

CAMPAIGN SETTING



FIELDS RUH RED



player's guide



FIELDS RUN RED



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Preface

Herein lies the tale of a dark world built on treachery, deceit, and blood. Such is the history of the **Fields Run Red** setting; dark and sinister with only brief glimmers of hope.

In this first section of the **Player's Guide**, we've provided a basic timeline based on legends, aged transcripts, and bardic tales. It is not to be taken as immutable truth, but as a best guess...

First Age of Archi

If not for the tendency of early scholars also to be priests, we would know very little of this age, for it occurred before mortal time began. Few specific events and even fewer details are known of this era, but those that are documented are listed below:

(Date Unknown)- The Creator forms his servants from the brightest of stars, shaping the energy into sentient beings for the future purpose of governing the Creation.

(Date Unknown) - The Creator builds a new plane to host a new world for the first mortal life. This plane would eventually be called **The Prime Material** in vulgar tongue. Upon this plane, the Creator forms a self sustaining planet from a lifeless mass, onto which he places the seeds of mortality.

(Date Unknown) - The Creator leaves his immortal servants to govern the new planet and, for the purposes of mortals, ceases to exist.

Second Age of Bios

While humans were learning basic survival, elves and dwarves settled quickly into their preferred habitats and began to create their own languages, both spoken and written. With the basic forms of

those languages, they began to record the details of the world around them. From those early transcripts, we get the records of the first age of mortal life.

(SA 0) – The first of mortal kind awoke and rose from the soil to forge a new world for themselves.

(SA 100) – By this time, most of the mortal races had learned the reality of aging and death. The elves had settled in their forests, the dwarves in their mountains, and the rest filled in the gaps on the plains, hills, and seashores.

(SA 200) – The first major conflict of men began and ended with over half of the male humans in existence lying dead on the battlefield. During this time, early spears, shields, and slings were invented and refined and the base concepts of military tactics were learned.

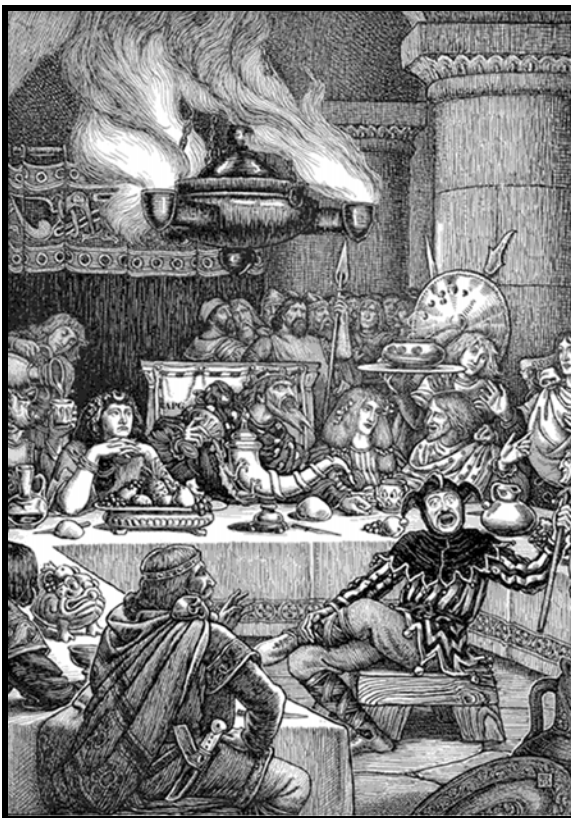
Third Age of Aima

After war dawned in the **Second Age**, the third age was cursed to follow a bloody path. With the base concepts of survival learned, the mortal races fell to bickering over who would lead each race and clan. A series of bloody conflicts

marked this age as the darkest times man had yet seen, though that would not hold true for long.

(TA 250) – Military forces, much better in training and equipment now, took to the field to resolve rights of dominance. Clan leaders of all races led their faithful to battle in hopes of obtaining dominion over their race or region. Fifty years of scattered fighting resulted in heavy casualties and, finally, a crude schema of command.

(TA 350) – The first solid clans were formed with regions defined and simple fortifications built. The dwarves began to make their name and living with the quarrying and forming of stone building blocks, though only the richest kingdoms could afford such



sturdy construction. The elves remained secluded and private, though rumors of their excellence in spirit and song were beginning to spread.

(TA 500) – Realms expanded in population and influence. A new series of conflicts erupted as governments and power structures were further defined. The first full war on record, between the human kingdoms of **Gard** and **Kale**, began and resolved with the **Lord of Kale** becoming the **King of Kaligard**. This resulted in a kingdom large and wealthy enough to commission the construction of the first full scale stone keep, an impenetrable fortress for the weapons of the day.

(TA 600) – Martial weapons such as swords and flails, developed during the first great war, came into common usage. Several small battles resulted in fewer, larger kingdoms and a defined social structure for almost all of the elven and dwarven clans. This is the first era in which halflings and gnomes achieve much note, but mostly only as wards of the human kingdoms. Certain of the gnome clans are mentioned in the

development of the first rudimentary siege engines, but these primitive machines were not thought to have seen much action.

Fourth Age of Eirini

Developments in politics and defense outpaced those of war and a period of brief piece followed. It was also during this age that the gods forged **The Collective** and began their withdrawal from public influence.

(FA 650) – The first true royal court was formed in **Kaligard**, complete with an intricate governmental hierarchy and detailed legal code. During this era,

Kaligard dominated all other mannish kingdoms.

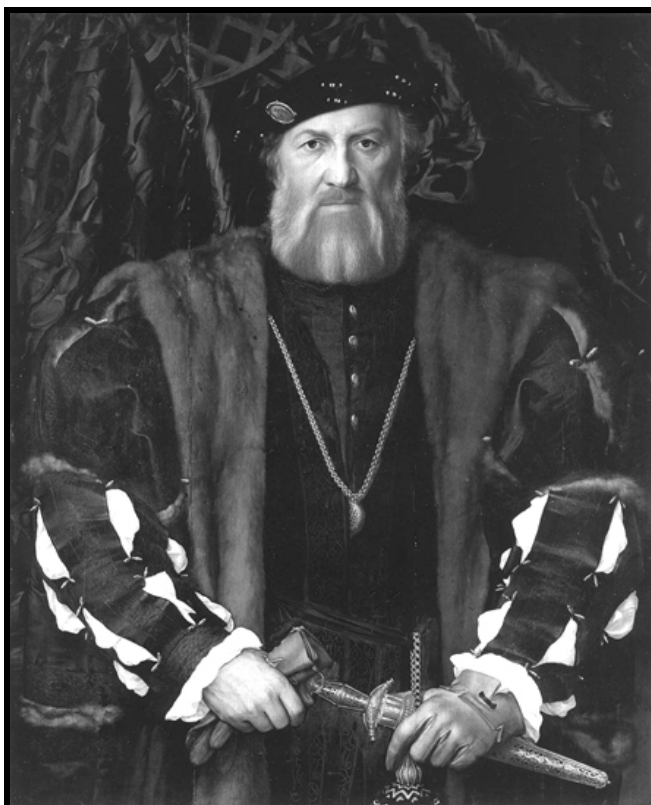
(FA 675) – **The Collective** was constructed and given power over all mortality. Over the next 25 years, the vast majority of mortal churches lost faith and disbanded as they lost contact with their gods, after which religion became a simple vehicle for wealth and power with the more powerful mortal lords declaring themselves divine.

(FA 700) – The **Lord Kaligard** declared it illegal

to serve any master, divine or mortal, other than himself or governors operating in his name. When this did not work to quell the few remaining followers of the “old gods”, he began hiring and training spies and assassins to hunt down, infiltrate, and destroy the faithful.

(FA 710) – The kingdom of **Kaligard** began launching attacks on its weaker neighbors, ally and enemy alike, in an attempt to grow its borders and rule all of the settled lands. By the time the 9th century rolled around, after ninety years of bloody war wherein even the reclusive elves and

dwarves allied against them, **Kaligard** accomplished its objective, catapulting its lord, the sixth and darkest hearted of his line, into the kingship of all humanity.



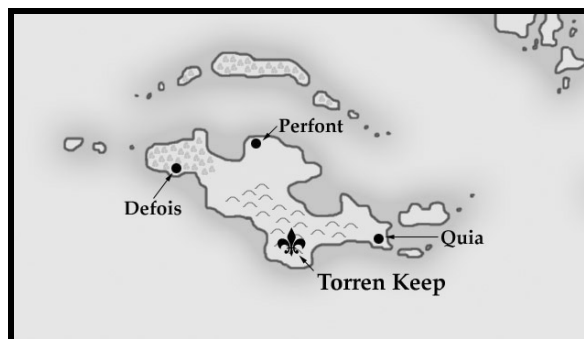
THE SIXTH LORD OF KALIGARD

Fifth Age of Daimonion

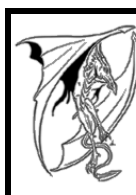
The **Current Era**, called the **Fifth Age of Daimonion** by some scholars, year eight hundred and two. This is the year in which the **Fields Run Red** campaign begins, in **Kaligard's** darkest hour under the iron rule of an evil king.

The future is yet to be known...

Map



Heraldry



The heraldic emblem of Torren is a dragon in flight in honor of the mighty Viderac the Red, an elder of the chromatic dragons and ally of Kaligard.

Culture

Torren is peopled primarily with the **Gardan**. A strong secondary subculture of the brutish **Kalish** serves primarily as loyalists to the barony. The **Highkin** and demi-human races are exceedingly rare and, as a rule, come to **Torren** only to achieve a specific purpose.

Laws and Enforcement

The legal code of **Torren** is arbitrary and nearly impossible to follow. Basically, the baron takes what he wants and manufacturers charges to put those he does not like on the headsman's block.

There are a few consistent laws established by the king of **Kaligard**:

- No subject, excluding those directly in service of the king or one of his lawful governors, shall bear a weapon. Those subjects who bear a weapons license issued from the royal court are allowed to own only the weapon licensed to them. The penalty is swift death.
- No subject may speak ill of the king or his court. The penalty is loss of tongue. For cases of high treason wherein the subject speaks of, or takes action in support of, supplanting the

king or one of his lawful governors, the penalty is swift death and the swift deaths of all immediate family of the accused.

- No subject may worship any mortal or immortal being, real or imagined, except for the king himself or one of his lawful governors. Those subjects who bear a healer's license issued by the royal court are permitted only to worship **The Collective**. Even then, those licensed worshippers are not permitted to allow their worship to interfere with the king's law or authority. The punishment is swift death.
- All subjects shall submit to all taxes levied by the king and his lawful governors. The penalty for disobedience or misrepresentation of worth is the immediate removal of all personal property and both hands of the male property owner.

The baron's laws are far less consistent, ranging from the mispronunciation of the baron's name to poaching in local forests, though they seem to exist entirely in rumor given there is no known written record. Likewise, the penalties for breaking the baron's laws depend heavily on his mood and the station, and wealth, of the accused.

As for enforcement, the **Barony of Torren** consists of three major districts, with the baron's land as the fourth. Each district, save the baron's, has a local magistrate, a tax collector, a **Draggard** enforcement squad of four to six, and an outpost of **Kalish** militia. The **Kalish** are the king's men. They serve the king first and the baron second.

Stationed in the baron's district but oft roving to the various outer districts on nefarious missions are the main **Draggard** elite, the most feared fighters in **Torren**. Initially recruited and trained by the baron to protect his dragon hatchery, the **Draggard** (shortened from Dragon Guard) serve the baron directly. In recent years, their numbers and duties have expanded. They now serve as the baron's personal army.

Geography and Politics

The **Barony of Torren** lies on a small island southwest of mainland **Kaligard**, across the **Marier Channel** from **Arles**, a powerful duchy where most

of the **Kalish** military forces are bred and trained.

Baron Torren Kale IV, an outcast from his highest of families, being **Lord Varde Kaligard's** bastard son, rules this island realm with an iron fist in an attempt to impress his father and someday ascend to the throne. He amasses great wealth on the backs of his people, collecting taxes whenever he feels fit and generally taking everything the victim owns, usually including their wives and daughters.

The baron's keep sits atop a high hill in the southern portion of the island as marked on the map above..

Districts and Governors

The three districts of **Torren** share names with their capital cities:

- **Quia**

The province of **Quia** is governed most directly by its magistrate **Argentis**, an elderly gentleman who earned his station by first serving as a tax collector for forty years. The young tax collector **Evid** works closely with his master, learning all he can from the shrewdest man in the barony. The captain of the **Draggards**, the magistrate's primary enforcer, is named **Mertan**, a tall and hairy man with a constant scowl and nasty scars where his ears should be. He commands five other **Draggard** elite who follow **Argentis's** orders as if they were the baron's.

A substantial **Kalish** force protects the city's vaults of iron ore and gemstones mined from the hills and low mountains in the western portion of the province. In those mountains, the barony's only real presence of dwarves can be found, hiding from the baron in small and mobile colonies.

All in all, **Quia** is known most for its mining and frequent trade with the islands directly to its east, where the fishing is good and the baron's men rarely go.

- **Perfont**

The province of **Perfont**, under the supervision of the baron's nephew **Seng**, hosts the island's only watchtower, staffed by an extra contingent of **Kalish** warriors in addition to the regular force. **Gairre**, the tax collector, is a thin, balding man reputed to be the magistrate's lover. The province's **Draggard** elite, six in total, are led by an orcish veteran named **Brakkan**.

The docks, overseen by the tower, are strictly off limits to civilians. The large ships moored there are for the baron's use only, as travel to the mainland is forbidden. They see little significant sea traffic except for the baron's annual visit to his father to pay his respects and a handsome tribute.

Perfont is known mostly for the forbidden docks and its farmland, wherein most of the island's produce is grown. Sea travel to the rocky islands in the channel is scarce. Those few wary nomads who live there have nothing to trade.

- **Defois**

Defois is heavily forested over the vast majority of its landmass. The magistrate, **Hashad**, is one of the few of the **Gardan** peoples to ascend into the ranks of rulership. Once the head woodsman and task master, he is the most demanding but least purely cruel of the magistrates. His tax collector, **Lebor**, is a respected scholar and reputed user of magic. His **Draggard** chief, **Menacant**, is a skilled warrior and horseman who leads a smaller but more highly trained force of three **Draggard** elite. Because of his respected position, even the **Kalish** forces follow **Hashad's** command.

Woodcutters by the score work under the magistrate's direction, chopping and processing high grade wood for trade with the baron. If rumors are true, **Hashad** also makes a healthy profit by secretly trading lumber with the mainland.

All in all, **Defois** is known for its remote location and high productivity.

Local Lords and City Detail

While the magistrates squabble and compete for the Baron's attention, the wealthy local lords keep the Barony's cities in line. They hold no true political power except that which comes with wealth, but they are none-the-less the cornerstone of Torren's survival.

- **Defois** (*See Districts and Governors*)
- Marcer

Supported by Marcei Manor, home of Lord Mand Marcei VI. Lord Marcei is reputed as stern but tolerable, though loyal to the Baron and King at all cost. His men wear a blue and yellow standard picturing a castle on a hill.

- Chenefois

Chenefois, its name meaning "Oak Forest" is supported by the Vasalle Estate. The Lady Emera Vasalle, in her waning years with no children, has ruled this estate since her husband perished many years ago. Lady Vasalle is mean hearted and nasty. Her men wear the worn and torn standard of her husband's house, the green and white triple

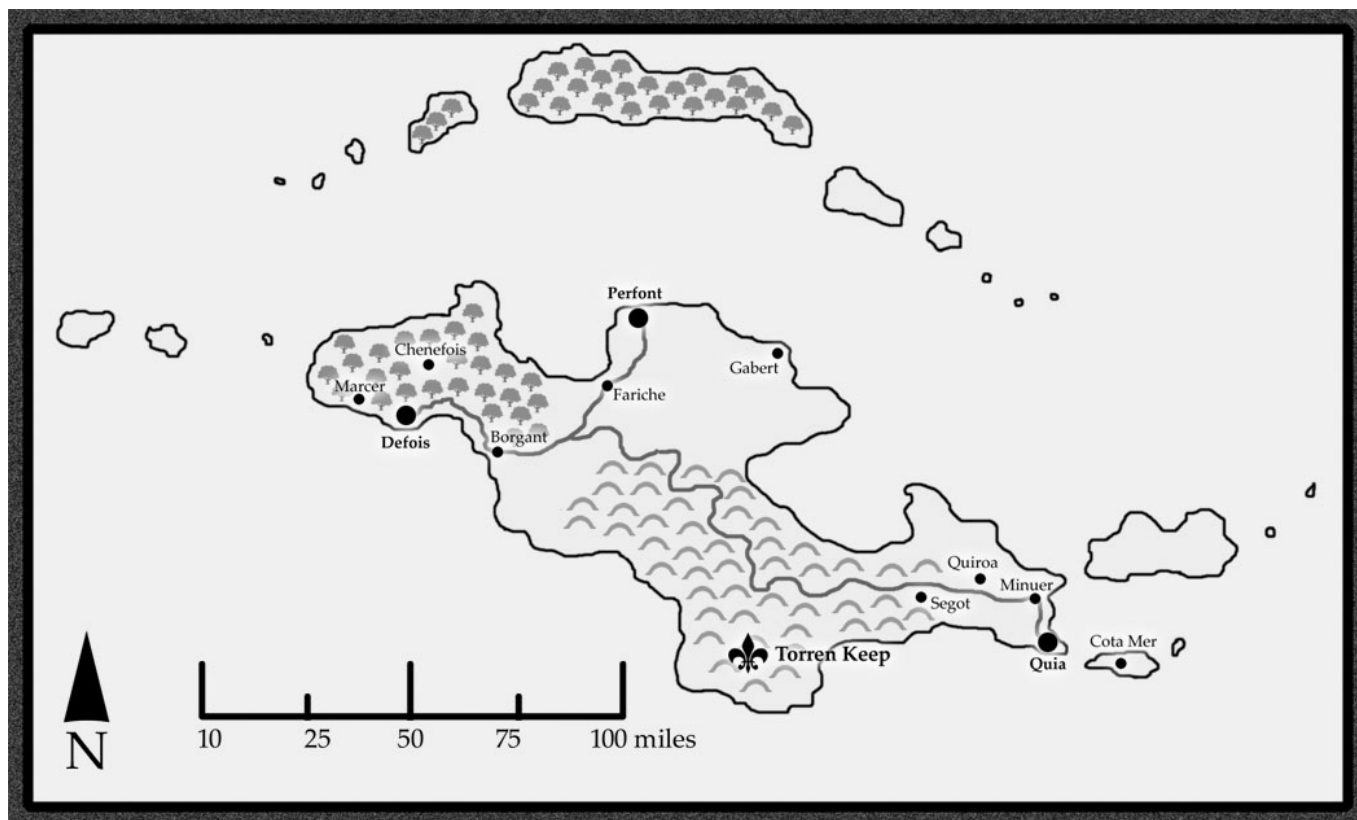
chevron.

- Borgant

Supported by the Borgant Outpost, home of retired General Rogan Borgant. General Borgant is a decorated war hero who has dedicated his estate to the protection and expansion of Kaligard. His men wear black and silver with the image of a coiled dragon and are often seen assisting other forces, both local and baryonic.

- **Perfont** (*See Districts and Governors*)
- Fariche

Its name meaning "concealed wealth", Fariche is supported by Turton Manor, home of Lord Garis Turton. Lord Turton was once the magistrate of Perfont but retired many years ago. He is reputed as hermitic and mysterious, leaving the command of his men to a disgraced ex-Captain of the Royal Knights, the Protectors of Kaligard, named Dalimor. Dalimor's men often raid rural encampments for spoils, mostly of the feminine variety, wearing a yellow and black standard bearing the image of crossed



swords.

- Gabert

Gabert is supported by Simitan Manor, home of Smeg's (the Magistrate of Perfont) lover Simita, a highkin princess of the old line. Simita, being a capable warrior in her own right, commands her men herself, though her interests rarely stray from her own territory. The men wear white and red tabards with the image of an eagle, an old symbol of the highkin royal line.

- **Quia** (*See Districts and Governors*)

- Quiroa

Quiroa is supported by Melgant Keep, home of lord Ianen Melgant, a distant member of the king's family. Lord Melgant is known as the wealthiest of Torren's minor lords, having a direct tie to the royal line. Per local legend, he's often expanding and renovating his already grand keep, built more for beauty than defense. His men, wearing green and gold standards with the image of a crenellated tower, have a reputation for raiding private merchants and angering neighboring lords who would have benefited from the taxes.

- Segot

Supported by Segot Manor, home of Master Segot the Diviner. Master Segot is one of the

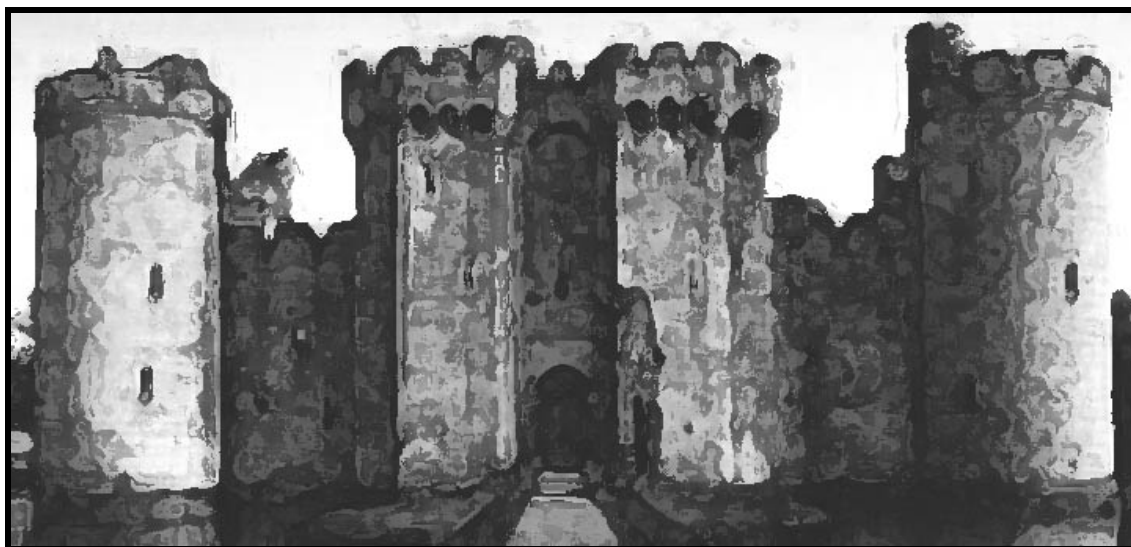
few local lords known to be a user of magic. He and his men rarely venture from the borders of the Segot territory and he's reputed to treat his serfs well enough except for the few he selects during his annual Festival of Pain to provide light to the party as human torches. His men wear all black with no heraldry.

- Minuer

Minuer is an extension of Quia, ruled by the magistrate Argentis and supported by his personal estate, Quia Manor. His personal men wear a red and black standard bearing the image of a sailing vessel.

- Cota Mer

Its name meaning simply "sea coast", Cota Mer is something of a novelty. Originally it was founded by serfs who attempted to escape Quia by raft but washed up on the shores of an uninhabited island. They founded a self-sufficient village there and survived without the influence of the barony for some time. Their existence was eventually discovered, however, and the barony claimed their village for the District of Quia, placing a retired Draggard Captain named Banas there as their lord. He lives simply, among the people, and rules them harshly. His men are extraordinarily well trained for their station and wear the red standard of the Draggards on a silver background.



The Old Gods

Though they no longer see much active worship and certainly have nothing to do with the affairs of mortals, a list of the original gods is provided below for purposes of history and flavor. After all, some rare faithful folk still cling to their faith.

Agroktima (Chaotic Neutral) - Goddess of fertility with responsibility for farms and fields as well as mortal reproduction. Her avatar appears as a topless, rotund humanoid woman with six breasts. Statues in her honor are often carved with legs crossed, holding a bowl in her lap. She is capricious and reckless, causing bouts of feast and famine based entirely upon her mood. Her chosen weapon is the scythe.

Dynameos (Lawful Neutral) - Goddess of strength and power, arbiter of the *Well of Souls* from which all arcane magic is drawn. Her avatar appears as a beautiful half-woman / half-lioness with a sword in one hand and staff in the other. Her laws are those of nature – survival of the fittest. Thus, her demeanor is more forceful and aggressive than would normally fit her alignment. The chosen weapon of *Dynameos* is the greatsword.

Eleos (Neutral) - God of mercy, compassion, and the guardian of children. His avatar appears as a woolly lamb. He is constantly struggling with the other gods, especially *Etos*, pleading mercy for mortals and their world. His chosen weapon is the quarterstaff.

Etos (Neutral) - God of time and space, keeper of the natural laws. His avatar appears as a cloaked humanoid form with a burning censer swiging from an outstretched arm. He is passive yet stern with a keen desire for total justice without mercy or compassion. His chosen weapon is the flail.

Ilios (Chaotic Neutral) - God of light, fire (both literal and figurative), and the sun, bringing both life and destruction. His avatar appears as a muscular man with pale flesh and the head and wings of a shining golden eagle. He is destructive and unpredictable, unable and unwilling to control his own passions. *Ilios's* chosen weapon is the rapier.

Thanatos (Lawful Neutral) - God with the power over mortal life and death. His avatar appears as a

male humanoid with two “fronts”, meaning he has no back. One visage is stoic and handsome, the other wrinkled and deformed. He is the passive arbiter over mortal life forces with the ability to take or give life at will. He acts rarely and generally only at the behest of other gods. *Thanatos's* chosen weapon is the heavy mace.

The Collective

The Collective is a divine “awareness” established to guide mortals and provide the churches with divine power after the true gods withdrew their influence. Some acknowledge *The Collective* as a genderless god in its own right. They call it *Gameo*, god of balance and tolerance. For this purpose, its preferred weapon is the longspear and its domains are Protection and Healing, though these domains are more of a tradition than anything else.

The Collective is the face of the true gods, intercepting all attempts to contact them and providing wise, though generic, advice to those with the power to commune with it. It was designed specifically to be an entity without allegiance or bias and to take no action to directly influence the mortal world.

Domains

The gods are not listed with domains for good reason. Because the gods have no active influence and *The Collective* provides all Divine power, clerics of all religions, even those of *Gameo*, are permitted to choose any two domains. These are the only restrictions:

- Clerics cannot pick an aligned domain that does not match their alignment.
- Clerics cannot pick opposed aligned domains.
- In some circumstances, the political organization of the church the cleric belongs to may restrict which domains they choose.

King's Law

The king's law prohibits the worship of any being, mortal or immortal, real or imagined, beyond the king himself. Any rare exceptions include only the passive worship of *Gameo*.

The Churches

The few public churches, one in every major population center, are populated with licensed priests of *Gameo*, most of which also directly serve the Kalish militia as healers. These are largely political organizations spreading propaganda for the king and taking advantage of their gullible flock in all ways possible.

Rare, secret religious societies do exist throughout **Kaligard**. Some are loyalists, followers of ancient ways, and others are earth lovers who worship such things as the sky, fire, and water. In all cases, these groups are private and wary of strangers, fearing persecution.

Class Structure

The class structure of **Kaligard** is a broad pyramid with eighty percent at the impoverished base, barely able to survive, and only one percent, the ruling class, representing the wealthy, healthy, and happy few. The middle is filled with various artisans and reasonably successful merchants who have either sold out to the establishment or are dealing under the table.

Citizenship

The peoples of **Kaligard** are many and well catalogued. Rightful citizens carry identification papers at all times, color coded for race, bloodline, and political standing. Anyone without the proper papers is considered to be an infiltrator or invader and is either executed or held in prison until they can produce the proper evidence of their citizenship.

Race	Bloodline	Standing	Color
Gardan	Common	Good	Tan / Parchment
		Criminal	Pink
	Old Nobility	Good	Brown
		Criminal	Red
Kalish / Half Orc	Common	Good	Light blue
		Military	Blue
		Criminal	Pink
	Nobility		Dark blue

Highkin	Common	Good	Green
		Criminal	Red
	Old Nobility	Good	Dark Green
		Criminal	(No citizenship)
Gnome		Good	Tan / Parchment
		Criminal	Pink
Halfling		Good	Tan / Parchment
		Criminal	Pink
Dwarf			(No citizenship)
Elf / Half Elf			(No citizenship)

Average Life

As it generally does, life goes on in **Kaligard**. The people survive any way they can and try to avoid oppression and taxation as much as possible. The taverns are busy every night, full of peasants trying to drink their cares away on their last coin.

Resistance and Opposition

A great many secret organizations and societies exist under the surface, some inside the towns and some composed of refugees and criminals who hide in small communities in the wild. Few have goals so lofty as overthrowing the **Lord Kaligard**, but almost all of them despise him. Occasionally such a group will be infiltrated by an informer, rounded up in the middle of the night, and publicly executed en masse, so any who remain take extra steps to remain a secret.

The dwarven and elven kingdoms, though they keep their distance for the most part, have been known to send spies and highly trained warriors to organize and train resistance factions. Such groups tend to be the best equipped, the best trained, and have the loftiest goals. The ultimate objective, from the perspective of their demihuman supporters, is to continually build a partisan force that will, in time, grow to such a size that **Kaligard** will fall.

Basic Themes

Ultimately, the campaign "flavor" is intended to resemble medieval Europe with equal influences of fantasy and darkness. Ideas along these lines will likely fit well into **Fields Run Red**.

Now to the meat you've been waiting for, character creation. The specific methods outlined throughout this book are the recommended methods for the campaign, formulated to best fit the feel and intended challenge of **Fields Run Red**.

Beginning

Player characters will begin play in a refugee / resistance camp in the forests of Defois. Their resources are extremely limited, so starting funds and equipment are basically nil. The Game Master will provide more detail.

As the campaign begins, a resistance leader is selecting a hardy and skilful group to scout the construction of a new wooden fortress not far from Defois city. Per the Game Master's discretion, this resistance leader will either be an NPC or one of the players. Either way, this leader has final word over the composition of the team.

It is important to note that the lack of resources changes the focus somewhat. This leader should be seeking team members who can improvise and adapt as well as fight and win. More than most campaign settings, trade skills are critically important.

Concepts

Each player should generate four to six character concepts, making them as unique and individual as possible. Concepts should contain a great deal of flavor and only enough game mechanics to get the point across. For example:

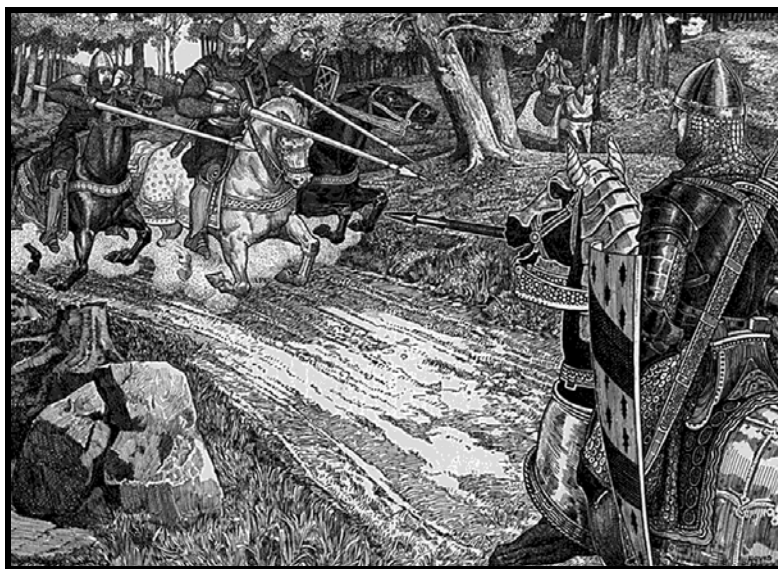
Bob, was born to a poor Gardan family in Quia. After his mother and father's death of blight, Bob was recruited by agents of Defois to join their wood cutting corps. He abandoned his work shortly thereafter, taking to the woods

to find his freedom in solitude. Fate led him to the camp, where he is known as a strong young lad who can swing a woodman's axe and create crude weapons and armor from wood.

The character's race should be mentioned because it is an obvious trait that everyone will notice, unless it is somehow disguised. Keep in mind that non-human characters are bound to draw undue attention. The character's class, however, is irrelevant as long as the skills mentioned in the concept are represented once the character is built.

Selection

Next, the leader selects the concepts that will comprise the team and the players begin to build their characters. If players are unhappy about this system, the Game Master can allow some negotiation. In the end, however, a good group balance that makes sense to the setting should be enforced.



Building the PCs

Races, classes, feats, and skills available to the campaign are listed in later sections. These should be reviewed carefully as they can differ somewhat from base **d20** rules.

As mentioned above, discard starting funds and ask the Game Master how characters should be equipped. Some negotiation is appropriate based on the character's trade skills. For instance, a skilled bowyer may be allowed to start with a simple bow or a trained weaponsmith may own a crude sword.

Players should at least skim this entire book before completing their character. A good deal of campaign flavor and intent can be lost if the players jump in expecting this to be "just another Fantasy RPG game."

Due to the nature of the campaign, it is appropriate to take a look at a level of equipment and outfitting ignored in most RPG games. In **Fields Run Red**, as in medieval Europe, most people fortunate enough to own a weapon still could not afford the best. The “average” longsword is actually a fine and expensive piece of craftsmanship.

This chapter will examine lower end equipment that will be typically available in the beginning stages of the campaign.

Quality

Based on **d20** standards, the campaign method for defining equipment quality contains five categories, from worst to best:

1. **Shoddy**
2. **Crude**
3. **Fair**
4. **Standard**
5. **Masterwork**

Shoddy: This equipment is barely held together. Most anyone with any sort of skill with the materials involved (-75% base cost) can create a shoddy item. For weapons, shoddy equipment gives a -2 to attack and damage (minimum of 1). For armor, shoddy equipment reduces the AC benefit by 2, increases Armor Check Penalty by 2, decreases Max Dex Bonus by 1, and increases Arcane Failure by 15%.

Crude: Crude equipment is fairly typical for brave peasants and low end conscripts. Crude equipment is often the result of hasty craft or a novice creator (-50% base cost). For weapons, crude equipment gives a -1 to attack and -2 damage (minimum of 1). For armor, crude equipment reduces AC benefit by 1, increases Armor Check Penalty by 1, and increases Arcane Failure by 10%.

Fair: Fair equipment is typical for mass regular infantry and low end mercenaries. Fair equipment is usually the result of an experienced craftsman under great pressure to turn out quality results in too short of a time (-20% base cost). For weapons, fair equipment gives a -1 to attack and damage (minimum of 1). For armor, crude equipment increases Armor Check Penalty by 1 and Arcane Failure by 5%.

Standard: Standard equipment is the finest available to all but the wealthy. This equipment can be used straight out of the book.

Masterwork: This describes equipment of exceptional craft, usually created by a master artisan with a great deal of time. Equipment of this nature is almost exclusively custom ordered by the wealthy. See your **d20** fantasy system of choice for the effects of masterwork equipment.

Outfitting

Following are suggested outfitting packages that the Game Master can assign or leave to the players to pick the most suitable:

- **Forward Combat**

Crude Longspear
Crude Dagger
Fair Studded Leather Armor
5 GP worth of misc equipment and food

- **Scout**

Standard Quarterstaff or Dagger
Standard Sling
Crude Leather Armor
5 GP worth of misc equipment and food

- **Support**

Standard Sling or 3 Fair Daggers
Padded Armor
10 GP worth of misc equipment and food

Allow characters to purchase miscellaneous equipment on their own from those listed in the book. Any coin they do not spend, they can keep as starting funds.

You’ll note that this meager allowance does not allow much for food. It is highly recommended for one of the party members to be able to forage and find food in the wild. Purchasing it can be needlessly expensive and stealing it is far too dangerous.

Once characters are outfitted, they can begin to build the rest of their character...

Humans

Humans make up the vast majority of the populace in the land of **Kaligard**. The three distinct cultures of humans in the kingdom, the **Highkin**, **Kalish**, and **Gardan**, serve as the backbone of mortality, suffering the brunt of its cruelty.

The **Highkin** are said to be distant, mortal descendants of the gods. They have longer life spans than their mannish cousins, living to an average of one hundred and fifty years, and generally put more stock in beauty and art than hard work and industry. Consequently, they tend to be tall and lithe with little desire or ability to get their hands dirty.



A HIGHKIN WARRIOR

- +2 Intelligence, -2 Constitution
- Medium: As Medium creatures, they have no special bonuses or penalties due to their size.
- Base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.
- Favored Class: Bard.

The **Kalish** (*KAY-lish*) are a brutish people rumored to have distant orcish blood. They tend to be large and aggressive, preferring to solve their problems with violence. They make excellent warriors when led by those with the power to keep them in line.

- +2 Constitution, -2 Intelligence
- Medium: As Medium creatures, they have no special bonuses or penalties due to their size.
- Base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.
- Favored Class: Barbarian.

Once a proud folk in their own right, the **Gardan** (*GAWR-dan*) peoples of recent history are greatly varied, though they tend to be small and relatively simple in appearance. They are common, outnumbering the other two cultures combined, and form the main populace of most cities. The **Gardan** are most often found in mundane roles as innkeepers, farmers, and the like.

- Medium: As Medium creatures, they have no special bonuses or penalties due to their size.
- Base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.
- Favored Class: Any.

Dwarves

As legends tell, the dwarves of **Kaligard** live almost exclusively in a mighty fortress called **Stonemark** with the remains of the old **Gardan** clans. This fortress, rumored hidden in a mountain range far on the western side of the mainland, was one of only two havens to successfully thwart the **Kalish**

armies in their relentless quest to rule all.



A DWARVEN MERCENARY

- +2 Constitution, -2 Charisma.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search

skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon
- Favored Class: Fighter.



Elves

Reclusive and wary of strangers, the mighty **Elves of Cavaleon** are a legendary race in their own right. Still, even their support was not enough to defeat the **Lord Kaligard**, so they withdrew to their forest, where they knew the **Kalish** warriors would not dare tread. From there, they endlessly fuel and support rebellions all over the kingdom, using skilled spies and assassins to undermine **Kaligard's** rule.



An Elven spy

- +2 Dexterity, -2 Constitution.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard.

Gnomes

The few gnomes in **Kaligard** mingle almost seamlessly within the **Gardan** populations. They're often found working in artisan's shops, where their unparalleled attention to detail comes in quite handy.

- +2 Constitution, -2 Strength.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Listen checks.

- +2 racial bonus on Craft (alchemy) checks.
- Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the *Speak with animals* spell description.
- Spell-Like Abilities: 1/day—*Speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- Favored Class: Sorcerer.

Half-elves

Half-elves are exceedingly rare in **Kaligard**. Those that exist are generally the offspring of captured elven priestesses and **Kalish** militia. Any such children are sent to **Kalish** training camps where they are raised as skilled and fiercely loyal warriors of **Kaligard**.



HALF-ELVEN ACOlyte

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to

their size.

- Half-elf base land speed is 30 feet.
- Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information checks.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any.

Half-orcs

The breeding and rearing of half-orcs is not only common in **Kaligard**, it is encouraged and often profitable. The **Kalish** forces are always looking for more warriors of this race due to their fearless nature and brute strength.



HALF-ORC DRAGGARD ELITE

- +2 Strength, -2 Intelligence, -2 Charisma.
- A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.
- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnome, Goblin, and Abyssal.
- Favored Class: Barbarian.
- +2 Dexterity, -2 Strength.
- Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.
- Favored Class: Rogue.

Halflings

The "hillpeople" of old are all but extinct, surviving only in their distant kin commonly called "halflings". These peaceful people were chased from their homes and hills at sword point long ago, forcing them to take refuge in human cities or die. Only the oldest halflings have any memory of these "old days". As a result, modern halflings dwell in human cities, usually in the same neighborhoods as gnomes. They, like gnomes, are often found in artisan's shops where their tiny, nimble fingers allow them to create intricate work much more easily than their larger masters.



HALFLING ROGUE



Whether the final characters are chosen by the Game Master or a fellow player, character race should weigh heavily into the decision. Non-human races, especially those classically shorter than humans, are going to be "marked" from the beginning of the campaign as enemies of Kaligard.

Barbarian

Barbarians are common in **Kaligard**, especially among the **Kalish** elite. Almost all races have their own version of the barbaric warrior.

Alignment: Any nonlawful.

Hit Die: d12.

Class Skills

The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4.

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

Class Features

All of the following are class features of the barbarian.

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

Fast Movement (Ex):

A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.)

While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian



may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to

someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th

level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex): At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Indomitable Will (Ex): While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Tireless Rage (Ex): At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 20th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).

Table: The Barbarian					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, illiteracy, rage 1/day
2nd	+2	+3	+0	+0	Uncanny dodge
3rd	+3	+3	+1	+1	Trap sense +1
4th	+4	+4	+1	+1	Rage 2/day
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Trap sense +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Rage 3/day
9th	+9/+4	+6	+3	+3	Trap sense +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/—
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Rage 4/day, trap sense +4
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Indomitable will
15th	+15/+10/+5	+9	+5	+5	Trap sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage 5/day
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Trap sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage 6/day

Bard

Bards have their own special place in **Kaligard**. Almost every haven, refugee camp, or resistance group has some kind of bard in their midst to keep the spirits as high as possible.

Alignment: Any nonlawful.

Hit Die: d6.

Class Skills

The bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) x4.

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

Class Features

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like

any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting,

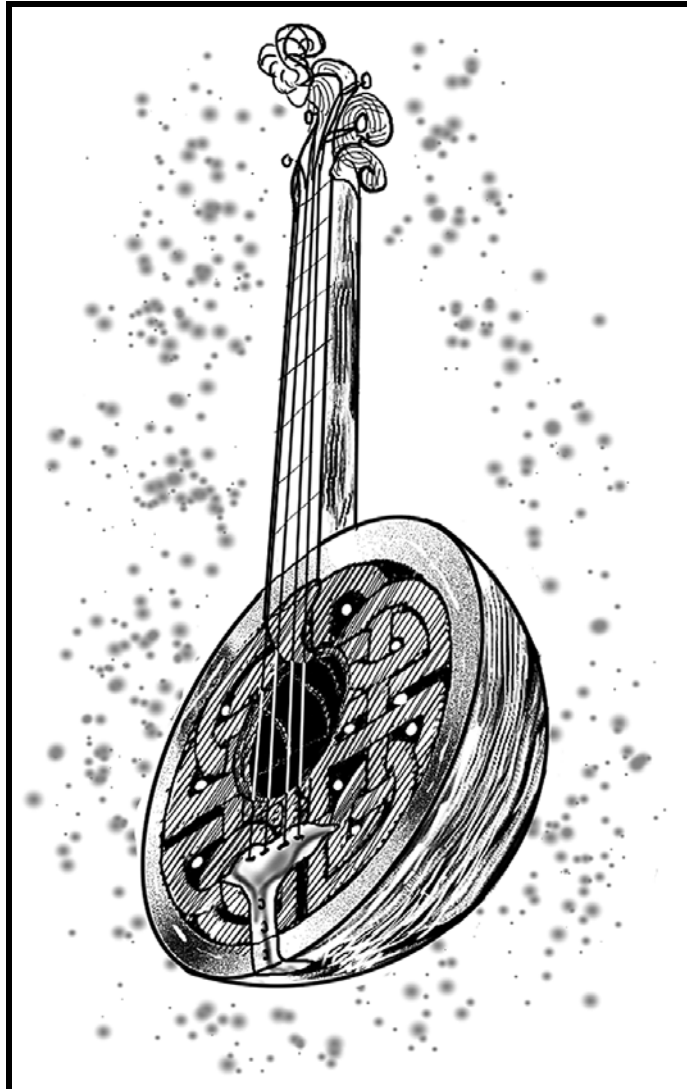
or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The bard's selection of spells is extremely

limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.)

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already



knows. In effect, the bard “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell’s level.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all

be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one

Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn’t require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still

counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard’s

Table: Bard Spells Known

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

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

DC	Type of Knowledge
10	Common, known by at least a substantial minority drinking; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don’t understand the significance of the knowledge.

Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay

attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions,

Table: The Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1	2	—	—	—	—	—	—
2nd	+1	+0	+3	+3		3	0	—	—	—	—	—
3rd	+2	+1	+3	+3	Inspire competence	3	1	—	—	—	—	—
4th	+3	+1	+4	+4		3	2	0	—	—	—	—
5th	+3	+1	+4	+4		3	3	1	—	—	—	—
6th	+4	+2	+5	+5	<i>Suggestion</i>	3	3	2	—	—	—	—
7th	+5	+2	+5	+5		3	3	2	0	—	—	—
8th	+6/+1	+2	+6	+6	Inspire courage +2	3	3	3	1	—	—	—
9th	+6/+1	+3	+6	+6	Inspire greatness	3	3	3	2	—	—	—
10th	+7/+2	+3	+7	+7		3	3	3	2	0	—	—
11th	+8/+3	+3	+7	+7		3	3	3	3	1	—	—
12th	+9/+4	+4	+8	+8	<i>Song of freedom</i>	3	3	3	3	2	—	—
13th	+9/+4	+4	+8	+8		3	3	3	3	2	0	—
14th	+10/+5	+4	+9	+9	Inspire courage +3	4	3	3	3	3	1	—
15th	+11/+6/+1	+5	+9	+9	Inspire heroics	4	4	3	3	3	2	—
16th	+12/+7/+2	+5	+10	+10		4	4	4	3	3	2	0
17th	+12/+7/+2	+5	+10	+10		4	4	4	4	3	3	1
18th	+13/+8/+3	+6	+11	+11	<i>Mass suggestion</i>	4	4	4	4	4	3	2
19th	+14/+9/+4	+6	+11	+11		4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+12	+12	Inspire courage +4	4	4	4	4	4	4	4

such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect.

Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can

use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Song of Freedom (Sp): A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use *song of freedom* on himself.

Inspire Heroics (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like *suggestion*, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

Ex-Bards

A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

Cleric

With the absence of active gods, clerics in **Kaligard** are a rare breed. Most are loyalists defying the law to serve the old ways. Some are simple healers drawing their power from **The Collective** with little or no religious ties at all. Either way, they are vanishing as more and more people turn away from faith and hope entirely.

Alignment: In the **Fields Run Red** campaign setting, **The Creator's** emphasis on natural balance resulted in a pantheon filled with neutral aligned gods. Loyalist clerics, those who still serve the gods who abandoned them, may only vary one step from their deity in alignment; Thus, they may be good or evil, or they may vary one step to the chaotic or lawful side, but not both. Servants of **The Collective** may be of any alignment.

Hit Die: d8.

Class Skills

The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Domains and Class Skills: A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to the cleric class skills listed above. A cleric who chooses the Knowledge domain adds all Knowledge (Int) skills to the list. A cleric who chooses the Travel domain adds Survival (Wis) to the list. A cleric who chooses the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the

list. See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the cleric.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A cleric who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the

detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Spells: A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a



Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication

to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Table: The Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day ¹									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Turn or rebuke undead	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		5	3+1	2+1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		5	3+1	2+1	1+1	—	—	—	—	—	—
6th	+4	+5	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—
7th	+5	+5	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	+6/+1	+6	+2	+6		6	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	+6/+1	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	+7/+2	+7	+3	+7		6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	+8/+3	+7	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	+9/+4	+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	+9/+4	+8	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14th	+10/+5	+9	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15th	+11/+6/+1	+9	+5	+9		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18th	+13/+8/+3	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20th	+15/+10/+5	+12	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

¹ In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st.

The "+1" in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with “cure” in its name).

An evil cleric (or a neutral cleric of an evil deity), can’t convert prepared spells to *cure* spells but can convert them to *inflict* spells (an *inflict* spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either *cure* spells or *inflict* spells (player’s choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).

Chaotic, Evil, Good, and Lawful Spells: A cleric can’t cast spells of an alignment opposed to his own or his deity’s (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Turn or Rebuke Undead (Su): Any cleric,

regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

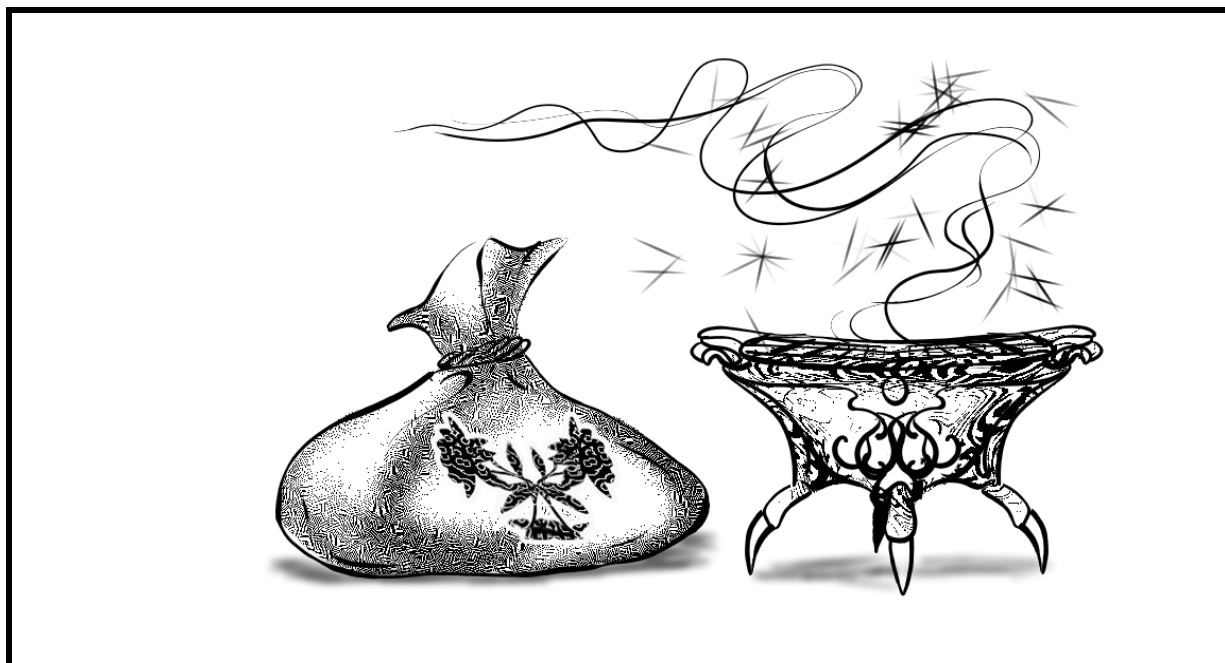
A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous *cure* or *inflict* spells (see above).

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Bonus Languages: A cleric’s bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Ex-Clerics

A cleric who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he atones (see the *atonement* spell description).



Druid

Druids in **Kaligard** are, as a rule, displaced wanderers exiled from their woodland habitats by **Kalish** forces. They are relatively common in refugee camps and resistance groups, especially those in and around towns bordering on forested lands.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8.

Class Skills

The druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x4.

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

Class Features

All of the following are class features of the druid.

Weapon and Armor Proficiency:

Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description) Druids are proficient with shields (except tower shields) but must use only wooden

ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level.

The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a *cure* spell

in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting: A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower. **Chaotic, Evil, Good, and Lawful Spells:** A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular



alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Bonus Languages: A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see below). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a

person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny

animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.)

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as

if using the *alter self* spell, but only while in her normal form.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description).

THE DRUID'S ANIMAL COMPANION

A druid's animal companion is different from a normal animal of its kind in many ways. A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

Table: The Druid

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day												
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th			
1st	+0	+2	+0	+2	Animal companion, nature sense, wild empathy	3	1	—	—	—	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland stride	4	2	—	—	—	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Resist nature's lure	5	3	2	—	—	—	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Wild shape (1/day)	5	3	2	1	—	—	—	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape (2/day)	5	3	3	2	—	—	—	—	—	—	—	—	—
7th	+5	+5	+2	+5	Wild shape (3/day)	6	4	3	2	1	—	—	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wild shape (Large)	6	4	3	3	2	—	—	—	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Venom immunity	6	4	4	3	2	1	—	—	—	—	—	—	—
10th	+7/+2	+7	+3	+7	Wild shape (4/day)	6	4	4	3	3	2	—	—	—	—	—	—	—
11th	+8/+3	+7	+3	+7	Wild shape (Tiny)	6	5	4	4	3	2	1	—	—	—	—	—	—
12th	+9/+4	+8	+4	+8	Wild shape (plant)	6	5	4	4	3	3	2	—	—	—	—	—	—
13th	+9/+4	+8	+4	+8	A thousand faces	6	5	5	4	4	3	2	1	—	—	—	—	—
14th	+10/+5	+9	+4	+9	Wild shape (5/day)	6	5	5	4	4	3	3	2	—	—	—	—	—
15th	+11/+6/+1	+9	+5	+9	Timeless body, wild shape (Huge)	6	5	5	5	4	4	3	2	1	—	—	—	—
16th	+12/+7/+2	+10	+5	+10	Wild shape (elemental 1/day)	6	5	5	5	4	4	3	3	2	—	—	—	—
17th	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1	—	—	—
18th	+13/+8/+3	+11	+6	+11	Wild shape (6/day, elemental 2/day)	6	5	5	5	5	4	4	3	3	2	—	—	—
19th	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3	—	—	—
20th	+15/+10/+5	+12	+6	+12	Wild shape (elemental 3/day, Huge elemental)	6	5	5	5	5	5	4	4	4	4	—	—	—

Class Level: The character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex Adj.: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell

or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

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

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

Multiattack: An animal companion gains

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1st-2nd	+0	+0	+0	1	Link, share spells
3rd-5th	+2	+2	+1	2	Evasion
6th-8th	+4	+4	+2	3	Devotion
9th-11th	+6	+6	+3	4	Multiattack
12th-14th	+8	+8	+4	5	
15th-17th	+10	+10	+5	6	Improved evasion
18th-20th	+12	+12	+6	7	

Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural

weapon, albeit at a -5 penalty.

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



Fighter

True fighters are rare in **Kaligard** and are generally found only among the blue blooded **Kalish** peoples. Few peasants, even those trained by resistance forces, have undergone the proper training to achieve such a high level of combat prowess.

Alignment: Any.

Hit Die: d10.

Class Skills

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following

are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Bonus Feats: At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to

a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.



Table: The Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat

Ranger

Rangers are the second most common class in **Kaligard**, having representatives among the elves, the **Kalish**, and especially the resistance forces. With the scarcity of enough food and resources, every successful group has at least one ranger in its midst.

Alignment: Any.

Hit Die: d8.

Class Skills

The ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x4.

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

Class Features

All of the following are class features of the ranger.

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

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus

against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy

check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an

Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.



The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

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

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

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

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

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The

Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a *cure* spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if

he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas

Table: Ranger Favored Enemies

Type (Subtype)	Type (Subtype)
Aberration	Humanoid (reptilian)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Elemental	Outsider (air)
Fey	Outsider (chaotic)
Giant	Outsider (earth)
Humanoid (aquatic)	Outsider (evil)
Humanoid (dwarf)	Outsider (fire)
Humanoid (elf)	Outsider (good)
Humanoid (goblinoid)	Outsider (lawful)
Humanoid (gnoll)	Outsider (native)
Humanoid (gnome)	Outsider (water)
Humanoid (halfling)	Plant
Humanoid (human)	Undead
Humanoid (orc)	Vermin

that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

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

Combat Style Mastery (Ex): At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd

level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage (Ex): A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a ranger of 17th level or higher can use the Hide skill even while being observed.

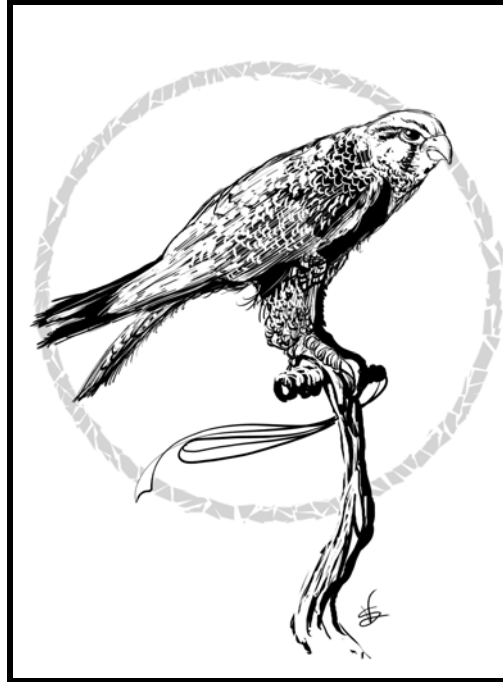


Table: The Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day ¹			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st favored enemy, Track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Combat style	—	—	—	—
3rd	+3	+3	+3	+1	Endurance	—	—	—	—
4th	+4	+4	+4	+1	Animal companion	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	0	—	—	—
6th	+6/+1	+5	+5	+2	Improved combat style	1	—	—	—
7th	+7/+2	+5	+5	+2	Woodland stride	1	—	—	—
8th	+8/+3	+6	+6	+2	Swift tracker	1	0	—	—
9th	+9/+4	+6	+6	+3	Evasion	1	0	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy	1	1	—	—
11th	+11/+6/+1	+7	+7	+3	Combat style mastery	1	1	0	—
12th	+12/+7/+2	+8	+8	+4		1	1	1	—
13th	+13/+8/+3	+8	+8	+4	Camouflage	1	1	1	—
14th	+14/+9/+4	+9	+9	+4		2	1	1	0
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	2	1	1	1
16th	+16/+11/+6/+1	+10	+10	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	2	2	2	1
18th	+18/+13/+8/+3	+11	+11	+6		3	2	2	1
19th	+19/+14/+9/+4	+11	+11	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy	3	3	3	3

Rogue

From the cities to the wilds and almost everywhere in between, rogues of one type or another exist and thrive in all aspects of life in Kaligard.

Alignment: Any.

Hit Die: d6.

Class Skills

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the rogue.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent

when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue



score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital

areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability of her choice from among the following options.



Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless rogue does not

gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on

her saving throw.

Feat: A rogue may gain a bonus feat in place of a special ability.

Table: The Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Special ability
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14th	+10/+5	+4	+9	+4	—
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Special ability
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20th	+15/+10/+5	+6	+12	+6	—

Sorcerer

Sorcerers in **Kaligard** are rare but still more common than their classically trained peers. Small numbers of sorcerers can be found in most areas, as all factions seek out and value wielders of arcane magic.

Alignment: Any.

Hit Die: d4.

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not

proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Spells: A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The

Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new

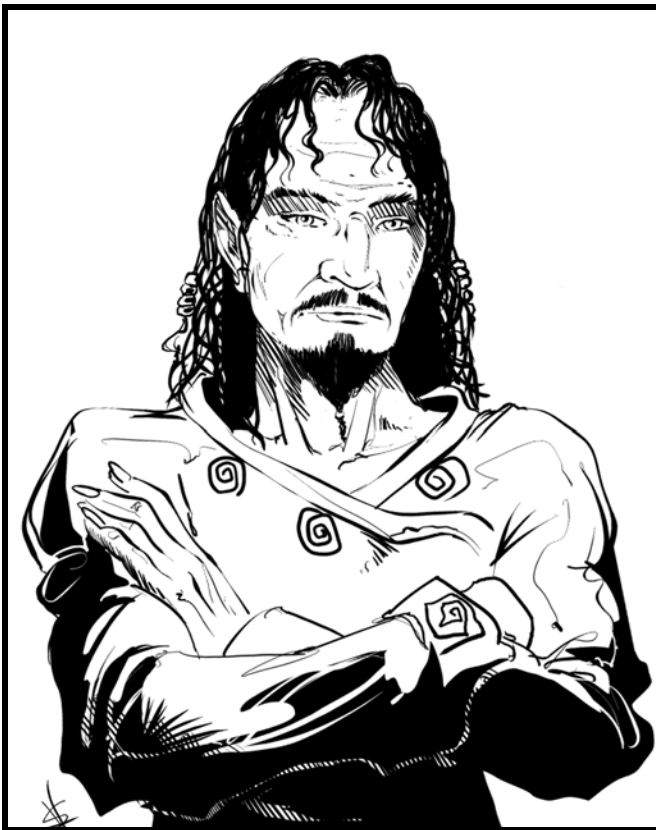
spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be

at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Familiar: A sorcerer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.



The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Table: Sorcerer Spells Known										
	----- Spells Known -----									
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Table: The Sorcerer															
						----- Spells per Day -----									
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon familiar	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9		6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6	6

Wizard

Classic arcane training is rare in **Kaligard**. Thus, true wizards are found almost exclusively among the wealthy and powerful of the **Kalish** peoples or in the secluded elven forest kingdom. Some resistance factions do train traditional wizards and some have been known to teach themselves, but both scenarios are exceptionally uncommon.

Alignment: Any.

Hit Die: d4.

Class Skills

The wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the wizard.

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Spells: A wizard casts arcane spells which are drawn from the sorcerer/ wizard spell list. A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's

sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Bonus Languages:

A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

Familiar: A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a

bonus feat.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.



Spellbooks: A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for *read magic*, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.

SCHOOL SPECIALIZATION

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from her chosen school, but she then never learns to cast spells from some other schools.

A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn the spells of her chosen school.

The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools.

A wizard can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the wizard, and she can't even cast such spells from scrolls or fire them from wands. She may not change either her specialization or her prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is

called a conjurer.

Divination: Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

Illusion: Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

FAMILIARS

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on Spot checks in shadows
Rat	Master gains a +2 bonus on Fortitude saves
Raven ¹	Master gains a +3 bonus on Appraise checks
Snake ²	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves
¹ A raven familiar can speak one language of its master's choice as a supernatural ability.	
² Tiny viper.	

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following

changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the

familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a

Master Lvl	Natural Armor	Int	Special
1st-2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd-4th	+2	7	Deliver touch spells
5th-6th	+3	8	Speak with master
7th-8th	+4	9	Speak with animals of its kind
9th-10th	+5	10	—
11th-12th	+6	11	Spell resistance
13th-14th	+7	12	Scry on familiar
15th-16th	+8	13	—
17th-18th	+9	14	—
19th-20th	+10	15	—

successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the

time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master’s level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar’s spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

ARCANE SPELLS AND ARMOR

Wizards and sorcerers do not know how to wear

armor effectively.

If desired, they can wear armor anyway (though they’ll be clumsy in it), or they can gain training in the proper use of armor (with the various *Armor Proficiency* feats—light, medium, and heavy—and the *Shield Proficiency* feat), or they can multiclass to add a class that grants them armor proficiency. Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a wizards or sorcerer must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields.

By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

If a spell doesn’t have a somatic component, an arcane spellcaster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster’s hands are bound or if he or she is grappling (although *Concentration* checks still apply normally). Also, the metamagic feat *Still Spell* allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

Table: The Wizard						----- Spells per Day -----									
Level	Base Attack	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon familiar, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Bonus feat	4	4	4	4	4	4	4	4	4	4

Non-Magical Crafting

For the most part, the rules for crafting non-magical equipment remain the same. However, due to the scarcity and unusual expense of most materials, availability and cost cannot be assumed. The Game Master must be consulted on all efforts to craft non-magical items. Materials will often have to be obtained through non-standard means rather than by the simple expenditure of coin.

As for the crafting process its self, the item's base cost is still used. Circumstance modifiers may be applied based on equipment and materials. Also, according to the Game Master's discretion, makeshift materials could result in lower quality equipment, though the crafter should be made aware of that beforehand.

Masterwork

It is impossible to craft masterwork components if the base item is made with low quality equipment and materials. Given access to proper facilities and components, however, the rules for masterwork items do not change.

Magic Items

All magic items and potions are crafted from "recipes". These recipes generally require the crafter to be of a certain level, have access to certain spells and feats, and be in possession of certain materials which are usually consumed in the crafting process. Some items require special crafting rites, rituals, or specifications, but most follow the standard crafting rules set forth in your favorite d20 FRPG.

Scrolls

As with standard items, the basic components for scrolls must be acquired on a case by case basis. Low quality materials can result in a failure percentage chance, which nullifies the effect and destroys the scroll.

New Spells

All spells considered "public knowledge" are

contained in the core rules of your favorite d20 FRPG. All other spells from sourcebooks or other sources must be custom crafted by the Player Character. This may require any combination of research, materials, and expenditure at the Game Master's discretion.

Standard Materials and Quality

Material	Class	Quality (1-5)	Availability (1-5)
Tin	Metal	1	3
Lead	Metal	1	3
Copper	Metal	2	3
Gold	Metal	2	1
Silver	Metal	3	2
Brass	Metal	3	2
Bronze	Metal	4	1
Rough Iron	Metal	4	1
Iron	Metal	5	1
Pine	Wood	1	5
Cedar	Wood	2	5
Birch	Wood	2	5
Ebony	Wood	2	2
Maple	Wood	3	5
Hickory	Wood	3	5
Cherry	Wood	3	4
Walnut	Wood	4	4
Oak	Wood	5	3
Shale	Stone	1	4
Soapstone	Stone	2	4
Sandstone	Stone	3	4
Obsidian	Stone	3	1
Marble	Stone	3	2
Slate	Stone	4	3
Granite	Stone	5	3
Wool	Cloth	2	5
Furs / Hide	Cloth	2-5	3-5
Leather	Cloth	3-5	2-4
Silk	Cloth	4-5	1
Songbird	Feathers	2	5
Duck / Goose	Feathers	3	4
Falcon / Hawk	Feathers	4	3
Eagle	Feathers	5	2

The following templates can be used as examples of the intended power level of the **Fields Run Red** campaign. A great many more such templates, including all major campaign NPCs, will be found in the **Fields Run Red Master Setting** when available...

Kalish Militia (*typical Kalish guards*)

Male Human Kalish War1: CR 1; Medium Humanoid ; HD 1d8+1(Warrior) ; hp 9; Init +0; Spd 30; AC:13 (Flatfooted:13 Touch:10); Atk +3 base melee, +1 base ranged; +2 (1d6+1, Mace, light); +1 (1d4+2, Sling); AL NE; SV Fort +3, Ref +0, Will +0; STR 14, DEX 10, CON 13, INT 8, WIS 10, CHA 8.

Skills: Climb +0, Intimidate +0, Jump +0, Ride +0, Swim -1.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Point Blank Shot, Quick Draw, Shield Proficiency, Simple Weapon Proficiency.

Possessions:
Weapons: Mace, light (fair); Sling.
Armor: Leather (fair).
Shields: Buckler (fair).

Conscripts (*hired guards of local lords*)

Male Human Com1: CR 1; Medium Humanoid ; HD 1d4(Commoner) ; hp 7; Init +0; Spd 30; AC:11 (Flatfooted:11 Touch:10); Atk +1 base melee, +0 base ranged; +1 (1d6+1, Quarterstaff); AL N; SV Fort +0, Ref +0, Will +0; STR 12, DEX 10, CON 11, INT 10, WIS 10, CHA 10.

Skills: Climb +2, Jump +2, Listen +4, Ride +1, Spot +4, Swim +2.

Feats: Simple Weapon Proficiency, Toughness.

Possessions:
Weapons: Quarterstaff (standard).
Armor: Padded (standard).

Draggard Elite

Male Half-Orc Bbn3: CR 3; Medium Humanoid (Orc); HD 3d12+6(Barbarian) ; hp 29; Init +5; Spd 30; AC:14 (Flatfooted:14 Touch:11); Atk +6 base melee, +4 base ranged; +7 (1d10+4, Greatclub); +4 (1d6+3, Javelin); +6 (1d3+3, Unarmed strike); SQ: Darkvision (Ex): 60 ft.; RF: Orc Blood; AL CE; SV Fort +5, Ref +2, Will +1; STR 16, DEX 12, CON 14, INT 8, WIS 10, CHA 8.

Skills: Intimidate +5, Jump +2, Listen +2, Survival +6, Swim -1.

Feats: Armor Proficiency: light, Armor Proficiency: medium, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Greatclub.

Possessions:
Weapons: Greatclub; Javelins (6).
Armor: Hide.

Draggard Officer

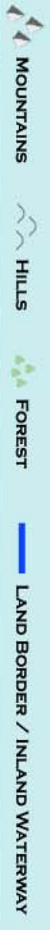
Male Human Kalish Ftr7: CR 7; Medium Humanoid ; HD 7d10+14(Fighter) ; hp 63; Init +5; Spd 30; AC:17 (Flatfooted:16 Touch:11); Atk +10/5 base melee, +8/3 base ranged; +11/6 (1d8+3, Longsword); +9/4 (1d6+3, Shortbow, composite (+3 Str Bonus)); AL LE; SV Fort +7, Ref +3, Will +2; STR 16, DEX 12, CON 14, INT 12, WIS 10, CHA 14.

Skills: Intimidate +12, Listen +7, Ride +11, Spot +7.

Feats: Alertness, Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Great Cleave, Improved Initiative, Leadership, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Longsword, Weapon Focus: Shortbow.

Possessions:
Weapons: Longsword; Shortbow, composite (+3 Str Bonus); Arrows (50).
Armor: Chain shirt.
Shields: Shield, heavy steel.

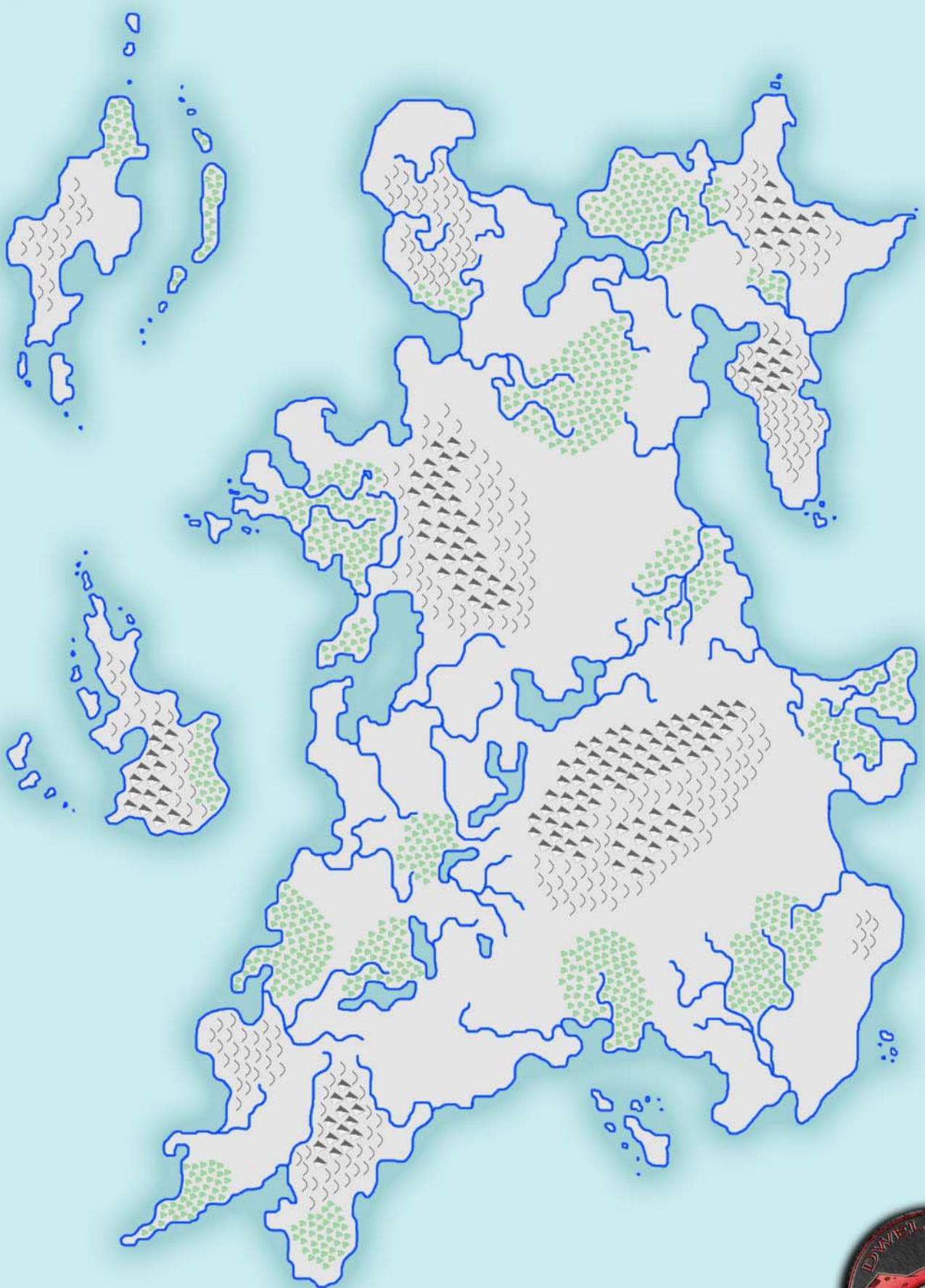
POLITICAL MAP (♣ = CAPITOL)



FIELDS RUNN REED



GEOGRAPHICAL MAP



-  MOUNTAINS
-  HILLS
-  FOREST
-  LAND BORDER / INLAND WATERWAY

FIELDS RUN RED



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