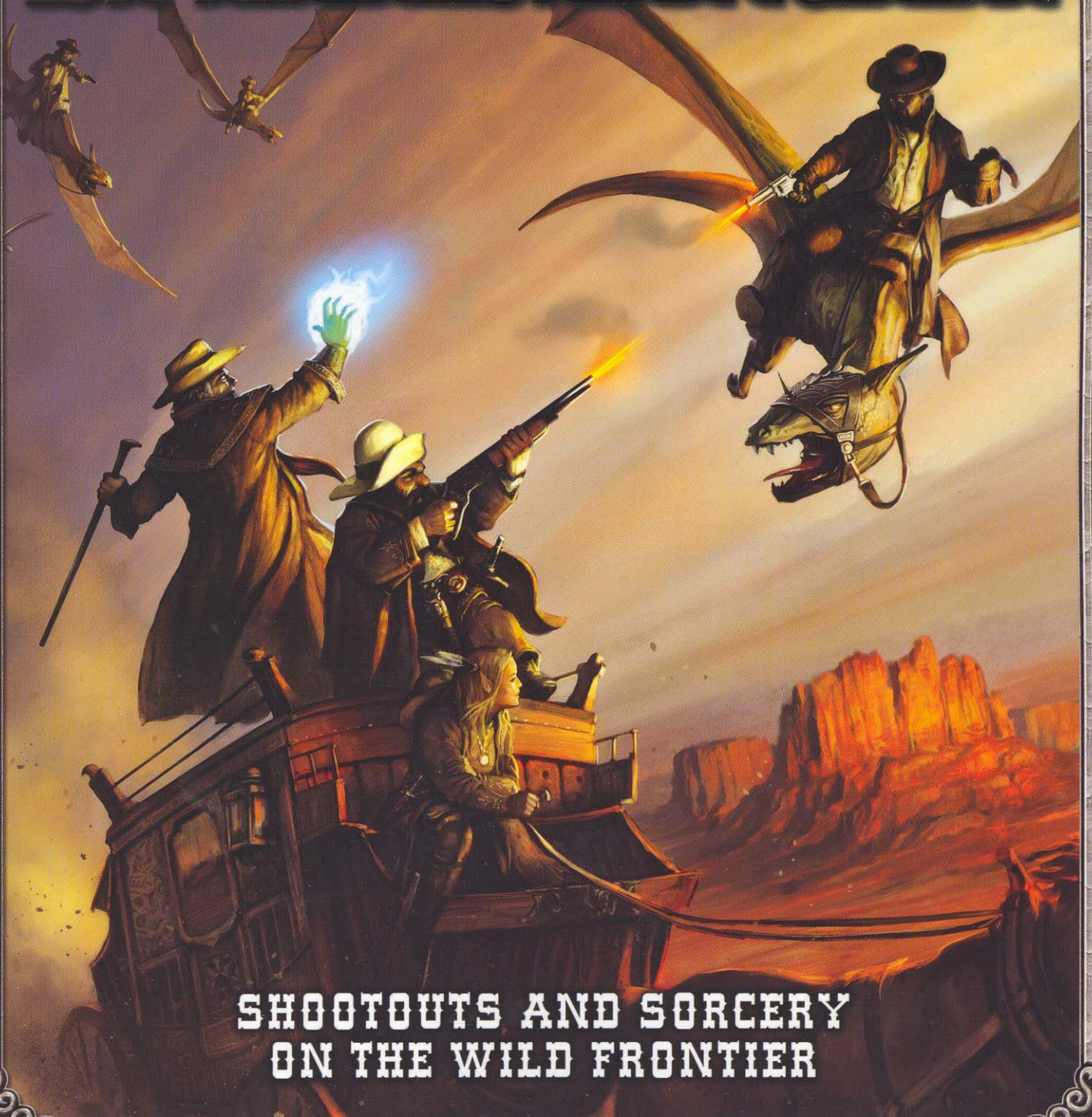




HORIZON™

NEW ROLEPLAYING FRONTIERS

SPELLSLINGER™



SHOOTOUTS AND SORCERY
ON THE WILD FRONTIER

HORIZON: SPELLSLINGER

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HORIZON

Welcome to HORIZON. You are holding the fourth in a line of self-contained RPGs for the d20 System, published by Fantasy Flight Games. Our goal for the HORIZON line is to explore the farthest possible reaches for new settings, themes, and mechanics, and we want to take you with us. Just as importantly, every HORIZON game will remain completely compatible with the d20 rules you already know, so you can pick up the book and start playing immediately.

Spellslinger is published under the terms of the Open Game License and the d20 System Trademark License. The OGL allows us to use the d20 System core rules and to publish game products derived from and compatible with those rules.

Open Game Content in this book includes all game rules, statistics, abilities, mechanics, and all material derived from the d20 System SRD, including names, traits, and abilities. The descriptions and backgrounds of the races, locations, brands, and setting are designated as closed content.

INTRODUCTION

Spellslinger takes place in a fantasy world with an Old West twist. The "old world" with its humans, elves, dwarves, and other traditional fantasy races has colonized a new continent referred to simply as "the Territories." Tens of thousands of colonists have been drawn there by the lure of gold, land, or freedom. However, they are not the first inhabitants of the Territories. The natives, a race known by the colonists as the gray runners, have frequently come into conflict with the land-hungry immigrants, but have been forced to pull back to the west beyond the Gray Hills because of the colonists' superior technology.

This new land is harsh, but filled with opportunities for a clever drifter. The Gray Hills, though deadly, have proven to be extremely rich with gold and other minerals. Likewise, because of the great distance between the old world and the Territories, a power vacuum has emerged and has begun to be filled by clever folk, often working together in concert to form small city-states.

In the Territories, there is freedom from the old world. Freedom to defend the old ways, or destroy them. Freedom to live, and freedom to die.

HORIZON: SPELLSLINGER



LAWS OF THE WEST

Spellslinger is a self-contained d20 System RPG that lets you combine the grandeur of epic fantasy with the grit and pathos of the Old West. It is intended for quick startup and action-packed play, requiring only that you be familiar with the d20 System. You'll want a copy of the core d20 rules in order to play, and most d20 supplements are compatible with *Spellslinger*. The game utilizes updated material from the v.3.5 revision, though the revised rules are not necessary to play.

Any rules not specifically mentioned in *Spellslinger* should be assumed to work as described in the core d20 rules (PHB and DMG).

GETTING STARTED

The Territories are no place for the weak or timid. Only the bravest and the most competent adventurers make the journey to the New World and become drifters. Because of this, it is recommended that GMs start *Spellslinger* characters at 3rd level. This allows players to take advantage of both the gray runner race and the various magical brands with ease.

Creating a character to enter this wild and untamed

land only takes six simple steps.

First, generate the character's abilities as described in the PHB (Chapter 1, Ability Scores). Second, select your character's race as described in the PHB (Chapter 2, Races). Be sure to see what modifications have been made to the standard races and check out the gray runners in Chapter 1 of this book.

Third, select a character class. Each class focuses on a different theme from the western genre and specifies what a character does best. Don't worry about choosing the wrong class, as there are no penalties for multiclassing in *Spellslinger*.

Fourth, decide if you want your character to have been born with a brand. Brands impart special abilities, but they are difficult to hide, and most of them are frowned upon in the Territories. Brands are fully detailed in Chapter 3 of this book.

Fifth, assign your skill points and select starting feats. Skill points will help your character in day-to-day survival while feats allow your character to perform those remarkable acts that define him as a hero. Sixth, and finally, purchase starting equipment.

There are no alignments in *Spellslinger*. Each drifter must choose his or her own path in life.

CHAPTER ONE

CHARACTER RACES

INTRODUCTION

In *Spellslinger*, you can play any of the standard character races found in the d20 system core rules: dwarf, elf, gnome, half-elf, half-orc, halfling, or human.

You can also choose instead to play a gray runner, a member of a race native to the Territories. This race offers its own unique roleplaying challenges in the setting and is fully detailed in its own section of this chapter.

This chapter details each race's place in the Territories and the ways they live and behave in the *Spellslinger* setting. Each race typically has a fundamental flaw in its character that helps create the racial tension needed for the setting.

STANDARD RACES

All of the standard d20 system fantasy races have immigrated into the Territories. Additional details about each race are described below.

GLOBAL CHANGES

Because there are no multiclassing penalties in *Spellslinger*, none of the races receive favored classes.

In addition, because *Spellslinger's* skills are different from the standard d20 system skills, ignore all skill bonuses other than those listed here.

BRANDS

Although no brand is limited to a particular race, certain brands are more common to particular races than others. Each racial description contains a section describing which brands are most common to it.

HUMANS

Humans, with their boundless ambition, form the majority of colonists who have come to the Territories. Nearly every town and village has at least a few human families, all struggling to carve out a piece of land for themselves. Humans are extremely territorial, and are willing to fight over even perceived trespasses on their land. Most of the other races give their stakes a wide berth in an effort to avoid trouble.

Relations: Although humans usually get along with most of the other races, they have come into conflict with the gray runners more often than any other colonist group. The gray runners have difficulty understanding the concept of land ownership, a topic near and dear to the humans' hearts. Because of this, territorial disputes and blood feuds often spring up between the two groups.

Humans are also liable to dislike any race that threatens their economic well-being. Human miners are certain to dislike and mistrust dwarves, with their superior mining skills, while human laborers typically hate half-elves and half-orcs, who are often willing to work for less money. The one race that seems to be immune to this effect is the halflings. Most humans find it difficult to truly dislike halflings, perhaps because of their resemblance to human children or their boundless optimism and friendliness.

Human Lands: Humans are found everywhere in the Territories except for gray runner lands. Even there, humans can be found encroaching on the edges of Pack territory.

Brands: The magi, blackhand, and pale rider brands are the most common ones among humans. Only the skinwalker brand is particularly rare in humans.

HUMAN RACIAL TRAITS

Humans receive all of their standard racial traits.

DWARVES

If dwarves have both a defining characteristic and a fundamental flaw, it's their greed. Most dwarves came to the Territories after hearing tales of rich veins of ore, only to discover that the hills in which the richest of those veins were found were also filled with undead abominations. Rather than let that stop them, the dwarves simply developed combat techniques that were effective against the undead.

Dwarves are possessive of their mines in the same way humans are possessive of their land. Only a foolish or desperate claim jumper would dare to try and steal from a dwarven mine, since the dwarves are famous for their tenacity in seeking revenge against claim jumpers.

In general, dwarves suffer from a mild paranoia when it comes to their mines. Anyone who shows too much interest in a dwarf's mine is sure to get the dwarf to dislike him. In the same vein, the best way to make friends with a dwarf is to help defend his mine against thieves.

Relations: The gnomes are perhaps the only other race that dwarves could be said to be fond of, and then only in small doses. Dwarves can tolerate humans, half-elves, and halflings, but feel no real desire to be polite to them. As for the elves and gray runners with their complaints about how the dwarves treat the environment, the less said the better. However, the dwarves save their true contempt and distrust for half-orcs. Friendship between the two races is rare and hard-won.

Dwarven Lands: Most dwarves in the Territories have come for the rich mineral deposits at the base of the Gray Hills. As a result, most of them live near these hills, clustering in the towns of Redemption, High Mountain, and South Hall. High Mountain and South Hall in particular are nearly exclusively dwarven, and there is a long-standing feud between the two towns over which dwarven community crafts the finest works of art. In addition to these three major towns, there are countless small dwarven communities all up and down the eastern edge of the Gray Hills.

Brands: Only the steelheart and padre brands occur with any regularity among dwarves. Dwarven magi, in particular, are nearly unheard of.

DWARVEN RACIAL TRAITS

Dwarves receive their standard racial traits, with the following changes.

- **Weapon Familiarity:** Dwarves may treat dwarven scatterguns as large firearms, rather than exotic weapons.
- Instead of their +1 racial bonus on attack rolls against orcs and goblinoids, dwarves in the Territories receive a +1 racial bonus on attack rolls against undead. This is due to their constant fighting with the undead of the Gray Hills.
- +2 racial bonus on Bargain checks that are related to stone or metal items.
- +2 racial bonus on Build/Repair checks that are related to stone or metal.

ELVES

Those elves who came to the Territories have typically done so in order to escape the overcrowding of the old world. Elves by their nature are fey, and require open spaces and unspoiled places of beauty to be truly happy, both of which have become increasingly rare in the old world. As a side effect of this, the majority of the elves in the Territories are solitary creatures, disliking the company of others. Many become mountain men or hermits, living by themselves in the wilderness. Others become scouts, moving on as the frontier catches up with them.

The elves have traded in their famous longbows for a new weapon: the elven longbarrel. These oversized rifles are famous for their range and accuracy, and elves armed with longbarrels have won every major sharpshooting competition for the past 30 years.

Relations: As the elves have become more misanthropic over time, their relations with other races have suffered. Most Territory elves lack the patience to tolerate a gnome or halfling chattering away at them for too long, and they tend to dislike dwarves and half-orcs for moral reasons, but they have no strong objections to humans, who keep to themselves. Oddly, elves seem to be most comfortable around gray runners, who share their convictions about the land and nature.

Elven Lands: Those elves who dwell in towns typically live as far out on the outskirts as possible. Most elves prefer to dwell in small log cabins out in the wilderness by themselves or with their families. A typical elven "town" might cover hundreds of miles, with 20 or 30 miles between each family's home. This is not to say that elves no longer come together for social gatherings and celebrations, just that they value their privacy much more after the crowded conditions of the old world.

Brands: The magical brands (magi, padre, and skinwalker) are the most common among elves, while the steelheart and blackhand brands are the rarest. Elves with the blackhand brand are shunned by their fellows in particular, as there is a superstition among the elves that the blackhands draw the magic out of the earth and destroy it wherever they walk, and especially wherever they sleep. Few elves will knowingly allow a blackhand to sleep in their home.

ELVEN RACIAL TRAITS

Elves receive their standard racial traits, with the following changes.

- **Weapon Proficiency:** Elves receive the Exotic Weapon Proficiency feat for the elven longbarrel as a bonus feat.
- +2 racial bonus on Senses checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Senses check to notice it as if he were actively looking for it.

GNOMES

Gnomes are ruled primarily by their curiosity and their desire for knowledge at whatever the cost. Many of the gnomes who have come to the Territories came seeking the intellectual freedom to pursue their experiments away from the restrictions placed on them in the old world. As a result, many of the greatest technological breakthroughs in recent years have been created in the Territories by gnomes, including the railroad and the revolver.

Because of their intense curiosity, gnomes are sometimes considered to be obsessive, even dangerous, by many of the other races. Some gnomes are willing to perform experiments that most would consider unethical in their pursuit of knowledge, occasionally going so far as to use unwitting or even unwilling subjects in their researches. It's a rare drifter who will eat or drink something offered to him by a gnome without at least asking what it is.

Further adding to the aura of unpredictability and danger surrounding gnomes is the custom of the gnomish contraption. Small, pistol-like weapons, no two contraptions are exactly alike, though they all share the trait of being nearly as dangerous to the wielder as to his target. Nonetheless, many of these contraptions are surprisingly effective engines of death, and most treat them with caution and concern.

Relations: The gnomes are typically too wrapped up in their researches to really develop any strong dislikes for the other races, though they don't appreciate the preaching they receive at the hands of the elves and gray runners. They get along with humans, dwarves, half-elves, and halflings quite well, and even find half-orcs to be useful once in awhile.

Gnome Lands: Most gnomes live near the railroad, so that they can order manufactured goods from across the Territories with ease. Landfall, White Shores, Salt Harbor, and River's End all boast significant gnome populations. The town of Nowhere is largely gnomish, and sponsors an annual Invention Fair for those brave enough to attend. However, most towns in the Territories have at least one or two gnomes living there. Some have even turned away from their race's traditional pursuits to farm, hunt, or fish, though every gnome has at least one small gadget that he's hammered together in his spare time, even if all it does is keep the shutters from banging in the wind.

Brands: Steelhearts and magi are most common among gnomes, while padres and skinwalkers are rare.

GNOME RACIAL TRAITS

Gnomes receive their standard racial traits, with the following changes.

- **Weapon Familiarity:** Gnomes may treat gnomish contraptions as small firearms, rather than exotic weapons.
- +2 racial bonus on Build/Repair checks.
- +2 racial bonus on Senses checks.

HALF-ELVES

Half-elves came to the Territories in order to escape the racial persecution they received in the old world. They had difficulty getting jobs and had a reputation as unsavory individuals prone to wild and irresponsible behavior. Of course, coming to the Territories has not ended their persecution, but they have a bit more opportunity here. Those willing to do menial labor are scarce in the Territories, most people having arrived with dreams of grandeur.

Some half-elves, enraged by the general perception of their race, have done their best to live up to it. They drink, they brawl, and they cause trouble wherever they go. Naturally, this simply serves to reinforce the stereotypes, but as the half-elves say, "If you're gonna hang anyway, you might as well shoot the sheriff before you go." In fact, "shooting the sheriff" has become slang among half-elves for drinking and carousing until dawn.

Other half-elves try to keep their heads down and avoid trouble, but it has a tendency to seek them out. Everyone likes to pick a fight with the local half-elf laborer, just to see how tough he is, and of course, everyone knows what they say about half-elven women.

Relations: Half-elves enjoy the company of the wilder races, including half-orcs, halflings, and dwarves. They don't like being around elves or humans, since both races tend to treat them as the embodiment of everything wrong with the other race. Gnomes and gray runners make half-elves genuinely uneasy, the gnomes because of their tendency to attract serious trouble, and the gray runners because, of all the other races, only they could be said to be even wilder than the half-elves.

Half-Elven Lands: Half-elves tend to follow the frontier, staying ahead of the advancing edge of civilization whenever possible. Only in these lawless areas can a half-elf truly prove his worth without regard to his parentage. Sunset and Redemption both have large half-elven communities, and any out of the way spot, such as Nowhere or South Hall, is liable to have a few around, doing odd jobs and drinking the local brew.

Brands: Most branded half-elves are either blackhands or pale riders, adding greatly to the general mistrust of their race. Some of the half-elven blackhands are among the deadliest gunfighters and bandits in the Territories, taking particular delight in gunning down elven magi. Oddly, considering their elven parentage, the rarest half-elven brands are padres and magi.

HALF-ELVEN RACIAL TRAITS

Half-elves receive their standard racial traits, with the following changes.

- **Weapon Familiarity:** Half-elves may treat elven longbarrels as large firearms, rather than exotic weapons.
- +1 racial bonus on Senses checks.
- +2 racial bonus on Chat checks.

HALF-ORCS

Even more than half-elves, half-orcs have come to the new world for a fresh start—a chance to escape the poverty and racism of the old world. There, they were despised for their orcish blood, considered little better than beasts. Here in the Territories, a land starved for laborers of any sort, they are at least considered useful, if dangerous.

Half-orcs have a reputation for explosive tempers that if anything, they've earned. They have little tolerance for being ridiculed or taunted, and they often lash out with more force than the situation warrants, immediately regretting it afterwards. One half-orc in White Shores was hanged after striking and accidentally killing his best friend, a halfling, after the halfling made fun of a new hat he'd bought.

Relations: Half-orcs generally prefer to keep to themselves, since they are usually afraid that the other races see them as stupid. However, some half-orcs have managed to strike up good friendships with halflings, gnomes, half-elves, and even gray runners. Humans, elves, and dwarves are typically too prejudiced against half-orcs to be befriended in such a manner.

Half-Orc Lands: Half-orcs are drawn to the same wild and unruly towns as half-elves, but for different reasons. Where the half-elves come seeking respect, the half-orcs come seeking work and a place to live. Typically, half-orcs are forced to live in certain neighborhoods with other half-orcs. Most folks don't want the half-orcs around, thanks to their volatile tempers. The other place half-orcs can be found is the edge of the railroad, laying new tracks. With their great strength and endurance, the half-orcs have become the laborers of choice for the gnomish railroad captains of industry. The railroad-owned town of Wayside has an extensive half-orc community.

Brands: Half-orcs with brands almost always bear either the pale rider or skinwalker brand. All other brands are extremely rare among the half-orc people.

HALF-ORC RACIAL TRAITS

Half-orcs receive their standard racial traits, with the following changes.

- **Weapon Familiarity:** Half-orcs may treat orcish hand-cannons as large firearms, rather than exotic weapons.

HALFLINGS

Every race sees the Territories as something different. For the humans, it's a source of free land. For the

half-orcs, it's a fresh start. The halflings see the Territories as one big opportunity to make it rich. Not by mining or grueling physical labor. Leave that to the bigger races. Instead, halflings tend to focus on the opportunities in and around town. Shops need shopkeepers, banks need bankers, and everyone needs a barber.

Unfortunately, some halflings have a way of letting their greed run away with them, and this has given the entire race a reputation as thieves and con men. If a halfling does too well at cards, it's a sure thing that someone will call him a cheat sooner or later. If he runs a successful store, rumors will circulate that he puts his thumb on the scales when weighing the goods and waters the liquor. Indeed, many halflings have been shot or dragged to death behind horses due to unsubstantiated rumors like that. So, while the Territories are bountiful, a smart halfling always watches his step.

Relations: Halflings get along with the other races for the most part, although dwarves and elves often lack the patience to talk to them. Half-orcs, humans, and gray runners tend to make halflings nervous, since they have been known to lash out in anger against the smaller, often more successful halflings.

Halfling Lands: Halflings can be found in every town, although they are scarce in High Mountain and South Hall, being largely unwilling to live with the dour dwarves. The largest halfling community is in River's End, with its strong mercantile industry.

Brands: Halflings do not have brands as often as the other races, but when they do, they're usually either padre or blackhand brands. Of the others, the pale rider brand is almost never seen among halflings.

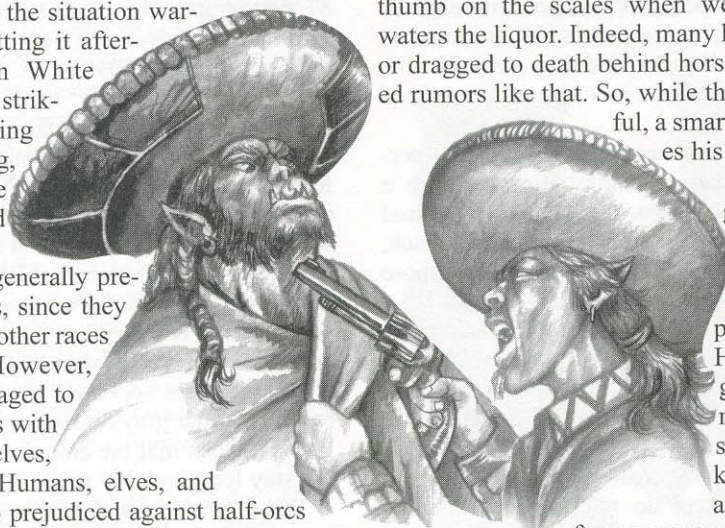
HALFLING RACIAL TRAITS

Halflings receive their standard racial traits, with the following changes.

- **Weapon Familiarity:** Halflings may treat halfling throwing knives as brawling weapons, rather than exotic weapons.
- +2 racial bonus on Athletics, Creep, and Senses checks.

GRAY RUNNERS

Gray runners, as they are called by the colonists, are the principal native race of the Territories. They refer to themselves collectively as the Pack, though that implies a social structure that is more unified than the reality. They are a tribal society, with traditions and cultures that vary significantly from one tribe to the next. However, one thing that most agree upon is the destructive effect of the



colonists upon the Territories and upon their way of life.

Personality: Gray runners are quiet when working or hunting, typically only talking when relaxing or planning. As their saying goes, "Talk or work. Do not confuse the two." While this may seem rude to those not familiar to their ways, members of the Pack are taught that work and talk are both equally important activities, and that each deserves their complete attention.

Members of the Pack are careful in what they take from nature. They pray for permission before making a kill, and give thanks to the departing animal spirit after doing so. They believe that to do otherwise angers the animal spirits and brings bad luck and poor hunting. To them, each colonist must be surrounded by an invisible swirling mass of angered spirits, and they marvel at the magic the colonists must have in order to keep from being overwhelmed by them.

In other things, Pack members owe a lot of their personality to the wolves they resemble. They establish a clear pecking order in their tribe, the children are raised communally, they mate for life, hunt together as a pack, etc. Their cultural resemblance to wolves has caused more than one colonist to look down on them as "animals."

Physical Description: Members of the Pack stand between six and seven feet tall, weigh between 200 and 300 lbs., and live up to 60 years. They are humanoid wolves with extremely keen senses and superficially resemble werewolves or gnolls, though they are more graceful and sleek than those creatures.

Relations: Gray runners do not understand most colonists. The one race that comes closest to their own beliefs is the elves, but elves believe themselves to be outside the natural order and in control of it. They twist the trees into their homes and use the animals as servants. To a gray runner, these acts are unnatural, and indicate that the elves don't really believe in harmony with nature any more than the other colonists, though they at least give lip service to the idea.

A member of the Pack asks permission for what he takes from nature, and gives thanks afterwards. He would no more saddle a thrace than he would saddle himself, and he shares his kills with the thrace in thanks for its aid on the hunt. Because of these differences in philosophy, it is difficult for members of the Pack to relate to the colonists, who take what they want from the land and give nothing in return. Gnomes, dwarves, and humans in particular are the worst offenders. Gnomes shackle the earth with their railroad, dwarves dig deep into the earth, leaving gaping sores, and the humans claim ownership of the land, a concept that is laughable at best to a member of the Pack.

Gray Runner Lands: Gray runners live to the west of the Gray Hills, having made a treaty with the colonists. The colonists stay on their side of the hills, and the Pack will stay on its side of the hills. Of course, this doesn't work completely in practice. While there are many Pack villages west of the hills, the only village that colonists are particularly aware of is the White Tooth village on the west bank of Spirit Lake, near the town of Redemption. Spirit Lake is a neutral ground

where colonists and gray runners come together to trade goods with each other, and the White Teeth can also keep an eye on the colonists and make sure that none of them cross into Pack territory.

Religion: Pack members believe that every living thing has a spirit, and that all things are alive, even the earth, the sky, and the clouds. Rather than call upon a specific god, gray runners pray to a dizzying array of spirits and ancestors, walking a careful course to keep from angering one or more of them.

Language: Gray runners speak Pack, a language shared by all of the tribes. Their alphabet is a series of 87 pictographs that convey both visual and olfactory information. Anyone without the scent ability can make out no more than 60% of the words in a message written in Pack

Names: Gray runner names are typically physically descriptive and make no distinction between male and female. Since members of the Pack generally identify each other by scent, names are used primarily when speaking of another member of the Pack in the third person.

Gray Runner Names: Black Star, Brown Eyes, Gray Paw, Limp Tail, Two Scar, White Face.

Adventurers: Typically, only two types of gray runners leave the Pack lands and venture into the colonist territory—those seeking knowledge, and those seeking revenge. Other gray runners sometimes make brief raids into the lands that the colonists have taken, but they do not stay long, quickly returning to their villages.

Those gray runners who enter the colonist lands for knowledge come to study the colonists in order to understand them. They believe that without understanding between the Pack and the colonists, the Pack will eventually be driven into the sea, or scattered to the four winds. They believe that the colonists' magic and technology is too strong for their people to overcome, and they must reach a lasting peace, and quickly.

The gray runners who enter the colonist lands seeking revenge are not interested in studying the colonists' ways. They have come seeking the death of one or more colonists who have wronged them. However, they have found that the colonists have odd notions about Pack members traveling through colonist lands in their war gear, so they disguise their intents until the time is right.

Brands: Among the Pack, the most common brand is the skinwalker brand, while the rarest is the pale rider brand. Members of the Pack are very in touch with nature, and that seems to bleed into their brands somehow.

GRAY RUNNER RACIAL TRAITS

- +2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, and -2 Intelligence. Gray runners are excellent physical specimens with extremely keen senses, but their capacity for book learning is somewhat limited.
- Medium: As Medium creatures, gray runners have

no special bonuses or penalties due to their size.

- Gray Runner base speed is 40 feet.
- Scent: Gray runners can identify familiar odors just as humans do familiar sights. They can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a gray runner detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent.
- Weapon Familiarity: Gray runners may treat tomahawks as brawling weapons, rather than exotic weapons.
- Tracking by Scent: A gray runner with the Track feat can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.
- Bite: Gray runners can make a bite attack for 1d6 damage plus Strength modifier. When using the full-attack action with a one-or two-handed melee weapon, they may choose to also use the bite attack, though the bite attack suffers a -5 penalty on the attack roll.
- Gray runners receive a +4 racial bonus to Knowledge (Pack) checks.
- Nature's Brotherhood: Gray runners do not use magic to compel nature to do their bidding. "Spells" that they cast that have the Natural descriptor (see Chapter 3, Spell Lists) cannot be dispelled and are not affected by spell resistance.
- Automatic Languages:

Common and Pack. Bonus Languages: Dwarven, Elven, Gnome, and Orc. The most intelligent gray runners learn the languages of the colonists who have come to their lands.

- Level Equivalent +1.



PREJUDICE IN THE TERRITORIES...

The Territories are a setting thick with racial tension. The colonists have brought their old squabbles across with them from the old world, and have started up new feuds with the natives they have found here. These prejudices are the result of many different factors, including conflicting goals, differing cultures, and even physical appearance.

While not constant, these tensions boil over with a certain regularity, in the same way a volcano erupts every so often. Innocents get killed because their ears are the wrong shape, or because another member of their race happened to anger the wrong person. These racial vendettas result in some of the most brutal crimes to occur in the Territories. Men and women are shot, burned, hanged, or dragged to death behind horses. Often, the law that exists ignores these crimes, ostensibly to avoid stirring up riots or other, even more disruptive occurrences. In reality, many lawmen share the sentiments that caused the crimes in the first place, and may have secretly participated in them.

Even within one's own race, it's possible to find segregation on a large scale in the Territories. The division between men and women and their roles in society is sharp. Women receive a great deal of scorn if they do not meet certain expectations held by others. Women are supposed to find a man, get married, and have kids. Any other path in life is just foolishness, folks say. Of course, there are women who live their dreams anyhow, in spite of all the small people who shoot them disapproving looks and whisper behind their backs.

Added to all of these tensions is an additional layer that never existed in the real world, except perhaps as a parallel to political division, or in Salem. Brands separate those characters who bear them even further from their fellows. They become a thing apart—something to be feared and hated all the more because they have the power to lash out at those who torment them. In fact, the biggest conflict in the Territories has become a war of brands.

With all of these reasons to separate and categorize—to label and place in a box—heroes are the ones who must find reasons to include and befriend, even to love. They stand with their comrades to defend the half-orc villagers against vicious bandits. They step in when a halfling, a child, or even a dog is being beaten by an angry man. They put their lives in harm's way to make sure the right thing gets done, and to see that everyone, no matter how big or how small, gets a chance to enjoy the freedom that can be found in this new world—now, and for as long as possible.

It is fitting to close a chapter on racial differences with a word on the things that are common to everyone. They want to be free, to be happy, and to be loved. A hero always knows where he or she stands on those topics, no matter how many shades of gray they run into later on.

...AND AT YOUR TABLE

To a student of history or old western films, the racial and sexist prejudices described in this setting will be nothing new. Each fantasy race fits into a niche that really existed in the Old West, as much as we'd like to forget that.

Of course, no one is going to come to your house and make sure that you run *Spellslinger* exactly as written. If the issue of prejudice is one that you don't wish to include in your game, then certainly, don't do so. It is vitally important for a GM to be comfortable with every aspect of his or her own game. Even in the most cosmopolitan parts of the world today, racism and sexism remain problems, and many would rather not have their games invaded by a deadly serious issue that they already have to face on a daily basis. As with any RPG element that doesn't appeal to you, just take it out and don't worry about it. Tone back the racial tensions, take out the sexist expectations that women struggle against, and get back to having fun.

That said, *Spellslinger* should not be read as supporting racism or sexism in any fashion. These issues are simply aspects of the Old West that have been recreated in order to facilitate the telling of heroic fantasy western stories. I personally support their inclusion, or I wouldn't have added them in the first place. Heroes need opportunities to be heroes. They need to be able to stand up against people doing the Wrong Thing and stop them, one way or another. Whether they stand alone in a showdown against a dragon who has taken over a halfling town, or arm those same halflings and lead them in a charge against the beast, the act of heroism begins with an act of oppression or evil. If the characters go around gunning down people who have done nothing to deserve it, then they are nothing more than petty murderers themselves. As you can see, there are valid reasons to examine such issues in a game, they just may not be for everyone.

In any event, think carefully about the issue before you decide whether to include prejudice in your version of the Territories or not. It's an emotionally charged topic, of that there's no doubt. But it is possible to use the topic of prejudice in a mature and responsible fashion in a roleplaying game in order to provide a reason for heroes to be heroes, and to demonstrate to the players just what the face of evil really looks like, and why it needs to be kicked in.

CHAPTER TWO

CHARACTER CLASSES

INTRODUCTION

Spellslinger features only three classes: the gunfighter, the maverick, and the trailblazer. While there are plenty of archetypes in western stories, they quickly become too specific to make really good classes, so these three were selected as good, broad archetypes that all fill important roles in a western story, and are flexible enough to cover just about any character you can think of. Brands, described in Chapter 3, were added to broaden the pool of character concepts and to make the *Spellslinger* setting unique. However, in order to capture the proper western feel, several additions have been made to the classes, and are described below.

AC BONUS

Each class receives a dodge bonus to its Armor Class, depending on level. This takes the place of armor in the Territories, and indeed, as you will see in the Equipment chapter, firearms have made armor largely obsolete, except for some few individuals who specialize in killing monsters. These individuals often employ antique armor (identical to that found in the PHB) in their work. To represent the restrictiveness of these older armors, simply count the character's class AC Bonus as part of his Dexterity modifier for purposes of armor's Maximum Dex Bonus. Thus, if the character has a Dex modifier of +2 and a class AC Bonus of +4, then wearing chainmail (with its Max Dex Bonus of +2) would reduce his AC bonus from +6 to +2, just as if his entire class AC Bonus came from his Dexterity.

Additionally, all spellcasters in *Spellslinger* suffer from arcane spell failure when wearing armor, so most refuse to wear it.

INIT BONUS

Additionally, each class receives a class bonus to its initiative roll based on its level. This is fairly self-explanatory and stacks with all other initiative bonuses.

UNUSUAL PROGRESSIONS

Some sharper-eyed readers will notice several unusual features in the class progressions, including a middle of the road save progression and an odd twist to the gunfighter's BAB progression. These changes were made to better differentiate characters at low levels and will not cause any major disruptions to game balance.

CORE ABILITIES

A core ability is an ability that can only be gained if the class is taken at 1st level. Thus, multiclassing into the gunfighter class at 4th level will not net you the true grit ability. This helps to better differentiate characters and gives each player a niche that he can call his own.

Brands must always be taken at 1st level, so taking a brand automatically precludes receiving a core ability. This is okay, however, as brands are extremely powerful abilities in their own right.

In order to avoid character conflicts, it is recommended that the GM allow no more than one character to have each core ability or brand. This allows each character to have a niche that only he can fill. So, while the rest of the party is frozen in fear, the gunfighter can spring into action and protect his comrades, or the maverick can make an incredible skill check and crack the safe in record time.

Whether or not you use this rule is up to you, but always try to let each character shine in his own way.

GUNFIGHTER

Gunfighters are the hired muscle of the Territories. When there's killing to be done or monsters to be slain, a gunfighter is the one who gets called upon. They are the bravest, meanest, and most ornery people in all the Territories, with shooting skills matched by none and an uncanny knack for surviving deadly situations. If a gunfighter comes after you, then you better say your prayers, assuming he gives you time.

Adventures: Many gunfighters make their living robbing and terrorizing folks wherever they go until another, faster gun comes to put them down. Others serve as guards to protect those in need. Some even become bounty hunters who are dedicated to taking down members of their brethren who've gone bad, or lawmen sworn to maintain the peace.

Personality: Most gunfighters are drawn to battle like flies to a corpse. They live for the excitement of bullets whizzing past them as they dive for cover. Of course, there are exceptions: typically gunfighters who've been dealt a tragic loss or a crippling injury. As their triumphs are larger than life, so are their defeats. These sad souls seem barely alive, drifting from one bottle to the next and doing anything they can to forget their past.

Characteristics: Gunfighters are usually very dextrous, with a high Constitution. A high Strength and Wisdom are also desirable for those gunfighters who wish to excel in their class skills.

Races: Humans, half-orcs, and dwarves are the most common gunfighters. Humans have a natural talent for fighting that gives them an edge in any battle, while dwarves and half-orcs have to make do with their stubbornness and rage. Gray runner, elven, and half-elven gunfighters are less commonly encountered, but no less skilled. Gnome and halfling gunfighters are the rarest of all. Of course, when one of these smaller individuals becomes a gunfighter, it's certain that he's four times as mean and ornery as any gunfighter twice his size. He has to be, just to survive.

GAME RULE INFORMATION

Hit Die: d12

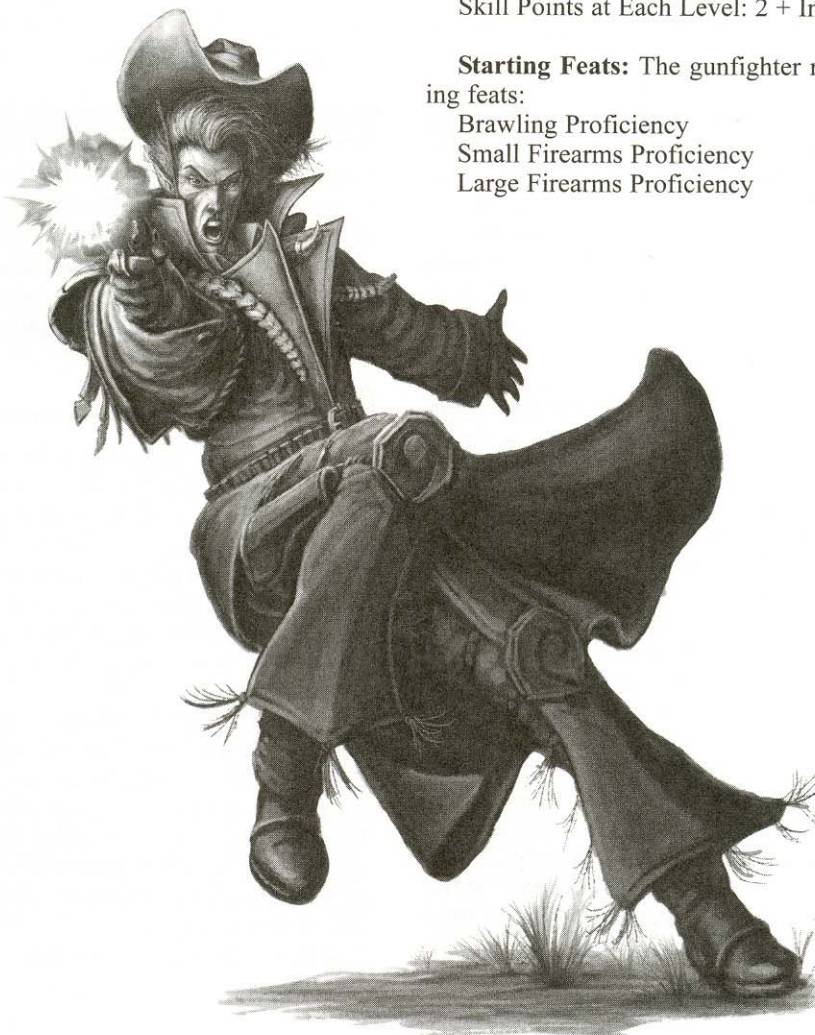
Class Skills: The gunfighter's class skills (and the key ability for each skill) are Athletics (Str or Dex), Handle Animal (Cha), Intimidate (Str or Cha), Profession (Wis), Ride (Dex), Senses (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $2 + \text{Int modifier}$.

Starting Feats: The gunfighter receives the following feats:

- Brawling Proficiency
- Small Firearms Proficiency
- Large Firearms Proficiency



GUNFIGHTER

Class Level	Base Attack Bonus	AC Bonus	Init Bonus	Fort Save	Ref Save	Will Save	Special
1	+2	+0	+1	+1	+1	+1	Starting feats, true grit, bonus feat
2	+3	+1	+2	+2	+2	+2	Bonus feat
3	+4	+1	+2	+2	+2	+2	Winged him 1/day
4	+5	+2	+3	+2	+2	+2	Bonus feat, gut feeling (-10%)
5	+6/+1	+2	+4	+3	+3	+3	True killer 1/day
6	+7/+2	+2	+5	+3	+3	+3	Bonus feat
7	+8/+3	+3	+5	+4	+4	+4	Deadly aim +1
8	+9/+4	+3	+6	+4	+4	+4	Bonus feat, gut feeling (-20%)
9	+10/+5	+4	+7	+4	+4	+4	True killer 2/day
10	+10/+5	+4	+8	+5	+5	+5	Bonus feat
11	+11/+6/+1	+4	+8	+5	+5	+5	Winged him 2/day, deadly aim +2
12	+12/+7/+2	+5	+9	+6	+6	+6	Bonus feat, gut feeling (-30%)
13	+13/+8/+3	+5	+10	+6	+6	+6	True killer 3/day
14	+14/+9/+4	+6	+11	+6	+6	+6	Bonus feat
15	+15/+10/+5	+6	+11	+7	+7	+7	Deadly aim +3
16	+16/+11/+6/+1	+6	+12	+7	+7	+7	Bonus feat, gut feeling (-40%)
17	+17/+12/+7/+2	+7	+13	+8	+8	+8	True killer 4/day
18	+18/+13/+8/+3	+7	+14	+8	+8	+8	Bonus feat
19	+19/+14/+9/+4	+8	+14	+8	+8	+8	Winged him 3/day, deadly aim +4
20	+20/+15/+10/+5	+8	+15	+9	+9	+9	Bonus feat, death incarnate, gut feeling (ignore)

True Grit (Ex): You are able to shrug off things that would kill or incapacitate most folks. You are immune to fear effects, morale penalties, and you cannot be affected by the Intimidate skill unless the person using it is at least 4 levels (or HD) higher than you.

In addition, when you gain this ability, choose one type of save: Fort, Ref, or Will. You gain a +2 class bonus to the chosen save and you roll two dice, keeping the best result, whenever you attempt saves of that type.

This is the gunfighter's core ability.

Bonus Feats: At 1st level, you get a bonus gunfighter feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. You gain an additional bonus feat at 2nd level and every two gunfighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as gunfighter feats. You must still meet all prerequisites for bonus feats, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feats that a character of any class gets from advancing levels. You are not limited to the list of gunfighter bonus feats when choosing other feats not granted by this class ability.

Winged Him (Ex): Starting at 3rd level, once per day, you can convert a missed attack roll to a hit using this ability. Any hit dealt using this ability automatically deals minimum damage. For example, a weapon that deals 2d10+6 damage would inflict 8 damage when hitting because of this ability. At 11th level, you can use this ability twice per day. At 19th, you can use this ability three times per day.

Gut Feeling (Ex): Some gunfighters acquire an amazing sense of their surroundings that lets them find their enemies even when those enemies are concealed or invisible. Starting at 4th level, any miss chance you suffer when attacking an enemy is reduced by 10%. This reduction increases to 20% at 8th level, 30% at 12th level, 40% at 16th level, and you are able to completely ignore miss chances at 20th level. This ability functions even if you are deafened or blinded.

True Killer (Ex): Starting at 5th level, you may automatically convert a threat you score into a critical hit once per day without rolling to back it up. You may use this ability twice per day at 9th level, three times per day at 13th level, and four times per day at 17th level.

Deadly Aim (Ex): Upon reaching 7th level, choose one type of weapon. You can also choose unarmed strike. Your aim with the selected weapon is so deadly that your threat range with it is increased by 1. If it is a ranged weapon, this only applies if your target is within one range increment of you. This bonus increases to 2 at 11th level, 3 at 15th level, and 4 at 19th level.

Death Incarnate (Ex): Once a gunfighter reaches 20th level, he is one of the sharpest shots in the Territories. Your critical multiplier is increased by x2 when attacking with the weapon you selected for deadly aim, above. If it is a ranged weapon, this ability only applies if your target is within one range increment of you. So, a pistol with a x3 critical multiplier is increased to x5 in your hands when attacking a target within one range increment of you, assuming it is the weapon you selected for deadly aim.

MAVERICK

Mavericks are often the brains of the operation. They are skilled at manipulating others and their unnatural luck makes them natural gamblers. Most mavericks are light-fingered and have reflexes like a snake, making them the fastest guns in the Territories. Of course, hitting something is another matter entirely. Still, if you need something built, discovered, or stolen, a maverick is the best person for the job.

Adventures: Mavericks are drawn to professions where their natural charm and sharp wits do them the most good. Lots of them become gamblers, plying their trade in the riverboats that cruise up and down the Green River. Others become lawmen, trusting to their speed and quick wits to keep them out of any serious gun-fights. Some mavericks also turn to crime, either as cheats, con men, or smiling bandits who charm their victims as they rob them.



Personality: If there's one thing mavericks have no problem finding, it's trouble. Their luck has a tendency to run out at just the wrong moment, usually leaving them to face down an angry group of cattlemen or a jealous lover. Fortunately, mavericks are just as fast with their mouths as they are with their guns.

Characteristics: Mavericks rely heavily on their Intelligence and Dexterity to bolster their skills and speed. Additionally, high Charisma is a valuable trait for a maverick to have if he wants to use all of his skills to their best effect.

Races: Halflings, gnomes, and half-elves often become mavericks. The halflings and half-elves use their natural charm to get by, while the gnomes rely on their rather impressive intelligence. Elven and human mavericks are also not uncommon, particularly along the Green River. However, half-orc, dwarven, and gray runner mavericks are seldom seen, since their natural talents tend towards more physical things rather than the quick wits and charm that the maverick needs to live.

GAME RULE INFORMATION

Hit Die: d8

Class Skills: The maverick's class skills (and the key ability for each skill) are Athletics (Str or Dex), Bargain (Cha), Build/Repair (Int), Chat (Cha), Creep (Dex), Deceive (Cha), Heist (Dex), Intimidate (Str or Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Tumble (Dex).

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $6 + \text{Int modifier}$.

Starting Feats: The maverick receives the following feats:

- Small Firearms Proficiency
- Two-Weapon Fighting
- Combat Reflexes

MAVERICK

Class	Base Attack	AC	Init	Fort	Ref	Will	Special
Level	Bonus	Bonus	Bonus	Save	Save	Save	
1	+0	+2	+2	+0	+2	+0	Starting feats, jack of all trades, bonus feat
2	+1	+3	+3	+0	+3	+0	Bonus feat
3	+1	+4	+4	+1	+3	+1	Lucky 1/day
4	+2	+4	+5	+1	+4	+1	Bonus feat, con job +2
5	+2	+5	+6	+1	+4	+1	Fast as lightning 2/day
6	+3	+6	+7	+2	+5	+2	Bonus feat
7	+3	+6	+8	+2	+5	+2	Light-fingered +2
8	+4	+7	+9	+2	+6	+2	Bonus feat, con job +4
9	+4	+8	+10	+3	+6	+3	Fast as lightning 4/day
10	+5	+9	+10	+3	+7	+3	Bonus feat
11	+5	+9	+11	+3	+7	+3	Lucky 2/day, light-fingered +4
12	+6/+1	+10	+12	+4	+8	+4	Bonus feat, con job +6
13	+6/+1	+11	+13	+4	+8	+4	Fast as lightning 6/day
14	+7/+2	+11	+14	+4	+9	+4	Bonus feat
15	+7/+2	+12	+15	+5	+9	+5	Light-fingered +6
16	+8/+3	+13	+16	+5	+10	+5	Bonus feat, con job +8
17	+8/+3	+14	+17	+5	+10	+5	Fast as lightning 8/day
18	+9/+4	+14	+18	+6	+11	+6	Bonus feat
19	+9/+4	+15	+19	+6	+11	+6	Lucky 3/day, light-fingered +8
20	+10/+5	+16	+20	+6	+12	+6	Bonus feat, snake oil salesman, con job +10

Jack of All Trades (Ex): Learning comes easy to you. You receive 8 extra skill points at 1st level, 2 extra skill points every time you go up a level (whether as a maverick or not) and you can attempt to use any skill untrained, even if it is normally a trained only skill.

In addition, when you gain this ability, choose one of your class skills. You gain a +3 class bonus to the chosen skill and you roll two dice, keeping the best result, whenever you attempt skill checks using that skill.

This is the maverick's core ability.

Bonus Feats: At 1st level, you get a bonus maverick feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. You gain an additional bonus feat at 2nd level and every two maverick levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as maverick feats. You must still meet all prerequisites for bonus feats, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feats that a character of any class gets from advancing levels. You are not limited to the list of maverick bonus feats when choosing feats not granted by this class ability.

Lucky (Ex): Mavericks are incredibly lucky. Starting at 3rd level, you may re-roll any die roll once per day. This does not include die rolls made for leveling up, such as gaining a new hit die. At 11th level, you may make 2 re-rolls per day, and at 19th, you may make 3 re-rolls per day.

Con Job (Ex): Starting at 4th level, you receive a +2 class bonus to Deceive checks. This bonus increases to +4 at 8th level, +6 at 12th level, +8 at 16th level, and +10 at 20th level.

Fast as Lightning (Ex): Starting at 5th level, twice per day, you may take an extra attack or move action immediately after you act during the round. You do not have to declare the use of this ability until your normal turn has been resolved. You may do this four times per day at 9th level, six times per day at 13th level, and eight times per day at 17th level. You may never use this ability more than once per round.

Light-fingered (Ex): Upon reaching 7th level, you receive a +2 class bonus to any Build/Repair or Heist checks. This bonus increases to +4 at 11th level, +6 at 15th level, and +8 at 19th level.

Snake Oil Salesman (Ex): Once a maverick reaches 20th level, his tongue is so silver that he can get away with even the most outrageous lies. Once per day he can use this ability to force an NPC to make a Will save (DC 20 + the maverick's Cha modifier) or totally believe the lie. The GM may apply a modifier of up to + or -8, depending on how believable he feels the lie is. However, if the lie is demonstrably disproved, then the save automatically succeeds.

TRAILBLAZER

Trailblazers have learned to survive and prosper in the roughest wilderness. They are masters of tracking, roping, riding, and just about any other outdoor skill you'd care to name. Trailblazers, while not as fast as mavericks, nor as skilled at fighting as gunfighters, are the undisputed masters of taking damage and dishing it right back out. Nine times out of 10, the last person standing in the saloon after a brawl will be a trailblazer.

Adventures: Trailblazers often become trappers, trackers, or cattlemen in order to earn their living. Most do their best to avoid the towns, being content to live by themselves away from the places of man. Still, many are forced into adventure when loved ones are taken from them or their homes are destroyed, perhaps by a band of marauding gray runners or a gang of drunken colonists.

Personality: Trailblazers are usually content to let adventure come looking for them, rather than seeking it out. They are much quieter and more at peace with themselves than any other class, though not above a bit of good old fashioned boasting now and then. While they are slow to anger, trailblazers are deadly once roused.

Characteristics: Most trailblazers have a high Wisdom and Constitution, although Strength and Dexterity are also important. Trailblazers have a higher reliance on their skills and ability to take damage than gunfighters, so they should come prepared.

Races: Gray runners are almost always trailblazers, with their keen senses and understanding of the land. Elves, halflings, and humans are the next most common group of trailblazers. Elves and halflings are able to achieve harmony with nature, while humans can at least appreciate it. A fair number of half-elves and half-orcs become trailblazers as well, since the class appeals to loners. Dwarves and gnomes are rarely trailblazers, having little understanding of the wilderness.

GAME RULE INFORMATION

Hit Die: d10

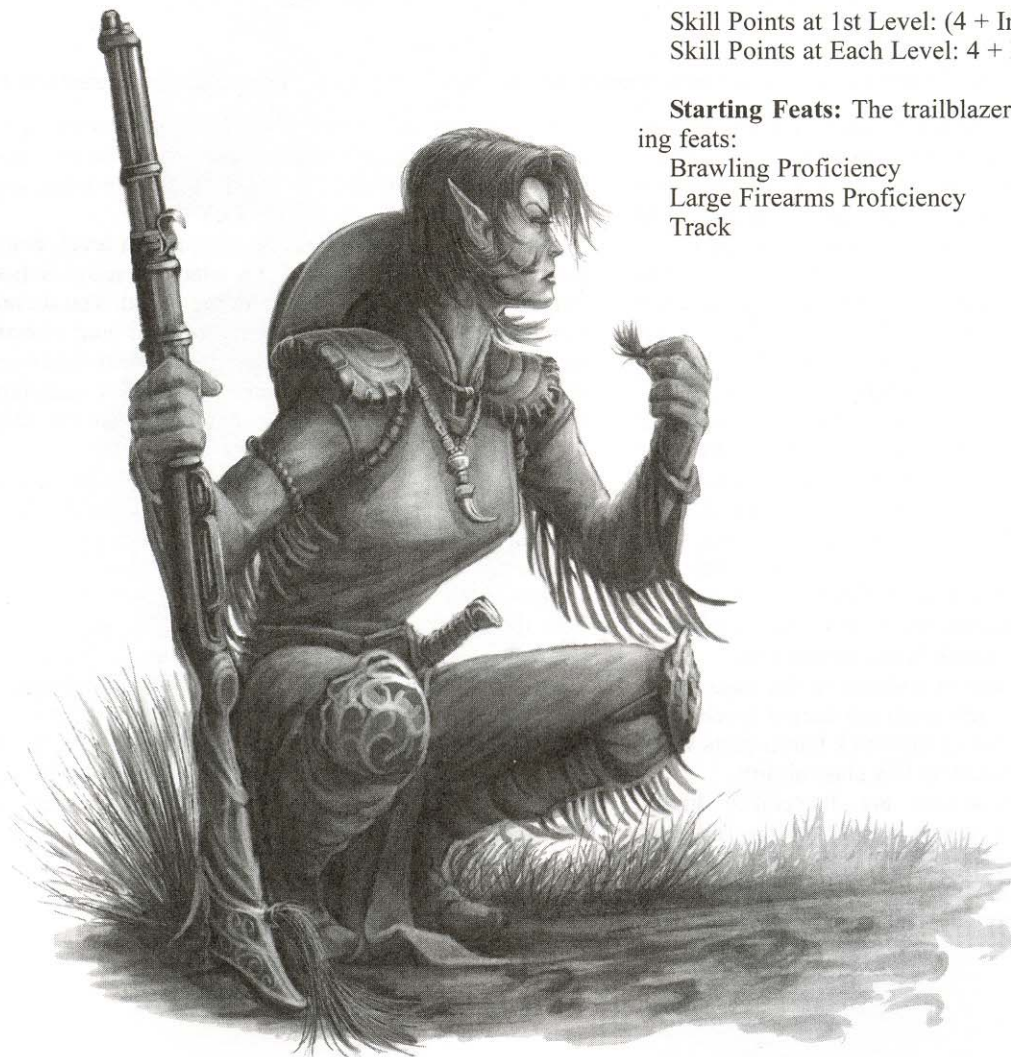
Class Skills: The trailblazer's class skills (and the key ability for each skill) are Athletics (Str or Dex), Bargain (Cha), Build/Repair (Int), Creep (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), Senses (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Level: $4 + \text{Int modifier}$.

Starting Feats: The trailblazer receives the following feats:

Brawling Proficiency
Large Firearms Proficiency
Track



TRAILBLAZER

Class Level	Base Attack Bonus	AC Bonus	Init Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+2	+0	+2	Starting feats, clean living, bonus feat
2	+2	+2	+1	+3	+0	+3	Bonus feat
3	+2	+2	+1	+3	+1	+3	Damage reduction 1/—
4	+3	+3	+2	+4	+1	+4	Bonus feat, woodsman +2
5	+4	+3	+2	+4	+1	+4	Wallop +1
6	+5	+4	+3	+5	+2	+5	Bonus feat
7	+5	+4	+3	+5	+2	+5	Predator +2
8	+6/+1	+5	+4	+6	+2	+6	Bonus feat, woodsman +4
9	+7/+2	+5	+4	+6	+3	+6	Wallop +2
10	+8/+3	+6	+5	+7	+3	+7	Bonus feat
11	+8/+3	+7	+5	+7	+3	+7	Damage reduction 2/—, predator +4
12	+9/+4	+7	+6	+8	+4	+8	Bonus feat, woodsman +6
13	+10/+5	+8	+6	+8	+4	+8	Wallop +3
14	+11/+6/+1	+8	+7	+9	+4	+9	Bonus feat
15	+11/+6/+1	+9	+7	+9	+5	+9	Predator +6
16	+12/+7/+2	+9	+8	+10	+5	+10	Bonus feat, woodsman +8
17	+13/+8/+3	+10	+8	+10	+5	+10	Wallop +4
18	+14/+9/+4	+10	+9	+11	+6	+11	Bonus feat
19	+14/+9/+4	+11	+9	+11	+6	+11	Damage reduction 3/—, predator +8
20	+15/+10/+5	+12	+10	+12	+6	+12	Bonus feat, packin' a punch, woodsman +10

Clean Living (Ex): You have lived in the wilderness for so long that your senses and instincts are honed to razor sharpness, and you are tough as leather. When you fail a Senses check to detect an ambush, you still have a feeling of uneasiness if an ambush is about to occur, and you are always able to act during surprise rounds.

In addition, whenever you gain a new hit die (whether advancing as a trailblazer or not) roll two dice, keeping the best of the two results.

This is the trailblazer's core ability.

Bonus Feats: At 1st level, you get a bonus trailblazer feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. You gain an additional bonus feat at 2nd level and every two trailblazer levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as trailblazer feats. You must still meet all prerequisites for bonus feats, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feats that a character of any class gets from advancing levels. You are not limited to the list of trailblazer bonus feats when choosing other feats not granted by this class ability.

Damage Reduction (Ex): Starting at 3rd level, you gain the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage you take each time you are dealt damage. At 11th level, this damage reduction rises to 2. At 19th, it rises to 3. Damage reduction can reduce damage to 0 but not below 0.

Woodsman (Ex): Starting at 4th level, you receive a +2 class bonus to all Survival checks. This bonus increases to +4 at 8th level, +6 at 12th level, +8 at 16th level, and +10 at 20th level.

Wallop (Ex): At 5th level, choose one type of weapon. You can also choose unarmed strike. Your ability with the chosen weapon allows you to gain a +1 class bonus to damage with it. This bonus increases to +2 at 9th level, +3 at 13th level, and +4 at 17th level.

Predator (Ex): Upon reaching 7th level, you receive a +2 class bonus to any Creep or Senses checks. This bonus increases to +4 at 11th level, +6 at 15th level, and +8 at 19th level.

Packin' a Punch (Ex): Once a trailblazer reaches 20th level, she is one of the deadliest people alive. You roll one extra die for damage when attacking with the weapon you selected for wallop above. If it is a missile weapon, this ability only applies if your target is within one range increment of you. So, a pistol that deals 2d6 damage normally would deal 3d6 damage in your hands when attacking a target within one range increment of you, assuming it is the weapon you selected for wallop.

This extra die is included when multiplying damage for a critical hit, so if the pistol in the example above had a critical multiplier of x3, then it would do 9d6 damage on a critical (not counting the wallop bonus damage, which is also multiplied).

CHAPTER THREE

BRANDS AND MAGIC

INTRODUCTION

Spellslinger uses a feat-based spellcasting system instead of having devoted spellcasting classes. However, in order to gain access to these feats, a character must devote his first character level to gaining a brand. Taking a brand thus prevents the character from gaining a core ability from any of the three main classes.

In addition to brands, this chapter describes the general state of magic in the Territories, including various spell lists, new magic weapon qualities, and even one or two new spells.

WHAT ARE BRANDS?

Several hundred years ago, magic began to fade from the world. Spells began to fail and the gods grew silent. Some blamed the advent of technology for this, others believed that the world was simply entering a new age. Within a generation or two, it was obvious that magic wasn't completely fading away, it was simply weakening and collecting into fewer individuals. These individuals were marked at birth by the power they bore. While less powerful than the magics wielded before, the abilities possessed by these "branded" individuals came to them naturally, without effort, and soon, no one was left who could wield magic without a brand.

The creation of this group of talented individuals caused social turmoil and quickly spawned feelings of hatred in the general populace. For some time, anyone bearing a brand was burned or hung, but some escaped this fate, usually hidden by sympathetic relatives. Eventually, they came out into the open and became a force to be reckoned with, some even making the journey to the new world.

LIMITATIONS

There is one major universal limitation to the brands. No brand can function if the user has concealed or disguised his stigma, the physical mark of his power. No known magic can overcome this.

MAGI AND BLACKHANDS

Although the brands tend to vary from culture to culture and new ones pop up all the time, two of the brands are universal—the magi and the blackhand. It has been speculated that this reveals some important fact about the cause and structure of the brands, but so far no one has come up with a solid explanation for them. The best theory to date suggests that each brand represents a fundamental force in the universe. The magi brand is magic itself, and the blackhand brand opposes it. Perhaps these two are so common because the brands themselves are an expression of magic, and therefore cannot exist without magic and its opposing force. Of course, it's just as likely that the brands are some new game cooked up by the now silent gods.

One thing that is certain, however, is that the magi and the blackhands come into conflict whenever they encounter each other, often with tragic results. Innocents are frequently killed in the crossfire, and this has done nothing to help the reputation of either group, not to mention the branded community in general. In the Territories, this conflict has escalated so much that towns empty out at even the merest hint of a battle between magi and blackhands.

BRAND BONUSES

Brand	Base Attack Bonus	AC Bonus	Init Bonus	Fort Save	Ref Save	Will Save	Special
Blackhand	+1	+0	+1	+1	+2	+1	Starting feats, black hand, bonus feat
Magi	+1	+1	+2	+0	+1	+1	Starting feats, evil eye, bonus feat
Padre	+0	+1	+1	+1	+1	+2	Starting feats, divine spark, bonus feat
Pale Rider	+2	+1	+1	+1	+1	+0	Starting feats, death's hand, bonus feat
Skinwalker	+1	+1	+1	+1	+1	+1	Starting feats, moon's blessing, bonus feat
Steelheart	+1	+2	+0	+2	+0	+1	Starting feats, steel heart, bonus feat

BLACKHAND

Blackhands are resistant to most magic, and their blood can be used to forge items that carry a limited form of this resistance—penetrating all forms of arcane protection that magi are known to use. More powerful blackhands are even able to suppress all magic in the area around them for short periods of time, and some can leech the energies from magical items to heal themselves, at the cost of destroying the items for good.

Personality: Blackhands have a fiercely independent nature. They don't like being told what to do, and they tend to get angry when forced into decisions. However, in spite of this, they can operate effectively on a team, assuming they respect the team leader. Finally, they handle incarceration very poorly, often pacing back and forth in their place of imprisonment like a wild animal.

Blackhands come to hate their brand more often than anyone else. Their abilities, it seems, are only useful to get them in trouble with the magi, and they draw fear and hatred nearly everywhere they go as a result. At least one blackhand has cut off his hand rather than tolerate his brand any longer.

Place in Society: Because of the threat they represent to the magi, who are often powerful individuals in society, blackhands usually try to conceal their brand, sometimes for their entire lives. This doesn't always work, for various reasons, and once a blackhand is exposed, he frequently has to become a drifter to avoid drawing destruction down on his loved ones.

Much more recently, a group of blackhands have joined together, swearing allegiance to each other and vowing vengeance against anyone who harms one of their number. These blackhands, calling themselves the "Wardens," have "liberated" several smaller towns from the Brotherhood of the Eye, taking on the self-appointed role of sheriff and banning magi from their territory, on pain of death.

Stigma: Blackhands, as their name might suggest, have pitch black skin on one of their hands, typically the one they use the most. Often, they will wear gloves to conceal their stigma, but of course, in any magi-dominated town, gloves are frowned upon and draw suspicion.

GAME RULE INFORMATION

Hit Die: d10

Class Skills: The blackhand's class skills (and the key ability for each skill) are Athletics (Str or Dex), Deceive (Cha), Intimidate (Str or Cha), Profession (Wis), Ride (Dex), Senses (Wis), Spellcraft (Int)*, and Survival (Wis).

*Class skills marked with an asterisk are always considered class skills, even when advancing as another class.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Starting Feats: The blackhand receives the following feats:

Brawling Proficiency
Small Firearms Proficiency
Blood Forging

Black Hand (Sp): You have spell resistance equal to $15 + \text{your character level}$. You can also "sniff out" magic, allowing you to tell when a magus or magical item is within 30 feet of you, though not exactly where it is. However, by taking a full-round action, you can triangulate where the source of the magic is located, although multiple sources of magic can confuse you. Finally, any weapon held in your black hand gains the "magekiller" quality, allowing it to punch through magical protections (see New Magical Weapon Properties, later in this chapter). This extends to the ammunition of any ranged weapon held in your hand.

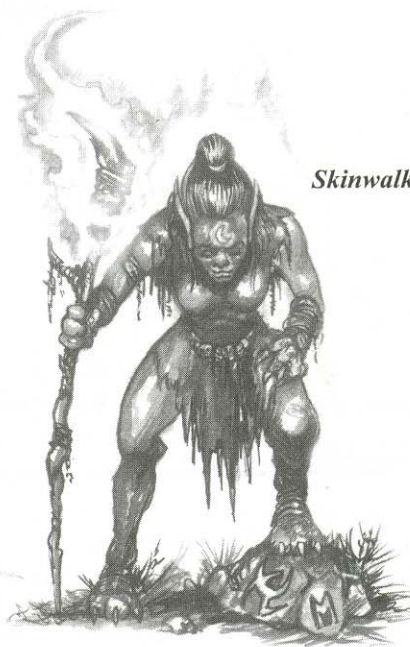
Bonus Feats: At 1st level, you get a bonus blackhand feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. In addition, any future bonus feats you receive for other classes may be drawn from the feats noted as blackhand feats instead of the class's normal pool of bonus feats. You must still meet all prerequisites for bonus feats, including ability score and base attack bonus minimums.



Magi



Padre



Skinwalker

MAGI

Magi control powerful arcane magics that they can use to destroy or control others. Unlike the wizards of legend, they have little ability to create illusions, strengthen others, or perform any of the truly great spells of myth, but their talent comes to them naturally. They do not require bizarre rituals, material components, or spellbooks—they simply will the magic to happen, and it does.

Personality: Many magi suffer from delusions of grandeur. Between their magical powers and the heady rush they get when using them, it's easy for them to look down on others as less fortunate. Sometimes this arrogance leads the magi to seize political power, or even to control people "for their own good." Most magi are deathly afraid of blackhands, feeling helpless and vulnerable in their presence.

Place in Society: Once hunted and feared for their power, in the Territories, the magi have formed a brotherhood with the goal of mutual protection and the accumulation of personal wealth. This "Brotherhood of the Eye" has taken over several small towns across the Territories, enchanting or killing those who stand in their way, and hanging any blackhand who dares to enter their domain. This has led to a bitter feud with the blackhands that has grown to such proportions that it is becoming known as "the Prairie War." Of course, the backlash against lone magi and blackhands has been tremendous, so most either join the war or do their best to conceal their stigma.

Stigma: Every magus has one eye that is milky white, lacking any visible pupil. This stigma is often called the "evil eye." Some magi conceal their evil eye beneath an eye patch or behind dark glasses, but most blackhands are wise to that trick by now, and a sheriff in a town that forbids magi will typically ask someone concealing their eyes to show him both their eyes, if only for a quick look.

GAME RULE INFORMATION

Hit Die: d8

Class Skills: The magi's class skills (and the key ability for each skill) are Charisma (Cha), Concentration (Con)*, Deceive (Cha), Intimidate (Str or Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), and Spellcraft (Int)*.

*Class skills marked with an asterisk are always considered class skills, even when advancing as another class.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Starting Feats: The magi receives the following feats:

- Small Firearms Proficiency
- Any One Item Creation Feat
- First Circle

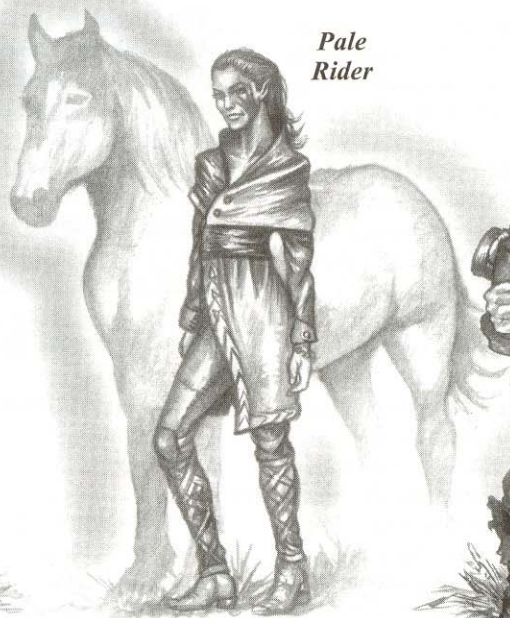
Evil Eye (Sp): By closing your other eye and looking through your "evil eye," you can *detect magic* at will. You can also cast any 0-level spell on the magi's spell list at will, once per round, as a standard action.

Bonus Feats: At 1st level, you get a bonus magi feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. In addition, any future bonus feats you receive for other classes may be drawn from the feats noted as magi feats instead of the class's normal pool of bonus feats. You must still meet all prerequisites for bonus feats, including ability score and base attack bonus minimums.

Blackhand



Pale Rider



Steelheart



PADRE

Padres channel divine energy to heal wounds, treat disease, and even raise the dead. While their powers are more limited than the clerics of old, padres are not bound by any particular code of ethics, since the gods have gone silent and no longer pass judgement on their priests (see Chapter 7, Religion, for more details.)

Personality: Padres are normally calm and gentle individuals, using their abilities for the good of the community. Most see their brand as a gift and a responsibility rather than a curse, since they are welcome wherever they go. In fact, having a padre along can open many closed doors, even to a magi or a blackhand, as long as the padre is willing to vouch for them.

Place in Society: Padres are the only branded individuals who typically don't have to conceal their abilities, since they are almost entirely benign. Of course, some padres have found themselves the "honored guest" of particularly ruthless men who desired the padre's services exclusively.

Generally, padres try to help those around them, seldom accepting payment for their deeds, and then only reluctantly. Often, a padre will have a particular "route" that he travels, stopping in each town along the way to minister to the sick. In the event of a town being stricken by disease, sometimes several padres will journey there at the same time and pool their efforts, but this is rare.

Although this brand occurs among gray runners, it is called the "healer" brand, and also carries with it high social status.

Stigma: Each padre has a birthmark in the shape of a flame in the center of the forehead. Usually referred to as the "divine spark," this stigma is rarely hidden, since the padre is the one brand openly welcome nearly everywhere.

GAME RULE INFORMATION

Hit Die: d10

Class Skills: The padre's class skills (and the key ability for each skill) are Bargain (Cha), Chat (Cha), Concentration (Con)*, Heal (Wis)*, Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int)*.

*Class skills marked with an asterisk are always considered class skills, even when advancing as another class.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Starting Feats: The padre receives the following feats:

- Small Firearms Proficiency
- First Circle
- Healing Touch

Divine Spark (Sp): Whenever you are awake and participating in a battle, your allies within 60 ft. of you are affected as by a *bless* spell (+1 morale bonus on attack rolls and saves against fear effects.) Also, any weapon held in your hands gains the "blessed" quality, allowing it to easily harm undead or extraplanar creatures (see New Magical Weapon Properties, later in this chapter). This extends to the ammunition of any ranged weapon held in your hand.

Bonus Feats: At 1st level, you get a bonus padre feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. In addition, any future bonus feats you receive for other classes may be drawn from the feats noted as padre feats instead of the class's normal pool of bonus feats. You must still meet all prerequisites for bonus feats, including ability score and base attack bonus minimums.

PALE RIDER

Pale riders are one of the rarest and most sinister types of the branded. A pale rider can kill with a touch and is capable of summoning up a ghostly mount to ride. Their powers are intimately tied to death and the act of hunting, making them skillful bounty hunters and lawmen. However, tragedy seems to follow them all their lives, and the superstitious believe that death keeps a special watch over the pale riders, causing an unnaturally high number of their friends and family to die before their time.

It has been claimed by some that pale riders are the spiritual heirs to the paladins of long ago, but most pay no heed to such outlandish fancies.

Personality: Pale riders are often grim, silent folk who have dealt with more than their share of hardship. Most of their mothers die giving birth to them, and they are nearly always blamed for the death, making their childhood extremely traumatic. Add to that a feeling of being unwanted wherever they go, and you have the key ingredients for a somber and serious personality. Not that some pale riders don't enjoy a good laugh, they just don't get the opportunity all that often. Because of this, pale riders are strongly drawn to cheerful companions who can make them smile and help to keep their dark moods from becoming too overpowering.

More often than any of the other branded, pale riders hate their powers. Their touch is deadly, forcing them to exercise extreme self-control every day of their lives. Even the ghostly mounts that they can summon are poor companions, cold as they are to the touch, and having little in the way of personality. All the mounts really provide is a means of travel...or escape. Indeed, many pale rider drifters are not so much "drifting" as chasing after some imaginary place where they'll be accepted into society and made to feel welcome.

Place in Society: Pale riders are always outcasts. People fear death, and pale riders are a constant reminder of it. If they lose their patience and strike out in a moment of anger, they could accidentally kill the person they strike, which makes them something like a coiled rattlesnake, high strung and dangerous.

Since they have difficulty staying in any one place for too long, pale riders usually take jobs that require a lot of travel. Prospecting, scouting, and delivering mail all fit the bill. Of course, no job is more suited to a pale rider's needs than becoming a bounty hunter or a lawman. The danger for the pale rider always lies in the temptation to become a self-proclaimed judge, jury, and executioner. Because it is so easy for them to take life, they face the trap of becoming so callous about killing that they lose their humanity entirely.

Stigma: Pale riders have a permanent burn mark on the side of their face in the shape of a hand print, as though Death itself has reached out and touched them there. Some wear masks or kerchiefs to hide their stigma, but such efforts are ultimately futile, thanks to the well-known nature of pale riders and the rather large and obvious mark.

GAME RULE INFORMATION

Hit Die: d10

Class Skills: The pale rider's class skills (and the key ability for each skill) are Athletics (Str or Dex), Handle Animal (Cha), Intimidate (Str or Cha), Profession (Wis), Ride (Dex)*, Sense Motive (Wis), and Survival (Wis)*.

*Class skills marked with an asterisk are always considered class skills, even when advancing as another class.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Starting Feats: The pale rider receives the following feats:

Brawling Proficiency
The Squint
Track

Death's Hand (Sp): Once per day, by making a successful melee touch attack with your bare hand, you can attempt to kill with your touch. When your touch succeeds, roll 1d6 per character level you possess. If the total at least equals the target's current hit points, it dies (no save).

Finally, once per day, as a full-round action, a pale rider may magically call a ghostly horse from the shadows. The mount immediately appears adjacent to the pale rider and remains for 2 hours per character level. It may be dismissed at any time as a free action, and is dismissed automatically if its rider is rendered unconscious. The mount is the same creature each time it is summoned.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the pale rider's mount die, it immediately disappears, leaving behind any equipment it was carrying. However, the pale rider may simply summon the mount the next day, and it will appear as normal.

Bonus Feats: At 1st level, you get a bonus pale rider feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. In addition, any future bonus feats you receive for other classes may be drawn from the feats noted as pale rider feats instead of the class's normal pool of bonus feats. You must still meet all prerequisites for bonus feats, including ability score and base attack bonus minimums.

THE PALE RIDER'S MOUNT

The standard mount for a Medium pale rider is a heavy warhorse, and the standard mount for a Small pale rider is a warpony.

A pale rider's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

Use the base statistics for a creature of the mount's kind, but it receives an extra 2 HD, +4 natural armor, +1 Strength, an Intelligence of 6, and its speed is increased by 10 feet.

SKINWALKER

Skinwalkers have powers over the forces of nature and are able to change their shape to a limited degree. As the skinwalker grows more powerful, more radical changes become possible. They seem to be the heirs to the powers once possessed by the druids, although the skinwalkers are not as concerned about protecting the wild as the druids were.

Personality: Skinwalkers are mischievous by nature. They enjoy deceiving others and using their spells to bedevil them, particularly if their victim has abused the land or an animal in the skinwalker's sight.

Place in Society: Among the colonists, skinwalkers are distrusted at best, and driven out of town when caught more often than not. Their quirky sense of humor can turn others against them if they aren't careful.

Among the Pack, skinwalkers are revered. Their powers are quite useful to their fellows, so like the padres, they receive a warm welcome and respect.

Stigma: Skinwalkers have a birthmark in the shape of a crescent moon on their forehead, even when they've assumed a different shape. Among the colonists, skinwalkers sometimes hide their mark by wearing a wide-brimmed hat. As they generally don't cause as much trouble as magi, most people don't bother to seek them out.

GAME RULE INFORMATION

Hit Die: d10

Class Skills: The skinwalker's class skills (and the key ability for each skill) are Athletics (Str or Dex), Concentration (Con)*, Creep (Dex), Deceive (Cha)*, Handle Animal (Cha)*, Profession (Wis), Ride (Dex), Senses (Wis), Spellcraft (Int)*, and Survival (Wis).

*Class skills marked with an asterisk are always considered class skills, even when advancing as another class.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Starting Feats: The skinwalker receives the following feats:

Brawling Proficiency
First Circle
Track

Moon's Blessing (Sp): You have the ability to change your shape on a limited basis. Three times per day, you can cast *alter self* on yourself as a caster of your current character level. However, your stigma cannot be disguised through the use of this ability.

Bonus Feats: At 1st level, you get a bonus skinwalker feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. In addition, any future bonus feats you receive for other classes may be drawn from the feats noted as skinwalker feats instead of the class's normal pool of bonus feats. You must still meet all prerequisites for bonus feats, including ability score and base attack bonus minimums.

STEELHEART

Steelhearts are capable of doing amazing things with metal. In their hands it is as soft as clay, and they can mold it into finely detailed pieces of art. Handcuffs and steel bars prove to be no barrier for a steelheart, and when their power matures, they are capable of crafting magical items as well.

Personality: Steelhearts are patient and meticulous individuals, working slowly and carefully at any task they are given until it is done. They are socially awkward, preferring to work on their latest creation rather than interact with those around them, but they can rouse themselves from their labors whenever there's need.

Place in Society: Steelhearts are considered mostly harmless, if rather freakish. If their power becomes known, they attract the stares of curious passersby and the attention of the local law enforcement. It seems that several steelhearts have become accomplished burglars in the Territories, tearing open locks and safes like they were paper to get at the valuables within. This has made the law somewhat leery of anyone with this brand.

Stigma: Steelhearts have a hammer-shaped birthmark on their chest. As with other branded, their stigma must be in plain sight in order to use their ability, but many conceal the mark beneath their shirt until needed.

GAME RULE INFORMATION

Hit Die: d12

Class Skills: The steelheart's class skills (and the key ability for each skill) are Bargain (Cha), Build/Repair (Int)*, Heist (Dex), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Senses (Wis).

*Class skills marked with an asterisk are always considered class skills, even when advancing as another class.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Starting Feats: The steelheart receives the following feats:

Brawling Proficiency
Endurance
Soul Forging

Steel Heart (Sp): Metal is as malleable as clay in your hands. You receive a +10 bonus to all Build/Repair checks when working on an item that is completely metal. This bonus is reduced to +5 if the item is only partly metal, but still contains a significant proportion of metal. In addition, reduce the DC of any break check you make by 15 if the item you are attempting to break contains a significant amount of metal.

Bonus Feats: At 1st level, you get a bonus steelheart feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. In addition, any future bonus feats you receive for other classes may be drawn from the feats noted as steelheart feats instead of the class's normal pool of bonus feats. You must still meet all prerequisites for bonus feats, including ability score and base attack bonus minimums.

MAGIC IN THE TERRITORIES

Magic exists in the Territories in several forms. First, of course, are the brands. The padre, magi, and skinwalker brands, while not extremely common, are usually not too difficult to find in a given town if you look. Magical items are often found in the mysterious ruins that dot the Territories, and new items are being created by the branded all the time, although such items are typically not available for purchase at the local general store. Finally, magical beasts and monsters are a fact of life in the Territories, and most folks can say they've at least seen one or two off in the distance.

SPELL LISTS

The following spell lists dictate which spells are available to magi, padres, and skinwalkers. Spells marked with an asterisk (*) are natural spells, and cannot be dispelled when cast by gray runners. Boldfaced spells are new in this book, and are described after the spell lists.

MAGI SPELL LIST

Magi specialize in spells of destruction, mind control, and unnatural forms of travel such as *teleportation*. Magi choose their spells from the following list:

0 level—*detect poison, flare, hand of light*, ray of frost*, mage hand, mending, message, open/close, prestidigitation.*

1st level—*alarm, animate rope, burning hands*, cause fear, charm person, chill touch*, comprehend languages, endure elements*, feather fall, floating disk, hold portal, hypnotism, jump, mage armor, magic missile, magic weapon, mount*, obscuring mist*, shield, shocking grasp*, sleep, unseen servant.*

2nd level—*acid arrow, arcane lock, blur, flaming sphere*, fog cloud*, gust of wind*, hypnotic pattern, invisibility, knock, levitate, mirror image, protection from arrows, pyrotechnics*, resist energy*, scare, scorching ray*, see invisibility, shatter, spectral hand, spider climb, whispering wind*.*

3rd level—*arcane sight, blink, clairaudience/clairvoyance, daylight*, deep slumber, dispel magic, displacement, fireball*, flame arrow*, greater magic weapon, haste, hold person, invisibility sphere, iron horse, lightning bolt*, protection from energy*, phantom steed*, sleet storm*, slow, stinking cloud, suggestion, tongues, vampiric touch, wind wall*.*

4th level—*arcane eye, charm monster, detect scrying, dimension door, fear, greater invisibility, ice storm*, lesser geas, lesser globe of invulnerability, polymorph, rainbow pattern, resilient sphere, scrying, shout, solid fog*, stoneskin, wall of fire*, wall of ice*.*

5th level—*baleful polymorph, cloudkill, cone of cold*, dominate person, dream, false vision, hold monster, interposing hand, nightmare, passwall*, permanency, prying eyes, sending, telekinesis, teleport, wall of force, wall of stone*.*

PADRE SPELL LIST

Padres specialize in healing and cleansing magics, as well as spells that empower them and their companions. Padres choose their spells from the following list:

1st level—*bane, bless water*, cure light wounds, curse water*, deathwatch*, detect undead, divine favor, doom, entropic shield, hide from undead, inflict light wounds, remove fear, sanctuary, shield of faith.*

2nd level—*aid, augury*, calm emotions, consecrate*, cure moderate wounds, death knell, delay poison*, desecrate*, gentle repose, inflict moderate wounds, lesser restoration, remove paralysis, shield other, silence, spiritual weapon*, status, zone of truth.*

3rd level—*bestow curse, blindness/deafness, contagion*, create food and water, cure serious wounds, helping hand, inflict serious wounds, locate object, magic vestment, prayer, remove blindness/deafness, remove curse, remove disease*, searing light*, speak with dead*, water walk*.*

4th level—*air walk*, cure critical wounds, death ward, discern lies, dismissal, divination*, divine power, freedom of movement, inflict critical wounds, neutralize poison*, restoration.*

5th level—*atonement*, break enchantment, commune*, disrupting weapon, flame strike*, hallow*, mark of justice, mass cure light wounds, mass inflict light wounds, raise dead, righteous might, slay living, true seeing*, unhallow*.*

SKINWALKER SPELL LIST

Skinwalkers specialize in animal and plant magics, relying on certain element-controlling spells for raw power. Skinwalkers choose their spells from the following list:

1st level—*calm animals*, charm animals*, detect animals or plants*, entangle*, goodberry*, hide from animals, longstrider, magic fang, pass without trace*, shillelagh*, speak with animals*, summon nature's ally I*.*

2nd level—*animal messenger*, animal trance*, barkskin, flame blade*, heat metal*, hold animal*, soften earth and stone*, summon nature's ally II*, summon swarm*, tree shape, warp wood*, wood shape*.*

3rd level—*call lightning*, diminish plants*, dominate animals*, greater magic fang, meld into stone*, plant growth*, speak with plants*, spike growth*, stone shape*, summon nature's ally III*.*

4th level—*antiplant shell*, blight*, command plants*, control water*, giant vermin*, reincarnate, repel vermin*, rusting grasp*, spike stones*, summon nature's ally IV*.*

5th level—*animal growth*, awaken, call lightning storm*, commune with nature*, control winds*, insect plague*, summon nature's ally V*, transmute mud to rock*, transmute rock to mud*, tree stride, wall of thorns*.*

NEW SPELLS

New spells unique to the Territories are listed below.

HAND OF LIGHT

Level: Mag 0

Target: Caster's hand

As *light*, except that the caster can only cause his own hand to glow like a torch, rather than any object.

IRON HORSE

Conjuration (Summoning)

Level: Mag 3

Components: V, S

Casting Time: 1 minute

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

Effect: One mount/2 levels

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

This spell can only be cast near a railroad track when no trains are in sight. It summons one or more magical iron horses similar to the destrier type of *stone horse* (see DMG, Chapter 8, Wondrous Items). These mounts cannot leave the tracks, cannot be harmed, and have a movement speed of 100 ft. While riding on these horses, the riders are phased slightly out of sync with reality, and will not encounter any other creatures, including trains.

MAGICAL ITEMS

Most magical items in the Territories are simply variations of older items applied to new technology, such as a +2 *shotgun of speed*. Any ranged magical weapon property can be applied to a masterwork firearm and its ammo as usual, and more common magic items are listed in Chapter 5: Equipment along with their price where available.

NEW MAGICAL WEAPON PROPERTIES

Two new magical weapon properties are described below, as well as a change to an existing property.

Blessed: When this weapon strikes an undead or extraplanar creature of evil alignment, it ignores any and all damage resistance the creature may have, and glows with a bright white light. In addition, when used against such creatures, the weapon inflicts an additional +1d6 points of holy damage.

Keen: A keen weapon's threat range is increased by +1. This stacks with other effects that increase threat ranges.

Magekiller: When this weapon strikes a spell providing protection or impeding its progress, such as a *shield*, *wall of force*, or *stoneskin*, the attacker makes a contested level check against the spell's caster. If the attacker's roll equals or exceeds the caster's, then the spell is instantly dispelled. If this occurs, the spell's effects do not impede the attack that dispelled it.



CHAPTER FOUR

SKILLS AND FEATS

INTRODUCTION

In *Spellslinger*, many of the standard d20 skills have been combined for simplicity. For instance, Athletics is a combination of Balance, Climb, Jump, and Swim. These condensed skills are used for doing everything the original skills did, and usually have several new uses in addition. Each skill is intended to be general enough to see use several times in each adventure, rather than once or twice every four or five adventures.

SKILL DESCRIPTIONS

In addition to the normal entries in each skill description, *Spellslinger* skills have one new entry:

Old Skills: This entry lists which standard d20 skills make up the new skill. *Spellslinger* skills follow all the rules that apply to the old skills that comprise them, except for the synergy bonuses, which are replaced in each skill's entry.

ATHLETICS (STR OR DEX, ARMOR CHECK PENALTY)

Athletics is used for most physical activities outside of combat. Everything from leaping off a roof onto the back of a horse, to diving off a cliff into a river to escape a pursuing band of gray runners.

Old Skills: Balance, Climb, Jump, and Swim

Check: When using this skill, you may choose to use either your Str or Dex modifier, but you must decide before making the roll.

Synergy: If you have 5 or more ranks in Tumble, you get a +2 bonus on Athletics checks.

If you have 5 or more ranks in Athletics, you get a +2 bonus on Tumble checks.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Athletics checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

BARGAIN (CHA)

Prices usually aren't fixed in the Territories. A lot of bartering and haggling takes place even in the largest cities. The Bargain skill is used to tell the approximate value of items and to tell whether a price is good or not.

Old Skills: Appraise

Check: When two parties are trying to make a deal, they roll opposed Bargain checks, with the higher roller shifting the deal in his favor by 1% by each point of difference. This can be as simple as tossing in another few silver coins to sweeten the deal or adding a pouch of tobacco to the trade, or it can be as complicated as adjusting the interest on a loan up or down depending on the outcome.

A PC is never forced to accept a deal arrived at through the use of the Bargain skill, but unless circumstances change, that's likely to be the best deal they get offered.

Action: A Bargain check typically takes about 5 minutes of haggling to conclude, though circumstances can greatly speed things up or slow them down.

Try Again: No, unless circumstances change.

Synergy: If you have 5 ranks in a Build/Repair skill, you get a +2 bonus on Bargain checks related to items made with that Build/Repair skill.

SKILLS

Skill	Key Ability	Gunfighter	Maverick	Trailblazer
Athletics	Str or Dex	●	●	●
Bargain	Cha	—	●	●
Build/Repair	Int	—	●	●
Chat	Cha	—	●	—
Concentration	Con	—	—	—
Creep	Dex	—	●	●
Deceive	Cha	—	●	—
Handle Animal	Cha	●	—	●
Heal	Wis	—	—	●
Heist	Dex	—	●	—
Intimidate	Str or Cha	●	●	—
Knowledge	Int	—	●	●
Profession	Wis	●	●	●
Ride	Dex	●	●	●
Sense Motive	Wis	—	●	—
Senses	Wis	●	—	●
Spellcraft	Int	—	—	—
Survival	Wis	—	—	●
Tumble	Dex	●	●	—
Use Rope	Dex	●	—	●

- — Class Skill
 — — Cross-Class Skill

Additional languages beyond a character's starting languages may be acquired for 2 skill points each.

In addition, each brand has certain skills that are always class skills for it, even when advancing as a different class:

Blackhand: Spellcraft

Magi: Concentration, Spellcraft

Padre: Concentration, Heal, Spellcraft

Pale Rider: Ride, Survival

Skinwalker: Concentration, Deceive, Handle Animal, Spellcraft

Steelheart: Build/Repair

BUILD/REPAIR (INT, TRAINED ONLY)

Build/Repair is used to create or fix objects. As with Knowledge, Build/Repair is divided into several categories:

Simple: Objects fall into this category unless they are specifically covered by another Build/Repair category.

Firearms: All firearms and ammunition for them are covered by this category.

Mechanical: Complicated clockwork or mechanical devices are covered by this category, including locks, traps, clocks, and trains.

Architecture: Any large building project such as a house, a railroad track, or a road are covered by this category.

Old Skills: Craft

Check: Build/Repair checks to build items work just like Craft checks in the core rules. Repair checks also follow the same system, except that time and costs are 75% lower. Jury-rigged repairs can be attempted as well, at half the normal price of repairs and taking just 1 minute per 50 gp value of the item being repaired. Jury-rigged repairs only last for one hour for each rank in Build/Repair possessed.

Synergy: If you have 5 ranks in a Build/Repair skill, you get a +2 bonus on Bargain checks related to items made with that Build/Repair skill.

Untrained: Build/Repair checks can only be made untrained for objects in the simple category.

CHAT (CHA)

Chat is used in non-business social situations, whether trying to pump the bartender for information or trying to convince a gang of bandits not to leave you to die in the desert.

Old Skills: Diplomacy, Gather Information

Synergy: If you have 5 or more ranks in Deceive you get a +2 bonus on Chat checks.

If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Chat checks.

CONCENTRATION (CON)

Concentration is checked when using skills or abilities in stressful situations, as well as when attempting to cast spells without provoking attacks of opportunity.

Check: In addition to the standard uses described in the core rulebook, you can make a Concentration check to reduce any penalties to a skill check due to distraction or less than ideal conditions. The penalties are reduced by 2 for every point by which the Concentration check succeeds.

CREEP (DEX, ARMOR CHECK PENALTY)

Creep is used to hide from sight and to move without being noticed.

Old Skills: Hide, Move Silently

Check: A single check is made to avoid being noticed, rather than separate Hide and Move Silently checks.

DECEIVE (CHA)

Deceive can be used to bluff an opponent, craft a disguise, or forge a letter of credit.

Old Skills: Bluff, Disguise, Forgery

Synergy: If you have 5 or more ranks in Deceive, you get a +2 bonus on Chat and Intimidate checks, as well as Heist checks to palm, hide, or pickpocket an item.

If you have 5 or more ranks in Deceive, you get a +2 bonus to Profession (gambler) checks when playing poker.

HANDLE ANIMAL (CHA, TRAINED ONLY)

Handle Animal is used to train and handle animals in all situations except when riding them.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks and wild empathy checks.

HEAL (WIS)

Heal is used to stabilize unconscious characters, diagnose diseases and poisons, and to treat wounds.

Check: In addition to the standard actions that can be taken with the Heal skill as described in the core rules, in *Spellslinger* Heal can be used to do the following:

Treat Wounds: Once per day an individual may have his wounds treated by an individual with the Heal skill. The treated person recovers hit points equal to the Heal check result - 15.

HEIST (DEX, ARMOR CHECK PENALTY, TRAINED ONLY)

Heist is used to disarm traps, pick locks, palm or conceal objects, and to stealthily take items from other people.

Old Skills: Disable Device, Open Lock, Sleight of Hand

Special: Any character with ranks in this skill can attempt to disarm traps of any DC, regardless of their class.

Synergy: If you have 5 or more ranks in Deceive, you get a +2 bonus on Heist checks to palm, hide, or pickpocket an item.

INTIMIDATE (STR OR CHA)

Intimidate is used to bully or threaten others into doing what you want them to do.

Check: When using this skill, you may choose to use either your Str or Cha modifier, but you must decide before making the roll.

Synergy: If you have 5 or more ranks in Deceive, you get a +2 bonus on Intimidate checks.

KNOWLEDGE (INT, TRAINED ONLY)

Knowledge is divided into several categories of information that are relevant in the Territories. Here are the main categories:

East of the Hills: Knowledge of the towns and areas east of the Gray Hills.

West of the Hills: Information on the terrain and Pack villages found to the west of the Gray Hills.

Gray Hills: Knowledge of the landscape and denizens of the Gray Hills themselves.

Magic: Information about the various brands, common magical items, famous magical items, and common magical creatures.

Nature: Knowledge of the animal and plant life found in the Territories.

Pack: Information on Pack society and culture.

Politics: Information about the political atmosphere currently dominant in the Territories.

Old World: Knowledge of Old World geography, cultures, and legends.

Synergy: If you have 5 or more ranks in Knowledge (magic), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Knowledge (east of the hills), Knowledge (west of the hills), or Knowledge (gray hills) you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards when in the appropriate area.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in above-ground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.



PROFESSION (WIS, TRAINED ONLY)

Some common professions in the Territories include: barber/surgeon, engineer, farmer, gambler, prospector, store clerk, and undertaker. Two of these bear special mention below:

Profession (engineer): This skill covers the ability to operate and maintain a train.

Profession (gambler): This skill does not represent the ability to win a single bet. Rather, it is the ability to play the odds in such a way as to make money in the long run. A gambler can choose to cheat, which gives him a +5 bonus to his check. However, a Sense Motive check (DC equal to the gambler's result without the +5 bonus included) allows someone else to detect the deception.

Synergy: If you have 5 or more ranks in Deceive, you get a +2 bonus to Profession (gambler) checks when playing poker.

RIDE (DEX)

Riding is obviously a vital skill in the Territories, as the primary method of transportation across the long stretches of empty prairie.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

SENSE MOTIVE (WIS)

Sense Motive is used to detect lies, cheating, and other forms of deception, as well as to try to determine the underlying motivations behind a person's actions.

Check: A Sense Motive check (DC equal to the gambler's result without the +5 bonus for cheating included) will allow you to detect someone cheating at cards.

Synergy: If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Chat checks.

SENSES (WIS)

The Senses skill represents your ability to detect things with your five senses, such as secret doors, faint flavors in food, etc.

Old Skills: Listen, Search, Spot

Synergy: If you have 5 or more ranks in Senses, you get a +2 bonus on Survival checks to find or follow tracks.

SPELLCRAFT (INT, TRAINED ONLY)

Spellcraft is used to identify spells being cast, minor magic items, and other common magical effects.

Synergy: If you have 5 or more ranks in Knowledge (magic), you get a +2 bonus on Spellcraft checks.

SURVIVAL (WIS)

Survival is used to find food and water in the wilderness, as well as to detect upcoming storms, avoid dangerous terrains, and to find or follow tracks.

Synergy: If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Senses, you get a +2 bonus on Survival checks to find or follow tracks.

TUMBLE (DEX, ARMOR CHECK PENALTY, TRAINED ONLY)

Tumble is used to land safely when falling, tumble past enemies, and squirm out of tight bonds.

Old Skills: Escape Artist, Tumble

Synergy: If you have 5 or more ranks in Tumble, you get a +2 bonus on Athletics checks.

If you have 5 or more ranks in Athletics, you get a +2 bonus on Tumble checks.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Tumble checks when escaping from rope bonds.

If you have 5 or more ranks in Tumble, you get a +2 bonus on Use Rope checks made to bind someone.

USE ROPE (DEX)

Use Rope is needed to manipulate rope in a useful fashion, such as securing a grappling hook or tying up a prisoner. However, attempts to lasso a target are not covered with this skill, instead being described in Chapter 5: Equipment.

Synergy: If you have 5 or more ranks in Use Rope, you get a +2 bonus on Athletics checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Tumble checks when escaping from rope bonds.

If you have 5 or more ranks in Tumble, you get a +2 bonus on Use Rope checks made to bind someone.



SOME COMMON TASKS AND DCS

Task	DC	Skill Used
Jumping through a glass window unharmed	15	Athletics
Leaping from a wagon onto a horse pulling it	20	Athletics
Jumping off a roof onto a waiting horse	15 + 5 per 10 feet fallen	Athletics
Negotiating the price on an item	Opposing Bargain check (price lowered by %1 per point of success)	Bargain
Assembling a posse to go after a halfling	15	Chat
Assembling a posse to go after a dragon	30	Chat
Treating a wound	15 (1 hit point restored per point of success 1/day)	Heal
Recall whether blackhands are welcome in Redemption	15	Knowledge (politics)
Spotting a cheat at cards	Opposing Profession (gambler) check, ignoring +5 for cheating	Sense Motive
Slip out of a pair of old handcuffs	20	Tumble
Slip out of a pair of good handcuffs	30	Tumble

FEAT DESCRIPTIONS

This section includes information on feats, including standard feats usable in *Spellslinger*, new feats, and bonus feat lists for the various classes. Spellcasters will want to pay particular attention to the spellcasting feats, as they are the only way in *Spellslinger* to acquire spell slots.

OLD FEATS

Most of the feats in the core rules are suitable for use in *Spellslinger* with no problem. The others are largely feats that refer to specific skill bonuses that don't exist in *Spellslinger*, or that refer to abilities that don't exist in the setting. The Weapon Proficiency feats have also been extensively changed.

Explicit notes on how several feats interact with firearms can be found at the end of this chapter.

FIREARMS AND OLD FEATS

These feats work with firearms with no changes—Far Shot, Improved Precise Shot, Mounted Archery, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

The following feats need minor changes to work:

Deflect/Snatch Arrows: These feats don't affect bullets.

Manyshot: Bullets can be fired from small firearms just like arrows. When used with a small firearm, this feat is referred to as "fanning the hammer."

Rapid Reload: Firearms reload like light crossbows.

REVISED FEAT

There is one feat in the core rules that needs a significant change in order to peacefully coexist with the class abilities found in *Spellslinger*—Improved Critical. Here is the revised version.

IMPROVED CRITICAL [GENERAL]

Your chance to cause critical hits with one type of weapon is increased.

Prerequisite: Proficient with weapon, base attack bonus +4.

Benefit: Choose one type of weapon. You can also choose unarmed strike. When using the weapon you selected, your threat range increases by 1. For example, this feat would increase a threat range of 19–20 to 18–20.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect stacks with other effects that increase the threat range of a weapon.

NEW FEATS

The following section lists new feats available in the *Spellslinger* setting.

PROFICIENCY FEATS

The Proficiency feats have been changed as follows to represent *Spellslinger's* weapon categories. Armor proficiencies still work like normal, but are seldomly used. Weapons are now divided into brawling (unarmed attacks and common melee weapons), small firearms (pistols), and large firearms (rifles and shotguns).

Weapons from the core rules that are not listed in the brawling weapons section are considered exotic weapons. These weapons have fallen into disuse with the advent of the firearm, and training in their use is not easily acquired.

BRAWLING PROFICIENCY [GENERAL]

You are skilled in pugilism and the use of brawling weapons.

Benefit: You make attack rolls with brawling weapons normally. In addition, you are considered to be armed even when unarmed—that is, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

Finally, your unarmed strikes can deal lethal or non-lethal damage, at your option.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls. Also, without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

SMALL FIREARMS PROFICIENCY [GENERAL]

You are skilled in the use of small firearms.

Benefit: You make attack rolls with small firearms normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

LARGE FIREARMS PROFICIENCY [GENERAL]

You are skilled in the use of large firearms.

Benefit: You make attack rolls with large firearms normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

NEW GENERAL FEATS

The following new feats are generally available to characters.

GOOD COVER [GENERAL]

You're good at covering and pinning down others with a firearm.

Prerequisites: Base attack bonus +3 or higher, Point Blank Shot.

Benefit: When providing cover for someone (see Chapter 6: New Rules), they gain a +6 circumstance bonus to their AC instead of +4. Also, when pinning down someone with a firearm (see Chapter 6: New Rules), they suffer a -6 penalty to their attack rolls instead of a -4.

GOOD SHOT [GENERAL]

You are skilled at aiming and bracing weapons.

Prerequisites: Base attack bonus +3 or higher, Precise Shot.

Benefit: When aiming a weapon (see Chapter 6: New Rules), you gain a +2 circumstance bonus to your attack roll instead of +1. Also, when bracing a weapon (see Chapter 6: New Rules), you get a +3 circumstance bonus to your attack roll instead of +2.

IRON GUT [GENERAL]

Your stomach can take anything.

Prerequisite: Con 11+.

Benefit: You can eat or drink just about anything, receiving a +4 bonus to Fort saves against ingested poison, food poisoning, or alcohol. In addition, you can always scavenge up enough for yourself to eat without making a Survival check except in environments totally hostile to life (a blasted wasteland or a frozen tundra, for instance).

QUICK THINKER [GENERAL]

You are capable of reacting quickly to the chaos of battle, formulating plans in seconds.

Prerequisite: Int 13+.

Benefit: At the start of every round after the first round in a battle, your initiative count is increased by 2.

UNDER THE STARS [GENERAL]

You heal faster when sleeping out under the stars, where you can feel the world around you.

Benefits: When you sleep under the stars (i.e., outside at night rather than in a tent or building) your natural healing rate is doubled for that night.

SPELLCASTING FEATS

These feats can be taken by characters with the magi, padre, or skinwalker brands to gain the ability to cast spells. Spells gained are from the character's spell list (see page 24), and the character's Prime Ability is: Intelligence for magi, Wisdom for padres, and Charisma for skinwalkers. A spellcasting character in *Spellslinger* receives bonus spells for a high Prime Ability (see PHB, Chapter 1, The Abilities) whenever taking a new spellcasting feat for the first time.

Spellcasters in *Spellslinger* do not need to prepare spells, nor do they need material components.

The caster level for any branded character is equal to his character level, so a Magi 1/Gunfighter 9 is a 10th-level caster.

FIRST CIRCLE [SPELLCASTING]

Prerequisites: Magi, Padre, or Skinwalker Brand, Prime Ability 11+.

Benefit: You have the ability to cast three 1st-level spells per day. Your spells are drawn from your brand's spell list (see page 24). You can cast any spell you know without preparing it ahead of time, and you do not need material components.

The Difficulty Class for a saving throw against one of your 1st-level spells is 11 + your Prime Ability modifier.

Your selection of spells is limited. You learn three 1st-level spells from your spell list when you gain this feat, and that's all you'll receive unless you take this feat a second time (see special, below). However, at every even-numbered character level you reach (2nd, 4th, etc.) you may choose to learn one new 1st-level spell in place of one you already know. In effect, you "lose" the old 1st-level spell in exchange for the new one.

Special: Once you reach 3rd level, you may select this feat a second time. The second time you select it, you learn three more 1st-level spells from your spell list and gain the ability to cast three additional 1st-level spells a day.

SECOND CIRCLE [SPELLCASTING]

Prerequisites: Magi, Padre, or Skinwalker Brand, Prime Ability 12+, 4th level+.

Benefit: You have the ability to cast three 2nd-level spells per day. Your spells are drawn from your brand's spell list (see page 24). You can cast any spell you know without preparing it ahead of time, and you do not need material components.

The Difficulty Class for a saving throw against one of your 2nd-level spells is 12 + your Prime Ability modifier.

Your selection of spells is limited. You learn three 2nd-level spells from your spell list when you gain this feat, and that's all you'll receive unless you take this feat a second time (see special, below). However, at every even-numbered character level you reach (2nd, 4th, etc.) you may choose to learn one new 2nd-level spell in place of one you already know. In effect, you "lose" the old 2nd-level spell in exchange for the new one.

Special: Once you reach 6th level, you may select this feat a second time. The second time you select it, you learn three more 2nd-level spells from your spell list and gain the ability to cast three additional 2nd-level spells a day.

THIRD CIRCLE [SPELLCASTING]

Prerequisites: Magi, Padre, or Skinwalker Brand, Prime Ability 13+, 6th level+.

Benefit: You have the ability to cast three 3rd-level spells per day. Your spells are drawn from your brand's spell list (see page 24). You can cast any spell you know without preparing it ahead of time, and you do not need material components.

The Difficulty Class for a saving throw against one of your 3rd-level spells is 13 + your Prime Ability modifier.

Your selection of spells is limited. You learn three 3rd-level spells from your spell list when you gain this feat, and that's all you'll receive unless you take this feat a second time (see special, below). However, at every even-numbered character level you reach (2nd, 4th, etc.) you may choose to learn one new 3rd-level spell in place of one you already know. In effect, you "lose" the old 3rd-level spell in exchange for the new one.

Special: Once you reach 8th level, you may select this feat a second time. The second time you select it, you learn three more 3rd-level spells from your spell list and gain the ability to cast three additional 3rd-level spells a day.

FOURTH CIRCLE [SPELLCASTING]

Prerequisites: Magi, Padre, or Skinwalker Brand, Prime Ability 14+, 8th level+.

Benefit: You have the ability to cast three 4th-level spells per day. Your spells are drawn from your brand's spell list (see page 24). You can cast any spell you know without preparing it ahead of time, and you do not need material components.

The Difficulty Class for a saving throw against one of your 4th-level spells is 14 + your Prime Ability modifier.

Your selection of spells is limited. You learn three 4th-level spells from your spell list when you gain this feat, and that's all you'll receive unless you take this feat a second time (see special, below). However, at every even-numbered character level you reach (2nd, 4th, etc.) you may choose to learn one new 4th-level spell in place of one you already know. In effect, you "lose" the old 4th-level spell in exchange for the new one.

Special: Once you reach 10th level, you may select this feat a second time. The second time you select it, you learn three more 4th-level spells from your spell list and gain the ability to cast three additional 4th-level spells a day.



FIFTH CIRCLE [SPELLCASTING]

Prerequisites: Magi, Padre, or Skinwalker Brand, Prime Ability 15+, 10th level+.

Benefit: You have the ability to cast three 5th-level spells per day. Your spells are drawn from your brand's spell list (see page 24). You can cast any spell you know without preparing it ahead of time, and you do not need material components.

The Difficulty Class for a saving throw against one of your 5th-level spells is 15 + your Prime Ability modifier.

Your selection of spells is limited. You learn three 5th-level spells from your spell list when you gain this feat, and that's all you'll receive unless you take this feat a second time (see special, below). However, at every even-numbered character level you reach (2nd, 4th, etc.) you may choose to learn one new 5th-level spell in place of one you already know. In effect, you "lose" the old 5th-level spell in exchange for the new one.

Special: Once you reach 12th level, you may select this feat a second time. The second time you select it, you learn three more 5th-level spells from your spell list and gain the ability to cast three additional 5th-level spells a day.

BLACKHAND

The following feats can be taken as blackhand bonus feats.

BLOOD FORGING [ITEM CREATION]

By soaking bullets in your blood, you can create ammunition for hunting magi.

Prerequisites: Blackhand Brand.

Benefit: By spending 1 hour and taking 1 point of temporary Constitution damage, you can turn 6 normal bullets, arrows, or throwing knives into magekiller items (see Chapter 5: Equipment). Constitution lost in this manner returns at the rate of 1 point per week. This damage cannot be healed magically.

COUNTERSPELL [GENERAL]

You can control your ability to suppress magic better.

Prerequisites: Blackhand Brand, Suppress Magic.

Benefit: When using your Suppress Magic feat, you may choose to use the counterspell effect of the *greater dispel magic* spell instead of the area dispel effect.

IMPROVED SUPPRESSION [GENERAL]

The strength of your ability to suppress magic is increased.

Prerequisites: Blackhand Brand, Suppress Magic.

Benefits: You can use your suppress magic feat one extra time per day. In addition, the radius of its effect is increased by 20 feet.

Special: You can take this feat up to three times, gaining an additional use and an extra 20 feet of effect for your Suppress Magic feat each time.

LEECH MAGIC [GENERAL]

You may permanently drain the magic from any magical item you are touching with your blackhand to heal your wounds.

Prerequisites: Blackhand Brand, 10th level+.

Benefits: As a standard action, you can attempt to draw the magic out of a magical item. The item must be held in your blackhand, and you must make a dispel check as though you were attempting to suppress the item's magic using the *greater dispel magic* spell. If the check succeeds, the item is permanently drained of its magic and you recover 1 hit point for every 2,500 gp of its cost, rounding down (minimum 1).

STRONG BLOOD [GENERAL]

The strength of your brand makes you particularly disruptive to magic.

Prerequisites: Blackhand Brand.

Benefits: Your spell resistance is increased by 2 and you receive a +1 bonus to any dispel checks you make (such as for the Suppress Magic feat).

Special: You can take this feat multiple times, increasing your spell resistance by 2 and your dispel check bonus by 1 each time.

SUPPRESS MAGIC [GENERAL]

You are able to suppress magic in your immediate area for a short time.

Prerequisites: Blackhand Brand.

Benefits: Once per day, as a standard action, you are able to create an effect similar to a *greater dispel magic* spell centered on yourself, except that it extends outward from you in a 60-ft-radius burst. In addition, this feat can only generate the area dispel effect of the spell.



MAGI

In addition to the following feats, magi can also take any Spellcasting, Metamagic, or Item Creation feats as magi bonus feats.

HYPNOTIC EYE [GENERAL]

Your evil eye has hypnotic powers.

Prerequisites: Magi Brand, 6th level+, any one Third Circle or higher spellcasting feat.

Benefit: While meeting the gaze of a person up to 10 feet away, you may sacrifice one of your unused spell slots of 3rd level or higher to cast a *suggestion* spell on them as a standard action. You must speak the suggestion, and your evil eye glows for a few moments, but there are no other outward indications that you have cast a spell.

REPELLENT EYE [GENERAL]

When you concentrate, your evil eye can generate a blast of energy around you, knocking other people away.

Prerequisites: Magi Brand, any one First Circle or higher spellcasting feat.

Benefit: You can sacrifice one of your unused spell slots of 1st level or higher to release a blast of energy in a 10-ft-radius burst around you as a standard action. The burst bull rushes everyone (even friends) caught in its blast away from you simultaneously. A separate Strength check is made for each individual caught in the blast. The energy's modifier for the Strength check is +10, and it must push its victims as far as possible. Using this ability does not provoke an attack of opportunity.

TRUE EYE [GENERAL]

Your evil eye can see through illusions and other tricks.

Prerequisites: Magi Brand, 10th level+, 5th Circle.

Benefit: You can sacrifice one of your unused 5th-level spell slots to cast *true seeing* on yourself as a standard action. Your evil eye glows yellow for the duration of the spell, but there are no other outward indications that you have just cast a spell.

PADRE

In addition to the following feats, padres can also take any Spellcasting, Metamagic, or Item Creation feats as padre bonus feats.

HEALING TOUCH [GENERAL]

You gain the ability to heal wounds with a touch, without using your spells.

Prerequisites: Padre Brand.

Benefit: You can heal wounds (your own or those of others) by touch. Each day you can heal a total number of hit points of damage equal to your character level x your Wisdom bonus. If your Wisdom modifier is less than +1, it is considered to be +1 for this purpose. You may choose to divide your healing among several people, and you don't have to use it all at once. Using healing touch is a standard action.

Alternatively, you can use any or all of this healing power to deal damage to undead creatures. Using healing touch in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. You decide how many of your daily allotment of points to use as damage after successfully touching an undead creature.

IMPROVED HEALING TOUCH [GENERAL]

Your healing touch is strengthened.

Prerequisites: Padre Brand, Healing Touch.

Benefit: Your Wisdom modifier is increased by +1 for purposes of determining how many hit points of damage you can heal per day with Healing Touch. Note that if your Wisdom modifier is normally less than +1, this bonus is added to the minimum +1 modifier described in Healing Touch. So, for example, if your Wisdom modifier is -4 and you have this feat once, your Wisdom modifier is considered to be +2 (+1 minimum and +1 for the feat) for purposes of Healing Touch.

Special: You may take this feat multiple times.

MIRROR SCRYING [GENERAL]

You can use mirrors to scry.

Prerequisites: Padre Brand, 10th level+.

Benefits: Once per day, when looking into a mirror, you can cast *greater scry* as a caster of your character level. This does not require any verbal or somatic components, merely your concentration.

STRENGTHENED AURA [GENERAL]

Your bless ability is strengthened.

Prerequisites: Padre Brand, 8th level+.

Benefits: The effects of your divine spark bless ability are increased to a +2 morale bonus on attack rolls and a +4 morale bonus on saves against fear effects.

PALE RIDER

The following feats can be taken as pale rider bonus feats.

DEATHSIGHT [GENERAL]

You can sense the ebb and flow of life all around you.

Prerequisites: Pale Rider Brand, 4th level+.

Benefits: You are affected by a permanent *deathwatch* spell that cannot be dispelled or suppressed.

EXTRA SUMMONING [GENERAL]

You can call upon your mount more often.

Prerequisites: Pale Rider Brand.

Benefits: You can call your mount an additional time per day, even if your mount is killed.

Special: You may take this feat multiple times.

EXTRA KILLING TOUCH [GENERAL]

You can use your killing touch more often.

Prerequisites: Pale Rider Brand.

Benefits: You can use the killing touch from your death's hand ability an additional time per day.

Special: You may take this feat multiple times.

IMPROVED STEED [GENERAL]

Your mount has become more powerful.

Prerequisites: Pale Rider Brand, 10th level+.

Benefits: Your mount gains +4 HD, +4 natural armor, and an additional +2 Strength and +2 Intelligence. Also, it gains the ability to spook other animals up to three times a day. This effect causes all normal animals within 30 ft of the mount to become panicked unless they succeed on a Will save (DC 15). If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

THE SQUINT [GENERAL]

You can terrify those who look into your eyes.

Prerequisite: Pale Rider Brand.

Benefits: You gain a +4 brand bonus to all Intimidate checks you make while looking your target in the eyes. This is a supernatural ability.

Special: You may take this feat multiple times, gaining an additional +4 brand bonus each time.

SKINWALKER

In addition to the following feats, skinwalkers can also take any Spellcasting, Metamagic, or Item Creation feats as skinwalker bonus feats.

ANIMAL SHAPING [GENERAL]

You can assume the form of animals.

Prerequisite: Skinwalker Brand, 10th level+.

Benefits: When using the *alter self* ability from moon's blessing, you can assume the form of animals. You are still otherwise restricted to the normal effects of *alter self*.

EXTRA SHAPING [GENERAL]

You can *alter self* more times per day.

Prerequisites: Skinwalker Brand.

Benefits: You may use your moon's blessing ability to *alter self* an additional two times per day.

Special: You may take this feat multiple times.

ANIMALSPEAK [GENERAL]

You can talk to the animals.

Prerequisites: Skinwalker Brand.

Benefits: You can *speak with animals* at will.

STEELHEART

In addition to the following feats, Item Creation feats can be taken as steelheart bonus feats.

BURNING TOUCH [GENERAL]

Your touch can heat metal.

Prerequisites: Steelheart Brand.

Benefits: Three times per day, with a successful melee touch attack or grapple, you can heat a metal object as though using *heat metal*. Only the touched item is affected, and you cannot affect more than 25 lbs./level. You are immune to damage caused by this ability.

SOUL FORGING [ITEM CREATION]

You can create magical items without access to spells.

Prerequisites: Steelheart Brand, any Item Creation feat.

Benefits: You can ignore the spell prerequisites of any magical item you create. XP and gold costs are increased by 5% for each spell level of prerequisites ignored. Thus, if you ignore a *silence* (2nd level) and *bull's strength* (2nd level) prerequisite when creating a magical item, the item's cost in gold and XP is increased by 20% (4 total spell levels).

STEELSKIN [GENERAL]

Your skin can take on the hardness of steel for a short time.

Prerequisites: Steelheart Brand, 10th level+.

Benefits: Once per day as a free action, you can gain damage reduction 10/adamantine for 1 round/level.

Special: You can take this feat up to three times, gaining an additional use of it per day each time.

GUNFIGHTER FEATS

These feats can be taken as bonus gunfighter feats. Feats in italics are found in this book.

Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Far Shot, *Good Cover*, *Good Shot*, Great Cleave, Great Fortitude, Improved Bull Rush, *Improved Critical*, Improved Disarm, Improved Grapple, Improved Initiative, Improved Overrun, Improved Precise Shot, Improved Sunder, Improved Trip, *Iron Gut*, Iron Will, Leadership, Lightning Reflexes, Manyshot, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Ride-By Attack, Shot on the Run, Spirited Charge, Spring Attack, Toughness, Trample, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Whirlwind Attack.

MAVERICK FEATS

These feats can be taken as bonus maverick feats. Feats in italics are found in this book.

Blind-Fight, Combat Expertise, Dodge, Exotic Weapon Proficiency, Far Shot, *Good Cover*, *Good Shot*, Greater Two-Weapon Fighting, *Improved Critical*, Improved Disarm, Improved Feint, Improved Initiative, Improved Precise Shot, Improved Sunder, Improved Trip, Improved Two-Weapon Fighting, Leadership, Lightning Reflexes, Manyshot, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Quick Draw, *Quick Thinker*, Rapid Reload, Rapid Shot, Shot on the Run, Skill Focus, Spring Attack, Weapon Finesse, Weapon Focus.

TRAILBLAZER FEATS

These feats can be taken as bonus trailblazer feats. Feats in italics are found in this book.

Blind-Fight, Cleave, Diehard, Dodge, Endurance, Exotic Weapon Proficiency, Far Shot, *Good Cover*, *Good Shot*, Great Cleave, Great Fortitude, Improved Bull Rush, *Improved Critical*, Improved Grapple, Improved Overrun, Improved Precise Shot, Improved Sunder, Improved Trip, *Iron Gut*, Iron Will, Manyshot, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Ride-By Attack, Run, Shot on the Run, Spirited Charge, Spring Attack, Toughness, Trample, Two-Weapon Fighting, *Under The Stars*, Weapon Focus, Whirlwind Attack.

CHAPTER FIVE

EQUIPMENT

INTRODUCTION

This chapter describes equipment common in the *Spellslinger* setting and lists prices for most things the characters will want to buy.

STARTING MONEY

As characters in *Spellslinger* start at 3rd level, they receive 2,700 gp to begin, as indicated by the character wealth chart in the DMG.

At the GM's option, they may use part of their starting money to purchase magical items as well as normal items. All magical items should be approved by the GM before play, however.

It is recommended that all characters purchase a riding animal and related supplies, as well as a firearm and ammunition. Distances are usually too big to cover on foot in a timely manner in the Territories, and anyone without a firearm (except possibly a magi) will find himself at a severe disadvantage.

THE GOLD RUSH

While there could be a massive gold rush in *Spellslinger's* near future, so far it has been limited to the dwarves, with their insatiable lust for metals. Should such an event take place, prices will certainly skyrocket the closer the characters get to the location of the gold rush, as opportunists move in to take advantage of the hard-working prospectors there. For a comparison, during real world gold rushes, prices have been recorded as inflated by up to 2000%!

STANDARD EQUIPMENT

Spellslinger takes place further in the future than most standard d20 campaigns, but much of the same equipment is still in demand for adventurers.

Most equipment from the PHB is available in the Territories for the listed cost, with the following changes.

WEAPONS

Anything not on the equipment list in this book is considered an exotic weapon and costs twice the listed cost.

ARMOR

All armor and shields cost twice the listed cost.

GOODS AND SERVICES

All items are available at normal cost, with the following exceptions:

- Spyglasses and water clocks are now 150 gp.
- Tindertwigs are now referred to as matches and are sold in packs of 20 for 1 gp.
- Spell component pouches and spellbooks are not available.

WEAPONS

Brawling Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Inc	Weight¹	Type²
<i>Light Melee Weapons</i>							
Broken Bottle	—	1d3	1d4	x2	—	1/2 lb.	P
Knife	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	P or S
<i>One-Handed Melee Weapons</i>							
Club	—	1d4	1d6	x2	10 ft.	3 lb.	B
Hand Axe	6 gp	1d4	1d6	x3	—	3 lb.	S
Branding Iron (hot)	5 gp	1d6	1d8	x2	—	—	—
<i>Two-Handed Melee Weapons</i>							
Crowbar	5 gp	1d8	1d10	x2	—	8 lb.	B
Pick Axe	8 gp	1d4	1d6	x4	—	6 lb.	P
Sledge Hammer	15 gp	1d8	1d10	19–20/x2	—	10 lb.	B
<i>Two-Handed Ranged Weapons</i>							
Bow	75 gp	1d4	1d6	x3	70 ft.	2 lb.	P
Arrows (20)						3 lb.	—
Lasso	1 gp	—	—	—	10 ft.	5 lb.	—
Small Firearms	Cost	Dmg (S)	Dmg (M)	Critical	Range Inc	Weight¹	Type²
<i>Light Ranged Weapons</i>							
Holdout Pistol	100 gp	1d6	1d8	x3	25 ft.	1 lb.	P
Bullets (20)	10 gp					1/2 lb.	
Light Pistol	150 gp	1d8	1d10	x3	30 ft.	3 lb.	P
Bullets (20)	15 gp					1/2 lb.	
<i>One-Handed Ranged Weapons</i>							
Heavy Pistol	200 gp	1d10	1d12	x3	40 ft.	4 lb.	P
Bullets (20)	20 gp					1/2 lb.	
Large Firearms	Cost	Dmg (S)	Dmg (M)	Critical	Range Inc	Weight¹	Type²
<i>Two-Handed Ranged Weapons</i>							
Rifle	250 gp	1d10	1d12	x3	70 ft.	10 lb.	P
Shells (20)	25 gp					1/2 lb.	
Shotgun	250 gp	*	*	*	10 ft.	10 lb.	P
Shells (20)	50 gp					1/2 lb.	
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Inc	Weight¹	Type²
<i>One-Handed Melee Weapons</i>							
Pack Tomahawk	30 gp	1d8	1d10	x2	15 ft.	4 lb.	S
<i>One-Handed Ranged Weapons</i>							
Gnomish Contraption	250 gp	1d10	—	*	30 ft.	4 lb.	P
Bullets (20)	20 gp					1/2 lb.	
Halfling Throwing Knives	10 gp	1d4	—	19–20/x2	25 ft.	1/10 lb.	P
Orcish Hand-cannon	250 gp	—	2d8	x3	20 ft.	15 lb.	P
Bullets (20)	20 gp					1/2 lb.	
<i>Two-Handed Ranged Weapons</i>							
Dwarven Scattergun	600 gp	—	*	*	15 ft.	10 lb.	P
Shells (20)	50 gp					1/2 lb.	
Elven Longbarrel	300 gp	—	1d12	x3	150 ft.	8 lb.	P
Shells (20)	25 gp					1/2 lb.	

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

² — When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

NEW EQUIPMENT

ADVENTURING GEAR

Item	Cost	Weight
Cigarettes (20)	1 gp	—
Cigar, good	1 gp	—
Cigar, excellent	10 gp	—
Dice		
Normal	2 gp	—
Loaded	25 gp	—
Holster		
Holdout	10 gp	1 lb.
Pistol	2 gp	1 lb.
Rifle	2 gp	2 lb.
Spring-loaded	+10 gp	1 lb.
Playing cards		
Normal	2 gp	—
Marked	25 gp	—
Pocket watch	75 gp	1/2 lb.

SPECIAL SUBSTANCES AND ITEMS

Item	Cost	Weight
Gold dust	50 gp	1 lb.
Magekiller ammo	+50 gp	—
Miner's gem	50 gp	1/2 lb.
Sweetbalm	25 gp	1/4 lb.

TOOLS AND SKILL KITS

Item	Cost	Weight
Build/Repair tools	250 gp	10 lb.
Prospecting kit	50 gp	25 lb.

FOOD, DRINK, AND LODGING

Item	Cost	Weight
Rotgut	5 gp	1 lb.

CLOTHING

Item	Cost	Weight
Boots, drifter	5 gp	1 lb.
Duster	25 gp	5 lb.
Hat, bowler/gambler	10 gp	1/2 lb.
Hat, drifter	5 gp	1/2 lb.

MOUNTS AND RELATED GEAR

Item	Cost	Weight
Saddle, drifter	10 gp	10 lb.
Stabling (thrace), per day	5 gp	—
Thrace	750 gp	—
Thrace feed, per day	2 gp	2 lb.
Thrace muzzle	5 gp	1 lb.
Thrace saddle	25 gp	15 lb.

TRANSPORT

Item	Cost	Weight
Covered wagon	50 gp	400 lb.

SERVICES

Item	Cost	Weight
Train ticket, 1 stop	25 gp	—
Riverboat ticket, 1 stop	15 gp	—
Wagon ticket, per 200 miles	10 gp	—

EXPLOSIVES

Item	Cost	Weight
Dynamite, 1 stick	25 gp	1/2 lb.
Gunpowder, keg	200 gp	30 lb.
Fuse, 10 rounds	5 gp	1/2 lb.

WEAPON DESCRIPTIONS

The weapons on the weapons chart are described below.

MELEE WEAPONS

Branding Iron: A cool branding iron deals damage as a club. When hot, the damage inflicted is half bludgeoning and half fire damage.

Broken Bottle: If you inflict maximum damage with a broken bottle, the bottle shatters completely and becomes useless.

Crowbar: In addition to its usefulness as a weapon,

a crowbar provides a +2 circumstance bonus to Strength checks made using the crowbar to lever open doors, chests, or other objects.

Halfling Throwing Knife: These throwing knives are finely crafted and balanced. They deal more damage and can be thrown farther than normal knives.

In addition, all halfling throwing knives are masterwork weapons, and provide a +1 enhancement bonus on attack rolls.

Lasso: A lasso works exactly like a net, as described in the core rules.

Pack Tomahawk: The tomahawk is the favorite melee weapon of gray runner warriors. These warriors frown strongly on anyone of another race who possesses or wields a gray runner tomahawk. As these weapons are never sold to non-gray runners, the only way such an individual would acquire one is to steal it or loot it from a corpse.

FIREARMS

Firearms in *Spellslinger* all make ranged touch attacks. Firearms make armor basically useless, hence its unpopularity in the Territories.

Dwarven Scattergun: Dwarven scatterguns are the finest shotguns available. They have increased range and are masterwork weapons, so provide a +1 enhancement bonus on attack rolls. In all other regards, they are the same as shotguns.

Elven Longbarrel: Elven longbarrels are lighter rifles with greater range than standard rifles. Elves and half-elves favor them, but they are rare and difficult to acquire outside of elven communities.

Gnomish Contraption: Gnomish contraptions are each unique. Similar to heavy pistols, their owners cannot resist making endless adjustments to them. As a result, whenever you score a critical hit, roll a die and consult the following chart to figure out what happens.

D20 Roll	Result
1	The weapon malfunctions. You take damage instead of your target.
2-3	No damage. The weapon misfired and no hit occurred.
4-5	x2 critical multiplier.
6-14	x3 critical multiplier.
15-17	x4 critical multiplier.
18-19	x5 critical multiplier.
20	x3 critical multiplier and automatic coup de grace.

Holdout Pistol: You get a +4 bonus on Deceive checks made to conceal a holdout pistol on your body. It holds 1 shot before it must be reloaded.

Orcish Hand-Cannon: These pistols are favored by orcs and half-orcs. They are known for the painful wounds they cause. You get a +4 bonus to any Intimidate checks made when pointing an orcish hand-cannon at your target.

Shotgun: Shotguns deal 4d4 damage, but this damage is reduced by 1d4 for each range increment of the attack beyond the first.

AMMO CAPACITY

Unless otherwise noted, pistols hold 6 shots before they must be reloaded, rifles hold 15 shots before they must be reloaded, and shotguns hold 2 shots before they must be reloaded.

EXPLOSIVES

Explosives are grenadelike weapons.

Dynamite: A stick of dynamite must be lit as a move action before it is thrown or set. It deals 2d6 points of bludgeoning damage and has a blast radius of 5 feet. The fuse can go off the same round it is lit or up to several minutes later, depending on how much is used. Anyone caught in the blast radius can make a DC 15 Reflex save to take half damage. Each additional stick of dynamite increases the damage by 1d6 (max. 10d6) and the blast radius by 5 ft. (max. 20 ft.)

Gunpowder, keg: A keg of gunpowder is roughly equivalent to 9 sticks of dynamite (10d6 damage, blast 20 ft.).



EQUIPMENT DESCRIPTIONS

The equipment on the equipment chart is described below.

Boots, Drifter: These boots come with spurs and add +2 to any Ride checks you make while wearing them.

Dice, Loaded: These dice add +2 to Deceive checks made to cheat at gambling using them. However, anyone with 5 or more ranks in Profession (gambler) may make a skill check (DC 15) to notice that the dice are rigged.

Duster: This long, all-weather coat is designed to protect its wearer against the sun, sand, wind, and cold of the Territories. You receive a +2 bonus to all saves made against damage from natural weather conditions.

Fuse: Fuse can be cut to any length, up to several minutes. Dynamite normally comes with just enough fuse to explode at the end of the round in which it's lit. A keg of gunpowder doesn't need a fuse. Instead, a trail of gunpowder can be poured and lit directly, acting as a fuse.

Gold Dust: Gold dust is the most common trade good in the Territories.

Holster, Holdout: You get a +4 bonus that stacks with other bonuses on Deceive checks made to conceal a light or holdout pistol on your body.

Holster, Spring-loaded: You can conceal a holdout pistol in this holster and draw it as a free action (as though you had the Quick Draw feat) by making a DC 13 Reflex save. Failure means you drop the pistol in an adjacent square of the GM's choice.

In addition, you get a +2 bonus that stacks with other bonuses on Deceive checks made to conceal a holdout pistol on your body when it is in this holster (making a +6 bonus total).

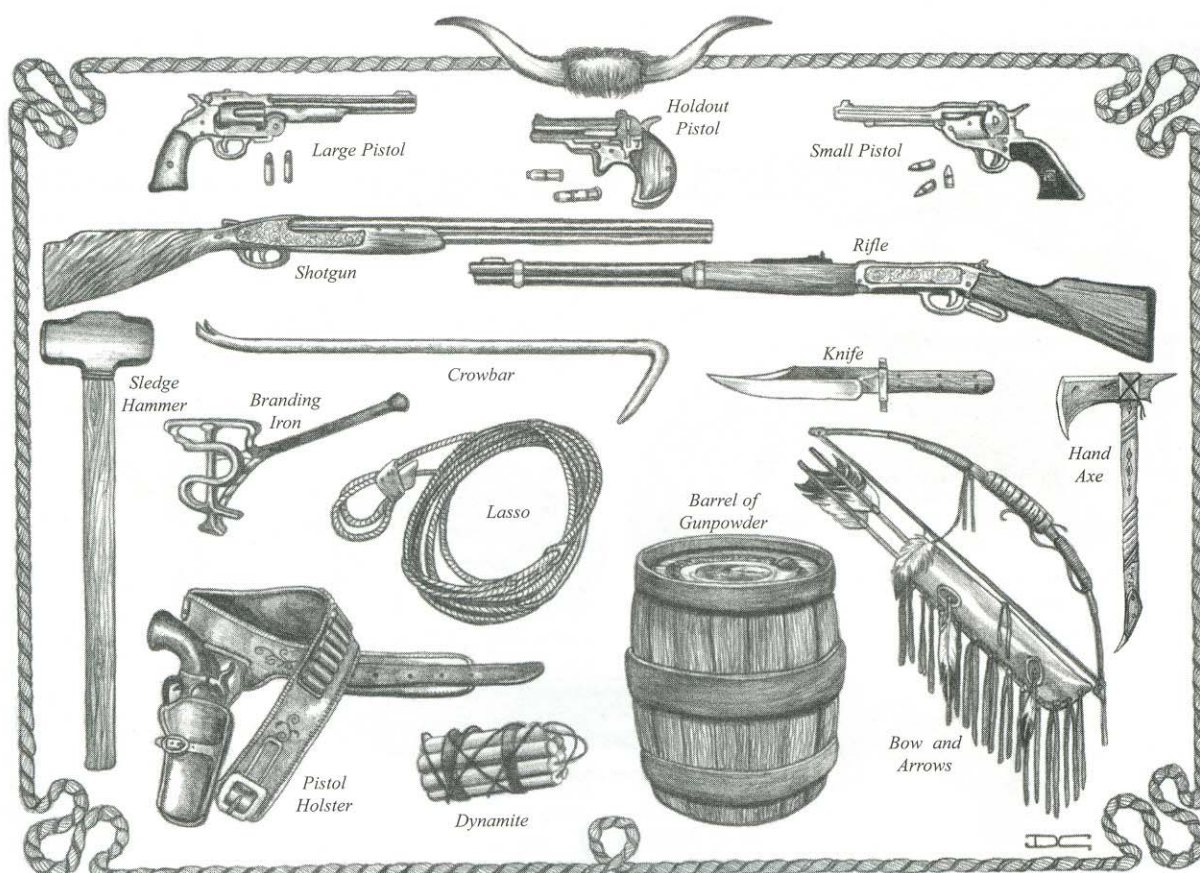
Magekiller Ammo: Any ammo (pistol or rifle bullets, shotgun shells, throwing knives, or arrows) can be purchased with this enhancement. The ammo gains the magekiller magical weapon quality (see page 25). The cost is applied to the "per batch" cost of the ammo. Thus, 20 heavy pistol magekiller bullets cost 70 gp.

Miner's Gem: These gems glow like a lantern when placed in darkness. They can be recharged by leaving them in sunlight, holding up to 8 hours of light. Light from a miner's gem is not real sunlight.

Playing Cards, Marked: These playing cards add +2 to Deceive checks made to cheat at gambling using them. However, anyone with 5 or more ranks in Profession (gambler) may make a skill check (DC 15) to notice that the deck is rigged.

Rotgut: A bottle of rotgut holds 8 drinks worth of alcohol (see Chapter 6, Drinking Rules).

Saddle, Drifter: When riding a mount saddled with a drifter saddle, you get a +2 bonus to Ride checks. However, thrace refuse to wear such saddles and must use a thrace saddle instead.



Sweetbalm: Sweetbalm is the collective name for a number of herbal curatives sold in the Territories. It is sold in small vials, and each vial restores 1d3 hit points to the imbiber.

However, because of the limitations of herbal medicine, no individual can benefit from sweetbalm more than 3 times a day. Further doses have no effect.

Thrace: Thraces are carnivorous riding animals similar in appearance to ordinary horses, except for their sharp teeth and shaggy coat. They are ridden primarily by gray runners, who have difficulty domesticating ordinary horses thanks to their predatory scent.

It is expensive to stable thrace in the Territories because of their dietary needs. They require approximately 2 lbs. of fresh meat a day to maintain their strength. However, in addition to their difficulties in riding normal horses, gray runners value the thrace's ability to defend itself from predators, and therefore find the difficulties of owning a thrace to be worth it.

Further details on thraces can be found on page 60.

Thrace Muzzle: When placed on a thrace, this prevents the creature from biting. Very few stables in the Territories will stable a thrace without a muzzle.

Thrace Saddle: These saddles are specifically designed to avoid irritating the animal, and include a neck brace that prevents the thrace from turning and biting its rider. Using an ordinary saddle on a thrace is an invitation for it to attack its rider unless a DC 15 Handle Animal check is made when first putting on the saddle.

FIREARM MODIFICATIONS

Some gunfighters like to modify their firearms in order to gain a competitive edge. The effects of some common modifications are listed below. Others can be added as the GM permits.

SHOTGUN

Sawed-off Barrel: Shortening the barrel on a shotgun or dwarven scattergun increases its base damage by 1d4, but lowers its range increment by 5 ft.

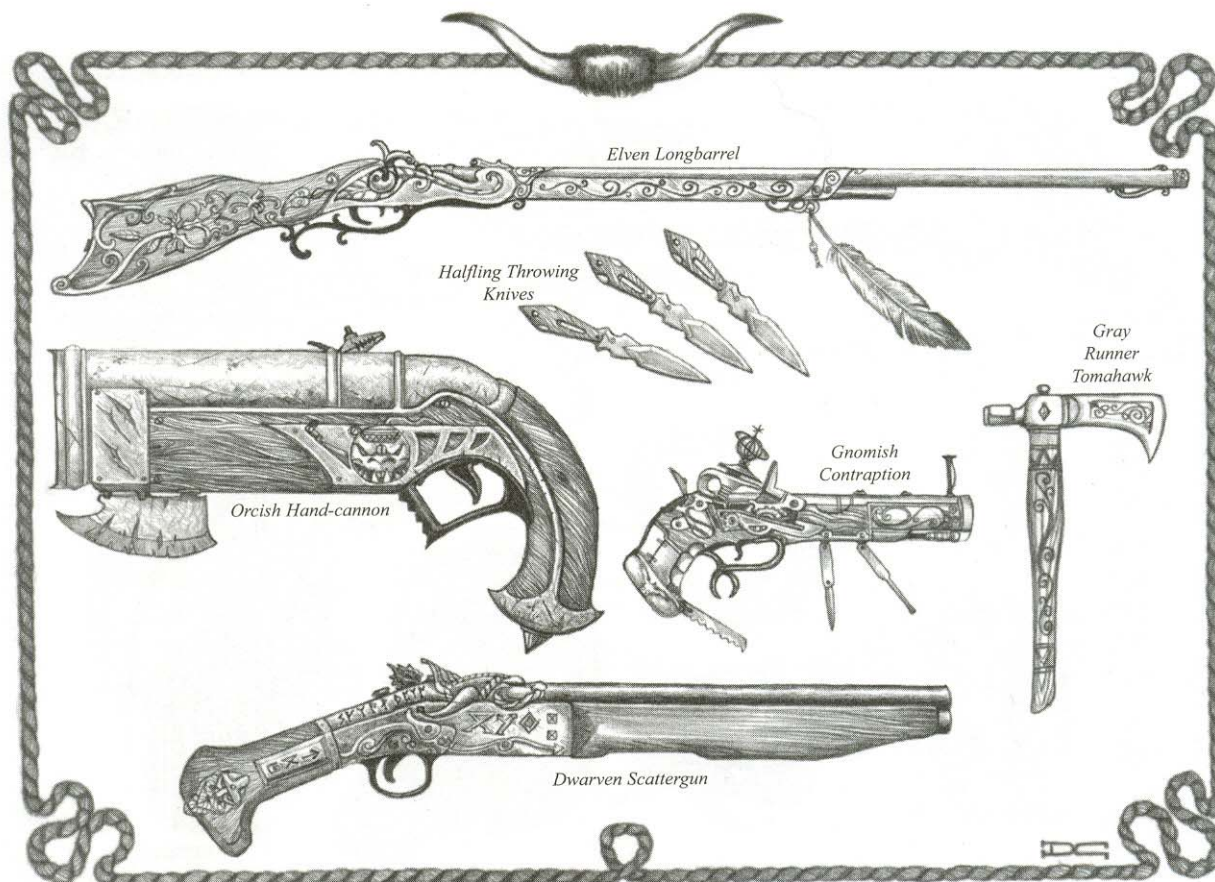
RIFLE

Check the Sights: By making a Build/Repair (firearms) check (DC 15) and expending 1d4 bullets to take a few practice shots, you can give a rifle a +1 competence bonus to hit on the next shot fired with it.

PISTOL

Check the Sights: As rifles.

File off the Sights: Adds +1 to your initiative roll during showdowns, but the pistol cannot be used to aim.



CHAPTER SIX

NEW RULES

INTRODUCTION

New rules for *Spellslinger* are introduced in this chapter, including actions that can be taken using firearms, rules for “High Noon”-style showdowns, drinking, and gaining a reputation as a gunfighter.

FIREARM ACTIONS

When wielding a firearm, a character can do any of the following during combat.

AIM AT A TARGET

As a move action, you can aim at a target in your line of sight and within your maximum range. So long as you do nothing to disturb your aim and your target doesn’t move more than 5 ft., you gain a +1 circumstance bonus with all attacks made against your target. This bonus stacks with the bonus from bracing, below.

BRACE THE FIREARM

As a move action, you can brace your weapon. When you brace a weapon, you rest it against a stable surface, preventing it from moving when you fire it. As you do so, choose a target in your line of sight and within your maximum range. So long as you do nothing to disturb your weapon’s brace and your target doesn’t move more than 5 ft., you gain a +2 circumstance bonus with all attacks made against the target. This stacks with the bonus from aiming, above.

When you brace a weapon, any cover you have from terrain is reduced by one step (from One-half to One-quarter, for instance) as you expose yourself to fire.

COVER AN ALLY

As a full-round action, you can protect one person by laying down cover fire for him or her. When you take this action, choose a target within your line of sight that is not adjacent to or in the same square as an enemy. The character gains a +4 dodge bonus to AC until the start of your initiative count in the following round. However, this bonus is only gained against enemies that are in your line of sight and within your maximum range.

When more than one character is providing cover to the same target against the same enemies, the target gains an additional +1 dodge bonus for each character providing cover beyond the first.

It takes 5 shots to cover an ally for 1 round.

PIN DOWN AN ENEMY

As a full-round action, you can pin down an enemy with gunfire, forcing the enemy to seek cover and making it difficult to return fire. When you take this action, choose a target that is within your line of sight, not adjacent to one of your allies, and within your maximum range.

Until the start of your initiative count in the next round, so long as these three conditions are met, the target suffers a –4 penalty to attack rolls and skill checks. Additionally, if the target hasn’t violated one of these three conditions and hasn’t moved into at least one-quarter cover by the time the penalty ends, you receive one free attack (one single attack, not a full attack) against the target.

When more than one character is pinning down the same target, the target suffers an additional –1 penalty for each character pinning him down beyond the first. In addition, if the target doesn’t seek cover (as described above) each character pinning the target receives a free attack as their pinning penalties expire.

It takes 5 shots to pin down an enemy for 1 round.

SHOWDOWNS

The showdown is the most iconic image of the western genre. Two gunfighters face off on Main Street as the clock tower ticks towards noon. The clock chimes...a shot rings out...and one gunman lives to fight again, while the undertaker moves in to take care of the other one. Scenes such as this can be represented as follows.

ATTITUDE

First, showdown participants must decide how they will approach the showdown. Do they want to draw their gun as fast as possible, dodge to the side as they shoot, or take their time and aim?

At the start of a showdown, the participants are able to shuffle points between their attack bonus, initiative bonus, and dodge bonus to AC (including class AC bonus) on a 1-for-1 basis. A participant may not reduce any of these bonuses below +0.

For example, a halfling gunfighter has a ranged attack of +8, an initiative bonus of +6, and a dodge bonus to his AC of +5. He decides to pull his gun as fast as he can, ignoring accuracy and defense, so he reduces his attack bonus and dodge bonus to +0 each, increasing his initiative bonus to +19. He cannot reduce his attack bonus or dodge bonus any further, since both are at +0, so he writes these three values down secretly on a piece of paper.

PLOY

Next, each participant decides if they will attempt a ploy during the showdown. A ploy is a trick or tactic designed to gain an advantage during the showdown. A participant can only attempt one ploy per showdown. Possible ploys are listed below.

DISTRACT

By delivering a verbal distraction before the showdown, the character tries to rattle his target's nerves, reducing his initiative bonus.

The character makes a Chat check opposed by a Sense Motive check made by the target. For every point the character succeeds by, the target's initiative bonus is reduced by -1.

FEINT

By feinting with his hand, the character tries to draw his target off balance, reducing his AC.

The character makes a Deceive check opposed by a Sense Motive check made by the target. For every point the character succeeds by, the target's AC is reduced by 1.

FOCUS

By focusing on the fight, the character attempts to ignore any ploys his opponents may try to use on him.

The character makes a Concentration check (DC 15). For every point he succeeds by, he receives a +1 bonus to any rolls he has to make to oppose ploys during this showdown.

STAREDOWN

By staring into his opponent's eyes, the character attempts to psych him out and wreck his nerves, reducing his chances to hit.

The character makes an Intimidate check opposed by a Sense Motive check made by the target. For every point the character succeeds by, the target's attack roll is reduced by -1.

RESOLVE PLOYS

Reveal the values that the showdown participants have recorded in secret. Next, resolve all focus ploys being attempted. Finally, starting with the participant with the highest initiative bonus and working down, resolve each remaining ploy, making adjustments to initiative, AC, or attack bonuses as necessary.

For example, the halfling mentioned above feints to increase his odds of hitting his target. The halfling makes a Deceive check opposed by his target's Sense Motive check, and wins by 4. The target's AC is reduced by 4 for the duration of the showdown.

Note that the feint ploy does not alter the order in which ploys are resolved, merely the initiative rolls during the "Slap Leather" step, below.

SLAP LEATHER

Each participant rolls for initiative, and then in initiative order, makes one single attack (or two if fighting with two guns). Once each participant has made one (or two) attack, the showdown ends. The exact effects of attacks made during a showdown depend on whether the participant that made the attack was shooting to wound, or to kill. A few common modifiers are listed below.

Condition	Modifier
Pistol has sights filed off	+1 to initiative
Sun is in your eyes	-2 to attack
Using a bow or knife	-4 to initiative

SHOOTING TO KILL

When shooting to kill, any hit made during a showdown is treated as a successful coup de grace attempt. The attack is automatically a critical hit, and should the target survive the damage inflicted, he must still make a Fort save (DC 10 + damage dealt) or die. This reflects the extremely deadly nature of showdowns. Characters should be extremely cautious when engaging in them.

SHOOTING TO WOUND

When shooting to wound, any hit made during a showdown is still automatically a critical hit. While slightly less deadly, even this sort of showdown has its casualties.

REPUTATION

As the characters travel through the Territories, they will acquire a reputation for themselves. This is both a good thing and a bad thing. On the one hand, a reputation makes NPCs more likely to recognize them and possibly offer assistance and/or information. On the other hand, a reputation draws glory seekers from far and wide hoping to make their name by being the one who takes out the famous gunfighter.

Mechanically, a character's reputation is primarily based on his success in showdowns. His reputation is equal to the CR of the most powerful character he has personally and publicly defeated in a showdown. Thus, if Cisco the halfling gunfighter has defeated an 8th-level human magi in a showdown, Cisco's reputation is an 8. Additionally, GMs may decide to award extra reputation based on particularly heroic or dastardly deeds. Alternately, the GM may lower reputation if a character displays public cowardice, such as refusing a challenge to a showdown.

For the specific effects of reputation, look below.

UNKNOWN (0-3)

No effects.

MAKING A NAME (4-9)

Character gets a +1 bonus to Chat checks. The character may be offered assignments from other towns, but begins to attract glory seekers (CR 5-10) hoping to challenge him to showdowns.

KNOWN (10-12)

Character gets a +2 bonus to Chat checks. Glory seekers (CR 11-14) become more frequent.

WELL KNOWN (13-15)

Character gets a +3 bonus to Chat checks and a +1 bonus to Intimidate checks. Glory seekers (CR 12-16) are now a regular part of the character's life.

FAMOUS (16-19)

Character gets a +4 bonus to Chat checks and a +2 bonus to Intimidate checks. The character has a glory seeker (CR 17-19) waiting for him in every town.

LEGEND (20+)

Character gets a +5 bonus to Chat checks and a +3 bonus to Intimidate checks. Character may be offered assignments from the old world. Glory seekers hunt the character up on a daily basis.

DRINKING

Every time a character consumes an alcoholic drink, he must make a Fort save (DC 10 + number of alcoholic drinks consumed in the last 8 hours) or he advances one stage further down the sobriety chart, below.

A drink is considered one mug of beer, one glass of wine, or one shot of liquor.

Stage	Modifiers
Sober	None.
Tipsy	-1 to all rolls except saves. +1 to all saves.
Drunk	-2 to all rolls except saves. +2 to all saves.
Smashed	-3 to all rolls except saves. +3 to all saves.
Unconscious	Character falls unconscious.

If a character refrains from drinking further for one hour, he moves one stage back up the sobriety chart unless he has fallen unconscious. Once a character is unconscious, he must sleep his drunken stupor off for a full 8 hours.

If a character becomes drunk or worse, he suffers a -1 penalty to all rolls for 24 hours after sobering up.



CHAPTER SEVEN

SETTING INFORMATION

INTRODUCTION

This chapter describes the Territories—the default setting for *Spellslinger*—in just enough detail to get you started.

IMPORTANT TOPICS

Certain aspects of the Territories are extremely important to understand in order to get a feel for the setting as a whole. These include the gold rush, modern transportation, and the prairie war.

THE PRAIRIE WAR

The feuding between the blackhands and the magi has become so severe that some are calling it “the prairie war.” However, to avoid attracting the baleful attention of the government, the two factions restrict their fighting to the smaller villages and towns—typically settlements too small to appear on the map. However, about 60% of all minor settlements are currently run by one faction or the other.

Members of the opposite faction who enter one of these towns can expect to be either hassled, arrested, or hung by the local law enforcement, depending on how militant the governing body of the town happens to be. Worse yet, because of all the violence caused by the feuding blackhands and magi, many towns now treat both sides with equal contempt.

MODERN TRANSPORTATION

Recent years have seen the creation of several new forms of transportation—the stage coach, the riverboat, and the gnomish rail.

Stage coaches are hired by individuals or small groups to carry them from town to town where the riverboats and rail can’t reach. Each stage coach hold four passengers, and each passenger is allowed no more than 100 lbs. of luggage. Stage coaches are often used to deliver messages, payrolls, and other valuables as well, and are sometimes choice targets for bandits to prey upon.

There are between eight and 20 riverboats plying the Green River at any given time, with the others resting safely in their docks. The riverboat is a luxurious means of travel, with on-board casinos and private rooms for the passengers, but it is also quite slow, traveling only 20–30 miles a day, depending on the water level and the weather.

The gnomish rail is the newest form of transportation, allowing passengers to travel both swiftly and in comfort between the major colonist cities. Trains travel approximately 50 miles a day, and there are dining cars aboard as well as sleeper cars for those on longer journeys.

The gnomish rails have largely been built with half-orc labor, and stretch across most of the eastern part of the Territories. The Pack despises the rail for the most part, referring to the act of building the rail as “chaining the land.” In fact, when they recently signed a treaty with the colonists ceding the land east of the Gray Hills to them, one of the conditions was that the gnomish rails could not be extended further west than Black Rock. The Pack fears that the rail will disturb the dark forces that lie buried within the Gray Hills. Whether the colonists will honor the treaty remains to be seen.

THE GOLD RUSH

While extremely rich veins of gold have been discovered in the Gray Hills, any gold rush that may occur is still in its infancy. The hostile environment of the Gray Hills keeps most prospectors away, so only the dwarves are reaping the benefits of this discovery so far.

However, it's only a matter of time before the sudden wealth of gold pouring out of the dwarven communities near the Hills arouses the suspicions of the other races.

Once the quantity of the gold being mined leaks out, the other colonists are sure to clamor for their share of the pie, probably forming their own communities along the eastern edge of the Gray Hills.

The dwarves know this, and they have taken precautions to keep their new wealth a secret with increasingly paranoid security measures. Still, they can't hide it forever.

TERRITORIAL GOVERNMENT

Technically, the Territories are the joint property of several powerful countries in the old world. More realistically, the Territories are too far away for them to do anything more than set up a token government. The leader of this loose governing body is the Governor, the ultimate source of authority in the Territories. Unfortunately, because of the tenuous nature of the treaty setting up the joint ownership of the Territories in the first place, the position of Governor changes once a year to the puppet of the next old world country in line. The Governor also maintains a small staff, as well as the Governor's Man (see Lawmen, below).

LOCAL GOVERNMENT

Anyone can found a town in the Territories with a charter from the Governor (usually obtained with a respectful "gift" of no less than 150,000 gp). Such a charter entitles the town to the protection of the old world army in exchange for the annual payment of 10% of the town's production. These taxes are split among the old world countries, with the controller of the current Governor receiving the lion's share. Therefore, each Governor is under extreme pressure to collect as many tax dollars as possible during his or her term.

It is also possible to simply found a charter-less town, and many do. However, such a town must defend itself from bandits, monster attacks, and sometimes even army-instigated raids. On more than one occasion, the army has stood by and watched as a charter-less town was burned to the ground in front of them. The message was clear: get a charter, or take your chances.

RELIGION

Since the gods went silent, religion has splintered into hundreds of sects and thousands of cults. Some worship the earth, others worship the old silent gods, and some even worship particularly large or impressive trees or rocks. Any religion that can be imagined has a home in the Territories.

One particularly powerful religion has surfaced over time. Its practitioners worship the Lady of Mercy, and pour wine over her roadside statues to pray for good luck and prosperity.



THE LAND

The character of the land shapes the character of the people who live there. In this case, it has shaped some of the most stubborn and contrary people in all the world.

THE COLONIST LANDS

Thanks to the treaty with the Pack, the colonists now lay claim to all of the lands to the east of the Gray Hills, so long as they do not extend the gnomish rail to the west of Black Rock.

Each major chartered town is listed below. Its primary racial make-up is listed next to its name in parentheses, followed by a short blurb that includes the town's leadership, its economic foundation, and a few brief facts.

BLACK ROCK (VARIOUS)

Leadership: Town Council (Corporate-dominated)
Economy: Transportation of goods and livestock

The westernmost stop on the gnomish rail. Cattle barons further west drive their cattle here for shipping to market by train. Coaches, couriers, and all forms of transport can be found here.

DRY GULCH (HUMAN)

Leadership: High Council (Magi-dominated)
Economy: Cattle

Dry Gulch is quietly dominated by magi, and blackhands will be asked to leave. Several cattle families are currently in a heated land debate.

HIGH MOUNTAIN (DWARF)

Leadership: Hereditary High King
Economy: Mining

A xenophobic, insular town run by one of the few nobles in the Territories. The craftsmen of this town are fierce rivals with those of South Hall.

LANDFALL (VARIOUS)

Leadership: The Governor
Economy: Imports and Exports

The nominal capital of the Territories. The Governor and the old world army are based here.

LAST STOP (VARIOUS)

Leadership: Railroad officials
Economy: Services for railroad workers

This wild frontier town is the southernmost stop on the gnomish rail, and is run by the railroad itself. The rail has yet to cross the mountains to the south.

NOWHERE (GNOME)

Leadership: Town Council (Entirely Gnomish)
Economy: Technological goods

Many of the greatest gnomish inventors in the Territories live here, testing their devices out in the badlands where they won't hurt anyone if something goes wrong.

REDEMPTION (VARIOUS)

Leadership: Town Council (Blackhand-dominated)
Economy: Trading goods with the Pack

One of the largest frontier towns, Redemption is the main point of interaction with the Pack. The sheriff is a blackhand half-elf named Black Martin who tolerates pretty much anything but magic in town.

RIVER'S END (HALFLING)

Leadership: Town Council (Halfling-dominated)
Economy: Mercantile center

Renowned for having the finest stores and shops in the Territories, River's End is largely run by the Halfling Merchant's Guild, which denies membership to other races.

SALT HARBOR (HUMAN)

Leadership: Town Council (Human-dominated)
Economy: Fishing and salt

This fishing town makes its living exporting its catch as well as blocks of salt packed just outside town.

SOUTH HALL (DWARF)

Leadership: Elected High Mayor
Economy: Mining

Derisive of High Mountain's royal leadership, the democratic dwarves of South Hall are no less xenophobic and secretive.

WAYSIDE (HALF-ORC)

Leadership: Railroad and riverboat officials
Economy: Travel industry

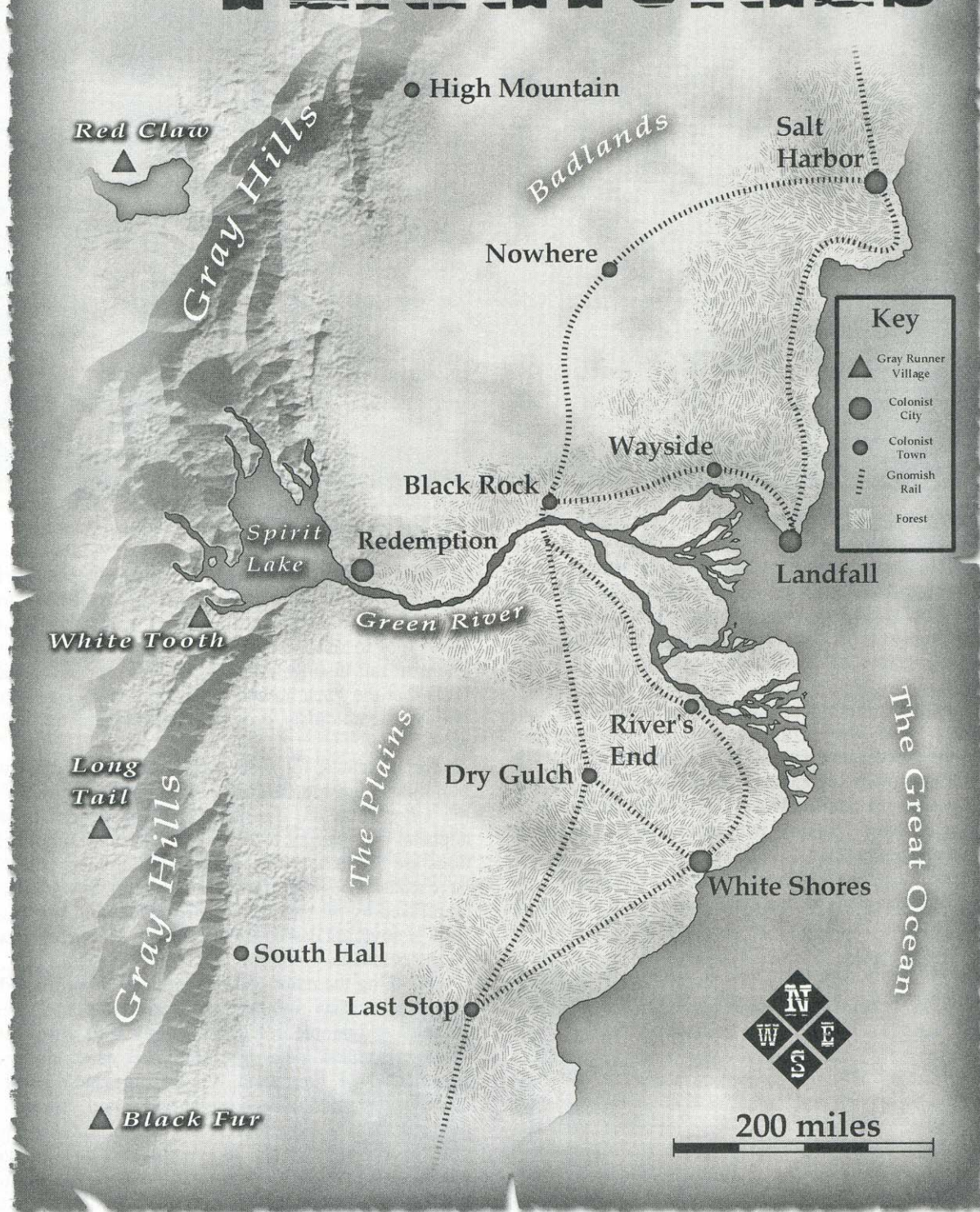
From this out-of-the-way town, half-orc laborers are dispatched by train to wherever they are needed in the Territories. The half-orc community here is suspicious of outsiders, but welcoming once their trust has been earned.

WHITE SHORES (VARIOUS)

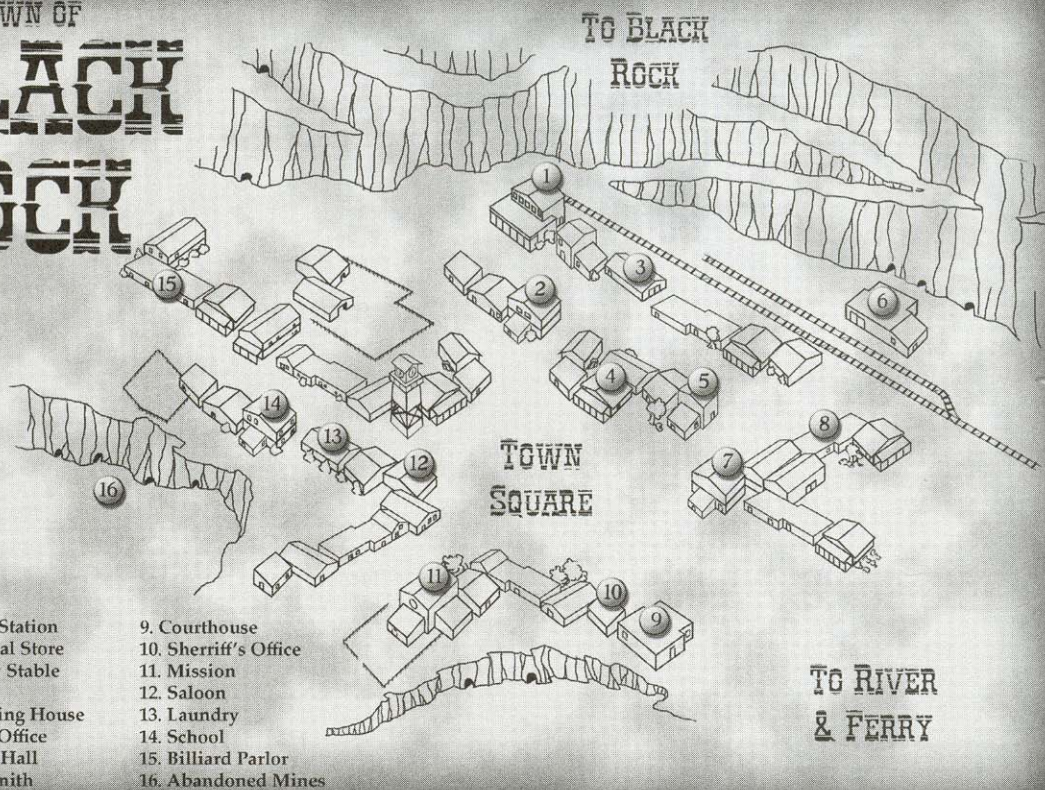
Leadership: Elected Mayor
Economy: Agricultural

The largest agricultural community in the Territories, White Shores makes its living shipping produce out on the rails to River's End, and north by boat to Landfall.

THE TERRITORIES



THE TOWN OF BLACK ROCK



- | | |
|-------------------|-----------------------|
| 1. Train Station | 9. Courthouse |
| 2. General Store | 10. Sherriff's Office |
| 3. Livery Stable | 11. Mission |
| 4. Bank | 12. Saloon |
| 5. Boarding House | 13. Laundry |
| 6. Mine Office | 14. School |
| 7. Town Hall | 15. Billiard Parlor |
| 8. Gunsmith | 16. Abandoned Mines |

UNCHARTERED TOWNS

Small towns and villages dot the landscape of the Territories, although they don't show up on the map. Some have sprung up alongside the rail tracks where the trains stop to refill their boilers, and others have been founded wherever the colonists happened to find a likely spot.

Most unchartered towns make their living at the subsistence level—that is, they largely produce what they need themselves and have little contact with the outside world. For towns such as this, it is an unusual event any time a stranger comes through, and children can reach the age of 5 or 6 years old without ever seeing someone from outside the town.

Most unchartered towns have been taken over by the magi or blackhands at this stage. Others are frantically trying to raise the money for a charter before they too get swallowed up.

To randomly determine who or what is in charge of an unchartered town, roll a die and consult the chart below.

d20	Result
1-6	Magi
7-12	Blackhand
13-14	Local religious sect
15-16	Bandits
17-18	Cattle baron
19	Odd or unusual person
20	Monster

THE GRAY HILLS

The Gray Hills are a place of superstitious horror for the Pack. They have legends of dark and powerful forces lying trapped beneath the Hills, just waiting for some fool to release them. It was to avoid having the gnomish rail disturb the mystic forces around the Gray Hills that the Pack agreed to give the lands east of the Hills to the colonists, provided the rail came no further west.

The colonists, for their part, pay little heed to such ramblings, and are steadily becoming more aware that the Gray Hills are absolutely packed with rich gold deposits just waiting to be mined. These mining operations are also a source of horror for the Pack, and they have asked repeatedly for them to be shut down, only to be refused by the dwarves in High Mountain and South Hall. If anything can cause the Pack to declare open war on the colonists, disturbing the Gray Hills is it.

One thing the colonists *have* noticed about the Hills, however, is that nothing seems to stay dead there. Animals and people killed in the Gray Hills always rise as undead unless the corpse is burned, eaten, or otherwise destroyed. Even then, it is possible that a ghost or other insubstantial undead might be formed. Because of this and the evil reputation it has given the Gray Hills, most people have stayed away except for the dwarves, whose gold fever has grown strong enough to convince them to stay, even in the face of an entire mountain range filled with the undead.

THE PACK LANDS

Although the Pack seems to present a unified front to the colonists, in reality, it is a council representing many tribes, each with their own cultures, beliefs, and opinions. There are dozens of such tribes west of the Gray Hills, but only a few that the colonists have encountered. These are described below.

BLACK FUR

The Black Fur tribe is the source of many of the Pack's greatest warriors of legend. Since the treaty, they have moved far to the south, hoping to avoid further contact with the colonists, who have corrupted many Black Fur warriors with their firearms. Even so, once in awhile, some young Black Fur warrior will travel to Redemption in hopes of purchasing a rifle with which to hunt the buffalo herds found to the west of the Gray Hills. The Black Furs worship a goddess named the Night Mother, with her one pale eye that lights their way in the darkness.

LONG TAIL

The Long Tail tribe has always been renowned for its talented craftsmen and artists. Since the treaty, they have made frequent trading expeditions to Redemption, purchasing guns, tools, and luxuries with the furs and crafts that they bring. The other tribes look down upon the Long Tails because of their frequent interaction with the colonists, but they don't care. They see the value of the technology that the colonists have, even if the other members of the Pack do not. The Long Tails worship the god named the Trickster, with his dextrous claws and razor-sharp wit.

RED CLAW

Once, while allowing several colonist traders to spend the night in their village, the Red Claws were awakened to the sound of screams and the smell of smoke. The colonists had crept out of their beds in the night, killed half the tribe, and stolen several of their young to be sold as slaves. Since then, the Red Claws have hated the colonists, and long for the rest of the Pack to allow them to wage war against the colonists. The Red Claws worship a goddess named the Fire Maiden, who never forgets a wrong done to her.

WHITE TOOTH

The White Tooth tribe has always been the guardian of the Gray Hills, making sure that no one disturbed the evil forces within. Since the treaty, they have taken up residence along the shores of Spirit Lake, which fills the only safe route through the Gray Hills. They patrol constantly, trying to make sure that no colonists slip past them into Pack territory, or worse, go up into the Gray Hills themselves. The White Teeth worship a god named the Stone Wolf, who forged the Gray Hills to imprison the dark forces within.

THE OLD WORLD

The old world is many months away by sea. The kingdoms there have reached an uneasy peace with each other after many centuries, and are careful not to allow their greed for the Territories to destroy that peace. They are crowded and ancient, but filled with technological and magical marvels that would seem amazing to most Territory colonists. Stately airships travel the sky and clockwork marvels decorate their town squares.

The old world has purposely been left vague, being beyond this scope of this book. It is assumed to possess roughly Victorian age technology, however, and a GM wishing to develop it further would do well to consult Fantasy Flight Game's *Sorcery and Steam*.

TO THE NORTH

Traveling north, the climate becomes colder, turning inhospitable quickly once you move inland from the sea. Great unexplored forests lie to the north of the Territories, and several small logging communities have been established there, sending their lumber back down south by rail. These forests are deadly, however, inhabited by dire animals and other creatures that kill without warning. A few brave souls dare to venture into them, seeking furs for trade, but few return.

TO THE WEST

The land stretches far to the west of the Gray Hills. There are great rolling plains filled with buffalo that the gray runners hunt. There are other mountain ranges, deserts, vast inland lakes, and somewhere—it is rumored—a mighty city of gold built by unknown hands and abandoned centuries ago.

Eventually, the gray runners claim that the land meets another ocean, one as wide and mighty as the one that the colonists sailed across to reach the Territories in the first place.

TO THE SOUTH

The climate becomes warmer to the south, first crossing another mountain range. Beyond the mountains are miles of desert. The colonists who live on the edge of the desert have found a way to create a potent liquor from the juice of a cactus found there. Far to the south of the desert are lush rain forests filled with exotic creatures and plants.

For now, however, the colonists are content to mine stone from the mountain range and ship it back to the north by wagon to the town of Last Stop, where it can be freighted by train to its final destination. A massive construction project is extending the rail across the mountain range to the rock quarries, but the going is slow, and the railroad workers have been periodically harassed by stone creatures that seem to rise up out of the ground and attack.

FOLKS

The Territories are filled with a wide variety of people, but most of them can be summed up in a few groups.

LAWMEN

Lawmen often begin as drifters in their youth, but eventually settle down to protect one small piece of the Territories that they call their own. Lawmen are a varied bunch—some treat their towns like their own private kingdoms, while others feel that they are the servants of the people. Some are corrupt or lazy, while others have extremely strict standards and harsh penalties for failing to live up to them. They all have one thing in common, though. These are some of the hardest, toughest, and most skilled people in the Territories, and only fools mess with the law.

The highest lawman in the land is the Governor's Man. He answers only to the Governor himself, can deputize anyone he feels like, and is capable of overruling the decisions of any lesser lawman simply by showing his badge of office. He often works undercover so that he can get at the truth of how a town is running without having the local boss lead him around, showing him only what he's "supposed to see." Because the office of Governor rotates so often, while the Governor's Man stays the same unless fired, it's often said that the Governor's Man really runs things. Considering that the last time a Governor threatened to fire the Governor's Man he went missing the next day, this could well be true.

BANDITS

Where there's law, there are men willing to break it. Bandits in the Territories typically prey on travelers along certain roads or in the smaller villages. The smarter bandits avoid the stagecoaches, the trains, and the larger towns, since attacking those inevitably draws the more skilled lawmen to the area, and most bandits don't have the firepower necessary to take them on.

BRANDED

The branded come from all walks of life, but once they feel their power surging through them for the first time, they forever tread their own path. The superstitious townsfolk avoid them or hang them as freaks. The lawmen distrust them, and even their own kind turn against them. With all this it's no wonder that the branded find it extremely difficult to trust others. Still, they possess incredible powers to make up for their lonely existence, and some find friends among the drifters, who are more likely to overlook a little strangeness if it means having a friend capable of hurling a lightning bolt at the wyvern-mounted bandits closing in for the kill.

Ultimately, the branded can choose to make the best of their brand, or they can spend their lives hating it. The happiest among them let others think what they will, and get on with living their own lives.

TOWNSFOLK

Townsfolk make up the majority of the people in the Territories. Generally, they're superstitious and they just want to be left alone to live their lives without bandits stealing their food and dragons burning down their houses.

Unfortunately for them, it seems that their lot in life is to be bullied and pushed around by just about everyone. The lawmen squeeze them for bribes. The bandits steal their meager possessions. The branded control their minds, and the monsters devour their flesh.

Ultimately, the townsfolk need heroes. Heroes to fight some of their battles for them, and heroes to teach them how to fight their own battles. Of course, the townsfolk are poor at best, so their heroes will have to work cheap.

DRIFTERS

Often young men and women setting out from home to seek their fortune in the Territories, drifters are looking to find fame, wealth, and adventure. They are easily the wildest bunch that the Territories have to offer, and they know it.

When there's a troublesome monster to be killed, or bandits to be rooted out of the area, locals will often seek out some likely drifters before going to the lawmen for help. After all, drifters are usually the quickest and quietest way to get a job done, and they ask a lot fewer questions than lawmen do.

THE OLD WORLD ARMY

The army is a force of between 10,000 and 15,000 veteran soldiers armed with rifles, and stationed out of Landfall. Ostensibly under the control of the Governor, the army is funded by the old world, and therefore owes its true allegiance there.

Many powerful army commanders have political aspirations of their own, and often use the lax governmental conditions of the Territories to advance their fortunes, collecting protection money on the side, using their men for labor in local construction projects, etc. As long as their superiors get a cut of the action and no one complains to the Governor, nobody really cares. This is just business as usual.

THE PACK

Most members of the Pack have moved west of the Gray Hills following the signing of the treaty with the colonists. Those who have remained are treated as potentially dangerous curiosities, and more than one gray runner has found himself the innocent victim of a lynch mob when something went wrong in the area.

For more information on how the Pack governs its own lands, see *The Pack Lands*, previously.

CREATURES OF THE TERRITORIES

The monsters found in the Territories tend to avoid the larger towns and cities, since a large enough community can be bad news for even the most powerful creature. More commonly, the enemies that the characters face will be members of the sentient races.

NPC CLASSES IN SPELLSLINGER

Most of the NPC classes in the DMG are usable in *Spellslinger* by making the following changes:

ADEPT

The adept does not exist in *Spellslinger*.

ARISTOCRAT

The aristocrat receives the same init bonus and AC bonus progression as the trailblazer.

Class Skills: The aristocrat's class skills (and the key ability for each skill) are Athletics (Str or Dex), Chat (Cha), Deceive (Cha), Intimidate (Str or Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

COMMONER

The commoner receives the same init bonus as the trailblazer and the same AC bonus progression as the gunfighter.

Class Skills: The aristocrat's class skills (and the key ability for each skill) are Athletics (Str or Dex), Handle Animal (Cha), Profession (Wis), Ride (Dex), Senses (Wis), and Use Rope (Dex).

EXPERT

The expert receives the same init bonus and AC bonus progression as the trailblazer.

Class Skills: The expert can select any eight skills to be class skills.

WARRIOR

The warrior receives the same init bonus and AC bonus progression as the gunfighter.

Class Skills: The gunfighter's class skills (and the key ability for each skill) are Athletics (Str or Dex), Handle Animal (Cha), Intimidate (Str or Cha), Profession (Wis), Ride (Dex), and Senses (Wis).



IMPORTING CREATURES

Any standard d20 creature can be used in *Spellslinger* with little effort. Simply add an initiative bonus equal to 1/2 the creature's CR. This brings the creature's total initiative bonus more in line with *Spellslinger* characters, and has already been done for the creatures in this book.

You should always be aware of a creature's touch AC when importing it. If it's too low, you may wish to toughen up the creature in some other way, such as giving it damage reduction or extra hit points.

CALCULATING EXPERIENCE

Because of the strength of readily available firearms, parties in *Spellslinger* should be considered to be 1 level higher on average when planning adventures.

BUNYIP

Large Aberration (Aquatic)

Hit Dice: 6d8+15 (42 hp)

Initiative: +11 (+3 for CR)

Speed: 30 ft. (6 squares), swim 60 ft.

Armor Class: 14 (-1 size, +4 Dex, +1 natural), touch 13, flat-footed 10

Base Attack/Grapple: +4/+8

Attack: Bite +3 melee (1d6 plus poison)

Full Attack: Bite +3 melee (1d6 plus poison) and 2 claws +1 melee (1d4 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., amphibious, pollute water, scent

Saves: Fort +6, Ref +6, Will +6

Abilities: Str 11, Dex 18, Con 15, Int 5, Wis 12, Cha 6

Skills: Athletics +8, Senses +6

Feats: Great Fortitude, Improved Initiative, Multiattack

Environment: Temperate aquatic

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Advancement: 7–12 HD (Large); 13–18 HD (Huge)

Level Adjustment: —

This creature is a cross between an enormous leech and a crocodile. Row after row of teeth fill its mouth, and a thick black, viscous liquid clings to its oily hide. Its eyes are mounted on stalks and peer this way and that as it walks with a curious rocking gait.

A bunyip is an aquatic creature found only in isolated lakes and ponds. Its body secretes a knockout drug, making easy prey out of anyone who drinks from the body of water it lives in.

This creature's mouth bears a resemblance to that of an enormous leech or lamprey, with dozens of needle-like teeth arranged in a circle, pointing inwards. Its skin is oily and rubbery, like a slug, and its four small eyes are mounted on stalks protruding from its back. Its claws and tail resemble an alligator's, but are also black and oily, like the rest of its skin.

Bunyips dwell in the badlands where water holes are scarce. They make their homes in these precious oases, polluting the water that they live in and making it unfit to drink. Those desperate souls who drink the water in spite of its faintly acidic taste soon fall into a deep slumber until the bunyip emerges from its watery home and devours them.

Bunyips do not speak any language.

COMBAT

A bunyip prefers to wait until its prey falls asleep before leisurely consuming them, but it will attack a creature that isn't sleeping if it is disturbed while eating, if it gets hungry enough, or if it is forcibly removed from its water hole.

Poison (Ex): Injury, Fortitude DC 17, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Pollute Water (Ex): Any body of water that the bunyip dwells in becomes contaminated with its poison over time. A single bunyip can contaminate a small to medium-sized lake. After one week of the bunyip's presence, the water in the lake becomes poisoned. Ingested, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus, but is reduced by -3 because of the dilution that takes place in the lake.



GOLD CRAWLER

Large Aberration

Hit Dice: 4d8+8 (26 hp)

Initiative: +5 (+3 for CR)

Speed: 30 ft. (6 squares), burrow 15 ft.

Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +3/+10

Attack: 6 touch +5 melee (1d2+3 plus attach)

Full Attack: 6 touch +5 melee (1d2+3 plus attach)

Space/Reach: 10 ft./5 ft. (15 ft. with tentacle)

Special Attacks: Attach, drain blood

Special Qualities: Darkvision 60 ft., scent, silence

Saves: Fort +3, Ref +3, Will +6

Abilities: Str 16, Dex 15, Con 14, Int 1, Wis 15, Cha 6

Skills: Senses +6, Survival +5

Feats: Combat Reflexes, Track

Environment: Underground

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Advancement: 5–6 HD (Large); 7–12 HD (Huge)

Level Adjustment: —

The creature seems to boil up out of the ground in a flurry of small, mouthed tentacles. Its body is long, pale, and sinuous—like an albino cave snake, but its underbelly is covered in tiny hairs that undulate in waves. It has six segmented eyes that stare coldly ahead while a strange clicking sound comes from a vertical opening beneath them.

Gold crawlers are horrible, worm-like creatures that hunt in mine tunnels near the Gray Hills. Bursting suddenly up out of the ground, they magically silence their prey and then use their mouthed tentacles to drain the prey's blood.

These creatures range in size from eight to 10 feet long, and have six segmented eyes on their head like a spider. Powerful hairs line their belly, helping to undulate them along the floor in a strange motion reminiscent of centipedes. The deadliest part of a gold crawler is the six thin tentacles growing out of its side. Each is tipped with a small, toothy mouth, and each is capable of draining the blood from any creature it bites.

Gold crawlers primarily terrorize the dwarven mines near the Gray Hills. The gray runners who have spoken to the dwarves to ask them to leave the Hills alone claim that the gold crawlers are guardians placed around the roots of the Hills to prevent reckless fools from disturbing whatever it is that lies beneath them. The dwarves have taken this to mean that the gray runner skinwalkers and holy men have somehow summoned the gold crawlers and sent them to drive their dwarves away from the Pack's sacred mountains.



COMBAT

Gold crawlers use their burrowing ability to creep up on miners who have wandered off by themselves, then erupt out of the ground, activating their silence ability as they do so. They then attach several tentacles to their hapless prey and drain them dry.

Attach (Ex): When the gold crawler hits with a touch attack, one of its tentacles burrows into its opponent's skin, effectively grappling its prey. However, the gold crawler is not considered grappled when using this ability, and does not lose its Dexterity bonus to AC. The gold crawler cannot move more than 15 feet away from an opponent it is attached to, but may continue to attack any opponents within its reach, including the opponent it is already attached to.

An attached tentacle can be removed either by severing it or grappling it. An attached tentacle has an AC of 17 (13 touch, 17 flat-footed) and 4 hit points. Severing a tentacle does no damage to the main creature, but removes one of its touch attacks. To remove a tentacle by grappling it, the opponent must achieve a pin against the tentacle (it has a bonus of +4 on grapple checks).

Drain Blood (Ex): A gold crawler drains blood, dealing 1d2 points of Constitution damage per attached tentacle on any round it begins its turn with at least one tentacle attached to an opponent. Once it has drained 24 points of Constitution damage, it detaches and burrows away to digest its meal.

Silence (Sp): A gold crawler can cast *silence* on itself at will, as a 5th-level caster.

GRAY DEAD

Any creature that dies in the Gray Hills rises within 1d4 days as a gray dead. The base type of undead should be determined by the GM, based on the creature's HD or level, and what condition its body is in.

CREATING A GRAY DEAD

"Gray Dead" is an acquired template that can be added to any undead creature (referred to hereafter as the base creature).

Size and Type: The creature's type remains undead. It retains any subtypes except alignment subtypes and subtypes that indicate kind. It gains the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: The creature's Hit Dice are unchanged, but the creature gains an additional 20 hit points.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the gray dead's size:

Tiny or smaller	+1
Small	+2
Medium	+3
Large	+4
Huge	+5
Gargantuan	+8
Colossal	+12

Attacks: A gray dead retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature.

Special Attacks: A gray dead retains all of the base creature's special attacks.

Special Qualities: A gray retains all of the base creature's special qualities and gains the following special quality.

Unkillable (Ex): While it remains within 10 miles of the Gray Hills, the creature cannot die unless reduced to -30 hit points or less. Otherwise, lost hit points return at the rate of 5 per minute until the creature is fully healed. Even if the creature is totally destroyed, there is a 50% chance that it will reform as an incorporeal undead of the GM's choice in 24 hours.

Saves: Base save bonuses are unchanged.

Abilities: A gray dead's abilities are unchanged.

Skills: The base creature's skills are unchanged.

Feats: The base creature's feats are unchanged.

Environment: Any (Gray Hills only).

Organization: Any.

Challenge Rating: Increases by +2.

Treasure: None.

Advancement: —

Level Adjustment: —

GRAY DEAD HUMAN COMMONER ZOMBIE

Medium Undead

Hit Dice: 2d12+23 (36 hp)

Initiative: -1

Speed: 30 ft. (6 squares; can't run)

Armor Class: 14 (-1 Dex, +5 natural), touch 9, flat-footed 14

Base Attack/Grapple: +1/+2

Attack: Slam +2 melee (1d6+1) or club +2 melee (1d6+1)

Full Attack: Slam +2 melee (1d6+1) or club +2 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits, unkillable

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: Toughness

Environment: Any

Organization: Any

Challenge Rating: 3

Treasure: None

Advancement: None

Level Adjustment: —

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Unkillable (Ex): While it remains within 10 miles of the Gray Hills, the creature cannot die unless reduced to -30 hit points or less. Otherwise, lost hit points return at the rate of 5 per minute until the creature is fully healed. Even if the creature is totally destroyed, there is a 50% chance that it will reform as a gray dead shadow in 24 hours.

GRAY DEAD WRAITH

Medium Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: Fly 60 ft. (good) (12 squares)

Armor Class: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +2/—

Attack: Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)

Full Attack: Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constitution drain, create spawn

Special Qualities: Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura, unkillable

Saves: Fort +1, Ref +4, Will +6

Abilities: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Feats: Alertness^B, Blind-Fight, Combat Reflexes, Improved Initiative^B

Environment: Any

Organization: Solitary, gang (2–5), or pack (6–11)

Challenge Rating: 7

Treasure: None

Advancement: —

Level Adjustment: —

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a gray dead wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Gray dead wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a gray dead wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the gray dead wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a gray dead wraith becomes a gray dead wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the gray dead wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Ungillable (Ex): While it remains within 10 miles of the Gray Hills, the creature cannot die unless reduced to –30 hit points or less. Otherwise, lost hit points return at the rate of 5 per minute until the creature is fully healed. Even if the creature is totally destroyed, there is a 50% chance that it will reform as a gray dead wraith in 24 hours.



Joseph B. Quinlan

NEEDLER

Large Plant

Hit Dice: 4d8+16 (34 hp)

Initiative: +9 (+1 for CR)

Speed: 30 ft. (6 squares)

Armor Class: 15 (-1 size, +4 Dex, +2 natural), touch 13, flat-footed 11

Base Attack/Grapple: +3/+10

Attack: Needle shower +7 ranged (1d6+3)

Full Attack: 3 needle showers +7 ranged (1d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Needle shower

Special Qualities: Low-light vision, plant traits, locate water

Saves: Fort +8, Ref +5, Will +1

Abilities: Str 16, Dex 18, Con 18, Int 10, Wis 10, Cha 10

Skills: Sense Motive +6, Senses +8

Feats: Improved Initiative, Weapon Focus (needle shower)

Environment: Temperate desert

Organization: Solitary, or pair (2)

Challenge Rating: 3

Treasure: Standard

Advancement: 5–8 HD (Large); 9–12 HD (Huge)

Level Adjustment: —

This creature resembles a humanoid cactus, with needles bristling all over its leathery green skin, which creaks as it strides along through the sand.

Needlers are mobile, intelligent cacti that dwell in the badlands. While not normally hostile, they will fiercely defend themselves against any attack.

Needlers are between nine and 10 feet tall, weighing only 200 to 300 pounds. Their skin is green and leathery, like the flesh of a cactus, and they are covered in thousands of sharp cactus needles.

Travelers lost in the badlands have sometimes found unexpected aid from passing needlers. The creatures have an uncanny ability to locate water, and have done so for drifters dying of thirst on more than one occasion. As a result, those drifters familiar with the creatures don't take kindly to anyone hurting them.

Needlers speak Plant, although a rare few learn Common.

COMBAT

Needlers avoid combat whenever possible, but if forced to fight, they attempt to maintain their distance, killing their enemies with volley after volley of needles.

Needle Shower (Ex): Needlers can fire a volley of needles as a standard action. This attack has a range of 60 feet with no range increments. There is no limit to the number of volleys the needler can fire, since its needles regenerate as fast as it fires them.

Locate Water (Ex): A needler can detect the nearest source of fresh water within 2 miles at will.



THRACE

Large Animal

Hit Dice: 6d8+15 (42 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12

Base Attack/Grapple: +4/+13

Attack: Bite +8 melee (1d8+5)

Full Attack: Bite +8 melee (1d8+5) and 2 hooves +6 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +6, Will +4

Abilities: Str 20, Dex 13, Con 17, Int 2, Wis 15, Cha 6

Skills: Senses +11

Feats: Endurance, Multiattack, Run

Environment: Temperate plains

Organization: Domesticated

Challenge Rating: 3

Advancement: —

Level Adjustment: —

The creature resembles a horse at first glance, but its demeanor is more aggressive. It sniffs the air like a wolf, and does not shy away from other creatures. Its pelt is shaggier than a horse's, and as it opens its mouth to snort, sharp predatory teeth are revealed.

Thraces are the preferred mounts of the Pack, resembling large shaggy horses with sharp, predatory teeth. Carnivorous and fierce, thraces can defend themselves from most ordinary creatures.

A thrace stands between six and seven feet tall at the shoulder, and weighs between 700 and 800 lbs. Their powerful muscles are sharply defined beneath their shaggy fur, and their teeth show the telltale signs of a carnivore.

Since normal horses will not permit a gray runner to ride them, the Pack had to find more agreeable mounts. They located these beasts in the badlands, and found that the thrace's cantankerous attitude perfectly suited them. Now, no gray runner warrior is truly seen as worthy until he has captured and tamed his own thrace.

Normal horses are frightened of thraces, shying away from them as far as possible, and becoming panicked if locked in a small, enclosed area with one. Thraces, for their part, consider horse meat to be a perfectly acceptable meal.

Thraces do not speak any language.



TRAINING A THRACE

Training a thrace requires eight weeks of work and a DC 25 Handle Animal check. Riding a thrace is best done with a thrace saddle. A thrace can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Thrace foals are worth 250 gp on the open market in the colonist lands, and 500 gp in the Pack lands. Thraces mature at the same rate as horses. Professional trainers charge between 200 and 400 gp to train a thrace, which serves its master for life, provided that master watches his or her hands and fingers around the beast.

Carrying Capacity: A light load for a thrace is up to 399 pounds; a medium load 400–798 pounds; and a heavy load 799–1,200 pounds. A thrace can drag 6,000 pounds.

WIND MAIDEN

Medium Undead (Incorporeal)

Hit Dice: 6d12 (38 hp)

Initiative: +10

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 16 (+4 Dex, +2 deflection), touch 16, flat-footed 12

Base Attack/Grapple: +3/—

Attack: Incorporeal touch +7 melee (1d4 plus 1d6 Wisdom drain)

Full Attack: Incorporeal touch +7 melee (1d4 plus 1d6 Wisdom drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Wisdom drain, create spawn, maddening song

Special Qualities: Darkvision 60 ft., incorporeal traits, +4 turn resistance, undead traits, unnatural aura

Saves: Fort +2, Ref +6, Will +9

Abilities: Str —, Dex 18, Con —, Int 11, Wis 14, Cha 15

Skills: Intimidate +15, Senses +14, Sense Motive +13

Feats: Blind-Fight, Iron Will

Environment: Any

Organization: Solitary, gang (2–5), or pack (6–11)

Challenge Rating: 6

Treasure: None

Advancement: 6–15 HD (Medium)

Level Adjustment: —

A wisp of fog swirls in the air to become the faint outline of a beautiful woman. She seems confused at first, but then a look of calm falls across her features. Opening her mouth, she begins to sing a weird, tragic song that carries through the air like the wind in the mountains.

Wind maidens are the spirits of women who died *lost and alone in the wilderness*. Their mournful songs are known to drive those who hear them insane.

These creatures appear as a faint white swirling image of the form they had in life, with empty hollows where their eyes should be. They appear to be puzzled or confused most of the time, as though seeking something that they have lost, or trying to remember something that they've forgotten. Their moods are mercurial, however, and they can fly into an irrational rage in seconds, unleashing their horrible song on anyone unfortunate enough to be nearby.

Wind maidens are mostly encountered in lonesome, dreary places, far from the nearest settlement. When they congregate, they do so in places where the wind makes eerie howling noises as it whistles through the hills and mountains.

Wind maidens cannot speak. The only sound they can make is their melancholy song. They are capable of singing without invoking their maddening song ability, but they often forget themselves and do so accidentally when engrossed in song.

COMBAT

Wind maidens are filled with an endless longing to be near the living, but their mental disorientation inevitably leads them to kill those they are near. Often, kind-hearted individuals will allow a wind maiden to silently accompany them out of pity, but such kindness only leads to trouble, since the wind maiden's mood can change in an instant for no apparent reason, causing her to attack her benefactor.

Wisdom Drain (Su): Living creatures hit by a wind maiden's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Wisdom drain. The save DC is Charisma-based.

Maddening Song (Su): A wind maiden can sing her maddening song as a sonic attack affecting all creatures within a 30-foot spread centered on her. Creatures affected must make a Fortitude save (DC 14) or suffer 1d2 points of Wisdom drain. The save DC is Charisma-based. After singing, the wind maiden must wait 1d4 rounds before singing again.

Create Spawn (Su): Any female humanoid slain by a wind maiden becomes a wind maiden in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wind maiden that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.



WILDERNESS ENCOUNTER LISTS

These charts can be used to quickly develop encounters when the party is traveling across the Territories. Other encounters are possible, these are only the most common creatures in each area.

THE PLAINS

This area stretches south from the Green River down to Last Stop. Unchartered towns and villages are reasonably common here.

CR	Encounter
1/4	Pony (animal)
1/3	Dog (animal)
1/3	Goblin
1/2	Giant bee (vermin)
1/2	Halfling
1/2	Orc
1	Gnoll
1	Horse, heavy or light (animal)
2	Blink dog
2	Bugbear
2	Worg
3	Cockatrice
3	Doppelganger
3	Locust swarm
4	Gargoyle
7	Chimera
8	Gorgon
9	7–9 3rd-level trailblazers riding herd on 20–40 cattle
10	Guardian gaa

EASTERN FORESTS

This area stretches along the east coast from Salt Harbor to White Shores. Unchartered towns and villages are common, as are solitary dwellings.

CR	Encounter
1/4	Kobold
1/2	Half-elf
1	Pseudodragon
1	Wolf (animal)
2	Black bear (animal)
2	Boar (animal)
3	Centaur
3	Dire wolf
3	Giant eagle
3	Unicorn
3	Wyrmling green dragon
4	Brown bear (animal)
4	Dire boar
5	Winter wolf
6	Tendriculos
7	Nymph
8	Treant

BADLANDS

This area surrounds Nowhere, reaching as far north as High Mountain, and as far south as Black Rock.

CR	Encounter
1/2	Small monstrous scorpion (vermin)
1	Medium monstrous scorpion (vermin)
2	Bat swarm
2	Dire bat
3	Needler
4	Very young blue dragon
5	Basilisk
6	Bunyip
7	Dragonne
7	Remorhaz
8	Lammasu

GRAY HILLS

This area only includes the Gray Hills themselves. All undead here (marked with an *) have the gray dead template applied.

CR	Encounter
2	Human commoner zombie*
3	Ghoul*
5	Ghast (ghoul)*
5	Shadow*
5	Wight*
6	Vampire spawn*
7	Wraith*
8	Wind maiden*
9	Spectre*
7	Hill giant
10	Adult white dragon
11	Party of 5–6 6th-level drifters
13	Devourer*
16	Nightwing (nightshade)*
18	Nightwalker (nightshade)*
20	Nightcrawler (nightshade)*

PACK LANDS

This area includes all the lands to the west of the Gray Hills. Gray runners are commonly encountered here, either alone or in communities.

CR	Encounter
1/4	Pony (animal)
1/3	Dog (animal)
1	Horse, heavy or light (animal)
2	Bison (animal)
2	Shocker lizard
3	Thrace
5	Manticore
6	Digester
6	Ettin
7	Young red dragon
8	Stone giant
9	Raiding party of 5–6 3rd-level gray runner trailblazers riding thraces

APPENDIX 1: TIPS FOR THE GM

To get the most out of your *Spellslinger* campaign, you'll want to familiarize yourself with the source material.

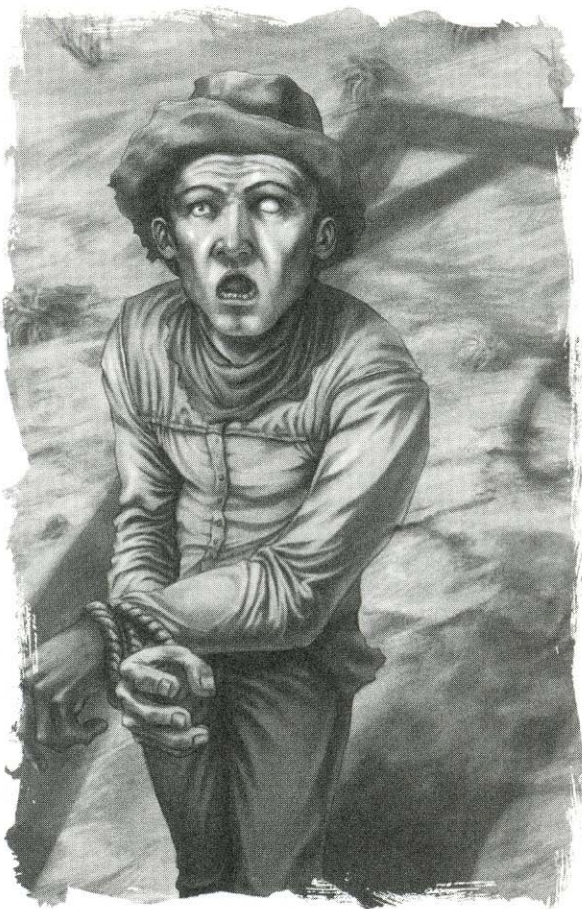
RECOMMENDED SOURCES

Obviously, your best source for ideas is the wealth of fantastic western films.

Among the classic westerns you'll want to see, make sure to include *High Noon*, *The Searchers*, and *Shane*, if nothing else. These three films represent a variety of themes and characters that will give you a basic grasp of the genre.

Among spaghetti westerns, Clint Eastwood is king. You can't miss his *Man With No Name* trilogy, and make an effort to see *High Plains Drifter* as well, since it's one of the few good westerns to incorporate some supernatural elements into the story.

Finally, among modern westerns, you'll want to watch *The Quick and the Dead*, *Tombstone*, *Silverado*, and *Unforgiven*. The *Quick and the Dead* has some of the best showdowns in cinema, *Silverado* is a terrific "team" western, and *Unforgiven* is quite possibly the single best western film ever made. If you miss it, you're only punishing yourself.



MODIFYING SPELLSLINGER

Spellslinger can be easily modified to suit your needs. Some sample changes you might want to make are examined below.

DEADLIER FIREARMS

To make firearms even deadlier in *Spellslinger*, lower the massive damage threshold to the character's Constitution. With this change, any critical hit from a firearm stands a good chance of causing a massive damage save.

WEAKER FIREARMS

To weaken firearms in *Spellslinger*, simply change the rules so that firearms deliver normal ranged attacks instead of ranged touch attacks. However, expect characters to employ armor if you do so, which could be harmful to the genre feel.

MORE MAGIC

To increase the amount of magic in the campaign, you can either give the branded spellcasting classes access to more spells, or you can allow the traditional spellcasting classes in the campaign.

NO MAGIC

To eliminate magic from *Spellslinger*, simply remove the brands. If you wish to play a historical campaign, also remove the non-human races, the racial weapons, and the monsters. The three classes, the skills and feats chapter, and the new rules chapter can serve as the basis for a completely historical old west campaign with very little effort.

EXISTING CAMPAIGNS

It's a simple matter to import *Spellslinger* into an existing campaign. Simply rule that gunpowder is somewhat mystical in nature, and fails to work outside the Territories. As for existing spellcasters entering the Territories, allow them to maintain their present classes, and change the setting so that the other spellcasting classes still exist outside the Territories.

Of course, the real trick will be making the transition without jarring your players too heavily. Allow word of the Territories to trickle back to them, with tales of firearms and wide open spaces, then allow your players to take the initiative. If they choose not to investigate, don't force them. Your players may simply not wish to bring their characters to an old west fantasy setting. As always, communication with your players is key.

SPELLSLINGER™

"In this place, a man is free — free to live, and free to die."

This self-contained d20 mini-RPG takes you to the Territories, a land of elves, dragons, and six-shooters. While you're there, cash in on the gold rush, battle the twisted creatures of the Gray Hills, and uncover age-old secrets lying beneath the earth. Play one of the native gray runners and go howling with the Pack across the plains, or choose one of the newcomers to the land, traveling to the city of Redemption in search of gold, fame, and freedom. One piece of advice: If you're smart, you'll steer clear of the mounting war between the magi and the blackhands . . . but then, who ever said being smart was fun?



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