

actors, beggars, farmers, groundskeepers, money-changers, prostitutes, serfs, shepherds, street-corner entertainers, street thieves, thugs, laborers, and vagabonds.

The Middle Class: Middle-class citizens live comfortably, if not richly. They boast a small amount of discretionary income. They aren't capable of purchasing extravagant luxuries, but they do not live a hand-to-mouth existence, and might spend some time drinking and dining with friends, or might buy the occasional bauble or fancy outfit. Most live in apartments—either in a nice building or above their own store or workshop—or in a comfortable home. They have a wide range of incomes, and their lifestyles range from poor to the lower end of common (DMG 130). Although the income gap between the lower and middle classes is smaller than that between middle and upper, it is far more common for a middle-class citizen to rise to the upper classes than for a poor person to rise to middle class. This is true because the impoverished have no opportunity to save up or invest in opportunities that might make them wealthier, and because the nobility sometimes allows merchant families to marry into its ranks. Members of the middle class include artisans, butlers, craftsmen, merchants, military officers, minor guild-masters, petty or landless nobles, priests, and successful shopkeepers and innkeepers.

The Upper Class: These citizens are society's most rich and powerful, its true movers and shakers. Some are born into noble families, others inherit fortunes from powerful parents, while a very select few work their way up from the lower echelons through sweat and blood. In many areas, the "newly rich" are never as well respected as

those born into the upper class, but they are still treated with far more respect than the other social classes are. Upper-class citizens often have sufficient income for lavish lifestyles, personal servants, large houses, and many hobbies and luxuries. They live lifestyles ranging from the upper end of common, through good, and into extravagant (DMG 130). Many earn more in a week or even a day than the poor see in years. Members of the upper class include ambassadors, city aldermen, high priests, knights, magic-item vendors, magistrates, major guild-masters, military generals, nobles, powerful merchants, powerful spellcasters-for-hire, respected sages, royalty, and successful high-level adventurers.

URBAN FEATS

This section introduces a host of new feats for use in urban campaigns. For more city-appropriate feats, see *Races of Destiny*.

CITY MAGIC [METAMAGIC]

You can use the city itself to shape and enhance your spellcasting.

Prerequisite: Caster level 3rd.

Benefit: You can modify any damaging spell you cast to incorporate the urban environment. When casting an offensive spell with an energy subtype—acid, cold, electricity, fire, or sonic—you can invest the spell with a portion of the city's spirit. In most cases, this investment is gritty and spectacular, drawing dirt, gravel, nails, and

VARIANT: SOCIAL CLASSES FOR ADVENTURERS AND CAREER SKILLS

For the most part, social class has little impact on character creation or abilities. Choosing your social class is like everything else in a character's background; it might come into play in her backstory, and it should certainly impact the way the character acts, but it has no mechanical effect.

Some people, however, feel that a character's upbringing should impact her abilities, at least to a minor extent. Similarly, many people think that a character—particularly in an urban environment—should have some abilities to represent her life and training from before she became an adventurer. After all, few people grow up planning to become adventurers; they are caught up in events bigger than they, or find no other means of achieving their goals, or simply see mundane life as too boring. Still, they had a life and education prior to picking up sword or spellbook, and might even have a career on which they fall back when no monster threatens and treasure is scarce.

To that end, consider the following optional rule. Each character is permitted to select three skills from a list determined by her social class. These skills represent a period of training, a career, or a hobby that is not directly linked to her life as an adventurer. They become permanent class skills for the character; that is, no matter what classes she advances in, these are always

considered class skills. If she chooses a skill that is a class skill for her current class, she also gains a +1 competence bonus on those skill checks. (She can only gain this bonus once per skill, even if it appears on more than one of her classes' skill lists.)

None of these advantages should particularly unbalance a character when compared to those created without this optional system. Nevertheless, if a campaign involves both urban and nonurban characters, the Dungeon Master is encouraged to either refrain from using this variant, or to allow its benefits even to nonurban characters. Characters from nonurban areas are usually considered to be lower-class citizens.

Lower-Class Skills: Craft, Gather Information, Handle Animal, Knowledge (local), Profession.

Middle-Class Skills: Appraise, Craft, Profession, Knowledge (local), Knowledge (nobility and royalty).

Upper-Class Skills: Diplomacy, Knowledge (history), Knowledge (nobility and royalty), Ride, Speak Language.

RANDOM DETERMINATION

When using this variant, some people might prefer the opportunity to determine their character's social class randomly, just as they can height, weight, and age. If so, simply roll percentile dice after determining your base stats. On a roll of 01–60, you are lower class; 61–90, middle class; and 91–100, upper class.

Illus. by H. Lyon



Thanks to the Deceptive Spell feat, they'll never know what hit them

other nearby detritus into the spell effect. In other cases, the investiture is much more subtle, often merely changing the look of the spell. Only half the damage from a spell with the appropriate subtype is considered energy damage, and is thus subject to resistances or immunities. The remainder comes from the city itself, and is not subject to spell or energy resistances or immunities. This investiture only occurs for spells cast within urban environments, defined as any area above the size of a small town (DMG 137).

For example, a wizard uses City Magic to cast a *fireball* at a creature with resistance to fire 15. The damage roll is 20, half of it fire damage and half "city." Thus, the target takes 10 points of "city" damage instead of 5 points of fire damage. This feat is useless to spellcasters who cast their spells in a nonurban environment as defined above.

A spell modified using the City Magic feat uses a spell slot of the spell's normal level.

DECEPTIVE SPELL [METAMAGIC]

You can cast spells that seem to come from somewhere other than where they should.

Benefit: A deceptive spell appears to come from any direction you choose. For instance, a *magic missile* might shoot from a nearby doorway, rather than from your own finger, or a *lightning bolt* might emerge from the floor

rather than from you. You cannot use this feat to gain a bonus to hit, to circumvent cover, to flank, or in any other way to gain a numeric or mechanical advantage on any attack rolls. Its purpose is to disguise the source of the spell, preventing anyone who did not actively observe you casting it from recognizing you as its caster. You cannot apply Deceptive Spell to any spell with a range of touch or a target of you. A deceptive spell uses up a slot one level higher than the spell's actual level.

EFFICIENT DEFENDER

You have learned to use new techniques and modifications to your armor to increase its protective ability.

Prerequisite: Heavy armor proficiency.

Benefit: When you wear light or medium armor, you gain 1 more point of armor bonus to your AC than that armor normally provides. For example, a suit of studded leather would have a +4 armor bonus rather than 3. However, because you must adjust and customize the armor to more effectively cover weak spots, it is also slightly more encumbering, increasing its armor check penalty by 1.

You are not required to make use of this feat. You decide when donning the armor whether you wish to don it normally, or with this feat in effect.

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

TABLE 2-4: NEW FEATS

General Feats		Prerequisites	Benefit
Efficient Defender*		Heavy armor proficiency	+1 AC in light or medium armor, -1 armor check penalty
Extra Contacts		Cha 11	Increase your maximum number of contacts by 4
Favored		Membership in guild, organization, or church	You gain benefits to organization-related skills, as well as organization-specific advantages
Primary Contact		Favored	Gain +1 bonus on one skill, and double the frequency of favors with one contact
Special Dispensation		Favored	You can carry and wear items banned by the local authorities
Strong Stomach		Con 13, Endurance	Reduce nauseated and sickened conditions by one step
Swift Tumbler		Tumble 7 ranks	Tumble at (1/2 speed + 10) ft.
Urban Tracking		—	Use Gather Information to track down missing or wanted persons
Metamagic Feats		Prerequisites	Benefit
City Magic		Caster level 3rd	Only half of damage from energy-based spells comes from energy
Deceptive Spell —		Disguise spell origin	
Invisible Spell		Any metamagic feat	Make spell effects invisible
Sculpt Spell		Any metamagic feat	Alter spell's area
Tactical Feats		Prerequisites	Benefit
Roofwalker		Balance 5 ranks, Jump 5 ranks, Dodge, Mobility	Gain move, skill, and AC bonuses on rooftops
Roof-Jumper		Balance 7 ranks, Jump 7 ranks, Dodge, Mobility, Roofwalker	Gain attack and move bonuses when jumping downward

* A fighter can select this feat as one of his bonus feats.

EXTRA CONTACTS

You make connections and alliances easily.

Prerequisite: Cha 11.

Benefit: Your maximum number of contacts increases by four.

Normal: Without this feat, a character is normally limited to a number of contacts equal to his Charisma modifier (minimum 1).

Special: You can take the Extra Contacts feat multiple times. Its effects stack. Each time you take the feat, you add another four to your maximum number of contacts.

FAVORED

You are an active and valued member of your guild, church, or other organization.

Prerequisites: Membership in a guild, church, or other organization. If selecting this feat for a church, you must also be a true member, not merely a congregant (as described on page 105).

Benefit: Select one of your organization's associated skills. As long as you remain a member of that organization, you gain a +2 competence bonus on checks made with that skill. Additionally, you gain one special benefit depending on your specific guild, church, or organization. These are described as "favored benefits" in the guild, organization, and church entries, beginning on page 84.

Special: You can take this feat more than once. Its effects do not stack. Each time you take this feat, you apply it to a different organization of which you are a member.

INVISIBLE SPELL [METAMAGIC]

You can make your spell effects invisible.

Prerequisite: Any metamagic feat.

Benefit: You can modify any spell you cast so that it carries no visual manifestation. All other aspects of the spell, including range, area, targets, and damage remain the same. Note that this feat has no bearing on any components required to cast the enhanced spell, so the spell's source might still be apparent, depending on the situation, despite its effects being unseen. For example, a fireball cast by someone with this feat could be made invisible in the moment of its detonation, but everyone in the area would still feel the full effect (including the heat), and any flammable materials ignited by the explosion would still burn visibly with nonmagical fire. Those with *detect magic*, *see invisibility*, or *true seeing* spells or effects active at the time of the casting will see whatever visual manifestations typically accompany the spell.

A spell modified using the Invisible Spell feat uses a spell slot of the spell's normal level.

PRIMARY CONTACT

Your rapport with one of your contacts is stronger than your relationship with the rest.

Prerequisite: Favored.

Benefit: When you gain this feat, select one of your existing contacts to be named your primary contact. Choose one skill associated with the organization to which your contact belongs. You gain 1 bonus rank in that skill (even if doing so would put you above your normal maximum ranks for that skill). In addition, you can double the frequency with which you can call upon your primary contact for no-charge favors. For example, if your primary contact normally provides its no-charge favor once per month, you can now call upon that favor twice per month.

Special: This feat cannot be taken more than once. If the primary contact associated with this feat dies or is otherwise removed from the campaign, the DM can, at his discretion, either replace that contact with a new contact from the same organization or allow you to name one of your other contacts as your primary contact. In either event, you do not gain the bonus skill rank a second time, but neither do you lose it just because your contact has left the campaign.

ROOF-JUMPER [TACTICAL]

You can make use of the features of the city as handholds and footholds, defying the pull of gravity.

Prerequisites: Balance 7 ranks, Jump 7 ranks, Dodge, Mobility, Roofwalker.

Benefit: The Roof-Jumper feat enables the use of the following tactical maneuvers. You cannot benefit from more than one maneuver in the same round.

Death from Above: You do substantial damage if you deliberately leap down to attack a foe beneath you.

You must drop at least 20 feet. You must roll to hit; this qualifies as a charge attack, with all relevant bonuses and penalties. If you hit, you deal damage as normal, plus an extra 1d6 points for every 10 feet of distance beyond the first 10 feet; thus, a drop of 30 feet causes an extra 2d6 points of damage.

You still take whatever damage you would normally take from the fall, but you can reduce the falling damage with a successful Jump check or Tumble check.

You cannot use any ability to slow your fall (such as the monk's slow fall ability, or the *feather fall* spell) while attacking in this manner.

Urban Acrobatics: You can make use of windowsills, awnings, lampposts, and similar features of the city when leaping or falling from buildings. If you deliberately jump downward within arm's reach of a wall or similar vertical surface, you can move yourself sideways along the wall, traveling up to 5 feet horizontally for every 10 feet you fall. If you accidentally fall, you can move 5 feet horizontally for every 20 feet you fall. You can move up to your full

INTERLUDE: A TRIP TO THE HEALER

It happens in almost every game: A PC dies, and the rest of the group can't bring him back to life easily. Maybe the group doesn't have access to *raise dead* yet, or maybe the corpse in question is the group's only cleric. Alternatively, characters might be petrified or subjected to multiple negative levels. In such a case, it's off to the temple for assistance. The information in this sidebar is designed to help you, as the DM, make a trip to the healer into a roleplaying experience.

NPC HEALER PRICES

Malady	Spell	Minimum Class/Level	Base Cost
Death	<i>Raise dead</i>	Cleric 9	5,450 gp
Incomplete corpse	<i>Resurrection</i>	Cleric 13	10,910 gp
No corpse	<i>True resurrection</i>	Cleric 17	26,530 gp
Energy drain	<i>Restoration</i>	Cleric 7, paladin 14	380 gp
Negative levels	<i>Greater restoration</i>	Cleric 13	3,410 gp
Ability damage or drain	<i>Restoration</i>	Cleric 7, paladin 14	380 gp
Curse	<i>Break enchantment</i> (doesn't always work)	Bard 10, cleric 9, paladin 14, sorcerer 10, wizard 9	450 gp
	<i>Remove curse</i>	Bard 7, cleric 5, paladin 11, sorcerer 8, wizard 7	280 gp
Disease	<i>Remove disease</i>	Cleric 5, druid 5, ranger 11	280 gp
Petrification	<i>Break enchantment</i> (doesn't always work)	Bard 10, cleric 9, paladin 14, sorcerer 10, wizard 9	450 gp
	<i>Stone to flesh</i>	Sorcerer 12, wizard 11	660 gp

SAMPLE TEMPLES

- d% Details**
- 01–30 **Dominant Temple:** This massive edifice is one of the best-known landmarks in the city—in a theocracy, it might be the center of government. PCs who seek healing magic must first speak to one or more temple bureaucrats before they get an audience with a healer who can help them.
- 31–50 **Minor Temple:** This temple has some local prominence, but it's figuratively (and sometimes literally) in the shadows of larger, more popular temples. PCs can usually see a healer right away, especially if they arrive injured or carrying corpses.
- 51–65 **Clandestine Sect:** These worshipers keep to themselves either because their deity demands secrecy or because they have the enmity of another power in the city. Their temples are often disguised as other sorts of buildings or hidden by secret doors or illusion magic.
- 66–80 **Forgotten Shrine:** The healer is devoted to a deity or cause that few venerate anymore. Such shrines are often in out-of-the-way parts of the city or even beyond its walls.
- 81–100 **Wandering Missionary:** This healer regards every street corner and marketplace as a potential spot for worship and sermonizing. The PCs might find the healer in the bazaar one day, in the slums another day, and just outside the city gates on a third day.

movement horizontally in this fashion (so long as the wall is wide enough), even if that distance, plus your falling distance, exceeds your normal movement rate.

Normal: Falling characters can move in no direction but down.

ROOFWALKER [TACTICAL]

You are adept at moving and fighting on rooftops and ledges.

Prerequisites: Balance 5 ranks, Jump 5 ranks, Dodge, Mobility.

Benefit: The Roofwalker feat enables the use of three tactical maneuvers.

Fleet of Feet: You can walk across a precarious surface more quickly than normal. You can move at your full speed without taking a -5 penalty on your Balance check.

Graceful Drop: If you intentionally jump from a height, you take less damage than you would if you fell. If you succeed on a Jump check when jumping down (PH 77), you take falling damage as if you had dropped 20 fewer feet than you actually did.

Master of the Roof: You know how to use the slopes to your advantage. You gain a +1 dodge bonus to AC against any opponent who is at a different elevation from you.

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. A sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

SPECIAL DISPENSATION

You have been given leave to carry even banned armor, weapons, and equipment in a given area.

Prerequisite: Favored.

Benefit: Due in part to your standing within your organization, you have received special dispensation from the authorities to wear or carry whatever equipment you deem necessary, regardless of local armor and weapons laws. This feat is often represented in the game, either by an object of some kind—typically an official government seal—or even a mark, such as a tattoo.

SAMPLE HEALERS

d% Details

- 01–20 **Justanian the Pious:** PCs who seek healing get a dose of Justanian's doctrine along with each beneficial spell. Justanian (human cleric 9) makes it clear that he's not selling his spells—the PCs are "voluntarily tithing" to his faith, and he is rewarding the pious. (An arbitrary distinction, perhaps, but it matters to Justanian.)
- 21–40 **Elerick Whitehaven:** Elerick (human cleric 15) has lived and worshiped in the city for nearly a century, and he's seen almost everything in that time. As he nears the end of his life, he's less concerned with the specific doctrines of his faith and more with his overall legacy. He looks every bit the stern, aged high priest, but he's quite practical and willing to listen to notions others might find heretical.
- 41–60 **Glannara of the Glowing Hand:** Glannara (elf cleric 13) is a recent arrival, and the PCs might know more about the city's inner workings than she does. An idealistic priest of her religion, she acts quickly to aid others, then seeks assurance that she did the right thing.
- 61–80 **Andruscal Thorne:** Andruscal (half-orc cleric 10) gave up a life of marauding and banditry when he converted to the faith several years ago. He's a cheerful proselytizer, gently trying to win the PCs over to his church, no matter who they are. He's not pushy, but he often says things like, "Have you thought about Farlanghn?" (or whatever deity he worships).
- 81–100 **Ma'aneth of the Scars:** A wandering minstrel who undertook many adventures before settling in the city, Ma'aneth (human bard 10) insists that those who want her magic first tell her about their recent adventures—providing possible inspiration for her music.

SAMPLE EXTENUATING CIRCUMSTANCES

d% Details

- 01–20 **Quest Available:** The PCs can earn a discount (typically 50%) on the cost of healing if they agree to perform a quest on behalf of the healer. The quest is usually something that can be accomplished in a few days, although you can use it as the launching point for a major adventure.
- 21–40 **Prophetic Assistance:** The healer has been forewarned to give the PCs healing magic at a discount (or even free) in an oracular dream, or by a *divination* spell or similar magic.
- 41–60 **Sectarian Favorite:** If the PCs can demonstrate that they're living the creed of the healer, they can earn a discount (typically 25%).
- 61–80 **Your Reputation Precedes You:** The PCs are known as people who can get things done, and the healer's sect would like them to regard it favorably. The healer offers a discount (typically 25%) on the cost of spellcasting and speaks vaguely of seeking "worthy allies in the coming times of darkness."
- 81–100 **For Services Rendered:** The PCs' recent adventures have directly or indirectly aided the church's efforts, and the healer offers a discount (or even free healing) as a way of thanking them.

Special: This feat can be taken multiple times. Each time you take the feat, its effects apply to a new culture, geographic region, kingdom, or nation (whichever is appropriate).

Note: In the *EBERRON* setting, you can substitute the Favored in House feat for Favored as the prerequisite for this feat. If you do, you gain the benefits of this feat while within any of the Five Nations.

STRONG STOMACH

You have greater resilience to illness and foul odors than most people.

Prerequisites: Con 13, Endurance.

Benefit: You reduce the effects of sickening and nausea by one step. You cannot become nauseated. If you are exposed to an effect or condition that would normally make you nauseated, you become sickened instead. If an effect or condition would normally sicken you, that effect is negated.

SWIFT TUMBLER

You can flip, twist, and roll with great speed. You might have learned this ability by traversing the city's rooftops and alleys, or simply by moving through the throng day after day.

Prerequisite: Tumble 7 ranks.

Benefit: When tumbling, you move at a speed equal to half your base speed +10 feet.

Normal: Without this feat, characters move at half speed when tumbling.

URBAN TRACKING

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find an individual's trail, or to follow a trail for 1 hour, requires a Gather Information check. You must make another Gather Information check every hour you search, as well as each time the trail becomes

more difficult to follow, such as when it takes you to a different part of town. The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the prevailing conditions. If you fail a check, you can retry after 1 hour of questioning; the DM should roll the number of checks required secretly, so that the player doesn't know exactly how much time the task will require. You can cut the time between Gather Information checks in half (from 1 hour to 30 minutes), but you take a -5 penalty on the check. Obviously, this feat will not allow you to locate someone who has gone beyond the boundaries of the community, but it could inform you that they've done so.

Community Size*	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small town or large town	10	1d4+1
Small city or large city	15	1d6+1
Metropolis	20	1d8+2

* See DMG 137.

Conditions	DC Modifier
Every three creatures in group being sought	-2
Every 24 hours group has been missing/sought	+1
Tracked group "lies low"	+2
Tracked group matches community's primary racial demographic*	+2
Tracked group does not match community's primary racial demographic*	-2

* See DMG 139.

Normal: Characters without this feat can use Gather Information to find out about specific individuals, but each check takes 1d4+1 hours and doesn't allow for effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

(Note: This feat first appeared in *Unearthed Arcana*. This update supersedes the original.)

FIVE FACTS EVERY URBAN ADVENTURER SHOULD KNOW

1: The *mending* spell, despite being a mere cantrip, is an invaluable tool for spies, forgers, and fugitives in any city. Use it to repair the wax seals used on official messages to prove that they have never been opened; to fix locks and broken windows, hiding evidence of an escape or break-in; to repair torn clothes, hiding evidence of wounds until a body is closely searched; to reattach pages of a book that were stolen for copying; and many similar uses that can hide your trail as effectively as much more potent magics.

2: Rulers dislike it when adventurers become more popular than they are. Public acclaim is nice, but watch for backlash from above.

3: Once blood has been shed or public property destroyed, the city watch doesn't much care who started it. The magistrate might listen to your tale of self-defense, but the watch is going to beat heads and clasp manacles first and ask questions later.

4: Nobody gets (or stays) rich by paying more than they have to for services. If a contract seems too high, it doesn't mean you got lucky—it means you're probably about to be used or cheated in some fashion.

5: One good, hot meal, when offered to the right person, can buy you as much good will—and therefore as much information and cooperation—as any monster you might slay or any other favor you might perform on that person's behalf.