



Masterwork Characters Legacy of the Troll War



Requires the use of the Dungeons & Dragons Player's Handbook, Third Edition,
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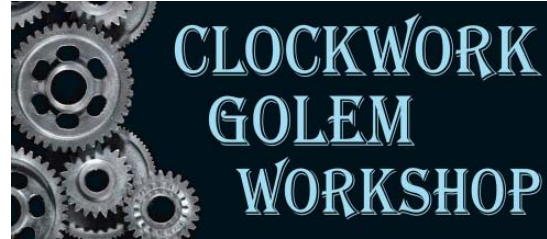


Masterwork Characters: Legacy of the Troll War

While individual trolls lack the intelligence and organization to form a major army, a small horde of trolls can make up for these limitations with numbers and the ability to survive wounds that would kill a human soldier. Since trolls rarely die of anything other than old age and violent conflict with adventurers, the pressure even a small clan of trolls places on their natural habitat is considerable. Even a small increase in troll numbers or shortage of food can exhaust their resources, quickly leading to armed conflict between trolls and any of their neighbours.

Perhaps this is why long-term conflict or war with the troll race has become a staple of d20 fantasy games. It may be limited to a single town on the edge of troll territory, a place that has weathered years of continual assaults and skirmishes. It may have been a prolonged war, with many races banding together to fight the common threat of a troll horde. Regardless of how it starts, one thing is constant – a war with the trolls is unlike an engagement with any other race. It demands tactics and abilities beyond the normal military engagement, and quickly creates heroes with specialized talents and a multitude of battle scars.

Masterwork Characters: Legacy of the Troll War explores the techniques used by the common trollslayer and military forces that regularly deal with these opponents. It provides your character with new feats, prestige classes, magic and equipment, all designed to help you deal with a long and difficult campaign against trolls and their kin. From the magically-altered Trahmok to the fire-wielding flamesoul; from the alchemical flaskbow to the combat techniques of the Troll War Veteran, *The Troll War* offers all the tools you need to create memorable and exciting troll-fighting characters for your next game.



Written by Adam Windsor
Edited by Peter M. Ball



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Design Assumptions

The material presented here reflects the following assumptions about trolls and troll-fighting characters:

- Trolls in d20 fantasy are dangerous adversaries who can shrug off most forms of damage except fire and acid. Characters who are designed to face trolls should be properly equipped to overcome these abilities.
- Repeated conflict with trolls tribes or armies would require unique tactics and an organized response to combat the threat, leading to the development of new equipment, new skills and new professions.
- While focusing on slaying trolls may be fine in some campaigns, the abilities and equipment presented should be usable against other creatures. This allows for characters that have abilities honed by their experiences against trolls, but gives them abilities that remain useful against other opponents.

People of the Troll War: Trahmok

During the course of the Great Troll War, no community was placed in a more desperate situation than the dwarven town of Augurame. Besieged by hundreds of trolls and cut off from the lines of their human allies, the towns defenders were forced to wage a constant war of attrition that would inevitably lead to their defeat.

As the defender's numbers were worn away, the lorekeepers of Augurame embarked on a desperate strategy. They proposed a magical infusion of wounded dwarves with troll blood, a gambit inspired by news of the humans recent tactic of grafting troll limbs onto injured soldiers.

While this process was anathema to everything the dwarves held dear, the lorekeepers hoped the infusion would save the lives of many dying defenders and return them to full fighting ability in a fraction of their normal healing time.

The process was dangerous and held a great risk that the infused dwarves would be mutated by the process, but the lorekeepers kept this knowledge secret. They believed that the risk of mutation was more than acceptable in light of the desperate situation, believing that that any change could be undone when the war was over.

The lorekeepers omission was discovered only after hundreds of transfusions had been done, caused widespread outrage and shame among the infused warriors. The mutations occurred in numbers far greater than expected, often changing the warrior mentally as well as physically. The consistency and regularity of the mutations served to create a new race with a combination of dwarf and troll traits, unable to interbreed with either of its progenitor species. Any magical attempt to reverse the transformation was ineffectual, leaving the mutated soldiers trapped in their new forms.

Those affected by this mutation called themselves trahmok; the dwarven word for 'cursed'. They forsook their homes and formed their own

communities, becoming a living reminder of the war and the cost of survival.

In one respect however, the lorekeepers' decision was successful: the trahmok resented the dwarven people for 'cursing' them, but they hated the trolls who were the source of that curse battled them relentlessly throughout the Troll War.

Personality: A half-elven wit once said that the trahmok 'have the good cheer of a dwarf, but none of the social graces.' Trahmok are generally a dour and ill-tempered people, with a disposition toward aggressive behavior that has garnered them a somewhat clouded reputation in more urbane cultures.

Created as warriors to battle powerful creatures many times their own size, Trahmok view the world as a grim and bloody place. They have little patience with those whose inclinations are more poetic or picturesque, often regarding them as fools. Most trahmok are aware of their race's reputation amongst other races and use this to keep others away: Trahmok make few close friendships, seeing little point when death is their constant companion.

Even the normal camaraderie that is felt between soldiers is rare among trahmok units, although they will fight fiercely in order to save a fellow soldier who has proven his worth. While they will often write off these acts of bravery as pure pragmatism, many believe their refusal to abandon a wounded comrade has its roots in the desperate situation that led to their creation.

Physical Description: A typical trahmok stands nearly half a foot taller than their dwarven progenitors, but has a lean, rangy build. Trahmok tend to have pallid skin, sometimes with green or gray patches near the eyes or nostrils, and gray or black hair. Unlike dwarves, they are all beardless, as they are incapable of growing whiskers. Instead

their faces are dominated by their long, hooked noses. Many trahmok also have vestigial trollish features, such as claw-like nails, oversized teeth, or rubbery skin.

Relations: Dwarven-trahmok relations are tense. While they share a common heritage, dwarven interaction with the trahmok is always tinged by shame and often results in a desire to avoid their kindred. Many of the trahmok continue to feel bitterness over what was done to them, further complicating the relationship.

Trahmok are implacable enemies of giant races of all kinds, but reserve a special hatred for trolls and ogres. They lack the dwarven passion for fighting goblinoid races, with some of the more dissolute trahmok falling in with such creatures in order to snub their dwarven cousins.

When dealing with other races the trahmok generally get on well with barbarians and other savage races with a strong warrior tradition. They rarely get along with races that are overly urbanized, often seeing such species as soft and foolish.

Alignment: The trahmok's psyche is a battleground between dwarven discipline and the eternal hunger and rage of the trolls. This makes them unpredictable, reacting to different situations according to the portion of their ancestry that speaks loudest at any given time. They often drift towards neutral and chaotic alignments, although trahmok that have mastered their inner rage do exist.

Most trahmok tend to be pragmatic to the point of ruthlessness, willingly sacrificing one life for another or turning aside from quests that appear to dangerous to complete. Most of them are neutral with regard to good and evil. Their very existence has taught them that ends will often justify the means.

Trahmok Lands: Trahmok communities usually claim only a limited region as their own. These communities are often near or on the fringes of a larger dwarven community. In many cases the

trahmok build *above* a dwarven community, claiming the surface of a mountain or range of hills, while the dwarves control the interior.

Trahmok settlements tend to be small, rarely more than a few hundred people. They are governed by a small council formed by the heads of each household and survive on a mixture of hunting and subsistence farming.

Religion: Trahmok theology is a mix of dwarven deities and trollish demons. While they acknowledge the existence of these deities, their approach to religion remains a mixture of apathy and primitive superstition. They occasionally build small shrines to their gods, but lack anything resembling an organized clergy or temple.

Many trahmok keep luck charms that have deep personal significance and construct complex personal rituals they believe protect them from evil. An individual trahmok may choose not to bathe on days when he doesn't slay an enemy in the belief that it will keep him safe in battle, while another may refuse to remove a lucky item of clothing that wards against demons.

The few trahmok that dedicate themselves to a particular deity usually choose one associated with luck, strength or warfare.

Language: Trahmok speak Common and Dwarf. Those Trahmok who learn additional languages often speak Giant.

Names: Trahmok given names tend to be short and abrupt, usually consisting of one (or at most two) syllables. Male given names usually contain 'hard' consonant sounds, while female ones favor sibilant sounds.

Trahmok family names also tend to be short and simple, and often evoke violent imagery. The trahmok were created to wage a long and difficult war, and their names reflect this heritage.

Trahmok Male Given Names: Adok, Grak, Kar, Orgro, Trag, Wurf

Trahmok Female Given Names: Eshe, Moza, Nex, Shen, Uneth, Xia.

Trahmok Family Names: Cutter, Firehand, Grimm, Shields, Vanguard, Warden.

Masterwork Characters

Legacy of the Troll Wars

Adventurers: The trahmok were created for the purpose of struggle and warfare, so it isn't surprising that many of them follow violent and dangerous lifestyles. Many trahmok are soldiers or mercenaries, while others use violence to make a less honest living. They are particularly attracted to the life of an adventure, reveling in the violence and danger without the need to form strong attachments outside of a very small group of individuals.

Trahmok Racial Traits

- **Monstrous Humanoid:** Trahmok are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- **+2 bonus to Constitution, -2 penalty Intelligence and a -2 penalty to Charisma.** Trahmok are as hardy as their dwarven ancestors, but retain a streak of troll-like cruelty which alienates others.
- **Medium-sized:** As Medium creatures, trahmok have no special bonuses or penalties due to their size.
- **Base land speed is 30 feet.** Trahmok are rangier than dwarves and can move faster. They suffer the standard penalties to speed for wearing armor or carrying more than a light load.
- **Trahmok can see in the dark up to 60 feet.** Darkvision is black and white only, but it is otherwise like normal sight, and trahmok can function just fine with no light at all.
- **+2 racial bonus to saving throws against poison and disease.**
- **+4 dodge bonus to Armor Class against monsters of the giant type.** Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- **Self-sealing wounds:** Trahmok retain a vestige of trollish regeneration. When reduced to between -1 and -9 hit points, a trahmok automatically becomes stable. They don't have to make stabilization checks to avoid losing 1 hit point each round.
- **Trahmok gain Troll-marked as a bonus feat,** without the need to meet the pre-requisites.
- **Automatic Languages:** Common, Dwarf. Bonus Languages: Giant, Goblin, Undercommon. Trahmoks speak the language of their progenitors, and generally the languages of those creatures they most commonly encounter.
- **Favored Class: Fighter.** A multiclass Trahmok's fighter class does not count when determining whether they take an experience point penalty.
- **Level Adjustment: +0**

Race	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Trahmok	20 years	+1d6	+2d6	+3d6

Race	Middle Age	Old	Venerable	Maximum Age
Trahmok	45 years	65 years	85 years	+3d20 years

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4' 1"	+2d6	120 lb.	× (2d4) lb.
Female	3' 11"	+2d6	90 lb.	× (2d4) lb.

Secrets of the Troll War: Feats

All wars result in the development of new combat techniques and strategies, particularly when the opponents are as arduous and difficult to slay as the troll. When the skills and tactics of conventional warfare prove unequal to the task, survival depends on the development of new means of defeating the enemy. Some of the most successful of these new techniques are described below.

Beastfighting

You are an expert at fending off animals and other creatures which do not wield weapons.

Pre-requisites: Base attack bonus +2

Effects: When you are armed and making melee attacks against a creature which is unarmed, or a creature which attacks using natural weapons, you gain a +1 bonus to your damage rolls against the creature.

Special: A fighter can select this feat as one of their bonus feats.

Cling to Life

You somehow manage to survive the most hideous of wounds.

Pre-requisites: Diehard, Endurance

Effects: When you are reduced to -10 hit points or lower, you may make a Fortitude save to avoid dying. The DC of the save is 10 + the amount your current hit point total is below zero. For example, if you were on -12 hit points, the DC would be 22 (10+12).

If the save succeeds, you become unconscious but stable. Your hit point total remains unchanged. If the save fails, you die immediately.

If you take further damage after successfully clinging to life, you must make another saving throw against the new DC or die.

Special: Due to their natural tenacity and regenerative abilities, Trahmok may take this feat even if they do not meet the prerequisites.

Firestarter

You know the value of flames in a battle.

Effects: You can prepare a fuse for a flask of oil as a move action, rather than a full round action. Additionally, any flask of oil you use as a thrown weapon has a 75% chance to ignite, instead of the usual 50%.

Greater Troll-taint (Bite)

The taint of troll-flesh in your body grows stronger, increasing your bite attack.

Pre-requisites: Constitution 17, Lesser Troll-taint (Bite)

Effects: Your bite attack damage increases to 1d6 (if you are medium-sized) or 1d4 (if you are small).

Greater Troll-taint (Claws)

The taint of troll-flesh in your body grows stronger, improving your claw attack.

Pre-requisites: Constitution 17, Lesser Troll-taint (Claws)

Effects: Your claws become primary natural weapons, rather than secondary.

Greater Troll-taint (Rend)

The taint of troll-flesh in your body grows stronger, improving your claw attack.

Pre-requisites: Strength 17, Constitution 17, Greater Troll-taint (Claws), Lesser Troll-taint (Claws), base attack bonus +5

Effects: If you hit with both claw attacks, you latch onto your opponent's body and tear their flesh. This attack automatically deals an additional amount of damage equal to 2d6 (if you are medium-sized) or 2d4 (if you are small) plus 1 1/2 times your Strength bonus.

Greater Troll-taint (Skin)

The taint of troll-flesh in your body grows stronger, making your skin even tougher.

Pre-requisites: Constitution 17, Lesser Troll-taint (Skin)

Effects: Your natural armor bonus to armor class increases to +2.

Greater Beastfighting

You are an expert at fighting animals and other creatures which do not wield weapons.

Pre-requisites: Beastfighting, Improved Beastfighting, base attack bonus +10

Effects: When you are armed and making melee attacks against a creature which is unarmed, or a creature which attacks using natural weapons, you gain a +1 bonus to attack rolls against that creature.

Special: A fighter can select this feat as one of their bonus feats.

Improved Beastfighting

You are an expert at fending off animals and other creatures which do not wield weapons.

Pre-requisites: Beastfighting, base attack bonus +6

Effects: When you are armed within the threatened area of a creature which is unarmed, or a creature which attacks using natural weapons, you gain a +1 dodge bonus to Armor Class against that creature.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: A fighter can select this feat as one of their bonus feats.

Lesser Troll-taint (Bite)

The taint of troll-flesh in your body increases, giving you a fearsome bite.

Pre-requisites: Troll-marked

Effects: You gain a bite attack as a secondary natural attack. Your bite inflicts 1d4 points of damage if you are medium-sized or 1d3 points of damage if you are small.

Lesser Troll-taint (Claws)

The taint of troll-flesh in your body increases, giving you claw-like nails.

Pre-requisites: Troll-marked

Effects: You gain a two claw attacks as secondary natural attacks. Your claws inflict 1d3 points of damage if you are medium-sized, 1d2 points of damage if you are small.

Lesser Troll-taint (Skin)

The taint of troll-flesh in your body increases, giving you tough, rubbery skin.

Pre-requisites: Troll-marked

Effects: You gain a +1 natural armor bonus to armor class.

Troll-marked

Grievous wounds inflicted by a troll have left a taint of troll-flesh in your body.

Pre-requisites: Must have been reduced to 0 or fewer hit points by a troll

Effects: The taint of troll-flesh in your body doubles your natural healing rate. You regain 2 hit points per character level with each full night's (8 hours) rest, or 4 hit points per character level for a full 24 hours' bed rest.

Troll War Veteran

You have battled trolls many times and developed techniques that allow you to disable them quickly and efficiently.

Pre-requisites: Must have slain a creature with the Regeneration special quality, either alone or as part of a group

Effects: You gain a +2 bonus on all damage rolls made against creatures with the Regeneration special quality.

Special: A fighter can select this feat as one of their bonus feats.

Secrets of the Troll War: Prestige Classes

Some characters are changed by their experiences fighting trolls, devoting their whole lives to developing the skills needed to wipe them out rather than relying on a few new combat techniques. Some of the paths followed by those who have spent their entire life fighting troll forces are described below.

Flamesoul

Fire-based spells are a part of most spellcasters' arsenal, but for a flamesoul there is a far deeper connection. For them, fire is not just a by-product of some spells, it is at the core of their magical abilities.

Flamesouls have a fascination with fire that begins at an early age. A child who spends hours watching the open flames of a cooking fire might well have what flamesouls call *the spark*, the innate connection to fire that magic will one day bring forth. Unfortunately many young flamesouls-to-be do not understand or know how to control their

fascination with fire, and it can sometimes emerge in destructive and dangerous acts of firestarting.

It is when they begin to unlock the secrets of magic that flamesouls first truly understand themselves. The moment when they unleash their first *burning hands*, or conjure the energies of *produce flame*, they know that something they were missing has been found.

Flamesouls rose to prominence in the Troll War, where their ability to hurl blast after blast of magical fire made them invaluable in the destruction of the trollish hordes. Small units of flamecasters were used like living siege engines, breaking up the waves of attacking trolls, while individual flamecasters were detailed with the incineration of trollish bodies to make sure they did not regenerate.

Abilities: A flamesoul's most important ability is her spellcasting attribute, as it provides her with more spells (and thus more opportunities to flamecast) and also increases the power of

Flamesoul Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+0	+0	+2	+2	Flamecaster (1d6), Ignition	
2nd	+1	+0	+3	+3	Fire Resistance 5	+1 level of existing class
3rd	+1	+1	+3	+3	Fire in the Belly	+1 level of existing class
4th	+2	+1	+4	+4	Flamecaster (1d8)	
5th	+2	+1	+4	+4	Fire Resistance 10, Flamecaster (15 ft. cone)	+1 level of existing class
6th	+3	+2	+5	+5	Fiery Touch +1	+1 level of existing class
7th	+3	+2	+5	+5	Flamecaster (1d10)	+1 level of existing class
8th	+4	+2	+6	+6	Fire Resistance 15	+1 level of existing class
9th	+4	+3	+6	+6	Fiery Touch +1d4, Flamecaster (30 ft. cone)	+1 level of existing class
10th	+5	+3	+7	+7	Fiery Apotheosis, Flamecaster (1d12)	+1 level of existing class

those spells. Of the other abilities, Dexterity and Constitution are important because they add to the flamesoul's Armor Class and to hit points: both of which are vital to any spellcaster who plans to battle dangerous creatures such as trolls. Dexterity also assists her with her flamecasting attacks.

Flamesouls can come from almost any spellcasting background, but sorcerers and druids tend to follow this path more often than clerics or wizards. Of the races, the competitive nature of humans combines well with the flamesoul's direct and fiery nature.

Training and Culture: There have been flamesouls for hundreds of years, but they drew little attention or notoriety because most laymen think *all* spellcasters can hurl bolts of fire. This changed at the beginning of the Troll War, when the flamesoul's ability to ignite barrels of oil at a distance quickly made them a valuable military resource. Some nations even formed military academies where

veteran flamesouls taught aspiring apprentices the basics of alchemy and flamecasting.

Although most of the academies were closed down when the trolls were forced back to their own lands, many flamesouls still feel a strong camaraderie with other members of their profession. Most flamesouls have boisterous personalities to begin with and this trait is only reinforced by meeting someone who shares their abilities. Such encounters have been known to devolve into drunken competitions over 'who has the biggest flame,' which has led to more than one case of accidental arson.

Flamesouls tend to reflect the element with which they feel so much affinity. They are usually fiery, direct and unpredictable in nature, and they can be very hard to put out forever.

Hit Die: d6

Requirements

To qualify to become a flamesoul, a character must fulfill all the following criteria:

Concentration : 8 ranks

Craft (alchemy): 8 ranks

Knowledge (nature): 4 ranks

Spells: able to cast at least one evocation spell with the [Fire] descriptor

Class Skills

The flamesoul's class skills (and the key ability modifier for each) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill points per level: 2 + Int bonus

Class Features

All of the following are Class Features of the flamesoul prestige class.

Weapon and Armor Proficiency: The flamesoul gains no new weapon, armor or shield proficiencies.

Spells per Day: For the purposes of determining spells per day, caster level, and (for spontaneous



spellcasters) spells known, whenever a level as a flamesoul grants the ability “+1 level of existing class”, the character adds one effective level to one of their previous spellcasting classes. If the character had more than one spellcasting class before becoming a flamesoul, she must choose one class to which they will add the new level. Note that the character does not gain any other benefit a character of that class would have gained (such as metamagic feats, and so on).

Flamecaster (Su): As a standard action the flamesoul can change spell energy into magical fire. At any time, she may sacrifice any one of her prepared spell (or any one of her unused spell slots, if she is a spontaneous caster) in order to hurl a bolt of flame at a single enemy.

The bolt is a ranged touch attack with medium range (100 feet + 10 feet per class level) that deals 1d6 points of damage per level of the spell used to create the effect.

From 5th level, the flamesoul can choose to create a 15 ft. cone of fire instead of a bolt. At 9th level, this cone increases to 30 ft. The cone does not require an attack roll: all creatures caught in the area take damage, but they get a Reflex save (DC + the level of spell sacrificed + the flamesoul’s spellcasting ability modifier) for half damage.

The damage inflicted by this ability rises to 1d8 points of damage per level of the spell used at 4th level, 1d10 points of damage per level of the spell used at 7th level, and 1d12 points of damage per level of the spell used at 10th level.

Ignition (Su): A flamesoul can ignite flammable materials through the power of her mind. This requires a standard action and a successful Concentration check based on the type of material to be set alight and the distance to the object. The base DC for each type of material is listed below. This DC assumes the object is adjacent to the flamesoul. The DC increases by 2 for every 5 ft. between the flamesoul and her target.

Flammability	DC	Examples
Highly	15	Oil, paper, tinder
Moderately	22	Dry cloth, rope or wood*
Slightly	30	Wet cloth, rope or wood
* or other vegetable matter		

The flamesoul can only ignite inanimate objects with this ability.

Fire Resistance (Ex): A flamesoul’s affinity for flame gradually increases as she rises in level. From 2nd level, she gains fire resistance 5. This resistance increases to 10 at 5th level, and to 15 at 8th level.

Fire in the Belly (Ex): In time, a flamesoul’s affinity with fire becomes so complete that she can actually draw sustenance and strength from it. A 3rd level flamesoul can safely ingest alchemist’s fire. Each flask she consumes heals her of 1d6 points of damage in the round she consumes it, and an additional 1d6 points of damage in the subsequent round.

Fiery Touch (Su): From 6th level, the fire within the flamesoul has become so strong that she inflicts 1 point of fire damage with any unarmed attack she makes. This heat is also conducted by any metallic melee weapon she wields. The flamesoul automatically ignites any highly flammable material (see above) she touches. The flamesoul can suppress or reactivate this ability at will as a free action.

At 9th level, the additional fire damage granted by this ability increases to 1d4.

Fiery Apotheosis: A 10th level flamesoul becomes a true creature of flame. She gains the Fire subtype and is forevermore treated as an outsider rather than as a humanoid (or whatever her original creature type was) for the purpose of spells and magical effects. Additionally, she gains damage reduction 10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn’t have similar damage reduction. Unlike other outsiders, the flamesoul can still be brought back from the dead as if she were a member of her previous creature type.

Troll-marked Dreadnought

While most people believe the old adage *that which does not kill me only makes me stronger*, the troll-marked dreadnought is a living embodiment of the statement.

Troll-marked dreadnoughts are men and women who have been tainted by troll blood through combat or birth. While most creatures who experience this taint manifest only limited physical effects: long claw-like nails, an enlarged jaw and teeth, and so on. In the case of a troll-marked dreadnought, the changes are much more profound: some as-yet unknown trait in certain creatures' physiology leads to them undergoing an extensive transformation.

Over time, the men and women known as dreadnoughts become more and more troll-like in their appearance, and demonstrate similar abilities to the creatures which have tainted them. Their skin becomes thick, tough and gray; their strength and endurance increases; and they can temporarily become as resilient to harm as a true troll. Some rumors say they are also infected with the bloodlust of the troll, but these tales are probably the result of garbled accounts of the troll-marked dreadnoughts' ferocity in battle.

Abilities: Strength and Constitution are vital to the troll-marked dreadnought, as they directly contribute to his ability to deal and withstand damage on the battlefield. Depending on his individual combat style, Dexterity and can also be of importance. The mental abilities are generally less vital, as they contribute little to the dreadnought's abilities.

Humanity and the trahmok seem to be more susceptible to troll-taint, so the majority of dreadnoughts come from these two races. It is not surprising that many troll-marked dreadnoughts were once fighters, barbarians and members of other martial classes, as they are the creatures most likely to fight trolls in melee. Yet the unpredictable nature of combat often means that nearly anyone can be thrust into the thick of a melee, leaving this class open to nearly anyone who regularly wages war with trolls and their kin.

Training and Culture: Few people set out to become troll-marked dreadnoughts. While a few people have deliberately set out to acquire troll-taint, their attempts are usually fatal.

Most dreadnaughts are aware that their bestial features make others uncomfortable, so they avoid traveling alone or in the company of other dreadnaughts. Many dreadnaughts are mistaken for marauding monsters by peasants and inexperienced

Troll-Marked Dreadnought Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Monstrous, Natural Armor Bonus +1
2nd	+2	+3	+0	+0	Ability Boost (Strength +2), Will to Live
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Trollish Rampage 1/day
5th	+5	+4	+1	+1	Natural Armor Bonus +2
6th	+6	+5	+2	+2	Ability Boost (Constitution +2)
7th	+7	+5	+2	+2	Troll-taint Feat
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	Natural Armor Bonus +3
10th	+10	+7	+3	+3	Ability Boost (Strength +2), Trollish Rampage 2/day

adventurers, often leading to death if there is nothing to correct their misconception.

Despite their physical power, most troll-marked dreadnoughts rely heavily on their companions: they need the good word of their unmarked compatriots to allay the fears of others.

Hit Die: d12

Requirements

To qualify to become a troll-marked dreadnought, a character must fulfill all the following criteria:

Type: Humanoid or Monstrous Humanoid

Base Attack Bonus: +6

Intimidate: 4 ranks

Feats: Cling to Life, Troll-marked

Class Skills

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

Skill points per level: 2 + Int bonus

Class Features

All of the following are Class Features of the troll-marked dreadnought prestige class.

Weapon and Armor Proficiency: The troll-marked dreadnought is proficient with all simple and martial weapons, with all forms of armor, and with shields (but not tower shields).

Monstrous (Ex): Each troll-marked dreadnought undergoes his own unique physical changes, but all appear misshapen and distorted by their taint of trollish blood. Dreadnoughts suffer a -2 penalty to Diplomacy checks and gain a +2 bonus to Intimidate checks.

The dreadnought's is now treated as a monstrous humanoid rather than his original creature type.

Natural Armor Increase (Ex): Dreadnoughts gradually gain a thick, tough hide similar to that of a troll. At 1st level, the dreadnought gains a +1 increase to their natural armor bonus. This bonus increases to +2 at 5th level and +3 at 9th level.

Ability Boost: Over time the troll-marked dreadnought's physique grows more powerful

and resilient. At 2nd level he gains a +2 bonus to Strength, at 6th level he gains a +2 bonus to Constitution, and at 10th level he gains an additional +2 bonus to Strength.

Will to Live (Ex): The taint of troll-blood adds to the dreadnought's own hardiness, making him notoriously difficult to kill. From 2nd level, the dreadnought gains a bonus to his Fortitude saves to avoid dying whenever he is at -10 hit points or lower. This bonus is equal to one half of his class level, rounded down.

Trollish Rampage (Ex): In time, the troll-marked dreadnought learns how to tap into the true power of the taint within his blood. Once per day, he can call up the primitive, howling psyche of a troll. While in this state, the dreadnought is able to shrug off injuries with almost supernatural resilience. He temporarily gains Regeneration 5 (fire and acid deal lethal damage), and his normal personality is partially subsumed in the violent aggression of a true troll. He cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

This trollish rampage lasts for a number of rounds equal to 3 + the dreadnought's class level. The dreadnought may prematurely end his rampage. At the end of the duration, any remaining nonlethal damage the dreadnought has accumulated during his rampage immediately converts to lethal damage. If this is more than 50 points of damage, he must make a Fortitude save (DC 15) or immediately die as if he had suffered massive damage.

The dreadnought can go on a rampage only once per encounter. At 10th level, he can use this ability twice per day. Going on a rampage takes no time itself, but the dreadnought can do it only during his action, not in response to someone else's action.

Troll-taint Feat: As the changes wrought by the troll-taint advance, the dreadnought takes on several obvious troll traits due to his condition. At 7th level, he may choose one lesser or greater troll-taint feat for which he meets the pre-requisites as a bonus feat.

Wildrunner

One of the greatest challenges facing commanders in war with trolls is the matter of scouting and reconnaissance. While the trolls rarely give any thought to such matters, knowledge of their movements and numbers is crucial to their opponents.

Unfortunately the troll's keen sense of smell and ability to see in the dark makes it nearly impossible for scouts to get close, and the troll's constant hunger often ensures that capture is an instant death sentence. Even races particularly adept at disappearing into the wilderness experience a catastrophically high rate of casualties among their scouts and advanced units.

In any prolonged conflict against troll forces successful scouts are forced to devise new methods of avoiding detection, capture and death. Often they rely on speed and techniques that traditional scouts consider foolhardy, reasoning that the increased chance of detection is balanced by the

additional distance between scout and troll should their enemies choose to give chase.

These scouts often refer to themselves as wildrunners, a not-so-veiled retort to more traditional scouts and soldiers who see their tactics as rash or foolhardy. They are renowned as expert trackers and scouts, able to survive in the wilderness for weeks on end while gathering information and avoiding detection.

Abilities: Dexterity is important for wildrunners as it contributes to their stealth, while Wisdom is important because it increases their awareness and alertness. Most of the other ability scores are of use as well, either for improving the wildrunner's chance of survival in combat or for giving her more skill points with which to learn ways to avoid her enemies in the first place.

Elves, half-elves and humans are the most common candidates to become wildrunners, though halflings and half-orcs have also been known to excel in this role. Dwarves rarely pursue this class, as they favor a more direct approach to facing their enemies.

The bulk of wildrunner recruits are rangers or rogues, though some of the more aggressive wildrunners were originally barbarians. Few dedicated spellcasters become wildrunners, as they do not have the time nor inclination to learn the necessary skills for the task.

Wildrunner Level Progression

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Scent Deception, Self Sufficient
2nd	+1	+3	+3	+0	Low-light vision, Small Target
3rd	+2	+3	+3	+1	Woodland Stride
4th	+3	+4	+4	+1	Rapid Movement
5th	+3	+4	+4	+1	Sneak Attack +1d6
6th	+4	+5	+5	+2	Endure Elements
7th	+5	+5	+5	+2	Trackless Step
8th	+6	+6	+6	+2	Camouflage
9th	+6	+6	+6	+3	Darkvision +30 ft.
10th	+7	+7	+7	+3	Hide in Plain Sight, Sneak Attack +2d6

Training and Culture: Many militaries maintain units of wildrunners and several have training academies where new recruits can learn the necessary skills. The best training is still done the old way, though: a single veteran with a single new recruit, risking their lives on a real mission. Wildrunners who learn their skills in the field usually feel a sense of superiority over those from the academies.

All wildrunners are risk-takers: they wouldn't be in their profession if they were not. Most are also extremely competitive, frequently attempting to out-do even their own friends and companions.

Hit Die: d8



Requirements

To qualify to become a wildrunner, a character must fulfill all the following criteria:

Hide: 8 ranks

Listen: 8 ranks

Move Silently: 8 ranks

Spot: 8 ranks

Survival: 4 ranks

Feats: Track

Class Skills

The wildrunner's class skills (and the key ability modifier for each) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill points per level: 6 + Int bonus

Class Features

All of the following are Class Features of the wildrunner prestige class.

Weapon and Armor Proficiency: The wildrunner is proficient with all simple and martial weapons, and with light armor but no shields.

Scent Deception (Ex): Wildrunners are adept at concealing themselves from the keen noses of animals and other dangerous beasts. Any creature using scent to track or locate a wildrunner suffers a penalty to their Survival, Spot or Search checks equal to the wildrunner's class level.

As a full-round action, a wildrunner can assist another character to conceal their scent. For a number of minutes equal to the wildrunner's class level, any attempt to track or locate the assisted creature suffers a penalty equal to one half of the wildrunner's class level (round down).

Self Sufficient: A 1st level wildrunner gains Self Sufficient as a bonus feat.

Low-light vision (Ex): Wildrunners often have to travel at night, and over time they adjust to working with limited light. At 2nd level, the

wildrunner gains low-light vision, if they did not have it already.

Small Target (Ex): Many of the creatures wildrunners encounter are much larger than they are. Wildrunners consequently become very adept at avoiding attacks from larger opponents. When fighting a creature which is at least one size category larger than she is, the wildrunner gains a dodge bonus to Armor Class equal to one half her class level, rounded down.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Woodland Stride (Ex): Starting at 3rd level, a wildrunner may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Rapid Movement (Ex): Wildrunners often need to move swiftly, both to carry messages quickly or to flee from powerful opponents. From 4th level her land speed increases by +10 feet. This benefit applies only when she is wearing no armor or light armor, and carrying no more than a light load.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every fifth level (5th and 10th). If a wildrunner gets a sneak attack bonus from

another source the bonuses on damage stack.

Endure Elements (Ex): Wildrunners must spend day after day in the wilderness, regardless of the weather. This rough lifestyle toughens her so much that from 6th level onwards she suffers no harm from being in a hot or cold environment. She can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. Her equipment is likewise protected.

This ability doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Trackless Step (Ex): Starting at 7th level, a wildrunner leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Camouflage (Ex): A wildrunner of 8th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Darkvision 30 ft (Ex): At 9th level the wildrunner improves her ability to function in the dark. She gains darkvision with a range of 30 feet. If she already has darkvision, the range of her vision increases by 30 feet.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a wildrunner of 10th level can use the Hide skill even while being observed.

Secrets of the Troll War: Magic

Almost all wars lead to developments and improvements in weapons. One of the most potent weapons on the battlefield is magic and it is no surprise that major conflicts have spurred the development of hundreds of devastating spells.

Wars against trolls are no exception to this rule, and some of the most successful spells used against trolls are described below.

Acid Rain

Evocation [Acid]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 round

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

Area: Two 10-ft. cubes per level (S)

Duration: 1 full round

Saving Throw: Reflex half

Spell Resistance: Yes

The whole area is shot through with sheets of driving rain that burns through flesh and other organic material. Any creature within the area (or those who enter it) takes 1d6 points of acid damage per caster level (maximum 20d6). Creatures take a –4 penalty to each Listen check made within the acid rain's effect. At the end of the duration, the acid rain disappears, leaving no aftereffects (other than the damage dealt).

Acidic Dart

Evocation [Acid, Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round + 1 round per 3 levels

Saving Throw: None

Spell Resistance: Yes

You fire a hollow needle of force filled with virulent acid at a single target. You must make a normal ranged attack roll; if you succeed, the bolt inflicts 1d4 points of force damage and inserts the thin stream of acid beneath the skin. The creature takes 2d6 points +1 point per three caster levels you possess (maximum +5) in acid damage. For every three caster levels (to a maximum of 18th) the acid lasts another round, inflicting 2d6 points of damage in that round. Because the needle inserts the acid into the bloodstream, it can only be neutralized by spells and other abilities that purge the blood.

If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the acidic dart strikes and inflicts only the acid damage. In these circumstances the acid does damage to the surface of the target, and can be neutralized in a manner similar to any other acid attack. If the ranged touch attack also misses, there is no effect.

Since the dart is a force effect, it can strike incorporeal opponents without the normal miss chance associated with incorporeality.

Material Component: A needle tipped with silver.

Acidic Geyser

Conjuration (Creation) [Acid]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 5 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile geyser of black acid bursts into existence, throwing forth a column of virulent liquid into the air. Anyone caught in the area of the geyser takes 1d6 points of acid damage per caster

level (maximum 15d6). Creatures within 10 feet of the geyser are showered with droplets of acid, taking 2d6 points of acid damage every round and creatures past 10 feet but within 20 feet take 1d6 points of acid damage per round.

If you evoke the geyser so that it erupts where creatures are, each creature takes damage as if standing in the geyser.

If the geyser suffers at least 40 points of cold damage in 1 round, it freezes solid, becoming a *wall of ice* with the acidic geyser's dimensions.

Material Component: A drop of acid.

Blade of Corrosion

Conjuration (Creation) [Acid]

Level: Blk 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: Blade of acid

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A magical sword composed of seething acid appears in your hand. You can wield the blade as though you were proficient with it, inflicting 1d6 points of acid damage with no splash damage on a successful melee touch attack. The acid eats away at the wound for one round for every three caster levels you possess (to a maximum of 6 rounds at 18th level), inflicting another 1d6 points of acid damage in that round unless it is somehow neutralized.

Burning Battalion

Evocation [Fire]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The body of each selected creature is surrounded by an aura of leaping flames that cause fire damage to creatures they attack or those that attack the subjects in melee. The flames do not harm the subjects, but their touch is hot enough to ignite combustible material such as parchment, straw, dry sticks and cloth.

While surrounded by the burning aura, the subject inflicts an additional 1d6 points of fire damage when attacking with an unarmed attack or attacking with a metallic melee weapon. When the subject makes a successful melee attack, their opponent must make a Reflex save (DC 15) or catch fire. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame (see *Catching on Fire* in the DMG).

Any creature striking the subject with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of fire damage. Creatures wielding weapons with exceptional reach, such as longspear, are not subject to this damage if they attack the subject.

Material Component: A tindertwig.

Burning Lance

Evocation [Fire]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: Spearlike beam of fire.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a 10-foot-long beam of intangible, burning flames that burst from the palm of your hand. The beam superficially resembles a burning longspear, and you may strike an opponent with it by making a successful melee touch attack. The *burning lance* has a 10-foot reach and inflicts 1d4 points of fire damage on a successful strike. Since the lance is immaterial, your Strength modifier does not apply to the damage. A *burning lance* can ignite

combustible materials such as parchment, straw, dry sticks, and cloth.

This spell does no function underwater.

Degenerating Scourge

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 8 hours/level

Saving Throw: Fortitude negates

Spell Resistance: No

You turn the target's own body against them, causing their blood to harm where it would ordinarily heal and their bones to degenerate when they would ordinarily strengthen. The creature doesn't heal naturally, instead suffering 1 point of damage per character level every 24 hours as their body breaks down.

Creatures that possess fast healing or regeneration as an extraordinary ability suffer extreme pain while under the effects of this spell. Their extraordinary abilities are negated for the duration of the spell, and they instead suffer lethal damage at the beginning of every round equal to the rate they would ordinarily heal. For example, Halgo casts this spell on a troll with Regeneration 5. While the troll would ordinarily heal 5 hit points at the beginning of its turn every round, their regeneration is negated and it instead takes 5 points of damage every round as its body starts to degenerate.

Creatures under the effects of this spell still heal normally when using magic, supernatural or spell-like healing such as a *cure light wounds* spell or a supernatural regeneration.

Material Component: Rags that have been soaked in the sweat of a plague victim.

Eternal Wound

Transmutation

Level: Clr 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target's wounds are locked in a specialized form of temporal stasis that prevents it from healing.

Time ceases to flow around the wound, and its condition becomes fixed. Any hit point damage the subject has taken when the spell is cast doesn't heal naturally, regenerate or heal with the help of magic. The damage persists until the magic of the *eternal wound* is removed (such as by a successful *dispel magic* or a *break enchantment* spell).

Material Component: A powder composed of bone, blood and diamond worth at least 100 gp.

Leaping Pyre

Evocation [Fire]

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: Circle with a radius of up to 5 feet/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Any creature that drops (typically by dropping it below 0 hit points, knocking it unconscious using nonlethal damage or killing it) within a 30-foot radius of you immediately ignites in a blazing bonfire. The creature's body suffers 1d6 points + 1 point per caster level fire damage. Any creature reduced to -10 hit points by this spell is reduced to ash.

Material Component: A handful of ash taken from a funeral pyre.

Mist of the Black Blood

Conjuration (Creation)

Level: Clr 5, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Cloud spreads in a 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell generates a bank of fine acidic mist, fine enough to see through but strong enough to irritate the skin and burn open wounds. Creatures that are unwounded when they are first caught within the mist suffer 1d6 points of acid damage per round, while wounded creatures take 2d6 points of acid damage per round. In addition, any creature that suffers damage from a slashing or piecing attack while in the mist suffers an additional 2d4 points of damage from the blow as the acid seeps into the freshly created wounds, and start taking damage every round as if they were wounded when they entered the mist.

Material Component: A vial of acid.

Trollbane Blast

Evocation [Fire, Acid]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft./level)

Effect: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You blast your enemies with rays of burning acid. You may fire one ray, plus one additional ray for every four levels beyond 5th (to a maximum of 3 rays at 17th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of damage. Half the damage inflicted is fire damage, and half is acid. the rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of one another and fired simultaneously.

Artifacts of the Troll War

Just as it prompted the discovery of new skills, professions and spells, war with the trolls led to the development of many new pieces of mundane and magical equipment. Some of the best known or notorious of these items are described below.

New Magic Arms & Armor

Rending Enhancement

One of the trolls' most feared abilities during the war was the way they could rend an opponent limb from limb. Recognizing the impact this attack was having on morale, the dwarven wizard Thaiden Spellhammer set out to create a weapon that could in mimic the trolls' ability.

The *rending* enhancement can be applied only to double weapons. In any round where the wielder of a *rending* weapon hits successfully with both weapon heads, the wound peels open as though torn by a pair of powerful claws inflicting an additional 2d6 points of damage.

Numerous weapons were manufactured with this enhancement during the course of the Troll War; primarily dwarven urgrosh and gnomish hooked hammers. Although few soldiers were sufficiently skilled to get maximum use out of the enchanted weapons, the mere presence of rending weapons within a unit was found to improve the soldiers' morale.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, creator must have two weapon fighting; Market Price +2 enhancement

Fist of Grammag

This +2 *vicious heavy mace* is fashioned from the severed forearm of the troll chieftain Grammag. Magically protected from flames by the power of the troll gods, Grammag slew scores of soldiers before he was finally slain after being cast into a vat of acid. Only his severed arm survived.

The arm's clawed hand clutches a large, jagged rock in an unbreakable death grip while the stump of the elbow is capped with a steel handle. The arm still retains its protection from fire, and now confers that protection on its wielder. Anyone using the *fist of Grammag* benefits from fire resistance 10.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*, *resist energy*; Market Price 42,312 gp; Cost to Create 24,312 gp + 1,680 XP.

Phoenix Shield

These +3 *heavy steel shields* were forged for the Phoenix Guard, an elite regiment of soldiers who fought in many of the most important and desperate battles of the Troll War. Each shield is inlaid in red copper with the image of a phoenix rising from the flames of its reincarnation.

Although the surface of the shield is cool to the touch and safe to handle, the shield's owner can will it to burn with the heat of a blazing bonfire as a standard action. He can will it to become cool again with another standard action. The inner side of the shield remains cool at all times.

Determine the armor class of a character wielding a *phoenix shield* both with and without the shield. If an opponent misses the character but would have hit the shieldless armor class, he strikes the shield. A creature which strikes the shield with a natural weapon or unarmed strike while the shield's heat power is in operation suffers 1d6 points of fire damage. If the opponent is using a weapon, the weapon suffers the damage instead (halve the fire damage as usual for damaging an object).

In a non-combat situation, the heat coming off an active *phoenix shield* is noticeable by anyone within 5 ft. of the shieldbearer. Anyone foolish enough to touch the outer surface of the shield in these circumstances suffers damage as above.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *fire shield* or *heat metal*; Market Price 16,170gp; Cost to Create 8,170 gp + 640 XP.

Greater Phoenix Shield

Some *phoenix shields* also function as +1 *flaming* weapons for the purposes of shield bash attacks made while the shield's heat ability is in use.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *fire shield* or *heat metal*, *fireball* or *flame blade*; Market Price 24,170 gp; Cost to Create 12,170 gp + 960 XP.

New Mundane Items

Acidic Caltrops

Normal caltrops are of little use against trolls and other regenerating creatures, which rapidly heal from any injuries the small spikes might inflict. Acidic caltrops were developed as an alternative defense measure during the Troll War. Each of these 'caltrops' is a small ceramic bead, filled with a powerful acid. A one pound bag of acidic caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by acidic caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of acid damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing (the curing must be of a kind which heals acid damage). A charging or running creature must immediately stop if it steps on an acidic caltrop. Any creature moving at half speed or slower can pick its way through a bed of acidic caltrops with no trouble.

Acidic caltrops may not be effective against unusual opponents.

Craft (alchemy):	DC 15
Cost	10 gp
Weight	1 lb.

Flaskbow

A flaskbow is similar to a light crossbow in size and appearance, but with a soft leather cup set into the string. Flasks of oil, alchemist's fire and other similar objects can be placed into a flask bow and fired at much greater ranges than they can be hurled by hand. Although originally designed by an order of paladins for use when fighting the undead, the came to prominence during the conflict with the trolls.

A flaskbow is an exotic weapon. It can be used to fire 1 lb. flasks of oil, acid, alchemist's fire, sewer oil or holy water. It can also fire sling bullets without penalty.

In an emergency, a flaskbow can also be used to fire crossbow bolts, but the wielder suffers a -4 penalty to attack rolls when doing so as the flaskbow's cup is not designed to hold bolts securely.

Reloading a flaskbow is a move-equivalent action that provokes an attack of opportunity. The rapid reload feat provides no benefit in the use of a flaskbow.

Cost	35 gp
Damage	Varies by ammunition
Critical	20/x2
Range	50 ft.
Weight	4 lbs.
Type	Varies by ammunition

Sewer Oil

This foul-smelling concoction comes in wax-sealed flask to prevent its stench from escaping until it is ready to be used.

A flask of sewer oil can be thrown as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a thick cloud of foul-smelling vapors. These vapors are merely unpleasant for most creatures, but for those an unusually keen sense of smell, they are far more distressing.

Each creature within a 10-foot-radius spread which has the scent special quality must make a DC 15 Fortitude save or be sickened for 1 minute.

Since sewer oil doesn't need to hit a specific target, it can simply be aimed at a particular 5-foot square. Treat the target square as AC 5.

Craft (alchemy): DC 25
Cost 30 gp
Weight 1 lb.

Tarblade

This thick black salve is designed to be applied to a melee weapon, then lit, to temporarily provide the user with a flaming weapon. Applying the tarblade is a standard action that provokes an attack of opportunity.

Tarblade must be set alight within 3 rounds of being removed from its wax-sealed container, or it hardens into uselessness. Once lit, it burns for one minute. Any successful attack made with the weapon during that time inflicts 1d3 points of fire damage in addition to its normal damage.

Tarblade cannot be used on a weapon which already does fire or cold damage (the former supersedes the tarblade's effects, while the latter freezes it hard on contact).

Metal weapons are not damaged by being coated in lit tarblade. Wooden weapons take 1 point of damage per round they are left burning.

Craft (alchemy): DC 20
Cost 20 gp
Weight 1 lb.

War Torch

Soldiers in the Troll War often carried torches in their packs for destroying incapacitated trolls before they could regenerate. More than once, such torches became improvised weapons when fallen trolls regenerated more quickly than expected. After experiencing this for himself, one inventive soldier set out to create a torch that was both properly balances for combat and sturdy enough to survive the experience.

A war torch is a martial weapon that looks like a thicker, more sturdy torch. It can be wielded unlit for as long as desired. Once lit, it burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius, as well as providing a properly trained character with a means of delivering fire damage to their opponents.

Cost 5 cp
Damage 1d6 (medium); 1d4 (small)
plus 1 point of fire damage
Critical 20/x2
Range 10 ft.
Weight 3 lbs.
Type Bludgeoning

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Written by Adam Windsor

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Legacy of the Troll Wars

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