

example. The spectacle brings out the crowd; the business gains a +2 bonus on this term's profit check.

Spell Gone Awry: A spellcaster has foolishly experimented with a spell or had a mishap with a scroll. The business might have to contend with a rampaging summoned creature, the aftermath of a fireball, or a squad of the city guard under a confusion effect.

Unexpected Taxes: The local government, either having fallen on hard times or having succumbed to greed, raises taxes for a short period of time. For the next 1d6 terms, the owner takes a -1d4 penalty on profit checks.

Unusual Patron: The store has attracted the attention of a particularly unusual customer; a dragon, an outsider, or something equally exotic decides to visit the store once or twice per term. The novelty (or notoriety) of this development grants the business a permanent +1 bonus on profit checks, as long as the unusual patron continues to support the business.

Wounded Adventurer: A wounded adventurer staggers into the business seeking aid and shelter. The adventurer might or might not be what he seems; he could herald the arrival of bandits or a monster, or he might himself be a bandit trying to con the owner out of some cash.

TEAMWORK BENEFITS

In D&D, PCs rarely stand alone. The wizard relies on the doughty fighter to intercept charging enemies, and the fighter in turn depends on the cleric's healing magic when the battle is over.

But over time, characters who adventure shoulder to shoulder together can realize teamwork benefits based on their long history together. Likewise, PCs who adventure together can bind a guardian spirit to their group, further strengthening their ability to function as a team.

WHAT IS A TEAMWORK BENEFIT?

Experienced D&D players understand the value of specific tactics that take advantage of teamwork. However, teamwork also has a more general benefit. Once characters have trained with specific comrades, they're attuned to the nuances of how they fight, move, and communicate. Characters who have spent time working as a team can derive a benefit simply from having their comrades nearby. This teamwork benefit grants an expanded use of a skill, a

bonus on certain checks, or a battlefield action otherwise unavailable to the team members.

To qualify for a teamwork benefit, PCs must meet two broad categories of requirements: training time and prerequisites.

First, the characters seeking the benefit must jointly practice techniques relevant to the benefit for at least two weeks before acquiring the benefit. This two-week training period must be repeated whenever a new character joins the group, as the newcomer becomes accustomed to the operating procedures of veteran team members.

Second, some teamwork benefits have prerequisites such as skill ranks, base attack bonus, or feats. A prerequisite can take one of two different forms.

Task Leader Prerequisites: These requirements must be met by at least one character on the team. If only one character qualifies, and that character leaves the team, the group loses the teamwork benefit until the character returns or is replaced by another character who meets the same prerequisites. The designation of task leader can vary from one benefit to another; a character who serves as the task leader for the Infiltration teamwork benefit might be a different individual from the one who functions as the task leader for the Ranged Precision benefit. In addition to the indicated prerequisites, a task leader must have an Intelligence score of at least 8. (While a task leader need not be a genius, nor has he particular need of a strong personality, he must be at least reasonably capable of communicating his thoughts to others.)

Team Member Prerequisites: Every character on the team must meet these requirements. Any character who joins the team must meet the prerequisites in order for the team to enjoy the teamwork benefit.

For example, the Infiltration teamwork benefit has a task leader prerequisite of 8 ranks in both Hide and Move Silently, and a team member prerequisite of 1 rank in Hide or Move Silently. This means that at least one character in the group must have 8 or more ranks in each of the two skills, while each other character in the team must have at least 1 rank in either of the two skills. When the team is sneaking around, the task leader directs her less adept comrades in stealth techniques, covering any extra noise with environmental sounds, and so on.

A team (see The Team Roster, below) gets one teamwork benefit for every 4 Hit Dice the lowest-level member of the

CREATURES AND TEAMWORK

Creatures with an Intelligence score of 1 or 2 can be included on a team only if they learn the teamwork trick. Creatures that don't have an Intelligence score can never be part of a team.

Teaching an animal the teamwork trick requires a DC 20 Handle Animal check made as part of teamwork training. This trick allows the animal to be part of a team and thus benefit from any teamwork benefits enjoyed by the team. The animal must still meet any team member prerequisite required by the benefit.

team has, so it earns a new teamwork benefit whenever that character attains a new level evenly divisible by 4. If that character's level later drops below the required level (due to energy drain or being brought back from the dead), the team retains all its current teamwork benefits but doesn't gain a new one until the lowest-level character regains his or her lost level(s) plus four more levels.

Anytime a team gains a new teamwork benefit, it also has the option to swap out a previously known teamwork benefit for a new one for which the team qualifies. In effect, the team can elect to lose one teamwork benefit in order to gain two others. This is most often done when the team roster has changed in such a way as to make a previously known teamwork benefit no longer useful.

Unless otherwise specified, each teamwork benefit can be taken only once. The teamwork benefit applies whenever the characters on the team can communicate with each other, whether verbally, with gestures, or by magical means.

THE TEAM ROSTER

Teamwork benefits are based on the notion that once characters have spent time training with their comrades, they respond instinctively to subtle changes in body language and can anticipate their comrades' likely moves. A group of people (PCs or NPCs) must train together for at least two weeks before all members of the group are eligible to share the same teamwork benefits. The PCs will undoubtedly occupy most of the positions on the team, but cohorts, animal companions, paladin mounts, familiars, and recurring NPC allies can also be members of a team.

A team must have at least two members and no more than eight. To join a team, a character must have an Intelligence score of 3 or higher.

To maintain their teamwork benefits, the characters on a team must train together for at least four one-week periods per year. These training periods need not be consecutive and can happen at the same time as training to earn the new class features of a given level (as described above), so in most cases PCs won't have to spend additional time to keep their teamwork skills sharp.

To add a new character to a team (often because a previous character died or otherwise left the group), that

DESIGNING YOUR OWN TEAMWORK BENEFITS

When designing your own teamwork benefits, ask yourself: Is this a specific tactic, or is it an accumulation of countless small benefits? If the benefit you imagine is analogous to a specific sequence of actions, it's not a teamwork benefit, just a smart tactic. If the benefit emerges from familiarity among the characters and a shared understanding of general techniques, then it's a teamwork benefit.

character must train with the other characters on the team for at least two weeks, learning the nuances and standard operating procedures of the team. This training can occur during the training time required to gain the benefits of a new level.

A character can join an adventuring party without joining the team that includes other members of the party. In this case, he doesn't gain any teamwork benefits, but neither does his lack of prerequisites count against the team's qualification for the benefits.

A character leaves a team at his option or by consensus of the other members of that team.

TEAMWORK BENEFIT DESCRIPTIONS

Here is the format for teamwork benefit descriptions.

Benefit Name

Description of what the benefit does or represents.

Training: A brief discussion of the training procedure required to acquire the benefit.

Task Leader Prerequisite: A base attack bonus, a feat or feats, a minimum number of ranks in one or more skills, a class feature, or some other requirement that at least one character on the team must have in order for the team to acquire this benefit. This entry is absent if a teamwork benefit has no task leader prerequisite. A benefit can have more than one task leader prerequisite; the same character must meet all task leader prerequisites for a particular benefit.

Team Member Prerequisite: These requirements must be met by every member of the team in order for the team to acquire this benefit. This entry is absent if a teamwork benefit has no team member prerequisite. A benefit can have more than one team member prerequisite. If another teamwork benefit is given as a team member prerequisite, all members of the team must qualify for the prerequisite teamwork benefit before the new benefit can be acquired.

Benefit: What the teamwork benefit enables the team members to do.

Tips: Advice for players and DMs using this teamwork benefit.

Door Procedures

Your team is accomplished at identifying and eliminating traps and other threats at doors.

Training: By studying common door traps, practicing listening techniques, and remaining alert for tiny clues that precede a triggered trap, you gradually develop a routine that enables your team to examine a door with minimum risk to the team.

Task Leader Prerequisite: Listen 8 ranks, Search 8 ranks.



A team trained in door procedures can pass most any portal without risking harm

Team Member Prerequisite: Listen 1 rank or Search 1 rank.

Benefit: When listening at or searching a door or similar portal, the task leader gains a +1 circumstance bonus on his Listen and Search checks for each team member within 10 feet of the door.

If the task leader chooses to take 20 on a Listen or Search check made at a door, he can do so in half the normal time (as if he had made ten attempts, rather than twenty).

Tips: The door procedures teamwork benefit is a good way to quickly adjudicate each door you approach in a dungeon. You can quickly make the rolls and get on with the encounter on the other side. Be ready to make these rolls when you find a closed door in the dungeon. Then make the Listen check or the Search check, and either deal with the trap you find or get ready to open the door. Keep in mind that you might be able to take 10 or take 20 on these checks.

Field Medic Training

Your comrades can quickly stabilize grievous wounds so that a fallen ally doesn't succumb to blood loss and trauma.

Training: To gain this benefit, your team receives instruction from accomplished healers and practices on the wounded.

Task Leader Prerequisite: Heal 8 ranks.

Team Member Prerequisite: Heal 1 rank.

Benefit: If two team members each attempt to stabilize the same dying creature in the same round, the second attempt automatically succeeds.

Tips: The fastest members of the team can reach a fallen comrade most quickly.

Friendly Fire Evasion

By attuning yourself to minute, almost subliminal changes in your environment, you get just enough warning to avoid damaging area spells cast by your allies.

Training: During the training procedure for this benefit, the spellcasters on your team cast *lightning bolts*, *fireballs*, *flame strikes*, and other area spells in their arsenal, and other team members stand on the fringes of the spells' area, their senses perked for the whiff of brimstone, the crackle of static electricity, or the barely audible hum that occurs an instant before such spells go off. Then you practice ducking, dodging, and covering so that you avoid the damage from those spells.

Task Leader Prerequisite: Spellcraft 4 ranks, evasion ability.

Team Member Prerequisite: Base Reflex save +2, Spellcraft 1 rank.

Benefit: You gain the evasion ability (see page 41 of the *Player's Handbook*), but only concerning spells cast by your team members.

Tips: Use this teamwork benefit to keep tough characters in the front line despite allied damaging spells raining down around them. Of course, you still need a pretty good Reflex save bonus to take full advantage of this benefit.

Gaze Aversion

When facing a monster with a gaze attack (such as a medusa), you are adept at avoiding its dangerous gaze.

Training: Your team practices concise verbal descriptions, often in code, and maneuvering according to those descriptions. Eventually you're able to avoid looking at your target except when it's absolutely necessary, keeping track of the battle through the shouted instructions of your comrades.

Task Leader Prerequisite: Spot 8 ranks.

Team Member Prerequisite: Spot 1 rank.

Benefit: As long as at least one team member is looking directly at the gaze-attack monster, any team member averting his eyes need not make a save against the gaze attack.

Tips: To make this teamwork benefit as effective as possible, it's best if the spotter is beyond the area the gaze attack affects, is naturally immune to the effect of the gaze, or at least has the best saving throw among the team members.

Infiltration

You are adept at moving silently and unseen. You point out noisy ground to your comrades, identify good hiding places for one another, and otherwise move as unobtrusively as possible. You dart ahead while your teammates watch for enemies, then you cover your comrades while they advance. While this teamwork benefit doesn't help much amid the tumult of a pitched battle, you're able to sneak behind enemy lines to attack enemy leaders, sabotage siege engines, and otherwise give your army the upper hand before the trumpets sound.

Training: Infiltration training involves hours of practice sneaking as a group. Elves and other woodland denizens often play elaborate games of hide-and-seek (with the seeking team getting useful practice as scouts). Subterranean races stalk the caverns and tunnels of their realms, practicing the art of hiding in a pitch-black environment. With practice, members of an infiltration team get good at sharing hiding spaces, darting from cover to cover, and timing their movements to be as silent and stealthy as possible.

Task Leader Prerequisite: Hide 8 ranks, Move Silently 8 ranks.

Team Member Prerequisite: Hide 1 rank or Move Silently 1 rank.

Benefit: Your team can move at full speed without taking a –5 penalty on Hide and Move Silently checks. Other penalties (such as from difficult terrain) still apply, and you take the normal penalties on Hide or Move Silently checks while attacking, running, or charging. Team members are always visible to each other despite their Hide check results and the presence of anything less than total concealment (although cover might still block line of sight between team members). If you move to a position where none of your comrades can see or contact you, you lose the teamwork benefit at the start of your next turn and don't count as part of the team until you reestablish contact with at least one member.

Tips: If you're part of an infiltration team, keep in mind that you can take 10 on your Hide and Move Silently checks whenever you aren't being threatened or distracted. It's often easiest to just tell the DM what the lowest Hide and Move Silently check results on the team are. Those check results set the DC for NPCs' Spot and Listen checks.

Invisibility Sweep

If you're aware of the presence of an unseen enemy, you can quickly move through an area and pinpoint your foe's location.

Training: You practice finding invisible enemies by swinging your weapons through empty spaces and making sudden movements that an invisible foe wouldn't anticipate. More important, you quickly develop a shorthand way of describing the location of an unseen enemy you have pinpointed—"At my 4 o'clock, 10 feet out," for example. Eventually, members of your team can quickly and effectively target a specific (apparently empty) square based on your verbal description.

Task Leader Prerequisite: Blind-Fight.

Benefit: Each team member can check for the presence of an invisible enemy by groping into four adjacent 5-foot squares within reach, making touch attacks into those squares as described on page 295 of the *Dungeon Master's Guide*. Doing so is a standard action. If one team member pinpoints the location of an invisible enemy (whether through groping, Spot and Listen checks, or other means), every other team member within earshot also has that enemy pinpointed until that enemy moves into a different square. (Pinpointed invisible enemies still gain the benefit of total concealment; see page 152 of the *Player's Handbook*.)

Joint Bull Rush

Shoulder to shoulder with your allies, you can blast into the ranks of your enemies, knocking them back with your combined force.

Training: You and your teammates practice charging wooden tackling dummies all at the same time, moving

in lockstep and delivering a powerful push at the same moment. Eventually you get so good that you leave only splintered and sagging dummies in your wake.

Task Leader Prerequisite: Improved Bull Rush.

Benefit: To perform a joint bull rush, all the team members involved must ready the bull rush action until the turn of the member with the slowest initiative. Then all the bull rushing team members move to their target at the same time and make a single bull rush attempt using the Strength bonus of the strongest team member. Each additional team member involved in the joint bull rush applies his or her Strength bonus (minimum +1). The team members must end their movement adjacent to one another, and they all provoke attacks of opportunity from the defender (although the defender can only make a single attack unless he has the Combat Reflexes feat).

Joint Grapple Escape

You use nonverbal cues to time your struggles against a grappling enemy, applying force and leverage at just the right moment to escape the clutches of your foe.

Training: In a series of wrestling matches, you practice techniques of suddenly shifting your weight and applying maximum effort just as a comrade outside the grapple makes a similar effort—or at least distracts your opponent. Eventually, your timing improves to the point where you and your comrades are working in concert with split-second timing.

Task Leader Prerequisite: Base attack bonus +4 or Improved Grapple.

Benefit: If you successfully use the aid another action to assist an adjacent team member's next grapple check or Escape Artist check to escape from a grapple, you provide your teammate with a bonus on that check equal to +4 or your Strength modifier, whichever is higher.

Ranged Precision

You know the timing of your comrades' attacks so well that you can shift to the side for a moment, letting ranged attacks fly past you and into your enemies.

Training: You and the rest of the team watch each other shoot ranged weapons, memorizing how much time it takes to draw an arrow from a quiver, nock it, aim, and shoot. Then you internally count to measure the time between arrows, shifting yourself when you know an arrow is being fired so you don't get in the way.

Task Leader Prerequisite: Base attack bonus +4, Precise Shot.

Team Member Prerequisite: Base attack bonus +2.

Benefit: The penalty for firing a ranged weapon into a melee is cut in half (from -4 to -2) if every ally in the melee is on your team. The AC benefit your foe gets from cover is likewise cut in half (from +4 to +2) if that cover consists solely of team members.

Snap Out of It

Because you know your fellow team members so well, you can help them shake off the effects of magical compulsions.

Training: Your team is trained in a variety of effects that intentionally shake the psyche of your comrades—everything from a stinging slap to the face to an imploring “Remember us, Regdar? We're your friends. . . .”

Task Leader Prerequisite: Concentration 8 ranks or Iron Will.

Team Member Prerequisite: Concentration 1 rank.

Benefit: If a team member is known to be under the sway of a compulsion effect, an adjacent team member can spend a full-round action to grant that team member a new save against the compulsion effect (as the rogue's slippery mind class feature, except that the second save need not happen in the second round of the effect).

No character can grant another team member more than one extra save against any one compulsion effect. However, multiple team members can all attempt to help the same character.

Tips: This benefit only works if you know that your team members have been subverted by a compulsion effect. Spellcraft checks can identify that a spell such as *dominate person* has been cast, and a Sense Motive check can detect that the behavior of one of your team members is being influenced by an enchantment.

Spell Barrage

By coordinating the release of your spells, you're able to catch your foes when they're unable to evade the effects.

Training: By observing your fellow spellcasters as they're working magic, you're able to time your spells so they finish when your enemies are off-balance from the first spell.

Task Leader Prerequisite: Spellcraft 8 ranks.

Team Member Prerequisite: Spellcraft 2 ranks.

Benefit: This benefit is triggered when a team member first casts a spell requiring a Reflex save. Whether they succeed or fail on the save, all enemies within its area take a -2 penalty on Reflex saves for each subsequent Reflex save attempted that round against an effect created by another member of the same team.

Tips: Obviously, the more Reflex-save-requiring area spells you can cast during the round, the better. Consider giving team members that are secondary spellcasters or have ranks in Use Magic Device a scroll or wand with an area spell for such occasions.

Spellcaster Guardian

You have a keen sense of the timing of the spellcasters on your team, so you can often protect them from enemies when their spells are about to go off.

Training: Over a period of weeks, you closely observe your comrades as they cast spells, noting the exact gestures

and phrases they use when they are at their most distracted. You learn the idiosyncrasies of your allies' spellcasting techniques so well that you know exactly where they are in the spellcasting process just by watching and listening to them, even if you don't know what the words and gestures mean.

Task Leader Prerequisite: Combat Reflexes, Spellcraft 4 ranks.

Team Member Prerequisite: Dexterity 13 or Spellcraft 1 rank.

Benefit: If a spellcaster on your team provokes attacks of opportunity by casting a spell, a team member adjacent to the spellcaster can interpose herself between the spellcaster and one or more attackers at the last moment, taking upon herself attacks of opportunity meant for the spellcaster. The team member can intercept a number of attacks of opportunity equal to 1 + her Dexterity bonus. Resolve each attack as normal, using the interposing team member's Armor Class. If the attack hits, it damages the interposing character but doesn't distract the spellcaster.

Superior Flank

Your team is good at harrying foes by surrounding them. If two of you get into flanking positions, you can both time your attacks to take maximum advantage of the enemy's divided attention. Enemies get so distracted that every attacker benefits.

Training: This teamwork benefit happens only after all the members of the team spend countless hours practicing two-on-one, three-on-one, and other unbalanced melee combats. Eventually the team members develop

split-second timing and a keen perception of where the enemy is concentrating his defensive efforts.

Task Leader Prerequisite: Sneak attack +4d6.

Team Member Prerequisite: Base attack bonus +3.

Benefit: Whenever two members of your team flank the same enemy, all members of the team can make melee attacks against that enemy as if they also flanked her. Creatures that can't be flanked are unaffected.

Furthermore, if at least two members of your team are flanking a foe who has the improved uncanny dodge ability, add together the rogue levels of all team members engaged in melee with that foe to determine whether she can be flanked. If the sum of your teammates' rogue levels is four more than the foe has Hit Dice, all members of your team can flank that foe.

Tips: If your team has this benefit, you get the +2 bonus for flanking on your melee attacks more frequently. You'll want to study how to flank unusually large creatures (see page 153 of the *Player's Handbook*).

~~ACQUIRING A COMPANION SPIRIT~~

~~The process of attracting a companion spirit begins with a group of at least two and no more than eight creatures gathering for a brief magic ritual.~~

~~The creatures in the group must each have at least 4 Hit Dice and an Intelligence score of 3 or higher. Other than the Hit Dice requirement, the requirements for connecting~~



Team members use a spell barrage to cut off their opponents' escape