



THE BROKEN AND THE LOST

PRIMITIVE CHARACTERS

DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

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MONGOLIANT MARAUDER

Though their presence on the Twisted Earth has waned somewhat in recent generations, the terrible mutant creatures known as “Mongoliant” have long been a terror of the people of the wasteland. Giant humanoid predators possessed of great strength and ghastly mutations, these savage monsters are thankfully few in number, their own tribal villages becoming scarcer and scarcer with each passing year.

Among their own clans, however, these creatures will often speak reverently of the time of the “Mongoliant Horde”, a time when their race was united as conquerors of the eastern reaches of the known world. Though their successes

were many, and their tyranny depthless, they were eventually shattered by a coalition of primitive tribes led by none other than the “Fallen God”, the heroic leader that would one day become the deified icon of the Movement.

Driven east and into the fringes of the Purple Desert and beyond, the empire of the Mongoliant was destroyed generations ago. But many of their kind survived the destruction in small scattered tribes (such as the “Titans of The East”; see *Prominent Tribes of The Twisted Earth*), continuing the training and discipline that had brought worship and fear to the name of their people and their empire in the days of old. These few tribes are

among the most dangerous Mongoliant holdouts left, breeding ranks of skilled fighters who use their great size and impressive strength to overcome all foes.

The *Mongoliant Marauder* advanced class represents those few tribes of gigantic mutants who continue the traditional fighting techniques of the legendary “Mongoliant Horde”. While Mongoliant dominate the ranks of those with knowledge of this military style of warfare, other tribes who exhibit freak gigantism can benefit from the training (assuming they can find Mongoliant willing to teach them).

REQUIREMENTS

To become a Mongoliant Marauder, a character must fulfill the following criteria.

Base Attack Bonus: +8.

Skills: Intimidate 11 ranks.

Feats: Awesome Blow, Cleave, Improved Bull Rush, Power Attack.

Size: Large or greater.

CLASS INFORMATION

The following information pertains to the Mongoliant Marauder prestige class.

Hit Dice: 1d10.

Action Points: 7 + one half the character’s class level, rounded down.

Class Skills: The Mongoliant Marauder class skills are: Climb (Str), Intimidate (Cha), Jump (Str), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.



TABLE 1-10: THE MONGOLIANT MARAUDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	Ant-Crusher	+1	+1
2 nd	+2	+3	+0	+0	Damage Reduction 1/-	+1	+1
3 rd	+3	+3	+1	+1	Bonus Feat	+2	+1
4 th	+4	+4	+1	+1	Sweep Attack	+2	+2
5 th	+5	+4	+1	+1	Damage Reduction 2/-	+3	+2
6 th	+6	+5	+2	+2	Bonus Feat	+3	+2
7 th	+7	+5	+2	+2	Tremor	+4	+3
8 th	+8	+6	+2	+2	Damage Reduction 3/-	+4	+3
9 th	+9	+6	+3	+3	Bonus Feat	+5	+3
10 th	+10	+7	+3	+3	Prone Cleave	+5	+4

CLASS FEATURES

The following features pertain to the Mongoliant Marauder prestige class.

Bonus Feats: The Mongoliant Marauder receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Archaic Weapons Proficiency, Armor Proficiency (any), Combat Expertise, Combat Reflexes, Exotic Melee Weapon Proficiency, Frightful Presence, Great Cleave, Improved Damage Threshold, Improved Trip, Marauder, Sunder, Toughness.

Ant-Crusher: At the top of the proverbial food chain, the Mongoliant Marauder virtually dominates smaller creatures. At 4th level the Mongoliant Marauder receives a variable increase in the critical threat range of his weapon against creatures smaller than him, depending on the creature's size. For creatures one size category smaller than the character, the critical range of his weapon increases by one; for creatures two to three size categories smaller it increases by two; and for creatures four or more size categories smaller it increases by three.

For example, a Large-sized Mongoliant Marauder using a metal baton would have a critical threat

range of 19-20 against creatures of his size or greater, 18-20 against Medium-size creatures, 17-20 against Small creatures, and 16-20 against Tiny, Diminutive, and Fine creatures.

Sweep Attack: When using any weapon with reach, the Mongoliant Marauder can use the entirety of the weapon to strike numerous foes caught along its length. Whenever the Mongoliant Marauder attacks an opponent, trace a direct line between the character and his intended target; any foes in a square along this line are also in danger of being struck by the weapon (even if it cannot normally be used to attack adjacent enemies). The Mongoliant Marauder rolls only one attack roll, but compares the result to the Defense of each opponent affected. Damage is rolled only once as well, applied to all opponents hit by the sweep.

Damage Reduction: At 2nd level the Mongoliant Marauder gains damage reduction 1/-. This rises to 2/- at 5th level, and 3/- at 8th level. If the character has damage reduction from another class or mutation, it stacks with these benefits.

Tremor: By making a single melee attack as a full-round action, the Mongoliant Marauder can target the *ground* of any square he threatens,

automatically striking the earth. This forces any creature in that square, and all others adjacent (i.e. those located in any neighboring square), to make a Reflex save (DC 10 + the Mongoliant Marauder's Strength modifier) or be immediately knocked prone. Affected creatures receive a +2 bonus to this save for every size category above Medium-size.

Prone Cleave: At 10th level the Mongoliant's use of the *Cleave* feat extends to any time he knocks an opponent prone (instead of only when he knocks an opponent out due to massive damage or reducing his hit points to less than 0). Thus, any time he trips an opponent, or knocks an opponent prone through the feat *Awesome Blow*, he can make an additional melee attack as per the standard rules for *Cleave*.



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