

Open Roleplaying Community



PRESENTS

**THE
NEW WORLD
EXPLORER'S
GUIDE**



THE NEW WORLD EXPLORER'S GUIDE

THE NATION OF ESTAVANIA IS STILL IN SHOCK. IT HAS BEEN TEN YEARS SINCE THE WAR ENDED. TEN YEARS SINCE THE ORC-KIN FORCES WERE BEATEN BACK ACROSS THE BORDER. TEN YEARS OF FAMINE, HUNGER, AND WANT.

THE SCARS HAVE NOT YET HEALED. EVEN THE LAND SEEMS WEARY, WITH FARMERS Eeking OUT A FRUGAL EXISTENCE FROM A LAND THAT CAN BARELY SUPPORT THEIR CROPS.

PLAGUE HAS SPREAD LIKE WILDFIRE, LEAVING WHOLE VILLAGES DESERTED AND SILENT BUT FOR THE HARSH CROAKS OF CARRION CROWS.

VETERANS BEG ON THE STREETS, PROUDLY SHOWING THEIR SCARS AND MISSING LIMBS IN EXCHANGE FOR A FEW COPPERS. EVERY DAY, MORE BEGGARS APPEAR ON THE STREETS AND THE CITY WATCH REMOVE MORE BODIES FROM THE GUTTER IN WHAT HAS BECOME A DAILY RITUAL.

HOWEVER, THE WHEELS OF COMMERCE AND ACHIEVEMENT NEVER STOP TURNING. PRINTING PRESSES TURN OUT NEW BOOKS THAT WOULD HAVE TAKEN WEEKS TO TRANSCRIBE. A NEW TYPE OF MAGIC IS TAUGHT IN COLLEGES ACROSS THE LAND, MORE DISCIPLINED THAN SORCERY: THAT OF WIZARDRY. ON A DARKER NOTE, ALCHEMY HAS NOW ADDED THE DEADLY POWER OF BLASTING POWDER TO THE ARSENAL OF MODERN WARFARE.

ALTHOUGH THE NEW WORLD WAS DISCOVERED JUST OVER A CENTURY AGO, VERY LITTLE OF IT IS EXPLORED. THE TRADING COMPANIES WHO MAKE THEIR LIVING FROM THERE WOULD HAVE YOU BELIEVE IT'S A TROPICAL PARADISE WHERE GOLD LIES FOR THE TAKING. GRIZZLED MARINERS SPEAK OF VAST BEASTS WHOSE FOOTSTEPS SHAKE THE EARTH. TRADERS TALK OF MEETINGS WITH BRIGHTLY COLOURED LIZARDFOLK. DWARVES TALK OF VAST GEM DEPOSITS.

REGARDLESS OF THE TRUTH, MANY HAVE LEFT THESE SHORES SEEKING A NEW LIFE ELSEWHERE AND THE NEW WORLD OFFERS THEM SOMETHING SADLY LACKING IN ESTAVANIA: HOPE...

INTRODUCTION

Welcome to the **New World Explorers Guide!** This is one of the results of considerable work by the New World DMs, and contains the “house rules” for ORC’s shared campaign, the New World setting.

When we originally started this project we decided to deliberately restrict ourselves to the three core books: The **Dungeon Master’s Guide**, **Player’s Handbook**, and **Monstrous Manual**. We also decided to add a few things of our own. At the time of writing, the release of the 4th Edition of D&D has just been announced - so conversion will be much simpler.

These house rules are designed to add a unique flavour to the campaign, and also provide a number of new rules, such as the ones for the **Scout** class. Enjoy!

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This document was created by the New World team, designed specifically for use in the ORC Shared Campaign. More information about ORC can be found at <http://orcedinburgh.co.uk>

The material does not contain any OGL content - it is house rules for ORC members’ personal use! The styles, layout, and structure of this document were created by Bill Heron.

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RACES

There are a number of races available for players to create PCs from. The section below details any changes to existing races. These are “canon” – none can be added without the approval of other DMs.

Currently, players can choose from one of these races: Human, Dwarf, Half-Elf, or Half-Orc. This differs from the PHB - the reasons for this are given below

HUMANS

Humans are the dominant species in the Old World. Recovering from several decades of war with goblinoid nations, they have begun to actively explore the world as the pressures upon living spaces and resources grow. The technological level resembles that of the early Renaissance. They otherwise remain unchanged from the **Player's Handbook**.

DWARVES

Dwarves are well-acquainted with humanity and can be found wherever humans are, mainly within mining communities or larger cities where their engineering and stone-working skills are much in demand. A large number of them have accompanied Humans to the New World. They remain unchanged from the **Players Handbook**.

ELVES

Elves have not been seen in large numbers for many years. Their cities have effectively been abandoned, and most Humans have not seen an Elf in many years. The destruction of their forests during the wars with the orcs has contributed to their decline. They are very rare even in the Old World. Players cannot choose an Elf race as a starting race, including Drow.

GNOMES

Gnomes are little more than savages in the New World setting. They inhabit a number of coastal islands and are hostile to visitors. Their primitive culture is very much an isolationist one, and they resent any intrusion into their domain. Players cannot choose a gnome as a starting race.

HALF-ELVES

With the decline of the Elves, Half-elves have become increasingly uncommon. They are rarely encountered in the cities, preferring a life outside of human influence.

They often form their own communities within wooded areas, although a few individuals choose to exist alongside humans.

HALF-ORCS

The wars with the goblinoids have left a large number of Half-Orcs (or Halvorcs as they are sometimes known) dwelling in cities and more remote areas. They tend to inhabit the city slums and are often the subject of abuse or revenge by those who have lost loved ones in the wars. Like Half-elves, they often form communities located away from humanity to avoid persecution.

They remain largely unchanged from the PHB with one exception: their favoured class becomes Fighter (replacing Barbarian).

HALFLINGS

Halflings are only found in a few tropical regions, often in the same environs as Gnomes, whom they hate. They are savage cannibals and have little contact with the remainder of the world. Players cannot choose a Halfling as a starting race.

LIZARDFOLK

LizardFolk are the predominant species in the New World. Although their culture is simplistic, they are mainly civilised and their relationship with humans is cordial.

Players cannot choose a LizardFolk as a starting race.



CLASSES

This section refers to **Chapter 3: Classes** of the **Players Handbook**. The rules provided here take precedence, unless stated otherwise.

A number of classes are not available to players in the New World. These classes are specified in the pages following, as well as some additional modifications to the existing classes. The new **Scout** class is also introduced.

Some classes are only available to LizardFolk (Barbarian, Druid, and Ranger). These classes are included here for completion only.

BARBARIAN

Barbarians are not available to starting PCs. LizardFolk PCs can choose a Barbarian as class, as and when the race is available - not in the initial stages of the campaign. Such LizardFolk are members of the Unenlightened. Half-orcs and Humans cannot choose Barbarian as a class.

BARD

Bards are not available to starting PCs or as a character class in the New World campaign. There are a number of feats that PCs can take to replicate the Bard class abilities, if they so wish.

CLERIC

Clerics are subject to the modifications below:

- Clerics are restricted to the Deities in the **PHB**.
- The **Aura of Good/Evil** power does not apply in the New World, due to the background negative energy.
- Clerics do not gain a circumstances bonus to Knowledge: Religion in the New World.
- **Turn or rebuke Undead** – Clerics in the New World can do this but they receive a -2 penalty on the Turning Check.

DRUID

Druids are not available to starting PCs. When LizardFolk PCs are available, a DM may allow a Druid - such LizardFolk are members of the Unenlightened. A Druid's powers are modified as follows:

- The Wild Empathy power also works on Dinosaurs, as they are animals.
- As detailed on page 36 of the **Player's Handbook**, high-level druids (and rangers) can select animal companions. Many of the dinosaurs (and other creatures) presented in the New World Bestiary can make excellent animal companions as well. A character can select one of these creatures as an animal companion by applying the indicated adjustment from the **Druid/Ranger Animal Companions** table opposite to the character's appropriate class level

for purposes of determining the companion's characteristics and special abilities.

FIGHTER

No restrictions. This class is remains unchanged from the **Player's Handbook**.

MONK

Monks are not available to starting PCs or as a character class. There are a number of feats that PCs can take to replicate the Monk class abilities, if they so wish.

PALADIN

Paladins are very rare. There can be no more than one per adventuring party.

- The **Aura of Good** power does not apply in the New World, due to the background negative energy.
- The **Detect Evil** power will always detect lingering evil, due to the background negative energy.
- **Turn or rebuke Undead** – Paladins in the New World can do this but they receive a -2 penalty on the Turning Check.
- Due to the fact that horses are uncommon, paladins may receive their Paladin Mounts from the following, subject to their level.

PALADIN MOUNTS	Min. Level
Celestial Warhorse, Heavy (MM p31, p273)	6
Celestial Warhorse, Light (MM p31, p273)	6
Dinosaur, Deinonychus (MM p60)	6
Monstrous Spider, Large (MM p289)	6
Shark, Large (MM p279)	6
Dinosaur, Bellusaurus (NWB)	7
Dire Boar (MM p63)	7
Giant Eagle (MM p93)	7
Giant Owl (MM p205)	7
Dinosaur, Megaraptor (MM p60)	9
Dinosaur, Allosaurus (NWB)	10
Dinosaur, Ankylosaurus (NWB)	10
Dinosaur, Quetzalcoatlus (NWB)	12
Dinosaur, Styracaosaur (NWB)	12
Dinosaur, Triceratops (MM p61)	12
Dinosaur, Tyrannosaurus (MM p61)	12

MM: Monster Manual, **NWB:** New World Bestiary.

RANGER

Rangers are not available to starting PCs or as a character class. Only LizardFolk PCs can choose to start as a Ranger, in later stages of the campaign. Human rangers may become available in Act 2.

DRUID/RANGER ANIMAL COMPANIONS

Companion	Min Lvl	Companion	Min Lvl
Bat (MM p268)	1	Snake, Large Viper (MM p279)	4
Dinosaur, Compsognathus	1	Toad, Dire	4
Dinosaur, Archaeopteryx	1	Dinosaur, Deinonychus (MM p60)	7
Dinosaur, Trodon	1	Snake, Huge Viper (MM p279)	7
Dinosaur, Pterodactylus	1	Dinosaur, Allosaurus	10
Dinosaur, Rhamphorhynchus	1	Dinosaur, Megaraptor (MM p60)	10
Dog (MM p271)	1	Dinosaur, Pachycephalosaurus	10
Dog, Riding (MM p271)	1	Eagle, Legendary	10
Donkey (MM p272)	1	Helicoprion	10
Eagle (MM p272)	1	Snake, Dire	10
Hawk (MM p273)	1	Snake, Giant Constrictor (MM p279)	10
Owl (MM p277)	1	Ape, Legendary	13
Rat, Dire (MM p64)	1	Dinosaur, Ankylosaurus	13
Snake, Medium Viper (MM p279)	1	Dinosaur, Parasaurolophus	13
Snake, Small Viper (MM p279)	1	Dinosaur, Quetzalcoatus	16
Snake, Tiny Viper (MM p279)	1	Dinosaur, Stegosaurus	16
Ape (MM p268)	4	Dinosaur, Triceratops (MM p61)	16
Bat, Dire (MM p62)	4	Dinosaur, Tyrannosaurus (MM p61)	16
Crocodile (MM p271)	4	Snake, Legendary	16
Dinosaur, Dimetrodon	4	Dinosaur, Diplodocus	21
Dinosaur, Pteranodon	4	Dinosaur, Giganotosaurus	21
Lizard, Monitor (MM p274)	4	Dinosaur, Liopleurodon	24
Snake, Constrictor (MM p279)	4		

- As detailed on page 36 of the **Player's Handbook**, high-level rangers can select animal companions. These can be chosen from the **Druid/Rangers Animal Companions** chart.

ROGUE

No restrictions. This class is remains unchanged from the **Player's Handbook**.

SCOUT (NEW CLASS)

Any force on the move, whether it's an army or an adventuring group, needs information about what's ahead and what's behind and, more important, time to prepare for battle. A scout can navigate difficult terrain at good speed, and she specializes in seeing her foe before the opponent ever detects her presence. In a dungeon or in the wild, a scout is seen only when she wants to be.

Adventures: Scouts adventure for numerous reasons. Many have a role in a military organization. Whether serving as outriders for a large army or as foresters for a small border fort, these scouts venture into the wilderness under orders. Although more common than other scouts, those attached to the military are unlikely to have the time or permission necessary to undertake regular adventures. Instead, adventuring scouts come from rural villages, having honed their skills over a lifetime of wandering the woods. Others have left their military service behind and find themselves attracted to the adventuring lifestyle. Many adventuring scouts begin their careers as guides

hired to lead other adventurers through the wilderness. Those who find the excitement and challenge of adventuring to their taste then seek out a group of their own.

Characteristics: A scout has some training in weapons and a unique combat style that favours fast movement and devastating attacks. She excels in performing during running battles, which allow her to maximize her special fighting techniques and high movement rate. Although a scout can hold her own in a fight, she's at her best before combat begins, when she can use her powers of stealth and observation to find an enemy and give her companions accurate information about what they face. The scout is a back country expert, exceeding even the ranger's ability to navigate rough terrain and lead a group of companions through the wilderness.

The scout also excels in a dungeon environment, and she can find and disable traps as well as any rogue. As a scout advances in level, her senses become amazingly acute, and she can eventually operate normally even in total darkness.

Alignment: Scouts can be of any alignment, and a scout's alignment is often shaped more by her personal background than from any training. The notable exceptions to this are the many scouts who receive their training in a military organization—such scouts are carefully and rigorously taught, and are almost always lawful in alignment. Outside of military organizations, more scouts are neutral than any other

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alignment, but every alignment and philosophy is represented within the class.

Religion: Scouts have varied and individual takes on religion, and no single religion stands out as typical of the class. Scouts occasionally pay homage to deities of nature, but these devotions are more a personal choice on the part of an individual than any outgrowth of their training. Scouts don't see nature as a force in its own right, and this belief is one of the most profound differences between the scout and the ranger classes. Where the ranger sees nature as something to be revered and protected, the scout sees it as the terrain over which she must do her job. Although a scout might love nature for its beauty or for the solitude she can find within it, she'll never draw power from nature the way a ranger does.

Background: Many scouts receive military training and serve for a time as outriders for an army. They perfect their techniques while trying to spot and hide from large groups of foes. The crucible of military service turns out tough, independent scouts accustomed to working on their own or in small groups. Such steady individuals make great additions to adventuring parties, and their expertise is often sought by members of other classes.

Other scouts come from a wide variety of backgrounds. Some train with foresters and rangers serving a rural lord, and others simply grow up among the common folk of the countryside, spending month after month exploring the wild in their leisure time. Scouts

from such diverse backgrounds often take up adventuring to leave their home communities behind. Having exhausted the potential for exploration in their home region, they seek a wider variety of experience and wish to see a broader portion of the world.

Races: Humans make excellent scouts. Their adaptable nature allows them to perfect a wider variety of skills than most other races, and they make good use of the scout's many abilities. Elves and halflings are the most naturally gifted scouts; both races have produced nimble scouts with amazing abilities of stealth and observation. While halflings have more innate talent for sneaking than elves do, the greater speed of elf scouts gives them advantages of their own.

Dwarves and gnomes make respectable underground scouts, and the scout's bonuses to speed offset one of these races' greatest weaknesses. Combined with the dwarf's knack for operating in areas of earth and stone, scout training can turn dwarves into impressive underground explorers—although most dwarves prefer a more straightforward approach to Combat and dislike the skirmish fighting style of the scout.

Other Classes: Scouts work well with members of almost any other class. Skilled and adaptable, they thrive when they can complement a slower and louder group of adventurers or soldiers. Scouts move ahead of such a group for brief periods, stealthily checking the next room or forest clearing for foes, and then circling back again to ensure that enemies are not sneaking

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2 nd	+1	+0	+3	+0	<i>Battle fortitude</i> +1, uncanny dodge
3 rd	+2	+1	+3	+1	Fast movement +10 ft., skirmish (+1d6,+1AC), trackless step
4 th	+3	+1	+4	+1	Bonus feat
5 th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6 th	+4	+2	+5	+2	Flawless stride
7 th	+5	+2	+5	+2	Skirmish (+2d6,+2 AC)
8 th	+6/+1	+2	+6	+2	Camouflage, bonus feat
9 th	+6/+1	+3	+6	+3	Skirmish (+3d6, +2 AC)
10 th	+7/+2	+3	+7	+3	Blindsense 30 ft.
11 th	+8/+3	+3	+7	+3	Battle fortitude +2, fast movement +20 ft., skirmish (+3d6, +3 AC)
12 th	+9/+4	+4	+8	+4	Bonus feat
13 th	+9/+4	+4	+8	+4	Skirmish (+4d6, +3 AC)
14 th	+10/+5	+4	+9	+4	Hide in plain sight
15 th	+11/+6/+1	+5	+9	+5	Skirmish (+4d6, +4 AC)
16 th	+12/+7/+2	+5	+10	+5	Bonus feat
17 th	+12/+7/+2	+5	+10	+5	Skirmish (+5d6, +4 AC)
18 th	+13/+8/+3	+6	+11	+6	Free movement
19 th	+14/+9/+4	+6	+11	+6	Skirmish (+5d6, +5 AC)
20 th	+15/+10/+5	+6	+12	+6	Battle fortitude +3, blindsense 30 ft., bonus feat

up on the group from behind. When Combat is joined, however, the group remains as a stable base to which a scout can fall back when pressed. Clerics, wizards, and others willing to cast spells that enhance a scout's mobility or stealth make her job easier, and are welcome companions in Combat as well.

Conversely, a scout also welcomes a group made up entirely of stealthy characters such as rogues, rangers, ninjas, and fellow scouts. This group moves much more quietly than a normal adventuring party, and it is seldom surprised.

Role: A scout plays several roles in most adventuring groups. First and foremost, a scout excels at detecting an enemy or creature before being detected herself. Whether moving well ahead of the group or guarding the rear, a scout is the character most likely to discover a potential threat and be ready to act in combat. Serving as a backup melee combatant or ranged expert in battle, she provides support for the more straightforward fighters in the group and confuses and distracts the enemy. A scout's stealth and trap-finding ability make her the natural choice for entering and searching dangerous areas.

GAME RULE INFORMATION

Scouts have the following game statistics.

Abilities: Dexterity helps scouts become stealthy and overcome their lack of access to heavy armour. Wisdom also is important because it affects many skills, especially Spot and Listen, that most scouts consider vital to their ability to survive in the wild and to detect enemies efficiently.

Alignment: Any. Scouts in military service are usually lawful.

Hit Die: d8.

Starting Gold: 5d4×10 GP.

Class Skills

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) × 4.

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

CLASS FEATURES

All of the following are class features of the scout.

Weapon and Armour Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and

shortbow. Scouts are proficient with light armour, but not with shields.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defence. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armour Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armour or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the **Player's Handbook**.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armour or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the **Player's Handbook**.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the **Player's Handbook**. A scout loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings.

See the druid class feature, page 36 of the **Player's Handbook**.

Bonus Feats: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Brachiation†, Combat Expertise, Danger Sense†, Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen†, Improved Initiative, Improved Swimming†, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoitre†, Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track. She must meet all the prerequisites for the feat.

†New feat described later.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the **Player's Handbook**.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the **Player's Handbook**.

She loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the blindsense ability out to 30 feet. This ability functions as described on page 306 of the **Monster Manual**.

Hide in Plain Sight (Ex): Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the **Player's Handbook**. A scout loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Free Movement (Ex): At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily. This ability duplicates the effect of a freedom of movement spell, except that it is always active. A scout loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Blindsense (Ex): A 20th-level scout gains the blindsense ability out to 30 feet. Her senses become so acute that she can manoeuvre and fight flawlessly even in total darkness. Invisibility, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

HALF-ELF SCOUT STARTING PACKAGE

Armour: Studded leather (+2 AC, armour check penalty -1, speed 30 feet, 20 lb.).

Weapons: Short sword (1d6, crit 19-20/X2, 1 lb., light, piercing). Shortbow (1d6, crit x3, range mc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 8 + Int modifier.

Skill	Ranks		Armour Check Penalty
Balance	4	Dex	-1
Climb	4	Str	-1
Hide	4	Dex	-1
Jump	4	Str	-1
Knowledge (nature)	4	Int	-
Listen	4	Wis	-
Move Silently	4	Dex	-1
Search	4	Int	-
Spot	4	Wis	-
Survival	4	Wis	-
Swim	4	Str	-2

Feat: Track.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Hooded lantern, 3 pints of oil. Quiver with 20 arrows.

Gold: 5d4 gp.

SORCEROR

This class is unchanged remains unchanged from the **Player's Handbook**. However, wizards and sorcerors have a number of new creatures that they can choose as familiars. See the table opposite for the list of creatures.

WIZARD

No restrictions. This class is unchanged. However, wizards and sorcerors have a number of new creatures that they can choose as familiars. See the table opposite for the list of creatures.

FAMILIARS FOR WIZARDS & SORCERERS

Familiar	Lvl	Bonus to Master
Archaeopteryx (NWB)	1	+ 3 on Intimidate checks
Bat (MM p268, DMG p203)	1	+3 bonus on Listen checks.
Cat (MM p270)	1	+3 bonus to Move Silently checks.
Compsognathus (NWB)	1	+3 bonus to Hide checks.
Ferret (DMG p203)	1	+2 bonus to Reflex saves.
Flying Fox (MM p271)	1	+3 bonus to Sleight of Hand checks.
Hawk (MM p273)	1	+3 bonus to Spot checks in bright light.
Hedgehog (DMG p203)	1	+1 Natural Armour bonus to AC.
Lizard (MM p275)	1	+3 bonus to Climb checks.
Monkey (MM p276)	1	+3 bonus to Climb checks.
Mouse (DMG p203)	1	+3 bonus to Move Silently checks.
Octopus (MM p276)	1	+3 bonus to Grapple checks.
Owl (tiny) (MM p277)	1	+3 bonus to Spot checks in dim light.
Pterodactylus (NWB)	1	+1 to reflex Saves
Rat (MM p278)	1	+2 bonus to Fortitude saves.
Raven (tiny) (MM p278)	1	+3 bonus to Appraise checks. The Raven can speak 1 language.
Rhamphorhynchus (NWB)	1	+3 bonus to Initiative checks.
Screech Owl (diminutive) (DMG p203)	1	+3 bonus to Move Silently checks.
Snake, Sea (tiny) (MM p280)	1	+3 bonus to Bluff checks The Snake has a poisonous bite.
Snake, Viper (tiny) (MM p280)	1	+3 bonus to Bluff checks. The Snake has a poisonous bite.
Trodon (NWB)	1	+3 bonus to Spot checks.
Thrush (DMG p203)	1	The Thrush can speak 1 language .
Toad (MM p282, DMG p203)	1	+3 hit-points.
Weasel (MM p203)	1	+2 bonus to Reflex saves.
Hawk, Celestial (MM p273, DMG p201)*	3	—
Owl, Great Horned (MM p227)*	3	—
Snake, Fiendish Viper (tiny) (MM p280, DMG p201)*	3	—
Snake, Viper (large) (MM p280)*	3	—
Swarm, Spider (MM p239)*	3	Immune to his/her swarm's distract & poison effects.
Cat (MM p270)*	5	+3 bonus to Move Silently checks. 50% chance to Stabilize (instead of 10%).
Elemental, Air (small) (MM p96, DMG p202) *	5	—
Elemental, Earth (small) (MM p97, DMG p202)*	5	—
Elemental, Fire (small) (MM p99, DMG p202)*	5	—
Elemental, Water (small) (MM p100, DMG p202)*	5	—
Raven (tiny) (MM p278)*	5	+3 bonus to Appraise checks. The Raven can speak 1 language. The Raven may 'aid other' when its Master makes a Knowledge check.
Shocker Lizard (MM p224, DMG p202)*	5	—
Stirge (MM p236, DMG p202)*	5	—
Swarm, Bat (MM p237)*	5	Immune to his/her swarm's distract effect.
Swarm, Rat (MM p239)*	5	Immune to his/her swarm's distract & disease effects.
Homunculus (MM p154, DMG p201)*	7	—
Imp (MM p56, DMG p201)*	7	—
Lizard (MM p275)*	7	+3 bonus to Climb checks. Able to heal yourself (½ Arcane caster level times Charisma modifier) hp per day.

Mephit, Ice (MM p182, DMG p201)*	7	—
Pseudodragon (MM p210, DMG p201)*	7	—
Quasit (MM p46) (DMG p201)*	7	—
Snake, Viper (tiny) (MM p280)*	7	+3 bonus to Bluff checks. The Snake has a poisonous bite. Master gains the Scent ability.
Swarm, Locust (MM p239)*	7	Immune to his/her swarm's distract effect.
Weasel (MM p203)*	7	+2 bonus to Reflex saves. Master gains the Scent ability.
Winter Wolf (MM p256)*	7	—
Hawk (MM p273)*	9	+3 bonus to Spot checks in bright light. +2 bonus on Move Silently checks. Master gains Low-Light vision.
Owl (tiny) (MM p277)*	9	+3 bonus to Spot checks in dim light. +2 bonus on Move Silently checks. Master gains Low-Light vision.
Rat (MM p278)*	9	+2 bonus to Fortitude saves. Sacrifice a spell to convert lethal damage to non-lethal damage. Free Action, use 1/day, spell level = #hp converted.
Swarm, Centipede (MM p239)*	9	Immune to his/her swarm's distract effect.
Toad (MM p282, DMG p203)*	9	+3 hit-points. If the Master is bitten by a creature vulnerable to poison, the creature is Confused for 1d4 rounds (DC is Constitution-based).
Swarm, Hellwasp (MM p238)*	16	Immune to his/her swarm's distract effect.

* Requires Improved Familiar Feat

MULTICLASSING

Characters cannot multiclass until they achieve 4th level. After 4th level, multi-classing is at the discretion of the DMs. There must be a valid reason for a progression to a new class – a Fighter cannot suddenly become a Wizard overnight!

PRESTIGE CLASSES

Prestige classes are not allowed in the New World campaign.



SKILLS

A number of skills that appear in the **Players Handbook** need clarification regarding their application and use in the New World. These rules take precedence over those found in the **PHB**.

HANDLE ANIMAL

As intimated in the **Players Handbook**, this skill can be used on Dinosaurs.

KNOWLEDGE

A number of the Knowledge skills have modifiers. In most cases, a -2 Circumstances penalty applies.

Knowledge (Arcana) remains unchanged from the **PHB**.

Knowledge (architecture and engineering) remains unchanged.

Knowledge (dungeoneering) Allows Survival checks to be made when underground, or in the root systems of the jungle

Knowledge (geography) Allows Survival checks to keep from getting lost or for avoiding hazards.

Knowledge (history) only relates areas inhabited by Humans.

Knowledge (local). Gather Information checks only relates to areas inhabited by Humans. It cannot be taken by starting characters.

Knowledge (nature). Survival checks in above-ground natural environments or in the root systems of the jungle. It cannot be taken by starting characters.

Knowledge (nobility and royalty) remains unchanged. Diplomacy checks only relates to Human areas.

Knowledge (religion). A character with 5 or more ranks in Knowledge (religion) does not gain a +2 bonus to their turning checks against Undead.

RIDE

This skill can be used on Dinosaurs.

SENSE MOTIVE

A non-LizardFolk character using this skill on a LizardFolk receives a -2 penalty to the DC when using Sense Motive. LizardFolk using this skill on other LizardFolk suffer no penalty.

SPEAK LANGUAGE

Only a smattering of languages are spoken by humans and other races. Players can choose from the following list for starting characters: Common, Dwarven, Elvish, Goblin, or Orcish. They may also choose further languages if their class permits them to e.g. Celestial in the case of good-aligned clerics, and Draconic in the case of Wizards.



PCs can learn Draconic from LizardFolk, Kobolds, etc. Although this is the language of Arcane magic, it is a different and far more primitive “dialect” than that used by Wizards and Sorcerors in their spells.

Characters can also choose Gnome and Halfling, the languages of the island primitives.

Amongst themselves, LizardFolk speak Saurian a more complex and intricate language that also involves sign language and gestures. PCs can learn Saurian at cost of 6 skill points - but without a tail something can get “lost in the translation”.

SURVIVAL

All PCs have a -2 penalty to their **Survival** skill checks. LizardFolk have no penalty.

FEATS

The following pages detail a number of new feats. Some are used by the LizardFolk of the New World, and some originate from new classes like the Scout. Others, like the **Unarmoured Defence** feat, mimic those of other classes.

BRACHIATION

[Scout]

Prerequisite: Climb 4, Jump 4

Benefit: You can move through wooded areas at your base land speed ignoring any effects to movement due to terrain. You must be at least 20 ft. from the ground to use this ability. This ability only works in medium and dense forests.

DANGER SENSE

[Scout]

Prerequisite: Improved initiative

Benefit: Once per day you may reroll an initiative check you have just made. You may use the better of the two rolls. You must decide to reroll before the round starts.

HEAR THE UNSEEN

[Scout]

Prerequisite: Listen 5, Blind fight

Benefit: As a move action that does not cause an attack of opportunity you can attempt a DC 25 listen check. If successful you can pinpoint the location of all foes within 30 ft as long as you have a line of effect to them. This feat does not negate cover bonuses. If deafened or in an area of silence you can't use this feat. If a hidden opponent is trying to move silently you may try to find them by making an opposed test between listen and move silently. (+15 bonus to the person with move silently). This feat does not work against perfectly silent opponents.

IMPROVED SWIMMING

[Scout]

Prerequisite: Swimming 6

Benefit: Swim at full movement (full action) or half movement (move action).

PREHENSILE TAIL

[General, LizardFolk]

The creature has adapted to use its tail for rudimentary grasping, effectively giving it an extra hand.

Prerequisite: Tail Slap, Tail Trip.

Benefit: The creature may use its tail to grip an extra weapon in combat, allowing it to make an additional attack.

Such an attack counts as an off-hand attack and follows the rules for multiple arms given in **DMG**. The tail does not have any great dexterity and may only be used for basic tasks such as carrying items. Actions with the tail are inherently clumsy and this feat only allows for the use of Medium Melee weapons or objects of similar size.

Special: If, including its tail, the creature has the equivalent of three arms, it becomes eligible to take the Multiweapon Fighting and Multidexterity feats as found in the **Monstrous Manual**.

QUICK RECONNOITRE

[Scout]

Prerequisite: Listen 5, Spot 5

Benefit: +2 on initiative checks and you can make a free spot and listen check every round as a free action.

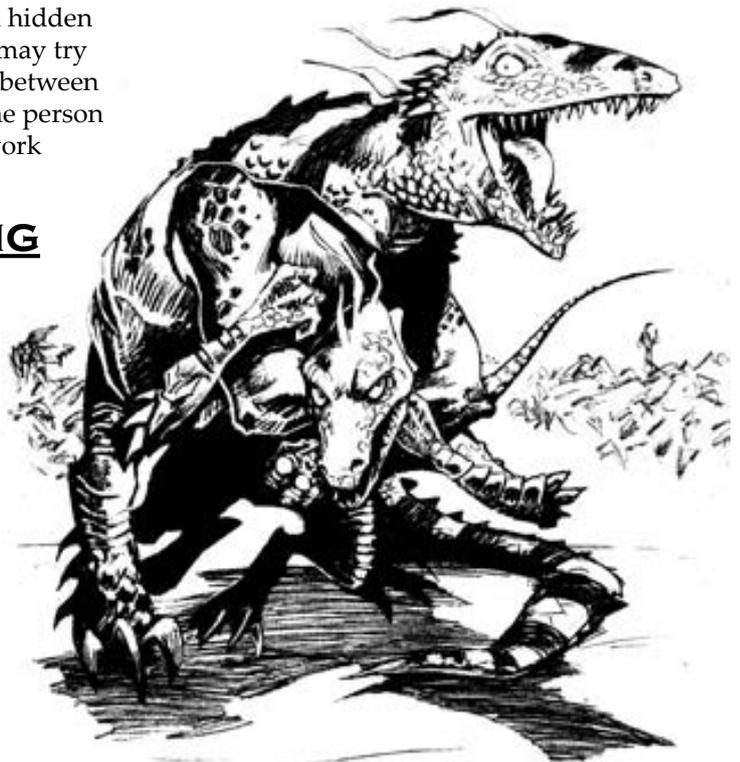
RAZORFANG

[General, LizardFolk]

One of the creature's natural attacks is more dangerous than normal.

Prerequisite: One or more natural attacks.

Benefit: When this feat is taken, nominate one of the creature's natural attacks. The damage caused by that attack is increased by one size level, as detailed in Chapter 5 of the **Monstrous Manual**.



Special: This feat may be taken multiple times, each time applying to a different natural attack. The feat may not be applied to the same attack more than once.

TAIL-EYE CO-ORDINATION

[General, LizardFolk]

The creature has adapted to use its tail to grasp objects.

Prerequisite: Prehensile Tail, Tail Slap, Tail Trip.

Benefit: This feat allows the use of single handed missile weapons and two-handed polearms by the tail. The creature may use its tail to grip an extra weapon in combat, allowing it to make an additional attack. Such an attack counts as an off-hand attack and follows the rules for multiple arms given in DMG. Creatures with this feat and the **Prehensile tail** feat do not get any additional attacks beyond those granted by the Prehensile tail.

TAIL SLAP

[General, LizardFolk]

The creature gains an extra attack with its tail.

Prerequisite: A tail at least 5ft. long.

Benefit: The creature has the ability to deal 1d6 points of bludgeoning damage as an unarmed tail slap attack. If the creature has other natural weapons, it may use the tail slap alongside them as a secondary attack, incurring a -5 penalty to hit. An obsidian cestus mounted on a tail allows a user with this feat to do 1d6+1 (19-20 x2) damage.

Special: The above damage assumes the creature is Medium size. If the creature is larger, use the rules in **Monstrous Manual** to determine the increased damage. The tails of smaller creatures are too small to be effective in close combat, and such creatures may not take this feat.

TAIL SWEEP

[General, LizardFolk]

The creature can attack multiple opponents behind it with its tail.

Prerequisite: Tail Slap, Tail Trip.

Benefit: The creature may make a sweep with its tail instead of making an attack. The sweep affects a half-circle with a diameter of 5 feet centred on the creature's rear. The creature makes a single attack with its tail against each opponent in the area. The creature may not use the Tail Trip feat in conjunction with Tail Sweep.

Special: The diameter affected by the Tail Sweep feat assumes the creature is Medium size. Large creatures affect a diameter of 10 feet, Huge creatures 20 feet, Gargantuan creatures 30 feet and Colossal creatures 40 feet.

TAIL TRIP

[General, LizardFolk]

The creature can trip opponents with its tail.

Prerequisite: Tail Slap.

Benefit: If the creature hits with its tail slap attack, it can attempt to trip the opponent as a free action (see the PHB) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the creature.

UNARMoured DEFENCE

PROFICIENCY

[General, Fighter]

You have a general knack for protecting yourself when unarmoured.

Benefit: Your base AC (normally a 10) is increased by a bonus determined by your level when you are unarmoured. This bonus does not stack with any armour bonuses granted by armour. When wearing armour this bonus is not applied.

Level	Bonus	Level	Bonus
1	+0	11	+4
2	+1	12	+4
3	+1	13	+4
4	+1	14	+5
5	+2	15	+5
6	+2	16	+5
7	+2	17	+6
8	+3	18	+6
9	+3	19	+6
10	+3	20	+7

Special: This bonus is applied even when you are caught flat-footed or denied your Dex modifier to your AC and thus is not named.

UNARMoured DEFENCE

FOCUS

[General, Fighter]

Your ability to defend yourself while unarmoured is improved.

Prerequisite: Unarmoured Defence Proficiency

Benefit: AC granted by the Unarmoured Defence Proficiency is replaced: +1 cumulative bonus for every 2 levels. The bonus to your AC granted by Unarmoured Defence proficiency feat is replaced with the chart overleaf.

Level	Bonus	Level	Bonus
1	+0	11	+5
2	+1	12	+6
3	+1	13	+6
4	+2	14	+7
5	+2	15	+7
6	+3	16	+8
7	+3	17	+8
8	+4	18	+9
9	+4	19	+9
10	+5	20	+10

Special: This bonus is applied even when you are caught flat-footed or denied your Dex modifier to your AC and thus is not named.

UNARMoured DEFENCE SPECIALISATION

[General, Fighter]

Prerequisite: Unarmoured Defence Proficiency, Fighter 3

You function with near perfection when unarmoured.

Benefit: AC granted by the Unarmoured Defence Proficiency is replaced: +1 cumulative Bonus for every level except 1, 5, 9, 13, and 17. The bonus to your AC granted by Unarmoured Defence Specialisation feat is replaced with the following chart:

Level	Bonus	Level	Bonus
1	+0	11	+8
2	+1	12	+9
3	+2	13	+9
4	+3	14	+10
5	+3	15	+11
6	+4	16	+12
7	+5	17	+12
8	+6	18	+13
9	+6	19	+14
10	+7	20	+15



Special: This bonus is applied even when you are caught flat-footed or denied your Dex modifier to your AC and thus is not named.

UNARMoured DEFENCE MASTERY

[General, Fighter]

You function with perfectly when unarmoured.

Prerequisite: Unarmoured Defence Specialisation

Benefit: AC granted by the Unarmoured Defence Proficiency is replaced: +1 cumulative Bonus for every level. The bonus to your AC granted by Unarmoured Defence Proficiency feat is replaced with the following chart:

Level	Bonus	Level	Bonus
1	+1	11	+11
2	+2	12	+12
3	+3	13	+13
4	+4	14	+14
5	+5	15	+15
6	+6	16	+16
7	+7	17	+17
8	+8	18	+18
9	+9	19	+19
10	+10	20	+20

Special: This bonus is applied even when you are caught flat-footed or denied your Dex modifier to your AC and thus is not named.

EQUIPMENT

Equipment can be critical to success - and an adventurer's survival in the New World. There is an old Estavian proverb that says, "He who plans badly, ends badly."

The cost of the equipment that follows often has a figure in parentheses. This is the cost when purchased in the New World, as steel is a relatively rare commodity there.

Starting characters begin the game with 400gp. Beginning characters can only buy the equipment listed here.

NEW ITEMS

ADZE (KHOPESH), OBSIDIAN

The standard LizardFolk fighting blade is a 2-foot long curved club made of two parts of wood lashed around a series of razor sharp obsidian edges. The natural curve allows for trip actions to be made at +2 and for opposing trips to be negated by simply dropping the weapon. Often wielded with a buckler or shield, two-handed versions are very rare (a two-handed adze is a great axe in so far as stats are concerned) The climate of the jungle makes agility a useful tool. The Adze can be used with Weapon Finesse.

BONE MAIL ARMOUR

Bone armour is a cloth or leather coat reinforced with strips of bone, often cut from animals used for food. The armour covers the torso but leaves the limbs free for better mobility.

CHITIN PLATE ARMOUR

Difficult to work and dangerous to obtain, the exoskeletons of massive insects are still used to construct weapons and armour, especially in areas where metal is scarce. Weapons and armour made from chitin weigh half as much as similar metal items. Although chitin can replace metal in most items, chain weapons such as the spiked chain cannot be made from chitin, nor can chainmail armour or chain shirts.

Giant insects and similar creatures are the only sources of chitin plates big enough for crafting armour. To provide workable chitin, the creature must have a +5 natural armour bonus or better.

Much as they can work choice bits of dragonhide into armour, armoursmiths can make one suit of banded mail for a creature up to two sizes smaller than the source creature, one suit of half-plate for a creature three sizes smaller, or one breastplate or suit of full plate for a creature four sizes smaller. In each case, there is enough material left over to create a large or small shield, one Large or Medium size weapon, two Small weapons, or 50 arrow or bolt heads, provided that the source creature is Large or bigger.

Chitin has a hardness of 5 and 10 hit points per inch of thickness.

Item	Market Price Modifier
Heavy armour	+10,000 gp
Shield	+2,000 gp

CHOCA

Valued as both a spice and a foodstuff, this bitter-tasting nut is extremely popular when rendered down to powder and mixed with water.

CLAW BRACER (OBSIDIAN CESTUS)

Obsidian bracers are not the long claws most people might be familiar with. An obsidian bracer is a series of four pieces of wood trapping some shards of obsidian. This allows for raking attacks and occasionally will be strapped to the legs or tail. Obsidian bracers are often used as secondary weapons as well as tools for clearing foliage. They are often used as signifiers of rank in warrior societies.

LONG SPEAR (DUOM)

The obsidian war spear is constructed by a pair of staves that interlock at both ends and have a groove in which a series of obsidian edges are stuck. This construction means that the weapon can be employed like a long spear and a two-handed sword. Targets within 5 ft get a +2 stackable circumstance bonus to AC. The War spear is seen as a Chieftain's/War chieftain's weapon and many legends surround their use. The chieftain of the Saasatk tribe is renowned for wielding his grandfather's spear one-handed so that he could throw the severed heads of his enemies at weaker foes.

MAIZE

Maize is a cereal grain, cultivated by New World settlers as an alternative to wheat.

NAVIGATORS KIT

This expensive set of instruments includes a sextant, astrolabe, compass, and measuring tools. It is required to use **Knowledge: Geography** without penalty in the New World. It may also provide a circumstance modifier to certain **Survival** checks.

VINELEAF WRAP ARMOUR

Vineleaf wraps are each crafted from a single enormous leaf found on magical vines. A vineleaf wrap is inactive until worn for 24 hours. During this time, it grows into the skin, drawing water and nutrients from its host. Afterward, as a standard action, you can command it to wrap around your body. It adds a +2 natural armour bonus.

THE NEW WORLD EXPLORER'S GUIDE

WOODEN SPLINT MAIL

Similar to bone armour, wood armour is cloth or leather reinforced with strips of wood.

STANDARD ITEMS

These are standard items of gear that an adventurer may carry.

Item	Cost	Wt.
Backpack	2gp	2
Barrel	2gp	30
Basket	4sp	1
Bedroll	1sp	5
Caltrops	1 (5)	2
Candle	1cp	-
Canvas (sq yard)	1gp	1
Case, Map/scroll	1gp	.5
Chain	30 (34)	2
Crowbar	2 (12)	5
Flask	1sp	1
Flint and Steel	1gp	-
Grappling Hook	1(9)gp	4
Hammer	5sp(5)	2
Ink	8gp	-
Inkpen	1sp	-
Jug, Clay	3sp	9
Ladder, 10ft	5cp	20
Lamp, Common	1sp	1
Lock	20-80 (+5)gp	1
Manacles	15 (20)gp	2
Mirror, small obsidian	10gp	1
Oil	1sp	1
Paper	4sp	-
Parchment	2sp	-
Piton	1sp (11sp)	.5
Pole	2sp	8
Pot	5sp	10
Pouch, Belt	1gp	.5
Ram, Portable	10gp	20
Rations, Trail	5sp	1
Rope, Hemp	1gp	10
Rope, Silk	10gp	5
Rope, Vine	5sp	20
Sack	1gp	.5
Signet ring	8sp	-
Sledge	1gp	10
Tent	10gp	20
Torch	1cp	1
Vial	1gp	.1
Waterskin	1gp	4
Whetstone	3cp	1

ALCHEMICAL ITEMS

Item	Cost	Wt.
Acid	10gp	1
Alchemist's Fire	20gp	1
Antitoxin	50gp	1
Holy Water	25gp	1
Smoke stick	20gp	.5
Tanglefoot bag	30gp	4
Thunderstone	30gp	1
Tindertwig	1gp	-

CLOTHING

Item	Cost	Wt.
Artisans outfit	1gp	4
Clerics vestments	5gp	6
Cold weather outfit	8gp	7
Entertainers outfit	3gp	4
Explorers outfit	10gp	8
Peasants outfit	1sp	2
Scholars outfit	5gp	6
Travelers outfit	1gp	5

TOOLS

Item	Cost	Wt.
Alchemist lab	500gp	40
Artisans tools	5(15)gp	5
Climbers kit	80(85)gp	5
Disguise Kit	50gp	8
Healers kit	50gp	1
Holy symbol, wooden	1gp	-
Holy symbol, silver	25(30)gp	1
Hourglass	25gp	1
Musical instrument	5gp	3
Navigators kit	250gp	8
Scale, Merchants	2(4)gp	1
Spell component pouch	5gp	2
Spellbook	15gp	3
Thieves tools	30(35)gp	1

FOOD, DRINK AND

LODGING

Item	Cost	Wt.
Ale (mug)	4cp	1
Banquet	10gp	-
Bread	2cp	.5
Cheese	1sp	.5
Meals	1-5sp	-
Meat	3sp	.5
Wine	2sp	6

MOUNTS AND RELATED

GEAR

Item	Cost	Wt.
Bit and Bridle	2(3)gp	1
Guard dog	25gp	
Donkey	8gp	
Feed (day)	5sp	10
Horse (riding)	75gp	
Pony	30gp	
Saddle, riding	10gp	25
Saddle, military	20gp	30
Saddle, pack	5gp	15
Saddlebags	4gp	8
Stabling (day)	5sp	-

TRADE GOODS

Item	Cost	Wt.
Choca	5sp	1
Maize	2cp	1

TRANSPORT

Item	Cost	Wt.
Cart	15(20)gp	200
Wagon	35(40)gp	400

WEAPONRY

SIMPLE WEAPONS

UNARMED

Item	Cost	Wt.
Gauntlet	2(4)gp	1

LIGHT MELEE WEAPONS

Item	Cost	Wt.
Dagger	2(4)gp	1
Punching dagger	2(4)gp	1
Spiked Gauntlet	5(7)gp	1
Mace, Light	5(13)gp	4
Sickle	6(8)gp	2

ONE HANDED MELEE WEAPONS

Item	Cost	Wt.
Club	-	3
Mace, heavy	12(28)gp	8
Morningstar	8(20)gp	6
Shortspear	1(4)gp	3

TWO HANDED MELEE WEAPONS

Item	Cost	Wt.
Longspear	5(14)gp	9
Quarterstaff	-	4
Spear	2(8)gp	6

RANGED WEAPONS

Item	Cost	Wt.
Crossbow Heavy	50(60)gp	8
Bolts	1(2)gp	1
Crossbow Light	35(45)gp	4
Bolts	1(2)gp	1
Dart	5-10sp	.5
Javelin	1(3) gp	2
Sling	-	0
Bullets	1sp	5

MARTIAL WEAPONS

LIGHT MELEE WEAPONS

Item	Cost	Wt.
Axe, throwing	8(10)gp	2
Hammer, light	1(3)gp	2
Handaxe	6(9)gp	3
Kukri	8(12)gp	2
Pick, Light	4(10)gp	3
Sap	1gp	2
Shield, light	-	-
Spiked Armour	50(70)gp	+10
Spiked Shield, light	-	+5
Sword, short	10(14)gp	2

ONE HANDED MELEE WEAPONS

Item	Cost	Wt.
Battleaxe	10(16)gp	6
Flail	8(13)gp	5
Longsword	15(23)gp	4
Pick, Heavy	8(14)gp	6
Rapier	20(25)gp	2
Scimitar	15(23)gp	4
Shield, Heavy	-	-
Spiked Shield, Heavy	-	+5
Trident	15(19)gp	4
Warhammer	12(17)gp	5

TWO HANDED MELEE WEAPONS

Item	Cost	Wt.
Falchion	75(90)gp	8
Glaive	8(18)gp	10
Greataxe	20(44)gp	12
Greatclub	5gp	8
Flail, Heavy	15(25)gp	10
Greatsword	50(66)gp	8
Guisarme	9(21)gp	12
Halbard	10(22)gp	12
Lance	10(20)gp	10
Ranseur	10(22)gp	12
Scythe	18(28)gp	10

RANGED WEAPONS

Item	Cost	Wt.
Longbow	75gp	3
Arrow	1(4)gp	3
Longbow, composite	100gp	3
Shortbow	30gp	2
Shortbow, composite	75gp	2

EXOTIC WEAPONS

EXOTIC MELEE

Item	Cost	Wt.	Notes
Adze (khopesh), Obsidian	20gp	12	1d8 (19-20/x2) +2 to trips (drop)
Bastard Sword	35(45)gp	6	
Claw Bracer (Obsidian cestus)	30gp	2	1d4 (19-20/x2) no disarm
Longspear (Duom)	20gp	8	1d8(x3) 10ft reach \ at 5ft has penalty of -2 to hit
Waraxe, Dwarven	30(46)gp	8	
Whip	1gp	2	
Urgosh, Dwarven	50(60)gp	12	

EXOTIC RANGED

Item	Cost	Wt.
Bolas	5gp	2
Crossbow, Hand	100(105)gp	2
Net	20gp	6

ARMOUR

LIGHT ARMOUR

Item	Cost	Wt.
Padded	5gp	10
Leather	10gp	15
Vineleaf Wrap*	100gp	20
Studded leather	25(45)gp	20
Chain Shirt	100(150)gp	25

*New Armour type - see below



*NEW ARMOUR

	Cost	Wt.	Armour Bonus	Max.. Dex Bonus	Armour Check Penalty	Arcane Spell Failure
Bone Mail	35gp	35	4	3	-3	30%
Chitin Plate	500gp	45	5	0	-6	30%
Vineleaf Wrap	100gp	20	+2	6	0	30%
Wooden Splint Mail	100gp	45	5	1	-4	30%

MEDIUM ARMOUR

Item	Cost	Wt.
Hide	15gp	25
Bone Mail*	35gp	35
Scale Mail	50(110)gp	30
Wooden Splint Mail*	100gp	45
Chainmail	150(230)gp	40
Breastplate	200(260)gp	30

HEAVY ARMOUR

Item	Cost	Wt.
Splint Mail	200(290)gp	45
Banded Mail	250(320)gp	35
Chitin Plate*	500gp	45
Half Plate	600(700)gp	50
Full Plate	1500(1600)gp	50

SHIELDS

Item	Cost	Wt.
Buckler	15gp	5
Shield small, wooden	3gp	5
Shield small, metal	9(27)gp	6
Shield Large, wooden	7gp	10
Shield Large, metal	20(50)gp	15
Tower Shield	30(80)gp	45

*New Armour type - see below

CHARACTER CREATION



Before you create your character it's wise to read through the other sections before doing so. This supplement is designed to be used with the **Player's Handbook**, and assumes that you have a copy. If you don't own one, you can access the D20 rules online at <http://www.d20srd.org/>.

ABILITY SCORES

Players can create their characters using the Standard Point Buy system, given on page 169 of the **DMG**. The New World Campaign is qualified as a "Tougher campaign" so players have 28 points to spend on their ability scores. Essentially, these points are used to "buy" ability scores and do not require the rolling of dice.

For example, a player could choose to use 10 points to buy a Strength score of 16, and another 10 to buy a Constitution of 16. This leaves 8 points that he spreads equally across the remaining scores (2 on each, giving an Ability Score of 10)

ABILITY SCORE POINT COSTS

Ability Score	Point Cost	Ability Score	Point Cost
9	1	14	6
10	2	15	8
11	3	16	10
12	4	17	13
13	5	18	16

STARTING LEVEL & XPs

All characters begin at 2nd level in the New World campaign, with the minimum XP required to reach that level.

Level advancement in the New World Campaign is structured in such a way that a DM will let a player know when a PC is ready to advance a level.

EQUIPMENT

Each PC begins the game with 400gp with which they can use to buy equipment from the lists given previously.

ALIGNMENT

Starting PCs may be of any alignment. However, be warned that those wishing to play evil characters will have a tough time in the New World setting, and are unlikely to survive.

IN-CHARACTER CHAT (ICC)

A special chat room "Flotsam & Jetsam" has been setup on the **ORC website**. Click on the **ORC chat** link. This room represents a busy tavern owned by Flotsam & Jetsam, two Halvorcs. Players may talk in this area in character and DMs may pass by in the form of various NPCs.

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