

LEGENDS & LAIRS™



WILDSCAPE™



A HANDBOOK FOR DESIGNING AND
SURVIVING SAVAGE WILDLANDS

Requires the use of the Dungeons & Dragons® Player's Handbook,
published by Wizards of the Coast, Inc.® This product utilizes
updated material from the v.3.5 revision.

LEGENDS & LAIRS™

d20
system

WILDSCAPE™



A HANDBOOK FOR DESIGNING AND
SURVIVING SAVAGE WILDLANDS

WILDSCAPE

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WELCOME

Fantasy Flight Games is pleased to present *Wildscape*, the latest volume in our LEGENDS & LAIRS line of sourcebooks for the d20 System. *Wildscape* gives players and DMs everything they need to create and play exciting adventures and campaigns in the savage wilderness.

Chapter 1 presents expanded options for druid and ranger characters. It features druid realms, options analogous to clerical domains that allow players to further customize their druid characters and the ethos they adhere to. The chapter also presents new styles for ranger characters, including the Two-Handed Fighting style and the Spear-Fighter, as well as new options for customizing non-spellcasting rangers. The chapter wraps up with a selection of new feats and tips for surviving adventures in the wilderness.

Chapter 2 introduces the remainder of the book, providing the DM with a broad range of valuable tools for use in creating and running wilderness adventures and campaigns. The chapter offers new skill-based rules for wandering encounters and a general introduction to the threats and hazards found throughout this book.

Chapters 3 through 10 provide a detailed look at the most common environments and terrain types found in the game.

These chapters cover deserts, forests, mountains, plains, waterways, swamps, arctic terrain, and wastelands. Each chapter includes an overview of the environment, a discussion of its basic, mundane traits, and a selection of more advanced traits that allow you to reshape your environments with magic and imagination. All of the traits discussed in these chapters are represented by one or more standardized hazards, which allow you to resolve the effects of the environment on the characters in a single, easy-to-use format.

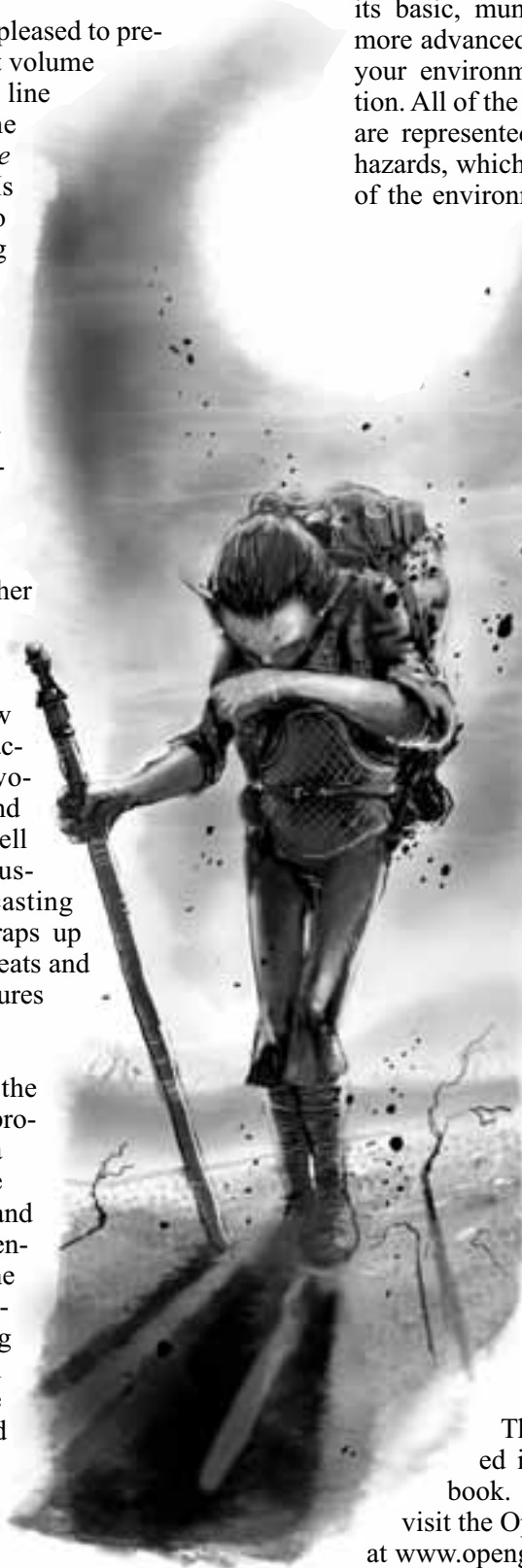
Chapter 11 wraps up the book with expanded rules for determining weather and climate in your adventures. These rules allow you to throw everything from extreme temperatures to sudden storms at your players. Together with chapters 3 through 10, these rules allow you to create any environment you like, whether real or imagined.

THE OPEN GAME LICENSE

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CHAPTER ONE

CHARACTERS

Wilderness adventures offer many of the same hazards as dungeons along with a whole new layer of risks. Harsh weather, burning deserts, and towering peaks are all as deadly as the monsters and traps found within them.

In some ways, a dungeon offers a comparatively safer environment. While terrible creatures may stalk its halls, you always know how to return home and can rely on dealing with a limited, enclosed environment. Aside from the odd burrowing creature, attacks come from a few easily identified directions.

In the wilderness, danger lurks all around. There are no corridors to provide channels for attacks. There is no roof above you to ward away strikes from above. Without passages to guide your progress, becoming lost in the wilderness looms as a very real threat. Food, water, and other supplies become particularly important in desert regions and wastelands that offer few opportunities to gather supplies. Bedding down for the night takes on a whole new dimension when you're surrounded by a dense forest that holds untold terrors, a risk made doubly hazardous when your campfire shines like a beacon to attract monsters.

This chapter presents optional rules for customizing druid and ranger characters. The

chapter introduces druid realms, a set of options that allow you to modify a character's abilities and spells to fit his alignment. In many ways, druid realms are similar to cleric domains. For rangers, this chapter introduces new styles that characters can select at 2nd level. Rather than choose from archery or two-weapon fighting, you can now opt to create an axeman, a lorekeeper, or a slayer. In addition, expanded rules for these styles allow you to create rangers who drop their spellcasting abilities for more options in their chosen style.

Wilderness feats add new abilities designed for use by druids, rangers, and other characters that specialize in outdoor adventuring. Some general advice on how to survive the great outdoors rounds out the contents of this chapter. The text of this chapter is designated as **Open Game Content**.

DRUIDS

Druids are priests of the natural world. They revere nature and seek to help it develop in a way that matches their ethos. The cleric class has several options that reflect the alignment of individual characters, from variations on the ability to turn undead to the dif-

ferent domains they can choose from. On the other hand, all druids gain the same talents and spells. Evil druids select from the same class abilities as good ones, leaving it up to a druid to distinguish his aims and beliefs through his actions. The gifts his deity bestows upon him have no bearing on that god's teachings and beliefs.

This section introduces alternate rules for druid realms, packages of spells and abilities that you can use to distinguish druids that follow different gods. These realms work in a manner similar to clerical domains. They define a druid's spells and grant him special abilities built around a central theme.

Choosing a druid realm works much like selecting a clerical domain. At 1st level, look over the list of available realms and pick one. Realms differ from domains in that they offer more powers and spells while covering a greater range of beliefs.

Realms may replace the druid's *wildshape* ability and offer a different selection of spells, though some realms leave *wildshape* intact and others alter it. They also offer a much larger list of spells. All druids have access to a core selection of spells. In addition, a druid gains the spells listed for his chosen realm. The generic druid spells are referred to as the core druid spell list. It includes many spells that offer general utility or form a basic part of the druid's abilities. In addition, some realms offer new options for weapons and armor.

CORE DRUID SPELL LIST

The following spells are available to all druids. Regardless of the realm you choose, you can prepare and cast these spells. In addition, unlike clerical domain spells, you are never required to prepare a certain number of realm spells. If you want, you could use all your slots to prepare spells from the base list.

CORE DRUID SPELLS

0-Level Core Druid Spells (Orisons)

Create Water
Detect Magic
Flare
Guidance
Know Direction
Light
Mending
Read Magic

1st-Level Core Druid Spells

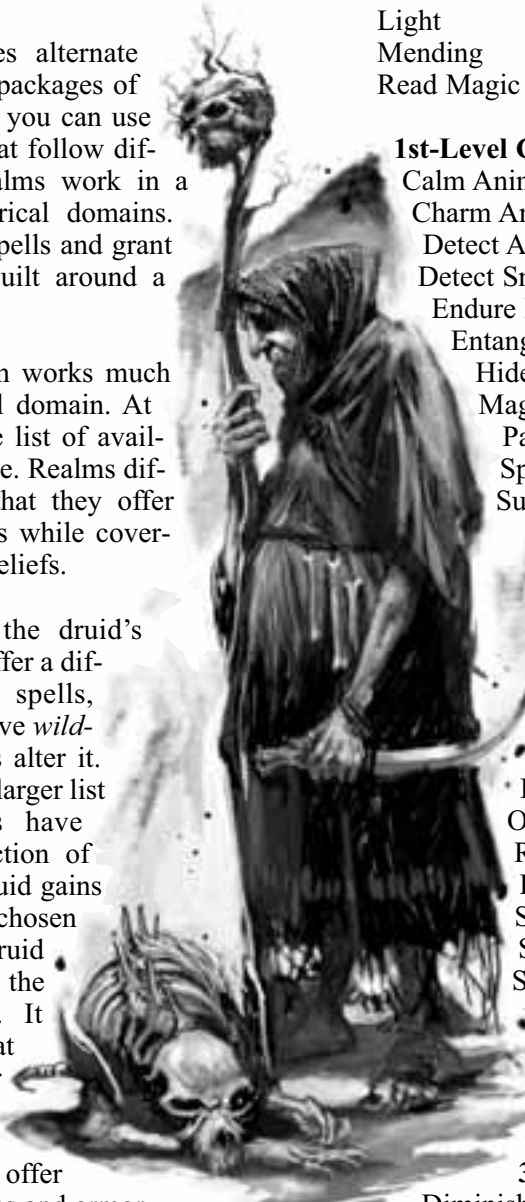
Calm Animals
Charm Animal
Detect Animals or Plants
Detect Snares and Pits
Endure Elements
Entangle
Hide from Animals
Magic Fang
Pass without Trace
Speak with Animals
Summon Nature's Ally I

2nd-Level Core Druid Spells

Animal Messenger
Animal Trance
Barkskin
Bear's Endurance
Bull's Strength
Cat's Grace
Hold Animal
Owl's Wisdom
Reduce Animal
Resist Energy
Soften Earth and Stone
Spider Climb
Summon Nature's Ally II
Summon Swarm
Tree Shape
Warp Wood
Wood Shape

3rd-Level Core Druid Spells

Diminish Plants
Dominate Animal
Magic Fang, Greater
Meld into Stone
Plant Growth
Protection from Energy
Quench
Sleet Storm
Snare
Speak with Plants
Spike Growth
Stone Shape



Summon Nature's Ally III
Water Breathing

4th-Level Core Druid Spells

Antiplant Shell
Blight
Command Plants
Control Water
Dispelling Magic
Giant Vermin
Reincarnate
Repel Vermin
Rusting Grasp
Scrying
Spike Stones
Summon Nature's Ally IV

5th-Level Core Druid Spells

Animal Growth
Atonement
Awaken
Baleful Polymorph
Commune with Nature
Control Winds
Insect Plague
Summon Nature's Ally V
Transmute Mud to Rock
Transmute Rock to Mud
Tree Stride
Wall of Thorns

6th-Level Core Druid Spells

Antilife Shell
Bear's Endurance, Mass
Bull's Strength, Mass
Cat's Grace, Mass
Dispelling Magic, Greater
Find the Path
Ironwood
Liveoak
Move Earth
Owl's Wisdom, Mass
Repel Wood
Spellstaff
Stone Tell
Summon Nature's Ally VI
Transport via Plants
Wall of Stone

7th-Level Core Druid Spells

Animate Plants
Changestaff
Control Weather
Creeping Doom
Scrying, Greater
Summon Nature's Ally VII

Transmute Metal to Wood
True Seeing
Wind Walk

8th-Level Core Druid Spells

Animal Shapes
Control Plants
Repel Metal or Stone
Summon Nature's Ally VIII
Whirlwind
Word of Recall

9th-Level Core Druid Spells

Antipathy
Elemental Swarm
Foresight
Shambler
Shapechange
Storm of Vengeance
Summon Nature's Ally IX
Sympathy

THE DRUID REALMS

Each realm covers a specific aspect of the druid's role as a protector of the natural world. Some of them stay close to the standard druid, offering variations on the specific points of the class's abilities. Others stray far from the druid's role as a defender of the wilderness, particularly those that focus on evil druids. Each of the realms lists one or more required alignments. Only druids of the appropriate ethos can select a realm. If a druid changes to an incompatible alignment, he loses his realm spells and all associated abilities. He is free to pick a new realm that is compatible with his new alignment and he immediately gains all the spells, benefits, and abilities offered by the realm based on his druid level.

The realms provide an alignment's slant on how druids can see the world. There is no true neutral realm. Instead, use the standard class as described in the core rules for those druids. In addition, druids of any alignment may opt to use the standard class rather than select a realm.

DEFENDER

Required Alignment: NG

Druids who select the defender realm worship a deity who seeks to preserve the natural world from the encroaching forces that beset its borders. These gods are benev-

olent and caring towards their followers and allies but they smite their enemies with terrible spells and powerful assaults.

The druids who pray to these spirits and gods adopt a similar attitude. They see the woodlands as a land besieged by orcs, humans, and worse. While they can abide the careful, gentle use of natural resources, they demand that those who enter their realms treat them with the same respect they would afford a mighty king's throne room. Woodcutters who limit their harvest, spread their work out to avoid creating razed wastelands, and plant saplings to replenish the wood they take earn this druid's friendship. Orcs who wantonly hack down trees, light bonfires, and waste the wood they take draw vicious attacks. Druids of this realm can be calm, rational, and friendly, but when incited they can burn with a furious rage.

The defender druid wields many spells that aid him in his role as active defender and warrior. His deity blesses his use of a variety of weapons, particularly bows and other tools of the hunt. His spells boost his abilities in battle, though few of them offer mass destruction. Instead, they focus on hindering the enemy and preventing him from causing any more damage to the natural world. The defender's spells tend to enhance and improve his abilities and his allies or sap the strength from his foes.

Special Abilities: The defender realm grants a druid the *wildshape* ability as per the core class. In addition, druids who follow this realm gain proficiency with all bows (except crossbows). They may use those weapons without penalty or punishment from their gods.

Realm Spells: Druids who choose this realm add the following spells to their lists. They gain them in addition to the core spells listed earlier in this chapter.

DEFENDER REALM SPELLS

0-Level Defender Spells (Orisons)

Cure Minor Wounds
Detect Poison
Purify Food and Drink
Resistance
Virtue

1st-Level Defender Spells

Alarm
Bless

Cure Light Wounds
Doom
Faerie Fire
Goodberry
Obscuring Mist
Shield of Faith
Shillelagh

2nd-Level Realm Spells

Aid
Chill Metal
Consecrate
Delay Poison
Enthrall
Fog Cloud
Heat Metal
Hold Person
Restoration, Lesser

3rd-Level Realm Spells

Cure Moderate Wounds
Daylight
Neutralize Poison
Remove Disease
Slow
Stinking Cloud
Suggestion
Wind Wall

4th-Level Realm Spells

Air Walk
Cure Serious Wounds
Flame Strike
Freedom of Movement
Globe of Invulnerability, Lesser

5th-Level Realm Spells

Cure Critical Wounds
Death Ward
Hallow
Hold Monster
Righteous Might
Stoneskin
Wall of Fire

6th-Level Realm Spells

Banishment
Cure Light Wounds, Mass

7th-Level Realm Spells

Cure Moderate Wounds, Mass
Forcecage
Heal
Hold Person, Mass

8th-Level Realm Spells

Cure Serious Wounds, Mass
 Holy Aura
 Power Word, Stun
 Reverse Gravity
 Shield of Law

9th-Level Realm Spells

Cure Critical Wounds, Mass
 Hold Monster, Mass

ORDINATOR**Required Alignment:** LN

The ordinator seeks to keep nature in a perfect balance by following a rigid, specific set of laws. These druids may use their magic and diligent work to catalog every last plant and animal within their domains. With each birth, death, or migration, their rolls change. Over time, they seek to uncover patterns within the wild and manipulate them to reach what they consider to be the perfect organization.

To the casual observer the ordinator's forest or swamp might look like any other overgrown wilderness, but his diligent work ensures that every last tree and major plant fits into a specific arrangement. From the air the forest's clearings and paths might form a holy symbol. A river could be guided to flow along the same channel as magical energy, bringing strength and prosperity to the land.

At their best, ordinators use the controlling nature of law to guide their realms to unprecedented levels of health. At their worst, they are dictators who seek to control every living thing

that enters their domain. Animals, plants, and intelligent creatures unwilling or unable to fit into the pattern must leave the ordinator's realm or face destruction.

Ordinators have a tendency to always expand their domains. An ordinator druid might establish himself in a forested region, but in time he seeks out younger druids to recruit to his cause and extend his web of control. Aside from the reapers, ordinators are the most likely to come into conflict with civilized realms. If a mill or bridge conflicts with their view of the natural world, they destroy it without a second thought. While ordinators are lawful neutral, they obey the dictates of nature and their faith. The laws of ephemeral governments play barely any role in their moral calculations.

In most cases, ordinators dwell in lands far from civilization's chaotic, ruinous grasp. These druids seek a level of control that few mortals can claim over the wilderness, making their quest unlikely to bear fruit over large areas. In isolated valleys they can construct their idealized version of nature, while in deserts and other bleak, featureless lands they see the ultimate expression of law's influence.

Some ordinators take an extreme view of nature. These fanatics believe that chaos mars the forests, jungles, and other rich, verdant areas. These renegade druids gladly start forest fires, aid loggers and others who exploit the land, and push for any effort that reduces the life in a region and thus the chaos possible within it. Not all ordinators take their beliefs to this extreme level, but the few who do can cause tremendous problems in a region.



Special Abilities: Ordinators can use a variant *wildshape*. Their adherence to law and their belief in order make them unwilling to dabble in capabilities that allow the unrestrained expression of personal preferences and mutable divine energy. Instead, they choose a few animal, dire animal, and elemental forms to use. In exchange, their obsession with details and control grants them superior grace and agility while in animal guise. The ordinator chooses one elemental (air, earth, fire, or water), two plants, and two animals of each of the following categories: Tiny, Small, Medium, Large, and Huge. He can only use his *wildshape* ability to assume these chosen forms.

When using *wildshape*, the ordinator gains a +1 competence bonus to attacks and a +2 competence bonus to all Listen and Spot checks. While the ordinator is forced to restrict himself to a few different creatures, his natural tie to them and his study of their forms grants him an advantage over other druids.

Realm Spells: Druids who choose this realm add the following spells to their lists. They gain them in addition to the core spells listed earlier in this chapter.

ORDINATOR REALM SPELLS

0-Level Ordinator Spells (Orisons)

Cure Minor Wounds
Detect Poison
Purify Food and Drink
Resistance
Virtue

1st-Level Ordinator Spells

Cure Light Wounds
Command
Detect Chaos
Goodberry
Magic Stone
Protection from Chaos
Produce Flame
Sanctuary
Shillelagh

2nd-Level Ordinator Spells

Align Weapon
Calm Emotions
Chill Metal
Delay Poison
Fire Trap
Gust of Wind
Hold Person

Silence
Restoration, Lesser

3rd-Level Ordinator Spells

Call Lightning
Clairaudience/Clairvoyance
Cure Moderate Wounds
Daylight
Magic Circle Against Chaos
Neutralize Poison
Remove Disease
Wind Wall

4th-Level Ordinator Spells

Cure Serious Wounds
Discern Lies
Flame Strike
Ice Storm
Order's Wrath

5th-Level Ordinator Spells

Call Lightning Storm
Command, Greater
Cure Critical Wounds
Dispel Chaos
Hold Monster
Mark of Justice
Stoneskin

6th-Level Ordinator Spells

Banishment
Forbiddance

7th-Level Ordinator Spells

Dictum
Fire Storm
Refuge
Sunbeam

8th-Level Ordinator Spells

Dimensional Lock
Finger of Death
Iron Body
Shield of Law
Sunburst

9th-Level Ordinator Spells

Dominate Monster
Summon Monster IX (cast as a lawful spell only)

REAPER

Required Alignment: NE

Death is the ultimate equalizer. In the end, everything dies. Even inanimate objects even-

tually crack and crumble to dust, memories of their existence fading along with the lives of the creatures that remembered them. Druids that follow the realm of the reaper worship the power of death. They see the undead as the ultimate expression of nature, a perfect balance of intelligence and stasis in the face of eternity. Verdant forests, animal herds, and running rivers are merely temporary illusions. In time, they will fade and be replaced by endless wastelands, dry riverbeds, and moldering corpses. The living dead are eternal. Time does nothing to destroy their bodies, while their minds continue to thrive and function for centuries if not millennia. Reapers seek to spread death across the world. By shattering the illusion of life, they can shepherd the seed of death that lies in the heart of all creation.

Reaper druids spread death wherever they go. They work slowly, usually forming small cabals in the midst forests or other isolated, lush environments. They use poison and disease to strike down plants and animals *en masse*, spreading contagions that ravage the trees and cut down entire herds. They summon armies of the walking dead to defeat elves, humans, and others that oppose them. They may ally with orcs and other marauders for a time, but they usually see them as useful tools that merely delay their inevitable fate by working with the druids. In time, they reduce their territory to dead, gray wasteland. Their work completed, they then make plans to expand their holdings and spread their blight. Their ultimate goal is to exterminate all life from the world, leaving behind a perfect, static husk of a world. To these twisted druids, such is the natural state of creation. Living creatures are a twisted blight that must be pruned from the world.

Many of the druids who follow this realm are vampires, liches, and other intelligent, undead creatures. They embrace the power of undeath, using it to sustain their spirits and gain additional power to aid them in their dark crusade. Those druids that are still alive see their state as a temporary, regrettable condition forced upon them by the fundamental flaws in creation. All of them seek to become undead, usually through ancient rites and ceremonies that grant them lichdom.

Special Abilities: Druids who select the realm of the reaper gain the ability to rebuke undead

at 1st level as an evil cleric. A reaper druid can rebuke undead a number of times per day equal to 3 + his Charisma modifier. These druids can gain any feats that require the ability to turn or rebuke undead. They count their druid level as their cleric level when resolving rebuke attempts. A reaper druid with levels in cleric stacks his levels in the two classes to determine his rebuke attempts' effectiveness.

In addition to rebuking undead, these druids gain alternate animal companions. Rather than earn an animal's friendship, they use necromantic rituals to summon and bind an undead creature or an evil outsider to their service. These creatures gain all the benefits and abilities an animal companion normally acquires based on the druid's level, modified by their relative strength. The modifier listed after each table header applies to the druid's total level when determining the special abilities and effects the companion gains. For example, if a 17th-level druid selects a bodak as his companion, it gains the benefits that a 2nd-level druid grants to his follower. A druid can have only one companion at a given time.

If a reaper druid wishes to gain a new follower or replace one lost in battle, he must complete a ritual that requires 24 hours of prayer and the sacrifice of an intelligent humanoid.

1st-Level Reaper Druid Companions

Human Skeleton
Lemure
Troglodyte Zombie
Wolf Skeleton

4th-Level Reaper Druid Companions (Level – 3)

Bugbear Zombie
Ghoul
Imp
Owlbear Skeleton
Quasit

7th-Level Reaper Druid Companions (Level – 6)

Allip
Chimera Skeleton
Ghast
Minotaur Zombie
Shadow
Vampire Spawn
Wight



**10th-Level Reaper
Druid Companions (Level – 9)**
Advanced Megaraptor Skeleton
Gray Render Zombie
Mummy
Wraith

**13th-Level Reaper Druid Companions
(Level – 12)**
Chain Devil
Demon, Babau
Cloud Giant Skeleton
Spectre

**16th-Level Reaper Druid Companions
(Level – 15)**
Bodak
Hellcat
Mohrg

Reaper druids never gain the ability to change into animals, plants, or elementals with *wild-shape*. As ardent foes of life, they detest the thought of assuming a blasphemous form.

Druids of the reaper realm gain proficiency with the scythe and may use that weapon without violating their class's strictures against forbidden weapons.

Realm Spells: Druids who choose this realm add the following spells to their lists. They gain them in addition to the core spells listed earlier in this chapter.

REAPER REALM SPELLS

0-Level Reaper Spells (Orisons)

Disrupt Undead
Ghost Sound
Inflict Minor Wounds
Resistance
Touch of Fatigue

1st-Level Reaper Spells

Bane
Cause Fear
Chill Touch
Detect Undead
Inflict Light Wounds
Ray of Enfeeblement
Obscuring Mist
Produce Flame
Shillelagh

2nd-Level Reaper Spells

Chill Metal
Command Undead

Death Knell
 Desecrate
 Flame Blade
 Ghoul Touch
 Fog Cloud
 Gust of Wind
 Scare

3rd-Level Reaper Spells

Animate Dead
 Contagion
 Darkness
 Inflict Moderate Wounds
 Poison
 Speak with Dead
 Vampiric Touch
 Wind Wall

4th-Level Reaper Spells

Deeper Darkness
 Enervation
 Inflict Serious Wounds
 Flame Strike
 Ice Storm

5th-Level Reaper Spells

Dispel Good
 Inflict Critical Wounds
 Slay Living
 Stoneskin
 Unhallow
 Wall of Fire

6th-Level Reaper Spells

Create Undead
 Inflict Light Wounds, Mass

7th-Level Reaper Spells

Blasphemy
 Fire Storm
 Harm
 Inflict Moderate Wounds, Mass

8th-Level Reaper Spells

Create Greater Undead
 Earthquake
 Finger of Death
 Inflict Serious Wounds, Mass
 Unholy Aura

9th-Level Reaper Spells

Inflict Critical Wounds, Mass
 Wail of the Banshee

SHEPHERD OF CHAOS

Required Alignment: CN

In the deepest regions of the wilderness, the shepherds of chaos find the ultimate expression of freedom in the plants, animals, and beasts of the wilds. Without the invasive influence of law, they are free to develop to their full potential. These druids see civilization as an evil not for its tendency to take resources without replenishing them or its tradition of exploiting all that falls within its grasp. Instead, a shepherd of chaos views cities, towns, and roads as a fumbling attempt at imposing structure and order over the world. These druids see the world as an interrelated web of life, starting with the merest field mouse and ending with elephants, dire bears, and other gigantic creatures. For the environment to remain healthy it must be allowed to develop as it wishes, unfettered by outside influences. In an ideal environment, the true potential of nature emerges when it never faces interference from outside forces.

Shepherds of chaos work to ensure that the natural world remains free of unneeded interference. They rarely take an active role in cultivating plants or tending to animals. Only the presence of intelligent creatures in the wilds can spur them to intervene. In that case, they are more than willing to use their spells to rally the beasts and flora to aid them in expelling the unwanted influence.

The shepherds see any incursion of civilization as a crime against the natural order. Roads that run through a shepherd's forest may face avalanches, plants that grow across them, and frequent attacks by wolf packs and other animals, all caused by a shepherd eager to destroy the road and expunge its influence on the forest. New settlements, even campsites, face a variety of ills from mosquito infestations to poisoned wells. The shepherds rarely use direct confrontations or diplomacy to achieve their goals. Rather, they prefer to incite nature to solve the problem.

While the shepherds may oppose civilization, they are by no means evil or murderous. They seek to drive encroaching creatures out of the forest, not necessarily kill them and conquer their cities. Some shepherds adventure or journey into civilization in order to better understand their enemies or use alternate means to keep the forests and wilds free. While few of them have the talent or temperament for diplomacy, those who do typically work

to halt development before it can start. Unfortunately, shepherds tend to hold extreme beliefs. They brook little, if any, interference in their gloriously chaotic realms. Compromise is rarely possible when they are involved in a discussion. Extremists who are unable to part with the smallest bit of freedom that their realms enjoy often drown the moderates who are willing to talk matters out.

Special Abilities: Shepherds of chaos gain several abilities and features that modify their *wildshape* ability. Unlike other druids, their indulgence in the raw possibilities of chaos makes their abilities less reliable. They also have a greater disdain for manufactured goods, leading them to avoid metal weapons in addition to armor and shields.

When a shepherd of chaos uses his *wildshape* ability, he must fight his internal urge to wallow in his animal nature. These druids surrender their intellects and act out the instincts and drive found within the creatures they mimic. To the shepherds, this is perhaps the ultimate religious experience as it grants them insight into the chaos inherent in the natural world.

Unfortunately, this can cause some problems while adventuring. Fighting the animal instincts is contrary to the shepherd's teachings and beliefs. If a shepherd seeks to do anything other than attack an opponent, flee from danger, or hunt for food while in animal form, he must make a Will save (DC 20) to take action. If he fails this save, he spends 1d4 x 10 minutes simply experiencing the sensations and animal instincts of his new shape. In addition, a shepherd of chaos must use *wildshape* at least once per day to maintain his connection to the chaotic web of life.

While the shepherd's tendency to wallow in his animal form can be troublesome, it does have its benefits. Shepherds readily adapt to a variety of feral roles, allowing them to maintain a set of distinct abilities for their wild and humanoid shapes. Each time a shepherd gains a new feat, he selects one feat that he uses while in animal form and another that he uses while he is in any humanoid form, including his natural one. The shepherd keeps two lists of feats and shifts between them as he changes form. When in humanoid form, he does not count as having his animal feats and vice versa.

For example, at 1st level a shepherd receives a feat. He selects Power Attack for his animal form and Combat Casting for his humanoid form. He can only use Power Attack while in animal form. At 3rd level, he could take Cleave as his animal feat but not as his humanoid one, since he does not meet its prerequisite in humanoid form. The shepherd can take feats whose ability requirements he does not meet for his animal form. When he acquires the needed ability, such as through *wildshape* or even with a spell such as *bull's strength* when in animal form, he may use them as normal. Note that the shepherd gains feats before he can use *wildshape* to reflect the knowledge he acquires by meditating on animal forms as he builds the mystical skills needed to assume them.

Shepherds of chaos face additional restrictions on the weapons they may wield. Shepherds are proficient with and may use without restriction the club, staff, shortspear, longspear, spear, dart, javelin, sling, and greatclub. Like normal druids, they can only wear padded, leather, or hide armor and can carry only wooden shields.

Realm Spells: Druids who choose this realm add the following spells to their lists. They gain them in addition to the core spells listed earlier in this chapter.

SHEPHERD REALM SPELLS

0-Level Shepherd Spells (Orisons)

Cure Minor Wounds
Dancing Lights
Daze
Ghost Sound
Resistance

1st-Level Shepherd Spells

Cause Fear
Color Spray
Cure Light Wounds
Detect Law
Entropic Shield
Jump
Magic Stone
Obscuring Mist
Shillelagh

2nd-Level Shepherd Spells

Align Weapon
Flame Blade
Flaming Sphere
Fog Cloud

Mirror Image
Remove Paralysis
Restoration, Lesser
Shatter
Touch of Idiocy

3rd-Level Shepherd Spells

Call Lightning
Contagion
Cure Moderate Wounds
Magic Circle against Law
Neutralize Poison
Rage
Remove Disease
Wind Wall

4th-Level Shepherd Spells

Chaos Hammer
Confusion
Fear
Flame Strike
Freedom of Movement
Ice Storm

5th-Level Shepherd Spells

Call Lightning Storm
Dispel Law
Feeblemind
Mind Fog
Stoneskin
Unhallow
Wall of Fire

6th-Level Shepherd Spells

Animate Objects
Fire Seeds

7th-Level Shepherd Spells

Fire Storm
Insanity
Prismatic Spray
Word of Chaos

8th-Level Shepherd Spells

Cloak of Chaos
Earthquake
Finger of Death
Prismatic Wall
Reverse Gravity

9th-Level Shepherd Spells

Prismatic Sphere
Shapechange
Summon Monster IX (cast as a chaos spell only)

RANGERS

In the core rules, rangers can currently select from a pair of weapon styles: archery or two-weapon fighting. This section presents rules for building variant rangers, giving you more options for ranger styles. It also gives you alternate rules for ranger characters who lack access to magical spells. These rules build on the concept of ranger styles by giving more abilities to each option in exchange for this class's casting ability. In some campaigns, a wilderness warrior who learns spells is a poor fit. In other cases, you might simply prefer to create a ranger who is better at combat or tracking but incapable of casting spells.

VARIANT RANGER STYLES

At 2nd level, you may choose one of the following styles in place of archery or two-weapon fighting. These styles preserve your character's spellcasting ability and give you new feats or talents at 2nd, 5th, and 11th levels. Some of these abilities function like weapon styles, giving a ranger additional abilities in combat. Others expand his wilderness lore and knowledge of the land.

TWO-HANDED FIGHTING

While some rangers prefer bows or two-weapon fighting styles, others utilize heavy, two-handed weapons to fell their enemies with a single, savage blow. The ranger who chooses this style is a woodcutter, miner, or other frontiersman who relies on heavy tools and weapons. Axes are a popular choice for rangers who master this style, but some rangers use greatclubs, heavy flails, and similar weapons. The ranger who follows this path is the master of a single-stroke kill. He puts tremendous strength and force behind his weapon, chopping through orcs and goblins with the same skill he uses to fell trees.

Two-Handed Defense: At 2nd level, the ranger learns to use his weapon as both an offensive weapon and a useful shield. By swinging his axe in a wide, sweeping arc, he forces his enemies backward and ruins their attacks. While fighting with a two-handed weapon, the ranger gains a +1 dodge bonus to AC.

Sweeping Attack: At 6th level, the ranger wields his weapon in a whirling hurricane of cuts, slashes, and hacks. He gains the benefits of the Whirlwind Attack feat while using a weapon that requires two hands.

Ferocious Blow: At 11th level, the ranger can make wild, unbalanced attacks that cleave through his enemies at the cost of his defenses. He can subtract one from his AC to a maximum of -5 to gain a +2 bonus to damage per -1 penalty to AC he endures. For example, a ranger could sustain a -4 penalty to AC for a +8 bonus to damage. The ranger cannot combine this ability with the Power Attack feat. The AC penalty and damage bonus apply until his next action.

EXPLORER

Some rangers specialize in seeking out hidden ruins, uncovering new lands, and pushing back the boundaries of ignorance. These explorers learn to cope with harsh environments. They are experts in navigating foreign cultures, with their training and intuitive sense of discovery working to unveil a group's customs, expectations, and language. These rangers thrive on the borders between realms, their insatiable curiosity driving them ever onward in search of new challenges.

Frontiersman: The explorer learns to adapt to his environment. Starvation, thirst, extreme temperatures, and other hazards mean little to him. His drive to uncover what lies over the horizon pushes him to ignore many discomforts and hazards that would discourage others. At 2nd level, he gains a +1 bonus on all saving throws. In addition, he gains a +4 competence bonus on all saves and checks made to avoid environmental hazards. Hazards are presented later in this

book. If you do not use them in your campaign, apply this save bonus to any save made against effects other than magical spells, poison, supernatural abilities, or spell-like effects.

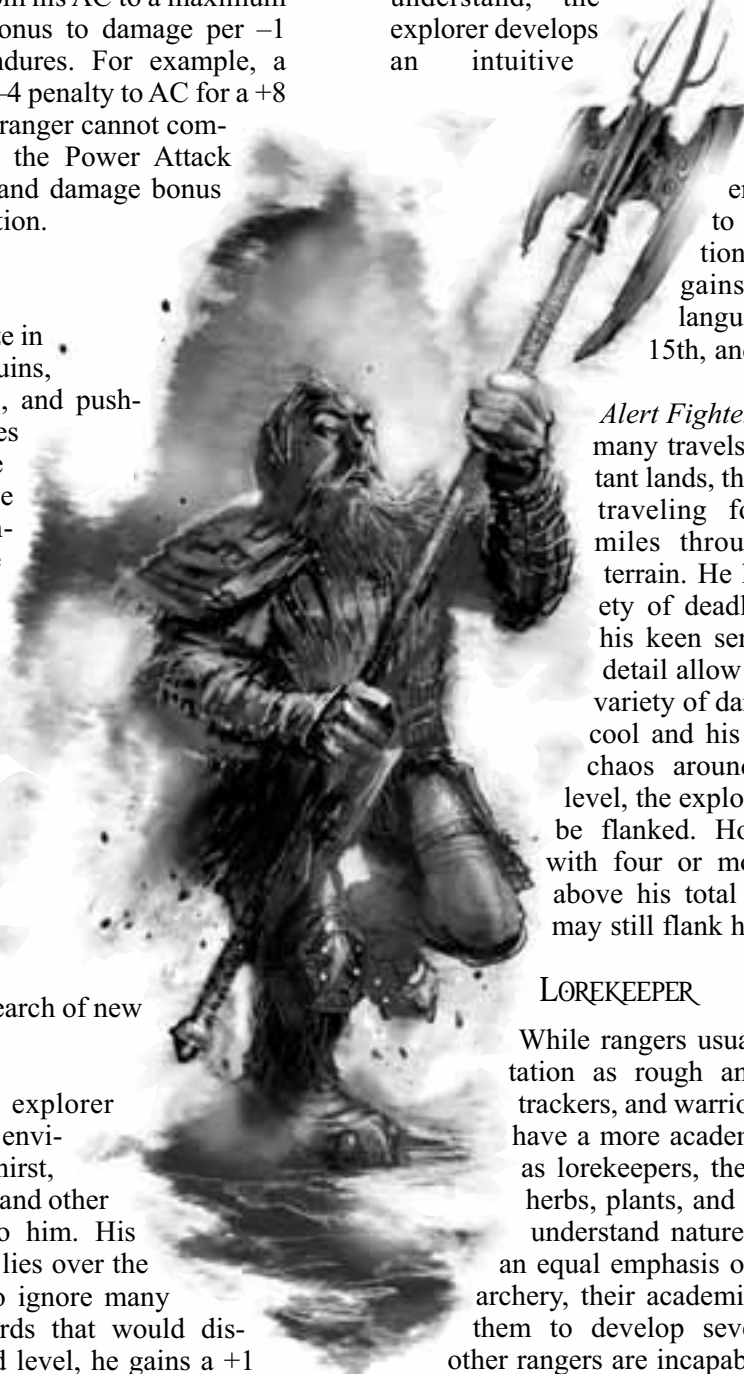
Frontier Emissary: In his travels, the explorer encounters a wide array of cultures, civilizations, and writings. While others pay little mind to tongues they cannot understand, the explorer develops an intuitive

sense of language. At 6th level the explorer gains the ability to speak one additional language. He gains an additional language at 9th, 12th, 15th, and 18th levels.

Alert Fighter: The explorer's many travels take him to distant lands, though not without traveling for hundreds of miles through inhospitable terrain. He has faced a variety of deadly monsters, and his keen senses and eye for detail allow him to react to a variety of danger, keeping his cool and his wits despite the chaos around him. At 11th level, the explorer can no longer be flanked. However, enemies with four or more rogue levels above his total levels in ranger may still flank him.

LOREKEEPER

While rangers usually have a reputation as rough and ready scouts, trackers, and warriors, some of them have a more academic bent. Known as lorekeepers, these rangers study herbs, plants, and animals to better understand nature. While they put an equal emphasis on swordplay and archery, their academic interests allow them to develop several talents that other rangers are incapable of cultivating. Lorekeepers are masters of crafting healing poultices, while their knowledge of animals allows them to develop cunning tactics against them.



Master Herbalist: The lorekeeper's expanded knowledge of nature, animals, and plants allows him to create healing draughts and other useful items. At 2nd level, he gains the Brew Potion feat. The lorekeeper may create potions for 1st level spells, even though he cannot cast those spells until 4th level at the earliest. He also adds the spells from the cleric's healing domain to his lists, allowing him to cast *cure* spells at a lower level than other rangers.

Healing Hands: At 6th level, based on his studies of anatomy, healing, and magic, the lorekeeper learns to provide his patients with a small amount of relief from their injuries. With a DC 20 Heal check, he cures a number of hit points equal to 1d6 + his Wisdom modifier (if positive). On a failed check, the lorekeeper fails to heal the patient. A lorekeeper can use this ability once per day per subject whether he succeeds or fails. Using this ability requires 10 minutes of uninterrupted concentration and work. Make the Heal check after this time period passes. The lorekeeper must have bandages, thread, and a needle. If anything interrupts the lorekeeper's efforts, his patient gains no healing but he may try to treat him again that day.

Lore of Beast and Blade: At 11th level, the lorekeeper's knowledge of animals, beasts, and other creatures allows him to direct his allies' efforts in battle. If he spends a full-round action counseling his allies, they gain a +1 competence bonus on attack rolls and a +2 competence bonus on weapon damage rolls against one of his favored enemies for the rest of the encounter. The lorekeeper chooses the enemy type when he activates this ability. He may use this ability three times per day.

OUTRIDER

Some rangers prefer to operate from horseback, particularly those who hail from steppes, plains, and other open areas. These skilled horsemen specialize in riding down monsters, bandits, and other threats. They feel most comfortable with a mighty charger at their command, the wind in their hair, and the open steppe before them.

Horseman: At 2nd level, the outrider may choose Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge, or Trample as a bonus feat. In addition, the outrider suffers no penalty for riding a creature without a saddle.

Scout: At 6th level, the ranger's magical abilities and skill with animals allows him to form a close bond with any creature he rides. He gains a +5 competence bonus to all Ride checks. Under his guidance, a mount gains a +1 competence bonus to all attacks, a +2 dodge bonus to AC, and a +2 competence bonus to all saves.

Rough Rider: Outriders form such close bonds with the creatures they ride that they gain several benefits in mounted combat. At 11th level, an outrider gains a +1 competence bonus to all attacks made while mounted. In addition, he may guide a creature to attempt daring stunts in battle. He grants his mount a +10 competence bonus to all Jump checks. Any movement the mount completes while jumping does not draw attacks of opportunity. The outrider and his mount move too fast and in an unexpected manner for their foes to take advantage of the opening in their defense.

RANGER KNIGHT

In some realms, rangers serve as shock troops and knights. Though they rely on speed and wilderness lore in most of their endeavors, when the realm faces a dire threat they march into battle alongside formations of pikemen and archers. These warriors are known as ranger knights. Their training and skill allows them to stand toe to toe with platemail-clad knights, giants, and other threats. In order to survive such battles, they learn to better protect themselves to compensate for their light armor.

Ranger knights are most common amongst the wood elves, as they typically lack the resources to field heavily armored soldiers. To mask this weakness, their knights learn to maximize their speed and agility.

Ranger Squire: Ranger knights prefer to fight with a one-handed weapon and a shield, especially when they march together in military formations. When using a shield, the ranger knight gains either a +1 competence bonus to attacks or a +1 dodge bonus to AC. You must choose this bonus before taking any actions for the round.

Ranger Knight: At 6th level, the ranger knight's training allows him to dodge blows and protect himself from attacks. He gains a +1 dodge bonus to AC while wearing light or no armor. Dodge bonuses stack,

granting the knight a +2 bonus when carrying a shield.

Ranger Lord: At 11th level, a ranger knight masters the art of blending his speed with his weapon-and-shield fighting style. He gains an additional +2 dodge bonus to AC while wearing light or no armor. This bonus stacks with the one he gained at 6th level, giving him a +3 dodge bonus to AC.

SLAYER

The slayer is a hunter. He tracks down his enemies and dispatches them with a single, well-placed arrow. In battle, he learns to recognize critical points in his enemy's anatomy. Rather than defeat an opponent with a flurry of attacks, he slips a blade between armor plates or into a vital organ. Slayers sometimes operate as bounty hunters and big game hunters. They keep trophies taken from their kills, and many of them tend towards evil alignments.

Stalker: At 2nd level, the slayer gains the ability to sneak attack as the rogue class ability. He deals +1d6 points of damage with this talent. This damage stacks with any other sources of sneak attack damage, such as that gained from rogue levels.

Marauder: A slayer's sneak attack damage increases to +2d6 at 6th level.

Death Dealer: At 11th level, the slayer's sneak attack damage increases to +3d6.

SPEAR-FIGHTER

Some rangers prefer the spear to other weapons. A spear is well suited for use against charging animals. It makes a handy armament when a ranger can use favorable terrain while attacking enemies with his weapon's reach.

Agile Spear Fighter: At 2nd level, a ranger with this combat style gains the ability to use his spear with superior speed and agility. When fighting with a spear that is not a reach weapon, he gains +5 ft. reach. If an opponent moves adjacent to him, he may attack that foe with his spear even if its reach normally prohibits such attacks.

Precise Spear Fighter: At 6th level, the ranger's talent with his spear allows him to engage enemies who are already locked in melee with enhanced accuracy.

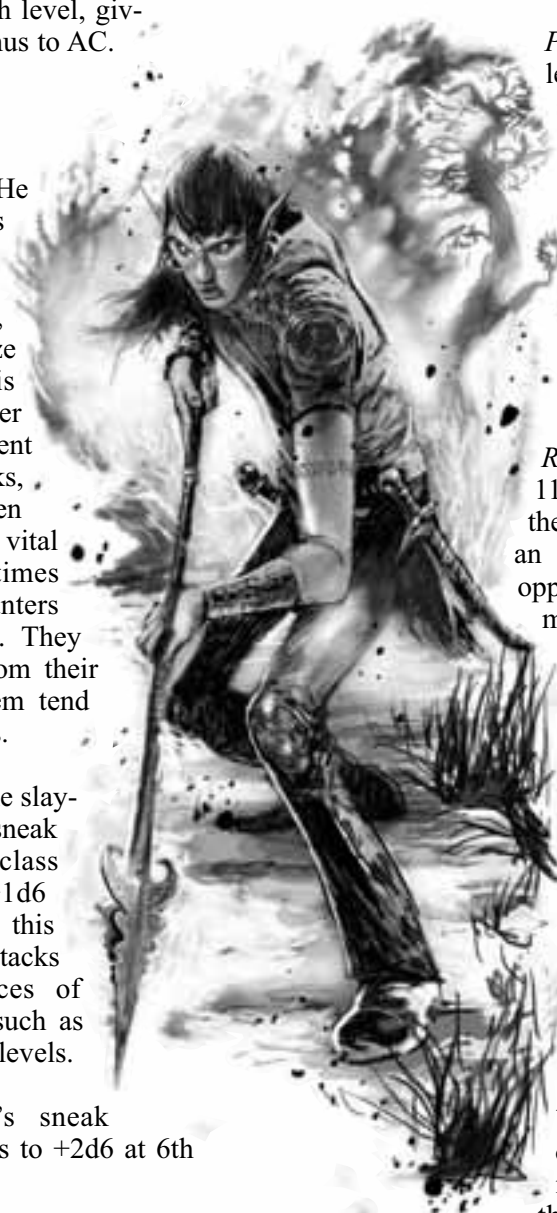
The ranger ignores the standard -4 penalty for attacking a creature in melee when using his spear's reach and he ignores any cover short of complete cover the creature may have.

Redoubtable Spear Fighter: At 11th level, a spear-fighter masters the use of his weapon. Whenever an opponent draws an attack of opportunity from him due to movement, he counts as having set his spear to receive a charge. He gains the bonus damage even if his opponent did not charge him.

NON-SPELLCASTING RANGERS

While the ranger given in the core rules has access to divine spells, these abilities may not fit with your picture of a specific ranger or their role in the campaign world. This section builds on the idea of expanded options for ranger characters by introducing additional abilities they can gain through their choice of styles. In return for forgoing the ranger's spellcasting ability, you gain the following additional abilities based on your specialization. Note that archery and two-weapon fighting are the standard ranger's default styles.

The abilities listed here are in addition to those either given in the core rules (in the case of archery and two-weapon fighting) or listed above with the new styles.



ARCHERY

In place of their spellcasting ability, archers become expert sharpshooters. While they may lack the pure skill of a fighter who focuses on the bow, they develop several unique tricks.

Hail of Arrows: At 12th level, a ranger who selected the archery style gains the ability to inspire fear in his enemies by subjecting them to a furious volley of fire. The ranger may opt to strike every opponent in a 30-ft. radius with a single arrow. This area of effect can be centered on any spot within range of his weapon. He attacks each opponent at his best base attack bonus but suffers a -2 penalty to his attack for each opponent beyond the first. For example, the ranger suffers a -2 penalty to fire at two targets, -4 to hit three, -6 to four, and so on. This penalty applies to all of his shots. The ranger fires one arrow at each target. The standard penalties and modifiers for range, cover, and other factors apply to each shot as normal.

Sniper: At 14th level, the archer masters the art of focusing his concentration and striking a target despite any cover. He may make a sniper shot with a full attack action. He gains one attack at his best base attack bonus but ignores any cover and/or concealment his target gains. He must be able to see the target, making it impossible for him to negate total cover.

Storm of Arrows: At 16th level, the archer may use his hail of arrows ability to fire two arrows at each target within a 30-ft. radius. He suffers a -4 penalty per target after the first. Otherwise, use the rules given for hail of arrows.

Deadeye Shot: An 18th-level ranger with the archery style gains the ability to fell his chosen enemies with a single, well-placed shot. Against such foes, the archer may make a single shot as a full attack action. If his shot hits, his target must make a Fortitude save (DC 15 + Wisdom modifier) or suffer critical rather than normal damage. This ability functions only against creatures that the ranger counts as favored enemies. In addition, creatures that are immune to critical hits cannot be affected by this ability.

EXPLORER

The explorer tends to pick up information from a variety of sources and lands. He becomes a

jack of all trades who has an affinity for the wilderness and travel.

Danger Sense: At 12th level, the explorer is always on his toes. Unexpected events barely faze him. While others gape in surprise, he takes whatever actions are necessary to survive. The explorer can longer be caught flat-footed.

Cunning Stratagem: The explorer's many travels and his experiences in a wide variety of situations have taught him many unorthodox tactics. At 14th level, the explorer may make a Survival check opposed by an opponent's Will save. The target of this ability must be within the explorer's threatened area. This ability counts as a standard action that can be used once per encounter. If his opponent fails this save, he suffers a -2 circumstance penalty to attacks for the rest of the encounter. The explorer yanks his foe's belt loose, throws sand in his eyes, delivers a particularly effective taunt, or otherwise causes his foe to lose his cool or focus. The explorer's player should describe exactly how he completes this action.

Wanderer's Insight: At 16th level, the explorer's wide range of experiences and the many stories and rumors he has heard combine to give him an insight into many monsters he faces. Once per encounter, the explorer can learn the basic weaknesses and strengths of a creature he faces. The DM should summarize the creature's special qualities and attacks, though he should use general descriptive terms rather than game mechanics. For example, a creature with DR/silver would be described as vulnerable to silvered weapons, while one with the ability to cast *hold person* would be able to paralyze humanoids with its magic.

Wanderer's Luck: By the time the explorer reaches 18th level, he has acquired a wide and deep collection of anecdotes, stories, and legends. While he may lack a sage's in-depth knowledge, he is a treasure trove of important facts and generally useful knowledge. Three times per day, the wanderer may make a skill check using any skill, even ones that are prohibited or cross-class to him, as if he had ranks in it equal to half his total level. The wanderer draws on half-remembered rumors, actions and abilities he has witnessed, and the rest of his knowledge to complete these tasks.

LOREKEEPER

The lorekeeper's abilities are largely driven by magic, making it a poor choice for a non-spell-casting ranger. As an alternative for low-magic worlds, you could rule that the lorekeeper is the only ranger who gains spellcasting ability. Otherwise, this style cannot function without access to magic.

OUTRIDER

Experienced outriders further develop the bond they share with their mounts, forging a strong link with them that allows them to excel in many areas. An outrider and his horse, griffon, or other mount are more of a team than master and servant.

Bonus Feat: The outrider's talent in riding allows him to develop specialized skills and abilities as a cavalry fighter. He may select any one of the following as a bonus feat at 12th level: Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge, or Trample.

Canny Rider: At 14th level, the outrider can guide his mount with such skill that he ignores the effects of many types of terrain. If an obstacle costs more than one square of movement to enter, the outrider can reduce the movement required by one square to a minimum of one.

Driven Rider: At 16th level, the outrider can coax his mount into producing a burst of speed beyond its normal limits. During combat, his mount gains a +10 ft. bonus to all its movement modes, including flying, swimming, or burrowing if appropriate.

Overwhelming Attack: At 18th level, the outrider develops the skill and courage needed to perform a dangerous combat maneuver. When charging an opponent while mounted, he can leap from the saddle to overwhelm his foe and knock him to the ground. The outrider must make a charge attack against his opponent as normal. When he makes his attack, he jumps from the saddle and uses the additional momentum to power his strike. He resolves the attack as normal for a mounted charge, gaining all bonuses that he would gain for fighting while mounted. In addition, he gains a +2 bonus on the attack roll and a +4 bonus to damage. After resolving this attack, the outrider ends his movement standing on the ground next to his mount.

RANGER KNIGHT

Brave defenders of the realm, ranger knights learn to maneuver in light armor. They develop a combat style that allows them to gain the same level of protection from light armor that traditional knights gain from plate and chain.

Shield Defense: At 12th level, the ranger knight can improve his defenses by carefully biding his time to strike at the proper moment. Rather than use his full array of strikes, he uses his shield to block his foe's attacks and lashes out as his guard is at its weakest. The ranger knight can use this ability with the full attack action. Rather than make multiple attacks, he makes a single attack at his highest base attack bonus. In return, he gains a +2 dodge bonus to AC for each attack he did not use. The ranger knight gains this benefit only when he carries a shield.

Knightly Defense: At 14th and 18th level, the ranger knight gains a +1 dodge bonus to AC while wearing light or no armor. Dodge bonus stack, allowing the ranger knight to gain a steadily better bonus to AC from this style's special abilities.

Defender of the Realm: At 16th level, the ranger knight learns to tap into his connection to the land and call upon a steely resolve that allows him to face down the fiercest opponents. Once per day, he can tap into his inner reserves and bolster his defenses against spells and other effects. For the duration of one encounter, the knight gains a +2 bonus to all saving throws.

SLAYER

The fearsome slayer is a dire enemy and a valued ally. As he gains experience, he learns to attack his enemies with increased ferocity. The creatures that he targets as enemies fall before his bow and blade like wheat before a scythe.

Sneak Attack: At 12th and 16th level, the slayer gains an additional +1d6 points of sneak attack damage. This damage stacks with any existing sneak attack abilities he has gained from this style or other class abilities.

Bloodletter: At 14th level, the slayer learns to deliver horrific wounds against the enemies he studies as chosen targets. Against his favored enemies, he gains the benefits of the Improved Critical feat with all weapons. If he already has

that feat with a specific weapon, increase its threat range by one when the slayer fights one of his favored enemies.

Reaper: At 18th level, the slayer masters the art of dispatching foes with a single decisive stroke. When fighting against his favored enemies, he gains an additional +2d6 points of sneak attack damage. This damage, unlike standard sneak attacks, applies against creatures that are normally immune to this ability. Note that only this specific +2d6 damage gains this benefit. The rest of the slayer's sneak attack damage is ignored as normal. Otherwise, the slayer gains all of his sneak attack bonus damage and this +2d6 points of extra damage against his favored enemies.

SPEAR-FIGHTER

As the spear-fighter increases in prowess, he masters a variety of tactics that draw on his weapon's form and function. While the spear may seem like an easily mastered weapon, the ranger's talents belie that notion.

Spearman's Defense: The spear-fighter's jabbing attacks hit with such force that they halt his opponents in their tracks, forcing them to end their movement. At 12th level, the ranger gains the ability to force his opponents to stop if they draw attacks of opportunity from him for moving. If the ranger's attack of opportunity hits, he may make an opposed Strength check against the target of the attack. If he succeeds, his opponent's movement stops in the square it occupied before it provoked the attack. Creatures gain any bonuses they would normally have against bull rush attacks for having four or more legs or for being exceptionally stable.

Warding Attack: At 14th level, the spear-fighter can drive his opponents backward by making a furious array of jabs and attacks at them. He stabs at his opponent's head, rains blows on his shield, and forces him to give ground. As a full attack action, the spear-fighter makes a single attack at his highest base attack bonus. If this attack hits, his opponent must make a Strength check with a DC equal to the attack's result. If this check fails, the spear-fighter can force his opponent to move up to 10 ft. away from him. With each space it moves, the opponent must end up farther away from the spear-fighter. The spear-fighter could not compel a creature to move sideways or closer to him.

Creatures cannot be forced to move off cliffs, through lava pools, or into any other hazard that inflicts more than 2d6 points of damage. Each time the creature moves, the spear-fighter can also move 5 ft. in the same direction. Both the ranger and his target incur attacks of opportunity for moving through threatened areas as normal, but the spear-fighter cannot make such attacks against his target.

Spear Defense: When equipped with a spear, the ranger can parry blows with his weapon's haft. At 16th level, the spear-fighter can use his weapon as a shield. He gains a +2 shield bonus to AC. If he fights with a one-handed spear, he either gains a +1 shield bonus to AC or the bonus he gains from his shield increases by 1.

Sweeping Attack: At 18th level, the spear-fighter learns to use his spear's blunt end in a manner similar to a staff. He follows up his initial stabs with a sweeping smash with the spear's haft, clubbing his enemies into submission. When using the full attack action, the spear-fighter may make an additional attack that inflicts 1d6 points of bludgeoning damage in return for a -4 penalty to all of his attacks for that round. This attack gains all the bonuses, magical abilities, and other modifiers that the spear normally enjoys.

TWO-HANDED FIGHTING

The ranger learns to channel his savage blows with greater accuracy while improving his ability to fight off his opponents with sweeping attacks with his weapon.

Steel Cleaver: At 12th level, the ranger's weapon cuts through wood, stone, and steel with equal ease. When striking objects, he may choose to ignore an object's hardness. Instead, he inflicts damage equal to his current Strength bonus directly to the object's hit points. This ability is best used against steel, stone, and other materials whose hardness can nullify most or all of your damage.

Nimble Fighter: At 14th level, the ranger gains an additional +1 dodge bonus to AC while fighting with a two-handed weapon and wearing light or no armor. At 18th level, this bonus increases to +2.

Mighty Blow: At 16th level, the ranger can make devastating strikes that hinder his enemies and leave them in a precarious

position. When using the full attack action, the ranger may opt to make a single strike at his full attack bonus. If the attack hits, the target of this blow must make a Strength check with a DC equal to the damage inflicted. On a failed check, the creature falls prone in its current space. Creatures with four or more legs and those that are exceptionally stable (as per the bull rush attack) gain a +4 bonus to this check.

TWO-WEAPON FIGHTING

Rangers who opt for this style learn to better coordinate their two weapons, employing tactics and abilities that can confuse and overwhelm their opponents.

Deceptive Strike: At 12th level, the ranger learns to coordinate his attacks to foil his enemy's defenses. By jabbing and feinting with one weapon, he can create an opening for a decisive strike with his other attack. When using the full attack action, the two-weapon stylist may forgo his off-hand weapon attacks. In return, he can use his full base attack bonus with his primary weapon. In addition, the ranger gains a +2 bonus on attack rolls with all of his attacks as he distracts his foe with jabs and feints with his off-hand weapon.

Double Strike: As the ranger masters his fighting style, he masters the ability to make a single, devastating attack with both of his weapons. At 14th level he may make a single attack with his off-hand weapon, forgoing the bonus attacks he gains from Improved and Greater Two-Weapon Fighting. In return, he gains a +4 bonus to damage with his secondary weapon. He strikes just as he attacks with his primary weapon, driving his off-hand blow into a vulnerable point as his foe tries to ward off his primary strike.

Hurricane of Steel: At 16th level, the ranger develops the ability to confuse his opponents and ruin their defense with a rapid series of attacks. He slashes wildly with both weapons, forcing his opponent back on his heels. With each attack he makes, he may opt to make a feinting attack with his weapon. If the attack succeeds, it deals no damage but the opponent's AC is reduced by 1 until its next action. The ranger strikes his opponent with such a furious series of attacks that he forces him to disregard his other opponents in order to defend himself. The ranger can mix his off-hand and primary attacks as he wishes when

using this ability, perhaps using his secondary weapon to drive down his foe's AC before attacking with his primary weapon.

Rapid Strike: With his experience in carrying and using two weapons, the ranger learns to make swift, decisive attacks with his secondary weapon. At 18th level, the ranger can make an attack with his off-hand weapon while using the standard attack action. He attacks with his primary weapon as normal and may use his off-hand weapon with a -5 penalty, granting him a total of two attacks.

WILDERNESS FEATS

Survival in the wild forests, searing deserts, and lofty mountains of a fantasy world is by no means a sure thing. Even with modern day conveniences such as global positioning systems, mobile phones, and off-road vehicles, hikers become lost in the wilderness. In a time and place that lacks these technologies, travelers must rely on their own talents and abilities to survive. This section introduces several new feats that are designed for use in the outdoors. Many of them function particularly well for ranger and druid characters, granting them enhanced abilities or expanding on their class traits.

EAR TO THE GROUND [GENERAL]

With your keen hearing and sense of the environment, you can listen to the ebb and flow of sound and energy through the ground. By spending a few moments in quiet meditation, you listen to the whispers of the trees, study the sounds that resonate through the earth, and learn of the creatures in the area.

Prerequisites: Listen 6+ ranks, Alertness.

Benefit: By spending one minute in quiet contemplation, usually with an ear held close to the ground, you can determine the relative location and actions of certain creatures within a radius determined by your Listen result. Make a Listen check and divide the result by 10. This total is the radius in miles within which you can sense

activity. You learn the general direction and distance of all creatures of size Large or greater and groups of Medium creatures that number six or more. After making your check, you can pick one group you detect and learn more about it. In addition to its distance and direction, you uncover its current speed and heading if it is traveling.

The concentration and focus required to use this feat drain you physically and mentally. You can use it only once every hour.

GREATER TRACK

[GENERAL]

By closely studying your quarry's tracks, you can learn how he thinks and what he is likely to do when confronted with a problem.

The best rangers learn not only to follow a creature's trail but to extract from it how that monster behaves and the tactics that could prove useful in defeating it.

Prerequisites: Track, Improved Track, Survival 9+ ranks.

Benefit: If you beat the Survival DC needed to follow a creature's tracks by 10 or more, you gain an important insight into how the creature fights and behaves in the face of danger. If you encounter these enemies within 24 hours of your successful check, you gain a +1 insight bonus to attacks against them and a +2 insight bonus on all Charisma and Charisma-based skill checks. In addition, if you spend a full-round action instructing your allies in tactics or shouting instructions to them during the encounter, they too gain the +1 insight bonus

on attack rolls. You can gain this bonus only on the next encounter against these enemies.

IMPROVED TRACK [GENERAL]

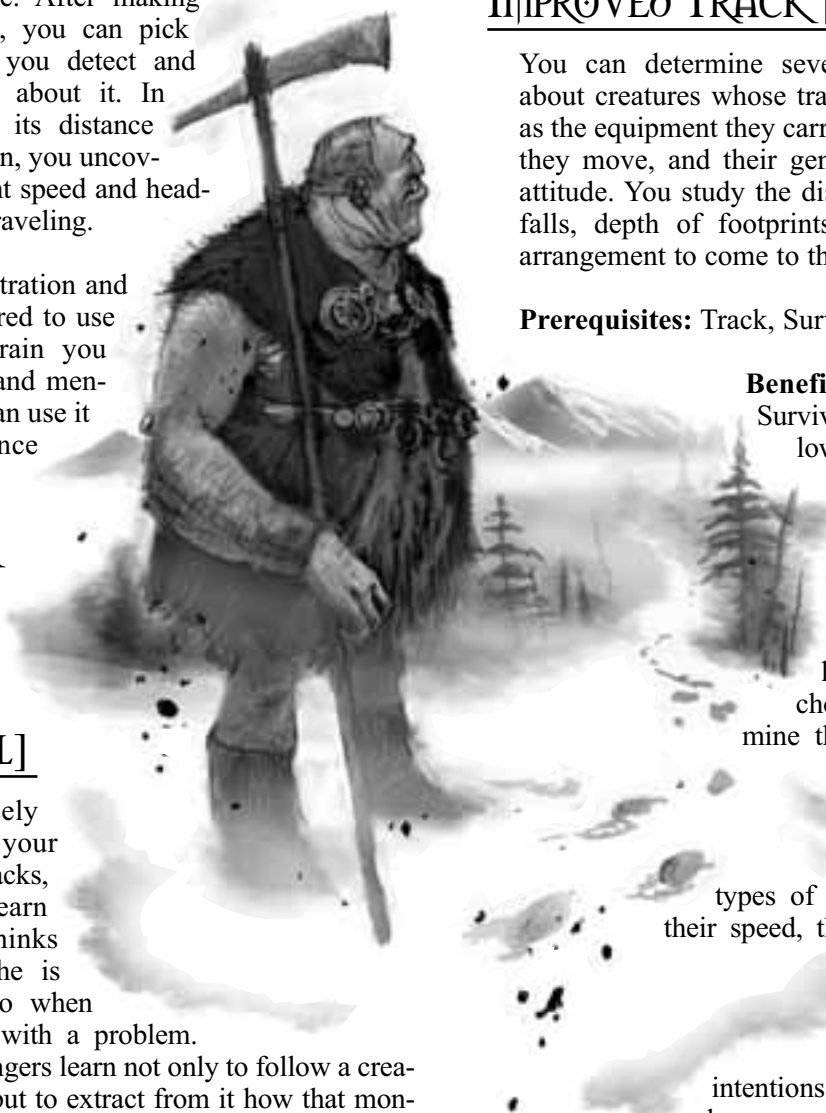
You can determine several important facts about creatures whose tracks you follow such as the equipment they carry, the speed at which they move, and their general disposition and attitude. You study the distance between footfalls, depth of footprints, and their general arrangement to come to these conclusions.

Prerequisites: Track, Survival 6+ ranks.

Benefit: If you beat the Survival DC needed to follow a creature's signs or group's tracks, you learn more about your quarry. For each successful check you make, you learn one of the following facts of your choice. You can determine the type of creatures you follow, if they wear light, medium, or heavy armor, the types of weapons they carry, their speed, their current distance from you (assuming they maintain the same space), and their general intentions. For their goals and plans, your DM should summarize your target's plans and disposition. For example, an orc war party might march in a tight formation to avoid detection while moving through enemy territory on their way to a raid, while a pack of wolves may pursue their quarry. In essence, you learn why your target is moving. You do not learn any specific plans, such as how the orcs plan to stage their attack.

Normal: You cannot learn anything from tracks, leaving you to follow them in order to discover more about them.

Special: You can use this feat once per mile that you follow a set of tracks. You need to see more tracks in order to draw more information from them.



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