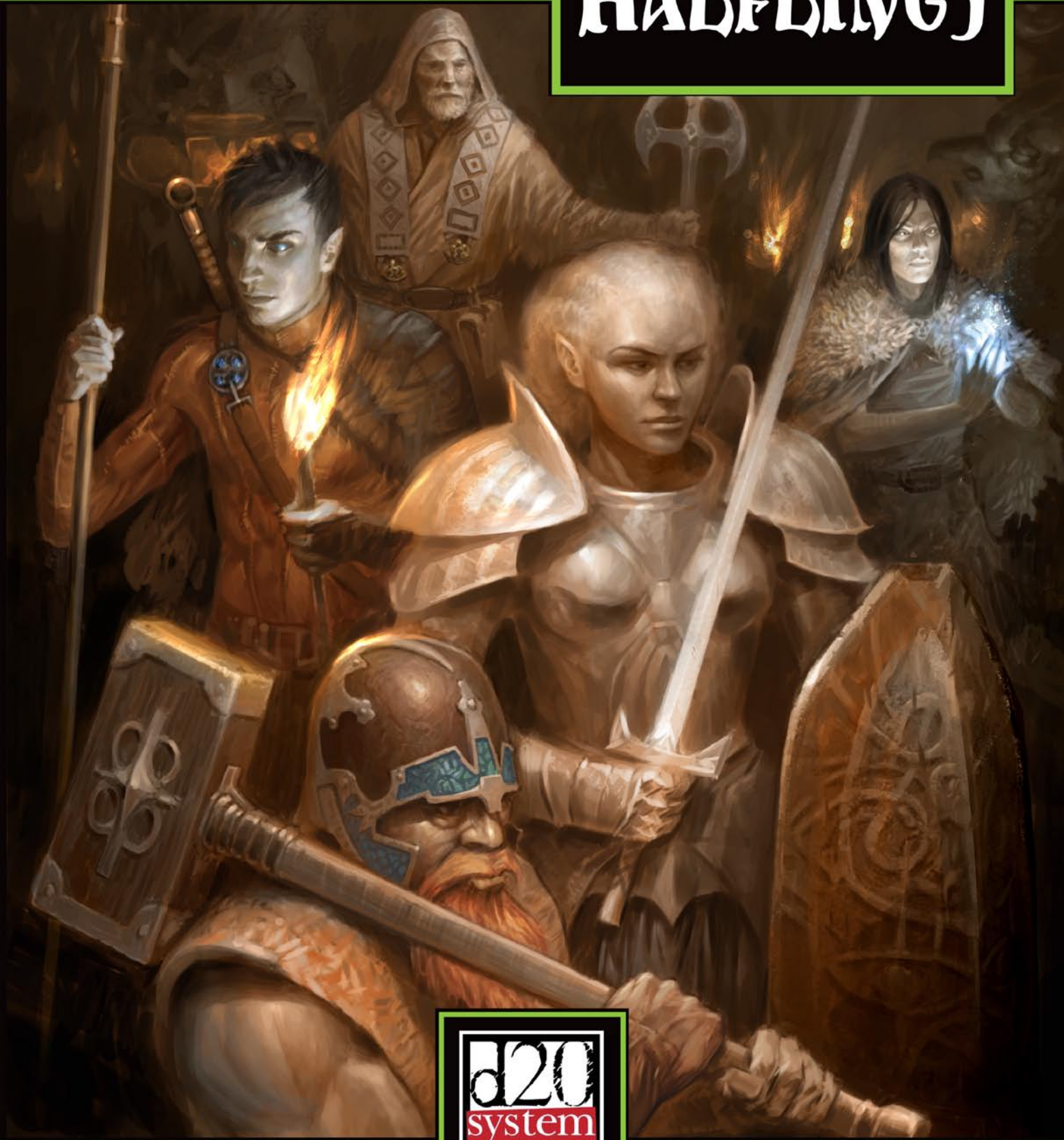


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ADVANCED RACE CODEX

BY ROBERT J. SCHWALE & RODNEY THOMPSON

HALEFLINGS



AN ADVANCED RULEBOOK FOR THE D20 SYSTEM

THE ADVANCED RACE CODEx

HALFLINGS



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INTRODUCTION

Welcome to the *Advanced Race Codex* PDF series!

Ever notice how after your first few levels, the choice you made for your character's race no longer seems to matter? Beyond a few bonus skill points, perhaps an additional feat, and a handful of modifiers for special situations, the benefits of racial selection don't amount to all that much. Sure, your dwarf has darkvision, but so does anyone else touched by a 3rd-level wizard who can cast the spell of the same name. Like the +2 bonus to Constitution your gnome got? You can bet your party's spellcasters like the +4 bonus they get from *bear's endurance*. Think your elf is good at getting a fast shot off with a longbow? So is anyone else with *gloves of Dexterity*. When you really think about it, a feat, spell, or prestige class can eventually replicate just about any bonus or edge you get from your race choice. So should you care about what race you pick? Does it really matter in the long run?

Absolutely.

This is where the *Advanced Race Codex* PDFs come in. The primary purpose of these electronic books is to bring back the appeal of playing elves and half-elves, gnomes and halflings, half-orcs and other humanoid races. Each PDF expands the scope of a race beyond the simplest terms of the default campaign background, allowing racial choice to really mean something. They provide the mechanics to support whatever character you want to play, from whatever perspective you want to play it. From a black-clad dwarf necromancer, to a halfling bare-fisted fighter, to an elf bard channeling the music of nature, this series gives you the tools to expand the scope of character races in your games. Individually, the ARC PDFs provide rules expansions for one of the core races: dwarves, elves, humans, half-elves, and the rest in exquisite detail. By offering them individually,

you can sample the cool new rules and features as they apply to your character, easily printing off feats, spells, and prestige class notes you can bring to the table without lugging around an extra book.

Some of the material found in these PDFs originated in Green Ronin's popular **Races of Renown** series. The **Advanced Race Codex** PDF series collects this wealth of older material and updates it to the v3.5 rules. The **Advanced Race Codex** series is more than just a reprint and revision product, though. Here you will also find all-new information presented for humans, gnomes, half-elves, halflings, and more. So rest assured, no matter what kind of character you want to play, the **Advanced Race Codex** series has something just for you.

Each volume is organized into six parts. Part I details useful information for playing a member of a particular race, offering quick roleplaying tips and suggestions, minor rules modifications or expansions, and other useful material. Part II goes beyond the character to look at how the race as a whole fits into the game, with both sections complementing each other to fully define each race in roleplaying terms—from standard subraces to variant core races and new mechanics for existing rules.

Part III comprises supplemental rules, presenting new or revised feats for each race. Prestige classes follow in Part IV. New spells in Part V and Equipment in Part VI round out each volume, arming each race with tools powerful enough to meet any challenge.

If you like what you find, and we're sure you will, be sure to check out the other PDF releases in Green Ronin's **Advanced Race Codex** series, and watch for the print book in the coming months.

ADVANCED RACE CODEx AND THE ADVANCED RULEBOOKS

Though this is a self-contained book, as a part of Green Ronin's growing line of **Advanced Rulebooks**, each PDF in the **Advanced Race Codex** series works alongside the *Advanced Bestiary*, *Advanced Player's Manual*, and *Advanced Gamemaster's Guide*. By using the rules presented in those other works, you can expand on the information given here. The *Advanced Bestiary* offers a host of new templates, so that if you have an urge to play arboreal versions of elves, fire-infused dwarves, or even fungal gnomes, no problem. The *Advanced Player's Manual* provides powerful tools for building interesting racial variants, a wealth of new class options, and even skill modifiers based on creature type. Finally, the *Advanced Gamemaster's Guide* presents excellent advice for building campaign settings and adventures, giving

you definitive guidelines for introducing new material into your games and constructing a world in which you may place your new creations.

If you use the classes presented in the *Advanced Player's Manual*, for the purposes of determining a character's starting age, eldritch weavers, evangelists, spellmasters and warpriests use the cleric column, scouts and thanemages use the bard column.

USING THE CODEx

One of the biggest benefits of the **Advanced Rulebooks** is that they aren't beholden to a particular campaign setting.

This means they are equally useful whether you explore the dark jungles of *Mindshadows* or fight against Set's minions in *Egyptian Adventures: Hamunaptra*. Even if you play in a campaign setting that doesn't feature elves, dwarves, or other staple fantasy characters, you can still make use of this series by plundering the mechanics that work for you. Alternatively, you could use this book with Green Ronin's *Black Company Campaign Setting*, simply modifying feats and prestige classes to conform to the special rules used in that particular world.

Whatever you use it for, this book is about giving you the power to make memorable characters. Feel free to adapt what you like, leave what you don't, and above all, enjoy what this resource has to offer.

EPIC PRESTIGE CLASSES

The **Advanced Race Codex** PDF series fully supports the *Epic Level Handbook* by providing epic class progressions for every prestige class that has ten or more levels. In accordance with the guidelines presented in the *ELH*, no prestige class with less than ten levels has an epic level progression. For more details on epic characters, check out **Chapter Six: Characters** in the *DMG*.

ACTIONS

The latest updates to the d20 System present two new types of actions: the swift action and the immediate action. For this book, we've adapted them for use with both magic and special abilities. Where a spell or ability requires a swift or immediate action, refer to these entries for details.

SWIFT ACTION

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting or manifesting a quickened spell or power is a swift action. In addition, casting any spell or manifesting any power with a casting time of 1 swift action is a swift

action. Casting a spell or manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

IMMEDIATE ACTION

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

ABOUT THE AUTHOR

Robert J. Schwalb is Green Ronin's own Dr. Evil, d20 developer, and line developer for **Warhammer Fantasy Roleplay**. He's written and developed the award-winning *Black Company Campaign Setting* and designed and developed the **Thieves' World** line of game products for the d20 system. In addition, he's also designed or contributed to the *Warhammer Fantasy Roleplaying Game*, the *Book of Fiends*, the *Cavalier's Handbook*, *Aasimar & Tiefling: A Guidebook to the Planetouched*, AEG's *World's Largest Dungeon*, Necromancer Games' *Trouble at Durbenford*, Fantasy Flight Games' ENnie Award-winning *Horizon: Grimm*, Wizards of the Coast's *Tome of Magic: Pact, Shadow, and True Name Magic*, and has written for a number of other companies including Goodman Games, Paradigm Concepts, and Paizo Publishing. Robert lives in Tennessee with his wife Stacey and their pride of cats.

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HALFLINGS

Few races have undergone more changes over the course of their RPG existence than the halfling. Originally made popular by the works of J.R.R. Tolkien and then integrated quickly into fantasy roleplaying of all types, the halfling proves the old axiom that dynamite comes in small packages. As they've evolved from the squat, furry-footed farmers of fantasy literature into the sleek, nimble heroes of modern fantasy roleplaying, halflings have become a more appealing character option for play in any campaign. Gone are the days of the plump bumbling burglar, replaced by slender, stealthy nomads who excel at anything requiring stealth or a delicate touch. This in-depth look at halfling life and culture should give players and GMs everything they need to make the halfling race a vivid and interesting core of almost any campaign setting.

What is the essence of the halfling? The complexity of their evolution will often inspire a variety of answers to this question—thieves and con artists, some say; or troublesome tricksters that tend to get caught underfoot when adventuring. The truth of the matter is that halflings are all of these things and more. To better understand halflings, we must both embrace the stereotypes and look beyond them.

A halfling's advantage lies in speed and dexterity, not brute strength. They are nimble and quick, able to get out of (and into) danger with ease. Whenever a character concept calls for a race with fast reflexes and a sharp eye, the halfling is the perfect choice. Because of their nomadic nature, halflings typically make great additions to any adventuring party—experienced travelers who know the lay of the land and can

survive even the harshest weather. Halflings get along well with almost every race and culture, and can quickly integrate themselves into any community that will accept them.

Halflings as presented in the *PHB* have the following racial traits:

- +2 Dexterity, –2 Strength. Halflings are nimble and quick, but lack the physical might of many of the larger races.
- 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. A multiclass halfling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

PART I: PLAYING HALFLING CHARACTERS

While many characters are hesitant about trusting the nomadic halflings, most can recognize that their unique experience makes them qualified adventurers. They are wise in the ways of the world, yet at the same time allow themselves all manner of self-indulgent pleasures. Many halflings can talk their way out of a bad situation with the same speed that they can disarm even the most lethal trap. They get along well with others, and are a natural choice for players who wish to create characters who specialize in the social aspect of adventuring.

CHARACTER CONCEPTS

Common knowledge dictates that halflings are curious, hedonistic nomads that integrate themselves into almost any society they visit. Taken at face value, this description would make halflings seem like a rather uninteresting culture in their own right. However, halfling life contains a great deal of depth, and these familiar aspects hold the key to making your halfling character a vibrant part of any adventuring party. Keep the following information in mind when developing your character's personality, habits, and actions in the campaign.

CURIOSITY

One of the most recognizable traits displayed by halflings is their natural curiosity. This includes everything from nosily listening in on other peoples' conversations, to delving

into the most perilous dungeons just to see what lies at the bottom. As wanderers and nomads, halflings spend a lot of time setting up temporary homes in new locations, and this halfling curiosity stems from their desire to know as much as possible about their surroundings before allowing themselves to settle down. The halfling need to know can be seen as a kind of defense mechanism—smaller than almost every other dominant species in their worlds, halflings are often forced to use their wits and observations for survival, and as such, they seek out knowledge of their world with a passion.

For an adventuring halfling, there is no better reason to go into a dungeon than to simply find out what's inside. Halflings want to know everything because knowledge is safer than ignorance. And if that shiny bauble waiting in the treasure chest at the end of the maze is actually something more than just a trinket, well, so much the better. This explorer's nature also makes halflings excellent information brokers and spies. Their curiosity, combined with a little discretion and their affinity for going unnoticed, lets halflings see and hear things that they often aren't supposed to. Of course, discretion is sometimes a little harder for the halfling to master than curiosity, since the halfling's self-indulgent tendencies usually preclude any talent for keeping quiet.

HEDONISM

Much is said about the halfling's appreciation for the finer things in life. Halflings are, in many ways, the ultimate hedonists—always on the lookout for a better wine, a prettier picture, a softer chair, or a more beautiful song. However, unlike many unabashed hedonists, the halflings' love of pleasure tends to be controlled. While many individual halflings allow the desire for comfort and happiness to be the driving force in their lives, most do not let it blind them. However, self-preservation most often wins the day when the pursuit of pleasure leads to danger, and most halflings can rationally evaluate whether or not their current quest for happiness is worth it in the end.

As an offshoot of their hedonistic natures, most halflings are collectors, and their choice of what they collect (oftentimes things that no one else in their right mind would seek out) makes them unique. Certainly, many halflings can appreciate the monetary value of a grand collection of antiquities, but a halfling might be equally proud of being known as the largest collector of broken pottery shards in all the land. Most halflings are insatiable pack rats, which can be quite advantageous to an adventuring party. Many such groups have breathed a sigh of relief upon realizing that their friendly halfling just happens to have scooped up the exact item they need to complete their quest.

INTEGRATION

Halflings' ability to integrate into any society is nothing short of miraculous. In worlds where racial prejudice dominates many constant conflicts, the halfling race has



the uncanny ability of remaining a neutral third party, often welcomed on both sides of the lines. Rare is the mention of “great halfling armies”, the “halfling purges”, or other halfling connections to the many tragedies of war. The reason for this is simple—while not everyone will like halflings, most anyone can tolerate them. Their curiosity may make them irritating, but overall, they stay out of the way and typically never stick around long enough to become a real bother. Halflings thus blend into almost any adventuring party seamlessly, generally reducing the amount of conflict within the group, and allowing for greater diversity of skill and talent at the same time.

This integration (at best) or neutrality (at worst) frequently works out quite well to the halfling’s advantage. Since they are rarely associated with any one side of any given conflict, halflings often make excellent negotiators and arbitrators. Halfling entrepreneurs almost never have to worry about offending one side of a war or the other, and can often get into areas where others cannot. Even as a member of an adventuring party, a halfling will often be looked upon as neutral, and halflings are frequently able to procure items or explore certain areas precisely because they integrate well, or because their presence seems innocuous.

WANDERLUST

Though there are many facets to halfling life, none can be said to be more important than wanderlust. Though the halfling race has been called nomadic, this is an effect and not a cause. Wanderlust drives the halflings’ innate desire to uproot and move from their current home to somewhere new, and mass migration of the nomadic tribes takes place whenever their members are no longer able to deny its call.

Many debate whether the wanderlust is a natural consequence of the halfling’s intense curiosity or the other way around. What is certain is that halflings are often taken with the sensation so strongly that it can override their will, and just as some races experience an unquenchable desire for intimacy or camaraderie, halflings periodically experience a desire to simply get up and go. For adventurers, this can be both a boon and a nuisance, for with a halfling character around, the mechanism for getting the party to try something new is automatic. When the halfling’s desire to explore strikes, it can help carry a party into new adventures—withstanding whether or not it might have been safer just to stay put.

PART II: HALFLING OPTIONS

Halflings favor the rogue class for obvious reasons, but can fit into a number of other roles as well. When creating a halfling character, many players focus their attention on speed, stealth, or a glib tongue. However, for a player wishing to create a halfling character who excels in hand-to-hand combat (or some equally untraditional role), this section will make it easy.

However, even when creating a nontraditional character, one should be mindful of the halfling’s strengths and weaknesses. A halfling warrior would likely use feats to maximize his already potent Dexterity, and would be sure to put skill points in those Dexterity-based skills that come into play in combat (Tumble, for example) in order to maximize his efficiency.

HALFLING SUBRACES

In addition to the standard halfling race presented in the *PHB*, there are a number of subraces available for use as player characters. These subraces are offshoots of the main halfling race, differing from that standard as a result of separate evolution. Though these subraces may be found in almost any setting that has halflings, players should consult their GM before selecting one. Note that all of these subraces use the normal age, height, and weight for standard halflings as described in **Chapter Six: Description** in the *PHB*.

CLIFFLEAPER HALFLINGS

Most halflings spend great lengths of time traveling the land, but as nomads, many tend to stick to the open spaces and avoid the jagged peaks and rocky canyons of the

mountains. Not so with the cliffleapers. These brave halflings do not let their diminutive stature keep them from exploring rougher terrain, dwelling primarily among the mountain ranges of the land and cultivating reputations as climbers, explorers, and spelunkers. Cliffleaper halflings derive pleasure from scaling the mountains where they live, and are considered reckless (at best) or insane by many other halflings. Many cliffleaper halflings have no regard for their own safety while exploring the mountains, and are often successful precisely because they are willing to take chances that others aren’t.

Cliffleaper halflings get along especially well with the dwarves, whose mountainous domains they often share. Cliffleapers do not build permanent homes among the crags, though, instead living in temporary settlements. They are often skilled traders, and will send their explorers to the most dangerous parts of the mountains to obtain rare jewels or the eggs of dangerous birds of prey, then return to sell these exceptional items for an exorbitant profit. They are often the couriers that carry news or items between dwarven mountain settlements, and also negotiate trade between the mountain folk and the people of the valleys below.

REGIONS

Cliffleaper halflings spend their entire lives in the mountains, only rarely coming down from the towering peaks in order to travel to a new mountain range. Cliffleaper settlements typically consist of little more than tents and campfires, usually situated safely in caves or crags that block wind and harsh weather. Cliffleaper halflings rarely go underground, preferring to leave the digging to the

dwarves, but will explore caves if they suspect that something valuable waits inside. Cliffleapers tend to settle in areas where there is either danger or the potential for finding something valuable, making them great aids to any adventuring party.

RACIAL TRAITS

Cliffleaper halflings have all the halfling racial traits listed in the *PHB* except as follows:

- The cliffleaper halfling does not take any penalties to uses of the Climb or Jump skill while carrying a light load.
- Favored Class: Ranger. A multiclass cliffleaper halfling's ranger class does not count when determining whether he takes an experience point penalty for multiclassing.

DEEPWATER HALFLINGS

Ages past, a group of halflings branched off from the main race, and through some twist of fate were forced to adapt to an aquatic life. Deepwater halflings are the descendants of this group, and are capable of living underwater as well as on land. Some historians speculate that the deepwater halflings' existence is the result of an unprecedented bout of wanderlust among a primitive halfling tribe, who ventured into the oceans after their desire for a nomadic life had taken them to every corner of the land-based world. Whatever their origins, millennia underwater have left the deepwater halfling race with skin of the richest blue, and has enabled them to swim with the same ease as any other aquatic race.



Deepwater halflings are most often regarded as something of an aberration among halfling tribes. Most deepwater halflings care little for the hedonistic tendencies of their cousins but are that much more fascinated with the exploration of new lands. Most leap at the opportunity to go on adventures, not for the promise of gold or jewels, but simply for the chance to see new realms different than their own, or to make amazing discoveries. Deepwater halflings are naturally inquisitive, but prefer to watch and listen rather than ask questions. They thrive on observation, not caring for meaningless chatter or empty words. Deepwater halflings are equally friendly to those not of their race, but many other characters are put off by their clipped speech and preference for brevity.

REGIONS

Most deepwater halflings are found living in port towns or in settlements on the coast while on land. However, the race is just as likely to live underwater, moving into merfolk cities when their travels take them to the depths of the ocean. While on land, they prefer to straddle the line between surface-dwellers and sea-dwellers, never living far from the ocean and always making sure that they can pack up and head for the nearest body of water with little trouble. Deepwater halflings that spend too much time away from the ocean tend to become moody, but they have no biological need to spend time in the sea.

RACIAL TRAITS

Deepwater halflings have all the halfling racial traits listed in the *PHB* except as follows:

- A deepwater halfling gains a +2 racial bonus on Spot, Swim, and Survival checks. This bonus replace the standard halfling's +2 racial bonus on Climb, Jump, and Move Silently checks.
- Water Breathing (Ex): Deepwater halflings can breathe underwater as well as they can breathe normal air on land.
- Low-Light Vision: A deepwater halfling 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.
- Deepwater halflings do not get the standard halfling's +2 racial bonus on Listen checks, as their sense of hearing has been dulled by years underwater.

FERAL HALFLINGS

Wild and untamed, the feral halflings are the result of the race's degeneration to a more primitive state. While many see the natural hedonism of the halfling race as a sign of their lack of civilization and sophistication, feral halflings are little more than wild barbarians who have allowed their base impulses to take over their lives. Savage at best (and bloodthirsty at worst), they live on the fringes of the civilized world, and are avoided by most travelers. Though most are more likely to attack than to trade, some tribes of feral halflings are willing to deal with civilization—but only on their own terms.

Feral halflings are typically primitive and uneducated. They adopt the same tribal structure that most halflings follow, but in the manner of barbarians, they make the good of the tribe the central component of their day-to-day lives. Feral halflings have been known to leap to their deaths off towering cliffs during times of famine, giving the tribe one less mouth to feed. Likewise, they are ferocious warriors, throwing themselves against their enemies with a howling rage that intimidates even the most fearsome orcs.

REGIONS

Feral halflings can hail from any area where civilization is scarce, and are most often found in regions where the bounty of nature has not yet been claimed by organized agriculture. Though still nomadic, feral halfling tribes have large areas of land that they consider their territory, and stay constantly on the move within that area in order to protect it from outsiders.

RACIAL TRAITS

Feral halflings have all the halfling racial traits listed in the *PHB* except as follows:

- The feral halfling gains a +1 racial bonus on damage rolls with melee weapons. This bonus replaces the standard halfling's +1 racial bonus on attack rolls with thrown weapons and slings.
- Automatic Languages: Halfling. Bonus Languages: Common, Dwarven, Elven, Gnome, Goblin, and Orc.
- Favored Class: Barbarian. A multiclass feral halfling's barbarian class does not count when determining whether he takes an experience point penalty for multiclassing.

INKWELL HALFLINGS

A subterranean race, the inkwell halflings are the malevolent counterparts of their surface-dwelling kin. These halflings take their name from the fact that their skin is stained a deep crimson color, and the inkwell halflings are unlike their cousins of the surface world in that they do not mix with other cultures at all. Completely self-serving, inkwell halflings follow their whims regardless of how brutal or selfish, doing everything in the name of their own pleasure. Hedonists to the point of oppressing others in order to be catered to, they enslave weaker peoples and loathe the races above the surface for their monopoly on life's finest amenities.

Inkwell halflings are incredibly talented in stealth and subterfuge. Having to survive in the dangerous subterranean realm, they have learned to combine the halfling's natural aptitude for sneaking about with a ruthless appetite for eliminating their foes. Inkwell halflings are capable of spending extended periods of time completely motionless and silent, waiting to lash out from the shadows at just the right moment. Quite literally, most of their slain enemies never knew what hit them.

Though they are obsessed with their own wealth, power, and comfort, inkwell halflings are patient beyond all expectation,

and can wait months or even years for plans to come to fruition. With the right resources, they make extremely dangerous enemies.

REGIONS

Inkwell halflings spend the majority of their time underground, and have an unusual knack for travel in the subterranean realm. Like their surface-dwelling cousins, inkwell halflings are nomads, but instead of wandering the length and breadth of the land, they content themselves with moving through the complex cave systems that span the underworld. Their tribes choose the most comfortable surroundings with the best resources to establish their settlements, and prefer to dwell near the massive underground lakes that abound in the subterranean world.

RACIAL TRAITS

Inkwell halflings have all the halfling racial traits listed in the *PHB* except as follows:

- Darkvision: Inkwell halflings can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and inkwell halflings can function just fine with no light at all.
- Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds an inkwell halfling for 1 round. On subsequent rounds, inkwell halflings are dazzled while operating in bright light.

SANDRUNNER HALFLINGS

Unlike their more pastoral brethren, the sandrunner halflings are born in lands dominated by sand and sun, with few of the amenities that their more civilized cousins enjoy. Sandrunner halflings have taken the nomadic habits of the halfling race to new levels, and whereas many normal halfling communities will settle down for months or even years at a time, sandrunner halflings rarely stay in the same place for more than a week. They prowl their homelands in search of new sources of water and food, not daring to stay in one place for too long lest they use up all of that area's natural resources.

In many ways, sandrunner halflings are the ultimate conservationists. While they enjoy the pleasures of wine, song, dance, and other indulgences like all halflings, they are never wasteful with food or water, and will go to great lengths to ensure that the resources that the land provides are well-used. Even in the midst of a lush oasis, most will spend only the shortest amount of time enjoying the respite from their harsh desert surroundings. The sandrunners have learned all too well that wastefulness can mean death for the next group that arrives to find an oasis dry, and the next source of water days away.

REGIONS

Sandrunner halflings hail from lands where water is scarce and sand dunes stretch as far as the eye can see. Most spend their time with their tribe, traveling from one city to the next or spending months crossing the desert wastes in search of

a new oasis or a fitting place for a settlement. Many of the largest cities in these desert lands exist only because a tribe of sandrunner halflings discovered a suitable location and shared that knowledge with those less prone to wandering.

RACIAL TRAITS

Sandrunner halflings have all the halfling racial traits listed in the *PHB* except as follows:

- The sandrunner halfling gains a +2 racial bonus on Climb, Ride, and Survival checks. This bonus replaces

the standard halfling's +2 racial bonus on Climb, Jump, and Move Silently checks.

Sandrunner halfling base land speed is 20 feet (the same as a standard halfling). However, while unencumbered, a sandrunner halfling's overland land speed is considered to be the same as a character with a base land speed of 30 feet.

- Favored Class: Ranger. A multiclass sandrunner halfling's ranger class does not count when determining whether he takes an experience point penalty for multiclassing.

RELATED SUBRACES

In addition to the subraces described in this section, there are a pair of halfling subraces that GMs and players alike may wish to take advantage of. These subraces are the results of combining other standard PC races with the halfling, and are most likely found in areas where the races of each parent are common.

MITELINGS

The miteling subrace is the result of the union between a dwarf and a halfling. Though the children of such a union tend to be more halfling than dwarf, they share some of the characteristics of both parents. Where most halflings are small and slender, mitelings share the stocky build of their dwarven heritage, and are slightly more durable than the sometimes-fragile halflings. Though most mitelings are accepted into halfling tribes, few dwarves will welcome a miteling into their community, as they are seen as a weaker, frailer version of the proud dwarven standard.

Mitelings have all the standard halfling racial traits listed in the *PHB* except as follows:

- +2 Constitution, –2 Charisma. Mitelings share their dwarven parent's tougher physique, but can have difficulty fitting into society.
- Darkvision: Mitelings can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and mitelings can function just fine with no light at all.
- +2 racial bonus on saving throws against poisons. Mitelings inherit their dwarven forebears' tolerance for toxins.

TINKERLINGS

Tinkerlings are the result of the union between a gnome and a halfling. Unlike mitelings, the line is somewhat less clear on exactly which race the child bears more resemblance to. Needless to say, tinkerlings are small in stature but are big on curiosity. They make excellent adventurers, explorers, and inventors due to their inherent aptitude for discovery and creation. Tinkerlings are usually accepted into either halfling tribes or gnome communities, since both groups can see the advantages a tinkerling has in exploring the world. Many tinkerlings are too inquisitive for their own good, however, and end up losing sight of potential dangers when exploring new places or trying new things.

Tinkerlings have all the standard halfling racial traits listed in the *PHB* except as follows:

- +2 racial bonus on Craft (alchemy) checks.
- Low-Light Vision: A tinkerling 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.
- Favored Class: Bard. A multiclass tinkerling's bard class does not count when determining whether he takes an experience point penalty for multiclassing.



PART III: SUPPLEMENTAL RULES

Though many skills and feats preferred by halflings can also be used by other races, halflings have a unique way of doing things that gives them a style all their own. This section includes information designed to help the halflings in your campaign make best use of their special talents.

NEW SKILL USES

These new uses for existing skills are treated exactly as other uses of the skill described in the *PHB*, and require an appropriate skill check to succeed. No new uses of the skill require additional feats, class features, or racial abilities.

HIDE

Hide Above Door: One of the most dangerous and difficult tricks used by rogues and thieves is to hide above a doorframe. Whenever the character is indoors, he may make a Hide check to hide above a doorframe so that anyone entering through that door will have a difficult time seeing him. In order to do so, the character must make a successful DC 15 Jump check, followed by a Hide check to determine the DC of any Search or Spot checks to locate him, as normal.

The character may remain hidden in this way for a number of rounds equal to his Constitution modifier (minimum 1 round). Each round thereafter, he must make a Constitution check (DC 10 +1 each successive round). Anyone entering through the door takes a –5 penalty on Spot checks to locate the character unless they enter the room fully and turn around.

PERFORM

Influence Crowd: Some performers are able to use their skills not only to earn money and impress an audience, but also to influence that audience's attitudes (in a similar manner to using the Diplomacy skill to change NPC attitudes; see **Influencing NPC Attitudes** in **Chapter Four: Skills** of the *PHB*). This use of the Perform skill can only influence NPCs whose attitude toward you is indifferent or friendly, and any attempts to influence hostile or unfriendly NPCs in this manner automatically fail. To influence the attitudes of a crowd, make a normal Perform check and treat the result exactly as you would the result of a Diplomacy check to influence the attitudes of indifferent or friendly NPCs in the audience.

For example, a halfling makes a Perform (oratory) check for a crowd of about thirty people. Of those thirty, fifteen are indifferent, eleven are friendly, four are unfriendly, and none are hostile. The halfling's Perform (oratory) check result is 17. Comparing this result to the **Influencing NPC Attitudes** chart in the *PHB*, this result beats the DC to change indifferent NPC attitudes to friendly, but is not

enough to change friendly NPC attitudes to helpful. At the end of the performance, twenty-six members of the audience are friendly while the four unfriendly NPCs remain so.

SURVIVAL

Find Path: One excellent use of the Survival skill is to allow quick movement through wilderness terrain. Whenever a character is moving in trackless terrain, he may make a DC 20 Survival check to treat the terrain as though it were a road or trail for the purpose of determining his overland speed. This benefit does not extend to the character's allies or traveling companions.

Safe Shelter: The wilderness can be a dangerous place, and those with a knack for surviving are capable of finding safe shelter even under the harshest conditions. With a DC 15 Survival check, the character may create a safe shelter in the wilderness. Within this shelter, a night's sleep counts as 24 hours of bed rest for the purpose of natural healing. Each shelter can house up to four Medium or smaller creatures.

NEW FEATS

Though many of these feats have been designed with the culture (and size) of halflings in mind, most do not have a racial prerequisite. However, a GM should feel free to limit these feats to halfling characters (or to allow members of other races to take halfling-specific feats) if appropriate for the campaign.

BETTER THAN NOTHING [GENERAL]

You have spent many years traveling the world, and have picked up an assortment of trinkets that could come in handy at any time.

Prerequisite: Halfling.

Benefit: Once per game session, you may retrieve an item that you have gathered over the course of your travels. Select one item from the **Goods and Services** table in **Chapter Seven** of the *PHB* that costs 50 gp or less. You now have that item in your possession and may use it as you see fit. Any item that cannot fit on your person (or in any containers you are carrying) may only be retrieved by returning to your home or place of residence first.

Special: At the GM's discretion, you may add other items not from the *PHB* to this list.

CULTURALLY DIVERSE [GENERAL]

You are well versed in the customs and mannerisms of various cultures, and are capable of getting along with people once you have learned their ways.

TABLE 7-1: NEW FEATS

General Feats	Prerequisites
Better Than Nothing	Halfling
Culturally Diverse	—
Cunning Opportunist	—
Cutpurse	—
Flurry of Blades ¹	Quick Draw, base attack bonus +3
Know the People	Cha 13
Life of the Party	Cha 13
Light Bones	Halfling
Local Expert ²	—
Luck of the Halflings	Halfling
Mimic Natives	Local Expert
Pathfinder	Survival 4 ranks
Scrapper ¹	Improved Unarmed Strike
Smartass	Cha 13
Stout	Scrapper
Talespinner	Perform (oratory) 9 ranks
Terrain Familiarity ²	—
Trap Dodger	Dex 13, Wis 13
Unconquerable Optimism	—
Metamagic Feats	Prerequisites
Deceptive Spell	—

1 A fighter may select this feat as one of his fighter bonus feats.

2 You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new locale or terrain type.

Benefit: Whenever you attempt to influence the attitude of NPCs whose culture you have previously encountered, any successful check shifts the NPCs' attitudes one more step toward helpful than normal (see **Influencing NPC Attitudes** in **Chapter Four** in the *PHB*). You must have previously encountered the particular NPCs, had dealings with their people, or spent time in their native land to use this ability.

Any actions that shift an NPC's attitude (a Diplomacy check, a Perform check as described on page 7, or any other feat or class feature) may take advantage of this feat.

CUNNING OPPORTUNIST [GENERAL]

You have an eye for taking advantage of the mistakes of others, and can usually turn one error into two.

Benefit: Whenever you successfully win an opposed skill check or ability check against another creature, you gain a +4 bonus on your next opposed skill check or ability check against that same creature.

CUTPURSE (GENERAL)

You are particularly adept at slicing purses from the belts of wealthy passers-by.

Benefit: When you make a Sleight of Hand check to take something from another creature, your opponent takes a –4 penalty to detect the attempt. In addition, when grabbing an item in combat (see **Grabbing Items** in **Chapter Eight** of the *PHB*), you gain a +8 bonus on your disarm attempt if the item is poorly secured, and your opponent gains no bonus even if the item is well secured. As well, you can attempt to grab items that are well secured (such as rings or bracelets) even if you have not pinned the wearer.

Normal: An attacker gets a +4 bonus on attempts to grab poorly secured items in combat, and cannot snatch well secured items unless he has the wearer pinned.

DECEPTIVE SPELL [METAMAGIC]

You are skilled at disguising the nature of the spells you cast, making them much more difficult to counter.

Benefit: A spell modified by this feat is more difficult to counterspell (Spellcraft DC = 15 + the spell's level + your caster level). A deceptive spell uses up a spell slot one higher than the spell's actual level.

Normal: Using a counterspell requires a Spellcraft check with a DC of 15 + the spell's level.

FLURRY OF BLADES [GENERAL]

When throwing daggers, darts, and similar weapons, you do so with uncanny speed.

Prerequisite: Quick Draw, base attack bonus +3.

Benefit: You can get one extra attack per round with a thrown slashing or piercing weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) take a -4 penalty. You must use the full attack action to use this feat.

Flurry of Blades may be combined with the Two Weapon Fighting feat (but not with Greater Two-Weapon fighting) to give you two extra thrown attacks per round, but each attack takes a -6 penalty.

Special: A fighter may select Flurry of Blades as one of his fighter bonus feats.

KNOW THE PEOPLE [GENERAL]

Whenever you encounter a person from a culture with which you have had peaceful contact, you can automatically influence them positively.

Prerequisite: Cha 13.

Benefit: You may automatically shift an NPC's attitude one step toward helpful without having to make a check (typically a Diplomacy or Charisma check). This ability is usable only once per day against a single NPC.

LIFE OF THE PARTY [GENERAL]

You are renowned for your ability to brighten up even the duller social event, and other guests are always thankful for your presence.

Prerequisite: Cha 13.

Benefit: In a social situation where at least half of the assembled creatures regard you with a friendly attitude, you may add your character level to any Bluff, Diplomacy, Gather Information, or Perform checks.

LIGHT BONES [GENERAL]

Your physiology makes it easier for you to survive a fall.

Prerequisite: Halflings.

Benefit: You treat any fall as though it were 10 feet shorter than it really is (and thus can treat a fall as 20 feet shorter with a successful DC 15 Tumble check).

LOCAL EXPERT [GENERAL]

You've spent enough time in a particular region to know its customs and people almost as well as they know themselves.

Benefit: Select one locale (a region, a city, a village, or any other small area at the GM's discretion). While in this locale, you gain a +4 bonus on all Bluff, Diplomacy, Gather Information, and Sense Motive checks. Additionally, you gain a +4 bonus on any checks made to locate or track a creature while in the locale.

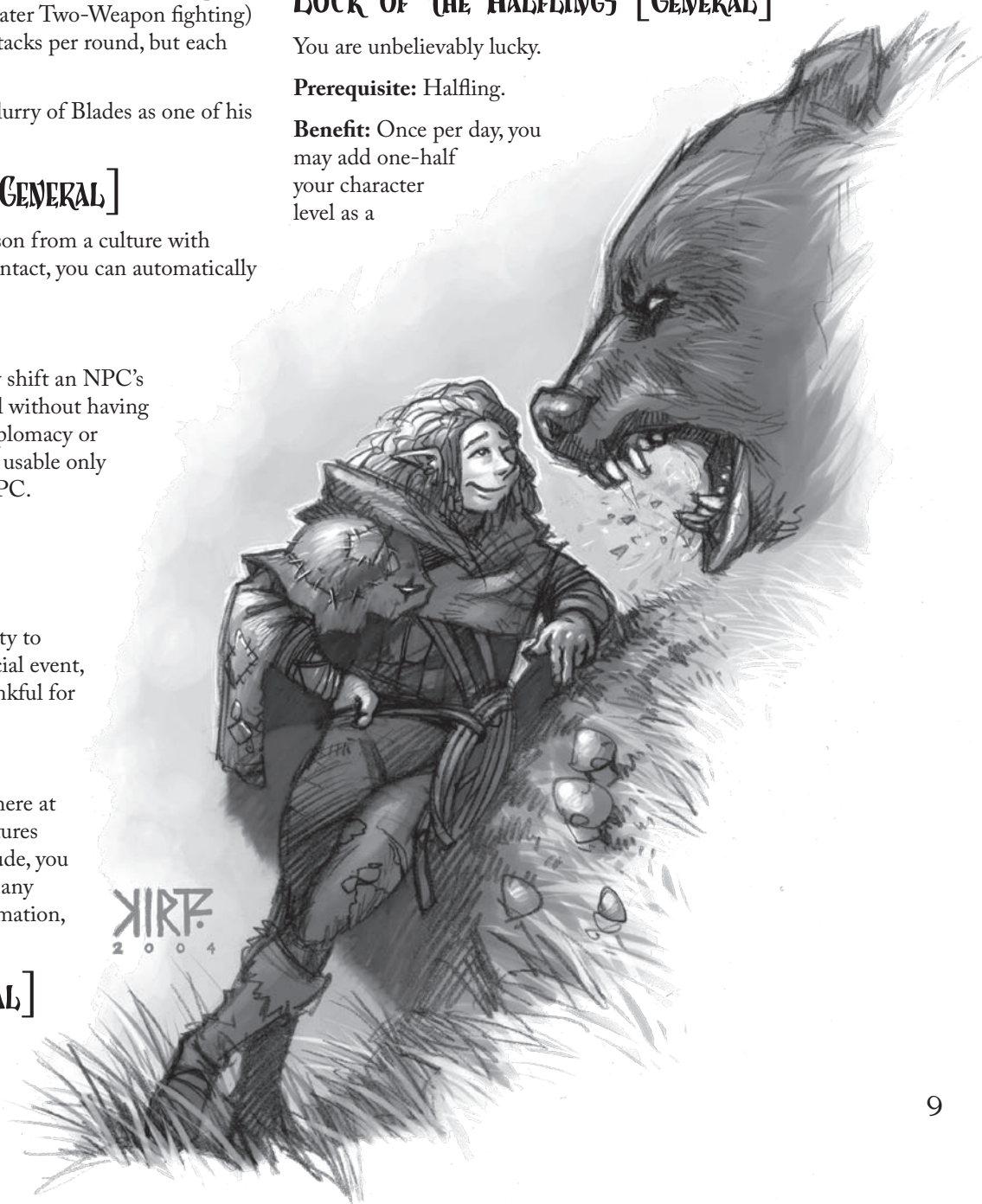
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take it, it applies to a new locale.

LUCK OF THE HALFLINGS [GENERAL]

You are unbelievably lucky.

Prerequisite: Halfling.

Benefit: Once per day, you may add one-half your character level as a



bonus on any one ability check, saving throw, skill check, or attack roll. You must decide to apply this bonus before the roll is made.

MIMIC NATIVES [GENERAL]

You can blend into any community with which you are intimately familiar.

Prerequisite: Local Expert.

Benefit: While in a locale you have selected for the Local Expert feat, you may add your character level to any Disguise checks made to disguise yourself as a native of that locale.

PATH FINDER [GENERAL]

You know how to find the quickest and safest path over long distances.

Prerequisite: Survival 4 ranks.

Benefit: Whenever you calculate the overland movement speed of yourself and any traveling companions, you treat trackless terrain as though it were a road or trail.

SCRAPPER [GENERAL]

You have no trouble fighting larger opponents, and are just as capable in combat as those twice your size.

Prerequisite: Improved Unarmed Strike.

Benefit: You are treated as one size category larger for the purpose of making disarm attempts and grapple checks.

Normal: Combatants get a +4 bonus per difference in size category for disarm attempts and grapple checks.

Special: A fighter may select Scrapper as one of his fighter bonus feats.

SMARTASS [GENERAL]

Your biting wit has a knack of enraging others.

Prerequisite: Cha 13.

Benefit: As a full-round action, you may unleash a torrent of witty insults at a target creature, driving it mad with anger and frustration. To do so, make a level check modified by your Charisma bonus, opposed by the target's modified level check (1d20 + Hit Dice + target's Wis modifier + target's special modifiers on saves against fear, if any).

If you succeed on the opposed check, the target becomes enraged for 1 round, gaining a +4 bonus to Strength and Constitution, a +2 bonus on Will saves, and taking a -2 penalty to AC. The target immediately attacks whatever creatures are nearest (including his allies), and becomes fatigued for 1 round when its rage ends.

You can only use this feat against a target you can see, and that can hear and understand you (so you must speak a common language). Creatures immune to fear or with an Intelligence score of 5 or less are immune to the effects of this feat.

STOUT [GENERAL]

You are stoutly built, enabling you to compensate for your smaller size.

Prerequisite: Scrapper.

Benefit: You are treated as one size category larger for the purpose of making bull rush attacks. In addition, you gain a +2 bonus on checks made to resist being bull rushed.

Normal: During a bull rush attack, the attacker and defender both gain a +4 bonus for every size category above Medium, or take a -4 penalty for every size category below Medium.

TALESPINNER [GENERAL]

You can weave a story in such a way that your words hold your audience captive.

Prerequisite: Perform (oratory) 9 ranks

Benefit: Whenever you make a Perform (oratory) check, all creatures within 30 feet of your performance must make a Will save (DC equal to the Perform check result) or take a -4 penalty on Listen and Spot checks. Additionally, if you have bardic music ability, you gain a +4 bonus on Perform (oratory) checks made to *fascinate* creatures.

TERRAIN FAMILIARITY [GENERAL]

You gain an instinctual understanding of a particular terrain.

Benefit: Select one of the following terrain types: aquatic, desert, forest, hills, marsh, mountains, plains, or underground. While in terrain of this type, you gain a +4 bonus on all Listen, Spot, and Survival checks. Additionally, you gain a +4 bonus on any checks made to locate or track a creature while in this terrain.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new terrain type.

TRAP DODGER [GENERAL]

You are exceptionally good at avoiding traps, and can sidestep them with relative ease.

Prerequisites: Dex 13, Wis 13.

Benefit: You gain a +2 bonus on Reflex saves made against traps. Additionally, any time you make a successful Reflex save against a trap that normally deals half damage on a successful save (such as a spell trap that triggers a *fireball*), you instead take no damage.

UNCONQUERABLE OPTIMISM [GENERAL]

You have a certain way of looking at life that gives you the confidence you need to succeed at any task.

Benefit: You gain a +2 bonus on all Will saves against fear effects. In addition, once per day, you may gain a +4 bonus on any skill check or save. You must decide to apply this bonus before the roll is made.

PART IV: HALFLING PRESTIGE CLASSES

This section presents several new prestige classes specially designed with halfling characters in mind. In addition to those based on the standard material presented in the *PHB*, some of these classes have been created with the new feats and equipment introduced in this chapter in mind.

BLADE DANCER

The blade dancer is a whirlwind of terror, a spinning fighter who uses his small size and amazing tumbling ability to give him an edge in combat. A blade dancer spins, twirls, flips, and rolls his way past enemies and through their defenses, relying on his speed to keep himself out of trouble. The blade dancer is intimately familiar with the concept of momentum, and builds his up by throwing his entire body into a spin before his attacks. Similarly, the blade dancer knows how to use an opponent's own momentum against him, and can turn attacks harmlessly with his movement.

Most blade dancers arise from the ranks of the warriors and defenders of their tribe, particularly those tasked with guarding the homes and places of business of their fellow halflings. In urban areas, most halfling communities employ a handful of blade dancers for protection beyond what the city watch will provide, preferring to put their trust in their own kind. Many blade dancers become adventurers, traveling between tribes as they teach their fighting style to those who would learn it in order to better protect their kin.

NPC blade dancers can be simple hunters or decorated defenders of the halfling realm. Experienced blade dancers select promising young warriors as likely candidates to receive training, then begin instructing them in their unique fighting style. Most of these apprentices go on to become full-fledged blade dancers, though a few end their training early because of the rigorous physical demands placed on them by their mentors. Once they prove themselves capable, newly trained blade dancers will typically join their masters in the defense of home, family, and tribe.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a blade dancer, a character must fulfill all the following criteria.

Race: Halfling.

Base Attack Bonus: +4.

Skills: Balance 6 ranks, Jump 6 ranks, Tumble 6 ranks.

Feats: Dodge, Improved Initiative, Mobility.

Special: The blade dancer must have been selected by another blade dancer to receive the appropriate training.

CLASS SKILLS

The blade dancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Swim (Str), Tumble (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the blade dancer prestige class.

WEAPON AND ARMOR PROFICIENCY

The blade dancer is proficient with all simple and martial weapons, but not with armor or with shields.

EFFORTLESS TUMBLE (Ex)

Starting at 1st level, the blade dancer can make a Tumble check as a swift action (with or without moving any distance) in order to use any of his blade dancer class abilities that require a Tumble check. This allows the blade dancer to use those class abilities as part of a full attack, if appropriate.

SPINNING DODGE (Ex)

The blade dancer is a master of spinning and tumbling, and can use his skills to avoid attack. Whenever the blade dancer designates a target for the Dodge feat, he can make a DC 15 Tumble check to increase the dodge bonus against that single opponent from +1 to +3. The Tumble check must be made each round in order to maintain the +3 bonus, but the normal +1 bonus remains in effect if the check fails.

EVASION (Ex)

At 2nd level and higher, a blade dancer 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

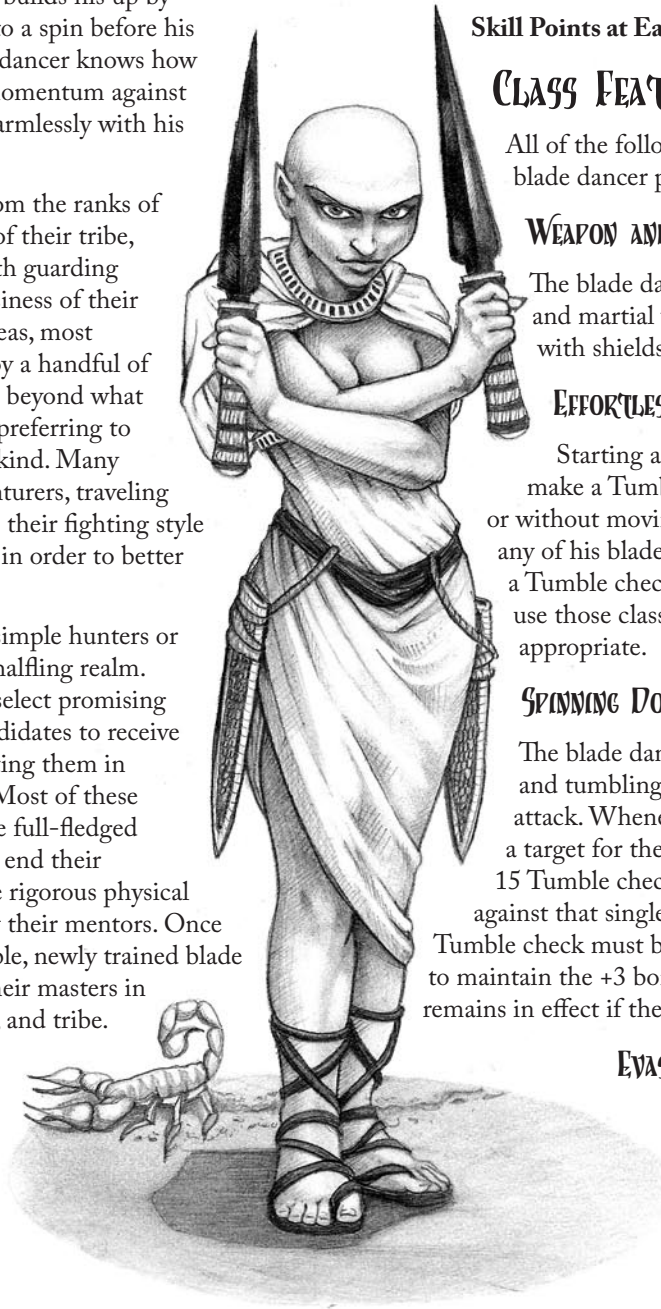


TABLE 7-2: THE BLADE DANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Effortless tumble, spinning dodge
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Deflect projectiles
4th	+3	+1	+4	+1	Spinning throw
5th	+3	+1	+4	+1	Alter momentum
6th	+4	+2	+5	+2	Spinning slash
7th	+5	+2	+5	+2	Tumble away
8th	+6	+2	+6	+2	Spinning deflect
9th	+6	+3	+6	+3	Takedown
10th	+7	+3	+7	+3	Motion control

on a successful save, he instead takes no damage. Evasion can be used only if the blade dancer is wearing light armor or no armor. A helpless blade dancer does not gain the benefit of evasion.

DEFLECT PROJECTILES (Ex)

Starting at 3rd level, the blade dancer can deflect incoming projectiles by using the momentum of his spinning body to slap them away. Whenever the blade dancer takes the total defense action, he can make a Tumble check when struck by a ranged or thrown weapon. If the check result exceeds the attack result, the attack misses.

Thrown weapons too large to be considered light by a creature one size category larger than the blade dancer cannot be deflected with this ability.

SPINNING THROW (Ex)

At 4th level, the blade dancer learns how to use the momentum he generates in combat to increase the damage dealt by his thrown weapons. With a successful DC 20 Tumble check, he may add double his Strength bonus on the damage roll for a single attack with a thrown weapon.

ALTER MOMENTUM (Ex)

Starting at 5th level, the blade dancer learns how to turn the momentum of a charging opponent to his own advantage. Whenever the blade dancer is the target of a charge or bull rush attack that misses, he may immediately bull rush the opponent that initiated the attack, with a +4 bonus on the opposed Strength check and without provoking an attack of opportunity from the target. If successful, the bull rush moves the target in any direction the blade dancer chooses, but leaves the blade dancer in the same square he was in before being charged or bull rushed.

SPINNING SLASH (Ex)

Beginning at 6th level, the blade dancer can infuse his melee attacks with the power of his momentum just as he does

thrown attacks. With a successful DC 20 Tumble check, he may add double his Strength bonus on the damage roll for a single melee attack. (If the blade dancer is using a two-handed weapon, he still adds only double his Strength bonus on the damage roll.)

TUMBLE AWAY (Ex)

At 7th level, the blade dancer can flip, roll, and tumble out of harm's way effortlessly. Any time he would take a 5-foot step, he can make a DC 20 Tumble check to take a 10-foot step instead. This ability can only be used as a part of a 5-foot step (and so cannot be used if the character has already used a move action to move any distance in the round).

SPINNING DEFLECT (Ex)

Starting at 8th level, the blade dancer is able to deflect incoming attacks by spinning and twisting, drastically reducing the damage they do. Once per round, the blade dancer can attempt a DC 20 Reflex save against any melee or ranged attack. If successful, the blade dancer negates the first 5 points of damage from the attack (as if he had damage reduction 5/—). This ability does not stack with any other form of damage reduction.

TAKEDOWN (Ex)

At 9th level, the blade dancer can attempt to take an opponent to the ground whenever he is charged or bull rushed. If the blade dancer is the target of a charge or bull rush attempt, he may immediately make a trip attack against his opponent without provoking an attack of opportunity.

MOTION CONTROL (Ex)

At 10th level, the blade dancer becomes so skilled at shrugging off incoming attacks that he can turn the tables on an unsuspecting opponent. Whenever an opponent makes a melee attack against the blade dancer and misses, the blade dancer gains an immediate attack of opportunity

against that opponent. This attack of opportunity counts toward the blade dancer's total number of attacks of opportunity for a single round.

THE EPIC BLADE DANCER

Fast and deadly, the epic blade dancer is a whirling blur in combat. Powerful warriors, epic blade dancers can take out their opponents even as those stupefied foes attempt to land their first blows.

Hit Dice: d8.

Skill Points at Each Level: 2 + Int modifier.

Bonus Feats: The epic blade dancer gains a bonus feat every two levels beyond 10th (12th, 14th, 16th, and so on). These feats may be any feats for which the character qualifies.

CHAMELEON

Most halflings are capable of blending into any society in which they spend enough time, but the chameleon is a master of such techniques. Like the best spies or secret agents, chameleons are capable of completely vanishing in a particular social setting. They can make themselves invisible in a crowd of people simply by knowing how to walk and where to move. They can slip in and out of buildings without notice, and know the best places to go to find what they need. When within a city, they can move quickly and leave behind no trace of their passage. They know the tricks of the societal trade, becoming like phantoms, intangible to any who might pursue them.

Almost all chameleons spend their lives within cities or large towns. In places with large populations and abundant infrastructure, they can move about unnoticed and go about their clandestine business with no one the wiser. They make excellent spies, information brokers, and saboteurs simply because they appear to be general members of the citizenry. Most chameleons have spent enough time in different cities that they are able to mimic the citizens of multiple locales, a talent especially handy in cities that have cultural or ethnic zones within them. Additionally, being well versed in the customs of several civilizations allows chameleons to learn from common themes that pervade any society. They are attentive, creative, and pay close attention to detail in everything they do.

Chameleon NPCs are troublesome opponents, using their skills to harry their foes and melt back into the crowd. They serve as assassins, agents of espionage, and even as terrorists, using their skills to slip past defenses and get the job done. Very often, bounties will be posted for the capture (or death) of these characters.

Hit Dice: d6.

REQUIREMENTS

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

Race: Halfling.



TABLE 7-3: THE CHAMELEON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Hide in crowds
2nd	+1	+0	+3	+3	Traceless
3rd	+2	+1	+3	+3	Sneak attack +1d6
4th	+3	+1	+4	+4	Alternate identity
5th	+3	+1	+4	+4	Finder
6th	+4	+2	+5	+5	Sneak attack +2d6
7th	+5	+2	+5	+5	Hold no secrets
8th	+6	+2	+6	+6	Alternate identity
9th	+6	+3	+6	+6	Sneak attack +3d6
10th	+7	+3	+7	+7	Undetectable

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Disguise 6 ranks, Sense Motive 6 ranks.

Feats: Local Expert*, Mimic Natives*.

* New feats described in **Part III** of this section.

CLASS SKILLS

The chameleon's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (geography) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

The chameleon is proficient with all simple weapons and with light armor, but not with shields.

HIDE IN CROWDS (EX)

At 1st level, the chameleon can blend into a crowd, slipping between people and buildings to become almost impossible to detect. Whenever the chameleon is in a crowd of 10 or more creatures, she may add her chameleon class level to any Hide checks she makes while in the crowd. This ability does not function if more than half the creatures in the crowd are hostile toward the chameleon.

TRACELESS (EX)

Starting at 2nd level, the chameleon is so knowledgeable about urban areas that she can move through them without

anyone knowing she was there. Whenever the chameleon is in an urban area (typically a city or large town), she leaves no trail and cannot be tracked. She may choose to leave a trail if so desired.

SNEAK ATTACK

Starting at 3rd level, the chameleon gains the sneak attack ability. This is exactly like the rogue ability of the same name (see **Chapter Three** of the *PHB* for details). The extra damage dealt increases by +1d6 at 6th and 9th level. If a chameleon has the sneak attack ability from another source (such as rogue levels), the bonuses on damage stack.

ALTERNATE IDENTITY (EX)

At 4th level, the chameleon gains a second identity that is as real as her true identity, and can assume that identity at any time without difficulty. She has all the necessary papers for this new identity (including birth certificates, land and property deeds, awards and commendations), all perfectly legal and real (so that no forgery can be detected in them). While the chameleon gains no new property or wealth as a result of this second identity, she immerses herself in it to the extent that no normal means of detection (from Sense Motive checks to scrying magic) can reveal her to be anyone other than who she appears to be. Likewise, the chameleon's alternate identity cannot be detected while she maintains her original identity.

At 8th level, the chameleon gains an additional alternate identity.

FINDER (EX)

At 5th level, the chameleon gains the ability to locate anything she needs and get the best deal possible. Whenever the chameleon is within an urban area (typically a city or large town), she may make a Gather Information check (requiring the standard hour's worth of effort) to find a single object that she seeks. That object may be purchased for 75% of the standard price (though certain items may be not be available at the GM's discretion).

HOLD NO SECRETS (Ex)

Starting at 7th level, the chameleon can sniff out an inhabited area's secret spaces. While within the bounds of a city, village, or inhabited building, she gains a +6 insight bonus on all Search checks to locate secret doors and passageways. Note this bonus does not apply to detecting traps or secret compartments, only doorways and passages that the character could normally pass through.

UNDETECTABLE (Ex)

At 10th level, the chameleon can use her knowledge of urban landscape to vanish from sight. She gains a +10 competence bonus on Hide checks as long as she remains within 5 feet of any obstacle (a wall, a pillar, a creature, and so on).

THE EPIC CHAMELEON

The epic chameleon knows the ins and outs of urban life, blending in like a rat moving through trash. So elusive are epic chameleons that they can practically vanish right in front of an observer's eyes.

Hit Points: d6.

Skill Points at Each Level: 6 + Int modifier.

Sneak Attack: The epic chameleon's sneak attack damage increases by +1d6 every three levels beyond 9th (+4d6 at 12th, +5d6 at 15th, and so on).

Bonus Feats: The epic chameleon gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

GUARDIAN

Though most halfling communities are nomadic, a significant number of halfling tribes establish permanent settlements in places far from the conflict of their neighbors, or within the well-protected boundaries of an allied race. While these sedentary halflings often turn to other races to come to their defense when threatened (neighboring elves and humans, most commonly), they are not without resources of their own. The staunchest defender of halfling society is the guardian, something of a sheriff, ranger, and knight all in one. Bound to an oath to protect his community, he patrols the lands held by his people, driving out suspicious folk and flushing out the occasional monster convinced that halflings make for an easy meal. Though of short stature, a guardian's courage, grit, and determination are never questioned by those who know his mettle.

Virtually all guardians start out as rogues in order to meet the prerequisites for this class, and many are multiclass rangers as well. Some guardians also have levels in druid, able to take advantage of the natural resources of their homelands when fighting evil. The rarest guardians arise from the ranks of the paladins, augmenting their fighting skills with the abilities that their devotion to good provides.

NPC guardians patrol lands held by halfling communities, whether these communities are fixed or nomadic. Most use

riding dogs to cover great distances, making up for their own slow speed. An NPC guardian is likely to be one of the first people a PC party might meet when traveling through halfling territory.

Hit Points: d8.

REQUIREMENTS

To qualify to become a halfling guardian, a character must fulfill all the following criteria.

Alignment: Any good.

Race: Halfling.

Skills: Spot 6 ranks, Survival 6 ranks.

Feats: Track.

Special: Sneak attack ability (+2d6).

CLASS SKILLS

The guardian's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

Guardians are proficient with all simple and martial weapons, with light and medium armor, and with shields (but not tower shields).

ALERTNESS

At 1st level, the guardian gains Alertness as a bonus feat. If the guardian already has the Alertness feat, he may select another feat for which he qualifies.

SECOND WIND (Ex)

At 1st level, the guardian can boost his ability to shrug off damage. Once per day, when he has taken half or more of his hit points in damage, the guardian can boost his Constitution score by +4 for a number of rounds equal to 3 + his newly improved Constitution modifier. The increase in Constitution increases the guardian's hit points by 2 points per level, but these hit points go away at the end of the second wind when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are; see **Temporary Hit Points** in **Chapter Eight: Combat** of the *PHB*.)

FAVORED ENEMY

At 2nd level, a guardian may select a type of creature from among those given on the **Ranger Favored Enemies** table in **Chapter Three: Classes** of the *PHB*. The guardian 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 6th and 10th level, the guardian 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 guardian 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 guardian's bonuses do not stack; he simply uses whichever bonus is higher.

AMBUSH

Whenever a guardian catches a target unprepared, he may strike for extra damage any time the target would be denied a



Dexterity bonus to AC (though not simply when flanking the target). This extra damage is +1d4 at 3rd level and +2d4 at 7th level. Should the guardian score a critical hit with an ambush, do not multiply this extra damage. Ranged attacks can count as ambushes, but only if the target is within 30 feet.

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

A guardian can ambush only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature immune to critical hits

TABLE 7-4: THE GUARDIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Alertness, second wind
2nd	+2	+3	+0	+0	Favored enemy
3rd	+3	+3	+1	+1	Ambush +1d4
4th	+4	+4	+1	+1	Opportunist
5th	+5	+4	+1	+1	—
6th	+6	+5	+2	+2	Favored enemy
7th	+7	+5	+2	+2	Ambush +2d4
8th	+8	+6	+2	+2	Crippling strike
9th	+9	+6	+3	+3	Iron resolve
10th	+10	+7	+3	+3	Favored enemy

is not vulnerable to an ambush. The guardian 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 guardian cannot ambush while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Guardians with levels in classes which grant sneak attack damage may stack that damage with ambush damage when their opponent is denied its Dexterity bonus to AC (but not simply when flanking).

OPPORTUNIST (Ex)

Starting at 4th level, once per round, the guardian 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 guardian's attack of opportunity for that round. Even a guardian with the Combat Reflexes feat can't use the opportunist ability more than once per round.

CRIPPLING STRIKE (Ex)

At 8th level, a guardian can ambush or sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by a guardian's ambush or sneak attack also takes 2 points of Strength damage.

IRON RESOLVE (Ex)

At 9th level, the guardian develops defenses to resist certain kinds of mental attacks or controls. He gains a +2 bonus on all Will saves, plus an additional +2 insight bonus on Will saves against mind-affecting spells and effects (for a total bonus of +4 against such effects).

MULTICLASS NOTE

A paladin who becomes a guardian may continue to advance as a paladin.

THE EPIC GUARDIAN

The epic guardian is the ultimate champion of the halfling people, a staunch defender of the weak and innocent.

Backed by reputations as legendary as their skills, they are famed for their resolve, expertise, and dedication to eliminating their enemies.

Hit Points: d8.

Skill Points at Each Level: 4 + Int modifier.

Favored Enemy (Ex): Every four levels beyond 10th (14th, 18th, and so on), the guardian may select an additional favored enemy, and can increase the bonus against any favored enemy (including the one just chosen, if he desires) by 2.

Ambush: The epic guardian's ambush damage increase by +1d4 every four levels beyond 7th (+3d4 at 11th, +4d4 at 15th, and so on).

Bonus Feats: The epic guardian gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

HALFLING KICKSTRIKER

Their small stature long ago forced the halflings to seek ways of effectively engaging larger foes in combat. To this end, one group of halfling warriors crafted a fighting style involving leaping up to engage a foe in the air. This fighting style, called kickstriking, has been passed on and adapted over the years, allowing halflings to level the battlefield between themselves and larger opponents. The art of kickstriking teaches halfling warriors to use their leaping momentum and their powerful legs to deal punishing blows to their opponents' upper bodies, resulting in a fast-paced and acrobatic fighting style.

Though monks and fighters are its most common followers, the kickstriker tradition is one open to all halflings, and its members are found in virtually every halfling society. Kickstrikers do not follow any code or organization, most choosing simply to follow their own path as they hone their fighting skills against their foes. Most halfling warriors learn the basics of kickstriking, but only true masters can use the

TABLE 7-5: THE HALFLING KICKSTRIKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Monk abilities
2nd	+1	+0	+3	+3	Powerful legs
3rd	+2	+1	+3	+3	Jump kick
4th	+3	+1	+4	+4	Wall jump
5th	+3	+1	+4	+4	Roundhouse
6th	+4	+2	+5	+5	Snap kick
7th	+5	+2	+5	+5	Double kick
8th	+6	+2	+6	+6	Backflip
9th	+6	+3	+6	+6	Deflect Arrows
10th	+7	+3	+7	+7	Neck snap

fighting style with any real proficiency. Like any form of martial arts, kickstriking has a methodology and history that most of its practitioners know intimately and guard fervently. The halfling kickstriker usually keeps the secrets of his fighting style from nonhalflings, since knowledge of the training methods and concepts behind kickstriking might allow opponents to counter its advantages.

Any halfling warrior wishing to learn the art of kickstriking can seek out one of its practitioners and request training. Kickstriking is purely an oral and physical tradition, meaning there are few (if any) written documents to detail how the fighting style works. Many halfling warrior societies demand their trainees learn the basics of kickstriker combat, and many of these young warriors go on to be kickstriker masters after years of dedication and practice. Most halfling kickstrikers are willing to train other halflings in their art, and taking up the kickstriker path is typically as simple as finding a willing teacher and declaring one's intent to learn.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a halfling kickstriker, a character must fulfill all the following criteria.

Race: Halfling.

Base Attack Bonus: +4.

Skills: Balance 3 ranks, Jump 6 ranks, Tumble 6 ranks.

Feats: Combat Expertise, Improved Unarmed Strike, Weapon Focus (unarmed strike).

CLASS SKILLS

The halfling kickstriker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Jump (Str), Perform (Cha), Profession (Wis), Tumble (Dex), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the halfling kickstriker prestige class.

WEAPON AND ARMOR PROFICIENCY

The halfling kickstriker gains no proficiency with any weapons, armor, or shields.

MONK ABILITIES

A halfling kickstriker's class levels stack with his monk levels (if any) for determining his unarmed damage and AC bonus.

POWERFUL LEGS (EX)

Starting at 2nd level, the halfling kickstriker doubles his Strength bonus on all Jump checks.

As well, when the kickstriker makes an unarmed attack with his legs or feet, he adds double his Strength bonus on his damage rolls. Anything that would prevent the character from using his legs or feet to attack prevents the use of this ability.

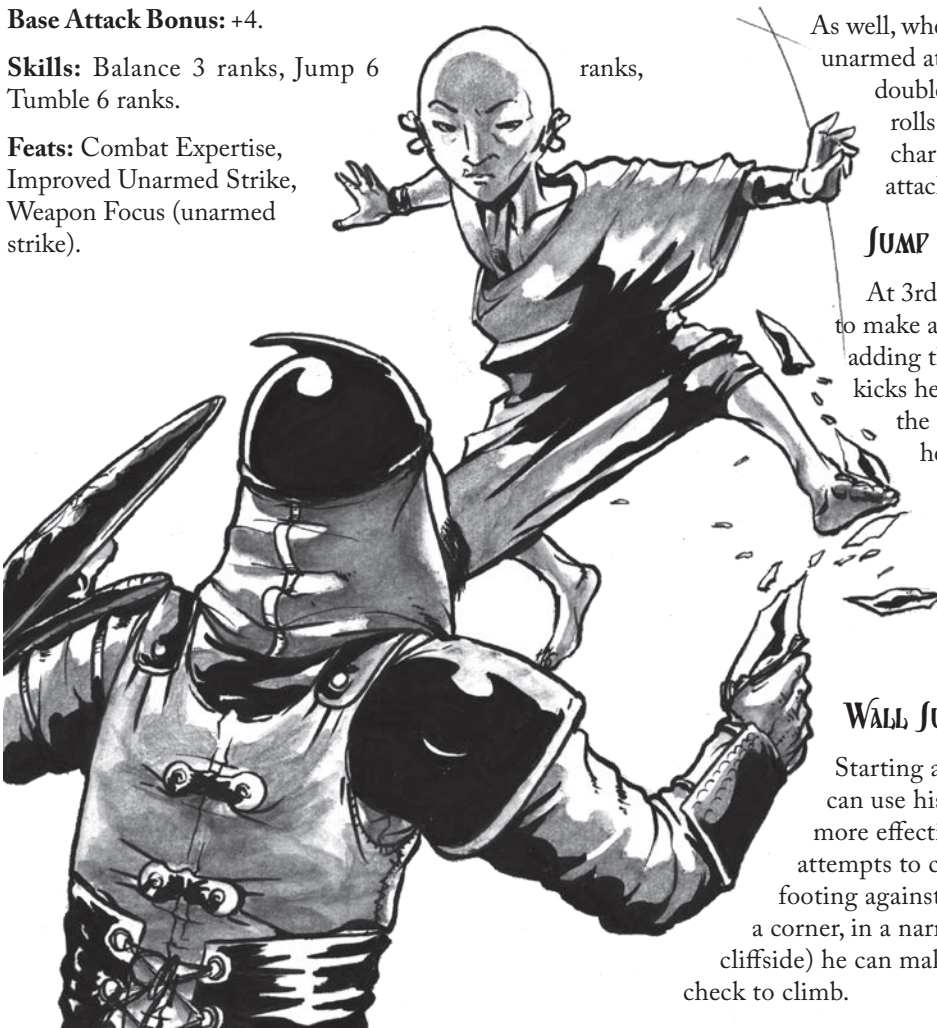
JUMP KICK (EX)

At 3rd level, the halfling kickstriker learns to make a special running jump attack, adding the force of his momentum to any kicks he lands on an opponent. Whenever the kickstriker makes a charge attack, he deals an additional +2d6 points of damage with a single unarmed attack that round.

Anything that would prevent the character from using his legs or feet to attack prevents the use of this ability.

WALL JUMP (EX)

Starting at 4th level, the halfling kickstriker can use his talents to scale cliffs and walls more effectively. Whenever the kickstriker attempts to climb a wall where he can gain footing against an adjacent wall (such as in a corner, in a narrow corridor, or on a curving cliffside) he can make a Jump check instead of a Climb check to climb.



ROUNDHOUSE (Ex)

At 5th level, the halfling kickstriker can spin on one foot and use his momentum to deliver a staggering blow. As a full-round action, the kickstriker makes a single unarmed attack against an opponent. On a successful hit, all creatures adjacent to the target creature (including the kickstriker) can make an attack of opportunity against it.

Anything that would prevent the character from using his legs or feet as a part of this attack prevents the use of this ability.

SNAP KICK (Ex)

At 6th level, the halfling kickstriker gains an additional kick attack at his highest attack bonus whenever he makes a full attack using only his unarmed strike.

Anything that would prevent the character from using his legs or feet as a part of this attack prevents the use of this ability.

DOUBLE KICK (Ex)

At 7th level, the halfling kickstriker can deal exceptional damage to a single opponent by throwing the full force of both feet into a kick. To use this ability, the kickstriker uses the full attack action to make a single unarmed strike against an adjacent opponent. If successful, he deals double damage as if he had rolled and confirmed a critical hit. If the halfling kickstriker rolls a critical hit on his unarmed strike, the critical is automatically confirmed and deals triple damage (critical multiplier $\times 3$).

Anything that would prevent the character from using his legs or feet as a part of this attack prevents the use of this ability.

BACKFLIP (Ex)

At 8th level, the halfling kickstriker can not only avoid incoming attacks but can flip over the top of an enemy's head to land on the opposite side. As a swift action, the halfling kickstriker can move 10 feet in a straight line in any direction without provoking an attack of opportunity (provided the area he lands in is unoccupied). The halfling kickstriker may use this ability a number of times per day equal to his Dexterity modifier (minimum once per day).

DEFLECT ARROWS

At 9th level, the halfling kickstriker gains Deflect Arrows as a bonus feat even if he does not have the normal prerequisites for that feat. If the halfling kickstriker already has the Deflect Arrows feat, he instead gains a bonus feat of his choice for which he meets the prerequisites.

NECK SNAP

At 10th level, the halfling kickstriker can snap an opponent's neck with one devastating kick. Whenever a kickstriker's unarmed strike reduces an opponent's hit points to 0 or less, the kickstriker may immediately attempt a coup de grace attack as a swift action. All normal rules for the coup de grace apply (see **Chapter Eight: Combat** in the *PHB*).

Anything that would prevent the character from using his legs or feet as a part of this attack prevents the use of this ability.

THE EPIC HALFLING KICKSTRIKER

The epic halfling kickstriker is a mobile terror—fast, deadly, and accurate. His small size and ability to evade injury combine with his combat prowess, making the epic kickstriker ideal for eliminating foes with maximum efficiency.

Hit Points: d8.

Skill Points at Each Level: 2 + Int modifier.

Monk Abilities: The epic halfling kickstriker's class levels stack with his monk levels for determining his unarmed damage and AC bonus. The kickstriker's unarmed damage does not improve beyond 20th level, and his AC bonus when unarmored increases by +1 every five levels beyond 20th.

Bonus Feats: The epic kickstriker gains a bonus feat every four levels beyond 10th (14th, 18th, and so on). These feats may be any feats for which the character qualifies.

HALFLING LANCER

Though many scoff at the thought of halfling cavalry mounted on warponies or riding dogs, one encounter with a halfling lancer is enough to change the minds of most skeptics. The halfling lancer is a master of mounted combat, able to turn his size to his advantage when darting about the battlefield on a swiftly moving mount. Halfling lancers serve as what other armies would call light cavalry, using speed and tactics to their advantage rather than brute force. Most halfling lancers spend years in the saddle and are as comfortable there as they are anywhere. Wielding lance and spear designed for their small stature, they are deadly combatants who are not to be underestimated on the battlefield.

Halfling lancers are found in almost all halfling communities, and are common among nomadic halfling tribes. Halfling lancers thrive anywhere they can comfortably use a mount of any kind, making for fewer lancers in the cities (though outlying villages generally have their share). Most halfling lancers prefer to have a place to ride and practice their talents on a daily basis, and even while traveling, many bring straw dummies with them to set up as targets during practice sessions. Halfling lancers do not organize into any sort of established order, but are rather a loose-knit group of comrades who share the common bond of mounted skill at arms. Very rarely will a halfling community have its own special organization of lancers, but most halfling societies will have a handful of lancers mixed in with their other defenders and warriors.

Most halfling lancers begin their careers by forming a special bond with their mount. Usually this means raising their mount from a young age, training it and developing a rapport that most traditional cavalry riders find odd. From

time to time, another halfling lancer will take on a promising student as an apprentice, but it is just as likely that the lancer learns his skills by trial and error. Many see the halfling lancers as a reckless and carefree lot, living dangerously atop their mounts and hurtling into battle at speeds that seem to defy self-preservation.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a halfling lancer, a character must fulfill all the following criteria.

Race: Halfling.

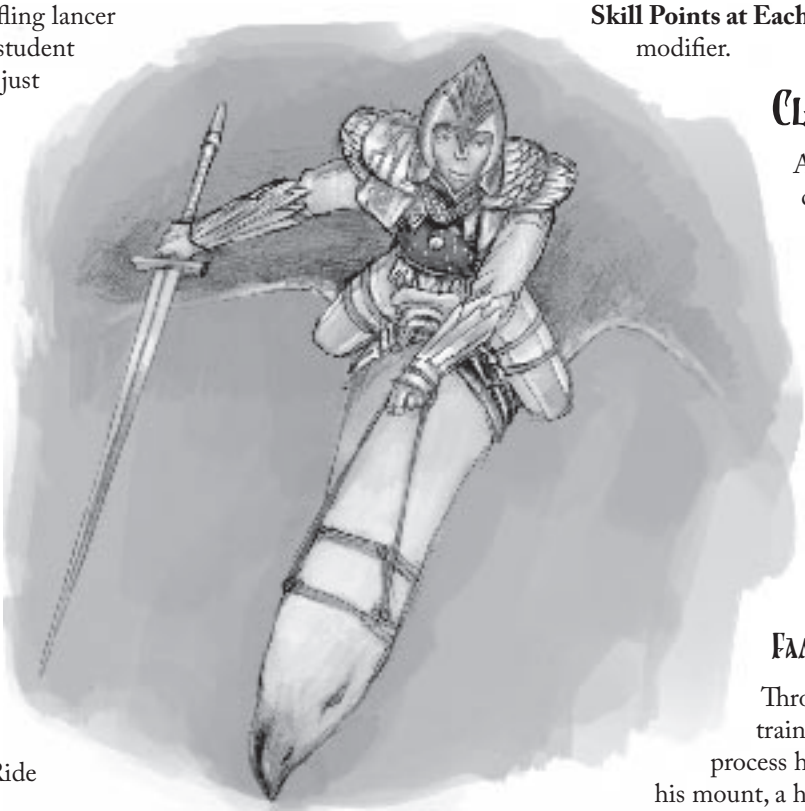
Skills: Balance 6 ranks, Ride 9 ranks.

Feats: Mounted Combat, Ride-By Attack, Spirited Charge.

Special: The halfling lancer must have his own mount (such as a warpony or riding dog), and must have ridden that mount exclusively for at least six months prior to taking his first level in the class.

CLASS SKILLS

The halfling lancer's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perform (Cha), Profession (Wis), and Ride (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.



Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the halfling lancer prestige class.

WEAPON AND ARMOR PROFICIENCY

The halfling lancer gains no proficiency with any weapons, armor, or shields.

MOUNT FAMILIARITY (Ex)

Through the extensive training and bonding process he undergoes with his mount, a halfling lancer gains an intimate familiarity with the mount's mannerisms and habits, and can use that knowledge to his advantage in combat. At 1st level, the lancer gains a bonus on attack rolls while riding a familiar mount. This bonus increases by +1 at 4th, 7th, and 10th levels.

For a mount to be considered a familiar mount, the halfling lancer must have spent at least six months training the mount, using it to the exclusion of all other mounts when riding into combat. Should the halfling lancer's familiar mount die or be taken from him, he loses this bonus until he has trained a new familiar mount (or recovered the old). Training a new familiar mount takes six months if the lancer spends 1 hour per day in training, or three months if lancer and mount train for 2 hours per day.

TABLE 7-6: THE HALFLING LANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Mount familiarity +1
2nd	+2	+0	+3	+0	Ignore obstacles
3rd	+3	+1	+3	+1	Avoid bracing
4th	+4	+1	+4	+1	Mount familiarity +2
5th	+5	+1	+4	+1	Ride-by trip
6th	+6	+2	+5	+2	Mount save, spur mount (speed)
7th	+7	+2	+5	+2	Mount familiarity +3
8th	+8	+2	+6	+2	Improved trample
9th	+9	+3	+6	+3	Mount evasion, spur mount (jump)
10th	+10	+3	+7	+3	Mount familiarity +4

IGNORE OBSTACLES (Ex)

Starting at 2nd level, whenever the halfling lancer makes a mounted charge, his mount may avoid any Small obstacle (including creatures) in the path of the charge by making a DC 16 Jump check as part of the movement. Avoiding a creature in the path of the charge does not provoke an attack of opportunity.

AVOID BRACING (Ex)

Starting at 3rd level, the halfling lancer can guide his charging mount clear of braced spears and lances. Opponents do not deal double damage with weapons set against the halfling lancer's mounted charge.

RIDE-BY TRIP (Ex)

Beginning at 5th level, the halfling lancer can use the speed of his mount to trip an opponent without slowing down. The halfling lancer initiates a trip attack as normal from his mount, but when making the opposed Strength check, he may substitute his ranks in the Ride skill for his Strength bonus. Resolve the trip as normal.

MOUNT SAVE (Ex)

At 6th level, the halfling lancer's rapport with his familiar mount allows him to avoid damage. The bonus on attack rolls from his mount familiarity ability applies to both his and his mount's Reflex saves. (As with mount familiarity, if the halfling lancer loses his familiar mount, this ability cannot be used until a new familiar mount is trained).

SPUR MOUNT (Ex)

The halfling lancer knows how to coerce extra effort from his familiar mount. Starting at 6th level, his familiar mount gains a +10 enhancement bonus to its base land speed. At 9th level, the familiar mount gains a +6 competence bonus on all Jump checks. These bonuses apply only when the lancer rides the mount.

IMPROVED TRAMPLE

Starting at 8th level, the halfling lancer is capable of overrunning an opponent with his mount with devastating results. Whenever the halfling lancer makes an overrun or trample attack, his mount is considered one size category larger for the purpose of determining bonuses or penalties on the opposed Strength check for the overrun attempt. As well, the halfling lancer may immediately make a single attack of opportunity against any opponent that he successfully overruns while mounted.

MOUNT EVASION (Ex)

At 9th level, the halfling lancer can avoid even magical and unusual attacks with great agility. While riding his familiar mount, if the halfling lancer succeeds on a Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Additionally, he may use his own Reflex save result in the place of his mount's save, and if successful, the mount also takes no damage.

This ability can be used only if the halfling lancer is wearing light armor or no armor, and if the mount is wearing light barding or no barding. If the lancer is helpless, neither he nor his mount gain the benefit of mount evasion.

THE EPIC HALFLING LANCER

The epic halfling lancer strengthens his bond to his mount, and is able to push his steed to unbelievable limits as the duo harass their opponents with hit-and-run tactics.

Hit Points: d8.

Skill Points at Each Level: 2 + Int modifier.

Mount Familiarity: The epic halfling lancer's mount familiarity bonus on attack rolls and Reflex saves continues to increase by +1 every four levels beyond 10th (+5 at 14th, +6 at 18th, and so on).

Bonus Feats: The epic halfling lancer gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

ROVER

The nomadic nature of the halfling is well known, but few halflings exemplify this single trait better than the rovers. More than simple rangers, halfling rovers have learned the ins and outs of wilderness survival much the same as a city-dweller might know where the best shops and markets are. Specializing in long-term survival in the wilderness, rovers travel light, their long marches taking them across broad tracts of uncivilized (and often uncharted) lands. Many scholars and cartographers hire rovers to traverse unknown territories and record what they see, with the information they bring back used to create better maps and more detailed studies of the unknown.

Most rovers come from the nomadic tribes, but all consider the whole of the world to be their home. They possess the ranger's talent for survival and the druid's affinity for harmony with nature, making their homes in the wild places of the world but never staying in one area for too long. Some rovers take jobs as caravan guides, specializing in journeys of great distance across lands barely considered fit for civilized travel. Many make their way as traders, hunters, and guides, while others abandon all contact with civilization. Though these hermits are rare, many travelers have sought out such rovers when in search of the secrets of the deep wilderness.

Most rovers were originally outcasts, many of them halflings who felt more at home in the wilds than in villages, towns, or cities. A rover is a halfling who has succumbed completely to the call of wanderlust, moving about from place to place with almost no warning. Rovers can come from any halfling society, even urban-based, provided they have ample access to the natural world and the desire to spend days and weeks exploring the wilderness.

Hit Dice: d6.

REQUIREMENTS

To qualify to become a rover, a character must fulfill all the following criteria.

Race: Halfling.

Skills: Heal 6 ranks, Knowledge (geography) 6 ranks, Survival 9 ranks.

Feats: Terrain Familiarity (see page 10).

CLASS SKILLS

The rover's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

The rover gains no proficiency with any weapons, armor, or shields.



UNHINDERED OVERLAND TRAVEL (Ex)

Whereas most adventurers must take extra time to travel under difficult conditions, the rover may travel overland at great speeds regardless of terrain. Whenever a rover is traveling overland, he may treat any road or trail as a highway for the purpose of determining his overland movement rate. At 5th level, this ability improves, allowing the rover to treat trackless terrain as though it were highway for the purpose of determining overland speed (see **Terrain and Overland Movement** in **Chapter Nine** of the *PHB*).

Additionally, the rover may use his knowledge of overland movement to lead others. Whenever the rover uses the Survival skill to forage or grant a bonus on Fortitude saves against severe weather, each person that he provides for or grants the bonus to also gains the benefit of his unhindered overland travel ability for 24 hours.

At 9th level, the rover can provide better protection against severe weather to himself and his allies. Whenever the rover uses the Survival skill to provide a bonus on Fortitude saves against severe weather, the rover and each person that he grants the bonus to may move at full overland speed while retaining the +2 bonus on their saves.

FAST FORAGE (Ex)

Starting at 2nd level, the rover can find food and water during the course of his travels without having to slow his pace. Whenever the rover uses the Survival skill to get along in the wild, he may move at his full overland speed. This speed increase extends to any other characters who benefit from the rover's use of this ability.

IMPROVED OVERLAND SPEED (Ex)

A rover learns to move as quickly as his larger companions despite his smaller size and stride. For the purpose of determining his overland movement rate, the rover's effective land speed increases by +10 feet at 3rd level and 7th level. This ability does not alter the base overland movement rate of any allies or fellow travelers, nor does it increase the rover's speed in combat (outdoor or otherwise).

LEAD THE PACK (Ex)

At 3rd level, the rover can guide a larger party through the wilderness, even leading entire caravans without needing to slow his pace. Whenever the rover uses the Survival skill to provide a benefit to other characters (such as foraging or granting a bonus on saves against severe weather), double the number of additional characters that can receive the benefit of the rover's Survival check.

STOWED SUPPLIES (Ex)

Starting at 4th level, the rover can locate bundles of supplies he has stored away while traveling overland. Once per week, the rover can make a DC 20 Survival check while in a wilderness area in order to locate a

TABLE 7-7: THE ROVER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Unhindered overland travel (trail or road)
2nd	+1	+3	+3	+0	Fast forage
3rd	+2	+3	+3	+1	Improved overland speed, lead the pack
4th	+3	+4	+4	+1	Stowed supplies (1/week)
5th	+3	+4	+4	+1	Unhindered overland travel (trackless)
6th	+4	+5	+5	+2	Wild healing
7th	+5	+5	+5	+2	Improved overland speed, unhampered movement
8th	+6	+6	+6	+2	Stowed supplies (2/week)
9th	+6	+6	+6	+3	Unhindered overland travel (severe weather)
10th	+7	+7	+7	+3	Always welcome

storehouse of supplies he hid on a previous trip through the area. This supply cache contains equipment equal in value to 50 gp × the rover's class level. The equipment in the cache must be nonmagical and commonly available, and cannot include any living creature or animated construct. With GM approval, the rover may include magic potions whose market value falls within the range of the stowed supplies' value.

In an area in which the rover has never traveled, he can instead make a Survival check to attempt to discover lost or abandoned supplies (another rover's cache, the remains of a caravan attacked by bandits, and so on). The GM selects random items in this case, and will set the DC of the check (typically DC 25 or more). Note, though, that there may be areas where finding supplies in this manner is effectively impossible.

At 8th level, this ability may be used two times per week.

WILD HEALING (Ex)

Starting at 6th level, the rover can make use of natural herbs and remedies found in the wilderness to improve his healing talent. Whenever the rover makes a successful Survival check to forage while traveling, he may add his ranks in Survival to any Heal checks he makes for the next 24 hours. Additionally, the rover may provide long-term care to a character during overland travel, provided that the subject of the healing is able to rest (most commonly in a wagon or on horseback).

UNHAMPERED MOVEMENT (Ex)

Beginning at 7th level, the rover is so accustomed to the dangerous and difficult terrain of the wilderness that it is difficult to slow him down, even in combat. Whenever the rover would normally be slowed by moving over difficult terrain, he may ignore the additional movement cost dictated by the terrain (see **Hampered Movement** in **Chapter Nine** of the *PHB*).

ALWAYS WELCOME (Ex)

By 10th level, the rover has spent so much time traveling from one place to another that he is known and well-regarded throughout the land. Whenever the rover arrives in a city, village, town, or other civilized area, he may always find safe shelter and at least one location where the NPC attitude toward him and his comrades is considered friendly. In areas where a majority of the population will not regard the rover as a friend (deep in orc or goblin territory, for example), this safe location will be a hidden outpost of scouts unfriendly to the larger population, a neutral hermit's cave on the outskirts of a town, and so on (GM's discretion).

THE EPIC ROVER

No place is too distant, no land too harsh, no people too remote for the epic rover. Comfortable wherever he goes, the epic rover benefits from worldly experience and contacts in the farthest reaches of civilization.

Hit Points: d6.

Skill Points at Each Level: 6 + Int modifier.

Improved Overland Speed (Ex): The epic rover's speed continues to improve on cross-country journeys. His effective land speed increases by +10 feet every four levels beyond 7th (to 50 feet at 11th, 60 feet at 15th, and so on).

Stowed Supplies (Ex): The supply cache for an epic rover continues to equal 50 gp × his class level. In addition, he may make use of this ability one additional time per week for every three levels beyond 8th (3/week at 11th, 4/week at 14th, and so on).

Bonus Feats: The epic rover gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

PART V: SPELLS AND MAGIC

The magic of the halflings typically favors effects that compensate for their size, and that enhance how others see them. In addition to making good use of enchantment spells such as *charm person*, and spells like *longstrider* and *bull's strength* to help them match the abilities of their larger allies, halfling spellcasters developed many of the spells detailed here.

An M or F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

NEW SPELLS

NEW BARD SPELLS

1ST-LEVEL BARD SPELLS

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Reveal Magic Mark^M: Reveal invisible magical inscriptions.

2ND-LEVEL BARD SPELLS

Fool's Fortune^F: Target creatures suffer unpredictable luck.

Friend Field: Creatures regard you favorably, cannot attack you.

Golden Tongue: Target creature gains +5 on Bluff, Diplomacy, and Sense Motive checks for 1 min./level.

Resistance, Greater: +1 bonus on saves for 1 min./level.

4TH-LEVEL BARD SPELL

Bestow Wanderlust: Forces target to travel in a random direction.

NEW CLERIC SPELLS

1ST-LEVEL CLERIC SPELL

Reveal Magic Mark^M: Reveal invisible magical inscriptions.

2ND-LEVEL CLERIC SPELLS

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Resistance, Greater: +1 bonus on saves for 1 min./level.

3RD-LEVEL CLERIC SPELL

Hasten Journey: One creature/level can force march without Constitution checks.

5TH-LEVEL CLERIC SPELL

Stone Soup^F: Convert inedible objects into food.

NEW DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Aura of Hospitality^M: +5 bonus on checks to improve NPC attitudes.

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Reveal Magic Mark^M: Reveal invisible magical inscriptions.

2ND-LEVEL DRUID SPELL

Resistance, Greater: +1 bonus on saves for 1 min./level.

3RD-LEVEL DRUID SPELL

Stoneburst: Thrown object explodes for 3d4 fire damage.

NEW PALADIN SPELLS

2ND-LEVEL PALADIN SPELLS

Resistance, Greater: +1 bonus on saves for 1 min./level.

Reveal Magic Mark^M: Reveal invisible magical inscriptions.

NEW RANGER SPELL

2ND-LEVEL RANGER SPELL

Reveal Magic Mark^M: Reveal invisible magical inscriptions.

NEW SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

Div **Reveal Magic Mark^M:** Reveal invisible magical inscriptions.

Ench **Aura of Hospitality^M:** +5 bonus on checks to improve NPC attitudes.

Trans **Disrupt Aberration:** Ray deals 1d6 damage to one aberration.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur **Resistance, Greater:** +1 bonus on saves for 1 min./level.

Conj **Brightmatter:** Sticky phosphorescent mass sheds light where it's attached.

Div **Golden Tongue:** Target creature gains +5 on Bluff, Diplomacy, and Sense Motive checks for 1 min./level.

Ench **Friend Field:** Creatures regard you favorably, cannot attack you.

Utter Failure: Target takes -20 on next attack roll, automatically misses concealed targets.

Evoc **Stoneburst:** Thrown object explodes for 3d4 fire damage.

3RD-LEVEL SORCERER/WIZARD SPELLS

Conj **Filch**: Teleport one unattended object anywhere within range.

Trans **Hasten Journey**: One creature/level can force march without Constitution checks.

4TH-LEVEL SORCERER/WIZARD SPELL

Trans **Knock, Mass**: Opens one locked or magically sealed door/level.

5TH-LEVEL SORCERER/WIZARD SPELLS

Ench **Bestow Wanderlust**: Forces target to travel in a random direction.

Trans **Stone Soup**^F: Convert one inedible substance into food.

NEW SPELL DESCRIPTIONS

Spells are presented in alphabetical order except for those whose names begin with “greater”, “lesser”, or “mass.”

AURA OF HOSPITALITY

Enchantment

Level: Druid 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 minute

Range: 10 ft./level

Area: 100-ft. square/level

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

You create an aura of peace and tranquility in an area that gives all who enter it a sense of welcome and well-being. Any creatures or characters within the *aura of hospitality* must make a Will save to resist its effects. Characters that fail their save immediately become less unfriendly or suspicious, and are easier to befriend. Any attempts by you or your allies to affect the attitudes of creatures under the effect of this spell gain a +5 bonus on the check.

Material Component: A small sculpture or art object worth at least 10 gp.

BESTOW WANDERLUST

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 4, sorcerer/wizard 5

Components: V, M

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 1 day/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

The target of this spell experiences a powerful need to travel and explore, and is forced to make a Will save each day the

spell is in effect. On a successful save, the target creature becomes depressed and distracted, taking a –4 penalty on all skill checks. On a failed save, the creature is compelled to leave the area (though it may hastily pack first), traveling for 8 hours in a random direction. The target creature may make periodic stops during its trek, and can detour or hide to avoid danger as normal. For the balance of the journey, though, it must travel for 45 minutes of every hour with the intention of leaving its former location behind.

Bestow wanderlust can only be removed with a *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Material Component: A small pouch full of grass or leaves.

BRIGHTMATTER

Conjuration (Creation) [Light]

Level: Bard 1, cleric 2, druid 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: Blob of phosphorescent matter

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes

You create a luminous mass of ectoplasm that generates bright light in a 20-foot radius and shadowy light in a 40-foot radius. The mass is sticky and pliable, and can adhere to walls, ceilings, floors, and so on. You can divide the *brightmatter* into smaller separate pieces, but doing so reduces the amount of light that each piece sheds.



Pieces	Bright	Shadowy
1 piece	20 ft.	40 ft.
2 pieces	15 ft.	30 ft.
3 pieces	10 ft.	20 ft.
4 pieces	5 ft.	10 ft.
5 pieces	—	5 ft.

Brightmatter does not generate heat.

Arcane Material Component: A live firefly which must be crushed at the time of casting.

DISRUPT ABERRATION

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You direct a ray of swirling energy. You must make a ranged touch attack against an aberration. If the ray hits, it deals 1d6 points of damage.

FALCH

Conjuration (Teleportation)

Level: Sorcerer/wizard 3

Component: V

Casting Time: 1 standard action

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

Target: One nonmagical, unattended object of up to 10 lb./level and 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You teleport one unattended object within range to any other location within the range of this spell, including into your hands. If cast on any object grasped, touched, or worn by a creature, this spell fails.

FOOL'S FORTUNE

Transmutation [Chaotic]

Level: Bard 2

Components: V, S, F

Casting Time: 1 standard action

Range: 30 ft.

Effect: 30-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You emit a weirdly pulsating field of pink energy that creates an odd but faint warbling sound. Each round as

a swift action, you may select any creature within the emanation to be the recipient of the spell's effects. Roll 1d6 and consult the following.

Roll Effect

- 1 Target takes a -4 penalty on all attack rolls, saves, and checks.
- 2 Target takes a -2 penalty on all attack rolls, saves, and checks.
- 3 Target takes a -5 ft. penalty to base speed.
- 4 Target gains a +5 ft. luck bonus to base speed.
- 5 Target gains a +2 luck bonus on all attack rolls, saves, and checks.
- 6 Target gains a +4 luck bonus on all attack rolls, saves, and checks.

The effects of *fool's fortune* on a target last for just 1 round. On the following round, select another target or the same target and roll 1d6 again to determine the spell's effects on that target.

Focus: A pair of loaded dice worth 1 gp.

FRIEND FIELD

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell surrounds you in a magical aura, making you seem a friend to any creature that observes you. All creatures must make a Will save upon first encountering you. Those that succeed may act normally, but those that fail are unable to attack you directly for the duration of the spell, and their attitude shifts to indifferent (if not already better).

This spell does not prevent you from being affected by indirect or area effects (such as a *fireball* or a *summon monster* spell). Likewise, you cannot directly attack any affected creature without breaking the effect of the spell, though you may cast other spells or take other actions normally.

GOLDEN TONGUE

Divination

Level: Bard 2, sorcerer/wizard 2

Component: S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The target creature gains a general sense of the emotions of those around him, as well as the appropriate speech and

body language to improve their disposition. The subject gains a +5 insight bonus on all Bluff, Diplomacy, and Sense Motive checks for the duration of the spell.

HASTEN JOURNEY

Transmutation

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 minute

Range: Touch

Targets: One creature/level touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Hasten journey allows creatures to travel over long distances without suffering negative effects. While this spell is in effect, subject creatures can make a forced march without having to make Constitution checks for nonlethal damage or fatigue.

KNOCK MASS

Transmutation

Level: Sorcerer/wizard 4

Component: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One door, box, or chest/level within range, each with a total area of up to 20 sq. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Mass knock functions exactly as the *knock* spell, except for the increased number and area of targets as indicated above. The spell opens all doors within range to which you have line of sight, opening the closest doors first. Calculate the number of doors this spell will affect as if each one were sealed in no more than two ways (as with *knock*). For example, a door that is locked and barred is treated as one door to be opened by *mass knock*, but a door that is locked, barred, and *held* is treated as two doors.

RESISTANCE, GREATER

Abjuration

Level: Bard 2, cleric 2, druid 2, paladin 2, sorcerer/wizard 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Cloak touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You imbue a nonmagical cloak with energy that protects its wearer from harm, granting a +1 resistance bonus on all saves.

Focus: The nonmagical cloak.

REVEAL MAGIC MARK

Divination

Level: Bard 1, cleric 1, druid 1, paladin 2, ranger 2, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 30 ft./level

Target: Cone-shaped emanation

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Whenever this spell is cast, all invisible magical inscriptions in the area (whether on objects or creatures) are made to glow. Any normally invisible magical marks or glyphs, including those made by the *arcane mark* spell, will be exposed by *reveal magic mark*. Creatures who view the inscriptions cannot automatically decipher them, though a Decipher Script check or *read magic* spell might allow the text to be read. This spell will reveal the presence of a *glyph of warding*, *explosive runes*, and the like, but will not automatically trigger their effects (though subsequently approaching or reading the inscriptions might).

Arcane Material Component: A finely-crafted candle worth at least 1 gp.

STONEBURST

Evocation [Fire]

Level: Druid 3, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One nonmagical object/level touched

Duration: 1 min./level or until discharged

Saving Throw: None

Spell Resistance: No

This spell imbues small objects (of a size and shape the caster can easily throw) with explosive force. Each object detonates on impact, dealing 3d4 points of fire damage in addition to its normal damage when thrown (if any).

STONE SOUP

Transmutation

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, F, M

Casting Time: 10 minutes

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

Effect: Food for one creature/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You transform any normally inedible substance inside a cauldron or cooking pot into bland but nourishing soup. Any substance may be placed into the pot (dirt, bricks,



leather, copper coins, and so on), but must be stirred constantly over an open flame while the spell is cast. At the end of the casting time, *stone soup* transforms the cauldron's contents into enough food to feed one Medium creature per level. In addition, the food is so fortifying that any creature eating it gains a +4 alchemy bonus on saves against poison and disease for 24 hours.

Focus: A cauldron or iron cooking pot.

Material Component: Enough liquid or solid material to fill the cauldron.

UTTER FAILURE

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

Your touch fills a target creature with melancholy feelings of inferiority, taking a –20 penalty on its next attack roll. Additionally, the target automatically misses if its next attack is against a target with concealment or total concealment.

PART VI: HALFLING EQUIPMENT

In worlds dominated by the larger races, halflings often have a harder time acquiring equipment, weapons, and armor specifically designed for their smaller stature. This section details new items designed with halflings in mind, though any Small creature can likely benefit from their use.

WEAPONS

The following new weapons are suitable for halfling adventurers and combatants.

BAGH NAKH

The bagh nakh are a weapon favored by desert societies, and are commonly found among nomadic halfling tribes. Also known as “tiger claws,” the bagh nakh are frequently used by halfling blade dancers who prefer a weapon that allows them the feel of unarmed combat. Bagh nakh are similar to brass knuckles, except that they feature a trio of curved blades similar in style to the claws of a large cat. You cannot be disarmed of the bagh nakh by an opponent.

TABLE 6-8: WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type
<i>Light Weapons</i>							
Bagh nakh	3 gp	1d3	1d4	×3	—	1 lb.	Piercing
Crescent blades	9 gp	1d6	1d8	19–20/×2	—	4 lb.	Slashing
Fighting spurs	6 gp	1d3	1d4	×2	—	1/2 lb.	Slashing
Pepper bombs	1 gp	Special	Special	—	10 ft.	1 lb.	Special
Smoke bombs	1 gp	Special	Special	—	10 ft.	1 lb.	Special

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

A monk may use the bagh nakh as part of an unarmed attack, adding the weapon's damage to his unarmed strike damage. Other creatures do only the weapon's listed damage, but a character using bagh nakh without the Improved Unarmed Strike feat is considered unarmed for the purpose of determining whether his attack provokes an attack of opportunity.

CRESCENT BLADES

A derivative of the tonfa (a side-handled baton), crescent blades are worn in pairs and are favored by desert halfling warriors. The crescent blades have a design similar to the tonfa, in that they are gripped by a handle while the main weapon is held underneath the hand and forearm, parallel to the natural line leading from the elbow to the hand. Instead of a rounded piece of wood, the crescent blade ends in a sharp edged blade with a slight curve, giving the weapon its name. Monks may use crescent blades as part of a flurry of blows attack.

FIGHTING SPURS

Similar to the spurs worn by horse riders, fighting spurs are specifically designed for use in combat. Fighting spurs add their damage to an unarmed strike made using the wielder's feet, and are particularly favored by mounted troops who use them to lash out and deal damage as they ride. You cannot be disarmed of fighting spurs by an opponent.

A halfling kickstriker may use fighting spurs as part of an unarmed attack, adding the spurs' damage to his unarmed

damage. Other creatures do only the weapon's listed damage, but a character using fighting spurs without the Improved Unarmed Strike feat is considered unarmed for the purpose of determining whether his attack provokes an attack of opportunity.

PEPPER BOMBS

Small bundles of ground pepper and other irritants, pepper bombs are designed to blind an opponent and reduce his effectiveness in combat. Pepper bombs are usually small bundles of cloth sealed by a thin cord, which burst on impact and spray a cloud of dust into the air that blinds and chokes the target. To use a pepper bomb, a character need only make a ranged touch attack against a target. Any character struck by a pepper bomb must make a DC 15 Reflex save or be blinded for 1d4 rounds. The pepper bomb does not affect targets immune to critical hits.

SMOKE BOMBS

Much like pepper bombs, smoke bombs are cloth bundles of alchemical reagents sealed with a tightly-wound cord. On impact, the reagents mix to produce a thick cloud of harmless smoke that fills a 10-foot radius, spreading at a rate of 5 feet per round from the place of impact. Any characters within the area of the smoke have total concealment (50% miss chance and attackers can't use sight to locate the target), though their own vision is so obscured that anything more than 5 feet away has total concealment against them. The smoke from a smoke bomb disperses in 1d4 rounds.

SMALLER TREASURE AND MAGIC ITEMS

One difficulty some halflings encounter when adventuring is getting their fair share of treasure. When the prize is being looted from lands populated primarily by larger creatures, halflings most often find that much-coveted magic weapons and armor are useless to them. In such cases, most halflings are forced to choose equipment that can be used by creatures of any size (such as rings or wands), or to wait until they're in a town or city large enough to trade for items they can use.

Another option that halfling characters might consider is to have magic items resized to fit them. While the *shrink item* spell doesn't normally allow for the reduction of magic items, certain specialized crafters and artificers with sufficient knowledge of magic item creation are capable of modifying a weapon, suit of armor, or other piece of equipment to fit smaller creatures. To do so, the crafter must have the appropriate magic item creation feat for the magic item to be reduced in size. The crafter and the owner of the weapon for whom the item is being resized must then spend 8 hours preparing the item for the reduction process. During this time, the crafter must cast *shrink item*, followed by a *permanency* spell once the item has been resized.

Unlike the normal use of *shrink item* and *permanency*, performing the transformation in this way permanently alters the size of the magic item, and it can only be resized by performing the same ritual again.



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