prosthesis Type	Weight Limit	Volume	Market Price
Arm of Storing	250lbs	30 cu. Feet	3,000 gp
Leg of Storing	500lbs	70 cu. Feet	5,700 gp



prosthesis has the *Replace Function and Glamered Qualities*. If person has two of these items on and fully telescoped, there is no penalty to balance, add 10 to base land speed and size category increases by one.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *animate objects; levitate*, **Market Price:** 11,000 gp; **Weight:** 10 lbs.

EYE QUALITIES AND MAGICAL REPLACEMENTS

Archer's Eye: A creature with this magical eye in place gains free use of the Far Shot feat, and a +4 bonus on Spot checks. **Caster Level:** 12th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 26,000 gp; **Cost to Create:** 8,000 gp + 640 XP.

Devil's Wink: Upon command, three times per day, a creature with this magical eye in place forces a victim to succeed at a Will save (DC 18) or suffer a -4 penalty on their next subsequent Will save versus a mind-affecting effect. This is considered a gaze attack. Whether or not they succeed at the initial save, the victim has no indication that any magical attack has been made upon them, or that their next save will be penalized. **Caster Level:** 15th; **Prerequisites:** Craft Wondrous Item, *feblemind*; **Market Price:** 32,000 gp; **Cost to Create:** 11,000 gp + 880 XP.

Bayne's Gemstone Eye: Bayne was a gem cutter of master skill and when he originally created this item it was out of a pure deep purple amethyst. The gemstone was oval shaped to fit perfectly in the eye socket. Although the powers of a gemstone eye were duplicated, the pure seamless physical appearance has never been exactly duplicated.

The gem must be placed in the eye socket of someone who has lost an eye. It will not function when placed in front of an eye, nor in any other mode except directly in the socket. It does not replace the lost vision of the wearer, instead providing a +10 spot and search enhancement bonus to compensate for the loss.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *clairvoyance*; **Market Price:** 12,000 gp; **Weight:** —.

Glass Eye of Surveillance: This eye functions as a glass eye of vision, but with some important differences. The crafter of a glass eye of surveillance is able to see through it, in effect viewing whatever the wearer does. The creator of a glass eye can only see through one glass eye at a time, and while doing so, cannot see through his own eyes. There is no distance limit. The creator must make a Scry check at a DC of 5, 10 if the wearer is on a different plane. The wearer may make a Scry check at a DC of 20 to realize that someone is looking through his glass eye.

Most crafters of glass eyes of surveillance force their minions to wear them, creating a legion of spies that they are in constant contact with. On rare occasion, a crafter is

able to trick an unsuspecting dupe into wearing the glass eye. The glass eye can magically be removed by a *wish* or *miracle* spell. The glass eye could also be surgically removed or plucked out by force, both of which would be highly traumatic for the wearer.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance, scrying, true seeing, regenerate*; **Market Price:** 45,000 gp; **Weight:** —.

Glass Eye of Vision: This eye is crafted as a replacement for someone who's lost his or her own. It does not count towards the limit on magic items worn. If placed inside the empty eye socket of a living creature, the glass eye magically melds to the creature. It allows the wearer to see as they once did, and if they have low-light vision or darkvision, the glass eye is fully functional with that vision. Anything that affects the wearer's vision affects the glass eye as well. In addition, the glass eye gives the wearer a +4 circumstance bonus to Search and Spot checks. The wearer may also activate *true seeing* 3/day as the spell.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance, true seeing, regenerate*; **Market Price:** 21,000 gp; **Weight:** —.

Glass Eye of Enhanced Vision: This eye is crafted as a replacement for someone who's lost his or her own. It does not count towards the limit on magic items worn. If placed inside the empty eye socket of a living creature, the glass eye magically melds to the creature. The eye's appearance to others is a highly polished mirror (-2 on Charisma checks). This magical eye allows the wearer to not only see perfectly, but also grants darkvision, see invisibility and true seeing. These abilities are identical to the spells and may be used at will. In addition, the user is immune to gaze attacks and may fight such creatures while keeping their good eye closed. The user suffers a -1 attack penalty, while fighting with only one eye open.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance, darkvision, see invisibility, true seeing, regenerate*; **Market Price:** 52,000 gp; **Weight:** —.

Mithral Eye: The *mithral eye* is a seemingly solid sphere of shiny silvery metal. It provides normal sight through the eye on command, allowing the wearer to basically turn the eye off when they wish to sleep. The *mithral eye* may be used to project the equivalent of an *arcane eye*, however once the duration of the normal *arcane eye* spell expires, the magical qualities eye will be inert for one hour, including normal sight.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *arcane eye*; **Market Price:** 18,000 gp; **Weight:** —.



ARMOR-SHELLS AND CASINGS

Most fighters will tell you that the only thing more valuable than their weapons is their armor. Without its protection warriors wouldn't last a minute in battle. So keeping your armor in good working repair is essential. But what happens if a significant portion of your armor is destroyed? Many hazards lie in wait in the fantasy world that can burn, melt, corrode, or rust away pieces of this valuable protection, leaving you with an incomplete suit of armor. Or, perhaps you are just starting your career of adventuring and are strapped for currency. So you begin collecting various salvageable pieces of armor from the brigands, bandits, orcs, and hobgoblins that have crossed your path and you begin assembling an incomplete suit of "patchwork" armor.

In either case, what sort of protection can you expect from an incomplete suit of armor? What is your maximum movement rate, your percentage for arcane spell casting failure or your maximum Dexterity bonus while in your partial armor?

PARTIAL ARMOR GUIDELINES

Here are a few rules/guidelines to go by when dealing with the issue of partial armor:

If you wear 50% or less of a suit of armor's total pieces, the armor provides no added protection (Armor Bonus) to your overall AC. However, the armor's Maximum Dexterity Bonus increases by +2, Armor Check Penalty decreases by -2, Arcane Spell Failure decreases by -10% and the armor's weight decreases by half.

If you wear more than 50% of the armor's total pieces, you receive the standard Armor Bonus to your overall AC. However, you incur the armor's full limits and restrictions AND you and your Game Master must keep a record of which specific body locations are not protected and thereby do not receive any protection against a Called Shot.

Parts of the body that ARE covered by partial armor receive that armor's full protection rating (Armor Bonus) if that area is targeted for a Called Shot. Leather gloves or boots protect hands and feet as if you are wearing leather armor and metal gauntlets or helms protect the hands or head as if you are wearing half-plate armor.

If an armored Body Location is rolled for on a normal Critical Hit (not a Called Shot), then roll again. If the same spot is rolled a second time, it receives the Critical Hit and Effect. This reflects the likelihood of an unarmored area being affected by a Critical Hit rather than an armored area.

While scantily clad warriors wearing a revealing set of key pieces of armor are often depicted in fantasy art, there is a definite downside to wearing partial armor. Individual pieces could be enchanted to help alleviate these shortcomings, but this is very costly. In general, you are better off investing your gold in a complete suit of armor tailored to fit your needs and lifestyle.

NEW ARMORS

Armored Codpiece: A single-piece garment worn to protect the groin area. Some are oversized and gaudy while others are slim and can easily be worn under outer clothes. Although a codpiece does not provide any additional AC bonuses, it does provide the listed Armor Bonus against any Called Shot to the groin area.

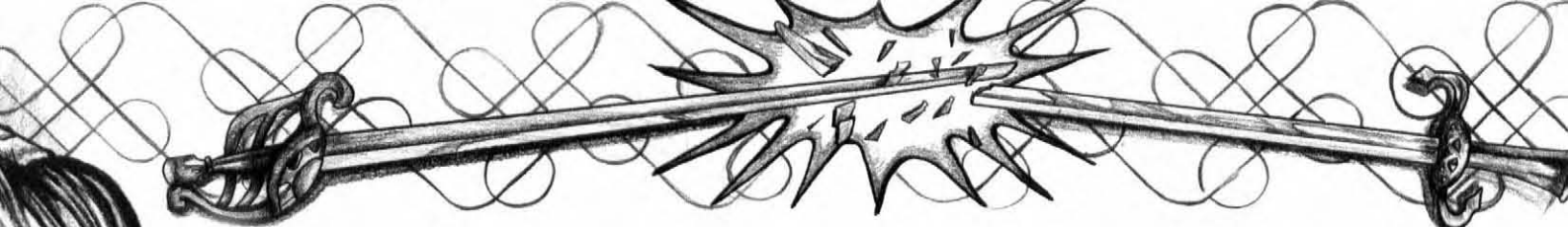
Full Visor: A full visor completely covers the wearer's face leaving only a small slit for vision. This makes the user immune to Called Shots to the eyes and face. (Called Shot penalty to eyes equals -15) It also makes it very hard

TABLE 3-1: NEW ARMOR TYPES

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure %	Speed 30 ft.	Speed 20 ft.	Weight*
Armored Codpiece	5 gp	+4	—	0	—	—	—	2 lbs.
Full Visor	10 gp	—	—	—	—	—	—	4 lbs.
Mithral Cloak	1,400 gp	+4	+6	0	5%	30 ft.	20 ft.	15 lbs.
Picemail Armor								
-Plate-style	400 gp	+5	+2	-5	30%	20 ft.	15 ft.	35 lbs.
-Banded-style	175 gp	+4	+3	-4	25%	20 ft.	15 ft.	20 lbs.
Spiked/Plated Collar	3 gp	+4	—	—	—	—	—	1 lb.
Warcaster's Armor	35 gp	+4	+5	-3	10%	30 ft.	20 ft.	15 lbs.

* Weight is for armor built for medium-sized creatures.





for the wearer to see. The wearer suffers a -2 penalty to initiative and all skill or ability checks that involve vision, but receives a +2 circumstance bonus to saves against gaze attacks.

Mithral Cloak: Ideal for spellcasters or anyone who can't take the time to don a full suit of armor, a mithral cloak is a fine-mesh cloak that is composed of small interlocked mithral rings. This full-length chainmail-style cloak and cowl is equipped with a padded inner lining designed to prevent chafing and soften blows.

Piecemail armor: This is a standard suit of padded leather with a number of metal plates strategically placed along arms, legs, chest, and back. Plate and banded styles are common, although other styles are not unheard of. While these armors don't protect the wearer as well as full suits of each type, they do allow the wearer greater flexibility and are considerably cheaper. If a suit of piecemail armor is found, there is a 90% chance that the right arm is armored.

-Plate-style piecemail armor incorporates certain key pieces of standard full plate armor that protects specific areas from Called Shots as if the wearer were suited in full plate armor (AC +8). Areas protected are: lower legs (shin and hamstring), knees, torso (front and back), and either the entire right (90%) or left (10%) arm and shoulder.

-Banded-style piecemail armor incorporates a number of pieces of standard banded mail armor that protects specific areas from Called Shots as if the wearer were suited in banded mail armor (AC +6). Areas protected are: shins, knees and thighs, torso (front and back), forearms and either the right (90%) or left (10%) shoulder and elbow.

Spiked/Plated Collar: This is often a wide strap of leather with sharp studs riveted throughout, worn around the neck. Other forms have small overlapping metal plates or scales. While the collar provides no overall AC Bonus, it does provide the listed Armor Bonus against attacks directed specifically to the throat and neck.

Warcaster's armor: Spellcasters on the battlefield are always vulnerable to melee attack, but seldom wear armor because it impedes their spellcasting abilities. This form of armor is specifically designed to provide the spellcaster with some amount of added protection while causing as little interference with their complex spell weaving as possible. A suit of warcaster's armor consists of five separate pieces. Two fluted bracers (a combination of vambrace and coudi'ere) to cover the forearms and elbows, two fluted leggings (a combination of grevi'ere and genouilli'ere) to cover the shins, calves and knees and a fifth piece, a small, fluted shoulder piece (a combination gorget and epauliere) that covers the top of the shoulders down to the collar bone and shoulder blades and up to protect the neck. Some elaborate pieces extend up to protect the back of the head as well.

Magical Armors

Wilderness Armor: Originally designed for rangers who require stealth and protection, wilderness armor provides the wearer with the best of both worlds. Wilderness armor is a suit of +3 leather armor, however when worn and the command word spoken, this armor *polymorphs* into a suit of +3 half-plate armor. The transformation takes only one round to complete and can be activated as a free action. The armor can switch from one form to the other as often as needed.

Moderate transmutation: CL: 10th; Prerequisites: Craft Magic Arms and Armor, *polymorph*; Price: 25,350; Cost: 12,675 gp + 725 XP.

Cloak of the Kytton: This is a +3 blackened mithral cloak and cowl with four shinning, *animated* spiked chains attached to it, near the shoulders. The wearer may (3/day) mentally command one or more of these weapons to animate and attack anyone within range. The spiked chains are +1 to attack and damage and function as if they are *dancing* weapons, however they remain connected to the cloak and may only strike at targets that are 5 ft. (i.e. an adjacent square) and are not considered reach weapons.

Faint transmutation: CL: 10th; Prerequisites: Craft Magic Armors and Armor, *animate objects*; Price: 13,250 gp; Cost: 6,350 gp + 790 XP.

Mobility Armor: A paladin is immune to diseases but not personal injury; he can break an arm or leg just like the rest of us. Mobility armor was originally designed for the paladin suffering from such a setback. Upon donning the armor's helm and uttering a command word, the rest of the armor blinks onto the paladin's body, enabling the wounded paladin to don his magical armor instantly without causing further damage to his broken limb(s). Once on, the paladin's limbs are held immobile inside the armor and he moves about by mentally commanding the armor to move. In effect, it's as if the signals from the paladin's brain were going straight to the armor rather than to his own muscles, while his body is held in stasis-like traction inside the mobility armor.

This type of armor is always a suit of +1 full plate with a great helm, providing AC 19. The helm must be worn to control the mobility armor; without it, the armor is no different than any other suit of +1 full plate. While wearing the helmet, the paladin moves about in the armor as if completely unwounded, walking with a broken leg, swinging a weapon or holding a shield with a broken arm, and so on. Should the wearer receive a debilitating injury while wearing this armor, she will not suffer from any penalties from that injury. Of course, once the armor is removed all penalties from the injury apply.

Movement is restricted to things the paladin would be able to do normally; he cannot mentally control the armor to levitate, move at superhuman speeds, fly, etc. (Naturally, subsequent spells cast upon the paladin in the mobility armor can grant such movement types.)

When the paladin wishes to remove the armor, he commands it to blink off him, and the armor teleports to the ground at his feet. Once the armor is removed, the paladin must once again deal with his broken limb(s). Mobility armor can only be mentally controlled while being worn; the paladin cannot wear the helmet and command the rest of the armor to move about while he's not in it (or while someone else is wearing the armor).

For obvious reasons, paladins who strive for glory in battle prize mobility armor. Many religious orders have a suit or two of mobility armor stashed away for times when one of their paladins needs it, as this type of magical armor is really only useful to those already wounded. It provides no real advantage to fully healthy individuals (save the +1 armor bonus), although the quick-donning and -doffing abilities come in handy. Naturally, while originally built for use by warrior paladins, there is nothing preventing the use of mobility armor by members of other classes allowed to wear heavy armor.

Moderate transmutation and abjuration: *CL*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *animate objects*, *blink*, *gentle repose*; *Price*: 38,650 gp; *Cost*: 19,125 gp + 990 XP.


MAGICAL ARMOR & SHIELD QUALITIES

Dulling: This enchantment can be applied to bucklers, shields, and armor. Any failed attack against a creature wearing or utilizing one of these protective devices causes the attacker's weapon to make a Saving Throw (DC 13), failure causes the weapon to be dulled and its critical threat range is reduced by -1. This effect is cumulative (minimum of 20). A *dulling* shield can then be used to make a shield bash against an opponent's edged weapon. If the attack is successful, the opponent's weapon must make a Saving Throw against the attack roll or be dulled as above.

Mild transmutation: *CL*: 3rd; *Prerequisites*: Craft Magic Arms and Armor, *soften earth and stone*; *Price*: +2 bonus.

Fortified: Armor with this quality gains a +2 bonus against a specific type of special quality damage (i.e. slashing, piercing or bludgeoning). This grants the creature a bonus to the saving throw to ignore such effects, however this does not grant any added Damage Reduction (see the Armor as Damage Reduction section for more details). Light armor can have this quality applied once, Medium armor twice, and Heavy armor up to four times. It is possible to fortify a single suit of armor against multiple attack forms. Each application stacks with the one before





it, granting a cumulative saving throw adjustment. (Example: a suit of Plate armor, Fortified +4 vs. Piercing and +2 vs. Bludgeoning)

Moderate transmutation: *CL: 5th; Prerequisites: Craft Magic Arms and Armor, fortify armor; Price: +1 bonus/ application if done all at once OR +2 bonus/ application if done at a later time.*

VARIANT SYSTEM:

ARMOR AS DAMAGE REDUCTION

[This is a revision of the *Armor as Damage Reduction* variant rule originally found in *Arms & Armor* (by Bastion Press, Inc.)]

It is just as easy to strike an armored opponent, as it is an unarmored one. Realistically, armor does not provide the wearer with any protection from being hit. What armor actually does is help the wearer take less (sometimes a lot less) damage from the blows that do hit. The variant system presented below is based on this concept.

When using this system the Armor Bonus granted by wearing armor does not apply to your Armor Class (making you easier to hit), however wearing armor grants you a Base Damage Reduction equal to the Armor Bonus of the armor. This Base DR applies to physical damage inflicted by weapon, device, or natural attack.

Example: Two fighters, one unarmored and the other wearing chainmail armor, are both hit by a warhammer for 6 hit points apiece. The unarmored fighter takes the full 6 hit points while the armored fighter takes only 1 hit point. (6 minus the +5 modifier for the chainmail = 1)

ARMOR CLASS OR DAMAGE REDUCTION?

Which protective items apply their bonuses to your AC and which ones apply to your Base DR? The table below is a breakdown of which applies to what.

ARMOR BRACING

For an additional 80 gold pieces any suit of heavy armor can be fashioned to include bands of extra thick steel bracing. These supports are strategically placed throughout the suit offering increased defense against all kinds of crushing or constricting damage. Any time a creature, trap, or critical hit would be able to deal such damage the attacker must first make a Strength check, DC 24. If the check is successful, the bracing is destroyed and damage is dealt as normal, but if it fails, the bands prevent the wearer from suffering any damage from the attack. Though a wearer of a braced suit of armor may escape damage from crushing and/or constriction, they are still considered grappled or otherwise hindered by many such attacks.

Armor bracing decreases a suit's maximum Dexterity bonus and armor check penalty by -1 and increases the chance of arcane spell failure by +5% and its weight by +15 lbs. Suits with their interior banding destroyed cannot be repaired, though they still function as normal armor the wearer suffers all the penalties of having braces but none of the benefits.

Magic Armor enchantments can either add to Armor Class or Base DR (determined at the time of creation). Special abilities added to armors via market price modifiers have no affect on Base DR or AC.

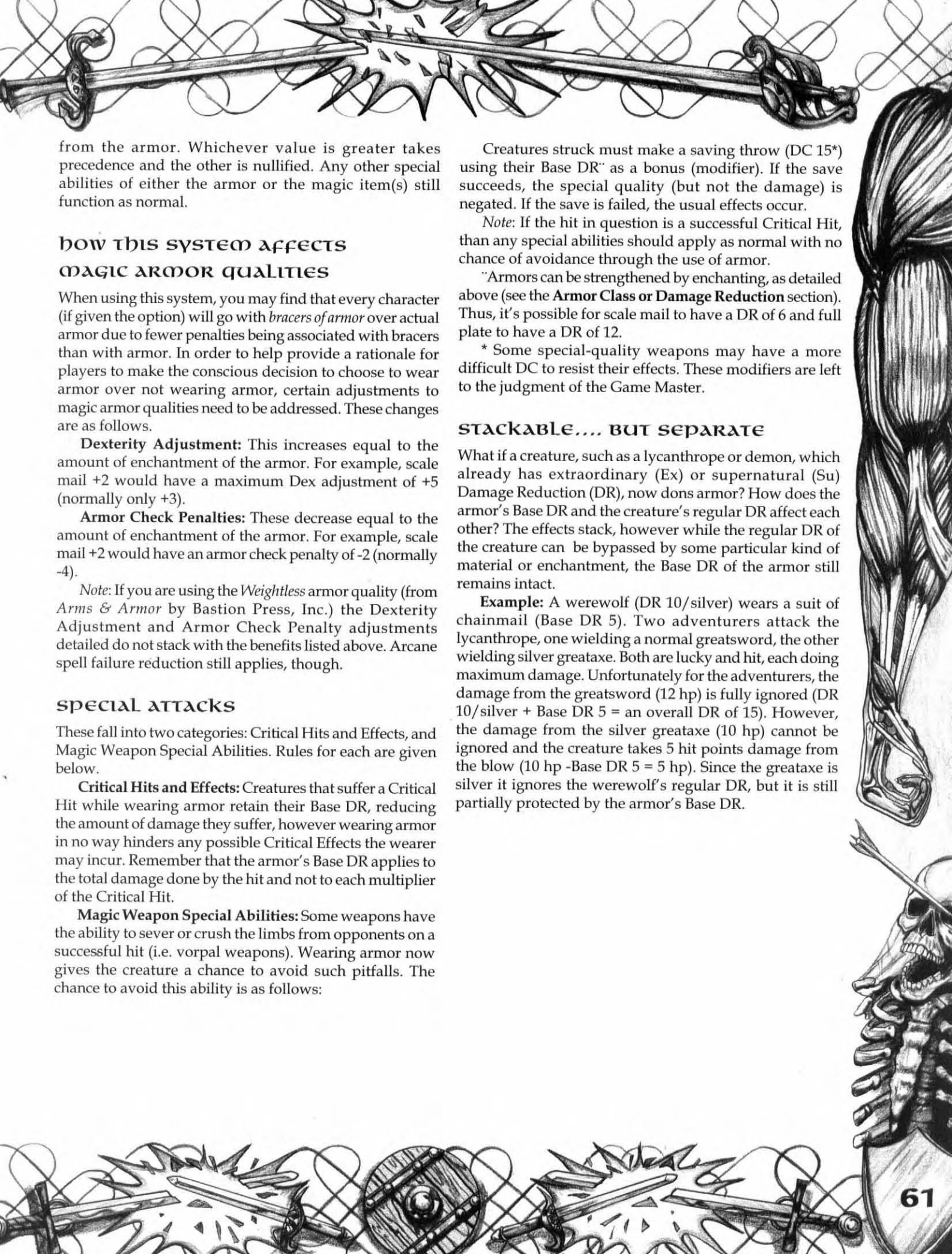
Note: Armor cannot have its DR increased by more than one-half its Base DR (rounded down). For example the highest Base DR you could add to a suit of chainmail would be +2.

**Bracers of armor* and similar items that grant a bonus to AC do not function in that manner when worn in conjunction with armor. While you can wear a protective magic item in conjunction with armor, you can only gain the AC benefit from the magic item(s) OR the Base DR

TABLE 3-2: ARMOR CLASS VS. BASE DAMAGE REDUCTION QUALIFIERS

Type	Armor Class	Base DR
Armor Bonus*	No	Yes
Shield Bonus	Yes	No
Magic Armor enchantments that modify AC	Yes	No
Magic Armor enchantments that modify Base DR	No	Yes
Magical Items (that provide a bonus to AC)*	Yes	No
Natural Armor	Yes	No

* Example: chainmail has an Armor bonus of +5 = 5 Base DR



from the armor. Whichever value is greater takes precedence and the other is nullified. Any other special abilities of either the armor or the magic item(s) still function as normal.

HOW THIS SYSTEM AFFECTS MAGIC ARMOR QUALITIES

When using this system, you may find that every character (if given the option) will go with *bracers of armor* over actual armor due to fewer penalties being associated with bracers than with armor. In order to help provide a rationale for players to make the conscious decision to choose to wear armor over not wearing armor, certain adjustments to magic armor qualities need to be addressed. These changes are as follows.

Dexterity Adjustment: This increases equal to the amount of enchantment of the armor. For example, scale mail +2 would have a maximum Dex adjustment of +5 (normally only +3).

Armor Check Penalties: These decrease equal to the amount of enchantment of the armor. For example, scale mail +2 would have an armor check penalty of -2 (normally -4).

Note: If you are using the *Weightless* armor quality (from *Arms & Armor* by Bastion Press, Inc.) the Dexterity Adjustment and Armor Check Penalty adjustments detailed do not stack with the benefits listed above. Arcane spell failure reduction still applies, though.

SPECIAL ATTACKS

These fall into two categories: Critical Hits and Effects, and Magic Weapon Special Abilities. Rules for each are given below.

Critical Hits and Effects: Creatures that suffer a Critical Hit while wearing armor retain their Base DR, reducing the amount of damage they suffer, however wearing armor in no way hinders any possible Critical Effects the wearer may incur. Remember that the armor's Base DR applies to the total damage done by the hit and not to each multiplier of the Critical Hit.

Magic Weapon Special Abilities: Some weapons have the ability to sever or crush the limbs from opponents on a successful hit (i.e. vorpal weapons). Wearing armor now gives the creature a chance to avoid such pitfalls. The chance to avoid this ability is as follows:

Creatures struck must make a saving throw (DC 15*) using their Base DR* as a bonus (modifier). If the save succeeds, the special quality (but not the damage) is negated. If the save is failed, the usual effects occur.

Note: If the hit in question is a successful Critical Hit, than any special abilities should apply as normal with no chance of avoidance through the use of armor.

*Armors can be strengthened by enchanting, as detailed above (see the **Armor Class or Damage Reduction** section). Thus, it's possible for scale mail to have a DR of 6 and full plate to have a DR of 12.

* Some special-quality weapons may have a more difficult DC to resist their effects. These modifiers are left to the judgment of the Game Master.

STACKABLE... BUT SEPARATE

What if a creature, such as a lycanthrope or demon, which already has extraordinary (Ex) or supernatural (Su) Damage Reduction (DR), now dons armor? How does the armor's Base DR and the creature's regular DR affect each other? The effects stack, however while the regular DR of the creature can be bypassed by some particular kind of material or enchantment, the Base DR of the armor still remains intact.

Example: A werewolf (DR 10/silver) wears a suit of chainmail (Base DR 5). Two adventurers attack the lycanthrope, one wielding a normal greatsword, the other wielding silver greataxe. Both are lucky and hit, each doing maximum damage. Unfortunately for the adventurers, the damage from the greatsword (12 hp) is fully ignored (DR 10/silver + Base DR 5 = an overall DR of 15). However, the damage from the silver greataxe (10 hp) cannot be ignored and the creature takes 5 hit points damage from the blow (10 hp - Base DR 5 = 5 hp). Since the greataxe is silver it ignores the werewolf's regular DR, but it is still partially protected by the armor's Base DR.

CRITICAL CHARACTERS

The introduction of the critical hit rules presented in this book also open the possibilities for characters to specialize in taking advantage of them (or perhaps better defend themselves from the effects).

MARKSMAN (MRK)

The marksman is a specialist, an individual feared by even the most heavily armored. He excels at finding the weak spots in the armor of his opponent, the open areas where he can strike, or the tiny window of opportunity where he can use speed and finesse to make a critical attack. He is a master of his chosen weapon and wields it nearly effortlessly in combat, choosing his mark with surgical precision. Marksmen are good at close quarters combat where opponents may not have a lot of room to easily move, thus making for a better target. Rogues and fighters are the most common classes that go on to become marksmen.

Hit Dice: d6

REQUIREMENTS

To qualify to become a marksman, a character must meet the following:

Abilities: Dex 16+

Base Attack Bonus: +6 or better

Skills: Balance 5 ranks

Feats: Lightning Reflexes, Weapon Focus

CLASS SKILLS

The marksman's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill points at each level: 5 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiency: A Marksman is proficient with all simple and martial weapons and light armor only. Armor penalties are applicable for any armor heavier than leather.

Bonus feat: A marksman gains a bonus feat of his choosing (any prerequisites must be met) from the bonus fighter feats at 3rd, 6th and 9th levels.

Weapon of Choice: Choose one weapon of a size category equal to your own. You treat this weapon as a light weapon for purposes of two-weapon fighting, and you can select it for the Weapon Finesse feat. You can even use it in a grapple or when swallowed by a creature.

Called Strike (Ex): At 2nd level and every other level after, the marksman gains an incremental +1 attack bonus to all Called Shots.

Enhanced Critical (Ex): At 5th level, all damage inflicted by a critical hit from the marksman's weapon of choice increases by a factor of one (for example, increasing to x3 rather than x2).

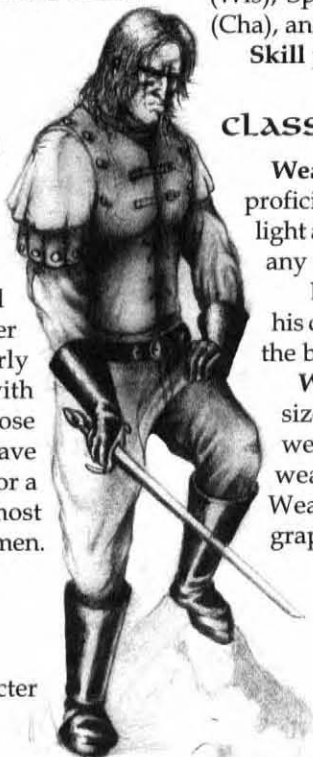
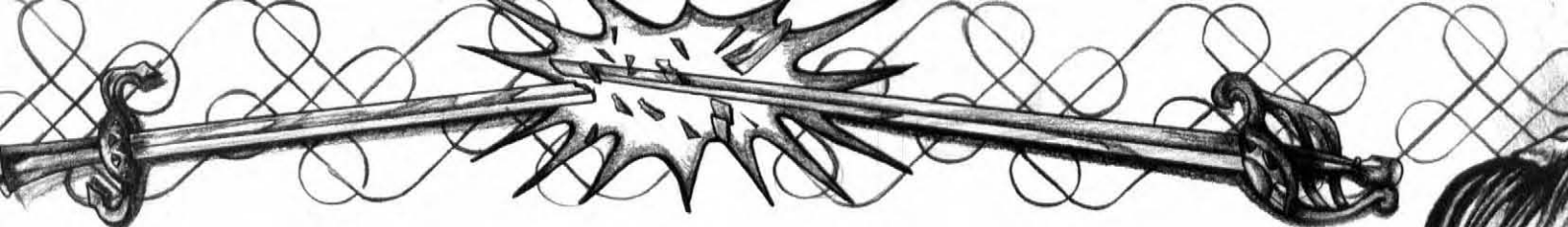


TABLE 4-1: MARKSMAN

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	Weapon of Choice
2	+1	+0	+3	+0	Called Strike (+1)
3	+2	+1	+3	+1	Bonus feat
4	+3	+1	+4	+1	Called Strike (+2)
5	+3	+1	+4	+1	Enhanced Critical
6	+4	+2	+5	+2	Bonus feat, Called Strike (+3)
7	+5	+2	+5	+2	Greater Critical
8	+6	+2	+6	+2	Called Strike (+4)
9	+6	+3	+6	+3	Bonus feat, Greater Enhanced Critical
10	+7	+3	+7	+3	Called Strike (+5)



Greater Critical (Ex): At 7th level, the threat range of the marksman's weapon of choice triples. For example, a longsword normally threatens on a roll of 19-20. In the hands of a marksman, the threat range becomes 15-20. This ability does not stack with other feats or magical methods that may increase the threat range of a weapon.

Greater Enhanced Critical (Ex): At 9th level, the marksman makes attacks with near-surgical precision. The threat range of his weapon of choice quadruples and all damage inflicted by a critical hit increases by a factor of two from its original base statistics. Using a longsword as an example, the threat range would move from 19-20 to 13-20 and the critical hit multiplier would go from x2 to x4. This ability does not stack with other feats or magical methods that may increase the threat range of a weapon.

USE IN OATHBOUND

In the maximized potential world of the Forge, a marksman is an excellent addition to any party. His skills complement the standard classes in addition to prestige classes such as hones, vigilantes, and rafters. Blood lords will sometimes contract the services of a marksman to serve as a bodyguard or to accompany a courier or merchant carrying valuable trade goods.

CAMPAIGN WORLD SUGGESTIONS

Futuristic: The marksman makes an ideal infantry support character. His called shot bonuses and critical hit advantages make him very effective with ranged energy weapons or even close combat melee weapons.

Modern: Marksmen make ideal lone agents or can serve as elite members of a task force assigned to engage especially tough creatures in a *d20 Modern* setting. They will likely serve as snipers, but may be part of a covert close quarters attack squad.

SPIRITUAL HEALER (sph)

The spiritual healer represents all that is good in the world by willfully aiding the sick, weak and injured. Often coming from the clerical class, spiritual healers feel the call to help treat individuals who have been subjected to wounds or injuries or even disease. She will use her skills to deliver first aid, care, and the making of teas and poultices to heal any living creature that bears no malice upon the world. A spiritual healer is welcome in any town and by nearly every humanoid race. She often journeys from place to place, traveling to where she is needed no matter the risk or the distance.

Hit Die: d8

REQUIREMENTS

To qualify to become a spiritual healer, a character must meet the following:

Alignment: Any good

Base Attack Bonus: +4 or better

Skills: Heal 7 ranks, Profession (herbalist) 5 ranks

Spells: Ability to cast 2nd-level divine spells

Special: Must have access to the Healing domain

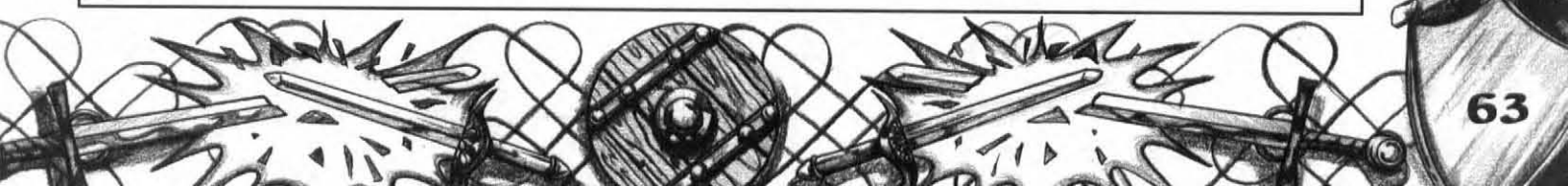
CLASS SKILLS

The spiritual healer's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int) and Survival/Wilderness Lore (Wis).

Skill points at each level: 4 + Int modifier

TABLE 4-2: SPIRITUAL HEALER

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells
1	+0	+2	+0	+2	Skill bonus, Divine Oath	+1 level of existing class
2	+1	+3	+0	+3	Bonus feat, Diagnose Aliment,	
3	+2	+3	+1	+3	Skill bonus, Hands of the Healer	+1 level of existing class
4	+3	+4	+1	+4	Restore Mind	
5	+3	+4	+1	+4	Skill bonus, Lay to Rest	+1 level of existing class
6	+4	+5	+2	+5	Bonus feat, Brew Healing Tonic	
7	+5	+5	+2	+5	Skill bonus, Renowned Healer	+1 level of existing class
8	+6	+6	+2	+6	Restore Sanity	
9	+6	+6	+3	+6	Skill bonus, Extraordinary Healer	+1 level of existing class
10	+7	+7	+3	+7	Bonus feat, Revival	





CLASS FEATURES

Weapon and Armor Proficiency: Spiritual healers are proficient with all simple weapons and light armor only.

Spells: A spiritual healer maintains close ties to her deity or tenets and continues to gain one level in divine magic from her previous class at the rate of every two levels of spiritual healer. The healer only gains new spells and no other benefits associated with that previous class.

Bonus feat: A spiritual healer gains a bonus divine feat of her choosing (any prerequisites must be met) from any Game Master approved source at 2nd, 6th and 10th levels.

Skill bonus: At first level and every other level afterwards, a spiritual healer gains a +2 competence bonus to one of the following skills: Concentration, Diplomacy, Heal, Knowledge (nature), Knowledge (religion), Profession (herbalist), or Spellcraft. A skill may be chosen more than once if so desired; the bonuses stack.

Divine Oath: The spiritual healer makes a sacred oath to care for and heal the living, and destroy the undead. She must hold true to the tenets and ideals of good by giving aid to those in need, providing comfort and compassion to the wounded, and never willingly doing harm to a patient. As long as she follows her Oath, she receives a +3 circumstance bonus to all Heal skill checks.

Diagnose Aliment (Ex): At 2nd level, a spiritual healer may make a Heal check to properly assess and diagnose the nature or cause of an injury or illness in a patient. A successful attempt (based upon the table below) allows the healer to accurately determine the source or underlying cause of the aliment. In the case of poisons, the Heal DC equals the DC of the saving throw for that particular poison. The spiritual healer also gains a +2 competence bonus on further Heal checks when treating the identified condition or wound.

Heal DC	Diagnosis
15	Physical external injury (laceration, compound fracture, etc.)
20	Physical internal injury (broken bone, internal bleeding, ruptured organ, etc.)
20	Mental trauma (shock, concussion, dazed)
20	Spell-like effect (charms, enchantments)
25	Disease (may identify specific disease)

Hands of the Healer (Ex): Upon reaching 3rd level, a spiritual healer's skills become more refined. All spells that restore lost hit points heal an additional point of damage per spiritual healer class level. This may exceed the maximum points allowed by the spell. Additionally, the spiritual healer gains a +1 circumstance bonus to all Heal checks.

Restore Mind (Su): Spiritual healers work to heal the mind as well as the body. At 4th level, she can *break enchantment*, as per the spell, once per week.

Lay to Rest (Su): When an individual cannot be saved, a spiritual healer will take steps to ensure the body (or spirit associated with it) can never be raised as any kind of undead. At 5th level, a spiritual healer may *lay to rest*, as the spell, any corpse at will.

Brew Healing Tonic (Ex): At 6th level, a spiritual healer has learned what herbs and plants may be effectively brewed into a concoction that promotes healing. As a result, she gains a +3 competence bonus to all Profession (herbalist) checks. Furthermore, three times per day the spiritual healer may brew a herbal healing tea (DC 15) that will restore 2d10 hit points or cure any nonmagical disease for anyone who drinks it within two hours of its preparation. The process of brewing the tonic takes 3d6 minutes to properly ready and heat.

Renowned Healer: At 7th level, the spiritual healer's reputation for compassion and caring for the sick and injured is well known. All Charisma-based skill checks receive a +2 circumstance bonus.

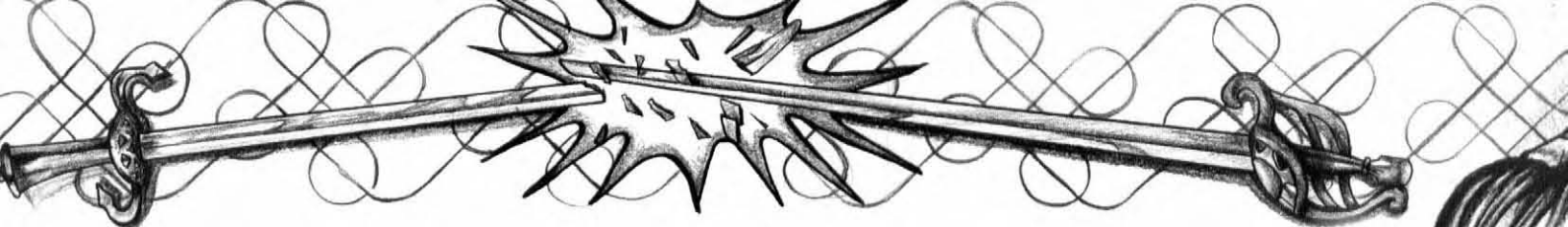
Restore Sanity (Su): A spiritual healer is capable of restoring individuals who are stricken with a mental disease or under the influence of mind-affecting spells. At 8th level, she may restore sanity, as the spell *restore sanity* (with no loss of XP), once a week to individuals in need.

Extraordinary Healer (Su): At 9th level, the ability of a spiritual healer to cure the afflictions and heal the hurts of others becomes seemingly divine. Once each per day, she may cast *heal*, *greater restoration*, and *regenerate*. These spells are not considered part of her normal spells per day limits.

Revival (Ex): The spiritual healer's abilities reach a crescendo at 10th level. She now has a limited ability to restore the dead, provided that the subject has not been dead for too long. The spiritual healer must make a Heal check (DC 15 + number of minutes subject has been dead + amount of damage suffered beyond -10 hit points). If successful, the subject is restored to -9 hit points and stabilized, allowing for normal healing. However, if the Heal check fails, the subject cannot be revived and must be restored to life through magical means. The healer must be able to work on the physical body of the fallen subject (cannot have been disintegrated or destroyed) in order to restore life back to the body. A creature revived using the Heal skill does not lose a level or a point from Constitution.

USE IN OATHBOUND

Spiritual healers travel from village to village healing the sick and injured, especially in the areas where warfare is more common like that of Arena. Spiritual healers do not travel into Eclipse unless it is for a specific reason due to the high presence of undead. Always welcome additions to any adventuring party, spiritual healers complement the healing spells of standard clerics. However, they may



be just as likely to heal an injured monster as long as it does not represent an immediate threat to the party or surrounding inhabitants.

CAMPAIGN WORLD SUGGESTIONS

Futuristic: Spiritual healers double as field medics or even starship medical officers. They are a vital component to any collection of individuals whether they be a group of explorers making planetfall on a remote uninhabited world or assisting military operatives serving as shock troops investigating an abandoned and derelict floating hulk.

Modern: The shaman-like abilities of the spiritual healer open up opportunities for a mystical style of campaign much in the styles of *X-Files* or *Signs* where there is more to the world than the common person knows about. The possibilities for psychological horror or mystery are plentiful.

APOTHECARY

The apothecary is a variant core class designed for use as a substitute healing class for campaigns that use little or no magic. He uses his skills in healing and his knowledge of medicinal herbs and plants to treat patients and cure their ailments.

Adventures: An apothecary adventures in order to gain knowledge and heal the sick or wounded. He studies and learns about the various plants that may be used for medicinal purposes, especially for accelerating the healing process.

Characteristics: Apothecaries do not cast spells. Their abilities are derived directly from the knowledge they have acquired, much like a wizard or loremaster, and not from a divine source. As they advance in level, their healing abilities improve and become more potent.

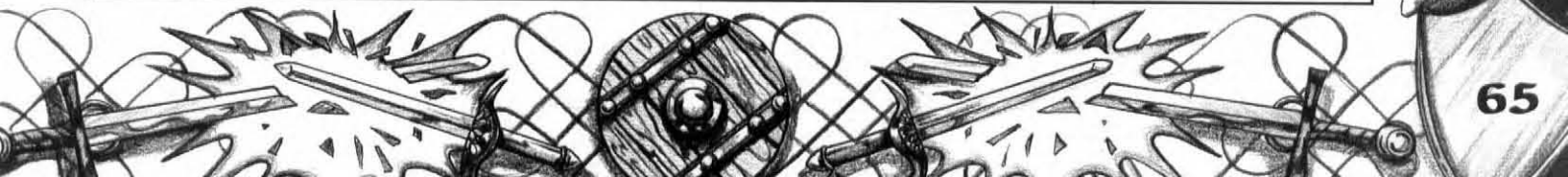
Although there is no formal restriction against it, heavy armor is eschewed in favor of less restrictive light or medium armor. The weight of heavy armor would inhibit the amount of medicinal supplies an apothecary could carry with him. This, in turn, would affect the number of people who may be treated and prevent the healer from being as effective as he potentially could be.


Alignment: Apothecaries will always maintain a lawful or non-chaotic alignment. They are the ones who have been charged with curing the population's ills and wounds, and they do so with great pride. An apothecary seeks to uphold the ideal of never turning away someone in need of medical attention.



TABLE 4-3: THE APOTHECARY

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+0	+2	+0	+2	Skill bonus
2	+1	+3	+0	+3	Diagnose ailment
3	+2	+3	+1	+3	Brew healing tonic
4	+3	+4	+1	+4	Skill bonus
5	+3	+4	+1	+4	Expeditious Recovery
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	Critical healing
8	+6/+1	+6	+2	+6	Skill bonus
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	Expeditious Recovery (x2)
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	Skill bonus
13	+9/+4	+8	+4	+8	Critical healing (x2)
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	Expeditious Recovery (x3)
16	+12/+7/+2	+10	+5	+10	Skill bonus
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	
19	+14/+9/+4	+11	+6	+11	Critical healing (x3)
20	+15/+10/+5	+12	+6	+12	Skill bonus





Religion: An apothecary may worship any deity whose ambitions do not contradict the tenets of providing aid to the needy. Deities who have an interest in the Healing domain are the typical recipients of an apothecary's worship, praise, and devotion.

Background: Those who have strong, compassionate souls and a genuine desire to help others become apothecaries. They often come from educated backgrounds and carry books filled with medieval cures. They also have an affinity with nature and recognize the abilities that many plants have to cure and heal.

Races: Elves and halflings have an affinity towards the healing arts. Their compassionate nature and strong intellects make them natural candidates. Humans also follow the path to becoming an apothecary, using their adaptability and familiarity with other races to walk freely among them and treat those in need.

Other Classes: Clerics and druids have a mutual respect for apothecaries and their desire to use nature's gifts to heal others. Apothecaries have cordial relations with paladins, viewing them with a measure of respect for their common ideals of protecting and saving the innocent, but at the same time disdaining their willingness to slaughter in the name of their deity.

Role: The apothecary enjoys considerable flexibility. They are not constrained to certain conditions like a spellcaster, but neither do they live nor die by their weapon. They are a one-person support unit for a party of adventurers. When party members become wounded, the apothecary is there to assist them, making him welcome at any adventuring party's camp.

GAME RULE INFORMATION

Apothecaries have the following game statistics.

Abilities: Intelligence and Wisdom are an apothecary's key abilities. High scores in both are vital to successful skill checks involving both knowledge and healing.

Alignment: Any lawful or non-chaotic.

Hit Die: d6.

Class Skills

The apothecary's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis) and Survival/Wilderness Lore (Wis).

Skill Points at 1st Level: (5+Int modifier) x 4.

Skill Points at Each Additional Level: 5 + Int modifier.

CLASS FEATURES

All of the following are class skills of the apothecary.

Weapon and Armor Proficiency: Apothecaries are proficient with all simple weapons, and light and medium armor only.

Skill bonus: At first level and every third level afterwards, an apothecary gains a +2 competence bonus to any single apothecary class skill. A skill may be chosen more than once if so desired; the bonuses stack.

Diagnose Aliment (Ex): At 2nd level, an apothecary may make a Heal check to properly assess and diagnose the nature or cause of an injury or illness in a patient. A successful attempt (based upon the table below) allows the healer to accurately determine the source or underlying cause of the aliment. In the case of poisons, the Heal DC equals the DC of the saving throw for that particular poison. The apothecary also gains a +2 competence bonus on further Heal checks when treating the identified condition or wound.

Heal DC	Diagnosis
15	Physical external injury (laceration, compound fracture, etc.)
20	Physical internal injury (broken bone, internal bleeding, ruptured organ, etc.)
20	Mental trauma (shock, concussion, dazed, etc.)
20	Spell-like effect (charms, enchantments, etc.)
25	Disease (may identify specific disease)

Brew Healing Tonic (Ex): At 3rd level, an apothecary has learned what herbs and plants may be effectively brewed into a concoction that promotes healing. As a result, he gains a +3 competence bonus to all Profession (herbalist) checks. Furthermore, three times per day the apothecary may brew a herbal healing tea (DC 15) that will restore 2d10 hit points or cure any nonmagical disease for anyone who drinks it within two hours of its preparation. The process of brewing the tonic takes 3d6 minutes to properly ready and heat.

Expeditious Recovery (Ex): The abilities of an apothecary to treat wounds in a proper manner allows for accelerated healing. When treating a critical wound, the healing time is reduced by a number of days equal to the Wisdom modifier of the apothecary. At 10th level, it is reduced by two times the Wisdom modifier and at 15th level, three times the Wisdom modifier, respectively.

Critical Healing (Ex): An apothecary gains the ability to heal wounds inflicted by critical hits. All factor level Heal skill checks are performed using the next lower factor level DC when treating critical wounds. Any appropriate modifiers are still applicable, as only the base DC changes.

For instance, if an apothecary wanted to heal Thunderhead's broken leg (from the earlier example), the base DC for short-term care factor level 1 would be 15 rather than 20. There would still be an additional +11 in



modifiers (+3 due to severe wounds and +8 due to a Moderate bludgeoning critical effect) but the overall DC is reduced.

At each selected level of advancement, the base factor level DC is reduced another level. This means at 13th level, the base DC for factor level 2 short-term care would be 20 rather than 25. Furthermore, at 19th level, the base DC for a factor level 3 short-term care becomes 25 rather than 30.

USE IN OATHBOUND

Despite the higher degree of magic in *Oathbound*, there is a role for the apothecary. The domain of Arena has a strong need for such a class due to the constant warfare that goes on. Warlords will use apothecaries as their primary means of treating wounded warriors so they may fight again. The skills and abilities of the apothecary are invaluable since they do not rely on spells and there is no set limit to the number of times a day that their abilities may be used. This means a greater number of injured can be tended to versus the few that a standard cleric can heal.

CAMPAIGN WORLD SUGGESTIONS

An apothecary has universal appeal and application across nearly all campaign settings. In settings where technology plays a prevalent role in treating the sick and wounded, the apothecary's Knowledge and Heal skills provide solid bonuses to using those items to heal the wounded. In worlds where magic is nonexistent such as the modern espionage or historical-based campaigns, the apothecary can be the difference between life and death for some since there is no reliance upon magical healing methods.

FEATS

The ability to utilize feats is one of the more popular aspects of the d20 system. Combat-related feats are frequently utilized to increase the potential of hitting a target, invoking more damage, or even decreasing the likelihood of your character being attacked and wounded. This chapter presents new feats (including some from other open content sources) that may represent good choices for your character for combat and other purposes.

AMMUNITION THREAT (GENERAL)

You can threaten an area when wielding certain ranged weapons.

Prerequisites: Base attack bonus +2 or higher.

Benefit: When wielding any kind of loaded crossbow or bow, you threaten nearby adjacent squares as if you wielded a melee weapon. When you have the chance to make an attack of opportunity, you may make a melee attack with the weapon's ammunition (arrow or bolt),

incurring a -4 nonproficiency penalty. An arrow or bolt is a Tiny weapon that deals 1d4 points of piercing damage (modified by Strength, enhancement bonuses, and other factors) with a critical hit multiplier of x2.

This feat may be chosen as a fighter bonus feat.

Normal: You can use an arrow or bolt as a melee weapon, but you do not threaten adjacent spaces when wielding a ranged weapon.

CRITICALLY LUCKY (GENERAL)

You have the knack of avoiding being hit by critical attacks.

Prerequisites: Dex 13+, Lightning Reflexes

Benefit: When an opponent makes a successful critical hit, you are allowed a Reflex save (DC 10 + one-half your opponent's character level). If successful, you take only normal damage instead of critical damage because of your fast reflexes and incredible luck.

ENHANCED CRITICAL (GENERAL)

Your critical strikes do a greater amount of damage to your opponents.

Prerequisites: Proficient with selected weapon, Improved Critical with selected weapon, base attack bonus +10 or higher.

Benefit: All damage inflicted by a critical hit from the selected weapon increases by a factor of one (for example, increasing to x3 rather than x2).

Special: You may gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This feat may be chosen as a fighter bonus feat.

FERVENT (GENERAL)

You do not fall easily from simple wounds

Prerequisites: Con 13+, Toughness

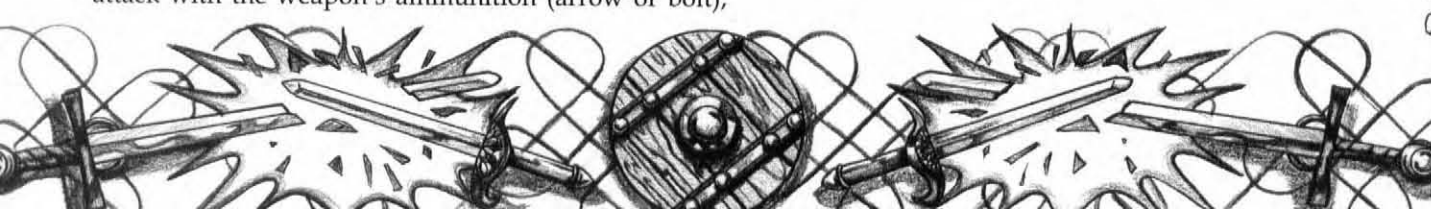
Benefit: You are not considered dead until your current hit point total falls a number of points below zero equal to your Constitution score. A character with a Constitution of 16, for instance, is not considered dead until his hit points fall to -16, not -10.


Normal: When a character's current hit points drop to -10 or lower, he's dead.

GREAT PIERCE (GENERAL)

You wield ranged weapons with such skills that you can endanger multiple foes with one attack.

Prerequisites: Dex 13+, Pierce, Point Blank Shot, Precise Shot





Benefit: As Pierce, except that your ranged attack may continue on to the next creature in line and in range indefinitely, so long as you down each creature in turn.

This feat may be chosen as a fighter bonus feat.

GREATER CRITICAL (GENERAL)

You not only know where to hit an opponent with a single weapon, but you do it with greater ease than others.

Prerequisites: Proficient with selected weapon, Improved Critical with selected weapon, base attack bonus +12.

Benefit: When using the weapon you have selected, your threat range triples. For example, a longsword normally threatens on a roll of 19-20. If a character using a longsword has this feat, the threat range becomes 15-20.

Special: You may gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect does not stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell).

This feat may be chosen as a fighter bonus feat.

HAMSTRING (GENERAL)

You know how to strike with painful precision to hobble your foes.

Prerequisites: Sneak attack, base attack bonus +5 or higher.

Benefit: Once per round when you use a full-round action to make a single successful sneak attack, your opponent must make a successful Fortitude save (DC 10 + ½ your character level). If the save fails, the opponent is hobbled. Reduce the hobbled character's speed by one-half, and he suffers a -6 penalty to effective Dexterity. This penalty does not apply for actions such as ranged combat and spellcasting that do not require lower-body movement. In addition, a hobbled character is always considered flat-footed. A character is unaffected by this condition when flying, levitating, or otherwise moving without using his legs for support and mobility. This condition lasts until the opponent receives a successful Heal check (DC 10 + ½ your character level) or benefits from a spell that cures ability damage (*lesser restoration*, *restoration*, etc.). This feat can only be used against living creatures that can normally be affected by sneak attacks.

PERFECT SHOT (GENERAL)

You are adept at finding the most vital place to strike an opponent with a ranged attack.

Prerequisites: Dex 13+, Weapon Proficiency (selected ranged weapon), Point Blank Shot, Precise Shot, Weapon Focus (selected ranged weapon), base attack bonus +3 or higher.

Benefit: When wielding the selected ranged weapon, you may add your Dexterity modifier instead of your Strength modifier to damage rolls, even if the ranged weapon is not mighty. If you cannot normally apply your Strength modifier to damage (such as when using a crossbow), you can still apply your Dexterity modifier.

Your target must be within 30 feet. This feat does not help you when attacking creatures that are immune to critical hits—apply your Strength modifier (if normally allowed) to the damage roll as normal.

You can use this feat with melee weapon, but you can apply your Dexterity modifier to damage rolls only when you throw that weapon.

This feat may be chosen as a fighter bonus feat.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new weapon.

PERFECT STRIKE (GENERAL)

You are adept at finding the most vital place to strike an opponent in melee.

Prerequisites: Dex 13+, Weapon Proficiency (selected melee weapon), Point Blank Shot, Precise Shot, Weapon Focus (selected melee weapon), base attack bonus +3 or higher.

Benefit: When wielding the selected melee weapon, you may add your Dexterity modifier instead of your Strength modifier to damage rolls. This feat does not help you when attacking creatures that are immune to critical hits—apply your Strength modifier to the damage roll as normal.

When you make off-hand attacks with the selected melee weapon, you add one-half your Dexterity modifier to damage instead of one-half your Strength modifier. However, when you make two-handed attacks with the selected weapon, you add only your Dexterity modifier to damage, not 1 ½ times your Dexterity modifier. This feat cannot be applied to thrown weapon attacks.

This feat may be chosen as a fighter bonus feat.


Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new weapon.

PIERCE (GENERAL)

You can send ranged weapon attacks through a target you kill, possibly striking a nearby foe.

Prerequisites: Dex 13+, Point Blank Shot, Precise Shot.

Benefit: If you deal enough damage to an opponent with a ranged weapon attack to make it drop (typically by damaging it to below 0 hit points), the attack can pass through that opponent, possibly striking another creature



behind it. The second creature must be directly behind the foe you downed along a straight line between you and the original target, within the weapon's range. Make a normal ranged attack roll at the same bonus as the attack that downed the previous creature, taking into account any new range penalty, cover (the downed foe does not count), and concealment. If you hit, you deal damage as normal.

This feat may be chosen as a fighter bonus feat.

PRESSING ATTACK (GENERAL)

You are skilled at seizing every advantage and keeping your opponent on the defensive.

Prerequisites: Combat Reflexes

Benefit: This feat allows you to follow an opponent who tries to step back from an area you threaten. The opponent must be in an area you threaten at the beginning of his action. If the opponent takes a 5-foot step to an area you do not threaten, you may immediately take a 5-foot step of your own to any unoccupied square where you again threaten the opponent. If no such space is available, you cannot use this feat. You may only use this feat once per round.

PROSTHETIC WEAPON PROFICIENCY (GENERAL)

You have learned to wield prosthetic weapon attachments more effectively.

Benefit: Having this feat reduces attack and damage penalties for using a prosthetic weapon attachment by 2, but cannot raise the penalty to a bonus above 0.

Normal: See Attachments in Combat, and Table 2-14: Prosthetic Weapon Attachment Penalties.

RAPID HEALING (GENERAL)

You heal faster than most.

Prerequisites: Iron Will, Toughness

Benefit: You recover hit points and ability damage from rest and bed rest at twice the normal rate.

Normal: Characters without this feat heal 1 point per level per day from rest and 1 ½ points per level per day from bed rest. Temporary ability damage is normally restored at one point per day.

STRONG OFF-HAND ATTACK (GENERAL)

Your off-hand attacks are as strong as attacks with your preferred hand.

Prerequisites: Str 15+, Dex 15+, Power Attack.

Benefit: You add your full Strength bonus to damage dealt by your off-hand attacks. This feat may be chosen as a fighter bonus feat.

Normal: You add one-half your Strength bonus to damage dealt by your off-hand attacks.

Special: Creatures with multiple secondary attacks that take this feat add their full Strength bonus to damage dealt by all those attacks.





STRONG TWO-HANDED ATTACK (GENERAL)

Your attacks with a two-handed weapon are especially devastating.

Prerequisites: Str 15+, Dex 15+, Power Attack, Cleave.

Benefit: When wielding a weapon two-handed, you add double your Strength bonus to damage dealt by that weapon. This feat may be chosen as a fighter bonus feat.

Normal: Your attacks while wielding a weapon two-handed add 1 ½ times your Strength bonus to damage.

Special: A creature with only one natural attack that takes this feat adds double its Strength bonus to damage dealt by that attack.

UNEXPECTED ATTACK (GENERAL)

When the flow of a battle provides unexpected openings in your opponent's defenses, you know how to make your attacks count.

Prerequisites: Combat Reflexes, Lightning Reflexes, base attack bonus +5 or higher.

Benefit: Your opponents lose their Dexterity bonus to Armor Class when you make attacks of opportunity.

WEAPON OF CHOICE (GENERAL)

Your skill with a weapon makes it seem feather-light in your hands.

Prerequisites: Dex 13+, Weapon Proficiency (selected weapon), Weapon Focus (selected weapon), base attack bonus +4 or higher.

Benefit: Choose one weapon of a size category equal to your own. You treat this weapon as a light weapon for purposes of two-weapon fighting, and you can select it for the Weapon Finesse feat. You can even use it in a grapple or when swallowed by a creature.

This feat may be chosen as a fighter bonus feat.

Special: You can gain this feat multiple times. Each time you take this feat, it must apply to a new weapon.

WEAPON PANACHE (GENERAL)

Choose one type of light melee weapon, such as a short sword. You are so brash and self-confident when wielding this weapon, that you gain a bonus on attack rolls.

Prerequisites: Proficient with weapon, Weapon Focus (selected weapon), base attack bonus +1 or higher.

Benefit: With the selected weapon, you may add your Charisma modifier instead of your Strength modifier on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it must apply to a new weapon.

DIRE CASTINGS

Some spells and spell-like effects require the caster to aim the spell, usually a ranged touch attack, in order to affect the target just as if firing an arrow or throwing a dagger. Dexterity modifiers, base attack bonuses, the weapon focus [ray] feat and a number of different combat modifiers can influence the accuracy of these spells just as with any other weapon. So it stands to reason that when such an attack roll produces a natural 20 (an unmodified 20 on a d20), it constitutes a critical threat. Follow the core rules for determining a critical hit and calculating critical damage. See Chapter 1: Critical Hits for additional information on critical hits and effects. Note that only the hit point damage done by the spell is doubled (x2). The number of creatures affected, duration and all other aspects of the spell go unchanged.

AR'RYN'S ELDRITCH BOLTS

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. per caster level)

Target: Special

Duration: See text

Saving Throw: None

Spell Resistance: Yes

From your fingertips fly glowing bolts of pure force that strike your target. Unlike *magic missiles*, these bolts do real physical damage (1d4 hp + 1 hp/ 2 caster levels). You can either hurl up to 5 such bolts in one round as a standard action OR choose to hurl one bolt per round (maximum of 5 rounds) as a free action.

You must successfully roll a ranged touch attack for each missile to strike your intended target, but you gain a +2 bonus to your attack rolls with these bolts and you suffer no range penalties.

BLOODLETING

Necromancy

Level: Clr 4, Death 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. + 5ft./level)

Area: All living creatures within a 20 ft. cube

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes



This ghoulish spell allows the caster to place an invisible aura around a number of victims. Each must make a Fort save. Failure means that for the duration of the spell any wound caused by a slashing or piercing attack will continue to bleed profusely, dripping blood everywhere. This causes the victims to lose 1 hit point per wound each round until the spell ends. Regeneration, magical or otherwise, will not function during the spell's duration, however other magical healing will still work normally.

BONEBRITTLE

Necromancy

Level: Clr 5, Death 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. + 5ft./level)

Area: All living creatures within a 20 ft. cube

Duration: 1 round/ 2 levels

Saving Throw: Fortitude negates

Spell Resistance: Yes

When this spell is cast all creatures within the spells radius instantaneously flash with an x-ray effect. (This is only a visual effect with no other malevolent affects) Failure to make a Fortitude save results in the victim's bones becoming temporarily weak and brittle. Any single blow from a blunt weapon causing 20 hit points or more OR any single blow from a slashing weapon causing 40 hit points or more will cause the victim to suffer a Moderate/Bludgeoning Critical Effect to a random body location, regardless of the weapon type used. Refer to Critical Hits and Effects in Chapter 1 to determine which area is affected.

Should any single blow upon the victim that causes the minimum damage listed above AND also qualify to cause a Critical Effect following the rules in Chapter 1, the Severity level of that Critical Effect is automatically raised by one Factor Level, to a maximum of Serious.



FORTIFY ARMOR

Abjuration [Force]

Level: Clr 4, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One suit of armor

Duration: 1 hour/ level

Saving Throw: None

Spell Resistance: No

You fortify a single suit of armor with magical energies that help to protect the more vulnerable areas more effectively. If a Critical Hit or a Sneak Attack is scored against the wearer of the affected armor, there is a (base 30% + any magical pluses from the armor itself) chance that the extra damage is negated and only normal damage is applied. If a Critical Hit is still successful against the wearer, the Severity of any Critical Effect scored against the wearer is reduced by one Factor Level, to a minimum of Mild.

HEADSMAN'S CARESS

Evocation [Force]

Level: Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25ft. + 5ft./ level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, arm extended, you project a thin, electric-blue arc of energy towards a single target. You must make a ranged touch attack roll against the target's normal AC. The arc has properties equivalent to a *battleaxe* +3, Keen, Vorpal weapon (i.e. 1d8+3 damage, 19-20/ x3, slashing, beheads target on a natural 20 attack roll). There are no range penalties, but firing into melee and other related penalties still apply.

MORTAL WOUND

Enchantment

Level: Brd 3, Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25ft. + 5ft./level)

Area: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The victim of this spell must roll a successful Will save or immediately believe that the next blow/injury they suffer will be fatal and act accordingly for the duration of the spell. Should the victim actually take a hit (regardless if any real damage is done) it will fall unconscious, it's

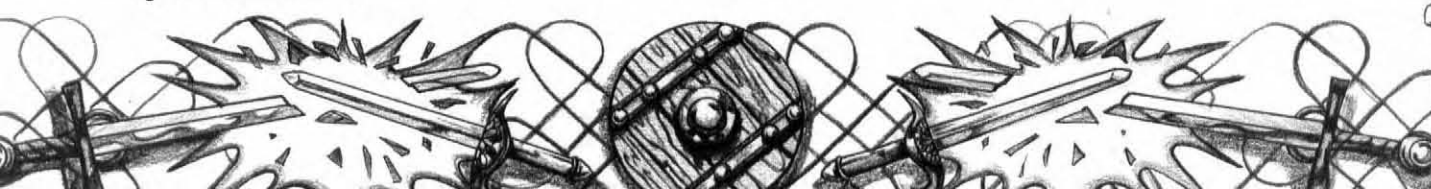


TABLE 4-4: CRITICAL SPELL DAMAGE

Factor Level	Severity
Failed save by 5	Mild: Victim takes an additional 1 hit point per die of the spell.
Failed save by 10	Moderate: Victim takes an additional 2 hit points per die of the spell.
Failed save by 15	Serious: Victim takes an additional 3 hit points per die of the spell.

conscious mind tricked into believing that it is dead. The victim will remain unconscious for the remainder of the spell's duration and cannot be awakened by normal means, although a successful *dispel magic* spell will cause the victim to prematurely awaken.

POWER WORD: BONE-SHATTER

Necromancy

Level: Clr 4, Death 4, Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Close (25ft. + 5ft./level)

Area: One creature

Duration: Instantaneous

Saving Throw: Fortitude for less damage

Spell Resistance: Yes

You speak a single word of power that causes a number of minor bones or chitin within the victim to crack and splinter causing 3d8 hit points of damage and 1d8 hit points of damage on the following round due to bone splinters causing internal damage. During these two rounds the victim suffers a reduction in movement rate by one-half (flying creatures also lose 1 maneuverability category) and must roll a Concentration check (DC 16) in order to cast spells.

Those who roll a successful Fortitude save only suffer 2d6 hit points, a reduction in movement rate by one-half (flying creatures also lose 1 maneuverability category) and must roll a Concentration check (DC 16) in order to cast spells for one round.

SHIELD-MOTES

Abjuration [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area: One creature

Duration: 1 hour/ level or until discharged

Saving Throw: None

Spell Resistance: No

Casting this spell calls into being a number of small motes of softly glowing light that continually float about the caster in a random fashion. The spell creates 1 mote for every 2 caster levels. Each mote will intercept and deflect (cancel out) one physical attack directed toward the caster within a 2 ft. range. The motes can deflect any normal weapon, but not such attacks as falling or thrown boulders, crushing walls or non-solid attacks.

Once an attack has been neutralized, the intervening mote winks out (dissipates) in a small flash.

TAKING CRITICAL SPELL DAMAGE

Avoiding some spells, such as the infamous *fireball*, are all about getting the heck out of the way. Those who run quickly, duck-and-roll, or cower behind something large can avoid most or even all of the effect.

But what if you really botch your saving roll? In other words, you didn't even see it coming and took it square in the face. It stands to reason that you would take more damage than your light-footed ally, don't

you think?

To illustrate this situation (not to mention adding a little more realism to the Save mechanic) we have devised a variant rule that allows those who really botch their Save roll, and essentially catch a spell effect head-on, to take an additional amount of damage.

In order to use this rule the spell or spell-like effect in question must have the following:

* The spell must have a Reflex Save.

* The spell must do hit point damage.

Any additional effects of the spell apply to the victim(s) as normal. In order to qualify for critical damage from a spell, the victim must fail their saving throw by a factor of at least 5. Consult **Table 4-4: Critical Spell Damage** for exact effects. Remember, that if you choose to use this rule it should apply to characters, non-player characters, and monsters alike.

EQUIPMENT AND WEAPONS

Proper weapons and equipment is the key to survival for any character. Weapons specifically designed to do critical damage can give a player the edge he needs in a combat situation to die another day.

Angon: A barbed javelin intended for throwing. Like a typical javelin, it can be used in melee combat, but not nearly as well (suffering -4 to melee attack rolls). The head of the javelin is characterized by a number of vicious barbs that inflict terrible wounds. When a critical hit is scored, in addition to extra damage, the angon has become imbedded in the victim. This hinders combat (-2 to all actions until removed), but ripping the offending weapon out of a body causes additional 2d4 points of damage.

Extracting an angon is even challenging for a skilled surgeon: a successful heal roll (DC 15) inflicts only 1d4 points of damage to the victim, while a DC 20 roll results in a clean operation without further damage.

Arrow, Axehead: These arrows have a small curved blade affixed to the head of the shaft. In addition to causing Slashing damage instead of Piercing damage, Axehead arrows can be used to cut strings, ropes or vines from a distance.

Arrow, Ironshod: The shafts of these arrows are composed of thin, solid steel or cold iron, making them very heavy. So much so, that these arrows can only be fired by a composite longbow with a Strength rating of no less than +2. Even then the arrows range is greatly diminished, however they have great penetrating power.

Arrow, Lung Puncture: These arrows are hollow, often being crafted from bamboo, and have extremely narrow points designed to penetrate bone. Short ranged, prone to breakage, and not particularly lethal, few warriors choose to use them. However, in the hands of a skilled

TABLE 5-1: NEW WEAPON TYPES


Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight*	Type
Angon	2gp	1d4	2d4	19-20/x2	20 ft.	3 lb.	P
Crossbow, triple-threat	80gp	1d8	1d10	19-20/x2	100 ft.	15 lb.	P
Javelin, star-bite	310gp	2d4	2d6	19-20/x3	20 ft.	3 lb.	P
Mace, two-handed	20gp	1d8	1d10	19-20/x2	—	15 lb.	B
Pilam	2gp	1d4	1d6	x3	20 ft.	4 lb.	P
Sling shuriken (20)†	5gp	1d4	1d4	x3	—	6 lb.	S
Sling							
Stones, Stunning (20)†	1gp	1d4	1d4	x2	-10 ft.	5 lb.	B
Stiletto	4gp	1d3	1d4	19-20/x2	—	1 lb.	P
Martial Weapons							
Arrow (20)†							
Axehead	5gp	—	—	x2	—	7 lb.	P
Ironshod	10gp	1d8	1d10	19-20/x3	-60 ft.	20 lb.	P
Lung Puncture	4gp	-1	-1	x2	-20 ft.	2 lb.	P
Penetrating	3gp	—	—	18-20/x3	-30 ft.	9 lb.	P
Bardiche	30gp	1d8	1d10	19-20/x2	—	9 lb.	S
Gae Bolga	20gp	1d6	1d8	x3	15 ft.	10 lb.	P
Great Pole Axe‡	50gp	1d6	1d8	x3	—	25 lb.	S/P
Greatsword, weighted	80gp	1d12	2d8	18-20/x2	—	12 lb.	S
Ogre Maul	70gp	1d10	2d8	19-20/x3	—	50 lb.	B/P
Poleaxe	20gp	1d6	1d8	x2	—	12 lb.	B/P/S
Exotic Weapons							
Bracerblades (ea.)	20gp	1d3	1d4	x2	—	4 lb.	S
Chainblade‡	300gp	1d6	1d8	17-20/x2	—	6 lb.	S

* Weights are for Medium weapons. Small weapons are one-half the weight, while Large weapons are two times the weight.

† These ammunitions alter the base weapon's normal range and/or damage.

‡ Reach weapon.





archer, they are deadly indeed, capable of penetrating into the lungs and creating sucking chest wounds, the air quite literally seeping from the organ through the hollow weapon. A character scoring a critical hit inflicts no additional damage, but inflicts 1d6 points of temporary Constitution damage and, unless the victim makes a Fortitude save (DC 10 + archers ranged attack bonus), begins to feel his breath literally slipping away (see drowning rules). This effect replaces any Critical Effect that may have normally occurred. Preventing a character from expiring in such a manner requires a Heal roll (DC 20).

Arrow, Penetrating: These exclusively elven arrows, made from the same light alloys as is elven chain, are weighted to rotate tightly in flight. The result is devastating, allowing a small band of archers to literally rip to shreds advancing columns of enemy troops.

On a critical hit, the penetrating arrow does triple damage and rips right through the victim, continuing on its flight. The archer may make another attack roll to hit a second foe in the immediate flight path and no further than

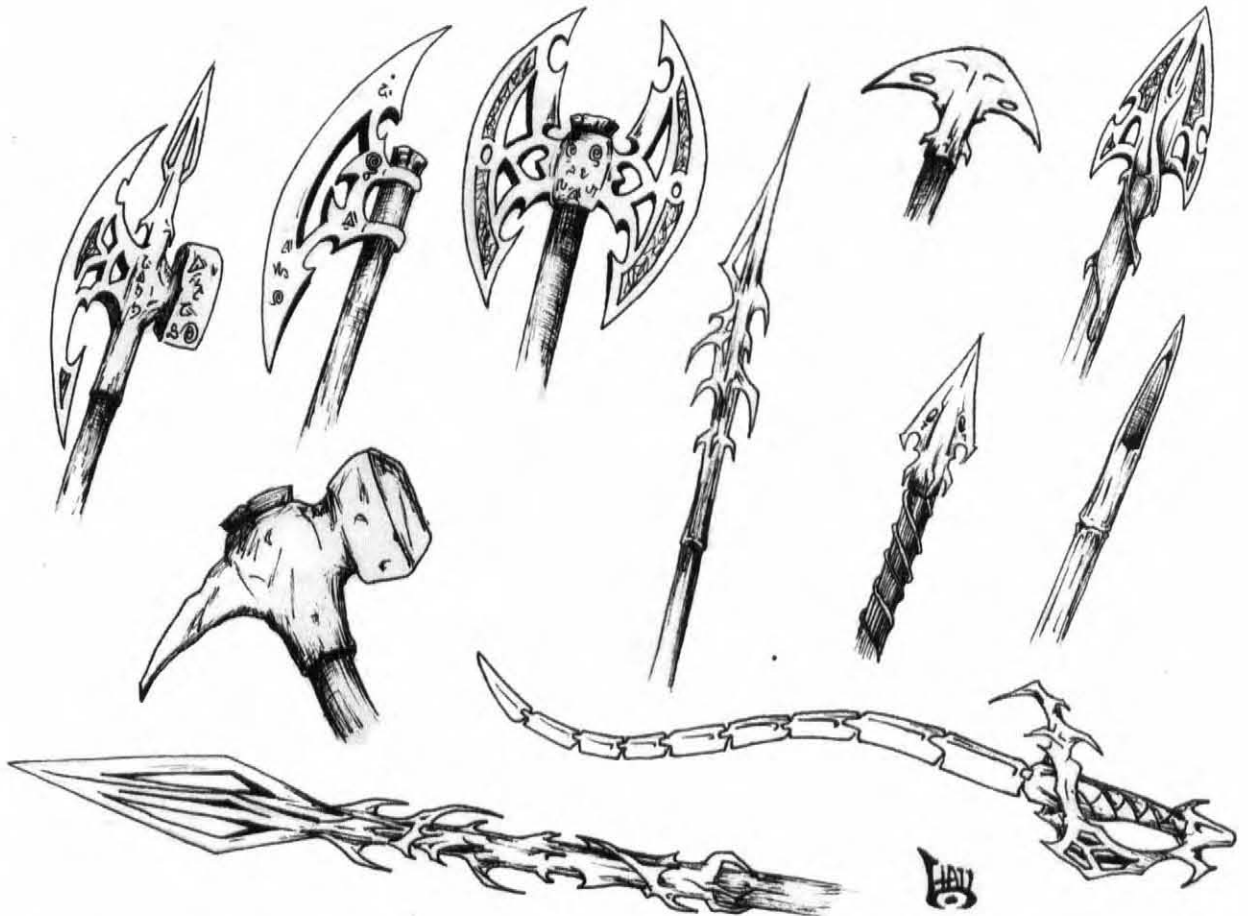
10' behind the first victim. The arrow cannot penetrate through a second victim, even if the attack roll should result in yet another critical hit.

Unfortunately, the weight of the arrows and trajectory at which they must be fired in order to score penetrating hits greatly reduces the missiles effective range.

Bardiche: This is a heavy axe with a long, broad blade 2 to 3 ft. in length mounted by two rings onto a 4 ft. shaft. This is a two-handed weapon when wielded by a medium-sized or smaller creature.

Bracerblades: These appear to be standard leather or metal bracers with a scythe-like or axe-like blade fixed along the length of the bracer. Each bracerblade can be used either as a weapon or defensively as a light shield. If two are used as weapons in the same round you suffer all penalties for using a two-weapon fighting style.

Chainblade: The chainblade has a handle and crosspiece like that of a sword with a 5 to 7 ft. long segmented blade. Segments are joined together by a slotted hinge that allows the blade as a whole to move freely along the thin axis while remain ridged along the flat, giving the weapon a snaky, whip-like motion.





Crossbow, triple-threat: This is a rare heavy crossbow with an extra wide stock. Not one, but three bolt grooves run down the length of the stock with an especially wide string release at its base. This allows for up to three bolts to be fired at once. The wielder must make three separate attack rolls, one for each bolt and all bolts must be fired at the same target. The triple-threat crossbow is rather bulky and requires two hands to fire it as well as load it. Also, because of its size, small-sized creatures or smaller, regardless of strength, must level the weapon upon a sturdy base of some sort, to properly aim the weapon. Fully loading the weapon is a full round action and provokes an attack of opportunity.

Gae bolga: A heavy shortspear with a wickedly barbed head, the gae bolga is a feared weapon wielded by the mightiest warriors of some barbarian tribes. When thrust into a wound, the barbs catch on the flesh and organs. When the spear is withdrawn, it tears the victim's entrails out in a rather messy fashion.

If you inflict a critical hit with a gae bolga, the weapon sticks in the wound. A character can remove a gae bolga by making a successful Strength check with a DC equal to one-half the damage inflicted by the critical hit. When the gae bolga is removed, it inflicts an extra 2d4 hit points of damage. This damage can be halved if removed surgically with a Heal check (DC 15).

Great Pole Axe: This mighty barbarian weapon is essentially a dual-bladed bardiche, with a 30-inch long blade on either end of a 5' long shaft. It can be used as either as a large axe to make slashing attacks, or with thrusting attacks as with a polearm. As a double weapon, one can fight with it as if fighting with two weapons, but one still incurs all the normal attack penalties associated with fighting with two-weapons. The weapon is heavy and must be used with two hands by any creature of Medium-size or smaller.

If a character hits with a critical while charging, in addition to double damage he strikes as if he has the Improved Bull Rush feat, for which purposes he may use one-and-a-half his strength modifier when making opposed strength checks. A character with the Improved Bull Rush feat gets to double his strength modifier when making opposed strength checks.

Greatsword, weighted: This greatsword is a single edged blade with a weight just over halfway up the length of the blade, attached to the back of the blade. The sword is weighted to such a finely balanced degree that it has no adverse effect on the wielder, however the extra weight allows the weapon more effective cutting power.

Javelin, star-bite: This is a masterwork javelin whose head hides a tension-cocked mechanism that drives barbs or blades out of the head of the weapon when it strikes a target, and a poison reservoir. When the haft is twisted off, the reservoir is revealed and poison may be added.

DIAMOND WATER GRINDER

This 10-inch diameter grinding stone is mounted on an axle like a wheel. The stone itself is smooth-polished and bonded with diamond dust. The lower one-half of the stone sits in a small water trough, while a flat metal brace-plate is mounted so it hovers just above the wheel and a steep angle. The axle is connected to a leather belt that leads to a foot wheel, thus when the foot wheel is pedaled, it turns the grinding stone through the water trough, keeping it wet. The speed the stone turns is dependant on how fast the device is pedaled. To sharpen an edged-weapon on the wheel, the blade is placed against the brace-plate and then fed into the wet, spinning stone; this gives the edge a very precise angle. Weapons sharpened on a diamond water grinder are so finely honed that their critical threat range is temporarily increased according to the sharpener's Craft (weaponsmithing) Skill check.

Craft Skill	Temporary Threat range Increase
DC 15	+1
DC 20	+2
DC 25	+3

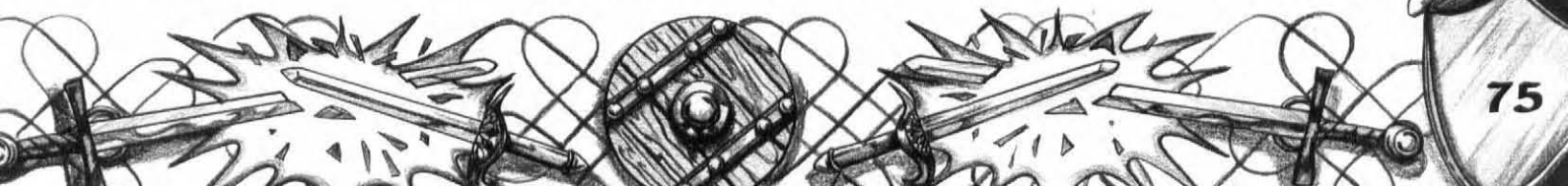
Each time the weapon scores a successful critical hit, the edge is marred and becomes slightly dulled, reducing the critical threat range by -1 until the weapon returns to its normal critical threat range.
Cost:500gp; Weight:45 lb


The shaft is then screwed back into the head. The impact of the weapon striking a target triggers the mechanism that forces the barbs or jagged blades out into the target's flesh, releasing the poison. In addition, the blades lock. Removing such a weapon deals 1d4 damage if it is carefully cut from the wound, or 2d4 if it is simply pulled free.

Mace, two-handed: This heavy weapon is designed to do two things well, destroy plate armor and break bones. On a critical hit, it does normal damage to any plate armor (or similar armor like a breastplate) in the area it strikes as well as the usual extra damage to the wearer.

Ogre Maul: A standard ogre maul is a Large exotic weapon, used for devastating double-handed attacks by Large-sized barbaric creatures of all types. Part hammer and part pickaxe, these weapons are massive clubs of raw iron, 7 ft. of crudely fashioned black metal topped with a blunt and pointed double-sided head.

Any creature of medium-size or smaller struck by a critical hit from an ogre maul is thrown backwards in addition to taking the critical damage. Critically hit creatures are flung backwards 10 ft., suffering an extra 1d10 hit points of damage in addition to any critical damage





suffered. Creatures flung backwards must roll a Reflex (DC 12) or fall prone. Creatures of medium-size whose Strength score is less than 20 cannot use this weapon, small-sized creatures cannot use this weapon regardless of Strength.

Pilam: This is a stocky javelin with a 2 ft. long, barbed steel rod as a spearhead. Although less aerodynamic than a standard javelin, the pilam has tremendous penetrating power. Upon a Critical Hit, along with whatever Critical Damage and Critical Effect, the pilam penetrates and imbeds itself in the target's shield (if it uses one) and weights it down as the spearhead bends, itself becoming useless. This does however make the shield encumbered and useless, negating its AC bonus. Extracting the pilam requires a Strength check (DC 14) and provokes an attack of opportunity. Because the spearhead often bends, becoming useless, the pilam is considered a disposable weapon so masterwork pilam are a rarity and magical ones are unheard of.

Poleaxe: This is a 5 ft. long polearm with a circular crosspiece near one end and a combination hammer, axe and spear weapon head at the other. This special weapon head allows for bludgeoning, slashing and piercing attacks. The kind of damage intended must be declared prior to each attack.

Sling shuriken: Sling shuriken are cunning creations of gnomish artisans. They are a combination of sling stone, spinning top and razorblade. When the shuriken is released from the sling, counterweights inside react against the spin and trigger the release of four viciously sharp blades. If aimed correctly, the sling shuriken blades slice into the target. However, if the sling shuriken blades are deployed an instant too late (i.e. the intended target is within 20 ft.), the shuriken will bounce off and inflict only normal sling bullet damage (bludgeoning).

Sling Stones, Stunning: Typically, sling stones are made of baked clay and are designed to injure or kill. However, some cultures use specialized weighted stones made from soft, unbaked clay designed to stun. This is particularly valuable when the victim needs to be taken alive, and as a result slavers in particular favor this ammunition. Wet clay is more limited in range (40 ft. range increment instead of 50), but deals only subdual damage. On a critical hit, damage is doubled as normal, but the victim must make a Fortitude save (DC 10 + attackers base ranged attack bonus) or be considered Stunned for one round. Stunned characters can't act and lose any Dexterity bonus to Armor Class, while attackers get a +2 bonus on attack rolls against a stunned opponent.

Stiletto: A dagger with an exceptionally long and thin blade designed to penetrate the joints and seams of armor. Stilettoes gain a +2 bonus to attack rolls when used against Medium or Heavy armor. The stiletto is not balanced and cannot be thrown.

MAGICAL WEAPON QUALITIES

Breaking: This enchantment increases the threat range of a weapon by one. All critical hits inflicted with a weapon of breaking also inflict a Critical Effect, critical threat rolls less than a factor level of 3 are considered a Mild Severity. Only bludgeoning weapons can be enchanted with *Breaking*.

Moderate transmutation; CL: 10th; Prerequisite: Craft Magic Arms and Armor, *shatter*; Price: +2 bonus.

Interfering: A successful strike with an interfering weapon disrupts any spellcasting ability the target possesses. For the three rounds following a hit, the target must succeed a Concentration check (DC 17) in order to cast a spell. A critical hit from an interfering weapon increases the effect's duration to 6 rounds and the Concentration DC to 21. The duration of the enchantment is not cumulative for multiple strikes. Bows, crossbows, and slings so enchanted bestow this power upon their ammunition.

Moderate enchantment; CL: 6th; Prerequisites: Craft Magic Arms and Armor, *dispel magic*; Price: +2 bonus.

Precision: This enchantment grants the weapon a +5 luck bonus to a roll that determines whether a hit is a Critical Hit or not. This enchantment provides no bonus for normal attack rolls, however the +5 may be used as a modifier to determine the Factor Level of a Critical Effect. Bows, crossbows, and slings so enchanted bestow this power upon their ammunition.

Faint divination; CL: 1st; Prerequisites: Craft Magic Arms and Armor, *true strike*; Price: +1 bonus.

Steel-phase: This enchantment allows the weapon to pass through metal as if incorporeal, lead being the common exception. This allows the weapon to ignore metal, nullifying AC bonuses for metal armor and shields (magical bonuses still apply, just not the base AC). This enchantment only applies to worked metals. Raw ores in rock or crystal are still fully affected by this weapon.

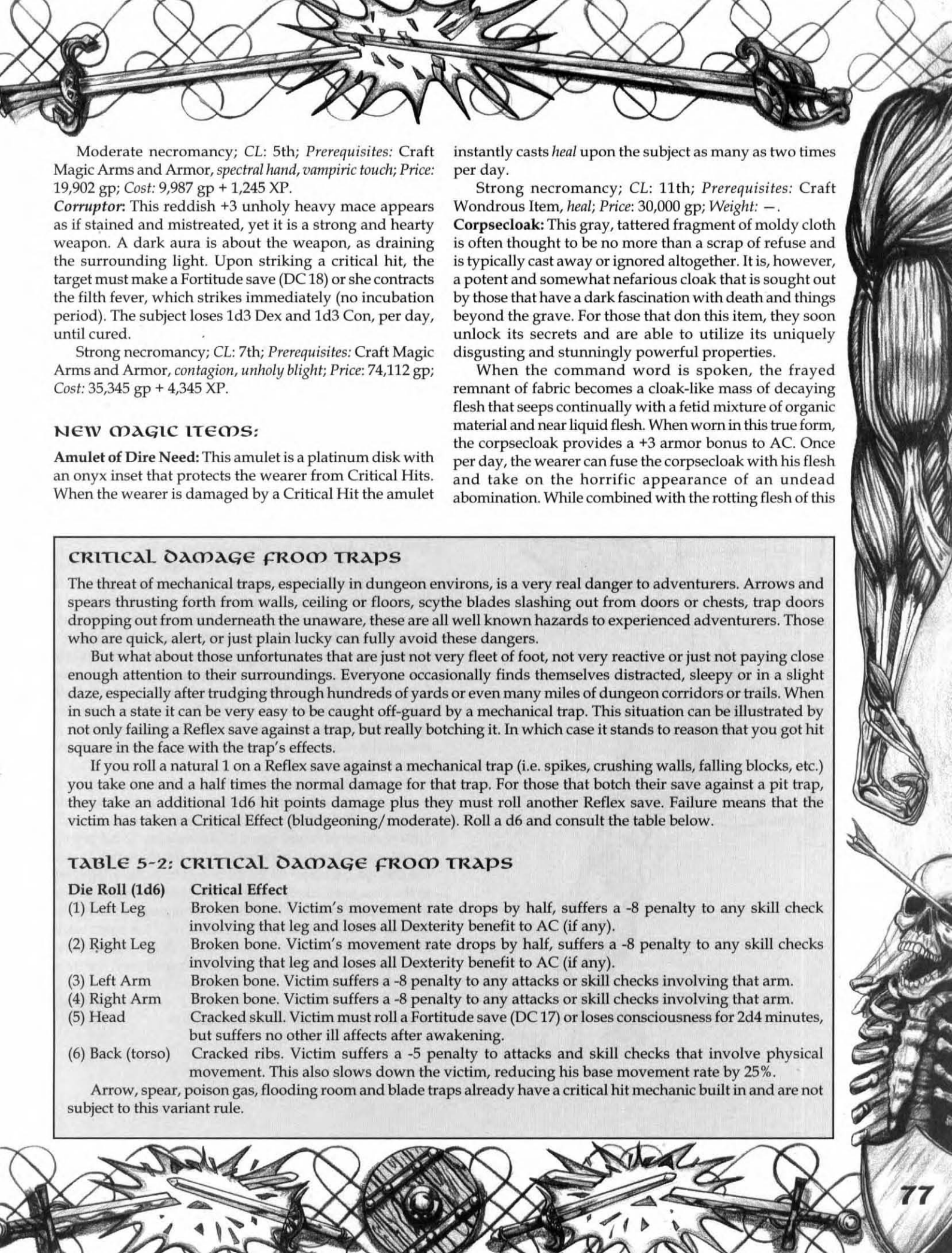
Bows, crossbows, and slings so enchanted bestow this power upon their ammunition.

Moderate transmutation; CL: 10th; Prerequisite: Craft Magic Arms and Armor, *passwall*; Price: +2 bonus.

SPECIFIC MAGICAL WEAPONS

Wrath Blade: This +1 dagger allows the wielder to make range touch attacks, in the guise of a wraith-like dagger, upon activation, which when successful deals 5d6 points of damage. The wielder then gains temporary hit points equal to the inflicted damage, but they may not exceed his maximum hit point total.

The cost of activation is the wielder taking 1d6 hit points of self-inflicted damage, which cannot be transferred as temporary hit points. The wielder may send the wraith-like dagger up to 150 feet from him, if it goes beyond that range it returns to the wielder's side.



Moderate necromancy; CL: 5th; Prerequisites: Craft Magic Arms and Armor, *spectral hand*, *vampiric touch*; Price: 19,902 gp; Cost: 9,987 gp + 1,245 XP.

Corruptor: This reddish +3 unholy heavy mace appears as if stained and mistreated, yet it is a strong and hearty weapon. A dark aura is about the weapon, as draining the surrounding light. Upon striking a critical hit, the target must make a Fortitude save (DC 18) or she contracts the filth fever, which strikes immediately (no incubation period). The subject loses 1d3 Dex and 1d3 Con, per day, until cured.

Strong necromancy; CL: 7th; Prerequisites: Craft Magic Arms and Armor, *contagion*, *unholy blight*; Price: 74,112 gp; Cost: 35,345 gp + 4,345 XP.

NEW MAGIC ITEMS:

Amulet of Dire Need: This amulet is a platinum disk with an onyx inset that protects the wearer from Critical Hits. When the wearer is damaged by a Critical Hit the amulet

instantly casts *heal* upon the subject as many as two times per day.

Strong necromancy; CL: 11th; Prerequisites: Craft Wondrous Item, *heal*; Price: 30,000 gp; Weight: —.

Corpsecloak: This gray, tattered fragment of moldy cloth is often thought to be no more than a scrap of refuse and is typically cast away or ignored altogether. It is, however, a potent and somewhat nefarious cloak that is sought out by those that have a dark fascination with death and things beyond the grave. For those that don this item, they soon unlock its secrets and are able to utilize its uniquely disgusting and stunningly powerful properties.

When the command word is spoken, the frayed remnant of fabric becomes a cloak-like mass of decaying flesh that seeps continually with a fetid mixture of organic material and near liquid flesh. When worn in this true form, the corpsecloak provides a +3 armor bonus to AC. Once per day, the wearer can fuse the corpsecloak with his flesh and take on the horrific appearance of an undead abomination. While combined with the rotting flesh of this

CRITICAL DAMAGE FROM TRAPS

The threat of mechanical traps, especially in dungeon environs, is a very real danger to adventurers. Arrows and spears thrusting forth from walls, ceiling or floors, scythe blades slashing out from doors or chests, trap doors dropping out from underneath the unaware, these are all well known hazards to experienced adventurers. Those who are quick, alert, or just plain lucky can fully avoid these dangers.

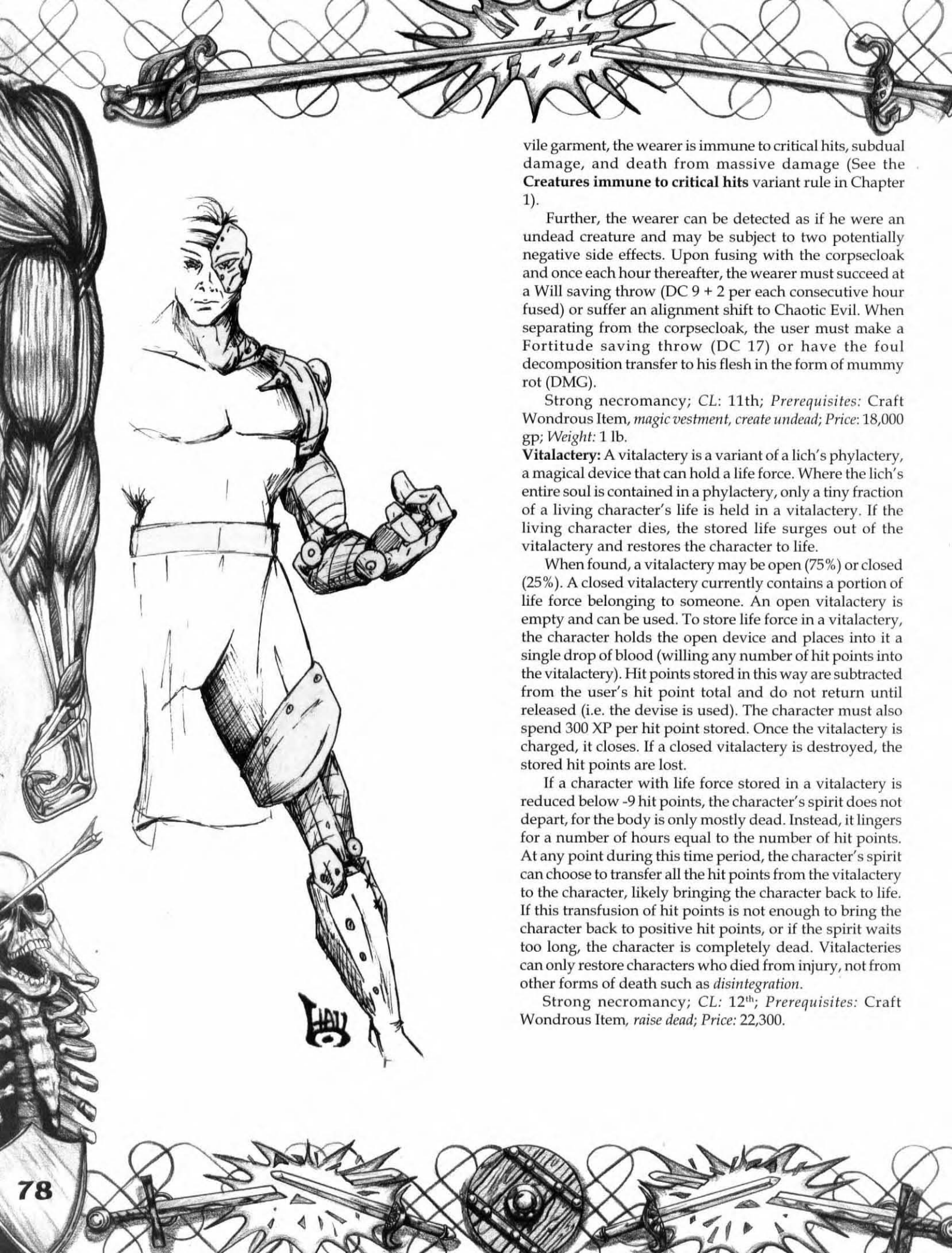
But what about those unfortunates that are just not very fleet of foot, not very reactive or just not paying close enough attention to their surroundings. Everyone occasionally finds themselves distracted, sleepy or in a slight daze, especially after trudging through hundreds of yards or even many miles of dungeon corridors or trails. When in such a state it can be very easy to be caught off-guard by a mechanical trap. This situation can be illustrated by not only failing a Reflex save against a trap, but really botching it. In which case it stands to reason that you got hit square in the face with the trap's effects.

If you roll a natural 1 on a Reflex save against a mechanical trap (i.e. spikes, crushing walls, falling blocks, etc.) you take one and a half times the normal damage for that trap. For those that botch their save against a pit trap, they take an additional 1d6 hit points damage plus they must roll another Reflex save. Failure means that the victim has taken a Critical Effect (bludgeoning/moderate). Roll a d6 and consult the table below.

TABLE 5-2: CRITICAL DAMAGE FROM TRAPS

Die Roll (1d6)	Critical Effect
(1) Left Leg	Broken bone. Victim's movement rate drops by half, suffers a -8 penalty to any skill check involving that leg and loses all Dexterity benefit to AC (if any).
(2) Right Leg	Broken bone. Victim's movement rate drops by half, suffers a -8 penalty to any skill checks involving that leg and loses all Dexterity benefit to AC (if any).
(3) Left Arm	Broken bone. Victim suffers a -8 penalty to any attacks or skill checks involving that arm.
(4) Right Arm	Broken bone. Victim suffers a -8 penalty to any attacks or skill checks involving that arm.
(5) Head	Cracked skull. Victim must roll a Fortitude save (DC 17) or loses consciousness for 2d4 minutes, but suffers no other ill affects after awakening.
(6) Back (torso)	Cracked ribs. Victim suffers a -5 penalty to attacks and skill checks that involve physical movement. This also slows down the victim, reducing his base movement rate by 25%.

Arrow, spear, poison gas, flooding room and blade traps already have a critical hit mechanic built in and are not subject to this variant rule.



vile garment, the wearer is immune to critical hits, subdual damage, and death from massive damage (See the **Creatures immune to critical hits** variant rule in Chapter 1).

Further, the wearer can be detected as if he were an undead creature and may be subject to two potentially negative side effects. Upon fusing with the corpsecloak and once each hour thereafter, the wearer must succeed at a Will saving throw (DC 9 + 2 per each consecutive hour fused) or suffer an alignment shift to Chaotic Evil. When separating from the corpsecloak, the user must make a Fortitude saving throw (DC 17) or have the foul decomposition transfer to his flesh in the form of mummy rot (DMG).

Strong necromancy; CL: 11th; Prerequisites: Craft Wondrous Item, *magic vestment*, *create undead*; Price: 18,000 gp; Weight: 1 lb.

Vitalactery: A vitalactery is a variant of a lich's phylactery, a magical device that can hold a life force. Where the lich's entire soul is contained in a phylactery, only a tiny fraction of a living character's life is held in a vitalactery. If the living character dies, the stored life surges out of the vitalactery and restores the character to life.

When found, a vitalactery may be open (75%) or closed (25%). A closed vitalactery currently contains a portion of life force belonging to someone. An open vitalactery is empty and can be used. To store life force in a vitalactery, the character holds the open device and places into it a single drop of blood (willing any number of hit points into the vitalactery). Hit points stored in this way are subtracted from the user's hit point total and do not return until released (i.e. the device is used). The character must also spend 300 XP per hit point stored. Once the vitalactery is charged, it closes. If a closed vitalactery is destroyed, the stored hit points are lost.

If a character with life force stored in a vitalactery is reduced below -9 hit points, the character's spirit does not depart, for the body is only mostly dead. Instead, it lingers for a number of hours equal to the number of hit points. At any point during this time period, the character's spirit can choose to transfer all the hit points from the vitalactery to the character, likely bringing the character back to life. If this transfusion of hit points is not enough to bring the character back to positive hit points, or if the spirit waits too long, the character is completely dead. Vitalacteries can only restore characters who died from injury, not from other forms of death such as *disintegration*.

Strong necromancy; CL: 12th; Prerequisites: Craft Wondrous Item, *raise dead*; Price: 22,300.

MONSTERS AND TEMPLATES

Monsters have an important effect on any fantasy campaign. The following monsters have abilities that focus on a particular type of attack or a defense, such as immunity to piercing weapons or quills that lodge themselves into a character's skin, leaving a painful reminder of the encounter. They can be used to form the nucleus for a set of adventures, or to add spice to an existing campaign.

BONECRACKER

Large Giant

Hit Dice: 4d8 + 20 (41 hp)

Initiative: 11 (-1 Dex)

Speed: 50 ft.

AC: 17 (-1 Dex, +8 natural)

Attacks: 2 fists +10 melee

Damage: fists 2d6+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Massive Slam, Tear Apart, Improved Grapple, Improved Grab

Special Qualities: Damage reduction (5/+1), Darkvision (60 ft.), Fast healing (3)

Saves: Fort +7, Ref +0, Will +0

Abilities: Str 24, Dex 8, Con 16, Int 6, Wis 9, Cha 12

Skills: Spot +6

Feats: Power Attack, Cleave

Climate/Terrain: Any land

Organization: Solitary, pair, or gang (2-4)

Challenge Rating: 6

Treasure: 1/2 Standard

Alignment: Usually Chaotic Evil

Advancement: 5-8 HD (large), 9-12 HD (huge)

The bonecracker is a chaotic mutant beast, cousin to both the troll and the common ogre, the latter of which it resembles in many ways. The bonecracker's body is covered in bony plates and thick, elephantine skin. The obvious difference is the bonecracker's massive arms and hands. Each arm is easily as long as the beast is tall and each hand is as large as a shield, easily capable of completely encircling a man's torso.

The bonecracker moves in much the same manner as a gorilla, planting both its massive fists on the ground and once and propelling itself forward at great speed. Moving in such a manner the bonecracker can travel at a tremendous speed and can easily outpace all but the fastest opponents.

COMBAT

When faced with numerous foes, the bonecracker will attack normally with its fists. More often than not it will concentrate all of its energies into completely destroying a single foe before moving on to another.

The bonecracker's huge hands allow it to grapple a medium-sized or smaller foe with a single hand, leaving the other hand free for attacking or to make an improved grab attack against another target. Once the bonecracker has the victim successfully grappled, it begins to squeeze, dealing normal melee damage each round. For every round that the squeeze is maintained the victim incurs a critical threat from the bonecracker.

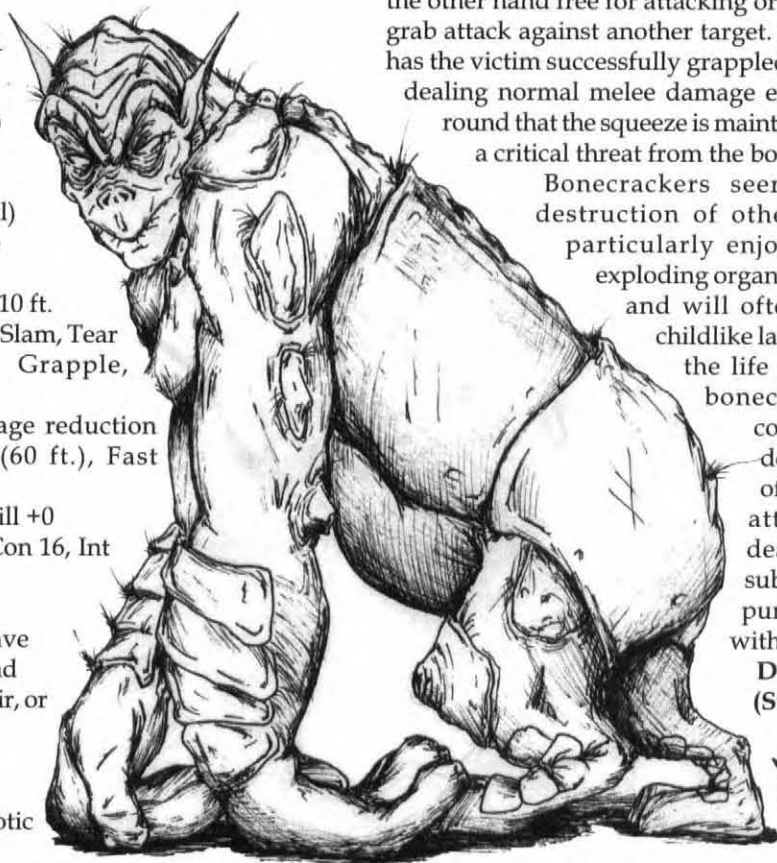
Bonecrackers seem to revel in the destruction of other living creatures, particularly enjoying the sounds of exploding organs and snapping bones, and will often be wracked with childlike laughter while crushing the life out of a victim. The bonecracker's fists are considered weapons. It does not suffer an attack of opportunity when it attacks unarmed and deals full damage, not subdual damage, when it pummels and opponent with its fists.

Damage Reduction

(Su): The bonecracker's body is covered by a thick, horny hide and overgrown with bony plates. As such

it ignores some damage from weapons and natural attacks. Ordinary weapons seem to simply bounce off the creature's thick hide. The bonecracker takes normal damage from energy attacks, spells, spell-like abilities, and supernatural abilities.

Fast Healing (Su): The bonecracker regains 3 hit points per round. Fast Healing is identical to normal healing. Fast Healing does not restore hit points lost from starvation, thirst, or suffocation and it does not allow the creature to regrow or reattach lost limbs.





Improved Grab (Ex): To use this ability, the bonecracker must successfully grapple the target with one hand.

Improved Grapple (Ex): The bonecracker may make a touch attack to start a grapple without provoking an attack of opportunity. All grapple checks gain a +4 circumstance bonus regardless of whether the bonecracker initiated the grapple or not.

Massive Slam (Ex): The bonecracker forgoes its normal attacks and instead makes a single attack with both fists against an opponent. This attack suffers a -4 penalty to hit, but if successful deals 4d6+10 points of damage and always causes a critical threat. The bonecracker is subject to an Attack of Opportunity when making a massive attack.

Tear Apart (Ex): If the bonecracker has managed to successfully grapple a foe in one hand, it can make a second grapple attempt against the same target with its other hand. If successful, the victim incurs a critical threat. If the threat results in a successful critical hit, the bonecracker tears one of the victim's limbs from its body with a successful Strength check (DC 10 + target's Constitution score). The bonecracker cannot maintain its normal squeeze damage against a grappled foe while making a Tear Apart attempt and so the grappled foe does not take the normal grapple damage during the round.

HABITAT/SOCIETY

Though they occasionally gather in large numbers where prey is plentiful, or when forced into the service by a powerful creature or character, they are generally solitary creatures. Bonecrackers are commonly found in temperate areas, especially in the foothills and forest areas. However, they may exist wherever a convenient niche and food source is located, especially in old hill giant lairs.

CAMPAIGN USE

The bonecracker fills much the same niche as the ogre and can be used virtually anywhere such creatures are encountered as an interesting alternative to the norm. A group of them could be used to lay siege to a small settlement or disrupt trade between neighboring towns.

BONESAW

Small beast

Hit Dice: 1d10 (6 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 14 (+3 Dex, +1 size)

Attacks: Bite +1 melee, 2 Claws -4 melee

Damage: bite 2d4-1, claw 1d3-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: —

Special Qualities: Scent

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 8, Dex 16, Con 10, Int 2, Wis 12, Cha 10

Skills: Hide +12*, Spot +12*, Jump +15*

Feats: —

Climate/Terrain: Temperate woodlands and plains

Organization: Solitary, pack (2-8), or horde (20-40)

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral

Advancement: 2-3 HD (small), 4-6 HD (medium)

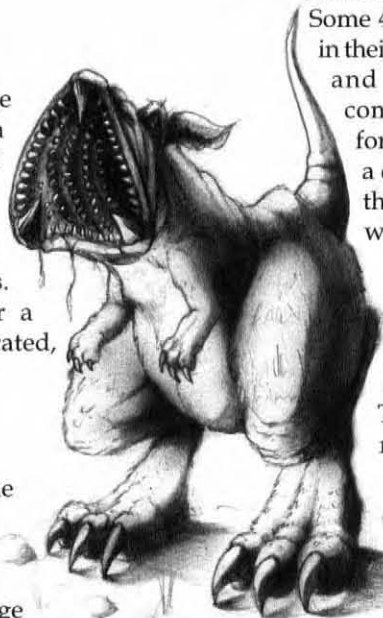
A Bonesaw is a small predator commonly found roaming temperate forests and plains. They are bulky, muscular mammals but are surprisingly graceful. Some 40% of their muscle mass is concentrated in their rear legs, making them powerful jumpers and strong runners, compensating for comparatively small and underdeveloped forelimbs. During most of the year they have a dusky gray-brown black-spotted coat but this turns a clear bluish-white in during the winter months.

Their most distinctive feature is their mouth. Rather than a more commonplace mammalian jaw structure, the bonesaw has a mouth resembling nothing so much as the round, rasping maw of a lamprey. The trio of massive, inward-curving fangs ringing their huge mouth horrifies normal humanoids.

Though they have no treasure of their own, the jaws of a Bonesaw are much sought after as a decorative item and can easily fetch 50 gp. Their pelts are also moderately valuable and an average specimen can fetch about 15 gp, with a winter pelt going for up to double that.

Combat

Bonesaws prefer to attack larger prey. They lie in wait for their quarry to pass then leap out, clamping their mouth onto one of their prey's limbs. Propelling themselves up the limb with their powerful legs, their curved fangs slice the cumbersome flesh and strip it off like a banana skin,





exposing the bones within which are then ground and pulverized with their sharp, tiny teeth. Consult the chart below to determine how long it takes for a bonesaw to completely eat through a limb.

Prey Size	Arm	Leg
Tiny	1 round	1 round
Small	1 round	1d2 rounds
Medium	1d2 rounds	1d4 rounds
Large	1d4 rounds	—

If a bonesaw rolls a critical hit in combat, it has latched onto the prey's head and a grapple check must be made. If successful, damage may be rolled. The bonesaw consumes the head in two rounds unless a Fortitude save (DC 15) is made. Failure means the victim is killed as the bonesaw devours his head. The bonesaw is incapable of taking on prey more than 2 sizes larger or 1 size smaller than itself.

Scent (Ex): This ability allows the bonesaw to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skills: The Bonesaw is a predatory hunter with an affinity for leap onto unsuspecting prey. As such it receives a +8 racial bonus to Spot, Hide, and Jump checks.

HABITAT/SOCIETY

Bonesaws normally hunt alone, but it is not uncommon for them congregate in packs of up to 8 members. Beyond that, they tend to start fighting among themselves, quickly reducing their numbers to a more manageable level. The exception to this is a bonesaw horde.

What drives the formation of a horde—Starvation, overpopulation, madness, or some environmental impetus—is unknown. But every few years, bonesaws congregate in a vast horde of many dozens of members which ravages its way across the countryside, maiming and killing any creature which they come across. The horde normally stays together for between 1 to 4 weeks, during which time they decimate livestock, obliterate natural animal populations and account for many dozens, if not hundreds, of deaths among the civilized races.

CAMPAIGN USE

The simplest way to use the Bonesaw in a game is as a unique and dangerous addition to a random encounter list. More interesting however, would be the formation of a bonesaw horde. Dozens, perhaps as many as one hundred, of ravenous beasts are massacring their way towards a major settlement and the PCs are charged with stopping the bonesaw threat.

A knowledgeable sage has managed to determine a single location from which all of the bonesaw hordes have arisen. The PCs are tasked with making their way through

to the heart of a bonesaw-infested forest to determine what causes the formation of the hordes and put an end to it for the last time.

For GMs, a bonesaw is also a good way to slow a party down by attacking mounts and pack animals. Likewise, a party, which has bolstered its ranks through hiring numerous NPCs, can be whittled back down to manageable size by the judicious application of a few bonesaws.

DUNG GOLEM

Large Construct

Hit Dice: 8d10 (44 hp)

Initiative: +0

Speed: 20 ft. (can't run)

AC: 22 (-1 size, +13 natural)

Attacks: Slam +10 melee

Damage: Slam 2d6+7 (two-handed)

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Disease, Engulf, Screech.

Special Qualities: Construct, Damage Reduction 10/+1, Immune to Piercing Weapons, Magic Immunity, Blind Sight, Camouflage, Vulnerabilities

Saves: Fort +2, Ref +2, Will +2

Abilities: Str 20, Dex 10, Con -, Int -, Wis 11, Cha 1

Climate/Terrain: Any temperate or tropical land, or underground

Organization: Solitary or gang (2-4)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

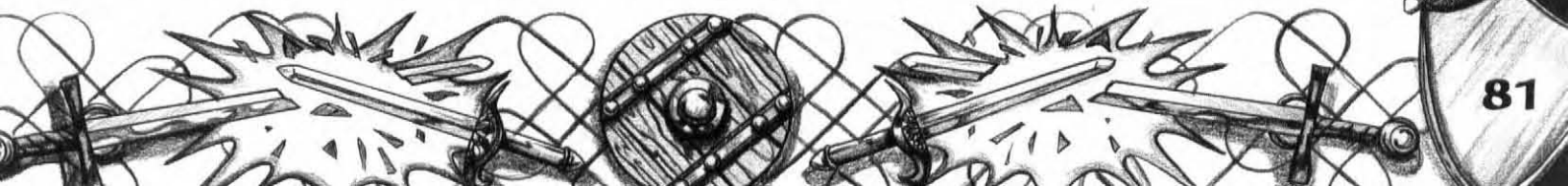
Advancement: 9-12 HD (Large), 13-24 HD (Huge)

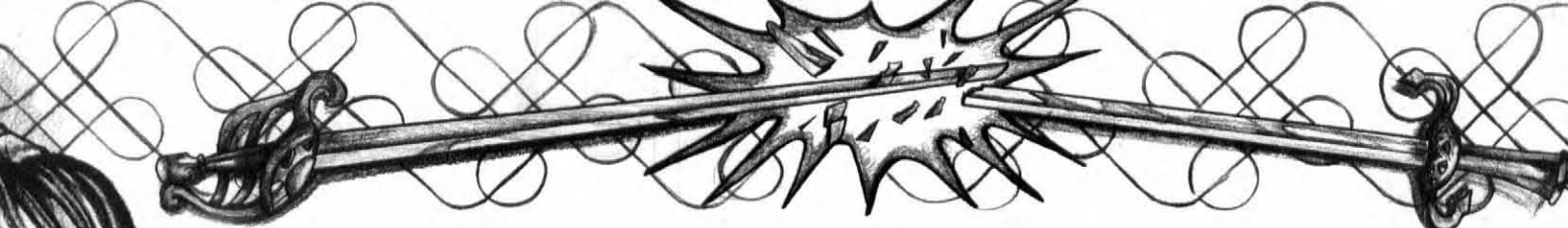
Dung golems are an ancient and rare form of construct, favored by both subterranean bat-folk and the natives of the resource poor volcanic islands of the western oceans. Others, notably the dark elves, have since caught on to the creature's utility.

The dung golem has a humanoid-shaped body, entirely composed of molded, slippery bat guano. They are tall and stoutly built with crudely fashioned limbs, while their faces are plain, with nothing but dark eyes and a gaping maw to mark a resemblance to their sentient masters. Because of the fertile nature of their bodies, dung golems are covered at least partially in plant growth, a boon for stalking prey through jungles.

Combat

Dung golems attempt to ambush their prey by utilizing their camouflage, and then rapidly engulf them. They are slow and ponderous, but deadly nonetheless, especially since any damage inflicted upon it is liable to release deadly spores into the air.





Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immune to Piercing Weapons: Piercing weapons, even enchanted ones, deal no damage to a dung golem.

Magic Immunity: A dung golem is immune to all spells, spell-like abilities, and supernatural effects save as follows: *Silence* negates the constructs' Blind Sight ability; *contagion* permanently increases the save DC of the creature's disease by 1; *diminish plants* will reduce the golem's camouflage to +4 Hide bonus as its shrouding foliage is reduced; *plant growth* causes the Hide bonus to jump to +10; and any water based attack *slows* them for 2d6 rounds (as per the spell).

Disease: A dung golem's body contains a fungus, the spores of which can lead to a deadly disease if inhaled. Any attack that does at least 10 points of damage, or any critical hit, releases a spray of spores into the nearest 5-foot square from the direction in which the attack came. Anyone in this square, or entering into it within the next 1d4 rounds, is bound to breathe in the spores and must therefore make a Fortitude save (DC 14) to avoid contracting the disease. The illness attacks the lungs, resulting in shortness of breath and respiratory problems.

Infection: Inhalation; DC 14; Incubation: 10 days; Damage: 1d4 Con

Blindsight (Ex): Dung golems emit a high frequency sound, inaudible to most creatures, that bounces off nearby objects and allows it to "see" in complete darkness up to a range of 120 feet. A *silence* spell negates this ability and forces it to rely upon its standard sight, which is no better than that of a human.

Engulf: If a dung golem grapples a creature of medium size or smaller, it engulfs it in its mass. Engulfed creatures may begin to drown, and must make Fortitude saves each round against disease (see above) as fungal spores enter the nostrils. They cannot attack the golem or cast spells, and must escape by either succeeding at an opposed grapple or Escape Artist check. A dung golem does not count as grappled for having engulfed creatures inside it.

Screech: Once per day, a dung golem can emit a screech that startles opponents. All creatures within a 30' radius must make a Willpower save (DC 20) or be considered shaken for 1d4 rounds.

Camouflage: Guano is a natural fertilizer, and so seeds often take root in the golem's body and rapidly develop into a mass of foliage that often covers the entirety of its considerable mass. This provides them with +8 to Hide among other plants, and when lying prone it gains an additional +4 circumstance bonus to Hide. Anyone with Knowledge (nature) can use this skill instead of Spot to notice the plant.

Vulnerabilities: Dung golems are vulnerable to fire-based attacks, taking double damage. Water-based attacks act as a *slow* spell on the golem, affecting its cohesiveness.

CONSTRUCTION

Dung golems are created by spellcasters with large quantities of bat guano at hand, which must first be magically charged by coming from summoned bats. The golem then costs 50,000 gp to create, which includes 500 gp for the construction of the body. Assembling the body requires a Craft (sculpting) check (DC 13).

The creator must be 14th level and be able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *contagion*, *geas/quest*, *limited wish*, *polymorph any object*, and *summon swarm*.

GRIMBLE

Large Ooze

Hit Dice: 10d10 +20 + 15 (90 hp)

Initiative: -1 (Dex -1)

Speed: 10 ft.

AC: 9 (-1 Dex)

Attacks: Slam +12 melee, Bite +2 melee

Damage: Slam 1d8+5, Bite 1d8+2 plus poison

Face/Reach: 15 ft. x 15 ft. / 15 ft.

Special Attacks: Horn Rake, Impregnate, Dance of Death, Wounding Poison

Special Qualities: Death Throes, Blindsight, Ooze traits

Saves: Fort +5, Ref +2, Will -2

Abilities: Str 20, Dex 9, Con 14, Int —, Wis 1, Cha 1

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 15

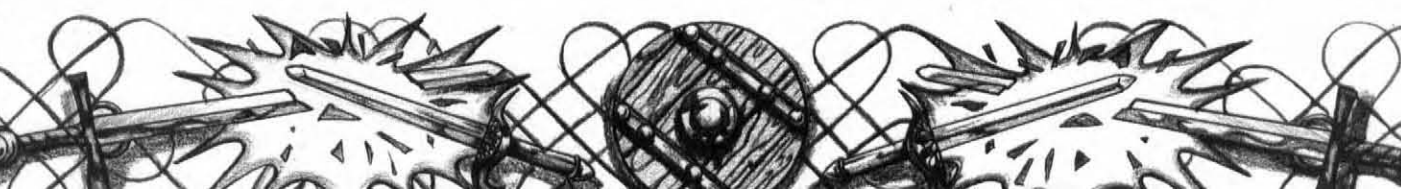
Treasure: None

Alignment: Always neutral evil

Advancement: Huge (11 - 20 HD), Gargantuan (20 - 30 HD)

The Grimble, also known as the Thorn or Horn Ooze, is a disgusting mass of green jelly-like flesh covered by wickedly sharp born thorns and teeth that is known for its ability to reduce the armor of a target stuck to its glue-like flesh to bits of bloody metal in seconds. The creature's uncanny ability to slip between a target's armored plates of both flesh and metal causes it to be the fear of many a veteran fighter or aged dragon. Any who rely on armor to save them from death have something to fear in the Grimble.

The Grimble is the secret weapon of a war long ended. After the battles stopped, the Grimble had no other use other than a sideshow attraction, so it became 'wild' as it threw off its magical leash and turned on its creators. If they did not make battle, then the creature would on its





own, for it hungered for the feel of metal and flesh and the screams of the dying. It had been engineered and crafted for such, and it was part of the creature's instinct to heap suffering on one creature after another until something came along that could slay it outright. The Grimble has yet to find such an opponent and the original creature has split many times to form more of its kind in its mission for mindless battle and consumption. The deadly instructions placed into the parent creature have unfortunately spread to its offspring, so they too kill without meaning.

Reproduction isn't a concern for the Grimble, but it does so often. Whenever it battles a creature who escapes it, it will often leave a horn or tooth lodged in their body, most of the time into the bone of their target. This thorn is actually a seedling, much like those given off by plants, which needs the warm flesh of a host body and the sweet blood contained within as sustenance. The offspring slowly kills the host as it gets larger by draining them dry of bodily fluids, but only leaves once the host is completely dead at which point it turns and rages through the desiccated flesh of its first victim in search of more (which is often the loved ones of the now dead host).

COMBAT

When in combat, a full sized Grimble will raise itself into a 15 ft. tall pillar of whirling green flesh, poisonous pseudopods, and deadly thorns. This tornadic movement often places great fear into its opponents and easily allows the creature to rend flesh and armor on contact with its body.

Dance of Death (Ex): The Grimble will immediately assume this attack mode when combat is initiated. In the first round of combat, it begins to spin wildly about until its green body is a whirlwind of spinning thorns and poisonous pseudopods. During this round it can make no attacks or take any other actions other than throwing itself into a whirlwind. The Grimble can perform a full attack action (using its highest attack bonus) to throw its spinning bulk into any enemy within 10 ft. of it to cause 3d6 points of slashing damage. Those subject to this attack may also be subjected to the creatures impregnate attack and wounding damage.

Horn Rake (Ex): The force at which the Grimble attacks its foes while in the Dance of Death is devastating to armor. The force of any successful attack made by the Grimble using its Dance of Death ability causes the loss of 1 point of armor class if a fortitude save (DC 16) is failed. The armor

uses its wearer's fortitude save and adds any magical enhancement bonuses to the roll if any are available. Natural Armor heals back one point of armor class for every day of complete rest by the victim and the attack has no effect against purely magical armor such as *Mage Armor* or *Shield*.

Wounding Poison (Ex): The Armor Assassin poison that the Grimble secretes during combat is a natural anti-clotting agent. Thus, damage caused by the Grimble's horns causes wounds to continue to bleed long after they should have stopped. For every round that a heal check (DC 15) or a healing spell isn't applied to those attacked by the Grimble's Dance of Death, they take an additional 1 point of damage from blood loss.

Impregnate (Ex): Any creature that manages to escape from the Grimble, but has taken more than one-half their hit points in damage, has a 20% chance of having a horn seedling implanted in their wounds somewhere. A seedling can be found with a successful Heal check (DC 20) and then removed without causing more damage with a second Heal check (DC 15). Those seedlings that are not detected or removed begin to grow into a Grimble within a week's time. Once growth has begun, the Grimble can only be removed surgically with a Heal check (DC 30) or by *cure disease* as it fights any attempt to remove it from the host body.

Death Throes (Ex): If brought to 0 hit points, the Grimble screeches loudly and then explodes, sending sharp horns and poison all over every living creature and object within 30 ft. of its body. This causes 2d6 points of piercing damage and inflicts everyone with the creature's wounding poison. There is also a 10% chance of impregnation.

Blindsight (Ex): The Grimble is blind, but its entire body acts as one large and primitive sensory organ that can ascertain foes and objects by surface temperature and vibration. This ability allows it to determine where objects and creatures are within 60 ft. The Grimble does not have to make Listen or Spot checks to notice creatures within range of its Blindsight.

Ooze Traits: A Grimble is immune to mind influencing effects, poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or flanking.



QUILL RAT

Small Beast

Hit Dice: 1d10+1 (6 hp)

Initiative: +3

Speed: 40 ft., 20 ft. climb

AC: 16 (+1 size, +3 Dex, +2 natural)

Attacks: Bite +2 melee

Damage: Bite 1d4-2, plus Acid

Special Attacks: Acid

Special Qualities: Darkvision 60 ft., acid quills, acid immunity

Face/Reach: 5 ft. by 5ft./5 ft.

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 6, Dex 17, Con 12, Int 2, Wis 13, Cha 3

Skills: Climb +14, Hide +5, Move Silently +9

Feats: Alertness

Climate/Terrain: Any temperate land

Organization: Solitary, nest 10-40, or horde 41-60

Challenge Rating: 1

Treasure: None

Alignment: Always chaotic neutral

Advancement: 2-3 HD (small)

A quill rat is a 3-foot long rodent covered in coarse, quill-like hairs that make it resemble a porcupine. It is generally black, gray, or brown in coloration. Voracious feeders, a horde of quill rats can descend upon a field or town and strip it bare of edibles — grain, vegetables, fruit, poultry, even sheep and goats are all consumed. They thus constitute a deadly menace to any civilized society. These little nomadic horrors will move on once the supply of food is exhausted, leaving a swath of devastation in their wake.

The only redeeming quality of these creatures is the acid secreted from their quills. When coated on an edged weapon, it provides a +1 damage bonus against regenerating creatures. Three quills secrete enough acid to coat a single longsword. The market value for a dose of quill rat acid is 25 gp.

COMBAT

A quill rat normally flees from combat against foes larger than itself. If cornered, it fights defensively, hissing at those who threaten it and raising its hackles. It's needle-like hairs secrete acid, which prevents prudent foes from closing.

Acid: On a critical hit, the rat's acidic spittle infects the wound and causes 1d4 points of damage.

Acid Quills: The bristly hairs contain a caustic substance. Merely touching the creature results in 1d4 points of acid damage (Reflex save DC 15 for half damage). When the rat is struck by a critical hit, 1d8 quills fly out in a 5-foot radius. Anyone within this radius must make a Reflex save (DC 13) or take 1 point of damage and 1d4

points of acid damage. Quill rats may utilize this ability no more than 3 times per day without running out of detachable quills.

RAMZADI

Large Monstrous Humanoid

Hit Dice: 3d8+9 (22 hp)

Initiative: +1 (Dex)

Speed: 30 ft., Climb 20 ft.

AC: 12 (+1 Dex, -1 size, +2 natural)

Base Attack Bonus: +4/Grapple +13

Attacks: 2 claws +4 melee, bite +4 melee, tail +4 melee, or by weapon type

Damage: Claw 1d6+3, bite 1d6-1, tail 1d4-1, or by weapon type

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Skull Crush

Special Qualities: Darkvision, fast healing 1, scent

Saves: Fort +4, Ref +5, Will +3

Abilities: Str 16, Dex 12, Con 16, Int 8, Wis 9, Cha 10

Skills: Climb +5*, Hide +5*, Listen +5*, Survival +1

Feats: Track, Weapon Finesse (tail)

Climate/Terrain: Any land

Organization: Solitary, family (3-5), hunting party (5-7), clan (20-30)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually Chaotic Neutral

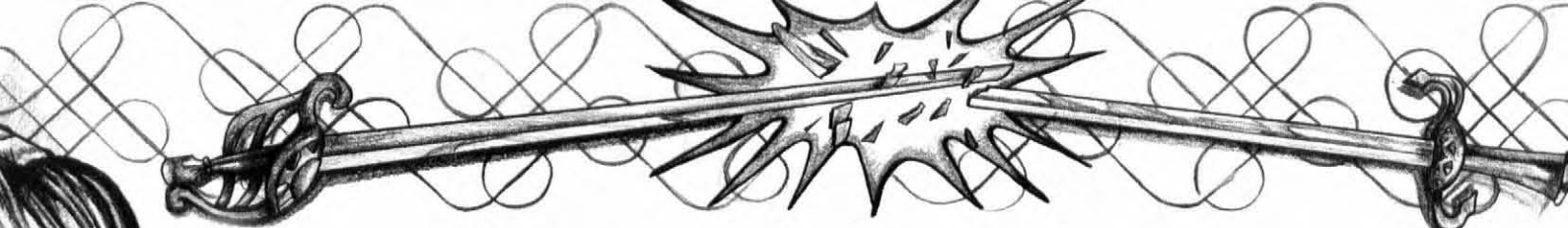
Advancement: By character class

The Ramzadi are a race of lizardfolk that average 8-9 ft. in height, although 10 ft. tall males are not unheard of in some regions. Their massive frames weigh between 600-700 lbs. with the largest males going as much as 800 lbs. Skin coloration of the species ranges from a light gray to a deep green-brown, depending upon the season and terrain. Ramzadi males have a crest on the back of their neck that tends to become hot and glows faintly when they are enraged. They use their long whip-like tail for both balance and combat purposes. The tail is 4-5 ft. in length and may regenerate over time if severed. The normal lifespan of a ramzadi is 200 years, assuming he does not die in combat before then. Ramzadi speak Common and Draconic.

COMBAT

Ramzadi love battle and combat. To die amidst the rage of battle is the greatest honor that can be bestowed upon by any ramzadi. The only thing better than trashing the "lesser" draconic races is fighting large monsters. Their entire history is based upon the principle of finding someone or something who is brave (or foolish) enough to battle against them. The ramzadi combat credo can be boiled down to a single concept, "Run up to it and kill it!"





The preferred ramzadi weapons are the greatsword during melee combat and the triple-threat crossbow when hunting for food.

Skull Crush (Ex): A favorite combat technique, upon making a successful grapple check (and maintaining it), the ramzadi squeezes the head of his enemy until it collapses and is crushed. This may only be attempted on creatures that one size category smaller than the ramzadi himself. After the initial grapple, the enemy may suffer 1d4 + Strength modifier points of lethal damage as long as the ramzadi makes a successful opposed grapple roll. Performing this ability does provoke an attack of opportunity during each round it is applied as per the rules for grappling.

Skill Bonus: Ramzadi receive a +4 racial bonus to Climb and Listen checks and a +8 racial bonus to Hide checks. The ramzadi are exceptionally agile for their size and stalk creatures easily. Their natural coloration gives them a form of camouflage and allows them to blend easily into forest, jungle, and swamp terrains. Their superior hearing and sense of smell allow them to easily track prey. They have limited normal eyesight (80 ft. only) and possess darkvision to 40 ft.

HABITAT AND SOCIETY

Ramzadi society is arboreal. They live in huge tree houses that occupy the ancient and great trees in the deep forests. Being a clan-like society, the houses are grouped together with all houses in that group belonging to a single clan. The prestige of the clan or family is represented by the height of the houses above the ground, meaning the higher the house, the greater the social status. Ramzadi use a series of interconnected rope bridges that they climb upon to travel between houses.

Government structure is also clan-like. Each clan consists of several families who maintain and guard the territory borders from intruders. Clan wars are not uncommon when one clan or family seeks to improve its standing in the social pecking order. Each clan is ruled by a Tomud, or chieftain. The Tomud is the most powerful ramzadi, the physically strongest and toughest. Any ramzadi may challenge the Tomud in nonlethal battle. If the challenger is victorious, he is now Tomud and his family may occupy the clan's uppermost house. Only the greatest and best may rule, but the ramzadi long ago realized the wisdom of not killing each other to secure the survival of their race.

Courageous ramzadi are held in high esteem and honor. Each month, the Tomud from all area clans gather for the Sanu, a three-day celebration where each great deed is told. Triumphant ramzadis are given gifts to adorn themselves. These trophies are then worn as a sign of

respect and stature. Ramzadi love treasure and covet gold, silver and other shiny metals. One should never stand between a ramzadi and his treasure.

Tree climbing is a favorite pastime of youthful ramzadi. They often bet on who can climb the highest in a tree without falling. Watching a ramzadi climb is a fascinating sight. They climb and move like great tree lizards or geckos as they use their claws to literally move straight up the tree or out onto branches. Ramzadi enjoy wrestling and will wrestle anyone or anything willing to brawl.

RACE RELATIONS

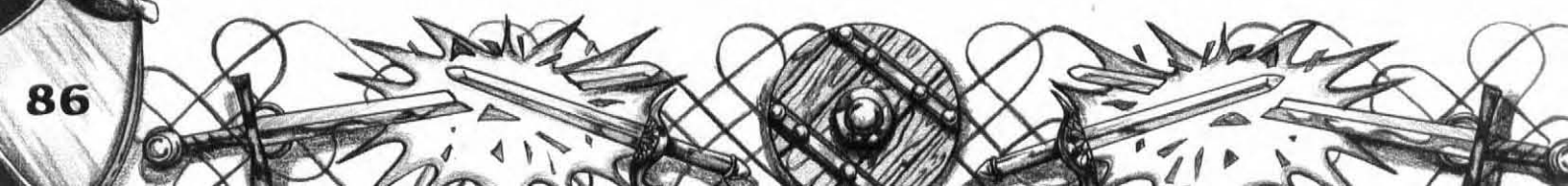
Ramzadi tend to be a good but chaotic race and do not get along with other draconic species. They enjoy waging war on lizardfolk, kobolds and other draconic races. They feel a distant kinship to dragons but do not hesitate to attack any evil dragon that tries to settle near any Ramzadi territory.

Ramzadi have strong trade relations with the elven communities and other sylvan residents. They have a deep love for elven war ballads and battle music, which "sets the proper mood" just before they go into combat. Ramzadi have a deep respect for dwarven artistry and craftsmanship, but have little contact with the deep dwelling race and have difficulty comprehending why anyone would want to live underground.

They get along with humans but don't understand how such a frail species survives extinction. Ramzadi have very little to do with halflings or gnomes as neither race contribute anything of value that warrants maintaining trade relations. Half-orcs are not loved, but are respected since they are one of the few races that can hold their own against a ramzadi. Some half-orcs even make their homes among the ramzadi, although they may never challenge for Tomud.

USE IN OATHBOUND

Ramzadi that live in the domain of Arena may be found primarily in the tropical jungles that surround the banks of the Xanthus River. Ramzadi are much more aggressive and territorial here. Challenges for the position of Tomud are to the death and the Sanu only occurs three times a year. Ramzadi may often be found among the armies of the three primary Bloodlords in Arena where battles rage on a daily basis. One Ramzadi in particular, Kosh S'sylainnas, has worked his way through the ranks to become one of Minos Spar's trusted lieutenants (see *Oathbound: Arena* by Bastion Press).



RAMZADI AS A CHARACTER RACE

Ramzadi make an excellent player character race for the gamer who is looking for something different than the standard core races. Their increased Strength is offset by lower Intelligence, Wisdom and Charisma. Ramzadi's love of battle makes them ideal soldiers and mercenaries, and their love of treasure makes them perfect for adventuring.

When rolling up a ramzadi character, the following bonuses, ECL adjustments, penalties, languages and special abilities are applied:

- * +3 Strength, -2 Intelligence, -1 Wisdom, -2 Charisma
- * +2 Natural AC bonus
- * Racial bonus feat: Track
- * +4 racial skill bonus to Climb and Listen
- * +8 racial bonus to Hide
- * Gains Skull Crush, darkvision (60 ft.) and scent
- * Automatic languages—Common and Draconic
- * Bonus languages—Elven, Giant, Orc, and Sylvan
- * ECL adjustment +2

Ramzadi may be played suitable as a barbarian, fighter or ranger. Those who wish for their ramzadi to be a challenge to play may select the spellcasting class, shaman. The favored class is fighter, which does not count when determining whether he takes an experience point penalty for multiclassing. Ramzadi were born for combat and the lust for battle burns in their blood and is ingrained in their genetics.

SCANTLING

Small Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: 20 ft.

AC: 16 (+3 Dex, +1 size, +2 natural)

Attacks: 2 claws +5 melee, 1d4 quills +1 melee

Damage: claw 1d3-1, quills 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Quills

Special Qualities: Scantling mask, Darkvision 60 ft.

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 9, Dex 17, Con 12, Int 10, Wis 12, Cha 12

Skills: Climb +3, Hide +5, Move Silently +5, Spot +3, Survival +4

Feats: Weapon Finesse (claws)

Climate/Terrain: Any warm forest, jungle, or marsh

Organization: Solitary, or troupe (3-9), or tribe (10-30)

Challenge Rating: 2

Treasure: Standard

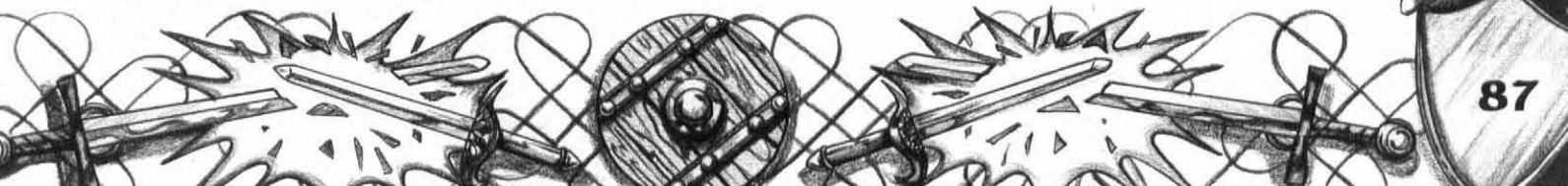
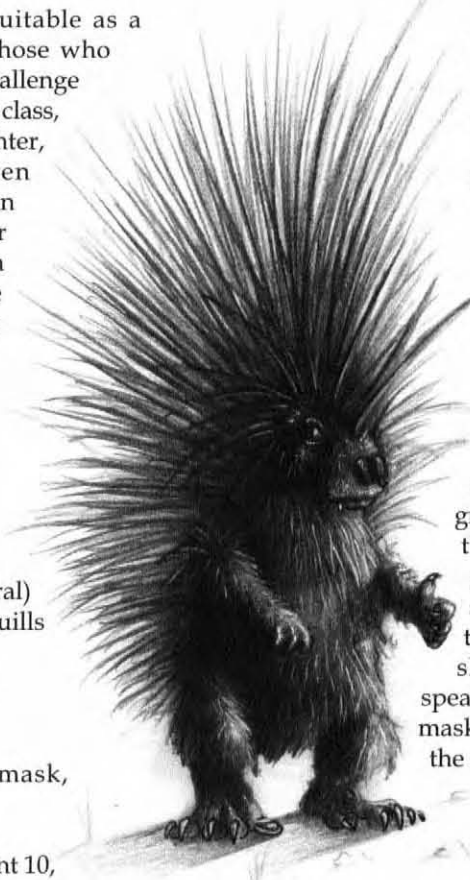
Alignment: Usually neutral good

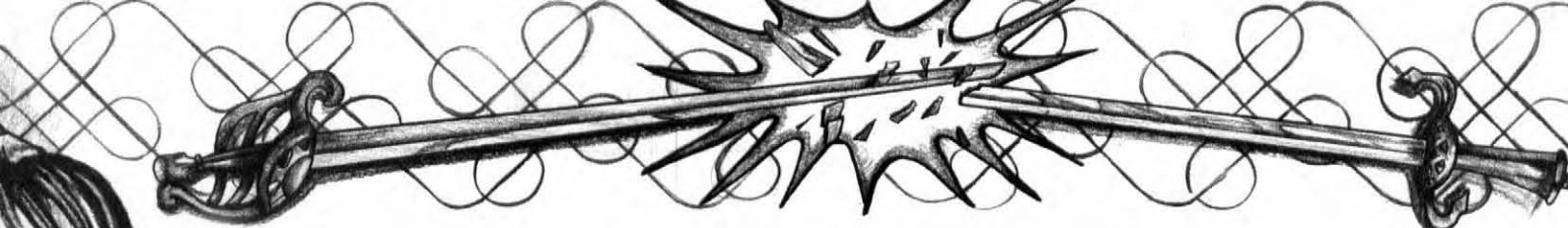
Advancement: 3 HD (Small)

Scantlings seem to be, at first glance, diminutive, inky blobs of living quills. Completely pitch black from the tips of their long, fearsome quills to the soles and palms of their small, paw-like feet and hands, scantlings look more like a patch of night erratically ripped from the dark midnight sky than an actual, living creature. Scantlings derive their unusual coloration from the thick, black, layer of quills, which cover the small creatures completely. The quills remain stunted and prickly over the majority of their bodies, much like a hedgehog. Around the creatures' head and back, the quills tend to grow frantically outward and upward in the manner of a porcupine. So robust are the longer quills that they add considerable girth and height to a scantling, making one appear up to twice its actual size. Razor sharp, retractable claws tip the short, but dexterous hands and feet of the scantlings; these creatures' can use any of their four paws equally well, and can manipulate tools and implements with their feet or hands with ease.

The one aspect of their appearance that is exceedingly odd is their penchant for bearing striking, magical masks over their features whenever they are in the presence of non-scantlings. Whether or not they wear these masks when in private is unknown, however. These masks, which always appear in the sharply contrasting colors of white and black, often take on the semblance of the race with which the scantling is communicating. When dealing with a gnome, the mask of a scantling will take on the features commonly associated with gnomes—bulbous noses, overly large ears, smiling mouths and so on. But would shift to mirror the features of an elf (almond-shaped eyes, pointed ears, etc.) when speaking with one of the sylvan race. While the masks do not move in any fashion, the voice of the scantling is never muffled, or at least not noticeably so, seeing as how no one has ever heard the true voice of one of these unusual and enigmatic creatures. Strangely, these unusual masks are never found upon the bodies of slain scantlings, which revert to large balls of impenetrable, prickly quills upon their death. Scantlings speak Common haltingly but are fluent in Sylvan.

Combat





Despite the suppositions of many, scantlings are frighteningly fearsome opponents when riled. They seem to approach each combative encounter as a puzzling engineering problem to be solved and quickly access their strengths and their weaknesses, formulate a plan and throw themselves into that plan's execution with their typical gusto.

Quills (Ex): The scantling's back and shoulders bristle with long quills. When a scantling hits with two or more claws, the creature thrashes about, striking with 1d4 of them. An opponent hit by the scantling's quill attack must make a Reflex save (DC 16) for each quill, or have it break off in his or her flesh. A lodged quill imposes a -1 circumstance penalty to attacks, saves, and checks. Removing the quill deals 1d4 additional points of damage. The critical threat range of a scantling's quill attack is 19-20x2. Creatures striking a scantling with a natural weapon must succeed at a Reflex saving throw (DC 15) or take damage, with the same risks listed above, from 1d4 quills.

HABITAT/SOCIETY

Scantlings seem at home wherever the temperature and humidity are at their height and remain there for the majority of the time. Dense and humid forests, jungles, marshes and even underground areas provide them plentiful cover and room to weave their bizarre nest like structures in which they reside. Carefully crafted from cast-off quills, these quillhusks, are cunningly built into chaotically complex patterns. Local environs are used to provide camouflage and there is ample room for the scantlings to rear their young, grow their fungal food sources, and conduct the daily activities required to keep the village running smoothly.

Other than their families, scantlings, as a rule share an unusual passion: the art of the yakku, or submerged spear and blowgun target practice. Scantlings are fine marksmen when on dry ground, and their handmade spears, bows, arrows, blowguns, and blowgun darts are of supreme craftsmanship, but it is their ability to guide missiles to their intended targets beneath the water that is truly impressive. They hold annual festivals, which revolve around these skills and the yakku; all members of the scantling society—male and female alike—are trained with all manner of simple melee weapons from birth.

Scantlings are fungivores, dining exclusively on a specific type of prolific fungi that is native to their muggy homes. They cultivate these fungi in the quillhusks, raising it as a farmer would corn and are skilled and inventive in its preparation. It is interesting to note that different tribes of scantlings that inhabit a single area will always select different types of fungi upon which to dine; many sages

believe that this is a way of insuring the survival of their race as a whole by reducing competition, but none know for certain.

Scantlings mate for life and the competition to gain a mate is a vibrant and intense spectacle. Taking place annually after the yakku festivals, male scantlings will decorate their night-black forms by wallowing in mud mixed with brightly colored pigments. Over this they then fling lightly hued sand, brilliantly tinted feathers, shells, and stones, which dries to the underlying mud in spectacular patterns. Male scantlings take great care and time in preparing their mating mud and once it has been adjusted to perfection, they parade before the assembled village females in a strange sort of wiggling dance. Females then select which males are deemed the most appealing, and they bond for life, typically producing one to two young every three to five years. The parents carefully and lovingly rear the young with occasional aid from other members of the tribe.

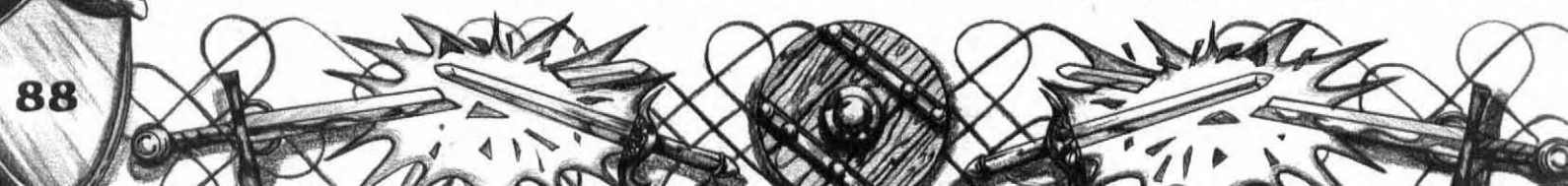
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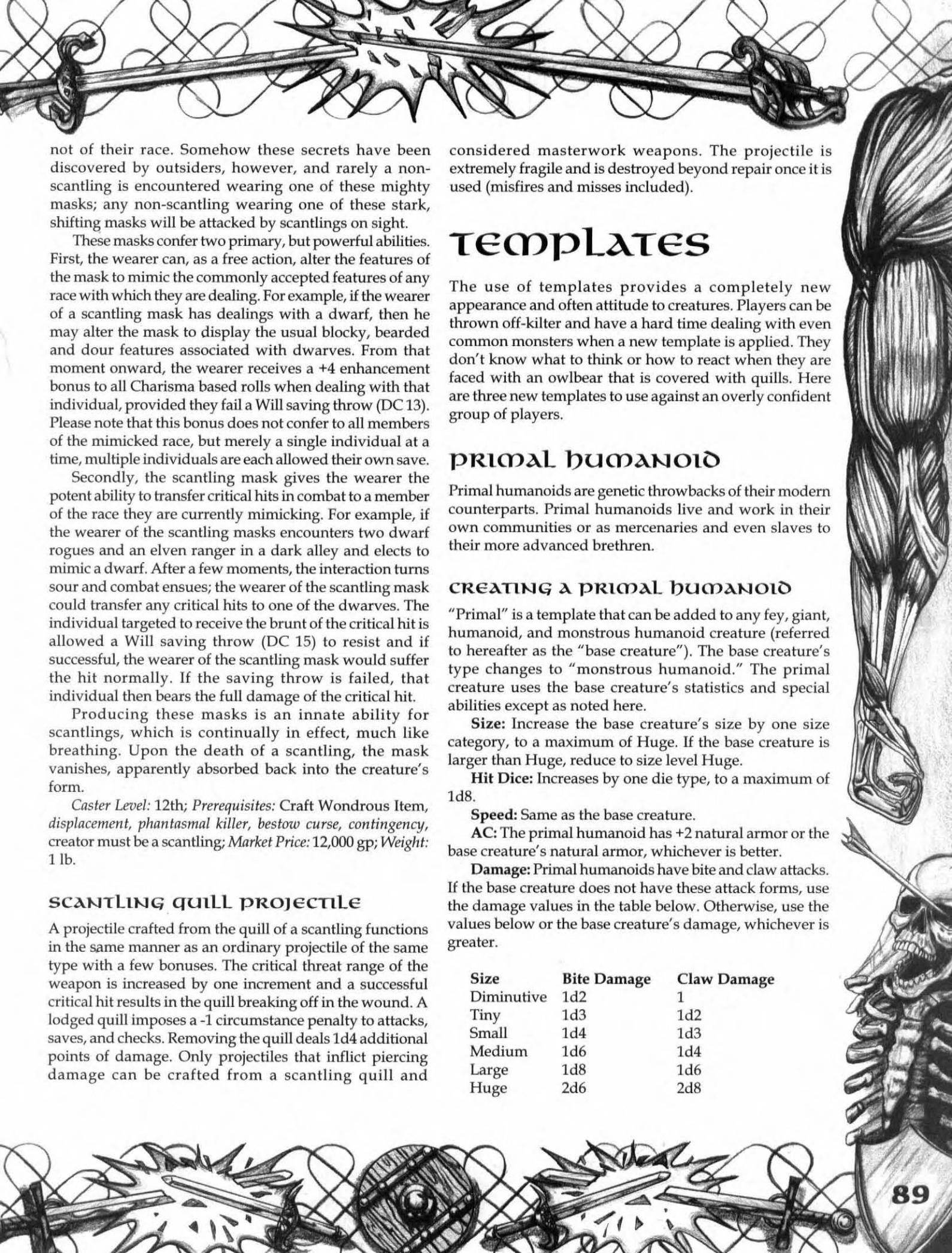
Scantlings are versatile creatures that can equally serve in the roles of allies or enemies to characters that enter into the lands near their humble homes. As allies, scantlings prove to be excellent guides, sources of local information and lore, as well as welcomed sources of sanctuary and healing in the regions where they are encountered. As enemies, scantlings can be portrayed as an insular, superstitious tribal people who staunchly defend their borders from unwelcome interlopers or as surprisingly deadly shock troops for a much larger and controlling threat. Combining these two aspects can afford numerous opportunities for new story hooks and plot twists. A group of good, but misguided scantlings that have been mercilessly plagued with an invasion of deadly creatures may go on the warpath, capturing or slaying everyone and everything that enters into their domain.

VARIANT SUBSPECIES

In especially remote areas, a seemingly unique subspecies of scantling has been known to exist—the carnivorous scantling. These fierce, feral creatures roam the land in quickly moving packs that are always on the hunt. They consume anything that is, or once was, living and the stark masks which cover their never-seen visages constantly swirl with shifting visions of leering, demon-like skulls. For this reason, these offshoots of their more tranquil cousins are often called deaths-heads by locals fortunate enough to avoid their slicing claws and piercing quills.

These stark white masks are rarely, if ever, seen outside of the possession of a scantling. In fact, it is an offense punishable by death for a scantling to produce, or teach another the secrets of producing, a scantling mask for one





not of their race. Somehow these secrets have been discovered by outsiders, however, and rarely a non-scantling is encountered wearing one of these mighty masks; any non-scantling wearing one of these stark, shifting masks will be attacked by scantlings on sight.

These masks confer two primary, but powerful abilities. First, the wearer can, as a free action, alter the features of the mask to mimic the commonly accepted features of any race with which they are dealing. For example, if the wearer of a scantling mask has dealings with a dwarf, then he may alter the mask to display the usual blocky, bearded and dour features associated with dwarves. From that moment onward, the wearer receives a +4 enhancement bonus to all Charisma based rolls when dealing with that individual, provided they fail a Will saving throw (DC 13). Please note that this bonus does not confer to all members of the mimicked race, but merely a single individual at a time, multiple individuals are each allowed their own save.

Secondly, the scantling mask gives the wearer the potent ability to transfer critical hits in combat to a member of the race they are currently mimicking. For example, if the wearer of the scantling masks encounters two dwarf rogues and an elven ranger in a dark alley and elects to mimic a dwarf. After a few moments, the interaction turns sour and combat ensues; the wearer of the scantling mask could transfer any critical hits to one of the dwarves. The individual targeted to receive the brunt of the critical hit is allowed a Will saving throw (DC 15) to resist and if successful, the wearer of the scantling mask would suffer the hit normally. If the saving throw is failed, that individual then bears the full damage of the critical hit.

Producing these masks is an innate ability for scantlings, which is continually in effect, much like breathing. Upon the death of a scantling, the mask vanishes, apparently absorbed back into the creature's form.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *displacement, phantasmal killer, bestow curse, contingency,* creator must be a scantling; *Market Price:* 12,000 gp; *Weight:* 1 lb.

SCANTLING QUILL PROJECTILE

A projectile crafted from the quill of a scantling functions in the same manner as an ordinary projectile of the same type with a few bonuses. The critical threat range of the weapon is increased by one increment and a successful critical hit results in the quill breaking off in the wound. A lodged quill imposes a -1 circumstance penalty to attacks, saves, and checks. Removing the quill deals 1d4 additional points of damage. Only projectiles that inflict piercing damage can be crafted from a scantling quill and

considered masterwork weapons. The projectile is extremely fragile and is destroyed beyond repair once it is used (misfires and misses included).

TEMPLATES

The use of templates provides a completely new appearance and often attitude to creatures. Players can be thrown off-kilter and have a hard time dealing with even common monsters when a new template is applied. They don't know what to think or how to react when they are faced with an owlbear that is covered with quills. Here are three new templates to use against an overly confident group of players.

PRIMAL HUMANOID

Primal humanoids are genetic throwbacks of their modern counterparts. Primal humanoids live and work in their own communities or as mercenaries and even slaves to their more advanced brethren.

CREATING A PRIMAL HUMANOID

"Primal" is a template that can be added to any fey, giant, humanoid, and monstrous humanoid creature (referred to hereafter as the "base creature"). The base creature's type changes to "monstrous humanoid." The primal creature uses the base creature's statistics and special abilities except as noted here.

Size: Increase the base creature's size by one size category, to a maximum of Huge. If the base creature is larger than Huge, reduce to size level Huge.

Hit Dice: Increases by one die type, to a maximum of 1d8.

Speed: Same as the base creature.

AC: The primal humanoid has +2 natural armor or the base creature's natural armor, whichever is better.

Damage: Primal humanoids have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage, whichever is greater.

Size	Bite Damage	Claw Damage
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	2d8



Special Attacks: A primal humanoid retains all the special attacks of the base creature and also gains the following.

Enhanced Critical (Ex): The primal humanoid's natural attacks score a critical hit threat on a natural 18-20 for its claws, and 19-20 for its bite.

Fierce Howl (Su): Once per hour the primal humanoid may make a fierce howl. This sonic attack forces all creatures of fewer than five Hit Dice to make a Will save (DC 14). Those creatures that fail this save flee in fear for 1d6 minutes in a randomly determined direction. Creatures who succeed at this save, or have six Hit Dice or more, are immune to the effects of this creature's howl.

Special Qualities: A primal humanoid retains all the special qualities of the base creature and also gains the following.

- Darkvision with a range of 60 feet
- Scent ability
- Damage reduction (see the table below)

Hit Dice	DR
1-3	-
4-7	2/-
8-11	5/+1
12+	5/+2

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +2, Int -2, Wis -2, Cha -4. In all cases, Intelligence, Wisdom, and Charisma scores cannot be reduced below a score of 3.

Skills: A primal humanoid has 6 skill points, plus its Intelligence modifier, per Hit Die of the base creature (hit die gained through class levels use their normal skill points for that class). Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

GNOLL, PRIMAL

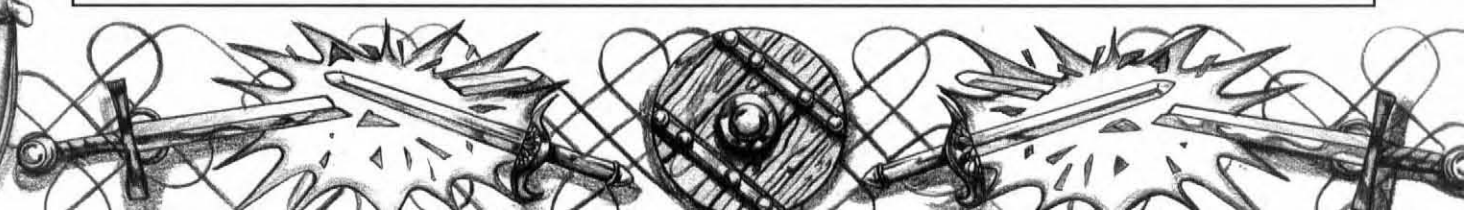
Large Monstrous Humanoid (Gnoll)

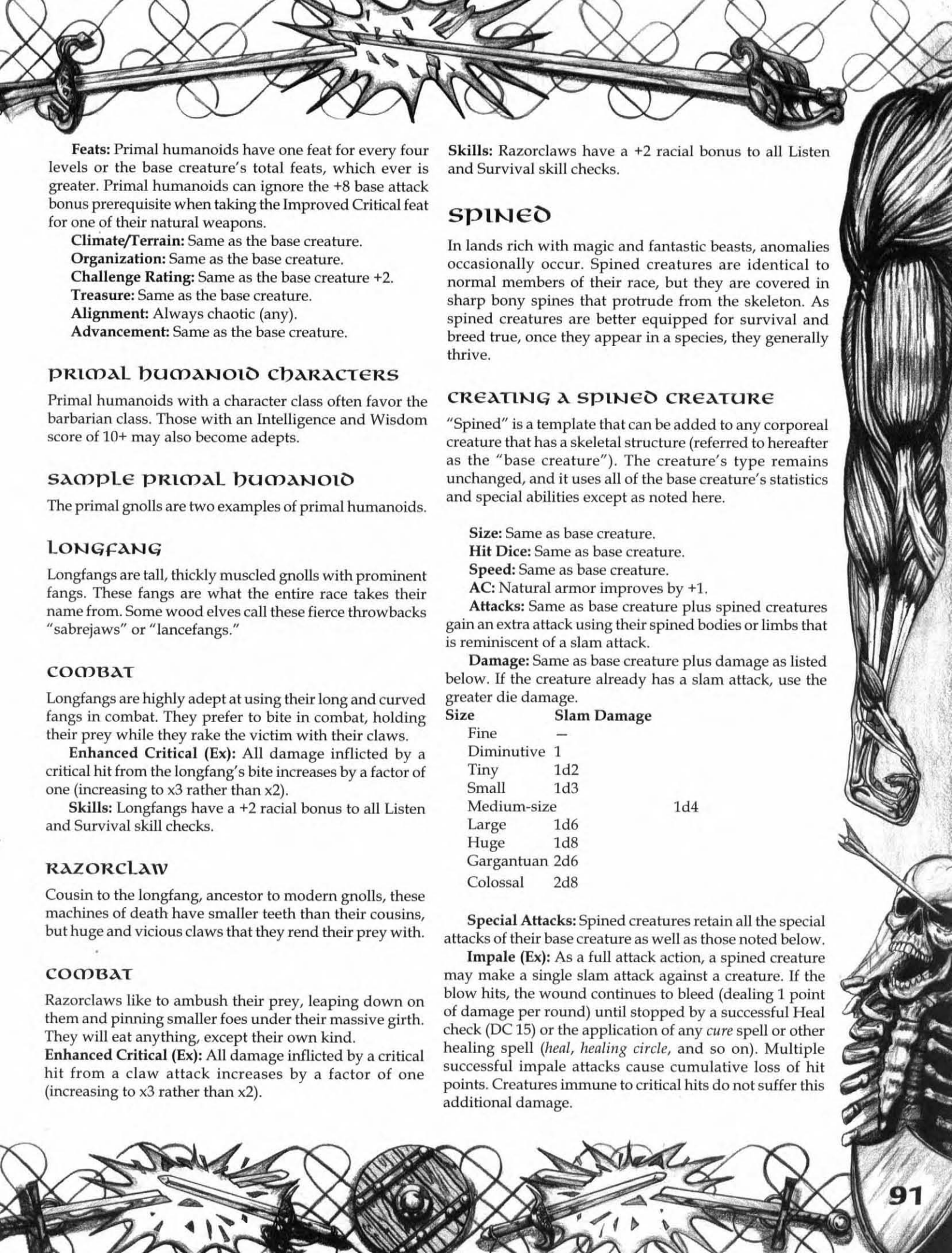
	Longfang	Razorclaw
Hit Dice:	4d8+12 (30 hp)	4d8+12 (30 hp)
Initiative:	+2 (Dex)	+2 (Dex)
Speed:	30 ft.	30 ft.
AC:	13 (+2 Dex, -1 size, +2 natural)	13 (+2 Dex, -1 size, +2 natural)
Attacks:	Bite +9 melee; or claw +3 melee	Bite +6 melee, 2 claws +8 melee
Damage:	Bite 2d6+5; or claw 1d6+5	Bite 1d6+5, 2 claws 1d8+5 each
Face/Reach:	10 ft. by 10 ft./10 ft.	10 ft. by 10 ft./10 ft.
Special Attacks:	Enhanced critical, fierce howl	Enhanced critical, fierce howl
Special Qualities:	Darkvision 60 ft., DR 2/-, scent	Darkvision 60 ft., DR 2/-, scent
Saves:	Fort +4, Ref +6, Will +1	Fort +4, Ref +6, Will +1
Abilities:	Str 21, Dex 14, Con 17, Int 4, Wis 5, Cha 3	Str 21, Dex 14, Con 17, Int 4, Wis 5, Cha 3
Skills:	Listen +4, Spot +2, Survival +2	Listen +4, Spot +2, Survival/Wilderness Lore +2
Feats:	Improved Critical (bite), Weapon Focus (bite)	Improved Critical (claw), Multiattack

Climate/Terrain: — Temperate or warm land and underground —

Organization: Solitary, pair, gang (2-5), band (10-100 plus 50% noncombatants plus 1 5th-level sergeant per 20 adults and 1 leader of 6th-8th level), or tribe (20-200 plus 1 5th-level sergeant per 20 adults, 1 or 2 lieutenants of 6th or 7th level, 1 leader of 8th-10th level, and 6-10 dire lions; underground lairs also have 1-3 primal trolls)

Challenge Rating:	4	4
Treasure:	Standard	Standard
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class





Feats: Primal humanoids have one feat for every four levels or the base creature's total feats, which ever is greater. Primal humanoids can ignore the +8 base attack bonus prerequisite when taking the Improved Critical feat for one of their natural weapons.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Always chaotic (any).

Advancement: Same as the base creature.

PRIMAL HUMANOID CHARACTERS

Primal humanoids with a character class often favor the barbarian class. Those with an Intelligence and Wisdom score of 10+ may also become adepts.

SAMPLE PRIMAL HUMANOID

The primal gnolls are two examples of primal humanoids.

LONGFANG

Longfangs are tall, thickly muscled gnolls with prominent fangs. These fangs are what the entire race takes their name from. Some wood elves call these fierce throwbacks "sabre jaws" or "lancefangs."

COMBAT

Longfangs are highly adept at using their long and curved fangs in combat. They prefer to bite in combat, holding their prey while they rake the victim with their claws.

Enhanced Critical (Ex): All damage inflicted by a critical hit from the longfang's bite increases by a factor of one (increasing to x3 rather than x2).

Skills: Longfangs have a +2 racial bonus to all Listen and Survival skill checks.

RAZORCLAW

Cousin to the longfang, ancestor to modern gnolls, these machines of death have smaller teeth than their cousins, but huge and vicious claws that they rend their prey with.

COMBAT

Razorclaws like to ambush their prey, leaping down on them and pinning smaller foes under their massive girth. They will eat anything, except their own kind.

Enhanced Critical (Ex): All damage inflicted by a critical hit from a claw attack increases by a factor of one (increasing to x3 rather than x2).

Skills: Razorclaws have a +2 racial bonus to all Listen and Survival skill checks.

SPINED

In lands rich with magic and fantastic beasts, anomalies occasionally occur. Spined creatures are identical to normal members of their race, but they are covered in sharp bony spines that protrude from the skeleton. As spined creatures are better equipped for survival and breed true, once they appear in a species, they generally thrive.

CREATING A SPINED CREATURE

"Spined" is a template that can be added to any corporeal creature that has a skeletal structure (referred to hereafter as the "base creature"). The creature's type remains unchanged, and it uses all of the base creature's statistics and special abilities except as noted here.

Size: Same as base creature.

Hit Dice: Same as base creature.

Speed: Same as base creature.

AC: Natural armor improves by +1.

Attacks: Same as base creature plus spined creatures gain an extra attack using their spined bodies or limbs that is reminiscent of a slam attack.

Damage: Same as base creature plus damage as listed below. If the creature already has a slam attack, use the greater die damage.

Size	Slam Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: Spined creatures retain all the special attacks of their base creature as well as those noted below.

Impale (Ex): As a full attack action, a spined creature may make a single slam attack against a creature. If the blow hits, the wound continues to bleed (dealing 1 point of damage per round) until stopped by a successful Heal check (DC 15) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Multiple successful impale attacks cause cumulative loss of hit points. Creatures immune to critical hits do not suffer this additional damage.



Quills (Ex): Every spined creature has a fifty percent (50%) chance of having quills. If quills are present, the spined creature may hurl them as ranged attacks with a range increment of 10 ft. with a maximum range 30 ft. (it may hurl one quill per iterative attack based on base attack bonus; i.e. a creature with a base attack bonus of +7/+2 may hurl two quills). The quills use the creature's base attack bonus modified by Dexterity modifier to hit. Each quill inflicts damage from the slam chart above as if the creature were one size smaller (for example, a Medium-size spined creature's quills deal 1d3 points of damage plus Strength modifier). Quills may only be hurled every 1d4 rounds.

Spikes (Ex): Any creature grappling with a spined creature is at risk of damage from the spikes covering its body. Each creature making a grapple check against the creature is attacked by 1d4 spikes at the spined creature's base attack bonus. Every spike that hits deals damage equal to its slam damage above, with no Strength modifiers. Due to the spikes, armor must be specially tailored for such a creature, costing four times the normal amount.

Special Qualities: A spined creature retains all of the special qualities of the base creature.

Saves: Same as base creature.

Abilities: Same as base creature.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Same as base creature.

Organization: Solitary, pair, or as base creature.

Challenge Rating: Same as base creature +1.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

SAMPLE SPINED CREATURE

This example uses a girallon as the base creature.

SPINED GIRALLON

Large Beast

Hit Dice: 7d10+14 (52 hp)

Initiative: +3 (+3 Dex)

Speed: 40 ft., climb 40 ft.

AC: 17 (-1 size, +3 Dex, +5 natural)

Attacks: 4 Claws +12 melee, bite +7 melee, slam +7 melee, or quill +7 ranged

Damage: Claw 1d4+8, bite 1d8+4, slam 1d6+4, or quill 1d4+8

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Impale, quills, rend 2d4+12, spikes 1d6

Special Qualities: Scent

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 26, Dex 17, Con 14, Int 3, Wis 12, Cha 7

Skills: Climb +16, Move Silently +8, Spot +7

Feats: None

Climate/Terrain: Warm forest, mountains, and underground

Organization: Solitary or company (5-8)

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-10 HD (Large); 11-21 HD (Huge)

COMBAT

Impale (Ex): As a full attack action, a spined creature may make a single slam attack against a creature. If the blow hits, the wound continues to bleed (dealing 1 point of damage per round) until stopped by a successful Heal check (DC 15) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Multiple successful impale attacks cause cumulative loss of hit points. Creatures immune to critical hits do not suffer this additional damage.

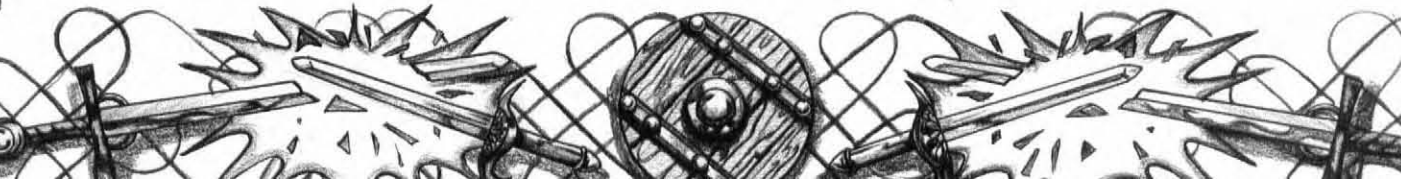
Quills (Ex): Every spined creature has a fifty percent (50%) chance of having quills. If quills are present, the spined creature may hurl them as ranged attacks up to 30 ft. (it may hurl one quill per iterative attack based on base attack bonus; i.e. a creature with a base attack bonus of +7/+2 may hurl two quills). The quills use the creature's base attack bonus modified by Dexterity modifier to hit. Each quill inflicts damage from the slam chart above as if the creature were one size smaller (i.e. a Medium-size spined creature's quills deal 1d3 points of damage plus Strength modifier). Quills may only be hurled every 1d4 rounds.

Rend (Ex): A girallon that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+12 points of damage.

Spikes (Ex): Any creature grappling with a spined creature is at risk of damage from the spikes covering its body. Each creature making a grapple check against the creature is attacked by 1d4 spikes at the spined creature's base attack bonus. Every spike that hits deals damage equal to its slam damage above, with no Strength modifiers. Due to the spikes, armor must be specially tailored for such a creature, costing four times the normal amount.

THREATENING

For some, surviving by tooth and claw comes more easily than others. Threatening creatures are somewhat larger, more muscular than other members of their race, with teeth, claws and other natural attack forms more pronounced. Whether their claws are longer, teeth sharper, or spikes barbed, threatening creatures are the epitome of natural combat.





CREATING A THREATENING CREATURE

"Threatening" is a template that can be added to any non-humanoid creature that has a natural attack form that does not inflict subdual damage (referred to hereafter as the "base creature"); the attack form can be from slam, bite, claw, or gore, just not unarmed strike. The creature's type remains unchanged, and it uses all of the base creature's statistics and special abilities except as noted here.

Size: Same as base creature.

Hit Dice: Same as base creature.

Speed: Same as base creature.

AC: Same as base creature.

Attacks: Same as base creature adjusted for increase in Strength.

Damage: Same as base creature adjusted for increase in Strength.

Special Attacks: Threatening creatures retain all the special attacks of their base creature as well as those noted below.

Enhanced Critical (Ex): All damage inflicted by a critical hit from any of the base creature's natural attack forms increases by a factor of one (increasing to x3 rather than x2).

Special Qualities: A threatening creature retains all of the special qualities of the base creature as well as those noted below.

Fortified (Ex): If subject to critical hits, the threatened creature has a 25% chance of avoiding the extra damage inflicted by a successful critical hit landed upon it.

Saves: Same as base creature.

Abilities: Increase Str +2.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature +1.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

SAMPLE THREATENING CREATURE

This example uses a bulette as the base creature.

THREATENING BULETTE

Huge Beast

Hit Dice: 9d10+45 (94 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft., burrow 10 ft.

AC: 22 (-2 size, +2 Dex, +12 natural)

Attacks: Bite +13 melee, 2 claws +8 melee

Damage: Bite 2d8+9, claw 2d6+4

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Enhanced critical, leap

Special Qualities: Fortified, scent, tremorsense

Saves: Fort +11, Ref +8, Will +4

Abilities: Str 29, Dex 15, Con 20, Int 2, Wis 13, Cha 6

Skills: Jump +13, Listen +6

Feats: None

Climate/Terrain: Temperate land and underground

Organization: Solitary or pair

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 10-16 HD (Huge); 17-27 HD (Gargantuan)

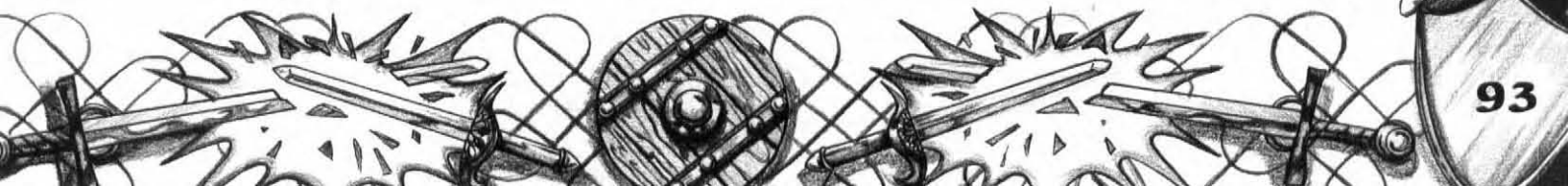
COMBAT

Enhanced Critical (Ex): All damage inflicted by a critical hit from any of the base creature's natural attack forms increases by a factor of one (increasing to x3 rather than x2).

Fortified (Ex): If subject to critical hits, the threatened creature has a 25% chance of avoiding the extra damage inflicted by a successful critical hit landed upon it.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, but it cannot bite. The attack bonus is +13.

Tremorsense (Ex): Bulettes can automatically sense the location of anything within 60 feet that is in contact with the ground.



APPENDIX 1: BODY PROFILES

The following tables are designed to help Game Master track critical effects during combat. Simply choose the correct table and make a notation or mark in the corresponding box. These tables may be freely photocopied or scanned for your personal use.

GENERAL BODY LOCATION CRITICAL EFFECT TRACKER

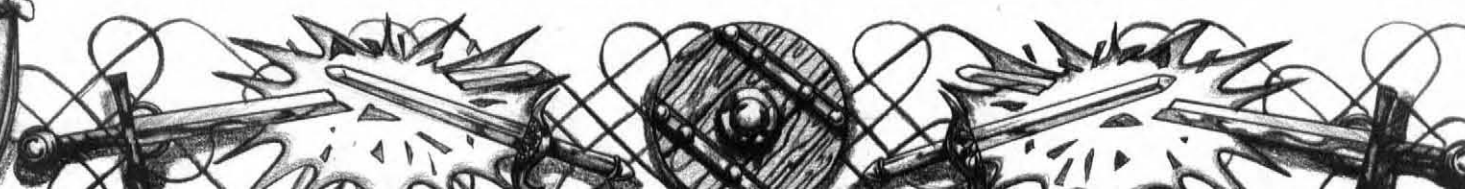
	Arm	Tail	Leg	Torso	Wing	Head
Mild-Bludgeoning						
Mild-Piercing						
Mild-Slashing						
Moderate-Bludgeoning						
Moderate-Piercing						
Moderate-Slashing						
Serious-Bludgeoning						
Serious-Piercing						
Serious-Slashing						

BEASTS (4-8 LEGS) BODY PROFILES

	Appendage 1	Appendage 2	Appendage 3	Appendage 4	Appendage 5	Appendage 6	Appendage 7	Appendage 8	Head	Body	Tail
Mild-Bludgeoning											
Mild-Piercing											
Mild-Slashing											
Moderate-Bludgeoning											
Moderate-Piercing											
Moderate-Slashing											
Serious-Bludgeoning											
Serious-Piercing											
Serious-Slashing											

BIPED & DIBRACHIUM BODY PROFILES

	Appendage (R)	Appendage (L)	Torso	Tail	Head
Mild-Bludgeoning					
Mild-Piercing					
Mild-Slashing					
Moderate-Bludgeoning					
Moderate-Piercing					
Moderate-Slashing					
Serious-Bludgeoning					
Serious-Piercing					
Serious-Slashing					





DRACONIC BODY PROFILES

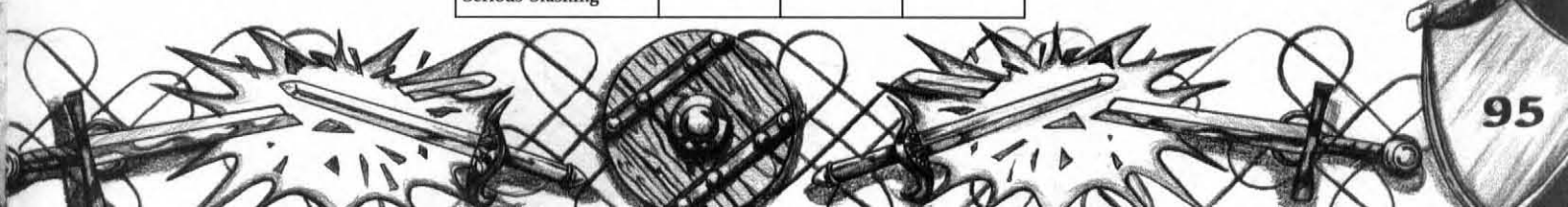
	Leg (R)	Leg (L)	Torso	Tail	Wing (R)	Wing (L)	Arm (R)	Arm (L)	Head
Mild-Bludgeoning									
Mild-Piercing									
Mild-Slashing									
Moderate-Bludgeoning									
Moderate-Piercing									
Moderate-Slashing									
Serious-Bludgeoning									
Serious-Piercing									
Serious-Slashing									

HUMANOID BODY PROFILES

	Leg (R)	Leg (L)	Arm (R)	Arm (L)	Torso	Tail	Head	Other
Mild-Bludgeoning								
Mild-Piercing								
Mild-Slashing								
Moderate-Bludgeoning								
Moderate-Piercing								
Moderate-Slashing								
Serious-Bludgeoning								
Serious-Piercing								
Serious-Slashing								

SERPENT BODY PROFILES

	Torso	Tail	Head
Mild-Bludgeoning			
Mild-Piercing			
Mild-Slashing			
Moderate-Bludgeoning			
Moderate-Piercing			
Moderate-Slashing			
Serious-Bludgeoning			
Serious-Piercing			
Serious-Slashing			





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Torn Asunder Critical Hits

COMBAT NEEDN'T BE "BY THE NUMBERS"...

The current combat rules are efficient, yet they lack a certain flair for the dramatic and realistic nature of battles. While a Game Master can weave fantastic in-depth narrations of a harrowing conflict with a fearsome monster, as soon as a character takes a serious blow resulting in a critical injury, the existing Hit Point system breaks down. How do you use numbers to explain a character getting an arm ripped off by a giant, or a dragon nearly biting your fighter in half?

Torn Asunder provides a complete and comprehensive system for critical hits in any d20 game. The system is elegant and easy to use, does not do away with hit points, or even alters the combat rules. It simply provides an optional way to deal with critical hits besides piling on additional damage. Critical hits are real hits - disabling function, mangling body parts, and leaving real wounds behind.

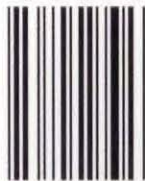
Torn Asunder pulls no punches; it provides a realistic and effective injury system for d20, covering all creatures, anatomies, and body types. Included as well are expanded rules for natural healing, scarification, and herbal treatments. *Torn Asunder* also provides a wide variety of resources allowing characters to take advantage of the new system, from quick and precise prestige classes to devastating weapons and protective armor to powerful and essential magical devices and spells.

Requires the use of the *Dungeons & Dragons*® *Player's Handbook*, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

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