

## DOG SOLDIER

*By James Sutherland; Modified for Kulan by Robert Blezard*

The Dog soldier is a rare breed of warrior archetype that has quickly spread across Harqual and the many of the northern island chains of the Hallian Sea such as the Isles of Valossa and the Wakuna Islands. Dog soldiers are also common among the gnolls and flinds of Harqual and the gnolls and roven of the Isles of Valus.

However, dog soldiers first came about on Harqual as a guild of warrior dedicated to the God Hound, Tok. Soon there were dozens of such guilds that quickly turned into mercenary companies dedicated to fighting in tandem. Dog soldiers are not uncommon amongst the worshipers of the other North Gods but dog soldiers, as a whole, are more likely to be neutral in their ideals of faith and no one is rejected outright.

The dog soldiers of the northern island chains tend to be primitive tribal warriors from the Isle of Dread, fighting teams that hire themselves out to nobles on Arek, or arena combatants who are renown throughout the coliseums of the cities of the Rachis Isles. These dog soldiers have more tight-knit groups and aren't averse to fighting opposing dog soldiers.

One race that truly understands the concept of the dog soldier is gnolls. They have a natural ability to understand and implement pack mentality. However, the gnolls of Harqual and the Valus aren't known for their great tactics and it usually takes an outside influence to mold them into dog soldiers. The more lawful flinds of Harqual often provide this influence, while a particularly disciplined roven has been known to do the same for the gnolls of the Valus.

Dog soldiers, regardless of where they're from, are trained to fight as a pack and work best in a group. They constantly maneuver for advantage, luring their foes into gauntlets of steel. Most dog soldiers begin as fighters, but their flank attack abilities are an obvious incentive for rogues. The discipline required to being a dog soldier is sometimes too much for chaotic characters to maintain.

### Requirements

To become a Dog Soldier, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5

**Skills:** Sense Motive – 4 ranks, Bluff – 4 ranks.

**Feats:** Combat Reflexes, Dual Strike, Sidestep, and Tandem Fighting.

| TABLE 1DS: THE DOG SOLDIER (Hit Die: d10) |                   |              |             |              |                                      |
|---|-------------------|--------------|-------------|--------------|--------------------------------------|
| LEVEL                                     | BASE ATTACK BONUS | FORT<br>SAVE | REF<br>SAVE | WILL<br>SAVE | SPECIAL ABILITIES                    |
| 1   | +1                | +2           | +0          | +0           | Friendly Parry +1                    |
| 2   | +2                | +3           | +0          | +0           | Flank Attack +1d6                    |
| 3   | +3                | +3           | +1          | +1           | Friendly Parry +2                    |
| 4   | +4                | +4           | +1          | +1           | Nip at the Heels                     |
| 5   | +5                | +4           | +1          | +1           | Flank Attack +2d6, Friendly Parry +3 |
| 6   | +6/+1             | +5           | +2          | +2           | —                                    |
| 7   | +7/+2             | +5           | +2          | +2           | Friendly Parry +4                    |
| 8   | +8/+3             | +6           | +2          | +2           | Flank Attack +3d6                    |
| 9   | +9/+4             | +6           | +3          | +3           | Friendly Parry +5                    |
| 10  | +10/+5            | +7           | +3          | +3           | Dog Pack Attack                      |

**Class Skills (2 + Int modifier per level):** Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), Stamina (Con)\*.

\* A new skill for World of Kulan.

### Class Features

All of the following are the class features of the Dog Soldier prestige class.

**Weapon and Armor Proficiency:** A Dog Soldier is proficient with all armor and shields and with all simple and martial weapons.

**Friendly Parry (Ex):** At 1st-level, all allies within 5 ft. of the Dog Soldier are granted a +1 deflection bonus to AC. This bonus increases to +2 at 3rd-level, +3 at 5th-level, +4 at 7th-level, and +5 at 9th-level.

**Flank Attack (Ex):** At 2nd-level, when flanking, the Dog Soldier deals +1d6 points of extra damage, which is subject to the same limitations as a rogue's Sneak Attack class ability. This bonus damage increases to +2d6 at 5th-level, and +3d6 at 8th-level.

**Nip at the Heels (Ex):** At 4th-level, for purposes of establishing flanking with another Dog Soldier, a Dog Soldier is considered to have a natural reach of 5 feet greater than normal. This does not allow additional attacks of opportunity; it only establishes whether the Dog Soldier is flanking an enemy.

**Dog Pack Attack (Ex):** At 10th-level, when flanking an opponent with another Dog Soldier, a Dog Soldier is considered to have the Spring Attack feat with respect to that enemy only.