

# Character Class Index

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## Class & Kit Key

At the end of each kit & class, you may find a listing of BONUS, REQUIRED, PREFERRED, and FORBIDDEN proficiencies. The basic concept is one that is used throughout the *Complete ... Handbook* series & other supplements, but here is the way that it works in this campaign:

BONUS proficiencies are freebies, gained at no cost in 'slots'.

REQUIRED proficiencies **must** be taken when the PC is created, costing the normal number of slots.

PREFERRED proficiencies can be taken at the normal number of slots even if they are outside of the PC's normal proficiency list. At least half of a PC's initial NWP slots **must** be spent on some combination of REQUIRED & PREFERRED proficiencies.

FORBIDDEN proficiencies are proficiencies that cannot **ever** be learned by the PC. With the exception of the case where, for example, "All Rogue proficiencies" is listed as FORBIDDEN, but a NWP/WP listed as PREFERRED or REQUIRED happens to fall within the Rogue area. If this is the case, the proficiency can be taken normally).

N.B.: The use of the male pronoun in the text that follows is only used to minimize the amount of typing on my part. It was not my intent to offend or limit the reader in any way. I try my utmost to use the male and female pronoun throughout my text interchangeably.

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Barbarian

Barbarians are tough, hardy characters from primitive tribes located in the more backward & inhospitable locations of the world. They tend to be superstitious, ignorant (at least initially), and stubborn. However, lest one laugh at the stupidity or naivete of a barbarian (who may not have Wisdom greater than 14), they are extremely powerful & fierce warriors that do not take ridicule lightly! The barbarian class is a sub-class of fighter. Barbarian PCs are adept at the many skills necessary for survival in a hostile wilderness (as outlined below). Barbarians are resilient & hardy, and recover quickly from damage. A barbarian's main attributes include Strength & Constitution (which must have scores of no less than 15 each) & Dexterity (must have a score of 9 or better). Barbarians are never anything else. There are not any multi-classed barbarians, and no PCs who become barbarians later in life (contrary to the assertions of some females concerning male companions).

Barbarians must be of non-lawful alignment, due to the conditions of their upbringing. Initially the barbarian knows only how to speak his tribal tongue & the common tongue. They cannot read or write Common, though they may be able to in their native language. A barbarian must learn how to read & write if he desires these skills. A barbarian can learn languages according to his intelligence, just as any other character can.

Barbarians are tough & robust fighters, hardened by the savage lands of their birth. They gain 2d6 HD (with Constitution bonus applied to *both*) at each level up to 9<sup>th</sup>, gaining 4HPs per level thereafter & a base movement rate of 15". Barbarians use the combat tables & advance in attacks as normal fighters but they may not take weapon specialization. They gain 6 WPs & 2 NWP when first created & gain 2 WP & 1 NWP every 4 levels. They suffer the same non-proficiency penalties as Fighters. However, the environment a barbarian grows up in mandates that 3 of his initial weapons are the club (any), hand axe & spear. Additional weapons based upon the barbarian's native area must be chosen from the following: battle axe, bow (any), club (any), dagger/knife (any), sling, spear (any), and sword (any). The barbarian can gain proficiency in other weapons only after all 6 of the initial WPs are spent on these weapons. Barbarians gravitate toward those weapons that do large amounts of damage & shy away from missile weapons.

One of a Barbarian's greatest benefits is her extraordinary number of HPs, rolling 2d6 for hit points at each level up to 9<sup>th</sup> & adding her Constitution bonus to both dice (e.g., a 1<sup>st</sup> level Barbarian with 18 Constitution would begin with 2d6+8HPs). Barbarians heal naturally at an exceptionally fast rate. Even if they are adventuring, traveling, or undertaking other strenuous activity, Barbarians regain 1HP per day. If a Barbarian actually spends an entire day at rest, she regains hit points equal to half of her Constitution score (rounding down) in the wilderness, where natural roots & herbs are available to act as natural medicines. If resting in a city, on a ship, or underground, she regains hit points equal to one-quarter her Constitution score (rounding down). A Barbarian also has a chance to shrug off the effects of any natural disease or poison if they spend a full day at rest. This chance is equal to 10% plus the Barbarian's Constitution score plus *twice* her level (e.g., an 8<sup>th</sup> level Barbarian with 16 Constitution would have a 42% (10+16+(8x2)) chance to shrug off a natural disease or poison with each full day of rest).

In addition to this, Barbarians have the following special abilities, gained by a life of hardship & self-reliance:

- In addition to any bonuses for high Dexterity, a barbarian gains a bonus of -2 to AC while wearing certain types of armor. Magically light armor is treated as non-enchanted for purposes of what can legally be worn. A barbarian may receive this bonus when wearing the following types of armor: *Hide, Leather, Studded leather, Padded, Ring*. A shield may be added to any of these without affecting the bonus.
- Due to their ferocity, barbarians gain double bonuses to attack & damage from strength. Note this bonus applies only to their natural Strength & isn't affected by any magically enhanced strength the barbarian has, such as from a *girdle of giant strength*.
- The barbarian's innate loathing of magical/supernatural constructs & creatures gives the barbarian a non-magical bonus of +2 to hit & +2 to damage when battling such foes. This includes other-planar, summoned creatures & magically enchanted creatures that rely heavily on magical powers for their attacks, but not common creatures that learn the art of spell casting, such as wizards or clerics. It is up to the DM what type of creature constitutes an enchanted foe. The list should be rather limited to preserve game balance. Foes not summoned from another plane that might qualify include harpies, unicorns, and all type of golems, peryton, and monsters that are obviously created by magical crossbreeding, such as the chimera & thessal-monsters. Note that this ability is not magical, and cannot be used to harm creatures requiring magical weapons to be hit.
- Climb cliffs & trees: The barbarian can climb trees & natural cliffs (or ledges, mountains, etc.) as a thief of the same level would climb walls (see table below). Barbarians may also climb walls of other kinds once they have had the opportunity to practice scaling that particular type of surface.
- Hide in natural surroundings: Barbarians can hide in natural surroundings that are familiar to the barbarian as a thief of 3 levels higher would hide in shadows. A barbarian can hide in unfamiliar natural surroundings as a thief of the same level would hide in shadows (see table below).
- Leadership: When dealing with other barbarians, a barbarian adds his level of experience to his Charisma to get an effective Charisma result on them.
- The keen instincts of a barbarian serve them well, combining to make a "sixth sense" that may warn the barbarian of unexpected danger about to strike. This sense can only come into play when there is sudden imminent danger that will affect the barbarian or his immediate vicinity. The nature of this sense is such that the PC will awake from normal sleep with full alertness, should the power work. This ability is checked before any surprise roll, when the barbarian is not *expecting* danger. A PC cannot stand next to a closed door & see if he senses any waiting creatures in the next room. A thief attempting to backstab the barbarian, a flash flood, or a squad of hidden orcs about to ambush the PC is another story. The base percentage is equal to the PC's Perception score, +5% for every level after the 1<sup>st</sup>. Detected enemies lose any bonus from surprise (but not position) they might have to strike the PC.
- Leaping & springing: Barbarians are able to leap up to a maximum distance of 10' forward, 3' backward, or 3' upward from standing start. If the barbarian is able to move freely & get a running start, the forward leap can range from 16'-21' (15+d6), and the upward leap from 4.5' to 6' (4+d4, each pip equaling half a foot). Springing under similar conditions gives an upward distance of 4'-7', depending on the surface used as a step to gain height & spring.
- Surprise: Barbarians surprise opponents on a 3 in 6 chance, or 4 in 6 if they are in familiar terrain. Barbarians are themselves surprised 10% of the time or only 5% in familiar terrain.

Thief-like Abilities

Level	Move Silently	Hide in Shadows	Climb Walls	Level	Move Silently	Hide in Shadows	Climb Walls
1 <sup>st</sup>	15%	10%	85%	9 <sup>th</sup>	70%	56%	-
2 <sup>nd</sup>	21%	15%	86%	10 <sup>th</sup>	78%	63%	-
3 <sup>rd</sup>	27%	20%	87%	11 <sup>th</sup>	86%	70%	-
4 <sup>th</sup>	33%	25%	88%	12 <sup>th</sup>	94%	77%	-
5 <sup>th</sup>	40%	31%	90%	13 <sup>th</sup>	95%*	85%	-
6 <sup>th</sup>	47%	37%	92%	14 <sup>th</sup>	-	93%	-
7 <sup>th</sup>	44%	43%	94%	15 <sup>th</sup>	-	95%*	-
8 <sup>th</sup>	62%	49%	95%*				

The barbarian is assumed to be wearing leather armor, and no dexterity adjustments have yet been added. The table has been listed up to 15<sup>th</sup> level for ease of reference. \*No skill may be raised above 95%.

Barbarians in general detest magic & those who use it. They will, at low levels of experience, refuse to employ any sort of magic item if they recognize it as such. They will often seek to destroy magic items, and if successful they receive an experience-point award as if they created the destroyed items. While magic-users will be shunned initially, and always viewed with suspicion, clerical spells of the type used by shamans & witch doctors are not so viewed, though high-level clerical spells are suspect.

Due to their mistrust of magic, most barbarians shun using magical items created by mages. They do not use such items without a considerable reason. Magic items created by priests (preferably barbarian priests) are the exception & even these might be avoided by truly hard-line barbarians. Should a barbarian choose to carry magical items of any type, 6 are the maximum allowed to the class & only those useable by warriors.

Barbarians save as fighters of equal level, but gain the following bonuses to their saving throws: +4 vs. poison, +3 vs. paralyzation, death magic, petrification, and polymorph, and +2 versus rod, staff and wand & breath weapon, +2 vs. fear, pain, and stunning. Barbarians gain no benefit to their saving throw versus spell at start, but gain a +1 to such saving throws for every 4 levels attained (rounding down). In addition, this progressive bonus vs. spells grants a Barbarian a 5% chance for every 4 levels of experience (rounding down) to resist spells & psionic powers that normally allow no save. These bonuses are *doubled* vs. magical or psionic fear effects. Hence, an 8<sup>th</sup> level Barbarian would have a 10% chance to avoid damage from *magic missiles* or an *ice storm* (20% to negate *phobia amplification* or a *phantasmal killer*). Unlike the special save provided by a *scarab of protection*, this chance to resist spells that allow no save cannot be increased by any means, with the exception of tribal relics that grant a saving throw bonus (DM's discretion as to whether such items exist in his campaign).

Every barbarian possesses the following as bonus NWPs. These proficiencies are generally not usable (certainly not to their fullest potential) in areas which are unfamiliar to the barbarian, although the skills can be applied to a new locale with differing flora, fauna, and climate, after about 1 month of continual exposure to the new area.

- Survival: Barbarian has necessary skills for survival in wild, including hunting, animal trapping, food gathering, shelter building, body covering, and fire building.
- Outdoor Craft: Includes plant & animal detection as a 3<sup>rd</sup> level druid, direction determination (as Direction Sense), & ability to predict weather (as Weather Sense).

- Tracking: A barbarian's tracking skill is equal to that of a ranger of the same level, but a barbarian may only track in the outdoors.
- First Aid: This allows the barbarian to bind wounds, set broken bones or sprains, and concoct natural antidotes & cures for diseases. This means the PC immediately regains 1HP, and thereafter he regains HPs at twice the normal rate. I.e. regaining 2HPs per day if resting, & 1HP per day even if active & adventuring. The PC can

Finally, a barbarian may have 1 or more of the following NWP depending on the locale or culture from which she originates. The DM, according to the nature of the campaign, determines which NWPs are applicable.

- Animal handling: The barbarian can handle & domesticate wild animals. Usually this is restricted to dogs, but could possibly include animals such as wolves, large birds, giant lynxes, etc.
- Horsemanship: The barbarian is skilled in using her horse in combat, and this ability could include the handling of draft teams.
- Long distance signaling: The barbarian is capable of using the signaling methods of her native land (including such things as drums, smoke, or mirror flashes) to communicate over long distances.
- Small craft, paddled: The barbarian is skilled in the building & use of small canoes & hide boats.
- Running: This skill enables the barbarian to move at full speed (twice normal movement rate) for no less than 3 full days before having to "rest" by spending a day moving at normal rate. Similarly, endurance will be twice normal for movement situations.

The DM can tailor his barbarians to fit his campaign. Not only does the native area determine initial weapons known, but it also serves as a base of judgment for the use of NWPs. These NWPs are severely limited outside the native territory of the barbarian, until the PC becomes more effective with his or her abilities by gaining familiarity with the new area. The following NWPs are not limited (unless they duplicate what has already been mentioned above).

Bonus Proficiencies: Endurance

Preferred Proficiencies: Acute Hearing, Animal Lore, Awareness, Boating, Chanting, Dancing, Direction Sense, Distance Sense, Drinking, Eating, Excellent Vision, Foraging, Hunting, Immovability, Intimidation, Jumping, Lightning Reflexes, Navigation, Night Vision, Riding (Land-based), Running, Seamanship, Signaling, Sixth Sense, Survival, Swimming, Tannery, Tracking

Forbidden Proficiencies: Reading/Writing, any proficiency from the Priest, Psionist, or Wizard list that is not also on the Warrior list.

Barbarians are traditionalistic to a fault, and they must select *all* initial WPs & NWPs from those listed here as their 'preferred' skills. In addition, a Barbarian must spend *double* the normal number of proficiency slots to learn the use of any weapon not listed above. Barbarians cannot make use of specialization of any sort, nor can they take proficiency in weapon groups. Barbarians are also unable to attempt weapon special maneuvers that might be considered 'civilized' (e.g., parrying, disarming, fending, feint).

The Barbarian Horde: Barbarians do not construct castles of the normal sort, and do not gain followers as fighters do. However, upon reaching 9<sup>th</sup> level, a barbarian can demand the right to lead a barbarian horde. This can be done no more than once per year & the horde can only be summoned in the native territory of the barbarian, from among barbarians of his background. Cavemen, dervishes, nomads, and tribesmen are considered barbarians. A barbarian horde can number as many members as its leader's experience-point total divided by 1000. Thus, a barbarian who has just reached 9<sup>th</sup> level can gather a 500-member horde, and one who has just reached 10<sup>th</sup> level can have a 900-member horde.

A horde takes a week to gather in the barbarian's home territory. They must also have a stated purpose, such as "Tear apart the College of Magic in Arcana City brick by brick" or "Rescue Princess Madelyn from the Storm Pirates" or "Serve under Goodbar the Cleric in his battle against the infidels". Deviating from the proclaimed purpose by the horde or its leader may cause the horde to disband, at the DM's option. Members of disbanded hordes will return by the quickest & safest route to their homelands.

A barbarian horde can only be kept together for as many weeks as the barbarian leader has levels of experience. At the end of this time, the horde is usually disbanded. Exceptions may be made if large amounts of treasure are distributed to the members, the leader has an effective Charisma of 23 or more with respect to other barbarians, the leader of the horde is a tribal leader as well, or if an unattained goal is in easy reach. Each of these special circumstances which apply would extend the duration of the horde by 1-2 weeks at most. A tribal leader who has his horde disband beneath him will not receive a warm welcome the next time he returns to his homeland.

In addition to the normal barbarians in the horde, the leader of the horde will gain 2 aides, each of a level equal to one-half of the leader's level (rounded down). Each aide will have 2 assistants of one-half the aide's level. An 8<sup>th</sup> level barbarian would therefore have a horde of 250 men plus two 4<sup>th</sup> level aides & four 2<sup>nd</sup> level assistants to those aides. The horde may include shamans, witch doctors, or clerics, depending on the nature of the barbarians. Barbarian shamans & witch doctors gain Wisdom bonuses & may use magic items of any sort as applicable. Normal clerics will have full spell capability but in all cases barbarian ability-score statistics apply. Barbarian clerics are always NPCs.

### Weapons & Equipment

Because most primitive societies lack the technology to mine ore & produce metal (with a few exceptions), barbarians rely on weapons & equipment made of wood, stone, and other natural materials. Their ignorance of sophisticated craft skills – carpentry, cobbling, and engineering - limits the quality & variety of their goods.

This section describes the armor, weapons, and clothing available to barbarians, along with some new magical items. Most barbarians have access to all this equipment, though the DM may impose restrictions. An arctic barbarian may be forbidden from using flint weapons if flint isn't available in his homeland. A desert barbarian may be banned from wearing armor made of fur.

Tools & household goods aren't discussed here. It may be assumed, however, that most barbarian societies have a reasonable number of common items, such as torches, scrapers, and bowls. Of course, many items listed in the *PHB* are unavailable in any form, including those made of silk, paper, or glass.

In the outworld ("civilized" world), a barbarian continues to favor items similar to those in his homeland. He uses daggers of bone, not steel. He prefers a lizard-skin loincloth to one made of velvet. He would rather drink from a monkey-skull bowl than a crystal goblet. He is baffled, even intimidated, by mirrors, girdles, merchant's scales, and other outworld inventions.

### Using Outworld Items

Will a barbarian ever use an item not associated with his culture? No hard & fast rules prevent barbarians from using whatever they like. In theory, at least, a steel knife is no more difficult to wield than a bone dagger. In addition, anyone with a modicum of common sense can learn to use a spyglass.

However, to preserve the integrity of barbarian PCs & keep them distinct from standard fighters & clerics, the DM will discourage them from using outworld items. He can accomplish this in several ways:

- Cultural taboos. Tribal tradition obliges the barbarian to use items only available in his homeland.
- Superstition. Fear of supernatural retribution compels the barbarian to avoid outworld goods. Wielding a steel spear or carrying a mirror risks the wrath of angry spirits.
- Ability check & attack-roll penalties. Suggestions appear in the "Forbidden Armor" & "Forbidden Weapons" sections below.

In all cases, adjudicate equipment restrictions with common sense. A barbarian dangling from a cliff probably won't refuse to grab a rope just because it's made of hemp, nor does he turn down a chunk of venison because the deer was killed with a steel sword.

### Values

Because of their crude materials & primitive craftsmanship, barbarian versions of items from the *PHB* equipment lists are worth only a fraction of their outworld values. Most barbarian equipment is worth 10-50% less than the *PHB* prices. A small barbarian tent might be worth 1 or 2gp, a barbarian raft as little as 10gp.

Food items generally have the same value. A pound of outworld salt & a pound of barbarian salt can both fetch 1sp. Rare foods, however, may be worth many times their listed values; a pound of pecans from a remote jungle might be worth as much as 5gp.

Barbarian items made of valuable materials, such as ivory or obsidian, may bring more than their outworld equivalents. An ivory signal whistle may be worth several gold pieces. Likewise, collectors may pay inflated prices for items with exotic decorations; a clay bowl may be worth only a few coppers but intricate designs may boost its value to 10gp or more.

### Armor

Without metal to make armor, barbarians must make do with animal products – mainly skins, furs, and hides. They prefer lightweight, loose fitting armor that's easy to don & doesn't inhibit movement. Despite the crude design and often, haphazard construction, barbarian armor provides a dependable defense against the perils of the wilderness.

Following are descriptions of the most common styles of barbarian armor. For convenience, outworld names are used, though the barbarian versions differ in materials & appearance. Note that these armor types have relatively low Armor Class. None has an AC better than 6, which makes barbarian adventurers more vulnerable to damage than their outworld counterparts. Of course, some barbarians shun armor altogether; a Forest Lord or Plainsrider wearing nothing but a loincloth will have a base AC of only 10. To increase a barbarian's

also bind wounds to prevent further loss in HPs of other PCs. Such "first aid" restores 1HP immediately, and then increases hit-point recovery by 100% if the PC continues to administer aid & cures. When dealing with natural poison & illness, the PC has a 10% chance of effecting a cure. If the poison or disease is known, this chance of success rises to a percentage equal to 50 plus the victim's constitution score.

- Small craft, rowed: This skill includes the building of wooden boats & the rowing and/or sailing of these boats.
- Sound imitation: The barbarian with this skill can mimic various sounds, including bird or animal calls, either for the purpose of luring those creatures or for signaling.
- Snare building: This skill allows the barbarian to construct deadfalls, pits, and other traps for large & even very large animals & like creatures.
- Native territory: Many of a barbarian's abilities depend on the native territory of the PC. It is mandatory that barbarian PCs come from some out-of-the-way barbaric state or area within the campaign. Typically they are cavemen, dervishes, nomads, or tribesmen. Only such uncivilized backgrounds can generate the necessary surroundings to produce individuals of the stock from which barbarian fighters would be drawn.

chance of survival in the outworld, the DM may wish to make available one or more of the magical AC improvements from the “New Magical Items” list at the end of this section. These items may be lucky discoveries, rewards from grateful NPCs, or gifts from the gods.

#### Padded (AC 8)

The barbarian equivalent of padded armor consists of one or more layers of animal skins or furs. A bear skin may be slit in the center to make a hole large enough for the wearer’s head then slipped over the shoulders. Pelts of small animals, like raccoons & weasels, fastened together with strips of gut, make a garment resembling a tunic. Thick sections of wool secured around the chest with leather bands make a crude vest. Lion-skin shawls, hoods made of wolf pelts, and mastodon capes also provide protection.

Making this style of armor requires little expertise, and the raw materials can be found just about anywhere. Fur tends to be thickest during the winter, but quality pelts are generally available at any time of year. To minimize damage to the fur, the carcass should be cut along the belly, from the tail to the throat. The skin is peeled away from back to front, then stretched over a branch or flat stone, fur side in. After the fur dries for 2 or 3 weeks, the remaining flesh is scraped away. The pelts are then trimmed, cut up, and tied together to make the desired garment.

Though easy to make, fur armor is bulky & hot, uncomfortable even in the best of conditions. Worse, it soils easily, attracts lice & insects, and eventually wears out. As shown in the table below, different types of fur wear out at different rates. Furs of low durability (short hair, easily shed) last only a few weeks. Moderately durable furs (rich hair, reasonably long) may last a few months. Furs of high durability (coarse hair, thick & stiff) last up to a year. Furs wear out faster if not cared for (they must be kept clean, and occasionally brushed with stone or bone combs) or subjected to extreme stress (high temperatures, insect swarms, and rainstorms).

#### Fur Durability

Quality	Type
Low	Sheep, goat, rabbit, rat
Moderate	Weasel, lion, fox, owlbear, dog, wolf, leopard, buffalo
High	Mink, beaver, muskrat, raccoon, seal, skunk, bear, mastodon, lynx

If the DM judges that a set of armor made of fur or skins have worn out, its Armor Class drops to AC 9. If the armor isn’t abandoned within a reasonable amount of time, it continues to rot, shred, and tear until useless (it provides no protection). If the barbarian stubbornly hangs on to it, the rancid garment reduces his Charisma & his saving throws against disease & disease-causing spells by -2. The stench also increases the likelihood of attracting predators.

#### Leather (AC 8)

Leather armor, made from treated animal skins, takes the form of simple tunics, cloaks, and vests, roughly shaped to conform to the wearer’s body. If a piece of leather is large enough, the wearer may slit it in the center, then slip it over his head to hang over chest & back. Alternately, a large piece may be secured with leather straps across the wearer’s shoulder or around his waist. Small pieces may be gouged with holes, then attached to each other with leather strips, lengths of gut, or tough vine. Barbarians occasionally wear a layer of animal fur under their leather armor for comfort & warmth.

Any animal with skin thicker than that of a man is a potential source of leather. Cattle & deer are common sources, but horses, camels, hogs, goats, and sheep are also used.

Primitive leather making begins with the removal of hair & flesh from the skin. Skins are piled in stacks & left in the sun. In a few days most of the flesh rots away, taking much of the hair with it. The remaining flesh is scraped away with knives or sharp stones. Soaking the skins in water removes the last of the flesh & washes off dirt & dried blood. A mixture of nuts, leaves, wood, and herbs boiled in water creates a thin paste that hardens the dried skins & inhibits further rotting. To prevent cracking, a barbarian oils the skins with animal fat or smeared with brain matter. Finally, the skins are smoked over an open fire or placed in a cave with smoldering logs; smoke toughens the skins & gives them a pleasing scent.

Though leather armor is stiff & scratchy, it’s much lighter than padded armor & therefore more comfortable to wear. It’s also quite durable. If kept clean & in good repair, leather armor should last a year before wearing out. Frayed or torn leather armor has AC 9; once damaged, it becomes useless within a few weeks.

#### Studded Leather (AC 7)

Studded leather armor comes from the same types of animal skins as regular leather. Because the skins must be soft in order to affix the studs, herbal hardening agents aren’t applied, nor are the skins smoked. The studs consist of sharp pebbles, small bones, or bits of stone, inserted through the back of the garment. Studs can be secured to the skins with gelatinous glue made from crushed bones & fish scales boiled in water.

Though studded leather provides more protection than padded armor or standard leather, it’s cumbersome & heavy. It wears out quickly, lasting no longer than padded armor made of Low-durability fur. The holes for the studs weaken the leather’s natural strength, and sooner or later, the holes widen & the studs fall out.

#### Bone Armor (AC 7)

This is essentially bone fragments strung together with pieces of leather. Bone armor is typically worn over a suit of leather armor, with the bones secured over the leather to prevent them from sliding around too much during combat.

Larger animals are preferred over smaller ones when creating a suit of bone armor. Smaller bones are used to cover the arms & legs, while the larger bones are used to protect the chest & back.

#### Wood Armor (AC 6)

Strips of wood are attached to an undercoat of leather for this armor. The wood is first carved & treated with oils to increase its durability; this process typically takes 2 weeks or more, depending upon the amount of carving & shaping done to the wood. This wood is attached to the armor with bone spikes, leather strips, or with some other natural material.

This armor requires almost constant upkeep, and numerous natural disasters, ranging from fire to termites, can quickly render the armor unusable. After a battle, the wood needs to be treated with preserving oils to seal the wood against the elements.

While some suits of wood armor last several years, a barbarian adventurer can expect such armor to last 1d4 months. Depending upon the activity of the barbarian, this time could be drastically altered to one extreme or another. Barbarian adventurers who are in one pitched battle after another might consider themselves fortunate if their armor lasts 1 month. Advisors to their tribal chieftain who never see battle may keep a suit for several years.

#### Hide (AC 6)

Hide armor is made from animals with thick, tough skins, such as elephants, rhinoceroses, sharks, and alligators. Large pieces are worn intact, draped across the body, or secured with leather straps. Smaller pieces may be tied or stitched together to make crude tunics, leggings, vests, and robes.

Members of a tribe often wear the same type of hide to denote allegiance to a deity or identification with a particular creature. Swamp barbarians may wear nothing but alligator hide; worshippers of an elephant god may wear only elephant. Further, some tribes decorate their hide armor with grisly trophies like scalps, teeth, claws, or entire heads. These decorations don’t affect the Armor Class of the hide, but instead are displayed to show off kills or demonstrate ferocity.

Hide armor is made more or less the same way as leather armor. The hide is stripped from the carcass, then left in the sun until the flesh rots away. After it’s washed & shorn of excess hair, the hide is oiled with fat or smeared with animal brains. To toughen the hide & prevent decay, it may be soaked in a mixture of water & wood (oak, chestnut, mangrove, and hemlock are preferred).

However, even with meticulous preparation, hide armor eventually begins to smell like rotten meat, particularly during warm weather. Although the wearer may get used to the smell, his companions may find it disgusting. Strangers may refuse to have anything to do with him. Hide armor made by a barbarian begins to smell in few months, sooner in hot climates. Until the wearer replaces his rotten armor, he suffers a -2 penalty to his Charisma score.

Equally bothersome is the weight of hide armor. Even the strongest PC strains under its bulk & requires frequent rests. To minimize fatigue, the wearer might have to remove his armor when traveling or camping.

Despite these drawbacks, hide armor remains a popular choice for barbarians. It provides a better AC rating than padded or leather armor & is just as easy to make. It’s exceptionally durable, lasting a year or more if given proper care. Moreover, some believe that the spirit of an animal watches over whoever wears its hide, granting strength & courage in times of stress.

*Preferred Animal Bonus:* The DM may designate a particular animal as a preferred source of hide armor in the barbarian’s homeland, such as an alligator or elephant. If a barbarian kills the preferred animal by himself, then makes armor from its hide, the armor grants him the effects of a *bless* spell. When wearing the armor, his saving throw rolls made against fear effects are raised by +1, and he gains a +1 bonus to all attack rolls. These bonuses aren’t transferable; if anyone other than the barbarian wears the hide, it acts as normal hide armor. If the barbarian loses the hide armor, he may make a replacement that grants the identical bonuses, providing he single-handedly kills another animal of the same species.

#### Shields

To a barbarian, a shield may be any object he can hold in front of him - a tortoise shell, a dragon scale, or a slab of stone. Such improvised shields, however, are problematic, as they’re awkward to carry & often quite heavy.

Most barbarians prefer hand-made shields, usually consisting of frames of wood or bone covered with hide. A stick wedged inside the frame serves as a handgrip. Hand-made shields tend to be small, rarely more than 2 or 3 feet in diameter, so they don’t interfere with hunting & running.

### Forbidden Armor

If he has no firm cultural restrictions & the DM doesn't object, a barbarian may experiment with chain mail or other armor types normally unavailable to him. However, the barbarian may find metal armor so cumbersome that it inhibits his concentration & physical skills. To simulate this discomfort, the DM may impose some or all of the following penalties:

- His movement rate is reduced to normal for his race.
- The barbarian suffers all effects to his abilities for the armor worn as detailed in The Complete Thief's Handbook. For example, a barbarian wearing chain mail suffers a -40% penalty on his climb walls rolls, as well as reducing his jumping abilities.
- He suffers a -1 penalty to all attack, damage, ability & NWP rolls. If the barbarian persists in wearing forbidden armor, the DM may boost these penalties by -1 every few days, to a maximum of -3.

### Clothing & Body Decoration

Barbarians use skins & furs for clothing as well as armor. Hides may be chewed to make them soft & flexible, a process that can take several weeks. Smoking the hides or soaking them in herbal brews prevents rot. Animal skins may be cut with daggers or sliced with serrated stones. Bone slivers serve as crude needles, sinew strips as thread.

Sheep produce wool, which can be made into felt. Piles of wool, weighted by large stones, shrink & compress until the material becomes flat, dense, and smooth. The raw felt can be cut into patterns with any edged tool. Felt clothing is surprisingly durable, because it doesn't unravel.

Primitive weavers make a coarse thread from wool & a pair of sticks. The weaver winds a strand of wool around the shorter of the 2 sticks, called the spindle. The other end attaches called the distaff. The weaver holds the spindle and spins the dangling distaff, which twists the strand into a thick cord.

Some barbarians make clothing from vegetation. Plant fibers, such as those from flax stalks, can be spun into linen thread with spindles & distaffs. Broad leaves & long grasses may be tied together or sewn with vines. Inner layers of tree bark are softened by soaking them in water, then pounded with stones to make them as flat as parchment. At best, clothing made from leaves & bark lasts only a few weeks, but it's easy to replace.

A typical barbarian wears the same clothing every day. In extreme climates thick fur or layered skins provide warmth; black garments, which absorb sunrays, are particularly valued in the arctic. Desert barbarians prefer wool garments that absorb perspiration & help keep the body cool.

For male barbarians in tropical lands, a simple loincloth made of leather or fur may be all the clothing they need. A female may wear a *shenti*, a single-piece garment that wraps around the waist & chest.

Crude tunics are popular in temperate climates. A typical tunic is made from a rectangular section of fur or leather about half again long as the wearer's body, cut, folded, and strapped as described under "Armor" above. In cooler climates, a barbarian may also wear a shaggy skirt called a *kaunake*, made from wool or fur, which hangs nearly to the ground. Fringes added to the edges of garments prevent them from unraveling.

Simple shoes, necessary in environments with hot sand or rocky soil, are constructed from pieces of hide strapped to the feet with vines or leather strips. Some island barbarians wear leather sandals called *pampootie*, waterproofed with waxy plant fibers. A basic moccasin consists of a square of soft leather folded around the foot & tied to the ankle. Primitive boots are made from sections of leather wrapped around the leg up to the knee; layers of hide or skin under the foot serve as soles.

Occasionally, a barbarian augments his everyday clothing with a special piece to celebrate victory over an enemy or to curry the favor of his gods. He may don a fox fur that he believes will increase stealth, or put on a necklace of wolf ribs to honor the death of a comrade. He wears the piece for a fixed period - say, from dawn to sunset or until the next full moon - then hides it, destroys it, or gives it away.

Barbarians usually let their hair grow long & shaggy. It bunches around their shoulders, often reaching their waists. Unless forbidden by custom or religion, men wear full beards. If the hair becomes a nuisance, it may be braided, knotted, or shorn with a dagger.

Most barbarians enjoy bright colors, and are eager to trade dull gray elephant hides for blazing orange tiger skins. They make dyes in primary colors - red, blue, and yellow - from flower petals, clays, roots, and berries. Barbarians not only color their clothes, but they decorate their bodies as well, painting their skins in gaudy patterns. Body paint often denotes status within the tribe; bright yellow lips may indicate the senior cleric, blue splotches on the chest & arms may designate warriors of exceptional skill. To frighten their enemies, they may paint their faces white and streak their mouths with red to represent bloody skulls. Some barbarians use body paint to make themselves attractive; what woman could resist a man with yellow fingers, red thighs, and blue cheeks?

Tattooing is also popular, particularly among mountain & plains barbarians. They pierce tiny holes in their skins with bone needles, then fill the holes with vegetable dyes. Some cover every square inch of exposed of humans, animals, and monsters. Tattoos may symbolize authority (the chief wears a tattoo shaped like the sun on his chest), honor success in war (a fighter tattoos his arms with 2 parallel slashes for every enemy he kills), or indicate marital status (a married man inscribes his forehead with a blue circle).

Many barbarians adorn themselves with crude jewelry. Bone pendants are common, as are necklaces made of seashells, the vertebrae of small mammals, and the teeth of predators. Fish spines make good hairpins; so do parrot feathers & rose thorns. Armbands may be made of snakeskin or raccoon tails. Barbarians may pierce their noses or lips with small bones, elongate their earlobes by attaching heavy stones, decorate their faces & chests with scars, or stretch their necks with wooden rings.

### Weapons

Barbarians use as weapons any natural objects that can inflict damage. The leg bone of an elephant serves as an effective club. A crocodile rib may be wielded as a dagger. In a pinch, a barbarian can always throw rocks or pummel an opponent with his fists.

Manufactured weapons, deadlier & more reliable, require a bit more inventiveness. To make a hand axe a barbarian secures a sharp stone to a stick with leather straps. A bow can be made from a flexible branch strung with a taught section of gut.

Regardless of whether a weapon is manufactured or improvised, it must be made of materials available in the natural environment. The most common materials are wood, bone (including claws & teeth), and stone. Barbarians prefer quartz & quartzite to granite, as granite tends to crumble. Ivory is highly desirable but hard to find. Perhaps the best mineral for weapons is obsidian; it's quite strong & can be worked into a variety of shapes without crumbling. However, like ivory, it's rare.

Many barbarians favor flint, especially for slashing & piercing weapons like knives & spearheads. Flint is not only as hard as granite but its even grain easily chips into fine edges & sharp points.

Because of their crude materials & craftsmanship, barbarian weapons tend to be less valuable than their outworld counterparts. At the same time, they're lighter & easier to carry. The following table lists the weight & outworld value of barbarian weapons, expressed as a percentage of the corresponding figures from the PHB. A bone harpoon, for instance, weighs 3lbs (50% of the PHB weight) & is 6gp (30% of the PHB value).

Keep the following in mind when designing barbarian weapons:

- Not every type of material can be made into every type of weapon. Ivory arrowheads & bone daggers are acceptable, but obsidian bows & granite blowguns are unlikely. The DM may veto any weapon he deems inappropriate.
- If a weapon consists of more than one type of material, use the most prominent material to determine the weight, and the most valuable material to determine its value. For a spear with a wooden shaft & an obsidian point, use the wood to determine the weight and the obsidian to determine the value.
- These tables list approximate values only. The DM may decide that a finely crafted stone knife is worth just as much as a steel knife. Weapons made of ivory & ornamental stones may be worth several times as much as their listed values, particularly larger weapons such as clubs & spears.
- Gems & precious minerals may also be used e barbarian weapons, which increases their value substantially. An amber dagger may be worth 100gp, a diamond arrowhead 1000gp or more.

### Weapon Materials

Material	Value	Weight
Iron or steel*	100%	100%
Wood	10%	50%
Bone	30%	50%
Ivory	200%	50%
Common stones	50%	75%
Flint	100%	50%
Ornamental stones**	150%	75%

\* For reference only (metal generally isn't available in barbarian cultures).

\*\* Includes minerals such as quartz, quartzite, and obsidian, crudely cut.

Names of Weapons: To add flavor to combat encounters & help the DM keep track of which weapons are being used, barbarian weapons should include their raw materials as part of their names. For instance, a barbarian might wield a bone club, a flint axe, or an ivory spear.

Magical Weapons: Barbarian weapons may be enchanted. A barbarian may wield an ivory dagger +1, a bone axe +2, or any other magical weapon the DM cares to incorporate into his campaign. Remember, though, that a barbarian's cultural values may limit his access to magic.

### Forbidden Weapons

The DM may impose any of the following penalties when a barbarian uses a steel weapon or other weapons normally unavailable to him due to cultural or religious restrictions:

- Because of the weapon's weight, texture, and shape, the barbarian has difficulty making effective attacks. He suffers a -2 penalty to all attack & damage rolls. (If he likes, the DM may increase this penalty to -3 or -4.)

- The barbarian's gods may inflict any of the following punishments. His AC is reduced to 10 (regardless of armor worn), the weapon shatters on a natural roll of 19 or 20, a handheld weapon glows with a ghostly flame after 1d6 rounds of combat (inflicting an automatic 1HP of damage to the wielder every round thereafter).
- If the barbarian is a cleric, his deities may deny him access to spells above 2nd level or limit him to spells of a single sphere.

#### New Magical Items

The following magical items are intended for barbarians, but at the DM's discretion, other PCs may use them, too. These items are extremely rare & should turn up no more often than a typical item listed in the Miscellaneous Magic Tables.

A DM may forbid a barbarian from using a particular item if the raw materials aren't normally available in the barbarian's homeland, or the barbarian has cultural biases that restrict him from carrying certain objects. For instance, an arctic barbarian who's never seen flint may not be able to use a spirit arrow. A mountain barbarian who comes from a culture where eagles symbolize death might be afraid to carry a spear of the eagle.

**Fish Dust (200 XP):** A handful of this dust may be sprinkled over any 10' radius area of a lake, river, or ocean. If any fish are below, the dust paralyzes them & causes them to rise to the surface, making them easy to harvest. The dust affects up to 10HD worth of aquatic creatures that have animal intelligence or less. No single creature can have more than 1HD. Once the fish surface, the paralysis persists for 4d4 rounds.

**Mask of Beastliness:** Carved from wood & colored with dyes, the mask of beastliness resembles an animal head with grotesquely exaggerated features. The DM may choose the type or roll 1d10 on the table for a random determination.

A mask of beastliness covers the wearer's entire face, secured by a leather strap around his head. The wearer sees through a pair of eye slits & breathes through holes in the nose. If the wearer presses the mask against his face for 5 consecutive rounds, it fuses with his flesh. The mask becomes animated; transforming the wearer's head into the head of the animal it represents. The mask lets the wearer make a special attack, as described in the table; he may make this special attack in place of any attack he's normally allowed.

A mask of beastliness can be activated for 1 hour per day. The wearer deactivates the mask by slipping his fingers under the chin area & gently pushing it away from his face, a process taking 1 round; the mask can't be reactivated until the following day, even if a full hour hasn't yet expired. While using an activated mask of beastliness, the wearer can't speak, eat, or cast spells with verbal components; he continues to breathe normally through his nose.

#### Mask of Beastliness

d10 Roll	Animal Head, Damage, and XP
1-2	Raven (bite: 1d6+2 damage; XP 500)
3-4	Wild stag (horns: 2d6 damage; XP 700)
5-6	Lion (bite: 4d4 damage; XP 800)
7-8	Rhinoceros (horn: 3d6 damage; XP 1,000)
9	Buffalo (horns: 2d10 damage; XP 1,200)
10	Cobra (bite: 1d3HPs of damage; venom results in death 2d4 rounds after a strike unless victim saves vs. poison at -2, in which case he suffers only 10HPs of damage; XP 2,000)

**Potion of Pebble Flesh (1,500 XP):** The user rubs his entire body with this greasy potion before he goes to sleep. When he awakens, his skin has become rough & lumpy as if it were made of pebbles, and colored a dull green.

The pebble flesh improves the user's natural Armor Class by +4; a human's AC is boosted from 10 to 6. The effect is cumulative; a human with pebble flesh wearing leather armor has an effective AC of 4. Pebble flesh lasts for 1-4 Weeks.

Because of pebble flesh's rough texture & odd appearance, the user also suffers the following penalties:

- His movement rate is reduced by 1/3.
- He cannot swim. The extra weight of the pebble flesh pulls him down, as if he were wearing metal armor.
- His Dexterity & Charisma checks are made at a -2 penalty.
- He is vulnerable to *stone shape* & any other spells that affect stone. (*Stone to flesh* negates pebble flesh, causing the skin to revert to its normal form.)

**Pouch of Protection:** This is a pouch the size of a man's fist, made from the hide of a particular animal. The DM may choose the animal from the table or roll 1d4 for a random determination. (The DM may use other animals if he likes, providing they have hides similar to the animals in the table.)

The pouch of protection contains products of the animal from which the hide was obtained, such as teeth, claws, powdered bones, and dried meat. The pouch is sealed with the products inside. The owner ties the pouch to his clothing, hangs it from his neck, or attaches it to his shield.

Every pouch of protection has its own hit point total. When a pouch is acquired, the DM determines its hit point total by rolling the indicated dice on the table. For instance, if a PC has a shark pouch, the DM rolls 8d8. This total should be noted on a scrap of paper.

A pouch of protection absorbs damage normally suffered by the owner. If the owner is a victim of a successful attack, the owner has the option of suffering the indicated amount of damage or saving vs. spells. If the saving throw fails, he suffers the indicated damage from the attack. If the saving throw succeeds, he suffers no damage; the damage is subtracted from the pouch of protection's hit point total. (Example: An enemy makes a successful spear attack against Grog, calling for 5 points of damage. Grog makes a saving throw vs. spells. Grog's pouch of protection, made of shark hide, currently has a hit point total of 34. The pouch absorbs the damage, reducing its total to 29. Grog is unharmed.)

A pouch can't lose more HPs than its current total. In the previous example, if Grog's pouch had a current total of 3, the pouch would absorb 3 points & Grog would suffer the remaining 2 points.

All losses suffered by the pouch are permanent; it doesn't "heal", nor can it be repaired. When a pouch is reduced to 0HPs, it crumbles to dust.

A pouch of protection is effective against all forms of magical & non-magical attacks. However, it provides no protection against disease, poison, or any other attack form that inflicts cumulative damage over time.

**Spear of the Eagle (50XP per feather):** This resembles a normal wooden spear, with 4d6 eagle feathers (the exact number is determined at the time of acquisition) attached near the blunt end. When thrown, the spear of the eagle sprouts a small pair of wings in mid-flight, allowing it to unerringly strike its target, much like a magic missile. As with a magic missile, the target must be seen or otherwise detectable to be hit. Unlike a magic missile, a spear of the eagle can be directed to strike inanimate objects. The target suffers 1d8 damage. The spear of the eagle has the same range as a normal spear. After each strike, the spear of the eagle loses 1 of its feathers. When all of its feathers are lost, the spear loses its magical properties; it still functions as a normal spear. Feathers may not be reattached. A spear of the eagle only gains its magical properties when thrown. If used as a thrusting weapon, it functions as a normal spear. Successful thrusts won't cause it to lose feathers.

**Spirit Arrow (500 XP):** The spirit arrow consists of an arrowhead of white flint attached to a wooden shaft. It may be fired from any bow, and if the attack is successful the victim suffers 1d6 points of damage. Spirit arrows ignore various protection spells that seek to protect the target of the attack, such as *stoneskin*, *fire shield*, and others. In addition, Armor Class gained by magical means (armor, bracers of defense, rings of protection, cloaks of protection, etc.) is also totally negated. Only the actual AC of the target is used for determining attack rolls; a wizard wearing bracers of defense AC 2 & a ring of protection +3 is considered AC 10 for purposes of striking. Regardless of whether the spirit arrow strikes its intended target, the arrow is destroyed. Spirit arrows have no bonuses to hit save for any granted by the wielder from high dexterity, magical items, or other abilities.

**War Paint:** This magical paint increases the wearer's natural Armor Class. The amount of increase depends on the color of the paint, as shown in the table below. A human with a natural AC of 10 has an effective AC of 1 when wearing gold paint. The DM may choose a particular color, or roll 1d12 on the table for a random selection.

At least half of the user's skin must be bare to use war paint; in general, this means that his arms, legs, and head must be fully exposed. The paint must be applied to approximately 75% of the exposed skin. Additionally:

- If the user covers more than half of his exposed skin with a blanket, cape, or other garment, he loses the benefit of the war paint.
- The user receives no additional benefits from wearing armor. For instance, a PC may wear leather armor along with his war paint, but he only receives a bonus from one or the other (whichever is greater). If the armor covers more than half of his body, he can not benefit from the war paint. A war paint user may carry a shield, however, which boosts his AC by the standard +1 (a human wearing yellow war paint & carrying a shield has an effective AC of 5).
- If available, 2 colors may be combined; the effective AC is determined by adding the bonuses shown on the table. For example, a PC wearing white & red paint receives an AC boost of +8. In no case, however, can war paint produce an AC better than 0.

War paint lasts for 1d4 weeks. If the wearer or other PC with the artistic ability proficiency (with a specialty in painting) applies the war paint & makes a successful proficiency check the effects last for 2d4 weeks. War paint is unaffected by rain, extreme temperatures, or the normal wear & tear of the road. Dispel magic & similar spells, however, can render it useless.

#### War Paint

d12 Roll	Color	AC Boost	XP
1-3	White	+3	1,500
4-6	Yellow	+4	2,000
7-9	Red	+5	3,000

d12 Roll	Color	AC Boost	XP
10-11	Green	+6	4,000
12	Gold	+9	7,000

#### Pouch of Protection

d4 Roll	Hide Type	HP Value	XP
1	Boar	4d8	300
2	Crocodile	7d8	500

d4 Roll	Hide Type	HP Value	XP
3	Shark	8d8	600
4	Elephant	11d8	1,000





New Bard Interpretation by Devin Cutler & Dave Wolin

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Bards have always been an interesting but troublesome aspect of AD&D. The first versions of the bard, in 1<sup>st</sup> edition AD&D, were too hard to qualify for, and once attained, way too powerful for normal play. The 2<sup>nd</sup> edition AD&D bard is much better, but is still less a unique PC class than a mage/thief combination.

This new bard (based on an interpretation found in a *Dragon Magazine*) is not only a storyteller & entertainer, but also a jack-of-all-trades & a master of none. The bard can fight almost as well as a fighter, can cast mage & priest spells, can acquire thief skills, but can never do any of these functions as well as their specialized counterparts.

Ability Requirements: Strength of 9, Intelligence of 15, Wisdom of 12, Constitution of 6, Dexterity of 16, & Charisma of 15. Prime Requisites are Dexterity & Charisma. If both Dexterity & Charisma are 16 or above, the bard gains a 10% experience point bonus.

A bard needs the ability scores outlined above, as the bard is a PC class that caters to a group of people who make their way in life by charm, talent, and wit. A good bard should be glib of tongue, light of heart, and fleet of foot (when all else fails). A bard, by his nature, tends to learn many different skills. He is a jack-of-all-trades but a master of none, save the performing arts.

The alignment of a bard may be either Lawful Good, Lawful Neutral, Neutral, Neutral Good, Chaotic Good, or (rarely) Chaotic Neutral. Bards may never be evil, for such evil intent would pervade their songs & ruin the beauty inherent in them & would also alienate them from harmonizing with the spirits of the world.

Bards fight on the Rogue table. They may not specialize (or gain expertise) in weapons (although they may specialize in fighting styles).

Bards are limited to the following weapons (unless countermanded by a bard kit): Axes, clubs, daggers, knives, darts, hammers, javelins, maces, scimitars, slings, swords, spears, or bows (but not crossbows). They may wear padded, leather, or studded leather armor & may not wield a shield.

Bards gain weapon & non-weapon proficiencies as follows: 2 initial WPs (1 new WP every 4 levels), 3 initial NWP (1 new NWP every level). They suffer the same non-proficiency penalties as Rogues. All bards are presumed to have the NWP bundle as outlined in the Character Creation section. In addition, any further slots taken in the Musical Instrument NWP gain the bard twice the normal numbers of instruments playable. Bards have crossover NWPs in General, Rogue, Warrior, Wizard, & Priest proficiencies. Bards may gain other proficiency bonuses depending upon what Bard kit they choose.

Bards are jacks-of-all-trades. This comes from the need to portray various roles during acting, from the lore contained in tales, poems, and songs, and from interacting with a great many other persons & cultures. Even though a bard gains another NWP every level, in order to simulate a bard's master-of-none philosophy each new NWP slot gained by a bard (except for those on levels evenly divisible by 4) must be placed into an entirely new NWP. Thus, a bard will tend to know a lot of skills, but will be great at few of them.

In addition, bards can use NWP slots to learn Rogue abilities. The abilities learnable include Bribe Official, Climb Walls, Detect Noise, Escape Bonds, Pick Pockets, Read Languages. Each costs 1 slot to learn & that slot gives the bard base ability (as per the Rogue class) plus racial & Dexterity bonuses. Thereafter, the bard increases each skill learnt at 4% per level.

A Bard makes saving throws as a Rogue.

Bards also have magical powers. These powers, which are not exactly spells or prayers but closely duplicate the effects of both, stem from the bard's ability to use his music to harmonize with the world around him. Such harmonization allows the bard to tap into the latent powers residing in the natural world, within the bard himself, or within any other beings, including spirits. Thus, bardic spells are known as songs. Bards learn songs in much the same way wizards learn spells, except that bards memorize their songs and, therefore, do not keep a songbook. All songs have verbal components. Where a spell also has a somatic or material component in its priestly or wizardly analogue, the song instead requires the playing of an instrument. This instrument can be of any sort the bard chooses, and may vary from casting to casting as the bard wills. Needless to say, the instrument is not destroyed upon casting of the song. Songs require the same amount of time to play & have the same effects as the analogous spell. See Magic section for more details on Bardic Magic.

Level	Experience	Hit Dice (d6)	L1	L2	L3	L4	L5	L6	Charm %	Read/Lore %
1	0	1	1	-	-	-	-	-	10	0
2	2,000	2	2	-	-	-	-	-	15	5
3	4,000	3	2	1	-	-	-	-	20	10
4	8,000	4	3	2	-	-	-	-	25	15
5	16,000	5	3	2	1	-	-	-	30	20
6	32,000	6	3	3	2	-	-	-	35	25
7	64,000	7	4	3	2	1	-	-	39	30
8	125,000	8	4	3	3	2	-	-	43	35
9	250,000	9	4	4	3	2	1	-	47	40
10	500,000	10	4	4	3	3	2	-	51	45
11	750,000	10+2	5	4	4	3	2	-	55	50
12	1,000,000	10+4	5	4	4	3	3	-	59	54
13	1,250,000	10+6	5	5	4	4	3	1	62	58
14	1,500,000	10+8	5	5	4	4	3	2	65	62
15	1,750,000	10+10	5	5	5	4	4	2	68	66
16	2,000,000	10+12	6	5	5	4	4	3	71	70
17	2,250,000	10+14	6	5	5	5	4	3	74	74
18	2,500,000	10+16	6	6	5	5	4	3	77	78
19	2,750,000	10+18	6	6	5	5	5	4	79	82
20	3,000,000	10+20	6	6	6	5	5	4	81	86
21+	+250,000	+2HP	6	6	6	5	5	5	+2	+3

**Charm Percentage:** The singing & playing of a bard has a chance of charming most creatures. Creatures within 40' of the bard must be rolled for if they are not already associated with the bard, and those possibly affected (the bard must roll under his charm percentage) must save vs. Spells or be charmed & stand entranced for as long as the bard sings & plays. Note that even those creatures that save will listen to the bard's playing & singing for 1 full round. This charming is greatly lessened against creatures who perceive imminent danger against themselves or their comrades or against those involved in combat. For example, a bard's playing is unlikely to force a person to stop & listen while an avalanche of boulders is heading his way.

If a bard fails his charm percentage, the affected creatures will merely hesitate for 1 segment before ignoring the bard's playing. Needless to say, creatures, to be affected, must be able to hear the bard's playing & singing clearly.

Charmed creatures are subject to *Suggestion* (as per the spell) from the bard, and if the bard implants a *Suggestion* in his singing, the charmed creatures must save versus spells at -1 or be subject to the full impact of the *Suggestion*. Those who make their save are totally free of the bard's musical charming however. The charming can be attempted on the same creature only once per day. Loud noises will negate the charming, but not an already implanted suggestion.

Suggestions only work on creatures of low or greater intelligence that can understand the bard's words, while Charming works on creatures of animal or greater intelligence. Creatures that are deaf or immune to charm are unaffected by this ability.

Charming by a bard is exclusive of all other activities other than walking. If the bard begins to walk while charming, the charmed creatures will attempt to follow until they are forced to be farther than 40' away, at which time the charm will be broken. A bard must use both hands to play his instrument while charming.

**Read Language:** This is an important ability, since words are the meat & drink of bards. They have some ability to read documents written in languages they do not know via proficiencies, relying on words & phrases they have picked up in their studies, travels, & songs. The Read Language percentage gives the base percentage chance to puzzle out a foreign tongue and, if successful, also tells the degree of comprehension. Thus, a bard with a 5% Read Language who successfully rolls 01-05 will understand about 5% of the document being read, perhaps a key word or two.

**Lore:** Due to training, a bard has knowledge of many legendary & magical items after 1<sup>st</sup> level of experience, and this knowledge progresses upwards in level. If some legendary knowledge is appropriate & the die roll indicates that the bard has knowledge in the area, then this ability will deliver information similar to the *Legend Lore* spell. Without actually touching a magic item, the bard may determine the general nature & alignment of the item. This is due to study & knowledge of magical runes, styles, carvings, motifs, etc. Such items need not be touched but they must be examined carefully by the bard. See table to find what information is discovered (a bard gets 1 roll per level, duplicate rolls are re-rolled).

Lore Results

3d6 Roll	Information Gained	3d6 Roll	Information Gained	3d6 Roll	Information Gained	3d6 Roll	Information Gained
3	How many charges / uses left.	7	Name	11	Where it was made	15	General effects
4	Whether item is intelligent	8	Famous past owners	12	Who crafted it	16	How to activate it
5	Whether item(s) is cursed / evil	9	Age of item	13	Alignment of owners	17	Item type (as per DMG)
6	Value on the open market	10	What race created it	14	Who can use it	18	Let player read DMG entry

Other Abilities

**Influence Reactions:** The bard may, by playing his songs & by oration, influence the reactions of groups of NPCs. Such NPCs must be within comfortable earshot of the bard & not be involved in melee (or impending melee or impending danger). The bard may use whatever method is appropriate to the situation, whether a song, an inspiring poem, a fiery oration, etc. He then must roll under his Charm Percentage. If successful, the NPCs will be swayed somewhat towards the bard's point of view. Such a swaying generally includes either a bolstering or blunting of emotions or intentions. If the party were trying to convince a group of elves to join their cause against some orcs & the elves were undecided, the bard could sing an ancient song about the courage of elves & then deliver a speech emphasizing the evilness of orcs. If his Charm Percentage roll is made, the elves might be swayed to the party's cause & join in the orc hunt.

**Poetry:** The bard's poetic ability & battle cries raise the morale of associated creatures by 10%. It likewise can inspire ferocity in attack, so the THAC0 of all associates or allies within 240' decreases by 1. In addition, the poetry gives all associates & allies a +2 save bonus versus fear, submission, or similar attacks, which act to dishearten the individual. It requires 1 full round of poetics for this inspiration to take effect. While spouting poetry & battle cries, the bard can move, run, charge, ride, or engage in melee or missile fire but may not engage in any singing or casting of songs. This effect lasts for 1 turn at most. Thereafter, it may only be renewed once all current fighting stops (i.e. may be used once per battle).

**Negation:** A bard's singing & playing negates the song effects of harpies & prevents similar attacks relying on song. Such immunity affects the bard & all others within 30' of the bard. It will likewise still the noise of shriekers, for these creatures are soothed by the vibrations of the bard's voice or instrument. The songs of a bard will also give the bard & those within 30' a +1 save versus attacks based on sound, such as the wailing of a banshee or the roar of an androsphinx.

**Opposing Bards:** When 2 or more bards engage in a contest to charm or influence reactions, the percentage of the higher level bard is subtracted from the opposing percentage of the lower level bard & the difference is the new percentage for the higher level bard. Thus, bards of equal level completely negate each other's effects if opposed.

**Traveling:** A bard is useful to his party when traveling in the wilderness or while performing repetitive or menial labour. This is because his songs & stories make the labour or travel seem to pass by more quickly & enjoyably. Thus, an additional 20% of movement may be made per day if travel is by foot or an additional 10% per day if movement is mounted. Manual labour is increased by 10% from such efforts.

**Shape-change:** When a bard gains 11<sup>th</sup> level, he may shape-change as a druid of 7<sup>th</sup> level. This ability is gained because of the bard's unique harmony with nature.

#### Followers/Henchmen

A bard cannot employ henchmen or hirelings until 11<sup>th</sup> level, and then may only employ druids, warriors, or bards. Other than as a henchman, a bard will work with no other bards while adventuring. If, after 9<sup>th</sup> level, a bard builds a stronghold, he may attract 10d6 0-level soldiers into his service.

#### Magical Items

Bards may employ any magical weapons not specifically restricted to a single class (of course, the weapon must be of a type bards can normally use). They may wear magical armour of the type appropriate to their armour restrictions. They may also use all other magic items usable by Rogues, and may use a *Horn of Valhalla*. Bards have some different abilities with certain magic items, as seen below.

*Chime of Hunger:* When struck by a bard, this chime's cursed powers radiate out 60' + 10' per level of the bard.

*Chime of Interruption:* When used by a bard, affected spellcasters must roll their saving throws with a -1 penalty per 3 levels of the bard. Elven Minstrels disrupt any spell that they can themselves cast.

*Chime of Opening:* Bards can attempt to destroy locks, lids, doors, valves, and portals with this chime (in addition to its normal functions). The chance to destroy is equal to 5% per level of the bard. Thus a 6<sup>th</sup> level bard would have a 30% chance to destroy such an item. The maximum chance is 95%. Of course, if the bard doesn't want to destroy the item, he can use the chime normally.

*Drums of Deafening:* These drums are a pair of kettledrums, but bards can invoke the magic in each drum separately. If the left drum is struck, it causes those within 10' to be stunned for 2d4 rounds. If the right drum is struck, it causes all within 70' to be permanently deafened (a *heal* spell or similar magic is needed to regain hearing). Dwarven Chanters can double all areas of effect.

*Drums of Panic:* If a bard strikes these drums, the radius of the inner "safe zone" can be reduced to any desired measurement. Affected creatures suffer a saving throw penalty of -1 penalty per 3 levels of the bard.

*Harp of Charming:* Once per turn a bard is able to cause the harp to cast a *command* spell as a caster equal to the bard's level.

*Harp of Discord:* Unfortunately for bards, their greater musical talents cause the effects of this instrument to last for 2d4+2 rounds after the music stops. Jesters cause the effect to last for 2d4 turns.

*Horn of Blasting:* Bards are better able to play this instrument, so that there is only a 5% cumulative chance per day that the horn will explode. Furthermore, the listed "2% cumulative chance of the instrument self-destructing" is reduced to 1%.

*Horn of Bubbles:* Bards are actually able to use this cursed magical item to their advantage (once they determine what the horn is). When properly blown by a bard, the horn emits a cone of bubbles, 30' long with a 30' diameter end. Anyone caught in the bubbles is effectively blinded for 2d10 rounds unless he rolls a successful saving throw vs. breath weapon. However, there is a 5% chance that the horn backfires & sucks the bard through it, emitting him as a mass of bubbles. Once all of the bubbles pop (taking 2d10 rounds) the bard is irrevocably dead. Jesters have only a 1-percent chance of being turned to bubbles.

*Horn of Collapsing:* Bards have only a 5% chance of sounding the horn improperly. Dwarven Chanters never use this instrument improperly once they know the command word.

*Horn of Fog:* When this horn is blown, bards are able to create the typical fog, or they can create a region of magical rain. Rain can be very useful as a source of water, to put out fires, or to fill the bottom of a room with water. The rain will accumulate 1" of water per round in a 10' square.

*Horn of Goodness (Evil):* Unfortunately for many bards, sounding this instrument might produce an alignment change. There is a 50% chance that the bard becomes neutral evil otherwise he becomes neutral good. If the bard is already one of these two alignments, the horn functions normally.

*Horn of the Tritons:* Bards are able to sound this horn even though it isn't normally usable by rogues. Meistersingers & halfling Whistlers can use this magical horn twice per day.

*Horn of Valhalla:* At 5<sup>th</sup> level bards can sound the brass horn, at 10<sup>th</sup> level the bronze horn, and at 15<sup>th</sup> level the iron horn. Skalds can play any of these horns without penalty.

*Lyre of Building:* A bard can negate the effects of a *horn of blasting*, *disintegrate* spell, or the effect of up to 3 rounds of attack from a ram or similar siege item. This works once per day for every 3 levels of the bard. When the lyre is used to perform work, a bard is able to achieve the work of 100 men + 10 men per level of the bard. If a bard should happen to fail the false chord check, a saving throw vs. paralyzation is also allowed. Success indicates that the bard recovered from his mistake without mishap.

*Pipes of Haunting:* When these powerful pipes are blown by a bard, those who fail their saving throws vs. spell are affected as if subject to a *fear* spell. Those who succeed on the roll still suffer the -2 penalty to morale checks & a -1 penalty to surprise rolls. The bard can choose to use the pipes normally.

*Pipes of Pain:* Because of the musical skills of bards, all within 60' are subject to the magic of these pipes when played by a bard. Saving throws are rolled with a -1 penalty per 3 levels of the bard.

*Pipes of Sounding:* Bards are able to generate any sound with these pipes, up to & including the volume of 8 yelling men. The only limit is that the sound can't imitate any form of understandable verbal communication. Charlatans, however, can generate understandable communication.

*Pipes of the Sewers:* When played by bards, the pipes actually teleport the rats from some unknown location. Thus, a bard can summon rats even if he is in an area completely devoid of rats. Meistersingers can select whether giant or normal rats arrive, and have a +10% bonus to any control rolls.

*Armor of Command:* Bards wearing this armor are able to speak one *command* a day with the effects of the 1<sup>st</sup> level priest spell, *command*.

*Sword of Dancing:* Bards can release a *sword of dancing* on any round in which its plus isn't a 1 (e.g., round 2,3,4,6,7,8, etc.). Blades of 5<sup>th</sup> level or higher can release the weapon after the first round; it will fight on its own for a number of rounds equal to the Blade's level before returning for 1 round.

#### Reputation

So how good is a bard's performance? It depends partly upon his skill & level, but most importantly, upon his reputation. The songs of a famous skald hailing from the icy north are met with great anticipation & acceptance. An infamous blade known for his many assassinations draws just as large a crowd to his daring performances of weaponry. Reputation is an intangible aspect of any bard. As the bard travels the path of life, his reputation can grow into that of a great singing hero, it can be slandered so everyone thinks the bard is a cowardly oaf, or the bard's reputation can become an infamous cloak with which to frighten watchmen & thrill the crowds. When you first generate your PC, his reputation is based upon that of his family. From there, events & the way the bard is role-played continually adjust his reputation. Read on for the events that define a bard's reputation.

#### Following a Performer

A bard's reputation is a variable that can change in an instant. Furthermore, reputation varies from one village or town to the next. A bard's initial reputation applies to his hometown only. This is the center of the bard's reputation. Let's follow the development of the great Hanalacious' reputation. She put on her first public performance in Greyhawk City at the age of 16. First impressions are extremely important & vary uncontrollably depending upon the mood of the audience, season, local events, etc. After her first performance, Hana became a "noted" member of the entertaining class. To determine Hana's initial reputation, the following table was consulted.

Table 1: INITIAL REPUTATION

2d4 Roll	Index	Title
2	0	Unsung
3	1	Accepted
4	2	Known
5	3	Noted
6	4	Good standing
7	5	Liked
8	6	Well-known

Hanalacious was pleased with her initial reputation, but she had aspirations of greatness. She looked upon those great bards who were her teachers, and she envied the reputations they had built for themselves. Some were popular, some were celebrated, a few were even acclaimed by the citizens of Greyhawk, but Hana wanted to attain a revered reputation for herself.

Table 2: REPUTATION LADDER

Index	Title	Index	Title	Index	Title
0	Unsung	7	Admired	14	Illustrious
1	Accepted	8	Prominent	15	Eminent
2	Known	9	Distinguished	16	Acclaimed
3	Noted	10	Popular	17	Prestigious
4	Good standing	11	Reputable	18	Famous/Infamous
5	Liked	12	Honored	19	Renowned
6	Well-known	13	Celebrated	20	Revered

Reaching for a revered reputation would be a long & delicate process for Hanalacious. She would have to watch her every action & word, being careful to avoid entanglements with the law, yet helping those in need. Of course, all this would mean nothing if she didn't also put on frequent performances of her musical talents. Hana made a list of all the things that could both help & hinder her climb to fame on the ladder in Table 2. Among them she included the following:

Table 3: REPUTATION MODIFIERS

Last performance was:		Money spent on local appearance/reputation:	
within the week	+1	0% of income	-2
over a week ago	+0	10% of income	+0
over a month ago	-1	25% of income	+1
over 3 months ago	-2	50% of income	+2
over 6 months ago	-3	75% of income	+3
over 9 months ago	-4	90% of income	+4
Over a year ago	-5	Completed a local adventure	+1
Each attempt to publicly influence reactions:		Fulfilled a local quest	+2
That succeeds		Blamed for a violent crime	-2
Fails but no reaction adjustment		Convicted of a violent crime	-5
Fails and worsens reactions		DM's option	+/-5

Hanalacious realized that there are 2 types of reputable performers, both of whom draw large crowds: those who are famous & those who are infamous. The famous person is looked upon as a public hero, upholder of good, and a generally law-abiding citizen. The infamous performer is well known as a courser, a romantic thief who lives above the law & leads a high-paced, romantic life (e.g., Robin Hood). Of course, Hana decided to walk the path to infamy, realizing that there is a huge gap between an infamous performer & a violent bully, ruthless thug, or evil villain. Again, Hana made a list of those actions that gained a person the reputation of being infamous as opposed to those that gained a person their fame.

Table 4: FAME & INFAMY

Fame Scale		Infamy Scale	
Calmed a violent situation	+2	Blamed for a nonviolent crime	+1
Made a hostile person look foolish	+1	Avoided imprisonment	+2
Turned a crowd's mood against evil	+3	Escaped imprisonment	+3
Prevented a crime from occurring	+2	Make town watch look foolish	+1
Upheld a good person's reputation	+1	Created a political scandal	+3
Upheld what's right vs. adversaries	+1		

For a bard trying to become infamous, performing acts on the infamy list improve the chances for building his reputation, while performing acts on the fame scale decrease these chances. The opposite is true for a bard who is attempting to become famous.

A bard's reputation is adjusted only in 2 situations: when he increases in level, and when he puts on a significant public performance (in which case it is checked just as the performance begins). A d20 is rolled & any modifiers from the 3 preceding tables are applied to it only if the total is negative (if the net total modifier ends up being positive, it is simply ignored). If the result of the d20, adjusted by a possible negative modifier, is greater than or equal to the bard's current reputation, then the reputation increases 1 category. If the net result is a negative number, the bard's reputation is lowered by this amount (thus a net result of -3 would lower the bard's reputation by 3 places on Table 2). If the roll falls in between, nothing happens. However, no matter what, a natural roll of 20 always increases the bard's reputation by 1 & a natural roll of 1 always decreases it by at least 1 (more if there are negative modifiers). No matter what the roll, all reputation modifiers reset afterward, and the bard once again has a net 0 adjustment.

Eventually, Hanalacious became infamously acclaimed (16) in Greyhawk City, but she felt stilted by performing for the same crowd over & over gain. What she wanted was a fresh audience; one that had heard of her infamous reputation, but that hadn't been to any of her performances. Thus, she contacted the Bard College, known as the Society of the Silver Lute, in the nearby town of Hardby. She had several of the college's members advertise that the Infamous Hanalacious would soon be performing for the public. Two weeks later, Hana arrived in Hardby. She was pleased to note that her reputation had somewhat preceded her. She wasn't acclaimed (16) like she was in Greyhawk City, but she was treated as an illustrious (14) personality. Of course, the distance from her established Greyhawk City base was responsible for the slight decline. Table 5 shows the decline in reputation as the bard moves away from his base, where he has an established reputation.

Table 5: REPUTATION DECLINE

Distance from base	Reputation Decline
1 town or 25 miles	-2
2 towns or 50 miles	-4
3 towns or 100 miles	-6
4 towns or 150 miles	-8
5 towns or 200 miles	-10
Farther	No reputation

#### Local Reputation

As noted earlier, a bard's initial reputation applies to his hometown only. This reputation increases & decreases based upon reputation modifiers. Furthermore, the decision whether to become infamous or famous must be made. This selection determines how certain events affect the bard's reputation.

When a bard enters another village, town, or city, his reputation should be determined for that area. Consulting Table 5 does this. The bard's closest established reputation is used as a base. An established reputation is defined as a place in which the bard has put on some form of entertainment performance. The closest established reputation is then adjusted by distance.

For example, if the nearest established reputation is 2 towns away, the bard's local reputation is 4 levels lower. If the bard wishes to establish a local reputation, he simply puts on a public performance or series of performances (spread out over no more than a year's time). Each performance costs the bard 100gp per 1000 citizens in the town (i.e., 1 silver piece per person). The bard then becomes an established performer in the community.

Once a reputation is established, it is never again influenced by other established reputations. Thus, after Hanalacious' big performance in Hardby, her reputation in Greyhawk City has no impact upon her reputation in Hardby. She thus has an independent, established reputation in both cities. Hana's player should write down the 2 city names & note Hana's reputation next to each name.

#### Benefits of a Good Reputation

Reputation is treated much like a special proficiency, although no proficiency slots are (or can be) spent on it. When a situation arises in which the bard's reputation should be considered, 1d20 is rolled - this is called a reputation check. Any roll equal to or less than the bard's reputation level is considered a success. However, no such roll should ever replace role-playing. In fact, the bard player should role-play any situation before a reputation check is made. The DM should then assign an adjustment to the reputation check based upon the role-playing.

If a bard is attempting to alter encounter reactions (i.e., influence reactions or some similar ability), a successful reputation check indicates that the bard can adjust the reactions by 2 levels instead of the typical 1.

A reputation can be used as an invisible key. A successful reputation check can get a bard into private parties or functions even when the bard isn't on the guest registry. A reputable bard will also find it easy to get a seat at the most prominent banquet hall in town, even if there is a long line & the bard failed to make a reservation.

Dealing with prominent public figures is also easier with a good reputation. A city's mayor is more likely to invite a reputable person to dinner than a commoner. Reputation can also be used to help smooth out deals, such as the price required to rent the public theater for a weekend's performance.

Many other uses of reputation exist & should be adjudicated by the DM.

#### The Performer

So what is it that makes bards such fantastic entertainers? Why is a bard with a 15 proficiency in musical instrument any better than a fighter, priest, or wizard with a 15? What makes bards so special? The answer to these questions & other questions are found in this section.

Unlike all the other character classes, bards are performers. This is a special trait common to all bards. There is no die roll bonus associated with this trait, it isn't listed under any kit's special benefits, and it isn't a proficiency. Being a true performer is so fundamental to the bard character class that it isn't listed at all. Instead, this fact influences almost every aspect of the character class. It is because of their performing nature that bards gain special abilities with music, song, poems, juggling, and so on. Being performers is as fundamental to the bard class as being combatants is to the warrior class. It is the one element common to all the bard kits, the element that defines the essence of being a bard.

Back to the example of musical instrument proficiency. It is true that a warrior with a proficiency of 16 in musical instruments is able to play more precisely & accurately than a bard with a 15 or less. However, playing music technically correct is only half the picture. Since bards are performers, they understand numerous hidden aspects relating to music. They are more in tune with their audience & adapt their performances appropriately. Bards are more aware of mood, feeling, tone, and the dramatic effects of stretching the music beyond the technicalities of precise playing. A warrior who is a master musician (proficiency 20) can play the most complicated piece of music exactly as written. Moreover, every time he plays the piece, it sounds just as it did the last time. However, a bard with only 15 proficiency can entertain audiences far more successfully. Every performance is custom tailored to the occasion & the audience. The bard takes the liberty of interpreting the song & won't simply repeat it.

#### The Effect on Role-Playing

As a role-player, if you can capture this performing aspect of the bard class, you will have captured the essence of your character. Everything should center on this aspect. The spells you choose should not always be chosen to maximize your PC's effectiveness in combat. Rather, they should make the most dramatic impact upon those around him (including the adventuring party). Your bard lives to perform. Likewise, when you select your bard's weapons, clothing, items, proficiencies, friends, allies, enemies, etc., you should try to examine these choices from a performer's point of view. What weapon will compliment your bard's role as a performer, both on the stage & off? What color should his cape be? Which proficiencies will make him a more effective performer or a more memorable personality? Which spells produce effects in line with your bard's persona? How can these spells be used to build up the reputation of your bard? These are the questions to ask yourself.

Playing a bard can be a lot of fun. Play up the details. Add flavor to the game. Immerse the other players in the fantasy of the game. You should always play heavy on description & mood. For example, it isn't the success or failure of an attack that matters, it's the way in which it is made. As a player you are succeeding at your job if your fellow roleplayers know the color of your bard's boots, what kind of weapon he wields, the name of his favorite song (better yet, the words to it), the material components to his most-used spells, his vocal range, etc. If they know your bard as if he were a real person, then you are a true bard roleplayer. To establish such a realistic PC, you must have a very solid mental image of your bard's appearance, personality, and mannerisms. For believability, these aspects must be predetermined, consistent, and you must portray them reliably. Some roleplayers are skilled at establishing such a solidly defined PC. Often they base the bard upon a character in a movie or book that they know. Others spend hours mentally developing their bard & getting to know him as a friend. Some generate pages of notes to help them out. You can use any method you like.

#### Performances

Bards perform in every situation, from street shows to elaborate performances in the town's grand theater. This section contains the information you & your DM need to determine the cost, turnout, and income from such performances. In several places in this section, a proficiency check is asked for without the exact proficiency being specified. The actual proficiency depends upon the type of performance. If the bard is playing an instrument, use the musical instrument proficiency; if he is juggling knives, use the juggling proficiency; and if he is singing, use the singing proficiency. Thus, the proficiency check matches the performance being given.

#### Street-side Performances

Street-side performances include any situation in which the bard plays for a changing audience in a public place. Bards can try playing on the sides of streets, in front of public buildings, in the town bazaar, etc. All a bard needs to perform street-side is a coin collection device (a box, cup, or open knapsack), his performing implements, and some time. In some towns & villages, the law considers street-side performers to be beggars & vagrants. In such towns a permit containing a wax seal set with the appropriate official's ring must be carried or the performer is likely to end up paying twice the amount he made & possibly spending a night in the town dungeon. The typical fee for such a document is 1gp. The document is good as long as it lasts (which is usually 1d8 days, due to the fragile nature of the wax).

The big danger or thrill (depending upon point of view) of performing street side lies in the performer's exposure. Thieves consider street-side performers to be easy pickings; even beggars have been known to loot a bard's takings. On occasion a gang of ruffians will attack the performer in an attempt to gain his valuables (instruments are well worth such a risk). Performing street side for money is considered a desperate act; a bard with a reputation of 10 or above loses 2 places on the ladder during any week in which he gives such a performance.

The income gained from a street-side performance is figured by rolling both a proficiency check & a reputation check. The number of successful rolls (0 - both fail, 1, or 2 - both succeed) is checked against the conditions, as determined by the DM, on Table 6. The bard's total income from the performance is determined by multiplying the hourly income (found in Table 6) by the number of hours the bard performs that day. New checks are needed for each day's performance.

Table 6: HOURLY STREET-SIDE INCOME

Conditions	Successful Checks			Conditions	Successful Checks		
	0	1	2		0	1	2
Horrid	0	1cp	1d2cp	Good	1d4cp	1d2sp	1d4sp
Poor	0	1d2cp	1d4cp	Excellent	1d10cp	1d4sp	1d8sp
Fair	1cp	1d4cp	1d8cp	Fabulous	1d4sp	1d8sp	1d4gp

#### Booked Performances

A booking is an arrangement in which a bard entertains the crowd of some private business (usually a tavern). The tavern master & bard come to some prearranged agreement as to the income, hours, and type of entertainment. The bard (and his assistants if any) simply show up & perform. The tavern master always has a place set aside for the performer (perhaps a small stage, a corner of the tavern floor, or even some old keyboard instrument). Typically, it is the bard's responsibility to bring all the instruments required for his performance. Other than that, the bard has no set expenses. Drinks are usually on the house as long as the bard doesn't select the more expensive items. However, it is considered professional to tip the barmaids & wenches heavily when they bring a performer drinks (it sets a good example for the customers). Few cities have any legal limitations on booked performances. Although a booked performer is a bit more protected from snatch-and-run thieves, the danger from bar fights & brawls is almost as bad. It is unlikely that the bard will lose money in such situations, but his body & instruments can be severely damaged.

Bookings are considered a good starting place for bards. Such performances satisfy the requirement for a bard to perform locally in a town in order to maintain his reputation. However, highly reputable bards (13 or higher) suffer a -1 reputation adjustment for giving a booked performance in any but the most lavish surroundings.

The method of payment varies widely from tavern to tavern & from low to high social level. The tendency is for the tavern master to pay the bard a set salary once a night, week, or month. On top of this, wise tavern masters also allow bards to put out a collection bowl. This ensures that the bard gives his all during the performance.

Collection bowls gain money at the street-side performance rate specified on Table 6. The salaried income should be determined randomly on Table 7. The bard can then adjust this random result by 1 in any direction if he rolls a successful reputation check or a proficiency check, or by 2 if he succeeds with both checks.

Table 7: BOOKED INCOME

d8 Roll	Salary	d8 Roll	Salary
1	Free room	5	5 electrum per night
2	A free meal	6	5 gold per night
3	Room and board	7	2d8 gold
4	Double the collection bowl contents	8	2d12 gold

#### Carnivals

The term carnival is used here to include any circus, carnival, caravan, or other traveling form of entertainment. All of these groups show-up at most towns from time to time. During the local harvest season, circuses often arrive to join in the celebration & festivities. Carnival bands often target holidays. Occasionally the governing body of a large city actually contracts for a carnival as part of a fund raising drive. Carnival bands are complex & expensive operations to run, and they include multiple performers. It is easiest for a bard to join in an existing carnival, but if he wants to start his own he has to invest some time & money. The base list of needed assets includes at least 1 wagon (though a one-wagon carnival is unlikely to see much success), horses or oxen to pull it, entertaining implements, portable performance area (a stage, tents, etc.), several high-quality performers, and the necessary support crew (teamster, cook, carpenter, etc.). Total outlay of gold for such an operation is in the thousands of gold pieces.

It is illegal in most towns & villages for a carnival to simply set up tents & begin performing (unless it is well outside of the town walls). Legal permission ranges from simple verbal approval to purchasing a carnival or circus permit from the town. Such permits typically cost 50 gold per tent, stage, or performing area & are generally good for 1 week.

The dangers a carnival faces are much the same as those faced by a traveling merchant: highway robbery, pirates (during water transport), and monster raids are common. Even within the walls of a town, a carnival is far from safe. Thieves & beggars are attracted to carnivals like flies. Although these lowlifes typically play the crowd, they aren't against making off with a valuable instrument or the carnival strong box. Even more dangerous are the rival carnivals & performers who are in competition for the same audience. Such groups occasionally resort to practical jokes, vandalism, employing bullies, or even hiring assassins to drive off the competition.

Performing in a carnival is considered quite reputable & satisfies the performance criteria of reputation up to & including a reputation of 17. If a more reputable bard performs for any but the most elite carnivals, he will suffer a -1 adjustment to his local reputation.

Carnival performers are given free room & board while on the road (typically some blankets & a mat to throw in, under, or around the wagon or tents at night and relatively good food from the traveling cook). On top of this, they make wages.

The normal arrangement is that each performing night's income is divided up as follows: 50% to the carnival master and 50% to the crew. The crew's half of the money is not split evenly. Each member is assigned a number of shares. Typical shares are as follows:

Table 8: CARNIVAL SHARES

Position	Shares of Crew Income	Position	Shares of Crew Income
Performers	3 + (# of successful checks)*	Teamster	2
Cook	4	Stage Hands	1
Carpenter	3	Guards	Level (generally 1-4)

\*Roll 1 proficiency check & 1 reputation check; the number of successful checks is used on this table & on Table 9 as well.

The night's total income is equal to the total number of attendees (attendees plus patrons), times the carnival fee. Each performer draws in a number of attendees based upon a reputation & proficiency check (these attendees are in addition to applicable patrons). The number drawn by each performer should be checked separately (for simplicity, DMs may use the "1" column on Table 9 for all NPC performers). Roll both a proficiency check & a reputation check, and then consult the following table to determine how many attendees that performer drew into the carnival. Note that this doesn't mean that this is the number that the performer entertains, as attendees drawn in by other performers wander around & observe all the acts.

The typical fee for a night at the carnival is 1 silver piece per person (except infants, who are admitted for free). If this carnival's entrance fee is higher or lower, the DM will take this into account when he determines the nightly conditions for the purposes of Table 9 (higher fees effectively improve the conditions, lower fees worsen the conditions).

Table 9: NIGHTLY ATTENDANCE PER PERFORMER

Conditions	Successful Checks		
	0	1	2
Horrid	1d4	2d4	3d4
Poor	1d6	2d6	3d6
Fair	1d8	2d8	3d8
Good	1d10	2d10	3d10
Excellent	1d12	2d12	3d12
Fabulous	1d20	2d20	3d20

### Shows and Productions

Shows & productions are the big time for performers. These include any performance that takes place in an established building or place where the audience shows up specifically for the performance & nothing else. Some examples include plays & recitals given at the local theater or opera house, concerts at the local music hall, and productions put on at local bard colleges. Such a performance is either a regularly scheduled event or is accompanied by a lot of promotion & advertising. The cost of putting on a show or production is large. Costs include advertising, facility rental, stagehands, performer's fees, etc. A typical outlay is 1d4 silver pieces times the maximum possible crowd (this is usually equal to the available seating). Shows & performances are usually outside the domain of city laws. Even if there are fees, the owner of the facility is generally responsible for payment (typically an additional silver piece per audience member).

A nice side benefit to such extravagant performances is the unlikely event of victimization. The only crooks who dare mess with such events are high-ranking master thieves or a fully planned hit by the local thieves' guild, though these are very rare occurrences.

It is considered an honor to perform in shows or productions. This satisfies performance requirements for any reputation level & actually boost reputations of 10 or less by +1. However, it is rare for any performer below a 10 reputation to be invited to perform at such events. The standard auditions eliminate all but the best performers.

Of all performances, productions provide the greatest for potential income, but they are also the most risky. As with carnivals, the net nightly income is equal to the number of attendees times the admittance fee. Typical admittance fees to productions are 1 gold piece; although really elaborate performances put on in extravagant theaters can range up to a platinum piece or more.

Before the actual number of attendees is determined, the maximum possible number must be found. If the performance is to take place within a building, the maximum equals the building's seating capacity. Otherwise, some reasonable number will have to be settled upon between DM & the involved players. Once the maximum possible crowd is determined, each performer rolls both a reputation check & a proficiency check. Take the total number of successful checks from all performers & divide this by the number of checks that were rolled. This gives a number between 0 & 1, inclusive. Multiply this number by the maximum possible crowd to determine how many people actually show up. If every performer succeeds at both checks, then the maximum possible crowd shows up. If only half of the checks succeed, then the number of attendees is only half the maximum. If 25% succeed then 25% show up, etc. On top of this, bards have their applicable patrons show up.

Half of the net income (attendance fees minus production costs) goes to the facility's owner & the other half is divided among the performers & stage hands using the carnival's share system.

### Comrades

Bards have many comrades throughout their lives. As they climb the ranks of fame toward a great reputation, they rely heavily upon the various bard colleges. These institutions contain fellow performers great & small. Bards meet those who serve as teachers, critics, peers, and friends within the bard colleges.

A bard who proves to be a good entertainer gains a pool of patrons who go out of their way to attend his performances & occasionally help him out. If a bard survives long enough, he eventually gains devoted followers.

### Bard Colleges

Bards often associate with one another, especially those who hold similar views & practice similar forms of entertainment. If such a group becomes established, it is known as a college. Colleges are to bards, what guilds are to most other characters. These are places in which skills, philosophies, beliefs, and talents are pooled together. However, colleges are too unique to be given the generic label of "guild".

Membership in most guilds is a permanent matter or at least a long-term one. If a thief joins the local thieves' guild, he is likely going to remain there until something drastic happens. This is not so with bards joining bard colleges. Bards float from one college to the next. When they are visiting a particular city or village, they look up the local college & partake in its functions. Then when the bard's mood changes, he parts with that college & proceeds on his merry way. Colleges serve as a form of specialty inn - members come & stay for a while, then move on.

From one month to the next, the entire membership of a given college can change. As would be expected, this demands that bard colleges be set up in a very loose format. Most colleges have a set of rules posted in some easily accessible location (often just inside the entryway). These rules are amended, repealed, and redrafted as often as membership turnover causes a shift in philosophy.

The current members determine the functions of a college. Most meetings are called on an informal basis; those who show up partake in the discussion, practice, or seminar. Such meetings can evolve into a regular event (for a short while), fragment into smaller groups, or simply end in lieu of more exciting events.

Authority is treated, as is everything else, in a very nonchalant way. If the current ranking member of the college is a neutral evil bard, age, power, and underhanded tricks determine authority. If a lawful neutral bard is in control, authority is governed strictly by a set of written laws & proceedings. Of course, as one leader departs the college & another comes into power, the rules & methods of determining authority are likely to change. A common saying among bards is "If you don't like the way a college is run, wait a minute & it'll change."

### Common Events

There are numerous events that occur at any college. A few of the most common are performances, practices, debates, dress rehearsals, collecting dues, seminars, discussions, gatherings, and general meetings

One or more bards give performances. These range from vocal solos to dancing duets to an entire cast of actors putting on a play. Some performances are restricted to audiences made up of friends or college members. Others are open to the public & help fund the college. Every decent college has a stage or other performance area, but many performances take place at the local theater or in the Village Square.

All bards are performers of one sort or another, and no performer can elevate his talents by study alone. Practice literally makes perfect for the skills of a bard. Thus numerous practices are held at the college. Here, bards can play before peers, gain the advice of a master, learn the latest techniques for stringing a harp, and so on. If optional training rules are used, college is where most bards train.

Since bards are romantic philosophers at heart, it is no small wonder that debates frequently crop up. Subjects range from the proper way to pluck a mandolin to the best philosophical alignment to hold when going through life. Although debate is defined as a controlled discussion in which two or more sides air their views, it is not uncommon for such debates to boil into heated arguments ending when one side or another draws its weapons & threatens violence.

Before any professional production, a dress rehearsal must take place. This bridges the gap between practices & actual performances. The intent is to run through the entire performance without an audience or only a specially selected audience. This enables the bards to judge the length of the performance & make any last minute alterations.

Occasionally, dress rehearsals are used as test performances before a small sample audience. The purpose of this is to determine if the subject matter is too volatile for the target audience.

Dues are usually collected as soon as a bard first enters a college. Typical dues are an electrum piece plus 25% of all income the bard makes while associating with the college (50% if the college is used to put on the performance). If a bard doesn't perform or draws in only small crowds, he will be asked to leave or contribute a platinum piece each week (his decision).

High-level bards often make money at colleges by planning seminars & other events and charging a cover fee (usually a few silver pieces). Seminars are events in which a small panel of bards (usually 1-3) presents information on some predetermined topic. Seminars are learning events; those who attend expect to have fun, learn something useful, and get a chance to ask questions of the masters. Seminar audiences should always be at least 2 levels below those of the panel. Thus, a bard must be at least 3<sup>rd</sup> level to put on a seminar.

Discussions are simply planned events in which a small- to medium-sized group (3-10) of bards get together & discuss a topic. The subject can be professional (acting techniques, how to clean instruments), relaxing (reminiscing about the good old days), or philosophical (discussing the lifestyle of the pixie). Discussions are very loose in format, and no one is necessarily in charge.

Gatherings are some of the most cherished events of a college. A gathering is rarely a planned formal event. Rather, it occurs when several bards begin talking about the same topic, such as the proper tempo for an epic poem. In other words, gatherings are acquaintance meetings. Stories are swapped, tales told, rumors shared, and a laugh had by all. Occasionally a gathering is planned, such as an early brunch or late evening ball.

Finally, no college would be complete without the general college meeting. These are formal events held for the sole purpose of discussing the college, its policies, future, and other functions. Some college meetings are mandatory; those who do not show must pay a fine (1sp) or penalty. Common topics include assigning personnel to cleaning & cooking details, discussing methods for advertising college performances, voting on whether or not to perform at a local duke's wedding, and so on.

#### Patrons

As a bard's reputation grows, he begins to attract patrons. These people go out of their way to attend the bard's performances. Some even take up traveling with the bard on short performing tours. Such devoted patrons often serve the bard as stagehands. Patrons should not be confused with followers. Patrons are more interested in a bard's performances than in the bard as an individual. They are caught up with the bard's artistic talents. Some will travel miles to attend as many performances as possible; others donate silver & gold to ensure that their favorite performer can support his career. Devoted patrons love his performances so much that they are willing to help him out in order to get him on stage more often. Patrons are a valuable commodity to bards & are always treated with care.

#### Initial Patrons

Acquiring, gaining, and losing patrons is based upon the reputation system presented above. Once a bard becomes well-known (reputation 6) he gains his first patrons. To determine how many patrons the bard initially gains, roll 1d20 a number of times equal to the bard's maximum number of henchmen (a function of Charisma). Every result equal to or below the bard's reputation indicates that 1 more patron is acquired. Note that patrons are not henchmen and do not count against this number.

#### Gaining and Losing Patrons

The number of a bard's patrons fluctuates as the bard's reputation changes. Any time the bard's reputation grows, more patrons can be gained. The bard rolls 1d20 in an attempt to roll equal to or below his new reputation. He can keep rolling until he fails. The number of consecutive rolls equal to or below his new reputation is the number of new patrons gained. However, the number of a bard's patrons is limited by his maximum number of henchmen & by his level, as shown on Table 10. This value is multiplied by the bard's maximum number of henchmen and determines the bard's maximum number of patrons.

Table 10: NUMBER OF PATRONS

Level	Multiplier
1-4	1
5-9	2
10-14	3
15-19	4
20+	5

If a bard's reputation ever drops, he must check to see if any of his patrons leave him. Rolling once for each patron does this. Any roll above the bard's new reputation indicates that the patron has lost his infatuation with the bard & is no longer a patron. A natural roll of 20 indicates that the patron is very upset with the bard & will have nothing more to do with him. If you want to add even more detail to your bard's patrons, you can roll on the following table for each one.

Table 11: TYPE OF PATRON

1d20 Roll	Type of Patron	Description
1-10	Fan	Attends every local performance.
11-12	Diehard	Attends every performance within 100 miles & insists on paying 1d4 times what others pay.
13-14	Booster	Attends all local performances & brings 1d6 friends along.
15	Enthusiast	Will serve as a stagehand without charge in exchange for free admittance.
16	Supporter	Roll 1d12. In that many months, the supporter will donate 1d10 times the bard's level in gold, to the bard.
17	Zealot	Zealots follow the bard around to every performance. Some have been known to secretly shadow the bard wherever he goes, even on dangerous quests (from which they seldom return).
18	Defender	Defenders are zealots who have taken it upon themselves to protect the bard, serving as bodyguards.
19	Extremist	Extremists attempt to mimic the bard as much as possible. They dress like him, act like him, learn his habits, and will even attempt to steal authentic items from him. Some extremists even attempt to befriend the bard's friends & lovers.
20	Fanatic	Fanatics are extremists, but if the bard ever rolls that a fanatic falls from the ranks of his patrons, the fanatic is 25% likely to attempt to assassinate the bard.

Blade (Bard Kit) [by Jason Eric Nelson, with more modifications done by myself & Stuart]

*So you want to know about Blades, eh? Well, keep out of the way & I can show you about those like me & myself. My name's Dark & I'm a Blade. I take my name from the black garb that I wear at all times. I'm actually not exceptional in this, as all Blades dress in dark clothing but the name has stuck, and I like it.*

*I currently work for a small carnival that travels around the mid-Flanaess, entertaining the local crowds & thrilling the women. My tricks are similar to those of most Blades. I perform sword dances, swallow sabers, put on weapon displays, and perform feats of knife throwing. Most crowds are especially enthralled when I strap Tatanna, a young-looking elf maiden, to a wooden plank, blindfold myself, step back 12 paces, and then encircle her body in a wall of knives.*

*Entertaining fools is only my surface career. On the last day of a performance, a half dozen of my fellow performers & I stage the real entertainment - at least from my point of view. We slip into the upper class section of town & relieve some pompous wealthy dupe of his family fortune.*

*Although these "side shows" are very profitable, they still don't give me the old thrill that I used to get. Thus, I've turned to a more daring hobby - assassination. I'm not a "Blade for hire", and I absolutely hate those mindless, ruthless killers. What I do is feel out a town to discover who's oppressing the populace the most. Once I've found the biggest bully in town, I slip into his residence, spy on him, and plan his untimely demise. Then I perform my greatest solo act. I slip into the fellow's bedroom, poison him, cast sound bubble, wake him, and then share in his last few moments of life.*

Blades are master artisans with their weapons. They perform amazing displays of skill & control as they flash various weapons all around their bodies in amazing displays of rapid weapon movement, offensive & defensive spins, and ritual dances. They often perform in carnivals & circuses, using their superb control & mastery of trick throws & trick shots to entertain. If there is a showy way to wield, throw, or perform with a weapon, a Blade knows how to do it better than anyone does. Blades run the gamut of personality from vibrant & flamboyant to dark & mysterious, but they always carry a certain air of confidence & showmanship about them. They are very confident in their abilities & their trusty blades to get them through any scrape.

Blades have great reputations as the most deadly weapon masters in the land. This is generally far from the truth. Any warrior is more skilled than most Blades at successfully attacking opponents. Blades don't understand offensive & defensive weapon maneuvers. Nor do they know the locations of vital body parts. Blades can be effective in many combat situations, however, as they use flash & flare to enhance their attacks. Imagine what an orc would think if it was trapped in a cavern with only 2 exits & a man blocking each. One man (a warrior) wears plate mail & is calmly holding a long sword; the other is dressed in solid black studded leather armor & is grasping a halberd. Both men advance upon the hapless orc, but the Blade begins rotating his halberd in an ever-quickenning offensive spin, demonstrating masterful control of his weapon. Which opponent will the orc choose?

Blades are valuable aids to any party, as their amazing displays can have significant effects upon the resolve & morale of opponents. For every Blade who leads an adventurous life, there is another who serves in the role of assassin. Blades make perfect killers, as they know how to climb walls, cast spells, and use any weapon they choose. Furthermore, Blades can use their performing personae to gather information & even get themselves invited to perform within the homes of their victims.

**Requirements:** As a standard Bard (see above), but Blades can be of any race except half-ogre & can be of any alignment. A Blade must have Constitution & Intelligence of 13 or more, as well as Dexterity & Charisma scores of 15 or more. In addition, because of their combat savvy & skill with weapons, Blades gain 1d6+1 hit points per level; +3 hit points at each level after 10<sup>th</sup>.

**Weapons & Armor:** At least half of a Blade's weapon proficiency slots must be selected from the following: sword (any), dagger, knife. Blades are also limited to expending but 1 slot on a purely missile weapon (one that cannot be used in melee combat). This does not include such weapons as spears or hand axes, which can be thrown or used in melee. They gain additional weapon proficiencies normally as they advance in level, as per the rogue progression. Their weapons are always kept in perfect condition & highly polished for maximum effect during a performance. To complement their entertainment image as mysterious & fearsome men, Blades often dress in black garb, even going so far as to wear masks, facial wraps, or black headgear. A man dressed in solid black, flashing gleaming silver blades, is truly an awesome sight. Blades usually wear studded leather or lighter armor to not interfere with their class abilities. They do not use shields.

**Thief Abilities:** Bribe Official, Climb Walls (+5%), Detect Noise (+5%), Escape Bonds, Pick Pockets

**Special Benefits:** All Blades have a certain level of skill in showy combat methods, as reflected by their required proficiencies, particularly when using their favored Blade weapons.

**Bladesmanship:** Blades are masters of swift, serpent-like strikes & maneuvers with bladed weapons, allowing them to decrease the speed factor of any blade weapons used by 1 for every 4 levels of experience (rounding up, minimum speed factor of 0). These benefits *only* apply when using Blade weapons (see above) in melee or as hurled weapons.

When fighting with any Blade weapon, a Blade is automatically able to use his Display Weapon Prowess proficiency as a part of normal combat. This is as he engages in a fearsome display of weapon-wielding dexterity, flipping, twirling, and otherwise brandishing his weapon in most dazzling fashion. If his proficiency check is successful, this display lowers the morale of any opponent within 10' with Low (5) or higher intelligence who can see the display by 2 & increases the morale of allies who can see the display by 1. In addition, a Blade's flurry of feints, stylized combat stances, and generally intimidating weapons skill is so distracting in combat that any opponent within 10' suffers a -1 penalty to hit & a +1 penalty to its AC. In fact, versus a weapon-using foe, a Blade gains a +1 bonus to his attack roll for every 4 levels of experience (rounding up). This is due to his skill at moving a defender out of position (through feints), shifting weapon strokes & striking angles with blinding speed to take advantage of momentary vulnerabilities.

Blades are also exceptionally skilled at parrying the blows of their enemies, gaining a +1 bonus to their AC for every 4 levels (rounding up) whenever using a full-round parry. A Blade's AC bonus due to parrying applies fully versus *all* attacks, as they are just as adept at slicing an arrow out of midair as they are at deflecting a dagger thrust. This bonus may also be applied to the Blade's attack roll when attempting a Block vs. an enemy's blow. Any time a Blade engages in parrying, he or she may combine it with the use of the Display Weapon Prowess proficiency if desired. He can execute simple, crisp, and effective parries or can show off his remarkable blade skill in performing flamboyant, scintillating, and equally effective parries with all the florid flair for which Blades are famous.

In addition to the above, Blades train & perform with weapons in both hands as a matter of course. Because of their extensive experience with this style of fighting, they suffer no penalty when attacking or parrying with a weapon in either hand or with a weapon in each hand simultaneously. So long as the weapon in the primary hand is not larger than size M & the weapon in the secondary hand is not larger than size S. Two size M weapons may be used simultaneously, as long as neither is a weapon that can be effectively wielded two-handed. Note also that the speed factor of a size M secondary weapon is increased by 5; a size S secondary weapon entails no speed factor penalty.

**Blind-fighting:** Blades are extremely skilled in the art of Blind-fighting, as many of their performances involve mock duels or combats or trick throws performed while blindfolded. Hence, a Blade may use his or Blind-fighting proficiency with respect to hurled blade weapons within 30' as well as to melee attacks. As a Blade advances in level, his or her Blind-fighting proficiency increases in effect: At 5<sup>th</sup> level a Blade suffers only a -1 penalty for fighting in darkness, while a Blade of 9<sup>th</sup> level or above suffers no combat penalties for fighting blind. Note that this benefit *only* applies when fighting with a Blade weapon.

**Entertainment:** At every level of experience (including 1<sup>st</sup> level) they can improve any Bonus or Preferred Proficiency that they know by 1. This bonus can be applied repeatedly to the same proficiency or to several different skills as a Blade advances in level (at least one-third of all proficiency "bonus points" must be devoted to improving their Display Weapon Prowess skill, though). This bonus can only be applied to proficiencies that can reasonably be used for some sort of entertaining performance (e.g., Ancient History, Etiquette, or Seamstress/Tailor could not be improved in this fashion).

**Precision Strike:** Blades are very deft & have a degree of control over their blades that is difficult to match. They reduce the penalties (both to initiative & the roll to hit) for attempting a called shot of any kind by 1 for every 4 levels of experience (rounding up). In addition, at 6<sup>th</sup> level a Blade's strikes are sufficiently precise that he or she can attempt to *Backstab* an opponent as a thief 5 levels lower than his or her actual level (representing their lesser degree of training in learning vital parts of the anatomy).

**Rumor & Legend:** A Blade *only* gains the "legend lore" portion of this ability, and that only as it applies to bladed weapons, weaponsmithing, and fighting/dueling styles.

**Trick Throw:** This ability is similar to the *Precision Strike* described above, but it allows a Blade to reduce the penalty for attempting a called shot with any hurled weapon in which he or she is proficient (even weapons other than blades). A Blade can also attempt to hurl any size S or M blade weapon as a missile with a range of 10 yards, with one such throw possible per round, with normal chances to hit & inflicting full normal damage. Also, when a Blade attempts to use his or her Juggling proficiency to catch small objects hurled at him or her, the attack roll (see the proficiency description) is made using the Blade's level as a bonus. This ability also works with the Blade's ambidexterity to allow the PC to hurl weapons using either hand with no penalty.

**Steeldance:** This maneuver, which is learned at 9<sup>th</sup> level, is similar to the *Whirlwind Attack* (see below) but is far more deadly. This skill enables the Blade to weave his or her weapon in a blinding flurry of parries, feints, swift slashes, and darting thrusts, becoming a veritable whirling dervish of deadly steel. As with the *Whirlwind Attack*, before initiating this ability, a Blade must spend at least 1 round parrying & observing a combat, noting the fighting styles & body mechanics of the combatants near him or her & gauging their strengths, weaknesses & probable responses to any of a variety of actions. At the beginning of the next round, the Blade must make a successful Display Weapon Prowess proficiency in order to initiate the *Steeldance*. If the check is failed, the Blade may continue parrying & attempt the check again on the next round & on the following rounds thereafter, though with a cumulative -4 penalty per round after the first. If the attempt fails, the *Steeldance* is wasted for the day.

If the check is successful, the *Steeldance* has begun. For as long as the *Steeldance* lasts, the Blade can attack any & all targets within 10' with a normal melee round's attack or attack sequence, similar to the *Whirlwind Attack*, though no proficiency check is required to gain an attack against a given foe. A Blade can move up to 10 yards per round while performing a *Steeldance*, and thus literally is able to carve a swathe of destruction through tightly packed ranks of enemies. The whirling blades flashing & whistling about the Blade's person

deflect many attacks, improving his or her AC vs. attacks from all sides (including behind), with a +1 bonus vs. attacks with device launched missiles, +2 vs. hurled weapon attacks, and +3 vs. melee attacks. In addition, the Blade's deadly bladework is so terrifying to any weapon-using opponent with an Intelligence of Low (5) or greater, that any successful hit requires the Blade's opponent to make an immediate morale check at -2 or be forced to flee at least 10' from the Blade. They will also attempt to keep that distance for the remainder of the combat, seeking out other opponents if possible, or fleeing in panic if the Blade is the only available combatant. Anytime the Blade is within vision range of such a cowed opponent for the remainder of that battle, that creature suffers a -1 penalty to attack rolls. If the morale check succeeds, the creature fights on even in the face of this cyclone of dancing death, and no creature who has previously struck the Blade during an encounter can be forced to make a morale check by the use of this ability.

This *Steeldance* is very strenuous, and it can only be undertaken once per day, and it is not possible to perform both a *Steeldance* & a *Whirlwind Attack* in the same battle. The Blade can continue the *Steeldance* for up to 1d4 rounds plus 1 round for every level above 9<sup>th</sup>, after which the Blade suffers a -2 penalty to all die rolls until he or she has spent a full turn resting (i.e., no activity more strenuous than slow walking). A Display Weapon Prowess proficiency check must be made at the end of each round of the *Steeldance*, with a cumulative -1 penalty for every round after the first. Failure indicates that the Blade's concentration has been disrupted & the *Steeldance* has been ended.

**Whirlwind Attack:** At 5<sup>th</sup> level, Blades learn a dazzling special attack form that enables them to strike several opponents essentially simultaneously in a blinding flurry of flashing blades. A Blade who wishes to use this ability must first spend at least 1 round parrying & observing the combat situation, noting the fighting styles & movements of the combatants near him, gauging their strengths & weaknesses, sizing up his opponents & skillfully positioning himself just right in the midst of the fray. Once the Blade is ready to use the *Whirlwind Attack*, he may attempt a Display Weapon Prowess check for every opponent within 10' of his position at the beginning of the round. Against every opponent for whom the check is successful, the Blade can take a normal round's attack or attack sequence. If the check is failed, that opponent cannot be attacked that round. A Blade can only make as many checks as he or she has levels, but if any checks are left over at the end of a round, he or she can continue the *Whirlwind Attack* into the next round, until he or she has used up all checks. If the Blade spends a round without attacking an opponent, the *Whirlwind Attack* is ended, even if he or she had potential checks remaining. This ability cannot be used more than once per day. A Blade may move up to 10 yards per round while engaging in a *Whirlwind Attack*, and he or she retains all normal *Bladesmanship* benefits while doing so.

Note that it is possible to perform the equivalent of a *Whirlwind Attack* using hurled knives or daggers rather than the usual melee weapons (sword & dagger being the classic Blade combination). If this is done, a successful Juggling check must be made in addition to a Display Weapon Prowess check for each creature to be attacked, though each check allows a full round's worth of hurled daggers or knives to be thrown at that creature. This variant maneuver is typically referred to as a *Bladestorm*.

**Special Hindrances:** Blades are restricted to wearing studded leather or lighter armor & may not use shields, as noted above. Should a Blade lose more than half of his health (i.e. hit points) in one battle, then none of his or her special abilities will function for the rest of that encounter. This is so, due to the fact that most of a Blade's abilities are based on style & bravado; hard to be stylish & brave if your entrails are dragging along the ground. In addition, if a Blade is carrying more than what he or she would normally have during a performance, all of his or her special abilities that have functions determined by level operate at only *half* normal effectiveness. What this means, is that should a Blade try to use their special abilities while unnecessarily weighted down with unneeded equipment (at the time), their abilities only work half as well.

Because they concentrate so much on improving their bladesmanship, Blades do not take the time and effort to acquire the breadth of performance skill or the depth of "book-learning" that other Bards enjoy. As a result, Blades do not gain the *Language Lore*, *Leadership & Influence*, or *Performance Magic* abilities of other Bards, and they gain only a very limited version of the normal *Rumor & Legend* ability.

**Bonus Proficiencies:** Reading/Writing (native tongue), Local History, Blind-fighting, Display Weapon Prowess, and Juggling

**Preferred Proficiencies:** Blacksmithing, Bowyer/Fletcher, Direction Sense, Disguise, Endurance, Intimidation, Jumping, Lajjutsu, Leatherworking, and Weaponsmithing



Cleric by Jason Eric Nelson

Clerics are priests of the common folk - the blessed & ordained voice of their church in the world. They believe that others can easily be shown the true course in life through example & debate. Not tied to any specific hierarchy, these itinerant priests are free to wander far & wide from their temples. Many adventuring priests, seeking to avoid the strictures of church hierarchy, choose this class. Clerics generally preach tolerance among conflicting religions & deities, promoting meditation over religious strife, but in all cases the very core of their creed is to serve as missionaries, spreading the 'good word' of their faith far & wide. This is usually best accomplished by inspiring words & righteous action (in the eyes of his or her faith), but this is not to say that Clerics cannot fight, and they will not hesitate to do so when confronted with a threat to themselves, their respective faith, or their people. Clerics enjoy the blessings of their deity in the form of a variety of granted powers (often including the ability to turn or command undead) & spell spheres, though they must also adhere to certain codes of behavior, including restrictions on weapons, armor, and magical items.

**Requirements:** Clerics use the Cleric advancement table, have eight-sided hit dice, and use priest THAC0 & saving throws. They begin play with 2 weapon & 3 non-weapon proficiency slots, gaining new weapon slots every 3 levels and new non-weapon slots every level. Clerics can be of any race except for half-ogres and can be of any alignment and must have a Wisdom score of at least 9.

It should be noted that that in addition to these very generic requirements for Clerics individual religious faiths might require a wide variety of ability score and/or alignment restrictions for entry into the priesthood. In addition, some faiths (especially highly lawful faiths with restrictive moralistic codes of behavior) will not have true Clerics per se, but may require their members to be Orthodox Priests or Zealots (game note: kits that are available to the PC).

**Weapons & Armor:** As per the deity in question.

**Special Benefits:** A Cleric gains access to spell spheres & granted powers (possibly including turning or commanding undead) based on his or her religious faith. These special powers are highly variable, but all Clerics also receive the following benefits:

**Ceremony:** Clerics undergo training not only in the tenets of the faith but also in the ceremonies that accompanies them. As a Cleric advances in level, he or she learns the proper forms and gains the right through his or her church to perform more and more complicated ceremonies, as described below:

1<sup>st</sup> *coming of age, burial, marriage*

*Coming of age* is a blessing upon a young male or female indicating full adulthood; the age varies by culture, usually from 12 to 25 for humans

*Burial* is a ritual blessing upon a buried corpse

*Marriage* joins in the eyes of the church (and often in legal terms) two people in a permanent relationship

3<sup>rd</sup> *dedication, investiture, consecrate item*

*Dedication* officially sanctions a new believer as an accepted member of the faith

*Investiture* must be done upon a new cleric ready to start 1<sup>st</sup> level; it also is frequently done when conferring a noble title or a religious or political office

*Consecrate item* is performed upon an item to be dedicated to holy or unholy use

5<sup>th</sup> *ordination, special vows*

*Ordination* allows a priest to take stewardship of a congregation of believers or to lead others in the faith

*Special vows* is like *investiture*, but is a necessary part of most conferrals of knighthood or for consecrating the services of Paladins of the faith

7<sup>th</sup> *consecrate ground*

*Consecrate ground* is performed before a holy building or structure is built or to sanctify a graveyard

9<sup>th</sup> *excommunication*

*Excommunication* casts someone forcibly out of the faith & marks them as a traitor to all true believers

Any of these ceremonies requires 1 full hour to perform, and usually a donation is asked for in return for providing these services. In general terms, these ceremonies have no game mechanical effect & are purely symbolic, but at the DM's option he or she can require a Ceremony/Ritual proficiency check at the time the ceremony is performed, with a successful check indicating a minor benefit. In any case, another priest of higher level can revoke a **Ceremony** performed by a priest.

**Church Affiliation:** Though a Cleric is not tied to any specific temple or monastery, he or she can always request free food & lodging at any temple or monastery of his or her faith. Food & lodging for characters travelling with the Cleric can usually also be arranged, either free or for a nominal fee.

A Cleric who elects to establish a place of worship of significant size for his or her deity will automatically attract a cadre of *dedicated* followers (see **Ceremony** above). This place of worship can be built at any time, but no followers will be attracted unless the Cleric is at least 8<sup>th</sup> level. These followers will arrive gradually, over the course of several weeks, until a total of 20-200 of them have arrived, all of them faithful followers of the Cleric's deity & willing to 'spread the good news' from the Cleric's new temple & to fight to defend it if necessary. The Cleric is of course free to hire others to assist with temple functions or as troops, but they will not be as loyal as this group of nearly fanatical followers.

Note that if a Cleric of 9<sup>th</sup> level or above chooses to build a stronghold or castle, he or she may do so with official approval from the church hierarchy. In fact, they will underwrite half the cost of construction of such a fortress, assuming that the place is dedicated to the service of the Cleric's deity & contains all appropriate trappings of a religious edifice. Of course, a Cleric can hold property or build anything he or she wishes prior to attaining 9<sup>th</sup> level, but such must be done without official church sanction & without their direct support.

**Inspire:** Once per day, prior to making an attack, a Cleric can spend 2-5 (1d4+1) rounds boosting the morale of his or her companions with an uplifting sermon about the rectitude of their cause & expressions of confidence for their success. The Cleric must make a Charisma check with a +1 bonus for every 3 levels of experience (rounding up) at the end of this time, and if it succeeds all affected companions will gain a +2 bonus to morale & saves vs. fear for 3d4 rounds. In addition, they will gain a +2 bonus to the first attack roll during this time. Any *dedicated* follower of the Cleric's deity (see **Ceremony** above) gains **double** the normal bonus from this ability.

A Cleric can **Inspire** up to 1 companion per level of experience (*dedicated* followers of a Cleric, including those attracted when building a fortress, do not count against this total), and all must be within 10 yards of the Cleric while he or she delivers this exhortation. It cannot be attempted in the midst of battle or if the Cleric's companions are distracted or occupied by other activity.

A Cleric of 11<sup>th</sup> level or above can attempt to use this ability to speak with a voice of divine authority. To use this skill, the priest must speak loudly & clearly for a full round. This will automatically **Inspire** all allies within 10' per level of the Cleric. In addition, it has a 5% chance per level of the Cleric over 10 to act as an *enthrall* spell (no save if fewer than 5 HD/levels, otherwise a save vs. Magic allowed) with respect to **every** creature who can hear the Cleric's voice. This is regardless of whether they can understand the Cleric's language. Mindless creatures, undead, creatures immune to charm-type spells, and creatures with Wisdom of 19 or higher are unaffected by this; anti-magic barriers & magical silence will also block this effect. The Cleric can hold an audience *enthralled* for up to 1 hour (see the spell description for effects) & can utter a single *mass suggestion* (q.v.) to **all** creatures *enthralled* through the use of this power. No saving throw is allowed, but it affects only creatures that have already been *enthralled*. In addition, creatures must be able to understand the Cleric's language in order to be subject to *suggestion*. This special enhanced **Inspire** ability can be attempted only once per week.

**Special Hindrances:** A Cleric must abide by any & all behavioral strictures or codes of conduct demanded by his or her religious faith. In addition, that faith may restrict his or her choices of weapons, armor, magical items, and spell use.

A Cleric's 1<sup>st</sup> & 2<sup>nd</sup> level spells are gained through ritual prayer & faithfulness and can be gained on virtually any plane of existence and require only that the Cleric fulfil the letter of his or her obligations and perform a reasonable amount of faithful service. A priest's 3<sup>rd</sup> through 5<sup>th</sup> level spells, however, are granted through proxies or minions of his or her deity, and these spells may or may not be available on certain planes, due to the inability of a priest to contact these divine emissaries & request magical aid from them. In addition, Clerics who are perhaps not as faithful as they ought to be or who have strayed a bit from the true path may find their access to these spells restricted or denied until such time as they have 'gotten their house in order'. Spells of 6<sup>th</sup> & 7<sup>th</sup> level are granted directly by the caster's deity & therefore may need to be justified in terms of how their use will advance the faith; Clerics misuse such powerful magics at their peril. Likewise, a Cleric who has not been exceptionally devout & fervent in their service to their faith should be rightly hesitant about requesting spells of this level. Their deity might well punish them severely for their temerity in asking for their divine aid while only paying lip service to their calling. Like 3<sup>rd</sup> to 5<sup>th</sup> level spells, 6<sup>th</sup> & 7<sup>th</sup> level spells are often not available on other planes due to the Clerics inability to contact his or her deity.

In addition to this lack of access to spells on other planes, a Cleric's magical powers may also be decreased in effectiveness on other planes due to the distance between a Cleric & his or her divine power source.

**Required Proficiencies:** Ceremony/Ritual, Religion

**Preferred Proficiencies:** Alms, Ancient History, Chanting, Endurance, Healing, Herbalism, Languages (any), Local History, Reading/Writing, Spellcraft

Mysterious guardians of sacred woodland groves, wise counselors to monarchs, cunning masters of shapeshifting, friends of animals, and defenders of unspoiled nature, Druids take as their highest responsibility the maintenance of their view of 'the balance'. All Druids, regardless of the terrain where they make their homes, worship Nature & pay at least nominal obeisance to the Grand Druid of their world. Every far-flung branch of druidical society shares a common ethos, though each differs in the details & their approach to their mission. Some rivalry exists between different branches of the druidical faith, and that portion which sees to the maintenance of forests tends to be the dominant branch & to set itself in a position of primacy over others. Druids keep to themselves and can be very intentionally obscure & cryptic when it suits their purposes (which is most of the time), revealing only as much of their plans as is necessary to induce others to cooperate with them & their designs. They are skilled at ingratiating themselves with others & persuading them to come to the Druid's way of seeing things, often without ever realizing how they have been manipulated.

**Requirements:** Druids use the Druid experience point table & gain six-sided hit dice. They use the Rogue THAC0 progression but gain Priest saving throws. Druids begin with 2 WPs & 4 NWP, and they gain 1 WP every 5 levels and **two** NWP slots every level. Druids must be of absolute & unswerving true neutral alignment and must have Wisdom of at least 12 & Charisma of at least 15. Only humans, wild elves, and half-elves can become Druids.

**Weapons & Armor:** Druids attempt to blend in wherever they go & try to put forth a non-threatening appearance. Thus, they may not wear any armor or use a shield. They may become proficient in any weapon, though they will usually choose those that are most common in their homelands so as not to arouse suspicion.

**Special Abilities:** Druids are potent spellcasters, with major access to the All, Animal, Elemental (all), Plant, Sun, Time, Wards, and Weather spheres. They also gain major access to the Healing sphere & minor access to the Travelers sphere, but spells of these spheres count as 1 level higher than normal when cast by a Druid (e.g., *cure light wounds* would be a 2<sup>nd</sup> level spell for a Druid). Druids are entitled to cast any unique spells of their particular faith. Besides their ability to cast priest spells, Druids gain the following special abilities:

**Nature Lore:** Druids learn a great deal about nature & its ways, and they can identify any plant or animal and whether water is pure or tainted by making a Wisdom check with a +1 bonus for every 3 levels of experience (rounding **down**). As a general rule, their **Nature Lore** does not apply to exotic or supernatural monsters. A Druid's knowledge of plants & natural substances is sufficient to provide the benefits of the Herbalism proficiency with a +1 bonus for every 3 levels of experience (rounding **down**).

**Persuasion:** Druids are very skilled at appearing friendly, inoffensive, wise, and even indispensable to creatures with whom they interact & at getting them to come around to their way of thinking, especially on issues of importance to the Druid and/or his or her circle. They are skilled at communicating with others, gaining 1 free Modern Language NWP for every 3 levels of experience (rounding **down**). In addition, when they are traveling or conversing with others, they are able to pick up small bits of lore, which enables them to use the Local History proficiency with a +1 bonus for every 3 levels of experience (rounding **down**). This is with respect to any creature, race, nation, or culture for which he knows the language. A Druid's depth of knowledge is not always great, but he picks up little bits of local custom & tradition that are very impressive to folk from that community. This causes them to be inclined to treat a Druid as a valued & welcome member or addition for the community, even if he is obviously a foreigner or stranger.

In addition to the above, because Druids are master manipulators themselves they are attuned to attempts by others to manipulate or control them. They gain a +2 bonus to saves vs. mental attacks of all sorts, and they can attempt an unmodified save vs. Magic to resist mental attacks that normally allow no save. In addition, Druids of 7<sup>th</sup> level & above are completely immune to *charm* attempts, though they are still subject to more powerful mental control, such as *domination*, *geas*, and *quest*.

**Secret Society:** All Druids belong to an order or 'circle' of other Druids, which ultimately are loosely coordinated by the Grand Druid. At the DM's option, there may be 1 Grand Druid for each continent (or major continental area) or perhaps only a single such individual in the entire world. In any event, the will of the Grand Druid in maintaining (or restoring) the balance in the world is enacted by the Great Druids, each of whom has local responsibility for a large realm or territory, and their Archdruid & Druid underlings. All Druids below 12<sup>th</sup> level are considered local operatives or initiates. Those who wish to aspire to high level in the druidical hierarchy (or even to transcend it, reaching the status of Hierophant Druid at 16<sup>th</sup> level & above) must present themselves to the local druidical circle & state their case. This may require a quest by the aspiring druid to prove his worthiness (especially if he is filling a position vacated by the death or retirement of a previous druid), a direct challenge to a sitting hierarch, or any other method the DM may wish to devise. A Druid who attains high office will gain a retinue of druidical attendants & those who reach the Hierophant levels also gain an assortment of other special abilities, as described in the *PHB*.

Regardless of the specific druidical hierarchy in place in the campaign world, all Druids are taught a 'secret language' (Druidic), it is not so much a true language of its own but rather a special variant of secret signs, gestures, code-words, and the like that can be sprinkled throughout conversation. This is true in **any** language & can allow Druids to hold an innocuous conversation, unremarkable to any eavesdroppers, while at the same time passing vital information that only another Druid could understand. The exact limits on this 'secret language' are up to the DM, but its use should generally be restricted to topics involving nature or interpersonal relationships (e.g., dropping in a code phrase & a gesture that indicates "the king wants to throw you in jail").

**Shapeshifting:** At 7<sup>th</sup> level, Druids gain the power to alter their shape by simply concentrating for 1 round (note that this must be done when resuming his or her normal form as well). When this ability is gained, the Druid must select one size S or M natural animal or humanoid race whose form he or she will learn to take through **Shapeshifting**.

**DM's Note:** Depending on the campaign, it may be permissible for Druids to learn the forms of faerie creatures (e.g., *pixies*, *sprites*, *dryads*, *brownies*, *satyrs*), though in no case would a Druid gain the innate magical powers or abilities of such creatures.

If the Druid learns **Shapeshifting** to take on the form of a humanoid race (**including his own race**), he can take on any basic appearance desired within that race, from apparent childhood to old age, up to a maximum change in apparent height and/or weight of 50%. Gender change is not possible, and it is also not possible to exactly duplicate or mimic the appearance of a particular humanoid, although a similar appearance can be adopted. (DM's discretion required, but a Druid will never be able to pass more than cursory examination by someone familiar with the person being imitated.)

Regardless of what form is adopted, a Druid can use **Shapeshifting** to take on that creature's form once per day & can maintain that form for as long as desired. However, if a Druid remains in any form for longer than 1 hour per level of experience he or she must attempt a save vs. Body in order to resume his or her normal form. If the save fails, he or she will be 'locked' in his or her present form. A new saving throw is allowed for each day that passes to enable the Druid to break the 'lock' & return to his or her normal form.

When using **Shapeshifting**, the Druid retains his or her normal hit points & THAC0 (and ability scores, if a humanoid form is adopted) but gains the Armor Class, movement rate, and attack routine of the assumed form. If he or she suffers damage while in this form, returning to his or her normal form will restore 10-60% (1d6 x 10%) of this damage.

**Shapeshifting** cannot restore damage suffered by a Druid in his or her natural form. If killed or knocked unconscious, a Druid will always revert to his or her normal shape within 1 round. Spellcasting is possible in a humanoid form, but not in any sort of animal form.

As a Druid advances in level, he or she can learn 1 new form to use for **Shapeshifting**, and each new form can be adopted only once per day. It must be noted that a Druid **cannot** shift directly from one shape to another; he or she must first resume normal form & then re-initiate his or her **Shapeshifting** power.

At 12<sup>th</sup> level, a Druid can choose to learn a particular form more than once, which would allow transformation into that shape once per day for each time that it has been learned. In addition to this, a Druid who has invested an extra 'slot' of **Shapeshifting** ability in one particular creature can learn to adopt the form of an animal as small as size T (though no smaller than a hummingbird or mouse in any event) or up to size L. Thus, by sacrificing a degree of flexibility in the use of his **Shapeshifting**, a Druid can 'specialize' in 1 or 2 types.

At 16<sup>th</sup> level (Hierophant Druid) & above, a Druid can use **Shapeshifting** as often as desired (though he or she is still limited in terms of which forms can be adopted). It requires only an initiative modifier of +1 but does not otherwise interfere with the Druid's actions for the round (though only one transformation can be made each round).

It must be stressed that a Druid's **Shapeshifting** ability is **not** magical & is **not** an illusion. It cannot be detected or dispelled as such (nor is it impacted in any way by dead magic or wild magic zones or spells such as *anti-magic shell*), though certain spells such as *penetrate disguise*, *detect shapechanger*, and *true seeing* will reveal the Druid's true form. If a Druid changes into another humanoid form, it must be stressed that his or her equipment is not changed in any way (and may be damaged by the change, if there is a large size discrepancy). **Shapeshifting** affects only the Druid's person. If he assumes an animal form, then the Druid's clothing & 1 item held in each hand at the time **Shapeshifting** is used are absorbed into his new form but do not function as long as he is in a form other than his own. All other items are left behind. At the DM's option, continuous-effect items such as magical rings, particularly **rings of protection** may be allowed to function while a Druid is using **Shapeshifting**.

A Druid of 7<sup>th</sup> level or above is considered a 'natural shapechanger' & is subject to certain spells and magical items that affect such creatures. They also become highly resistant to polymorph-type effects, however, in that a Druid of 7<sup>th</sup> level or above who fails a save vs. *polymorph other* or an analogous effect can use his or her **Shapeshifting** ability to resume normal form after only a single round. They still must make a system shock roll to survive the initial transformation caused by the spell, and a check must be made to see whether the Druid retains his or her normal intellect. If the Druid's mind is lost as a result of the polymorph, then obviously he or she will be unable to use this **Shapeshifting** power.

**Special Hindrances:** As noted, Druids seek to put forth a congenial & innocuous appearance, and as a result they are forbidden from wearing armor or using shields. They also use their own particular set of spell spheres regardless of those normally granted by their deity. They have no ability whatsoever to turn or command undead, nor do they gain any of the other granted powers normally afforded to priests of their deity, though they do gain access to unique spells of their faith.

As a general rule, most or all Druids worship 1 of 3 nature goddesses: **Chauntea** ('the Earthmother', steward over the earth, plants, and green, growing things) & her daughters, **Mielikki** (mistress of the animals & wild forests) and **Eldath** (keeper of the waters of life and the beauty & peaceful balance of nature). Rare Druids can also be found who worship **Luthic** (orcish fertility goddess), particularly the so-called 'Gray Druids' of the Underdark or other Druids who watch over desolate places. Luthic is also revered by some of the

'Lost Ones'; Druids whose realms have been blighted or destroyed & who have turned their thoughts to revenge, death, and destruction, though some of these serve **Moander**, the god of decay. It should be noted, however, that as part of their secretive nature many Druids do not openly espouse the worship of **any** deity, rather proclaiming that their powers and ethos are derived directly from 'Nature' or the 'Balance' rather than claiming allegiance to any particular divinity.

**DM's Note:** *At the DM's option, it may be possible for a Druid to in fact revere 'Balance' or 'Nature' as a mystical "force" or "concept", rather than an embodied deity, and still gain the full normal abilities of a Druid through this attunement with natural, magical, and spiritual forces.*

However a Druid gains his or her powers, in order to maintain them he or she must remain steadfastly dedicated to the goals of neutrality. The precise meaning of this will obviously vary in every campaign, but in general Druids will seek to maintain an appropriate (in their view) balance between civilization & wilderness, between preservation & exploitation of natural resources, between order & freedom, between good & evil, between life & death, and in all things. If one side seems to be overly ascendant, a Druid will do everything in his or her power to bring that side back to earth. At the same time, however, they often will not stay overly long in one area once the balance has been restored, unless some form of constant supervision is needed in the eyes of the druidical circle to ensure that balance remains. Indeed, Druids sometimes become advisors to kings or nobles in order to shepherd them in the 'proper' direction.

In order to prevent over-concentration of their resources, no more than 3 druids will ever work together in an adventuring party unless truly exceptional circumstances prevail. Druids must also support the work of their circle by donating at least 10% of all income to the greater druidical organization (never to another PC, even if that character is also a Druid). Druids may retain henchmen of any alignment, but no more than 1 of any alignment is allowed (save that any number of true neutral henchmen are possible). Unlike priests of other types, Druids gain no special followers as they advance in level (save for a small staff of druids that can assist or accompany a high-level Druid leader).

Druids dislike combat & will tend to encourage negotiation and compromise settlements wherever possible, favoring subtle & lasting remedies to problems rather than direct but short-lived solutions (such as bloodshed), but when other options have been exhausted Druids can be implacable foes of anyone who crosses them. They have no fear of death, as it is simply an alternate aspect of the wheel of life, and they likewise have no compunctions about sending others along their road to the 'next stage of existence'.

**Bonus Proficiencies:** Herbalism, Local History

**Preferred Proficiencies:** Agriculture, Ancient History, Animal Care, Animal Lore, Animal Noise, Animal Training, Disguise, Ecology, Etiquette, Healing, Heraldry, Law, Reading/Writing, Signaling, Voice Mimicry, Weather Sense

Fighter by Jason Eric Nelson

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Fighters are the quintessential warriors, masters of personal combat in all forms. Their primary function is combat, and many Fighters are simple, square, solid warriors who are ready, willing, and able to do the hard physical work in a fight. That stated, Fighters run the entire range of imaginable character types, from simple peasant soldiers to enslaved gladiators & from grizzled mercenary veterans to seafaring marines. Many adventuring Fighters are recently discharged from the military forces of their country or from a mercenary battalion, choosing to take their martial skill & attempt to make their fortune. Others may be brash youths, merry & light-hearted showoffs, dangerous & sinister battle leaders, or simply muscle-bound crushers out to intimidate & battle their way to fame (or infamy). Though Fighters may make alliances of convenience or for reasons or motivations of their own, as a rule they are hardy & self-sufficient and are free to follow any path they choose & follow the true calling of their heart, from noble & pure to the depths of darkness.

**Requirements:** Fighters use the Fighter advancement table & use ten-sided hit dice. They use the warrior THACO & saving throw tables and have the standard multiple attack progression of warriors. Fighters begin with 4 weapon & 2 non-weapon proficiency slots and follow the progression outlined in the Proficiency section (see Character Creation). Fighters can be of any alignment & of any race. A Fighter must have Strength of at least 9 & Constitution of at least 7.

**Weapons & Armor:** A Fighter can wear any armor & use any type of shield or weapon desired.

**Special Benefits:** A Fighter is able to gain proficiency and/or specialization in weapons, shields, and a variety of special combat techniques, as described below:

**Attacks of Opportunity:** Unlike other PCs, who are entitled to only 1 'free attack' against foes (see Combat section), a Fighter is entitled to make a number of *Attacks of Opportunity* in a given combat round equal to twice his normal allotment of attacks/round. A Fighter still cannot take more than 1 *Attack of Opportunity* against a particular opponent each round.

**Continuous Conditioning:** The intensive & rigorous training and exercise regimen of Fighters allows them to improve not only their fighting skills but also their physical capabilities. When a Fighter begins his or her career, the character gains percentile rolls for his or her Strength, Dexterity, and Constitution scores. At each level, the Fighter should roll 2d10 for each score & add that to the percentile score. When a percentile score reaches 100, the Fighter has gained a full point in that ability score & the percentile total begins to accumulate again. For example, a Fighter begins with 16 Dexterity & rolls 88 for his percentile. Upon attaining 2<sup>nd</sup> level, he or she rolls 2d10 for Strength, Dexterity, and Constitution and adds this number to each percentile. The roll for Dexterity is 14; added to 88 this makes 102, so the Dexterity score increases from 16/88 to 17/02. Other than certain special situations (DM's discretion), these percentile scores do not provide any added bonus over the base ability score until a full point has been added.

**Heroic Fray:** The most heroic & inspirational stories of battle are about the stand of the few against the many. The legend of Roland holding the pass of Roncevalles or Tolkien's tale of the Fellowship standing against the orcs of Moria in Balin's tomb - these stories live forever in the imaginations of people everywhere. In a heroic fray, the Warrior is fighting against hordes of individually weak monsters such as goblins, kobolds, or giant rats. When battling against much weaker opponents that are attacking the Fighter & his or her cohorts in large numbers, a Fighter has the ability to make double his or her normal allotment of attacks. This only applies to their primary weapon; if the PC is fighting with a weapon in each hand, the secondary weapon still adds only 1 additional attack per round. Any attacks of opportunity the heroic warrior receives must be counted off against these additional attacks, however. In addition, warriors gain 1 extra attack per round which may be used to perform a shield-punch, shield-rush, unarmed punch or kick, or grab maneuver against any opponent that they threaten when they begin resolving their attacks for the round. The normal penalties for these attacks don't apply, so the shield maneuvers don't cost the warrior his AC bonus, and the unarmed maneuvers don't provoke attacks of opportunity.

In order to engage in a *Heroic Fray*, the Fighter's side must be outnumbered at least 2 to 1 or else the Fighter himself must be outnumbered in personal combat at least 3 to 1. In addition, the Fighter's enemies must be at least 10HD (ignoring pluses) or levels below his own level or must have less than 1HD. Thus, a Fighter of any level can engage in a *Heroic Fray* against kobolds or giant rats, while a 13<sup>th</sup> level Fighter could engage in a *Heroic Fray* against gnolls, bugbears, wolves, or even human fighters of up to 3<sup>rd</sup> level.

**Specialization:** Fighters are masters of weapons of all types & can become proficient or specialized in as many weapons as they desire throughout their career, subject to the limit of weapon proficiency slots they possess. A Fighter can begin play with Skilled Specialization in any one weapon, but if they do so they cannot begin with proficiency in any other weapon. A Fighter can also 'save' proficiency slots for later use. A Fighter can train for weapon proficiency or specialization no more than once per experience level. Fighters may also spend slots on Fencing, Punching, Shield, or Wrestling proficiency or specialization. They may improve their level of specialization or gain proficiency or specialization in other weapons, at any time after the character is created, that the character has sufficient time & money to invest in training.

Note that in addition to the normal benefits for *Specialization*, a Fighter whose 'effective level' (i.e., experience level plus level of specialization) exceeds 20 is able to attack three times per round rather than the usual two attack per round maximum. As usual, this bonus attack applies only with a primary weapon; a weapon wielded in the off-hand can never be used for more than 1 attack per round.

**Stronghold:** Any Fighter who reaches 9<sup>th</sup> level becomes, in effect, a 'Lord' as a result of their reputation for skill & bravery in combat. A Fighter of this level can petition a ruler for a land grant, which will always be granted (assuming alignments are compatible or the ruler has some interest in retaining the fighter as a vassal). Most often, this is a charter to establish a minor domain in a borderland region of the ruler's lands or to clear & settle an area of wilderness and thereby extend his or her liege's influence. A Fighter can of course, simply hack out his or her own piece of territory in the wilderness, but doing so without first contacting nearby established rulers may bring the would-be Lord into contact with others. It may also lead them to question the legitimacy of the Fighter's lordship.

In any event, if a Fighter Lord builds a stronghold (whether or not he or she officially establishes a domain in the surrounding lands), he or she will automatically attract a retinue of followers, as described in the *PHB*. In addition, the Fighter gains additionally 10 follower men-at-arms with a commanding 1<sup>st</sup> level sergeant for each level that he or she gains thereafter. If the Fighter Lord's followers have been involved in any sort of military action during the previous level, this is increased to 1d4 x 10 new followers. These troops will usually be drawn from the "Troops/Followers" table, but there is a 5% chance per level over 9<sup>th</sup> that they will instead be drawn from the "Elite Units" table. Each time that such additional followers come into the Fighter's service, there is also a 5% chance per 10 troops gained that a captain will accompany them from the "Leader" table. These additional troops are treated exactly as followers already gained, in terms of loyalty, morale, starting equipment, and the like.

**Style Specialization:** Fighters often learn to fight with a variety of different weapons & in a variety of special fighting styles. Any Fighter can choose to learn one or more of the following *Style Specializations* at a cost of a proficiency slot each (note that these can be learned using weapon or non-weapon slots). A *Style Specialization* is not a generic benefit - it must be learned for use with a specific weapon or combination of weapons, and the benefits apply only when using that weapon or combination (e.g., spear & body shield, two-handed sword, shortsword & buckler, rapier & main-gauche, paired hand axes). Mounted *Style Specialization* must be selected with a specific weapon and a specific type of mount (or a type of chariot or similar conveyance). The possible choices & their effects are described below:

**Brawling:** Make a free Punching attack in addition to normal melee attacks (often with a shield or the hilt or haft of a weapon being used, although a fist can of course be used), without the normal penalty for making a weaponless attack in melee.

**Missile Weapon:** Move on foot at half speed and still fire full normal number of missiles or move at full speed and fire half normal number of missiles without penalty.

**Mounted Archery:** As the Missile Weapon *Style Specialization*, but while the fighter is mounted on a particular type of animal rather than afoot.

**Mounted Catch & Drag:** Attack with a flexible weapon while astride a chosen mount. If hit, inflict half damage but catch/entangle opponent & attempt to drag behind mount for 1d4 points of damage per round (2 Strength checks to get free). If the target is smaller than the mount, dragging is automatic. If the target is twice the size of the mount, dragging is impossible. If the target is the same size (up to twice the size), roll a Dodge save to avoid being dragged.

**Mounted Charge:** Make an impaling attack astride a chosen mount with any thrusting weapon (note: all lances can be used in this way without *Style Specialization*) for double damage (Strength bonus not included) on a successful hit. However, there is a 1 in 6 chance the weapon will break & a 2 in 6 chance the weapon will get stuck in the opponent & must be let go or else a round spent to recover it.

**Mounted Sweep:** Move at full normal mounted speed astride a chosen mount & make 1 normal attack with any one-handed weapon in same round. The mount & rider both gain +1 AC bonus vs. opponents on foot.

**One-handed Weapon:** +2 bonus to frontal AC vs. melee attacks, but no bonus vs. missile attacks; cannot be used with a weapon or shield in the off-hand

**Two-handed Weapon:** -3 bonus to speed factor with a two-handed weapon.

**Two-weapon:** May use two equal-sized weapons simultaneously; if wearing studded leather or lighter armor (or elven chain) can fight with two weapons with no penalty (though each suffers a -1 penalty to hit if different actions are performed - e.g., one attack & one Block or Disarm).

**Weapon & Shield:** +1 bonus to frontal AC vs. all attacks.

If selecting a style not described above, please refer to the DM.

**Special Hindrances:** None.

**Required Proficiencies:** None

**Preferred Proficiencies:** All Warrior proficiencies

All the noise in the inn died when the old warrior entered. He passed several travelers while striding towards the fireplace. They all gathered around him as soon as he sat down on his chair by the fire.

"Please, old Fareus, tell us about the travels you've made. Tell us about all the things you've seen", they begged. Old Fareus sat back, lighting his pipe. He smiled, for their faces expressed such eagerness.

"Well", he began, "I've met some strange people during the adventures me & my group encountered on the way. But I will never forget the day that we met the Inventor."

"An inventor? What might that be, some sort of monster?" It was the innkeeper, who had gathered with them. He stood up & wiped his hands on his apron. He looked at the warrior with an expression of disbelief on his face. He went back to the bar & started cleaning the glasses.

"No," said Fareus, turning towards the innkeeper, "the inventor was a man like you & me. We met him at the Yafirwoods."

His face was colored yellow & red as he looked into the fire. No one made a sound.

"He addressed us & we went further together. In his right hand he carried a little black suitcase & strange devices were attached to his body. He was mumbling to himself all the way, counting & calculating. We didn't understand a thing of what he was doing, but we didn't mind his presence. After a few miles an enormous giant came jumping out of the woods. He swung a huge club & shouted loud. We were paralyzed by its sudden appearance. Then we heard a clicking sound from the right. The inventor had opened his suitcase. 'Finally, I get to test this thing,' he muttered, drawing forth a little blindfolded creature. He put the thing down, and only then did we see that something was tied to the creature's back... with a fuse sticking out of it. The inventor placed the shrieking thing on the ground & let it go. Feeling free, it ran blind in the direction of the Giant. The latter bent forward, picked up the creature & examined it closely. I don't think he saw very much after that, because the thing exploded right in his face. He was blown backwards & didn't move any more. When we finally realized what had happened the inventor was gone. He had taken his suitcase & left."

Not a single sound was heard in the inn. Even the innkeeper had stopped cleaning his glasses. They all looked dismayed at the old warrior. Suddenly, an enormous explosion was audible. The sound came from outside the inn & everybody rushed at the door, leaving only the old warrior, grinning to himself by the fire.

Inventors are eccentric persons who have devoted their lives to knowledge, inventing, experimenting & exploring the world around them. Simply, they want to know how things work, be it a windmill or a flower. The inventor is a person who wants to create items that will make his life easier.

Inventors are perpetually curious, always inquiring into the functions of the devices they encounter. This doesn't always endear them to the people they meet, who may often find the inventor to be a nuisance. Still, they can be invaluable to an adventuring party, for their minds are often capable of working out detailed, clever plans for many of the operations that a band of adventurers may undertake.

With his strange devices, he can become a fearsome opponent in battle (although he'll never be in the frontlines). He'd rather remain at a distance, firing his inventions into the enemy ranks. Normal melee weapons are hard-to-handle for him. He can become proficient in melee weapons but will still suffer a penalty of -2 to attack & +2 to initiative. Inventors use the THAC0 table provided in the Combat section to determine their chances of success to hit an opponent.

Inventors may wear only armors of chain-mail heaviness or less. If they wear heavier armor while inventing, their success checks act as if they are 3 levels lower, for every point less than 5 of their Armor Class.

Although many of his inventions can have the same effect as magic, they work in an entirely different way. They are mostly artificial & handmade. In fact, most inventors detest magic & refuse to use, or even come close to it. Their goal is to create items that will make magic needless. They are technically very advanced & intelligent. Inventors always have new ideas for new inventions, many of them impossible to create because of the lack of suitable material. The inventor's path of life leads from invention to invention with a lot of explosions in between. An inventor needs a laboratory at 1<sup>st</sup> level. This laboratory won't take up as much space as a wizard's lab. An adventuring inventor, who has to travel a lot, can do with a movable lab (building it in a covered wagon). Playing an inventor can be a lot of fun when the DM is cooperative. He must make sure that inventing is not too easy & not too hard and he could come up with very funny incidents (misfires, sudden explosions). A lot of things can happen if the inventor mixes the wrong ingredients. Players' own initiatives on new inventions should be encouraged from 1<sup>st</sup> level on.

An inventor may be of any alignment, but they tend towards neutrality. That being said, though, while his intentions are mostly good, some of his inventions will not mix with a lawful alignment. The *implosives* for instance, or the research needed on dead animals (they have to die first). Players can be lawful good, but in this case they will have to behave accordingly. Some inventions will be out of reach for these characters. Inventors cannot multi-class.

Inventors begin with 1 WP & 5 NWP. They gain 1 new weapon proficiency every 4 levels & 2 new non-weapon proficiencies every level of experience. They may choose their non-weapon proficiencies from the General, Priest & Wizard groups. As for weapons, inventors may choose any weapon allowed to rogues, but prefer weapons with some element of technology (such as crossbows & arquebuses).

Saves - Primary: Dodge, secondary: mind (they don't deal with magic and thus are less likely to believe in it, thus less susceptible to its effects)

Ability Requirements: Dexterity 13, Intelligence 15, and Constitution 10

Prime Requisite: Dexterity, Intelligence. If they have a score of 16 or higher in either prime requisite, they gain a 10% bonus to the experience points they earn.

Allowed Races: Human, Gnome, Elf and Half-elf

Level	Experience	Hit Dice (d6)	Level	Experience	Hit Dice (d6)
1	0	1	11	850,000	10+2
2	2,100	2	12	1,100,000	10+4
3	4,200	3	13	1,350,000	10+6
4	8,500	4	14	1,650,000	10+8
5	17,000	5	15	1,900,000	10+10
6	34,000	6	16	2,150,000	10+12
7	68,000	7	17	2,400,000	10+14
8	135,000	8	18	2,750,000	10+16
9	270,000	9	19	3,000,000	10+18
10	550,000	10	20	3,250,000	10+20

#### Proficiencies

The inventor gains the Engineering & Carpentry NWP, as these are both related to the work the inventor does. Both proficiencies are improved by +1 for every 3 levels the inventor rises. So a 7<sup>th</sup> level inventor has a +2 modifier with regards to these skills. There are also certain proficiencies that an inventor would definitely be lost without. Included here are inventor specific proficiencies that the inventor class should look into purchasing as soon as possible.

**Automatic weapon proficiency:** With this ability, the inventor can actually use the weapons he created. If he's invented the Greek fire Projector, then he knows how to handle it because of all the tests and trials that he's done with it. (Cost: 2 WPs)

**Construction:** Construction allows the inventor to invent & construct war machines. This ability doesn't give the proficiency to use them in a fight or siege. (Cost: 1 NWP)

**Inventing proficiency:** This proficiency is needed to realize the ideas the inventor has. With this skill, the PC is able to make plans, draw schemes, use technical terms to describe the power of an invention (such as Volt & Hertz) and knows the ingredients & materials needed for his creation (gunpowder, for instance). Without this proficiency the inventor will have a hard time inventing.

**Knowledge:** The inventor needs certain information to create his inventions. He must have the knowledge about natural laws so that he can use them. There are three kinds of knowledge that can be chosen separately.

**Physics** - The knowledge needed to create inventions based on physical rules like gravity, electricity, steam propulsion etc.

**Alchemical** - Knowledge needed to create inventions which combine several materials in such a way that the desired reaction occurs. This combining results in explosives & other aggressive reactions, which the inventor can use to attack.

**Anatomic** - The knowledge needed to make inventions that are based on anatomic sciences. The inventor examines other creatures and how their bodies function. With this information he can create new tools.

Each area of knowledge is related to several inventions. Of course PCs can create their own inventions, just like wizards can create their own spells. The player should consult with the DM if the invention is appropriate & of which level it will be. For each invention, listed here or not, a lot of research must be done before it can actually be built. A number of weeks equal to the invention level must be spent to find out everything that the inventor needs to know about the subject. After that period, a check is made by the DM (1d100). The chance of success depends on a PC's Intelligence, level and the difficulty of the invention, as follows:

Chance of success = 2% per point of intelligence + 5% per level - Success modifier

If the check fails the inventor could spend additional weeks researching. At the end of each additional week a new check is made. Every additional week also implies a 5% chance of sustaining flaws rolled by the DM after each missed success roll. When the check is rolled beneath this number it means that there's a flaw in the design. When the invention has actually been built the flaw is discovered (perhaps by a massive explosion, by malfunctions or constant misfires, this is up to the DM)

Note that after researching the invention, the character only knows how to make it. He just made a building-scheme; he did not create the item. The act of inventing itself doesn't cost much money, it's only when trying to bring these ideas into reality that the cost is incurred.

Note that the inventor can't invent things above his level.

Table I: Invention Success Chances by Level

Inventor's Level	Invention Level	Success Modifier	Cost	Creation Time	Examples & Guidelines
1-3	1	5%	2d100gp	2 months	Blunderbuss
4-6	2	15%	2d100gp	1 month	Implosives, electricity
7-9	3	30%	1d100gp	3 weeks	X-ray goggles
10-12	4	50%	1d100gp	2 ½ weeks	Acid projector, steam propulsion
13-15	5	65%	5d10gp	2 weeks	Balloon
16-18	6	75%	5d10gp	1 ½ weeks	Submarine, flying-machine
19-21	7	85%	1d20gp	1 week	Crazy Stuff: teleporter, aircraft, etc.
22-24	8	90%	1d20gp	4 days	
25-27	9	95%	1d10gp	2 days	
28-30	10	99%	1d10gp	1 day	

If the invention roll fails, roll percentile dice again on Table 2.

Table 2: Failure Type Chances by Level

Level	% Not Working	% Backfire*	% Different**
1-3	34%	33%	33%
4-6	40%	30%	30%
7-9	45%	28%	27%
10-12	50%	25%	25%
13-15	60%	20%	20%
16-18	70%	15%	15%
19-21	80%	10%	10%
22-24	85%	8%	7%
25-27	95%	3%	2%
28-30	99%	1%	0%

\* In Backfire, the device appears to be normal. However, the first time it is used, the effects will not affect their target, but attack the user instead. (If the intent is to affect the user, it will affect a random person near them.)

\*\* The DM determines a different effect. This should not be something beyond the capability of the invention's components (like a clock becoming a grenade), but should be something ironic. The cruelty of the difference depends on the DM.

While the costs for different inventions are outlined in the table above, at times, these costs should be decided by the DM. Materials do not always cost the same, and the amount of money for services isn't the same in every country. Therefore the DM should consider the price paid by the Inventor when it comes time to create something in an environment unfamiliar with the PC. At times, the materials needed for the invention are not available or wouldn't be for sale; in cases like this, the Inventor should go on some sort of quest to find the material needed.

You should also understand that the inventions noted below aren't the only possible inventions. Players should use their imagination in constructing new ideas.

#### First-Level Inventions

##### Adamantine Digging Gloves (Anatomy)

Building Time: 10 days

(2<sup>nd</sup> level) These gloves give the inventor the ability to dig tunnels at extra speed. They are just made in a way that allows the character to dig with his hands. Copied from mole paws, the gloves' fingers have little spade-like claws. The inventor can dig a volume of 3ft<sup>3</sup> per round in normal earth & 1ft<sup>3</sup> per round through rock.

Special ingredient is Adamantine.

##### Black Crystal Glasses (Physics)

Building Time: 3 days

(3<sup>rd</sup> level) The inventor can create glasses of dark material, which work like sunglasses, giving the wearer extra protection to blinding by sun or artificial light. The dark material needed has to be searched for. When made, the glasses provide a +3 to any surprise-check when encountering fire or lightning.

##### Blunderbuss (Physics)

Building Time: 20 days

(1<sup>st</sup> level) This weapon uses gunpowder (must be invented apart from the blunderbuss), just like the arquebus in the PHB, to shoot little stones. This weapon is not only dangerous to opponents, but it can harm the inventor as well. If a natural 1-4 is rolled on an attack roll (d20), something goes wrong, as seen on the following table. The Blunderbuss does 1d10 hit points of damage, if the attack is made successfully.

Blunderbuss Blunders

2d6 roll	Result
2	Mega-Boom: after 1d4 rounds 2d6 points of damage in sq. 1d6 damage in next square
3-4	Fouled Barrel: nothing happens, gun must be cleaned (1d6 rounds)
5-6	Fires next round, shot isn't ruined if aimed
7	Backfire: possible knockdown
8-9	A lot of smoke blinding surrounding squares
10-11	Shot goes of to a random direction
12	Explosion: 2d4 damage or 1d4 if saving throw vs. death is successful

##### Gun Powder (Alchemy)

Building Time: 1lb./day Cost: 10gp/lb.

This is highly flammable & explosive powder that can be used in guns & bombs.

##### Repeating Crossbow (Physics)

Building Time: 20 days

(1<sup>st</sup> level) This item is in many respects equal to a light crossbow except for the rate of fire (2 bolts per round), for it is easier to load due to a magazine containing extra bolts, which is attached to the crossbow.

##### Snow-sliding Board (Physics)

Building Time: 5 days

(1<sup>st</sup> level) This invention enables the character to slide over snow or similar material. One or two wooden boards prepared in the correct manner, and then attached to the inventor's shoes make him slide at a movement of 18-24 if descending (depending on angle). They don't give him extra speed on flat terrain.

#### Second-level inventions

##### Acid Bombs (Alchemy)

Building Time: 3/day

Two kinds of acid can be made. Flesh- and metal-eating acids are both powerful & therefore not created before 6<sup>th</sup> level. At this level, the inventor can create flesh-eating acid, which does not affect any kind of metal. At 7<sup>th</sup> level metal-eating acid can be invented.

##### Aiming Device (Physics)

Building Time: 10 days

(4<sup>th</sup> level) By attaching a couple of linked lenses to his Repeating Crossbow, the inventor can aim at an exact location. It takes 1 round to aim properly & all subsequent attacks are made with a +3 to hit.

### **Battery (Physics)**

Building Time: 25 days

The inventor has the knowledge to create electricity. Only, he will not be able to use this power until he reaches 6<sup>th</sup> level. Only then can he create inventions based on this knowledge, like this Battery. Combining 2 different materials brings forth a reaction producing enough electricity to inflict damage equal to a 5<sup>th</sup> level *shocking grasp* spell.

### **Implosives (Alchemy)**

Building Time: 2 days

(4<sup>th</sup> level) This invention is one of the reasons an inventor can't be lawful good. After long research, the originator of this invention found the right way to transport the bombs he created. The bombs are transported by kobolds. According to the name, imps should transport the bombs. Unfortunately, the inventor that tried experimenting with imps got himself killed. The name he gave to his invention is still used though.

The kobold is tied to a little bomb, armed with a fuse, and blindfolded. The inventor then puts the creature in front of him. When released, the kobold gets away from his imprisoner, running straight-ahead because of the blindfold. When pointed at an opponent, the kobold transports the bomb right to it. The bomb goes off, inflicting 2d6HPs of damage on a direct hit & 1d3HPs for splash damage. This means that the kobold is mostly hit when the bomb is delivered.

### **Infravision Goggles (Physics)**

Building Time: 10 days

(5<sup>th</sup> level) This is a pair of glasses that allows the inventor to see in the dark, just like some races can. The user is given 60' infravision whenever he puts on the glasses, night or day.

### **Wall Climbers (Anatomy)**

Building Time: 5 days

(5<sup>th</sup> level) Based on the ability of tree-climbing frogs, these gloves & shoes have suckers on their flat sides, fastening the inventor to a wall or other vertical surface. The character can move at a rate of 6 on vertical & horizontal surfaces no matter what his normal movement is, as long as he wears this gear.

Third-level inventions

### **Diving Mask (Anatomy)**

Building Time: 10 days

(9<sup>th</sup> level) This is an improved Gas Mask (see below). The inventor has made his Gas Mask appropriate for use underwater, allowing one to breathe for 15 minutes. This mask only allows a character to *breathe* under water; it doesn't allow extra movement or actions.

### **Flying Suit (Anatomy)**

Building Time: 20 days

(8<sup>th</sup> level) This is a suit that covers the whole body of the inventor, except for the head, like a diving suit. Its principle is copied from flying squirrels. Attached to the suit are 2 wing-like fabrics that function as parachutes when arms & legs are spread. They actually give the character a version of *feather falling*, but in his enthusiasm, the original inventor named this item a Flying Suit.

### **Gas Mask (Anatomy)**

Building Time: 10 days

(7<sup>th</sup> level) The inventor carries a little barrel (filled with bladders) on his back where air is stored. Through a little mouthpiece, the PC breathes the air when he finds himself in a cloud of gas or smoke. He will have the possibility to breathe for 10 minutes without any trouble. The used air escapes through the mouthpiece so that the air in the barrel will stay pure.

### **Greek fire Projector (Alchemy)**

Building Time: 20 days

(8<sup>th</sup> level) This gun is similar to the Blunderbuss. The inventor carries a little barrel (which contains Greek fire) on his back, which is connected to a tube. When used, the Greek fire is projected through the tube & lit at the end of it (a ray of fire 5' wide & 15' long springs from the weapon), doing damage to all creatures within range. Damage is 2d6 hit points during the first round & 1d6 hit points during the second. The barrel contains enough Greek fire to use during 4 rounds (8 flasks), after which it must be refilled.

### **Shadow Projector (Physics)**

Building Time: 30 days

This invention creates shadows that make it easier to hide for thieves. This works best in shadowy areas & won't work in an open space, in bright sunlight. If used properly, it will add +5% to a thief's Hide in Shadows score.

### **Ultravision Goggles (Physics)**

Building Time: 15 days

At 7<sup>th</sup> level enough research is made to create a better version of the Infravision Goggles. The inventor can see perfectly up to 90' in darkness, starlight or moonlight, with the same clarity as in daylight.

### **X-ray Goggles (Physics)**

Building Time: 30 days

At 9<sup>th</sup> level the inventor can improve his goggles to their ultimate use. This pair of glasses grants the wearer the ability to see into & through substances that are impenetrable to normal sight. Vision range is 20', with the viewer seeing things as if he were looking at them in normal light. With this item the viewer can penetrate 20' of cloth, wood or similar animal or vegetable material, and up to 10' of stone & metals. Certain metals cannot be penetrated at all (i.e. lead).

Fourth-level inventions

### **Acid Projector (Alchemy)**

Building Time: 25 days

(10<sup>th</sup> level) This projector works the same as the Greek fire Projector, only that this weapon fires acid (which is effective against regenerating creatures). Any hit inflicts 3d6 hit points of damage the first round & 1d6 the next. Any hit will leave scars on any surviving creature. One stream of acid (as much as a flask) can be projected every round until the inventor runs out of acid (the barrel contains 8 flasks). The Acid Projector must be aimed at 1 creature & is treated as a missile weapon. If metal devouring acid is fired, the target's armor doesn't count.

### **Steam Propulsion (Physics)**

Building Time: None

This invention reflects certain knowledge in how steam propulsion works. It can be used in other inventions that require steam propulsion.

### **Steam Engine (Physics)**

Building Time: 45 days

This invention requires the knowledge of Steam Propulsion. Basically this is a spinning wheel that is powered by heated water. This wheel can be attached to a shaft to create a vehicle or to a mechanism to make an automatically loading bolt-thrower.

Multiple-level inventions

The following two inventions can be made & improved at several levels. Their effects are explained in Table 3.

### **Throwing Bombs (Alchemy)**

Building Time: 1 day/Invention level

These are little globes or pouches filled with some sort of powder or gas. The bombs can be thrown to whatever location the inventor wants by making a successful Throwing proficiency-check. The level of the bombs depends on the level of its contents. The cost of a bomb is 2gp per Bomb level + the cost of the material. Gasses, powders & their affects are listed in table 3.

### **Eggshells (Alchemy)**

Building Time: 1 day/Invention level

These are bombs made of blown eggs. Only hollow shells are used. They are filled with powder or gas and thrown at an opponent. There are different kinds of eggshells just like there are different kind of smoke bombs depending on what gasses or powders are put in them (see Table 3). Eggshells are cheaper than bombs but, as they weigh less, aiming them is harder. They hit when a successful Throwing proficiency-check is made at a -2 penalty. Eggshells only have material cost.

Table 3

Gases & Powders	Bomb level	Invention level	Material Cost	Effects
Sneezing	1 <sup>st</sup>	1 <sup>st</sup>	1.5gp per bomb	Sneezing for 1d4 rounds
Exploding (gunpowder)	2 <sup>nd</sup>	1 <sup>st</sup>	2gp per bomb	1d6+1 damage
Laughing	2 <sup>nd</sup>	1 <sup>st</sup>	2gp per bomb	Laughing for 1d6 rounds
Smoke	3 <sup>rd</sup>	1 <sup>st</sup>	2.5gp per bomb	Smoke screen for 1d6 rounds
Itching	3 <sup>rd</sup>	1 <sup>st</sup>	2.5gp per bomb	Irritating skin for 1 turn
Blinding	4 <sup>th</sup>	2 <sup>nd</sup>	2.5gp per bomb	Blinding for 1d8 rounds
Sleeping	5 <sup>th</sup>	2 <sup>nd</sup>	3.5gp per bomb	Sleeping for 1d10+5 rounds
Choking	8 <sup>th</sup>	3 <sup>rd</sup>	4gp per bomb	1d8+4 damage

#### Reverse Engineering

Inventors can understand & copy each other's inventions. If you can get access to an invention made by someone else, and you are qualified to invent it yourself, then you can analyze it & produce your own variant of the device and explain the use of this variant device to others.

#### Bag of stuff

The inventor has a tendency to accumulate many little objects that could one day serve in an invention. Whenever he needs something, there is a chance he might have it in his bag:

Simple objects: string, pin, chalk, candle, etc. level x 10% (max 90%)

Common objects: dagger, rope, torch, etc. level x 5% (max 60%)

Complex: lantern, lock, crossbow, etc. level x 2% (max 20%)

An inventor may reach into his bag, pull something out, and use it in the same round, but this item is randomly determined by a roll, or by the DM. If an inventor is looking for a specific item, it takes up to 1d4 rounds of searching before it is found & then it may be used in the following round. The DM & the player must determine a set number of items that the inventor can carry. Then, when the inventor picks up a new item, you must randomly replace one object from the list with the recently acquired item.

**Followers:** The inventor can gain followers. He doesn't need a stronghold to gain them. He finds his followers by chance, just like a ranger, or he invents them himself. The inventor has the unique ability to create his own followers. To do so, however, he must be proficient in three (3) areas of knowledge: physics, alchemy & anatomy. Examples of created followers are described below.

#### Ornithopter, Clockwork Avian

Climate/Terrain:	Any	Frequency:	Unique
Organization:	Solitary	Activity Cycle:	Any
Diet:	Nil	Intelligence:	Semi- (4)
Treasure:	Nil	Alignment:	Neutral
No. Appearing:	1	Armor Class:	7
Movement:	Fl 36 (B)	Hit Dice:	2
THACO:	17	# of Attacks:	1
Damage/Attack:	1-2	Special Attacks:	Drop small bombs
Special Defenses:	See below	Magic Resistance:	nil
Size:	T	Morale:	Fearless (19-20)
XP Value:	225		

This is a small flying machine made by an inquisitive inventor. It is normally quite easy to destroy, but it's strength lies in its speed & in its durability. When it is destroyed there is a 90% chance that it can be repaired, taking up to 1 week to do so. Any supplies that it carried when destroyed are subsequently lost.

**Combat:** In combat, it can infuriate larger enemies by flying around them. This takes 2 rounds in which the Clockwork Avian can't attack. But it is very hard to hit if it isn't attacking (AC drops down to -3), especially for larger opponents. It gets a +4 AC bonus for every size difference.

At the end of the second round, the target must make a saving throw vs. Mind. If the save fails, the creature becomes enraged for 2-12 rounds. During this rage it suffers a -4 penalty to all attacks.

Later versions can carry small bombs with gases or explosives & drop them on their enemies. To hit a target, the Avian must make an attack roll against an AC of 10.

#### Firedrake, Clockwork Drake

Climate/Terrain:	Any	Frequency:	Rare
Organization:	Solitary	Activity Cycle:	Any
Diet:	Nil	Intelligence:	Semi- (4)
Treasure:	Nil	Alignment:	Neutral
No. Appearing:	1	Armor Class:	2 (metal plate)
Movement:	6 Fl 12 (C)	Hit Dice:	4+4
THACO:	13	# of Attacks:	1
Damage/Attack:	2-8 (2d4)	Special Attacks:	Fire breath 5/day 2d8 in 60° x 10° cone
Special Defenses:	1-2 fire damage per S or P weapon hit unless a save vs. breath. Explodes when destroyed.		
Magic Resistance:	Nil	Size:	S
Morale:	Fearless (19-20)	XP Value:	670

The inventor has reproduced the internal combustion system of a firedrake within this clockwork marvel. It functions as a pet & the inventor has full control over the creature. He has to pull handles to set the Drake to work. Handles are for paw-movement (attacking/walking), flying, the breath weapon & tail-movement. The handles are situated on the back of the creature. When it is destroyed, it causes an enormous explosion doing 3d6 damage to everyone within a 10' radius.

This is only an idea of how complicated followers can become. The DM & the inventor should work out the details for this creature and decide which powers it has.

#### Kits

##### Magic Discarder

While most inventors hate magic, there are always people who are worse. Inventors who really detest magic are called Magic Discarders. Their hate towards magic can have several causes, but the most common is that a character sees magic as some sort of trick that can be replaced by science. Not only will this character refuse to use magic, he will also try to duplicate the effect artificially and then destroy the original. It's obvious that cooperation with a mage is out of the question, except for extraordinary cases. Magic Discarders have problems with priestly magic as well, but not in the same way. They do not refuse priestly magic (while a god grants this) although they will use it reluctantly.

**Social ranks:** Magic Discarders can come from any economic background except the lower class. The reason for this is that a lot of money is needed to duplicate magical effects. Inventors that lack money won't think of duplicating magic.

**Requirements:** Only inventors can choose this kit. The Magic Discarder must have the minimum requirements for an inventor & must also have a minimum Wisdom of 13. This is because the Discarder must have an extensive knowledge so he knows how to obtain certain effects.

**Weapon proficiencies:** Just like any other inventor, the Magic Discarder has a hard time fighting with melee weapons. He can become proficient in any weapon but suffers the same penalties as normal. Normal weapons that can be used without penalties include the repeating crossbow, blunderbuss and bombs.

**Recommended non-weapon proficiencies:** Rope use, carpentry, engineering, set snares, spellcraft.

**Equipment:** Standard for inventors

**Recommended traits:** Obscure knowledge, precise memory, and keen senses.



**Possible Inventions:** Shoes of Jumping, X-ray Goggles, Wings of Flying, Teleporter and Shocking Grasp.

**Benefits:** Because they are so acquainted with magic, Magic Discarders gain a +1 on any saving throws whenever magic is involved. Because these characters are so eager to create items that will make magic needless, they add a +10% to their chance of success when inventing such items. Note that this adjustment only counts when some magical effect is duplicated. Therefore the inventor must have seen or heard of a magical item to replicate.

**Hindrances:** While Discarders really hate magic they will refuse it in any way. No magical items of any kind can be used *voluntarily*. Magic just doesn't appeal to him and he won't use it, unless he is really forced by someone to do so. Magic cast upon him has normal effect on the character. When a fireball is cast on him, the Discarder will suffer damage as any other person would.

**Wealth:** The Magic Discarder start with the amount of money standard for inventors: 2d8x10 GP.

Odd Jobber

There have always been people who are good at anything, jack-of-all-trades that can accomplish all the chores you want them to do. Some of these will offer their services for free. Others will ask some kind of payment. Odd Jobbers are people of the latter category. They dwell the earth hiring themselves out to people, doing jobs their employers don't want to do. These characters can ask anything in return; money, valuable items or materials needed for new inventions.

**Social ranks:** Odd Jobbers never come from the upper class, those people don't have to work to earn money and they aren't used to offer their services.

**Requirements:** Odd Jobbers must have a minimum Charisma of 9. Besides they must have the requirements to become an inventor. Other classes can become Odd Jobbers but they must have the appropriate proficiency needed for the job.

**Weapon proficiencies:** Because characters with this kit are so devoted to inventing and creating they cannot fight with melee weapons. They can only use weapons they created themselves, which include the blunderbuss, repeating crossbow, etc.

**Recommended non-weapon proficiencies:** Blacksmithing, carpentry, cobbling, engineering, leather working, rope use, stonemasonry, reading & writing, set snares, bowyer/fletcher.

**Equipment:** Odd Jobbers should have all the equipment needed for the jobs they want themselves to do. If a character wants to hire oneself out for repairing shoes, for instance, he should have the appropriate tools.

**Recommended traits:** Keen senses, artistic ability, empathy, obscure knowledge, precise memory.

**Possible inventions:** Ventilation System, Central Heating, Sewing Machine & Household Inventions.

**Benefits:** When Odd Jobbers deliver good work their names are remembered & passed on. After some time they could become known as "the man that could do anything". This can draw the attention of wealthy people who can always use this kind of services. He will be paid well & could eventually attract a wealthy patron that will support & pay him for inventing. This character will gain one of the named non-weapon proficiencies for free (see recommended non-weapon proficiencies).

**Hindrances:** Odd Jobbers are so devoted to inventing that they have a hard time using weapons they didn't create themselves. They cannot fight with melee weapons except for knives, which they need for their work. They suffer the same penalties as usual when fighting with this weapon. Because they like inventing so much, they add 2 days to the time needed to invent things.

**Wealth:** Odd Jobbers start with 2d8 x 10 GP.

Stealth Hunter

The devices made by inventors can be used to suit many purposes. Some inventors decided to specialize in the art of thieving. Their inventions grant them abilities of stealth and precision. It is recommended that thieving abilities be chosen for this.

**Social rank:** Most assassins come from the middle class.

**Requirements:** To take this kit the inventor must have a minimum Dexterity of 15 and a Charisma of 12. Stealth Hunters can't be lawful good.

**Weapon proficiencies:** A stealth hunter doesn't take the usual penalties in one small melee weapon of his choice.

**Recommended non-weapon proficiencies:** direction sense, disguise, forgery, tracking, reading lips, modern languages, herbalism, tumbling.

**Equipment:** Only light tools and weapons should be carried and no armor heavier than studded leather may be worn.

**Recommended traits:** Alertness, ambidexterity, keen senses, precise memory, and glibness.

**Possible inventions:** Red DOT Laser, Stealth Clothing, Shadow Projector, Sound Absorber and Alchemical Poisons.

**Benefits:** Through his specialized interests the stealth hunter receives a +10% bonus to all thieving abilities he possesses. He can improve the abilities with inventions like the shadow projector and the sound absorber. Items like the Red DOT Laser (Distant Object Targeting system) will make aiming with your repeating crossbow a lot easier. Devices that affect thieving skills can be invented with a +10% success bonus.

**Hindrances:** One big hindrance is that the Stealth Hunter is restricted in his choice of armor just like a thief. Persons that know his profession will mostly react disapproving. Reaction rolls are made with a penalty of -4.

**Wealth:** Standard



*Sir Gravis the Reaver rode through the streets of the burning hamlet. No villagers had appeared to prevent his men from razing their poor huts to the ground, but if they were not all found & left twitching on pikes, his reputation as the most feared warlord on the frontier would not be well served. He brought his black destrier to an abrupt stop as a robed figure emerged before him in the street. "Where are the rest, boy?" he asked as he drew his broad blade in anticipation of the kill. But the slight man responded, "Go now. These people are under the protection of the Brothers of the Sacred Dragon." The warlord, tired of empty boasts that he'd heard many times before, spurred forward to cut down the impudent peasant. But in a burst of inhuman speed, the robed man cried out "Dragon's Crush!" & launched himself 30' through the air, contacting Sir Gravis on his breastplate with a kick of sufficient strength to shatter bone...*

The monk is a special warrior-priest who has been taught the arts of unarmed combat. Orders of such monks exist, apart from normal society, where they focus their attention on improving & disciplining their minds & bodies. Instead of praying to the gods for spells, monks learn to harness their inner power, or 'chi', which they use to perform superhuman feats. Their mystical study of the martial arts makes monks unique and dangerous opponents in combat.

Monks tend to follow pure philosophies (see *Priest's Handbook*) or Powers of philosophy, meditation, or self-control, and strongly tend towards lawful alignments. Monastic orders are removed from any nearby community & usually value their isolation. These secluded orders have their own, usually intricate, set of restrictions & rituals. Most orders demand a high degree of obedience from the monk, and require some kind of trial or ordeal to advance in the order (and learn more advanced powers). These tests range from philosophical quizzing or trials of fortitude all the way to combat to the death in especially evil orders. Some monks take up a life of wandering outside their cloistered walls, both to learn from the outside world & to bring the monk's philosophy to it. This wandering outside puts a burden on the monk. They will soon find themselves outcasts & alone, making it difficult to seek out the training & guidance they need to further their arts. Ever so wary must a wandering monk be.

The monk uses the Priest XP, THAC0 & saving throw tables. Monks are also treated as priests for purposes of learning WPs & NWP. In fact, the monk is a priest in most respects. The important differences are in their combat style & spell selection.

It is required that monks have Strength 15, Dexterity 15, Perception 15, Constitution 13 & Wisdom 12. Monks with 16 or above in Wisdom & Dexterity receive a 10% experience bonus.

Monks progress in skill with level as follows:

Level	HD (d8)	# of Attacks	Attack Bonus	Damage Bonus	AC Mod.	Movement	Chi Powers (by level)	Title
1	1	1	+1	+1	-4	15'	1	Novice
2	2	1	+1	+1	-4	15'	2	Initiate of the Rudiments
3	3	1	+1	+1	-5	16'	2/1	Initiate of the Elements
4	4	3/2	+1	+2	-5	16'	3/2	Initiate of the Principles
5	5	3/2	+1	+2	-6	17'	3/3/1	Brother
6	6	3/2	+2	+2	-6	17'	3/3/2	Disciple
7	7	2	+2	+3	-7	18'	3/3/2/1	Disciple of Secrets
8	8	2	+2	+3	-7	18'	3/3/3/2	Disciple of Mysteries
9	9	2	+2	+3	-8	19'	4/4/3/2/1	Immaculate
10	10	5/3	+2	+4	-8	19'	4/4/3/3/2	Master
11	10+2	5/3	+2	+4	-9	20'	5/4/4/3/2/1	Superior Master
12	10+4	5/3	+2	+4	-9	20'	6/5/5/3/2/2	Master of Dragons
13	10+6	3	+3	+5	-10	21'	6/6/6/4/2/2	Master of the North Wind
14	10+8	3	+3	+5	-10	21'	6/6/6/5/3/2/1	Master of the West Wind
15	10+10	3	+3	+5	-11	22'	6/6/6/6/4/2/1	Master of the South Wind
16	10+12	3	+3	+6	-11	22'	7/7/7/6/4/3/1	Master of the East Wind
17	10+14	4	+3	+6	-12	23'	7/7/7/7/5/3/2	Master of Winter
18	10+16	4	+3	+6	-12	23'	8/8/8/8/6/4/2	Master of Autumn
19	10+18	4	+3	+7	-13	24'	9/9/8/8/6/4/2	Master of Summer
20	10+20	4	+3	+7	-13	25'	9/9/9/8/7/5/2	Master of Spring
21*	10+22	4	+4	+8	-14	26'	9/9/9/9/8/5/2	Grand Master of Flowers

\* This is the highest level attainable by Monks.

The demands of this class do not allow for multi-classing. In the case with humans, they can only dual class from being a Monk to another class. This is accomplished by renouncing the philosophies taught by the monk's Order, and immediately stopping all training to become the new class. Without the constant training & mental discipline, the Monk drops in skill level to half the level the PC was before deciding to dual class (rounded up). The PC retains all Hit Points, but all other bonuses are halved. Monks that pursue this course of action are usually hunted down by their former Orders in fear that they will spread the knowledge they know to those that are not worthy to learn it.

**Level Advancement**

Permission to advance to levels 11 & higher is usually obtained by defeating a member of the next highest rank in single combat, without magic (unless mutually agreed). Upon gaining sufficient experience for a new level, a monk immediately advances to that level, may spend his new skill points, and use his new abilities, but his XP total is frozen. The monk must challenge the lowest ranking member of his new level as soon as possible. Typically, challenges are held during an annual tournament at a monastery dedicated to the monk's order, but this may vary among orders as the DM decides. The winner keeps his current level & status, and the loser drops to the beginning of the previous level, losing the appropriate hit points & skill points, and may not challenge again for 1 year. A demoted monk is considered senior to all other monks of the lower level, and need not defend against challengers, but aside from this, status within a level is determined by seniority (not experience). The lowest ranking member must attend the yearly tournament to defend his title, but need only face one challenger each year; multiple challengers must fight among themselves for the right of challenge.

Optionally, the combat can take place as needed, rather than annually, with the 2 combatants mystically becoming aware of each other's locations. In any case, level combats are a matter of extreme honor, and no monk would ever cheat or deliberately avoid such a contest (although a LE monk might try to twist the rules). To avoid dispute, it is advisable to have the contest witnessed by a monk of at least level 9 or higher.

**Followers**

While still owing allegiance to his superiors within the order, monks of 11<sup>th</sup> level & above may build a monastery - acquiring this property from the monk he defeated, or building his own. He is permitted to accumulate up to 250,000 gold pieces for this purpose, and may also accumulate the treasure necessary to maintain it thereafter. He may not begin to amass such funds prior to attaining this level and the buildings & grounds are the property of the order. This monastery, once done, will begin attracting 2d4 1<sup>st</sup> level monks over the next year. Additional followers may later join, but these must be recruited, and in any event, the total number can never exceed twice the monk's level. These "followers" ultimately serve the order, not any particular monk, and as such are not true henchmen (which a monk can never have).

**Additional Skills**

These scores do not reflect the training a monk has spent honing his skills. To simulate this extra training, all monks at 1<sup>st</sup> level receive 40 discretionary percentage points that they can add to their base scores. No more than 20 points can be assigned to any single skill. Other than this restriction, the player can distribute the points however he wants. Each time the monk gains a level in experience, the player receives another 15 points to distribute. No more than 10 points per level can be assigned to a single skill, and no skill can be raised above 95%, including all adjustments for Dexterity & armor.

Monk Skill	Base Score	Monk Skill	Base Score
Find Traps (only)	5%	Detect Noise	15%
Move Silently	15%	Climb Walls	40%
Hide in Shadows	15%	Read Languages	5%

**Other Monk Skills**

*Disarm:* It's possible for a barehanded fighter to disarm an armed opponent, but it's dangerous. When so trying, the monk's AC suffers a -2 penalty (for example, a 5 becomes a 7, he's having to expose himself to attack briefly), and his Disarm attempt is at an additional -4 to attack. But if it hits, it's just as successful as any other Disarm.

*Parry:* A barehanded fighter trying to parry a barehanded attack does so at normal odds. As with Disarm, it's possible, but dangerous, for a barehanded fighter to parry an attack from a melee weapon. The Parrying character must suffer a -1 AC (for the same reasons described under Disarm), and his AC stays disadvantaged until his next attack comes up. Then, when performing the Parry (which usually consists of getting so close to the enemy that the Parrying character can get his own hand under the descending weapon-hand), the Parrying character suffers an additional -2 to attack rolls.

*Chi Ability:* Monks have the chi ability to reduce the amount of damage taken by magical attacks. When making a saving throw vs. magical attacks, the monk's chi allows him to take no damage or suffer no effect if a successful saving throw is made. This chi ability is usable only once per day per level of the monk, and may be declared at any time, even after the die is rolled. At 11<sup>th</sup> level (Superior Master), this chi power improves. Even if the monk fails his saving throw, he suffers only half damage from a magical attack that causes damage (he must use this power, however). The monk is still limited to a number of uses per day equal to his level.

*Racing the Wind:* Due to the monk's great agility & suppleness of body, they gain an ability that to others seems unearthly. Missiles such as arrows, daggers, bolts, spears, javelins, etc. can be dodged or knocked aside. If the monk is able to make a Dodge save, then he has succeeded vs. that potential hit. The monk incurs a cumulative penalty of 1 to his saving throw versus all missiles evaded after the first in a given round.

*Falling Technique:* A monk can escape taking damage from a fall if he has the opportunity to make periodic contact with a wall. The monk uses the wall to slow his fall. Any similar surface, such as a tree trunk, cliff face, and the like, are equally useful to the monk. (May not be combined with the Falling NWP).

- At 4<sup>th</sup> level (Initiate of Principles), a monk can fall up to 20' if within 1' of a wall.
- At 8<sup>th</sup> level (Disciple of Mysteries), a monk can fall up to 30' if within 3' of a wall.
- At 12<sup>th</sup> level (Master of Dragons), a monk can fall up to 50' if within 6' of a wall.
- At 16<sup>th</sup> level (Master of the East Wind), a monk can fall any distance if within 8' of a wall.

## Martial Arts

Monks are masters of unarmed combat. Centuries of knowledge have passed from teacher to student, from across the realms, modified and combined, until the monk has become the greatest mind trained in the art of battle. They gain skill in the martial arts with each level as per the chart above. Most monks shun weapons as the last resort of the weak. In melee, often the first action the monk takes is to disarm his opponent. Monks are well trained in the art of self-defense. Many of their attacks are more effective when their opponents initiate the blow, for the monk is able to redirect the force of impact & use an opponent's weight against itself. Monks are practiced in a variety of attack methods. Monk hand attacks cause 1d4 points of damage & kicks cause 1d6 points, unless otherwise stated. Monks cannot wear any armor, except padded, or anything heavier than normal gloves or shoes. If they do, then they lose their class bonuses & AC adjustments. These bonuses only apply if the monk is unarmored, and either unarmed or using martial arts weapons (Bo stick, Chain, Fang, Gunsen, Jitte, Jo Stick, Kau Sin Ke, Kiseru, Lajatang, Nunchaku, Sai, Sang Kauw, Siangkam, Spear, Tetsubo, Three-Piece Staff, Tonfa). Monk AC improves by one step for every 2 levels according to the chart above - Dexterity bonuses also apply. These attack, damage, & AC bonuses are to be used in place of the unarmed combat specialization, mastery rules, martial arts styles & talents presented in various other rulebooks. Monk unarmed combat damage is half-temporary, like standard unarmed combat damage. At 5<sup>th</sup> level, the monk can choose to deal out fully lethal damage. Due to their martial training, monks can attack opponents barehanded without suffering penalties or provoking attacks of opportunity. Unarmed martial arts damage is reduced by ½ per size class that the target is larger than the monk is.

For example, a human monk (size M) attacking a hill giant (size H) does only ¼ normal damage. Note that unarmed combat damage is usually not effective against undead creatures without physical bodies, vegetable, fluid, or inorganic creatures, creatures only hit by magical weapons, or any creatures immune to bludgeoning attacks - though some Chi powers can affect these restrictions.

Monks making use of any Strength or Dexterity enhancing magic items, or magic items that imitate armor of any sort (e.g. Bracers of Defense), lose the martial arts & AC bonuses from the chart above. Such magics interfere with the complete control of mind, and body, required to practice the martial arts at their peak. Monks may use magic weapons & any magic item usable by clerics.

### Martial Arts Training

Level	Attacks Gained
1	3 basic
2-3	1 basic
4-6	1 basic, 1 intermediate
7-8	1 basic, 1 intermediate
9-10	1 intermediate, 1 advanced

### Armor Modifiers vs. Unarmed Combat

No armor, padded or cloth	1/1 damage
Leather, studded-leather or hide	1/2 damage
Chain, brigandine or scale	1/4 damage

### Basic Attacks

Kicks	
Low	1d6, a 10% chance to trip opponent, which loses next attack.
High	1d6, a 10% chance to knock opponent unconscious for 1d4 rounds.
Thrust	1d6, a 15% chance to knock opponent's breath out for 1d4 rounds (+1 To Hit).
Sweep	1d3, an 80% chance to trip opponent, which loses next attack.
Knee	1d6, a 70% chance for full damage.
Roundhouse	1d6, a 10% chance to knock opponent unconscious for 1d4 rounds.

### Punches

Jab	1d2, provide twice as many attacks than normal.
Hook	1d4, a 10% chance to knock opponent unconscious for 1d4 rounds.
Elbow	1d6, a 15% chance to knock opponent unconscious for 1d4 rounds.
Uppercut	1d4, a 20% chance to knock opponent unconscious for 1d4 rounds.

### Intermediate Attacks

Kicks	
Flying-side	1d6*, a 30% chance to knock Small or Medium opponents to ground, which loses next attack.
Spinning Back	1d6+1*, a 20% chance to knock opponent's breath out for 1d6 rounds (+1 To Hit).
Back	1d6, provide attacks on rear opponents without changing facing.
Axe	1d8, a 30% chance to knock opponent unconscious for 1d6 rounds.

### Punches

Knife-hand	1d4+1, a 20% chance to knock opponent unconscious for 1d4 rounds.
Ridge-hand	1d4+1, a 20% chance to knock opponent's breath out for 1d4 rounds (+1 To Hit).
Hammer-fist	1d6, a 25% chance to knock opponent unconscious for 1d6 rounds.

### Advanced Attacks

Kick/Punch	
Spinning-back Kick	3d4*, 30% chance to knock S-M opponents to ground, which loses next attack.
Two-fisted Punch	2d4+2*, 70% chance for full damage.

\*Can only perform movement once/round, regardless of attacks left.

## Special Hindrances

For all their abilities, monks must abide by other restrictions that reflect their lifestyle & beliefs. Some are already mentioned within this article (armor restrictions, level limits). Below you will find others that round out the character even further.

**Detachment** - In general, monks view the world as a transitory & ephemeral place, without constants. As such, emotional attachments - greed, anger, and other passions - are obstacles placed in the path of true perfection. To achieve the ultimate enlightenment, the monk must force himself to dispose of these feelings & all things associated with them. While they do not deny that these passions exist within themselves, they seek to control & moderate them.

**Possessions** - Monks must avoid too many attachments to the material world. To this end, monks may not retain any excessive treasure they recover: only enough to cover their modest needs, donating all else to charity. They may not own horses, although they may ride a horse belonging to someone else. They can never own land or property. When sufficient level is reached to establish a monastery, it is deemed to belong to the order, not the monk. They can retain only 2 magical weapons & 4 other magical items (4 potions count as 1 item). The monk may make use of protective magics in excess of this limit for his monastery, provided that they actually become the property of the monastery & remain on the premises at all times. Furthermore, monks tend not to discard or trade useable items for better items, but instead keep an item until it is used up or destroyed.

**Magical Item Use** - Severe limits are imposed on the use of magical items, as too much reliance on them weakens the monk's spiritual strength. A monk can use only magical weapons, rings, & any other items usable by priests.

**Family** - Once the monk enters the monastery, he must sever all ties to his family. Such fetters attach him to the material world & prevent ultimate enlightenment & transcendence. A monk does not use his family name, adopting instead a name appropriate to his monastery. Monks cannot hire henchmen.

## Chi Powers

A monk doesn't gain spells as a priest would but instead draws upon their inner strength, which they call "chi". Chi can be focused to perform incredible acts impossible for a normal person to perform. These chi powers are not easily comparable to other "powers" or abilities of any other class. They are not considered a form of magic, psionic ability, or granted power. Some Monks refer to Chi powers as the "Spirit Breath", and that may be the best way to explain them. The chi is the inner influence of the deities in the individual monk. The order the monk belongs to will acknowledge the deities of their culture, but they don't show any worship of them. Instead they show honor to the deities by allowing the deity to move the monk's spirit with his breath, influencing & guiding the monk in his path in life. Because of this, even in the same order, individual monks may attain different abilities of Chi Power.

There are numerous Chi Styles that are taught by several different Monasteries. These Styles can vary greatly, but always represent the philosophy & teachings of the Monastery. The four broadest styles are Universal, Kwolin (Light), Kinzee (Dark), and Kinlin (Balance). What each Monastery has in common is called the Universal Style. These are the basic Chi Powers upon which the various Monasteries devise their own Styles after. Monks believe they will only follow one course through life & as such, will only learn Universal Style & 1 other Style of Chi Power. They use the table above for Chi Power progression. This represents the amount of Chi Power they can evoke each day at their current level of training. The powers used do not have to be picked at the beginning of the day like spells. The monk can access any skill he knows & can use it at anytime up to the numbers listed in the table. Monks gain bonus uses of powers for high Wisdom on the same chart as a cleric uses for bonus spells.

A monk can learn a new Chi Power from a teacher who knows the Power, or in some cases they can develop a Power on their own. Monks must make a Learn Spell roll, when doing this, according to their Wisdom after each 2 weeks of training for a new Chi Power. Some advanced powers also require a Constitution check at the end of the training period. If the roll is failed, the monk has to start his training over & spend another 2 weeks learning the power before making another check. This process may be repeated as often as desired. A monk may try to self-teach any Universal Style. This represents the Monk's ongoing training, but is only good for powers up to level 4. At 4<sup>th</sup>-6<sup>th</sup> level, the Chi Powers must come from any style used by the Monk's Order. At 7<sup>th</sup> level there is a possibility for the Monk to create his own unique Power. Monks must meditate in the morning & prepare themselves to call upon the desired chi powers for the following day, just as priests must pray to receive spells. Monks must conform to the usual spellcaster restrictions, like needing a full night's rest in order to renew their powers.

Some Chi Powers are continuous in nature - if they are "memorized" at the beginning of the day, they function continuously throughout the day & need no special invocation to use. For example, the 2<sup>nd</sup> level Chi Power Iron Skin gives the monk an AC bonus of 2 against all opponents the entire day if the monk selects that power. Other powers must be invoked when desired, like a spell. All Chi Powers have a Duration & a Focus Time (equivalent to a casting time) just like spells. Any Chi Power with a Focus Time of 0 can be invoked at will at any point in the combat round, and does not count against the monk's actions that round. Other Chi Powers with Focus Times greater than 0 can be invoked upon any of the monk's usual attacks. In this regard the Focus Time acts as if it were a Weapon Speed or Casting Time, and affects the round as usual. The Focus Time supersedes any Weapon Speed

that might apply for the attack. Chi Powers can be disrupted during the Focus Time just as striking a spellcaster in the midst of casting a spell can disrupt spells. Monks can use multiple Chi Powers in a round, as Focus Times allow, as if they were simply multiple attacks. Using the core rules, all multiple attacks wait until everyone has attacked first in the combat sequence, then all second attacks go in order of initiative, and so on. Even though multiple Chi Powers may be in effect at the same time, under no circumstance can 2 Chi Powers simultaneously be producing the same or similar effect. For example, only one power can enhance Armor Class against all opponents at the same time, double damage of attacks, or provide a bonus to hit. Variations are acceptable (for example, a power giving an AC bonus versus all opponents along with a power giving an AC bonus versus a specific opponent), but the same effect is never "stackable". In the event of power conflict, just take the better of the two effects.

Example of Chi Powers in Combat: A 7<sup>th</sup> level monk PC that attacks twice a round, and has the powers Axe Kick, Claw of the Dragon, & Bite of the Dragon memorized, is fighting an evil warlord. He rolls a 6 on his initiative & the warlord (using a sword with weapon speed of 5) rolls a 5. The monk chooses to attack first with an Axe Kick (focus time 1), which means he executes a kick attack on the warlord on an initiative of 7. He hits, gaining an automatic knockdown from the Axe Kick. After he hits he decides to use Claw of the Dragon to double the damage. This power has a focus time of 0, and thus does not use an additional attack. The warlord attacks the monk on 9 and then the monk can attack the warlord again during the second attacks part of the round, this time with Breath of the Dragon (focus time of 5). This attack routine uses up 3 of the monk's chi powers for the day. The monk's strength in combat is not in straight-ahead damage dealing, but in making use of many of the combat maneuvers discussed in the Martial Arts section.

### Chi Power List

<b>Level 1</b>			<b>Level 2</b>		
Axe Kick	Focus Time: 1	Duration: 1 attack	Breath of the Dragon	Focus Time: 3	Duration: 1 attack
Monk's kick attack, if it hits, is a successful automatic knockdown. The target loses his actions for this round & (if applicable) the next round.			Monk makes a single attack at +4 to hit, which deals double damage if it succeeds.		
Bite of the Dragon	Focus Time: 2	Duration: 1 attack	Circle Kick	Focus Time: Continuous	Duration: Continuous
Monk makes single martial arts attack. If it hits, the attack deals double total damage.			Monk's kick attacks do a base of 1d6+2 points of damage.		
Coil of the Snake	Focus Time: 1	Duration: 1 round/level	Eagle Eye	Focus Time: 1 round	Duration: 1 round/level
Monk gains a +2 'to hit' on all block, trip, and disarm attempts.			Monk may make missile attacks at +2 to hit, ignoring any negative cover or visibility modifiers.		
Concentrated Push	Focus Time: 1	Duration: 1 round	Eye of the Dragon	Focus Time: 2	Duration: 1 round
For duration of round, with a successful attack roll the monk can push an opponent backward 5' per 3 levels of experience (rounded up). For each 10' the opponent is pushed over the course of the round, the subject must make a save vs. paralyzation or fall down.			Monk gains the ability to see all invisible, hidden, or otherwise concealed objects or persons within 60'.		
Crushing Blow	Focus Time: 1 round	Duration: 1 attack	Flying Kick	Focus Time: 2	Duration: 1 round/level
After focusing for entire round, monk's punch attack does double damage to nonliving material & object struck must make a save vs. crushing blow or be broken in 2. Magical items must also save, although they get bonus equal to their plus.			Monk can perform full-effectiveness kick attacks on an opponent of any size.		
Edge of the Storm	Focus Time: Continuous	Duration: Continuous	Friend of Shadow	Focus Time: Continuous	Duration: Continuous
Monk may execute blocks against missile attacks as if they were melee attacks.			Monk is able to fight in darkness or when blinded, with a -1 penalty to all attack rolls rather than the usual -4.		
Eyes of the Snake	Focus Time: 1	Duration: 1 round/level	Great Throw	Focus Time: 2	Duration: 1 attack
Monk spends an attack staring into a single opponent's eyes, and gains an AC bonus of +4 against that opponent for the duration of the power.			With successful attack roll, the monk can pick up and throw down his opponent. The monk has a to-hit penalty of -4 per size class the opponent is larger than the monk is. The victim suffers a knockdown and double normal barehanded damage.		
Five Happiness Fist	Focus Time: 1	Duration: 1 attack	Inner Focus	Focus Time: 1 turn	Duration: Variable
Monk gains +5 to hit on a single punch attack.			Monk must meditate for a full turn, and then attempt a NWP check. The monk receives a +2 bonus on a single proficiency roll.		
Hands Without Shadow	Focus Time: 0	Duration: 1 attack	Instant Stand	Focus Time: Continuous	Duration: Continuous
Monk's first barehanded attack comes before any other attacks in the round. This attack cannot be blocked.			When knocked down, the monk can stand back up without losing an attack.		
Jump	Focus Time: 1	Duration: Instantaneous	Iron Skin	Focus Time: Continuous	Duration: Continuous
Monk can use an attack to perform a Jump (like the 1 <sup>st</sup> level wizard spell) up to half his normal movement rate in feet in any direction (60' assuming a standard movement rate of 12"), changing facing as desired.			Monk gains an AC bonus of +2 against all opponents.		
No-shadow kick	Focus Time: 0	Duration: 1 attack	Iron Will	Focus Time: Continuous	Duration: Continuous
Monk makes a kick attack, and then immediately gets a free kick attack that may only be directed against the same opponent. Each successful kick knocks target back 5'.			Monk gains resistance to charms & hypnosis of all sorts, getting +4 bonus to saving throws vs. such effects, and getting a saving throw even if one isn't normally allowed.		
Phoenix Strike	Focus Time: 0	Duration: 1 round	Leap	Focus Time: 2	Duration: 1 attack
All martial arts attacks this round are performed with a burst of flame similar to the 2 <sup>nd</sup> level cleric spell Flame Blade, causing an additional 4 points of damage (6 vs. those vulnerable to fire) per strike.			Monk can perform a jump (like the 1 <sup>st</sup> level wizard spell) up to his normal movement rate in feet in any direction (120' assuming a standard movement rate of 12"), changing facing as desired.		
Prone Fighting	Focus Time: Continuous	Duration: Continuous	Phoenix Kick	Focus Time: 2	Duration: 1 attack
The monk can attack and defend with no penalty from a prone or kneeling position.			Monk makes a sweeping kick & fire is emitted as the 1 <sup>st</sup> level wizard spell <i>burning hands</i> , doing 1d3 damage plus 2 per level of the monk.		
Sparrow Palm	Focus Time: 0	Duration: 1 round	Raven's Cry	Focus Time: Continuous	Duration: Continuous
Monk gains +4 bonus to hit on all grabbing & sap maneuvers this round. The monk doesn't suffer from the -4 called shot penalty for those maneuvers (total bonus of +8).			Monk can hit creatures only harmed by +1 or better weapons with martial arts attacks.		
Spring Breeze	Focus Time: 1 round	Duration: Instantaneous	Recoil and Strike	Focus Time: 0	Duration: 1 round/level
Monk instantly recovers from any and all fatigue. This does not count as a night's rest for purposes of re-using Chi powers, but it does remove all battle fatigue and effects from forced marching.			Every time the monk performs a successful block maneuver, he gets a free attack of opportunity on the blocked attacker.		
Tail of the Dragon	Focus Time: 0	Duration: 1 round/level	Serpent's Fang	Focus Time: 2	Duration: 1-3 rounds
Monk can attack any opponents standing behind him as if they were in front of him with no penalty for the duration of the power.			Monk must make a normal hit roll to strike a vital area on the target. If he hits, he does no damage, but the subject is in such pain that he will suffer a -2 to all hit rolls and a +2 AC penalty for 1-3 rounds. This power only works on living, humanoid opponents.		
The Rain Falls	Focus Time: 1	Duration: 1 round/level	Tail of the Serpent	Focus Time: 4	Duration: 1 attack
This gives the monk's entire side in combat a -1 modifier on their initiative rolls.			Monk may attack all opponents in melee range with a low sweeping kick. Each opponent hit takes normal damage and must save vs. paralyzation or suffer a knockdown, losing their attack the next round.		
The Shadow Passes	Focus Time: 0	Duration: Instantaneous	Tiger Senses	Focus Time: Continuous	Duration: Continuous
Monk may perform a free Withdraw maneuver, leaving melee without provoking any attacks of opportunity.			Monk can sense danger in the area. When danger threatens, the monk makes a WIS check. Success means either a full round of warning, if the monk beats their WIS score by 8, or a warning the round that danger threatens, making the monk impossible to surprise.		
Tiger Fist	Focus Time: Continuous	Duration: Continuous	The Lightning Strikes	Focus Time: 4	Duration: 1 attack
Monk's fist attacks do a base of 1d6 points of damage.			Monk can make any single called shot, or other attack that suffers a called shot penalty (e.g. Grab) ignoring the usual -4 penalty and with an additional +2 bonus.		
Tiger's Eye	Focus Time: Continuous	Duration: Continuous	Willow Step	Focus Time: 0	Duration: 1 round
Monk can see everything in a 360° arc around him. Attacks against the monk's back & flanks get no bonus. The monk gains a +1 bonus to surprise rolls.			Monk gains an AC bonus of +2 against all opponents this round, but can move and attack as usual.		
Tongue of the Dragon	Focus Time: 1	Duration: 1 attack	Wings of the Dragon	Focus Time: 2	Duration: 1 round
Monk can move up to twice his normal movement rate in a round. Since this power only takes a single attack, the monk can take any other attacks as usual before or after (but not during) this movement.			Monk can attack 2 or more opponents simultaneously on his normal initiative, up to his full number of attacks. The monk cannot attack the same opponent twice, and these attacks use up his attacks for the round as usual.		

### Level 3

**Choking Coil** Focus Time: 3 Duration: Special  
With a successful attack, the monk gets their opponent in a chokehold. The subject can attempt to escape by making opposed attack rolls with both victim & monk striking vs. AC4, up to the normal limit of their attacks. If the lock is not broken by the time the victim runs out of breath, the victim falls unconscious.

**Claw of the Dragon** Focus Time: 0 Duration: 1 attack  
Doubles the damage of a successful attack that the monk just made.

**Constrictor Stance** Focus Time: Continuous Duration: Continuous  
Monk may make grappling attacks as if they were normal martial arts attacks, using the martial arts combat and AC bonuses. Additionally, the monk gains a +2 "to hit" on all grappling, trap, and trap/break maneuvers.

**Empathy** Focus Time: 3 Duration: 1 round  
Monk can feel another person's emotions. This does not grant the monk the ability to tell the alignment of the target, but only the general emotion of the target (nervous, scared, happy, etc).

**Feign Death** Focus Time: 1 round Duration: 1 day/level  
Monk can feign death (as the 3<sup>rd</sup> level wizard spell).

**Fist of Steel** Focus Time: Continuous Duration: Continuous  
Monk's fist attacks do a base of 1d4+2 points of damage.

**Flow Like Water** Focus Time: Continuous Duration: Continuous  
Monk takes only half damage (rounded up) from falling any distance.

**Giant Leap** Focus Time: 3 Duration: Instantaneous  
Monk can perform a Jump (as 1<sup>st</sup> level wizard spell) up to twice his movement rate in feet in any direction (240', assuming a standard 12' movement rate), changing facing as desired.

**Healing Chi** Focus Time: 1 round Duration: Permanent  
Monk can heal 2d6 points of damage to himself by concentrating a round and ordering the flow of his chi.

**Horns of the Dragon** Focus Time: 3 Duration: 1 attack  
With successful attack roll, the monk can throw an opponent up to 30' through the air. When the subject lands, they take damage (3d6) as if they'd fallen that distance.

**Immovable Stance** Focus Time: Continuous Duration: Continuous  
Monk gets an additional save vs. paralysis to avoid being lifted, knocked down, or thrown off his feet under any circumstance.

**Iron Cloth** Focus Time: 3 Duration: 1 round/level  
Monk can use any piece of cloth (6'x4' or larger) as a spear in all respects, which is treated as a martial arts weapon.

**Lightning Fist** Focus Time: 0 Duration: 1 round/level  
Monk's initiative rolls get a +4 bonus for the duration of the power.

**Mantis Block** Focus Time: Continuous Duration: Continuous  
Monk can lock up an opponent's weapon on a normal to hit roll, rendering them unable to attack with it. The monk is at +4 to hit them with kick attacks while the weapon is locked (unless they've dropped it). An opposed "to hit" roll must be made for them to free their weapon, with both monk and victim rolling against AC4. If the lock was performed unarmed on a weapon, when the weapon is freed the monk is subject to an immediate attack of opportunity.

**Natural Order** Focus Time: 0 Duration: Instantaneous  
Monk does not suffer damage from any 1 damage-causing magical attack affecting him. This applies to spells cast by spellcasters and other spell-like effects. It does not apply to in-place magical effects, and does not diminish the attack's effect on other targets (for example, a monk uses Natural Order to avoid damage from a fireball, but all others in the fireball take damage as usual).

**Phoenix Egg** Focus Time: 1 round Duration: Instantaneous  
Monk can concentrate their chi and emit a ball of fire 1' in radius that blasts out up to 6' and does 3d6 hp of fire damage to a single target and automatic knockdown (no roll to hit required, target saves vs. spells for half damage).

**Shadow Self** Focus Time: 0 Duration: Instantaneous  
Upon being struck by an opponent, the monk can declare the attack instead struck a "shadow self", which then disappears (like the 2<sup>nd</sup> level wizard spell *mirror image*). The monk takes no damage from the attack.

**Steady Step** Focus Time: Continuous Duration: Continuous  
Monk is immune to all types of haste & slow spells. The monk also has a +2 bonus to DEX checks involving his stability on his feet. The monk does not suffer any negative terrain modifiers to movement.

**Swallow's Dart** Focus Time: 1 round Duration: 1 round  
Monk can move up to 3 times his movement rate without generating any attacks of opportunity by threatening opponents. This uses all the monk's actions for the round.

**Tiger Claw** Focus Time: 3 Duration: Special  
This power is also known as "Sticking Touch". The monk must make a successful attack roll in combat to touch an opponent, causing no damage. The monk then remains touching the opponent, following their every move. While he is in contact, he gets a +2 to hit against the subject, and receives a -2 AC bonus against him. The touch can only be broken by the opponent moving in a way or speed the monk cannot match (like flying if the monk can't fly). A successful knockdown on the monk also suffices.

**Tomado Dodge** Focus Time: Continuous Duration: Continuous  
Monk has an effective base AC of 0 (excluding Dexterity bonuses) vs. all opponents while parrying.

### Level 4

**Calm Pond** Focus Time: 1 round Duration: 1 round/level  
Monk is protected against magical ESP and other powers or spells that read or detect thoughts.

**Crane's Call** Focus Time: Continuous Duration: Continuous  
Monk can hit creatures only harmed by +2 or better weapons.

**Desperate Lark** Focus Time: 1 Duration: 1 round  
Monk can run up walls & across ceilings (or similar surfaces) at up to twice his movement rate.

**Drunken Stance** Focus Time: Continuous Duration: Continuous  
Monk gains an AC bonus of +4 against all opponents.

**Eye of the Storm** Focus Time: Continuous Duration: Continuous  
Monk gets free blocks vs. all missile attacks up to 8 per combat round.

**Flow of Chi** Focus Time: 1 round Duration: Permanent  
Monk can heal 2d6 points of damage on another by touching them and concentrating on ordering their chi for a round.

**Flower Petal** Focus Time: 0 Duration: 1 round/level  
Monk can adjust their weight to correspond to the surface they are standing on, and takes no damage from falls.

**Friend of Darkness** Focus Time: Continuous Duration: Continuous  
Monk can operate with no penalty in the dark or when blinded, and can see normally. The monk can not perceive colors while using this power, however.

**Mind Over Body** Focus Time: Continuous Duration: Continuous  
Monk can suppress his need for food, water, and sleep by spending an hour in meditation that day. The monk is only able to use this power a number of days equal to his experience level without suffering ill effects.

**One Finger** Focus Time: 4 Duration: 1 round  
This allows the monk to perform a Concentrated Push (per 1<sup>st</sup> level Chi Power) against a remote target, at a range of up to 5' per 3 experience levels of the monk, rounded up.

**Phoenix in Flight** Focus Time: 4 Duration: 1 round  
Monk can fire up to his level in *Melf's minute meteors* (as 3<sup>rd</sup> level wizard spell).

**Serpent's Strike** Focus Time: 1 round Duration: 24 hours  
With a successful attack roll, the monk can render an opponent's finger, arm, or leg useless for 24 hours if the victim fails a save vs. paralysis.

**Slither of the Snake** Focus Time: 0 Duration: 1 round/level  
Monk doubles his movement rate & number of attacks for duration of this power.

**Stomp of the Dragon** Focus Time: Continuous Duration: Continuous  
Monk's kick attacks do a base of 1d8 points of damage.

**Storm Wind** Focus Time: 0 Duration: Instantaneous  
Monk can dispel any 1 spell or spell-like effect cast at him.

**Strength of the Dragon** Focus Time: 4 Duration: 1 round/level  
Monk's strength rises to 19 for the duration of the power.

**Stunning Touch** Focus Time: 4 Duration: 1-4 rounds  
With a light slap of his fingers, the monk can stun his opponent. The monk makes a normal hit roll, and causes no damage, but the subject must save vs. paralysis or be stunned and unable to take any action for 1d4 rounds.

**Tiger Stance** Focus Time: 3 Duration: 1 round/level  
When struck by any opponent in melee, the monk gets a free attack of opportunity on the attacker.

**Level 5**

**Blood of the Dragon** Focus Time: 5 Duration: 1 round/level  
When anyone hits the monk in combat, everyone within 10' takes 1d8 damage from a caustic spray of blood. Items must also save vs. acid with a +4 bonus or be damaged.

**Chi Sight** Focus Time: 1 round Duration: 1 round  
This allows the monk to read a person's aura & determine their alignment and experience level, but not class.

**Dragon's Crush** Focus Time: 5 Duration: Instant  
Monk can leap up to 6' & upon landing get attacks of opportunity on all opponents within melee range at +4 to hit & double damage if attack is successful.

**Flying Windmill Kick** Focus Time: 3 Duration: 1 round/level  
When the monk succeeds in a kicking attack against a single opponent, he immediately gets another kick attack. He can continue kicking, as long as he succeeds, up to a number of attacks equal to his level.

**Healing Trance** Focus Time: 0 Duration: Special  
Whenever the monk is reduced to below 0 hit points but not killed, the monk falls into a deep trance and does not continue to lose hit points - instead regaining them at the rate of 1HP per turn until reaching 1HP. The monk then regains consciousness & normal function.

**Improvise Weapon** Focus Time: Continuous Duration: Continuous  
Any object size Small to Large may be picked up and used as a weapon doing damage equal to the monk's usual unarmed attacks, and is treated as a martial arts weapon for all purposes.

**Mantis Strike** Focus Time: Continuous Duration: Continuous  
Monk's fist attacks do a base of 1d4+4 points of damage.

**Mountain Stream** Focus Time: Continuous Duration: Continuous  
Monk is immune to all normal diseases. The monk gets an additional saving throw versus any magical diseases.

Phoenix Feather Focus Time: Continuous Duration: Continuous  
 Monk is immune to falling damage; he always falls the last 30' to the ground, at 2' per second, causing no damage upon landing.

Python's Embrace Focus Time: 5 Duration: Special  
 With a successful attack roll, the monk can grip and hold an opponent in a way that prevents them from taking any physical action if they fail a save vs. paralyzation. The monk cannot attack further while the subject is held in this way; the subject can only escape with a successful bend bars/lift gates roll.

Read Chi Residue Focus Time: 1 round Duration: 1 round  
 Monk is able to determine some facts about an object's previous owner, once per level. Should the monk increase his focus time, he will gain more information about the object's previous owner (1rnd, race; 2rnds, sex; 3rnds, age; 4rnds, alignment; 5rnds, how gained/lost)

Shadow Step Focus Time: 5 Duration: 1 round/level  
 Monk is invisible, as the 2<sup>nd</sup> level wizard spell *invisibility*. He becomes visible if he attacks or takes damage, but can turn invisible again in place of any attack until the power ends.

Tortoise Shell Focus Time: 5 Duration: 1 round/level  
 Monk is immune to all missile attacks.

Vengeance of the Tiger Focus Time: 0 Duration: Instantaneous  
 When struck by an opponent in melee, the monk gets an attack of opportunity against them. If successful, add the amount of damage the opponent did to the monk to the damage the monk deals to them.

Wings of the Phoenix Focus Time: 5 Duration: 1 round/level  
 Monk gains the power to fly (as 3<sup>rd</sup> level wizard spell *fly*) leaving a fiery stream behind (this flame does not damage objects or creatures).

**Level 6**

Cobra's Kiss Focus Time: Continuous Duration: Continuous  
 Monk is immune to all forms of poison.

Flame of the Phoenix Focus Time: 6 Duration: Instantaneous  
 Monk can perform a *flame strike* (as 5<sup>th</sup> level cleric spell) upon a single target.

Mind Bar Focus Time: 0 Duration: 1 round/level  
 Monk is 75% immune to *charm, confusion, ESP, fear, feeblemind, magic jar, sleep, and suggestion* spells. This power also offers complete protection against possession.

Nightingale's Song Focus Time: Continuous Duration: Continuous  
 Monk can hit creatures only harmed by +3 or better weapons.

Quivering Palm Focus Time: 3 rounds Duration: Special  
 Monk must touch the victim successfully in combat. This sets up a series of vibrations in the victim, which enables the monk to give them a command to die within a number of days equal to the monk's level. When this command is issued, the target dies unless he makes a save vs. death at -4. Undead, creatures struck only by magical weapons, & creatures with more than twice the monk's maximum HPs are unaffected. This power can only be used once a week. *Heal* or the will of the monk can dismiss the vibrations.

Scales of the Dragon Focus Time: 6 Duration: 1 round/level  
 Monk gains an AC bonus of +6 against all opponents for the power's duration.

Serpent's Venom Focus Time: 6 Duration: 1d6 turns  
 With this nerve strike, the monk makes a normal hit roll. If he succeeds, the target must save vs. paralyzation or be paralyzed for 1d6 turns.

The Storm Reverses Focus Time: 0 Duration: Instantaneous  
 Monk can choose a new target for any spell cast at him. This includes spells partially targeted on the monk, like area effect spells (e.g. Fireball).

Thunder Kick Focus Time: Continuous Duration: Continuous  
 Monk's kick attacks do a base of 1d10 points of damage.

Transfer Chi Focus Time: 1 round Duration: Permanent  
 Monk touches a subject & manipulates its chi flow. The monk then can transfer HPs from himself to heal the subject. The subject cannot gain more HPs than their maximum & the monk dies if he gives more than his current HPs. The monk can heal the damage this causes to him as usual. The transfer rate is 2d8 HPs per round.

Unyielding Tiger Stance Focus Time: 3 Duration: 1 round/level  
 Monk gets an attack of opportunity whenever any opponent attacks him in melee.

Will of the Dragon Focus Time: 1 round Duration: 1 turn/level  
 Monk gains *free action* (as the 4<sup>th</sup> level priest spell).

### Level 7

Arrogance of the Dragon Focus Time: 1 round Duration: 1 turn/level  
 Immunity to mind-affecting magic as 7<sup>th</sup> level Wizard spell *Mind Blank*.

Dim Mak Focus Time: 7 Duration: 1 attack  
 The dreaded Dim Mak Death Curse requires a successful attack roll by the monk. The victim must save vs. death at -4 or lose all ability to use Chi powers. The victim also cannot heal naturally or magically. This effect is permanent & can only be reversed by the 9<sup>th</sup> level wizard spell *wish*.

Eagle Claw Focus Time: Continuous Duration: Continuous  
 Monk's fist attacks do a base of 1d10 points of damage.

One With Nature Focus Time: 1 round Duration: 1 round/level  
 Monk can alter their body to survive in a hostile environment - water, acid, an elemental plane, etc.

Phoenix Rising Focus Time: 7 Duration: 1 round/level  
 Monk can fly as the 3<sup>rd</sup> level wizard spell *fly*. While flying, he can loose bursts of energy at his opponents, equivalent to his usual unarmed attacks but with a 6' range.

Premonition Focus Time: Continuous Duration: Continuous  
 90% of the time, the monk receives a premonition of death or serious bodily injury 1-4 turns before it happens.

Rebalance Chi Focus Time: 24 hours Duration: Permanent  
 Monk falls into a catatonic state for 24 hours & awakens healed of all infirmities, poisons, wounds, mental afflictions, etc., as 6<sup>th</sup> level cleric spell *heal*.

Shadow Walk Focus Time: 7 Duration: 1 turn  
 Monk can move from one shadow to another, as the 7<sup>th</sup> level wizard spell *Shadow Walk*, moving up to 7 miles in a turn. If desired, he can make up to 1 such transfer per round, with each mini-transfer acting as the 4<sup>th</sup> level wizard spell *dimension door*.

Spitting Cobra Focus Time: 7 Duration: 1 attack  
 With this power, the monk may perform any other single martial arts attack (or chi power) at a range of 12'.

Tiger In The Grass Focus Time: Continuous Duration: Continuous  
 Monk gains an AC bonus of +7 against all opponents.

Torrent of Fury Focus Time: 5 Duration: 1 round  
 When the monk succeeds in any attack, he can make another free attack against any opponent. He may continue attacking as long as he keeps succeeding, up to a number of attacks equal to his level.

Venerable Dragon Focus Time: Continuous Duration: Continuous  
 Monk does not age while the power is in place, & works even while the monk sleeps.

### Chi Powers by Level & Style

	* Universal Style	+ Kwolin Style (Light)	- Kinzee Style (Dark)	/ Kinlin Style (Balance)
<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>	<b>Level 5</b>
* Axe Kick	- Breath of the Dragon	* Choking Coil	* Calm Pond	- Blood of the Dragon
- Bite of the Dragon	* Circle Kick	+ Claw of the Dragon	+ Crane's call	+ Chi Sight
* Coil of the Snake	+ Eagle Eye	+ Constrictor Stance	/ Desperate Lark	+ Dragon's Crush
* Concentrated Push	/ Eye of the Dragon	* Empathy	* Drunken Stance	- Flying Windmill Kick
* Crushing Blow	* Flying Kick	* Feign Death	/ Eye of the Storm	/ Healing Trance
/ Edge of the Storm	- Friend of Shadow	* Fist of Steel	* Flow of Chi	- Improve Weapon
/ Eyes of the Snake	* Great Throw	+ Flow like Water	/ Flower Petal	+ Tortoise Shell
+ Five Happiness Fist	* Inner Focus	+ Giant Leap	- Friend of Darkness	+ Mantis Strike
+ Hands without Shadow	* Instant Stand	* Healing Chi	* Mind over Body	/ Mountain Stream
* Jump	/ Iron Skin	- Horns of the Dragon	+ One Finger	/ Phoenix Feather
+ No-shadow Kick	- Iron Will	* Immovable Stance	- Phoenix in Flight	+ Python's Embrace
- Phoenix Strike	* Leap	/ Iron Cloth	+ Serpent's Strike	/ Read Chi Residue
* Prone Fighting	- Phoenix Kick	/ Lightning Fist	/ Slither of the Snake	- Shadow Step
/ Sparrow Palm	/ Raven's Cry	- Mantis Block	- Stomp of the Dragon	- Vengeance of the Tiger
* Spring Breeze	* Recoil and Strike	/ Natural Order	/ Storm Wind	/ Wings of the Phoenix
- Tail of the Dragon	- Serpent's Fang	- Phoenix Egg	+ Strength of the Dragon	
/ The Rain Falls	+ Tail of the Serpent	+ Shadow Self	* Stunning Touch	
* The Shadow Passes	+ The Lightning Strikes	* Steady Step	- Tiger Stance	
- Tiger Fist	+ Tiger Senses	+ Swallow's Dart		
+ Tiger's Eye	* Willow Step	- Tiger Claw		
/ Tongue of the Dragon	- Wings of the Dragon	+ Tornado Dodge		
				<b>Level 6</b>
				/ Cobra's Kiss
				- Flame of the Phoenix
				+ Mind Bar
				+ Nightingale's Song
				- Quivering Palm
				/ Scales of the Dragon
				- Serpent's Venom
				/ The Storm Reverses
				- Thunder Kick
				+ Transfer Chi
				- Unyielding Tiger Stance
				+ Will of the Dragon
				/ Venerable Dragon
				<b>Level 7</b>
				/ Arrogance of the Dragon
				- Dim Mak
				- Eagle Claw
				/ One with Nature
				+ Phoenix Rising
				/ Premonition
				+ Rebalance Chi
				- Shadow Walk
				- Spitting Cobra
				/ Tiger in the Grass
				- Torrent of Fury





### Paladins: Holy Warriors of Many Colors

The paladin class offers players in AD&D opportunity to roleplay a character who epitomizes the cardboard hero of myth & legend. However exciting this may seem to a beginning player, not many gaming sessions pass before a player begins to wonder if, in the predominantly pantheistic religious setting of most campaign worlds (both official & those created by individual DMs), gods & goddesses of non-lawful good alignment have heroes of their own. The answer to this question is emphatically, 'Yes!' Much like the specialist mage who becomes an expert in a particular school of magic, the paladin may become a 'specialist' also, a champion of his faith/alignment - whatever color it might be.

The PHB describes the paladin as "a noble & heroic warrior, the symbol of all that is right & true in the world. As such, he has high ideals that he must maintain at all times." This description is only partly true. While a paladin has high ideals, he is not necessarily a "noble" or "heroic" warrior & he may just as easily represent the wrongful falsehood in the world as all right & true. Perhaps a more accurate description of the paladin would be "a planar champion, the symbol of all that is right & true in the eyes of his deity. As such, he has firm ideals that he must maintain at all times."

Alignment, like all other things, is relative. What a lawful good deity would consider to be right & "good", a chaotic evil deity might consider wrong & evil. A chaotic neutral deity views "law" as chaos, and "chaos" as law. Therefore, in a very real sense paladins of all alignments are "lawful good" in the eyes of their deity & others that follow the paladin's religion. In the world of the Aztecs for example, human sacrifice was considered to be a holy deed. Sacrifice kept their god, Huitzilopochtli, alive & gave nourishment for his divine body. The Spaniards, on the other hand, detested this practice & condemned it as despicable & evil.

A paladin can be of any alignment provided he maintains the values & mores of that alignment with fervor beyond that commonly displayed by the ordinary man. Paladins are warriors dedicated to a specific deity or group of deities. They defend the faith in word & deed. A paladin epitomizes the ethos of the faith he or she defends & can suffer no detour from that faith or risk losing the special powers granted by his or her god. The paladin must choose a patron deity & follow that deity's alignment. Paladins of good deities have powers designed to foil evil, chaotic paladins to foil law, etc.

Many of the heroes of myth & legend described in *Legends & Lore* could be characterized as paladins of other than lawful good alignment. For example, the book describes Qawaaz, a neutral good hero from American Indian mythology, as being "the ideal for all warriors to emulate". Axayacatl, a neutral evil hero of Aztec mythology, is described as "an avid worshiper of the Aztec patron deity, Huitzilopochtli", because of his leadership the Aztec religion reached its highest state. Cu Chulainn, the chaotic good Celt, is characterized as traveling the Celtic lands "to stamp out injustice". The descriptions in *Legends & Lore* do not reveal much about the devotion these heroes had to a deity, with the exception of Axayacatl, but they do reveal an adherence to high ideals corresponding to the heroes' alignments & therefore could be taken as examples of non-lawful good paladins.

The following text describes paladins of the 9 different alignments & the special powers/hindrances specific to each type. The powers of the differently aligned paladins are based on the characteristics of the planes (and their deities) which are most closely associated with the different alignments. The *Manual of the Planes* & material from the *Planescape* setting is a valuable reference for adding further flesh to the paladin's motivating ethos. This manual may also provide the DM with useful information that can be used to help design adventures pitting the paladin against diametrically opposing forces. The plane of Nirvana & its deities would be the venerated by a lawful neutral paladin, lawful goods, the Seven Heavens; neutral goods, Elysium; chaotic goods, Olympus; chaotic neutrals, Limbo; chaotic evils, the Abyss; neutral evils, Hades; lawful evils, the Nine Hells; and neutrals, the Concordant Opposition.

#### Description of Abilities

All paladins, despite their alignment, must have minimum ability scores of Strength 12, Constitution 9, Wisdom 13 & Charisma 17. Strength & Charisma are the prime requisites of a paladin of any alignment, and a paladin who has scores of 16 or higher in both of these abilities earns a 10% bonus to experience.

A paladin must choose an alignment at 1<sup>st</sup> level & must always maintain the values of that alignment. A PC that deliberately or unintentionally changes alignment loses all of his special powers, sometimes temporarily & sometimes permanently. A paladin can use any weapons & armor but will favor the arms & armor used by his/her patron deity or pantheon.

Firmness in alignment drives & nourishes the paladin. A paladin who knowingly performs an act which deviates from his alignment in a minor way (i.e. a chaotic neutral paladin performing a good or evil act) must seek out a priest of his alignment (of at least 7<sup>th</sup> level), confess his "sin", and do penance for it as proscribed. A paladin who performs an act, which deviates from his alignment in a major way (i.e. a neutral paladin performing a lawful good act), immediately loses paladin status & forever becomes a fighter as described in the *PHB*. A paladin who commits an act that deviates by more than 2 steps from his alignment while enchanted or under magical influence loses his status until he atones as described in the *PHB*.

All paladins have the following special benefits: +2 bonus to all saving throws, the ability to project a circle of power when using a holy sword, the ability to call for a special mount upon reaching 4<sup>th</sup> level, and the ability to cast priest spells at 9<sup>th</sup> level.

Paladins of the different alignments have special benefits & hindrances specific to their alignments as described in the following sections.

Note: The Lay on Hands ability has been slightly modified. Paladins may have the ability to grant this healing more than once a day. The number of times they can perform this service is based on the total amount of damage they heal for each instance. The chart below will detail the total amount of damage a Paladin heals per level, and the die they use to determine the amount of damage they heal per instance.

Level	Total HPs Healed	Level	Total HPs Healed	Level	Total HPs Healed	Level	Total HPs Healed	Level	Total HPs Healed
1	1d4	5	2d6	9	2d8+4	13	2d10+8	17	3d10+4
2	1d4+2	6	2d6+2	10	2d8+6	14	2d12+6	18	3d10+6
3	2d4	7	2d8	11	2d8+8	15	2d12+8	19	3d10+8
4	2d4+2	8	2d8+2	12	2d10+6	16	3d10+2	20	3d10+10

Using this chart will allow a Paladin to have this ability more than once a day, while increasing the minimum at high levels. If a PC is brought from negative Hit Points to above 0HPs the PC will be too weak to perform any movement for 1d4 days.

Example: There is a 4<sup>th</sup> level Paladin in a group of adventurers. An encounter leaves 3 people injured, and the Paladin decides to use his Lay on Hands powers. Normally, the Paladin would only be able to use this power once a day for 1d4+6 points, or a range from 7-11 points.

Using this new table, the Paladin can now use the power several times a day. The Paladin goes to heal his first companion, and the player rolls 2d4+2 = 2, 1+2 = 5 points. That is subtracted from his maximum of 10, which means he can heal the next person since he still has the power residing within him (5 more points). He heals the next member & rolls 2d4+2 = 3, 2+2 = 7 points. Since he only had 5 left, he manages to heal the second PC for only 5HP, and now he is exhausted, no longer able to heal the third person in the group.

The standard way, the Paladin would have only healed one for 1d4+6 points, and that would have been that. If the Paladin wanted to spend all of their points on 1 person, they would just have to use the power again until they run out of points.

#### Paladins of Law

Lawful Good - Lawful Good paladins are the archetype for this character class. They are dedicated to deities of the Seven Heavens. This paladin has the following special benefits:

A paladin can detect the presence of evil intent up to 60' away by concentrating on locating evil in a particular direction. He can do this as often as desired, but each attempt takes 1 round. This ability detects evil monsters & characters.

A paladin is immune to all forms of disease. (Note that certain magical afflictions - lycanthropy & mummy rot - are curses & not diseases.)

A paladin can heal by *Lay on Hands*.

A paladin can cure diseases of all sorts (though not cursed afflictions such as lycanthropy). This can be done only once per week for each 5 levels of experience (once per week at levels 1-5, twice per week at levels 6-10, etc.).

A paladin is surrounded by an aura of protection with a 10' radius. Within this radius, all summoned & specifically evil creatures suffer a -1 penalty to their attack rolls, regardless of the target of their attack. Creatures affected by this aura can spot its source easily, even if the paladin is disguised.

A paladin gains the power to turn undead & fiends when he reaches 3<sup>rd</sup> level. He affects these monsters the same as does a cleric 2 levels lower - for example, at 3<sup>rd</sup> level he has the turning power of a 1<sup>st</sup> level cleric.

Lawful good paladins may pick spells from the combat, divination, healing, law, protection, ward, and guardian spheres

Lawful Neutral - Lawful Neutral paladins are the planar champions of the deities of Nirvana. Lawful neutral paladins have the following abilities:

Lawful neutral paladins have the ability to detect chaos with a range of 60'. This ability conforms in all ways to the standard paladin's ability to detect evil, but with regard to chaos.

A lawful neutral paladin is immune to all 1<sup>st</sup> level illusions & receives a +4 bonus to all other illusions.

Lawful neutral paladins can resist pain equal to 1HP of damage per level. This ability takes the form of "phantom hit points"; these are not part of the paladin's normal hit point total. Once these "phantom hit points" have been lost in a day, they cannot be restored by any means. These "phantom hit points" will automatically return at midnight each day.

A 10' radius circle of protection surrounds a lawful neutral paladin. This circle protects all lawful creatures within the radius from all summoned & specifically chaotic creatures. This ability, in other ways, is like the lawful good paladin's aura of protection.

A lawful neutral paladin gains the ability to create a greater consciousness at 3<sup>rd</sup> level. This allows the paladin to telepathically link with 1 creature per 3 levels. Through this link the paladin & all linked creatures can communicate mentally as if through telepathy. All creatures linked can also see, hear, smell, taste & feel what the other linked individuals sense.

Creatures linked through greater consciousness must remain within 10 yards/level of the paladin or the link will be broken. The paladin may maintain the link for 2 rounds/level. While linked, if any creature in the link takes damage, all other linked creatures must make a system shock survival roll or take a like amount of damage. Likewise, if any creature linked through greater consciousness dies, all linked creatures must make a system shock survival roll or die.

Lawful neutral paladins may pick spells from the spheres of divination, healing, law, numbers, thought & time.

Lawful Evil - Lawful evil paladins have the following abilities:

The ability to detect good as the standard paladin detects evil.

A lawful evil paladin is resistant to a special attack form of his choice. Examples of possible resistances include fire, cold, lightning, acid, etc. This resistance protects the paladin completely from naturally occurring examples of the element. He only receives partial protection from magical occurrences of the element resisted. A paladin facing a magical example of his resisted element makes saving throws at +4 (+2 standard bonus for all paladins plus +2 bonus for resistance) & will take half damage if he fails his saving throw, and quarter damage if he makes his saving throw. In damage is reduced by 1HP per HD rolled for damage.

For example, Sinrok the Lawful Evil has chosen fire as his special resistance. While Sinrok could hold his hand over a torch or even walk through a bonfire without ill effect, he could not withstand the effects of a *fireball*, but he would fair better than others, saving at +4 & taking only one quarter damage if successful.

A lawful evil paladin can use a vampiric touch to drain 1HP per paladin level from a creature touched & transfer the drained HP to himself. The creature touched will experience intense pain, but cannot be killed by this touch. The paladin can control the amount of hit points he drains with a single touch & may break up the use of this ability over an entire day. But in no case may he drain more than 1HP per level in a single day or cause a creature that was touched to reduce to less than 1HP. Lawful evil paladins, to interrogate prisoners, often use this power. If this power is used on an unwilling target the paladin must make a normal to hit roll.

Lawful evil paladins may command devils as an evil priest of the same level.

Lawful evil paladins may pick spells from the spheres of combat, divination, elemental, healing, healing (reversed) & war.

Paladins of Neutrality

Neutral Good - Neutral Good paladins have the following powers:

A neutral good paladin can detect the presence of evil & is surrounded by an aura of protection as a standard paladin.

Neutral good paladins receive a +1 bonus to hit & damage per level when fighting undead of any alignment. A neutral good paladin may hit undead, normally hit only by magic or silver weapons, with a specially blessed normal weapon. This blessed weapon only works in the hands of the paladin, and the paladin does not receive his special to hit & damage bonus unless the creature being hit could normally be hit without the aid of silver, magic or some other special weapon.

A neutral good paladin receives a Body save of 2 to avoid energy draining & other special attack forms of undead that normally do not allow a saving throw. If a saving throw is normally allowed, the paladin receives a +2 bonus to his saving throw.

Neutral good paladins can cure wounds by *Lay on Hands*. He can use this power as the standard paladin.

Neutral good paladins can turn undead as the standard paladin.

Neutral good paladins may pick spells from the spheres of divination, healing, necromantic, protection, sun & wards.

Neutral - Neutral paladins have the following powers:

A neutral paladin can *know alignment* (as per 2<sup>nd</sup> level priest spell) once a day for every 2 levels of experience.

A neutral paladin is immune to disease as the standard paladin.

A neutral paladin can lay on hands as the standard paladin or cause wounds (reverse of the *Lay on Hands* ability) on a creature touched.

A neutral paladin can cause weapons, spells, or other attack forms (magical or otherwise) used by a creature designated by the paladin to cause minimum damage for a number of rounds equal to his level. The creature must be visible to the paladin, but need not be touched. This power is useable once per week per level.

A neutral paladin can cause himself to become immune to all attacks by all creatures within a 60' radius for 1 round per level once a day. The creatures effected will not stop fighting if they are already so engaged, but they will ignore the paladin when attacking. The creatures effected by this power can still see the paladin & may converse with him freely, but they will not attack him in any way. This power doesn't protect the paladin from area effect spells or attacks unless the attack is centered on the paladin. This power also will not protect the paladin from stray missile attacks, accidental damage or natural phenomena.

For example, a paladin protected by this power could walk into a raging battle, without fear of being attacked by combatants on either side. However, if one side were to fire a volley of flaming arrows into the other side, the paladin may be hit by stray arrows & could be burned by any fires ignited by the arrows.

This power ends immediately if the paladin attacks any creature.

Neutral Evil - Neutral Evil paladins have the following powers:

A neutral evil paladin can detect good & is protected by an aura as a standard paladin with reference to evil.

A neutral evil paladin can *cause disease*, as the spell of the same name, in others once per week per 5 levels.

A neutral evil paladin can conjure a thick mist as a double strength *obscurement* (visibility 1d4 feet, 20x20 foot area of effect per level, 8 round duration per level) spell once per day per 3 levels. The paladin can use this ability once per day at 1<sup>st</sup> level, twice per day at 4<sup>th</sup> level, etc.

A neutral evil paladin can cause hopelessness (as an *emotion* spell) once per week starting at 5<sup>th</sup> level & once per week for every 5 levels after 5<sup>th</sup>.

A neutral evil paladin can control daemons as a priest of his same level.

Paladins of Chaos

Chaotic Good - Chaotic Good paladins have the following powers:

A chaotic good paladin has the power to detect evil & is protected by an aura as the standard paladin.

A chaotic good paladin can *create food & water* as the priest spell of the same name once per day.

A chaotic good paladin can use *Lay on Hands* as the standard paladin.

A chaotic good paladin receives an additional +2 bonus to all mind-affecting spells & can cast *free action* on himself once per week per 5 levels (once at 1<sup>st</sup> level, twice at 6<sup>th</sup> level, etc.).

A chaotic good paladin can turn undead as the standard paladin.

Chaotic Neutral - A Chaotic Neutral paladin has the following powers:

A chaotic neutral paladin can detect lawful intent & is protected by an aura against law in a similar manner to the standard paladin's ability to detect evil & protection aura.

A chaotic neutral paladin can cause *confusion* in others as the spell of the same name once per day per 2 levels. The paladin requires no material components for this power & casts it as if he were a wizard of equal level.

A chaotic neutral paladin can cause *chaos* in others as the spell of the same name once per day per 3 levels starting at 6<sup>th</sup> level.

A chaotic neutral paladin of 9<sup>th</sup> level or higher can conjure a chaos elemental (cf. *Manual of the Planes*, pg. 99) once per week per 5 levels starting at 9<sup>th</sup>. The chaos elemental will have 4d4 HD & causes 1HP of damage per HD. The paladin will have no control over the elemental once it arrives, but the elemental will not attack the paladin or anyone touching him. The elemental will remain on the Prime Material plane for 1 round per level of the paladin or until destroyed.

A chaotic neutral paladin can command slaadi to do his bidding as a priest of the same level attempting to turn undead with a d00 percent chance of success.

Chaotic Evil - Chaotic Evil paladins have the following powers:

A chaotic evil paladin can detect good & is protected by an aura against good as the standard paladin with regard to evil.

A chaotic evil paladin can lay hands on himself as the standard paladin or cause wounds (reverse of lay on hands) in others by touch.

A chaotic evil paladin can cause disease by touch once per week per 5 levels as the standard paladin's cure disease ability.

A chaotic evil paladin can backstab as a thief of equal level.

A chaotic evil paladin can control undead starting at 3<sup>rd</sup> level as the standard paladin turns undead.

Ranger by Jason Eric Nelson

Rangers are protectors of the wilderness & those who travel through it. They are hunters & woodsmen who live not only by their sword but by their quick wits & strength of will, and their unique range of abilities make them particularly good at tracking, woodcraft, and spying. A Ranger boasts the courage & strength of a Warrior combined with the cunning, stealth, and self-reliance of a Rogue as well as a Druid's devotion, magical aptitude, and affinity for the outdoors. By temperament & choice, Rangers are loners, often preferring the company of animals to that of people. Without question, a Ranger is one with nature, sworn to protect the inhabitants of the wilderness & preserve the integrity of the land.

**Requirements:** Rangers use the Paladin/Ranger advancement table & have eight-sided hit dice, but they also gain an eight-sided hit die at 10<sup>th</sup> level & they gain 2 hit points per level after 10<sup>th</sup> (rather than the usual 3 hit points per level for a Warrior). Most Rangers also gain an additional hit die at 1<sup>st</sup> level (see *Superior Conditioning*, under Special Benefits). Rangers use warrior THACO & saving throws, though their multiple attack progression is slightly slower than other Warriors (see Special Hindrances). They begin play with 4 weapon & 3 non-weapon proficiency slots and gain one additional slot in each every 3 levels. Rangers must be of good alignment, though they may be lawful, neutral, or chaotic good. Rangers must have scores of at least 13 in Strength & Dexterity and 14 in Wisdom & Constitution. Rangers can be human, half-elven, half-orcish, elven, tiefling, or aasimar.

**Weapons & Armor:** Rangers can wear any armor they wish, though heavy armor will interfere with a Ranger's roguish stealth abilities. Rangers can become proficient in any weapon they wish as they advance in level, but at first level all Rangers must spend their 4 weapon proficiency slots to learn the use of a bow or crossbow, a dagger or knife, a spear or axe, and a sword. The Ranger can choose specifically which item from each category he wishes to learn, but at least 1 of each must be selected.

**Special Benefits:** Rangers combine elements of several classes & gain an unusual array of class abilities:

**Animal Empathy:** Rangers are adept at dealing with trained & untamed creatures, having a limited degree of *Animal Empathy*. If a Ranger carefully approaches or tends to any natural animal (including giant-sized animals), he can try to modify the animal's reactions. When dealing with domestic or non-hostile animals, a Ranger can approach an animal & befriend it automatically. He can easily discern the qualities of a creature (e.g., spotting the best horse in the corral or seeing that the runt of the litter actually has great promise). When dealing with a wild animal or an animal trained to fight, the animal is entitled to a Mind save with a -1 penalty for every 3 levels of the Ranger (rounding up). If the animal saves, it resists the Ranger's overtures of friendship & behaves normally. If it fails, however, its reaction can be shifted by one step in the direction chosen by the Ranger (note that it is possible to use this ability to make an animal more agitated & prone to attack, though it is usually used to pacify a hostile animal).

In order to use *Animal Empathy*, a Ranger must be at least 10' from any other humanoid creatures & the animal(s) to be affected must be able to see & hear the Ranger. The soothing effects of *Animal Empathy* begin at once, but the Ranger must continue calmly speaking & gesturing to the animals for 5-10 (1d6+4) rounds, -1 round for every 3 levels of the Ranger (rounding up, minimum of 1 round) in order to make the reaction adjustment permanent. Otherwise, the affected animals will revert to their previous reaction as soon as the Ranger stops soothing them. If any creature take offensive action against an animal while a Ranger is using this ability, the effects of *Animal Empathy* are immediately & permanently disrupted.

If a Ranger has selected an animal type as a *Species Enemy*, he can never influence the reactions of an animal of that type. Unintelligent & highly intelligent animal types cannot be affected; an animal must have intelligence from Animal to Low (1-7) in order to be susceptible to *Animal Empathy*.

**Followers:** At 10<sup>th</sup> level, a Ranger begins to attract a body of 2d6 *Followers*. These may be normal humans or demi-humans, they may be animals native to the Ranger's *Primary Terrain*, they may be exotic mounts, or virtually anything else. Precisely how these *Followers* come to seek out the Ranger & offer their services varies. Although they will not all suddenly show up together & may not even particularly like one another, they come to serve the Ranger out of respect for his skills & devotion to the protection of the wilderness and travelers therein. The DM will determine the details of the *Followers* that a Ranger will attract and how and why they come to serve.

**Missile Mastery:** Unlike other Warriors, a Ranger's multiple attacks gained with increased level apply as a multiplier to the rate of fire of any missile weapons in which she is proficient. In addition, a Ranger can choose to specialize in any bow or crossbow at a cost of 1 slot per level of specialization. However, since all slots are filled at 1<sup>st</sup> level, this cannot be undertaken until a Ranger gains her first additional weapon proficiency slot at 3<sup>rd</sup> level.

Rangers are highly skilled in skirmishing situations wherein they must use missiles on the move. Thus, a Ranger can move up to one-half his normal rate & still fire his full normal amount of missiles, or a Ranger can choose to move at full speed (though not running or charging) and take one-half his normal allotment of missile attacks. In either case, a Ranger suffers no penalty for moving & firing in the same round.

Finally, Rangers are also exceptionally skilled at dodging missile fire from others, especially using natural terrain to cover & conceal them from missile fire. As a result, a Ranger can attempt a Dodge save to avoid or deflect any & all missile weapons hurled or fired at him. This works best if a Ranger is unarmored & has complete freedom of movement, but it can be attempted regardless of armor worn (shields do not interfere with this). If a Ranger wearing armor attempts to dodge or deflect missiles using *Missile Mastery*, his saving throw is penalized by 1 for every point of AC provided by his base AC type. E.g., chain mail & shield, providing AC 4 (5 not counting the shield), would apply a -5 penalty to saves to dodge missiles. The penalty is halved (round up) if the Ranger is wearing magical armor or elven chain (or eliminated entirely if wearing magical elven chain). No save is allowed to dodge or deflect missiles that automatically hit (e.g., *magic missile*, *flame arrow*), but other magical missiles can be dodged normally, including magical arrows, daggers, and the like as well as spells such as *spiritual hammer* & *Melf's acid arrow*.

**Pathfinding:** Rangers are very skilled at leading others through the wilderness. A Ranger's trail sense reduces the chance of his party getting hopelessly lost by 10%. If in his *Primary Terrain* (see below), this reduction is increased to 20%. Rangers are also able to observe subtle changes in terrain, enabling him to recognize natural hazards, enabling the Ranger & his companions to avoid them. Typical hazards affected by this ability include quicksand, sinkholes, slippery slopes, and thin ice, though not man-made hazards, such as pit traps, deadfalls, snares, or unstable bridges, nor does it provide any special talent for anticipating encounters with hostile animals or other creatures. The chance to recognize such hazards is 10% per level, up to a maximum of 90%, with this roll made by the DM. A Ranger must be at least 10 yards ahead of his party in order to use this ability.

Rangers' sense for the outdoors also enables them to find the easiest trail through rough terrain, increasing their party's movement rate when traveling overland. Referring to Table 74: Terrain Costs for Overland Movement on page 125 of the *DMG*, terrain costs for clear farmland & plains are unchanged, but terrain movement costs from 2 to 4 are decreased by one & movement costs greater than 5 are decreased by 2.

**Primary Terrain:** Rangers must choose a single type of terrain in which to be especially knowledgeable, being a master of all of the hidden secrets & natural mysteries of that terrain. The majority of Rangers choose Forest as their *Primary Terrain*, but other possibilities include Aquatic, Arctic, Desert, Hill, Jungle, Mountain, Plains, or Swamp. A drow elf, half-drow, or half-orc Ranger also has the option of taking Underdark as their primary terrain.

While in their *Primary Terrain*, Rangers gain a +4 bonus to any non-weapon proficiencies involving their environment (e.g., Tracking, Animal Lore, Weather Sense, Direction Sense, Hunting); this bonus also applies when dealing with creatures native to that terrain type if they are found in other terrain. A Ranger gains free proficiency in Survival in his *Primary Terrain*. In addition, a Ranger's stealth is greatly enhanced when in his *Primary Terrain*; his Hide in Shadows & Move Silently abilities gain a +20% bonus, and any creature attempting to track the Ranger there does so at only half the normal chance of success.

**Priestly & Magical Powers:** Rangers can select non-weapon proficiencies from the Priest list without penalty. In addition, a Ranger who reaches 8<sup>th</sup> level or above gains the use of a limited ability to cast mage & priest spells, as noted on the table below. A Ranger may only cast spells from the Animal, Nature, Plant, Travelers, and Weather spheres, though they can also cast any unique spells granted by their particular deity, even if such spells do not fall within their allowed spheres. Note that bonus spells for high Wisdom or high Intelligence does not apply for a Ranger.

**Ranger prayer/spell progression**

Level	Prayers				Spells			
	1	2	3	CL	1	2	3	CL
8	1	-	-	1	-	-	-	-
9	1	-	-	2	-	-	-	-
10	1	-	-	3	-	-	-	-
11	2	1	-	4	-	-	-	-
12	2	1	-	5	1	-	1	-
13	2	1	-	6	1	-	2	-
14	3	2	1	7	1	-	3	-

Level	Prayers				Spells			
	1	2	3	CL	1	2	3	CL
15	3	2	1	8	1	1	4	-
16	3	2	1	9	2	1	5	-
17	3	3	2	10	2	1	6	-
18	3	3	2	11	2	1	7	-
19	3	3	2	12	2	2	8	-
20	3	3	3	12	2	2	9	-
21	3	3	3	12	2	2	10	-

Rangers do not gain the ability to use mage/priest spell scrolls or other magical items limited to priests & mages.

**Roguish Repertoire:** Rangers can select non-weapon proficiencies from the Rogue list without penalty. In addition, they are both stealthy & very alert, gaining a +1 bonus to surprise others & a +1 bonus to avoid being surprised if in a rural or wilderness setting. This bonus does not apply in an urban or underground setting but is doubled in the Ranger's *Primary Terrain*, and their bonus to surprise others also does not apply if the Ranger is wearing armor heavier than studded leather or elven chain.

In addition to these general abilities, Rangers gain the following thieving abilities: Climb Walls, Detect Noise, Escape Bonds, Hide in Shadows, and Move Silently. These thieving abilities are subject to the normal bonuses & penalties for ability scores, race, and armor worn. A Ranger's Climb Walls, Hide in Shadows, and Move Silently abilities are halved if attempted in an urban, indoor, subterranean, or other non-wilderness setting. At 1<sup>st</sup> level, these scores start at the standard base levels with no additions, and each score increases by 5% at each level after first. Rangers never gain more thieving abilities.

**Species Enemy:** In their role as protectors of the wilderness, Rangers must learn how to deal with common threats that reside there. At every level of experience, a Ranger can select a *Species Enemy* that is native to his *Primary Terrain* (the DM can provide a list of such creatures). When fighting a *Species Enemy*, the Ranger gains a +1 bonus to attack rolls, damage rolls, or Armor Class; this bonus can be shifted from round to round. Note that a Ranger can select the same creature as his *Species Enemy* more than once, and bonuses are cumulative, up to a maximum of +4 (the bonus can be applied in total to attacks, damage, or Armor Class or can be split among them). In addition, when the Ranger is fighting such creatures in his *Primary Terrain*, this bonus applies to attack rolls, damage rolls, and Armor Class. Each *Species Enemy* must be a specific creature type (e.g., frost giants), rather than a general category of creatures (e.g., giants). However, there is some crossover of benefit in that any related creature allows a Ranger to use half his normal *Species Enemy* bonus (rounding down).

*Example: A 1<sup>st</sup> level Ranger selects hill giants as his Species Enemy, gaining a +1 bonus against them but gains no bonus against other giants. At a later level, the Ranger again selects hill giants, improving his bonus to +2 vs. hill giants, halved to +1 against all giants.*

It should be noted that a Ranger's obvious displeasure & manifest hatred when dealing with a *Species Enemy* results in a -4 penalty to reaction rolls with creatures of that type, who may have heard of the Ranger's lethal reputation when battling their kin. Whenever the species enemy is encountered, the Ranger must always attack that creature type in preference to other potential targets.

**Superior Conditioning:** Because of their rigorous training & excellent physical condition, Rangers gain a base movement rate of 15 when afoot. In addition, because of the long hours of highly strenuous wilderness training that a Ranger must endure in training for his or her profession, a Ranger gains two eight-sided hit dice at 1<sup>st</sup> level, with a Constitution bonus (if any) applied to both die rolls. They also heal naturally at double the normal rate, regaining 1 hit point per day even if not resting & no medical care is available, plus an additional 1d4 points of natural healing for every full week of rest. Because of their *Superior Conditioning* & indomitable will to survive, a Ranger does not become unconscious upon falling to negative hit points. He cannot attack or cast spells but can still move, bind his wounds, or seek further healing. A Ranger can remain active at a negative hit point total that is equal to his hit points at 1<sup>st</sup> level. If a Ranger is dropped below this level, he or she will perish.

**Tracking:** All Rangers gain free, the Tracking proficiency, without the normal -6 penalty. In addition, Rangers gain a +1 bonus to their Tracking score for every 3 levels of experience (rounding down). In addition to being able to simply locate & follow tracks, a successful proficiency check enables a Ranger to identify the tracks in question & gain additional information about the creature(s) being tracked, depending on the die roll on the Tracking proficiency check:

Roll	Information Gained
1-2	General type of creature (e.g., dragon, bear) and direction of travel
3-4	Specific type of creature (e.g., black dragon, brown bear)
5-6	Approximate number of creatures
7	Approximate size and/or age of creatures
8	Pace of travel
9	How recently the trail was made
10+	Special conditions of creatures (e.g., wounded or healthy, whether they were mounted)

Note that all 'lower-level' information is gained as well; i.e., a roll of 7 will also include information gained for rolls of 1 through 6. In addition, the type of information gained will always be at least equal in value to the Ranger's level; e.g., a 5<sup>th</sup> level ranger will always learn specific type of creature, direction of travel, and approximate number with a successful Tracking check.

Conversely, Rangers are also adept at covering their tracks, and if they move at half their normal speed they can apply a -5 penalty to the Tracking rolls of any pursuers. This ability can be extended to cover the tracks of 1 companion for every level of the Ranger after 1<sup>st</sup>. Each creature in the party beyond this number reduces the Tracking penalty by 1; hence, a 1<sup>st</sup> level Ranger traveling with 6 companions would be unable to cover their tracks at all. This ability must be used on all members of a given traveling group or none, save that the Ranger can always cover his own tracks. This bonus is cumulative with the bonus gained for the Ranger's *Primary Terrain*.

**Special Hindrances:** As noted, Rangers are loners. They can never retain henchmen or hirelings of any sort until they reach 8<sup>th</sup> level, and even then they may attract only half the normal number of followers allowed for their Charisma (rounding down). As they are loners by nature & since they prefer to avoid concentrating in large groups (thereby allowing diffusion of the forces of good to more areas of the boundless wilderness), no more than 3 Rangers can adventure together at any time.

Rangers also recognize the value of being able to move quickly & not being overly burdened down with material possessions. As a result, while a Ranger can retain any amount of treasure in terms of total value, all of a Ranger's possessions (including weapons & armor) must be in an easily portable form, no more than they can carry. Excess treasure (and some portion of all treasure gained, the amount determined by the Ranger) should be donated to any worthy institution chosen by the Ranger. This could be to his church, a mass distribution to the peasants of an economically depressed area, or virtually anything else, but it may not be given to another PC or henchman. A Ranger can build or purchase a home or stronghold if desired, but he will not automatically attract mercenaries or followers to staff it (other than the followers attracted at 10<sup>th</sup> level). Note that no hirelings can be retained to guard or staff such a place if the Ranger is not at least 8<sup>th</sup> level.

Rangers have restrictions on the weapons that they can learn at 1<sup>st</sup> level, having to select from a fairly limited list. Since all of their weapon proficiency slots are spent at 1<sup>st</sup> level, they cannot spend slots on other proficiencies or specialization until they advance in level. As noted for *Missile Mastery*, a Ranger can specialize in any bow or crossbow at a cost of 1 slot per level of specialization. A Ranger can also elect to specialize in any other weapon that he wishes, but doing so requires him to spend two weapon proficiency slots per level of specialization. Thus, a Ranger wishing to become specialized in Dagger or Broadsword, for example, must wait until at least 6<sup>th</sup> level, when he will have gained 2 proficiency slots beyond those possessed at the start. Also, a Ranger can never specialize in more than 1 weapon.

In addition to these restrictions on learning the use of weapons, a Ranger gains multiple attacks more slowly than other fighters:

Level	Attacks Per Round	Level	Attacks Per Round	Level	Attacks Per Round
1-7	1/1	8-14	3/2	15+	2/1

Rangers are not specifically limited in the armor that they may wear, but many of their abilities will not work at full effect if they are wearing heavy armor. Also, given the restriction of owning only as much as they can carry, many Rangers are disinclined toward wearing heavy armor.

In addition to these restrictions, Rangers must always retain their good alignment. If a Ranger ever intentionally commits an evil act, he will lose his Ranger status & become a normal Fighter of the same level (losing any excess experience points); Ranger status can never be regained. If a Ranger involuntarily commits an evil act, or is forced by circumstance to commit an act that results in evil, he is unable to earn further experience points until this evil has been cleansed from the Ranger's spirit. This can be accomplished by correcting the wrongs that resulted from his action, taking revenge upon the person who forced him to commit the act, or releasing those oppressed by the evil so released. A Ranger instinctively knows what he must do to regain his status.

**Bonus Proficiencies:** Survival (home terrain), Tracking

**Preferred Proficiencies:** Alertness, Awareness, Animal Noise, Bowyer/Fletcher, Camouflage, Cartography, Direction Sense, Distance Sense, Gaming, Hunting, Jumping, Looting, Monster Lore, Navigation, Riding (Land-based), Set Snares, Sign Language, Signaling, Survival, Tightrope Walking, Torture, Tracking, Trail Marking, Trail Signs, Trailing, Ventriloquism, Voice Mimicry

Shaman by Jason Eric Nelson

Shamans are tribal priests found in savage, barbaric, or nomadic societies. In their homelands, Shamans serve their tribes in much the same way that priests serve the common people of more civilized lands: They act as guides, protectors, and advisors, using their magical powers to strengthen & defend their tribes. Shamans often serve as the keepers of knowledge & legend for their peoples & lead their tribes in the various rites & ceremonies required by their tribes' belief systems. PC Shamans may still be associated with their tribes or they may be wanderers or exiles who have abandoned their duties, or they may have an extended goal for their tribes that takes them away from their people for a long period. Shamans are always native to tribal or barbaric cultures, and their homelands are always in wilderness areas. A Shaman who leaves such society & enters a more 'civilized' region will be treated as a barbaric foreigner by most folk that they encounter.

**Requirements:** Shamans may be of any non-lawful alignment (in keeping with traditions of barbarian society); use d8s for hit dice, and have priest saving throws & THAC0. Shamans advance on the Druid experience point table. Their arduous life in uncivilized lands requires good physical health as well as mental fortitude; hence Shamans must have scores of at least 12 Wisdom & 13 Constitution. Shamans begin play with 2 WP & 4 NWP slots, gaining 1 more of each type every 3 levels. Shamans may be humans, dwarves, half-orcs, or half-ogres.

**Weapons & Armor:** Shamans can wear only hide or studded hide armor & can use only shields made of wood, wicker, hide, or bone. Their selection of weapon proficiencies is based on their home terrain and culture & is similar to those available to Barbarian and Nomad warriors. Hence, all Shamans can become proficient in the following weapons: axe (hand), club (any), knife, spear, staff, & bow (short). Culture-specific weapons are as follows:

- Arctic:* axe (battle), ice pick, pick (ice axe), spear (any), sword (iuak)
- Coastal:* axe (battle), hammer (throwing), net, spear (any), sword (broad)
- Desert/Plains:* bolas, bow (short composite), a lance (medium/light), lasso, sword (scimitar) & javelin
- Forest/Jungle/Swamp:* axe (battle), blowgun, bow (any), dart, javelin, sword (machete)
- Hill/Mountain:* hammer (any), pick (any), polearm (any swinging)

**Special Benefits:** Shamans are very respected individuals in barbaric & nomadic cultures, gaining a +4 bonus to reactions with those from their own culture & a +2 bonus with barbaric & nomadic cultures of all types, who recognize the Shaman's special status. Their advice is sought by those of their tribe for their wisdom, their contact with the spirit world, & their insight into the future. Barbaric cultures also respect Shamans for their willingness & ability to fight. Each Shaman must choose a single weapon from the list given for his culture as his 'weapon of choice', & he or she gains +1 bonus to hit with this weapon. Besides these generic bonuses, Shamans receive the following class-based special abilities:

**Circle of Aged Masters:** Upon reaching 12<sup>th</sup> level, a Shaman gains membership in this mysterious group that comprises Shamans of all types & all backgrounds. This group is not so much an organized brotherhood; instead it comprises those extremely wise, talented, and experienced (and usually very old) Shamans who have managed to reach this level of attainment. Shamans of this level have their natural aging process slowed to one-half the normal rate (though magical aging is unaffected) & become immune to natural diseases.

At 16<sup>th</sup> level, a Shaman is able to hibernate for any amount of time desired. This can only be accomplished in his or her native terrain, where they are most in tune with their surroundings. A hibernating Shaman is completely unconscious & can be killed as easily as any other sleeping creature, though creatures native to his or her home terrain will ignore a hibernating Shaman unless magically or psionically controlled. While hibernating, the Shaman's bodily functions slow to the point where he or she appears dead & natural aging is slowed to one-tenth the normal rate. This comatose state continues until there is a significant change in the Shaman's environment that might harm the Shaman (e.g., flooding in a river valley, very severe weather) or until a preordained amount of time (decided when hibernation was begun) has passed.

Upon reaching 20<sup>th</sup> level, a Shaman is able to ignore all age-related penalties for aging, as his or her body retains a vigorous level of health. So much so, that the Shaman cannot die of natural causes (though they can, of course, still be slain in combat or through other means).

In addition to these lifespan enhancements, a member of the **Circle of Aged Masters** can choose at each level of experience he attains, to become completely immune to any 1 specific weapon type used by Barbarians of his home terrain or 1 specific creature type native to his home terrain:

- If a Shaman chooses immunity to a particular weapon (e.g., battle axe for an Arctic Shaman), he or she cannot ever again wield that weapon in combat but he or she also becomes immune to damage from other weapons of that type, including conjured & magical versions.
- If a Shaman chooses immunity to a creature, no attacks from that creature can ever harm the Shaman. An Arctic Shaman choosing immunity to frost giants would be immune to weapon blows, spells, missiles, or any other direct attacks), though indirect harm can come to the Shaman through the action of such creatures (e.g., an avalanche caused by frost giants could still bury the Arctic Shaman described above). Note that this creature immunity exists only as long as the Shaman never takes offensive action against a creature of that type; if such an attack is made, this immunity is lost forever & can never be regained.

**Communion with Nature:** The connection of Shamans with the spirits of nature allows them to transcend the normal boundaries of communication as they advance in level. Shamans of 5<sup>th</sup> level & above can *speak with animals* at will, while those of 10<sup>th</sup> level & above can *speak with plants* at will, & their communion with the spirit world is so strong that they can *reincarnate* a creature once per month. Shamans of 15<sup>th</sup> level & above can *commune with nature* once per month & can *stone tell* at will.

**Natural Medicine:** Because of their extensive knowledge of the medicinal properties of plants found in their native terrain, all Shamans gain the benefits of the Healing & Herbalism proficiencies while in terrain of that type. Outside their native terrain, however, these benefits are lost unless a Shaman chooses to spend the requisite proficiency slots to learn these proficiencies normally. If this is done, a Shaman gains a +4 bonus to the use of both proficiencies while in his or her native terrain.

In addition to the mundane applications of **Natural Medicine**, all Shamans can attempt to create a *sacred bundle* once per week. He or she must seek out medicinal herbs for a full hour & must make an Herbalism proficiency check. If the check is successful, the *sacred bundle* will provide the effect of a *protection from evil* or *protection from good* spell. This lasts for 1 full day if it is worn by an individual from a barbarian culture (1 hour if worn by a civilized PC), after which the herbs lose their effectiveness.

**Spirit Guide:** All Shamans have a Spirit Guide with whom they have bonded through the course of their training to become Shamans. Their Spirit Guide is an animal spirit of a type determined below, and the Shaman's relationship with his or her Spirit Guide allows him or her to access great magical power.

d20 roll	Spirit Guide
1-2	Avian, small (e.g., dove, raven, duck, canary, robin, sparrow) <b>Benefits:</b> Excellent Vision
3-5	Avian, predatory (e.g., hawk, eagle, osprey, vulture) <b>Benefits:</b> Excellent Vision
6-7	Nocturnal/subterranean (owl, bat, large spider, giant centipede, lizard) <b>Benefits:</b> Acute Hearing, Night Vision
8-10	Mammal, small (e.g., rat, rabbit, raccoon, squirrel, ferret, porcupine) <b>Benefits:</b> Acute Hearing, Acute Smell (+2 to Tracking, Foraging, & Hunting NWP)
11-13	Mammal, medium (e.g., deer, mountain goat, wild boar, antelope) <b>Benefits:</b> Acute Hearing, Fleet Footed
14-17	Mammal, small predator (e.g., fox, wild dog, jackal, lynx, ocelot, badger) <b>Benefits:</b> Acute Smell (+2 to Tracking, Foraging, & Hunting proficiencies)
18-19	Mammal, medium predator (e.g., wolf, mountain lion, leopard, black bear) <b>Benefits:</b> Acute Smell (+2 to Tracking, Foraging, & Hunting proficiencies)
19	Mammal, large predator (e.g., tiger, lion, brown bear)
20	Reptile/amphibian (e.g., toad, snake, lizard, salamander) <b>Benefits:</b> +2 to saves vs. poison

The Shaman's Spirit Guide is bonded to the PC, but it has its own business to attend to in the spirit world. Hence, each day a Shaman must chant, pray, & perform a ceremonial dance for at least 1 turn in order to summon his or her Spirit Guide to aid & assist him or her for the day. This is reduced by 1 round per level of the Shaman over 9<sup>th</sup>, to a minimum of 1 round at 18<sup>th</sup> level. The chance of the Spirit Guide being successfully summoned is 10% per level of the Shaman, plus 10% per turn of chanting & dancing after the first (with the chance checked at the end of each turn), to a maximum of 90%. A roll of 00 indicates that the spirit is angry & won't respond to the Shaman's call for 1d6 days or until the Shaman offers some special sacrifice to propitiate the spirit.

This animal spirit acts as an advisor & intermediary to the Shaman with other parts of the spirit world. It can offer advice & observations to the Shaman based on things that have transpired within the local area or that have happened to other members of the species & have been passed along. How others, particularly the Shaman & those with which he or she associates have treated their species influence their worldview.

They have considerable interest in ensuring that the Shaman & his or her associates treat animals and nature in general and their species in particular with respect; e.g., they do not object to hunting, so long as such hunting is neither wanton nor disrespectful of the creatures hunted. It is important to note that no creature of the Spirit Guide's species will harm the Shaman in any way unless it is being magically controlled or unless the Spirit Guide is angry with the Shaman.

A Shaman's Spirit Guide imparts a bit of its essence to the Shaman at the time of bonding, conferring the above-listed benefits at no cost to the Shaman. In addition, as a Shaman advances in level he gains other abilities. At 5<sup>th</sup> level, a Shaman gains the ability to *shape change* into the form of his or her Spirit Guide once per day for every 5 levels (rounding down), retaining his own normal saving throws & hit points but taking on all other aspects of the animal form. This shape change requires a full round of concentration & can be maintained indefinitely or can be ended at any time. If any damage is suffered in animal form, 10% to 60% of it is healed when the Shaman returns to human form. At 10<sup>th</sup> level, a Shaman can retain his normal human form but can take any of the attributes of his Spirit Guide. Hence, the Shaman could use the movement rate (including flight, swimming, or climbing), Armor Class, attack routine (THAC0, number of attacks, & damage per attack, including poison if applicable), sensory abilities, etc. Only 1 such attribute may be used at a time, but the Shaman may freely switch attributes by concentrating for 1 round. While using one of these animal attributes, the Shaman retains his humanoid form but his appearance may change (if flying, he'll grow wings like those of the Spirit Guide; if attacking, he'll grow claws & teeth (or other natural weapons) like those of the Spirit Guide).

Once per day, the Shaman can ask his Spirit Guide to invoke 1 of the following magical spell effects on his behalf. This includes *Speak with animals*, *animal friendship*, *charm person or mammal*, *locate animal*, *animal spy*, *hold animal*, *polymorph self* (into the same animal type as his Spirit Guide), or *animal summoning I*. This takes 1 round of chanting & a successful Wisdom check. If the check is successful, the Shaman gains the power to cast the spell in question (taking effect at his or her level). The spell may be cast immediately or may be retained for up to 1 full day, but no further magical favors can be requested until the spell is used. If the check is failed, the Spirit Guide is unable to provide any direct magical assistance for that day. A Shaman of 5<sup>th</sup> level can instead request *animal summoning II* or for the spirit to stand guard with the effect of a *Mordenkainen's faithful hound* spell, though of course in the shape of the animal spirit. A Shaman of 10<sup>th</sup> level can request *animal summoning III*, *anti-animal shell*, *heal*, or for the spirit to manifest itself in physical form as a double-sized (or giant-sized, if a very small animal) version of its species with maximum hit points.

In addition to this direct magical aid, a Shaman's Spirit Guide is able to act as an intermediary between the Shaman & the spirit world, allowing the Shaman to call upon the power of these spirits in the form of magical spells from other magical sources. A Shaman does not memorize spells or even follow the spell progression table as other priests do. Instead, whenever a Shaman desires to cast a spell he or she dispatches the Spirit Guide to commune with the local spirits for their aid in providing the assistance that he has requested. Shamans are somewhat limited in the types of spells that they can request, however, with major access to the Animal, Elemental (Air, Earth, Water), Nature, and Plant spheres & minor access to All, Divination, Elemental (Fire, Ice), Healing, Protection, Travelers, Wards, and Weather. This request for magical aid from the spirits of nature is not instantaneous, however, & a Spirit Guide requires a certain amount of time & effort to find spells for the Shaman. The higher the spell's level, the longer the Spirit Guide must search & the greater the chance that its search will fail. The required basic time is 1d6 rounds plus 1 round per level of the spell being requested. However, if the spell is of a higher level than could be cast by a priest of the same level, then the search requires 1d6 turns plus 1 turn per level of the spell. The exception to this is that spells of the Animal & Nature spheres take only 1 round (or turn) per level of the spell to search for, due to the Shaman's closer attunement with the spirits & forces involved in such magic. The chance of success of the Spirit Guide in bringing back the requested spell is a base of 50%, modified as follows (note that a roll of 91 or above always indicates failure):

- Each level of the Shaman, +5%
- Each level of the spell, -10%
- Wisdom score of 17/18, +10%
- Spell is Rare, -10%
- Spell is Common, +10%
- Spell is Very Rare priest spell, -20%
- Wisdom score of 15/16, +5%

If the modified chance is 0 or less, the Spirit Guide cannot successfully find the spell. Also, if the die roll result is a natural 00, the search will be unsuccessful & the Spirit Guide will be delayed for 1d10 rounds (or turns). Each time the Spirit Guide is sent to retrieve the same spell within a 24-hour period, regardless of previous success or failure, it suffers a penalty of 10% (cumulative) to its chance of successfully finding the spell for each attempt after the first made to retrieve it. Note that the Spirit Guide will be absent for the full length of time required to find the spell, regardless of whether or not it is successful. If it fails, it will return to the Shaman extremely apologetic for its failure & ready to undertake any new task.

If the roll is successfully made, the Shaman now possesses the spell & may cast it at any time within 1 turn per experience level of receiving the spell. It is important to note that the Shaman's Spirit Guide cannot be dispatched to retrieve another spell until the Shaman has cast the spell that has already been brought. The Spirit Guide provides the Shaman with all the information required to cast the spell, including any material components required. If the Shaman does not wish to collect the material components, however, he or she has the option of casting the spell without them. This will, however, increase the casting time of the spell by 1 order of time units; i.e., turns become hours, rounds become turns, initiative modifiers become full rounds. Shamans never need to use a holy symbol as a material component, however, as their ritualistic tattoos & body paint replace the need for such things.

**Omen Reading:** Once per week for every 5 levels of experience (rounding up), a Shaman can attempt to forecast the general fortunes of some major undertaking by interpreting an omen from observing the natural conditions around him or her. To be receptive to an omen, the Shaman must do nothing but concentrate uninterrupted for a full turn; if this concentration is broken, the Shaman cannot attempt to interpret an omen for another week. After the turn of concentration, the Shaman studies his or her surroundings for a sign of some sort: a rippling pond, a gathering of clouds, a swarm of insect, or the veins in a leaf are all possible sources of the omen.

Omens are usually consulted only for major events, such as starting a journey, engaging in a battle, or some other significant task. If the DM has knowledge about the likely outcome of an action, then the omen should reflect that. In situations where the DM has no reliable information on which to base the outcome of the omen, then a random die roll is made:

1	<i>Ill omen:</i> The task should not be undertaken today. He, who ignores the omen & continues, suffers a -1 penalty to hit & on saving throws for the rest of the day with double the normal chance of encounters & a -3 reaction penalty.
2-4	<i>Great danger exists:</i> If the party proceeds, chances for encounters are doubled with a -3 reaction penalty, and opponents gain a +1 bonus to hit.
5-7	<i>Neutral omen:</i> The signs are vague & no special modifiers apply.
8-9	<i>Favorable omen:</i> The party's overland movement is increased by 50% for that day, chances for encounters are halved, and opponents have a -1 penalty to hit against them.
10	<i>Auspicious omen:</i> Benefits as for a <i>favorable omen</i> , with a +1 bonus to hit & on saving throws for the rest of the day.

**Second Sight:** In addition to their worldly status & combat skills, Shamans are very connected to the world of spirits of nature and the land, the wind, & the water. Their frequent communion with spirits provides them with the gift of *Second Sight*. This grants them a base 5% per level chance to detect hidden or invisible objects or creatures (including secret doors & hidden compartments). They can also see through disguises, note the fact that a given creature is shape-changed or polymorphed into another form; determine the plane of origin of any individual creature, or to detect spellcasting or other magical ability in any creature.

In order to use this ability, a Shaman must concentrate for a full round, preventing any other action during the round the power is used. This power can be used as often as desired. If more than one of the above conditions exists within the 100' of the Shaman, a separate check should be made for each.

**Special Hindrances:** Shamans gain a host of special abilities, but they must pay a significant cost for them. Their chief disadvantage is that they do not have memorized spells on command at all times. Anytime they need a spell, they must ask their Spirit Guide to provide them with a direct magical favor or dispatch their Spirit Guide to attempt to enlist the aid of nature spirits nearby to enact the spell they desire. There is a delay before the magic arrives, and with success never automatic, regardless of the Shaman's level. Also, on some days their Spirit Guide will not be available to assist them & they must make do with assistance already offered & other abilities.

Shamans may not become multi-classed, and they do not gain experience point bonuses for having high ability scores. Further, their strange appearance & barbaric mannerisms make strangers who are not barbarians or nomads very wary of him or her, applying a -2 reaction penalty. Further, the best possible reaction with such NPCs is "indifferent", never "friendly". Shamans may never retain henchmen or hirelings, but at 12<sup>th</sup> level a Shaman will attract 1d4 novice Shamans (1<sup>st</sup> level) to serve them & learn from them.

A Shaman who is ready to progress to 12<sup>th</sup> level & join the *Circle of Aged Masters*, must meditate for 24 hours communicating with the spirits & obtaining from them a special *spirit quest*. This grants them a series of visions to guide them on the path that they must take to achieve enlightenment & gain the desired level. Some *spirit quests* will allow the Shaman to bring along associates, while some will require the Shaman to go it alone. The precise nature of a *spirit quest* is highly variable, though it is often some special service on behalf of their tribe, their culture, or the spirits that give them their powers. It may also relate to the type of weapon or creature against which the Shaman hopes to gain immunity at 12<sup>th</sup> level (see **Special Benefits - Circle of Aged Masters** above). If a Shaman fails or abandons the *spirit quest*, he or she is immediately dropped to the minimum experience point level for 11<sup>th</sup> level & must again accrue experience points until 12<sup>th</sup> level could be reached again, at which point a new *spirit quest* must be undertaken. This process continues until a Shaman successfully completes a *spirit quest*, at which point the new level is gained. A Shaman must repeat this *spirit quest* each time he or she wishes to advance a level beyond 12<sup>th</sup>.

Shamans disdain traditional "civilized" magic, especially over-reliance on magical items. A Shaman may own no more than 1 magical item per 3 levels of experience (rounding up). Similarly, they disdain reliance on wealth & material possessions. A Shaman can begin play with a suit of hide armor & a single weapon in whose use he is proficient, plus 1d4 x 10gp besides to buy other equipment.

**Bonus Proficiencies:** Chanting, Survival (in native terrain)

**Required Proficiencies:** up to 3 slots from the following Preferred Proficiencies. All remaining initial slots must be used for preferred proficiencies from the Shaman's area of origin.

**Preferred Proficiencies:** Acute Hearing, Alertness, Animal Lore, Awareness, Dancing, Direction Sense, Distance Sense, Endurance, Excellent Vision, Foraging, Hunting, Immutability, Intimidation, Jumping, Navigation, Night Vision, Running, Sixth Sense, Tannery, Tracking

In addition to the preferred proficiencies above, for all Shamans, other preferred proficiencies apply, depending on the Shaman's area of origin:

*Arctic:* Camouflage, Fire-building, Fishing, Mountaineering, Navigation, Weather Sense

*Coastal:* Boat Building, Boating, Brewing, Carpentry, Fishing, Navigation, Rope Use, Seamanship, Signaling, Swimming, and Weather Sense

*Desert/Plains:* Bowyer/Fletcher, Display Weapon Prowess, Leatherworking, Riding (Land-based), Riding Specialization, Set Snares, Veterinary Healing

*Forest/Jungle:* Ambush, Animal Noise, Bowyer/Fletcher, Camouflage, Carpentry, Dodge Blow, Healing, Herbalism, Set Snares, Trailing, Wickerwork

*Swamp:* as Forest/Jungle and Coastal

*Hill/Mountain:* Ambush, Camouflage, Fire-building, Leatherworking, Mining, Mountaineering, Running, Set Snares, Stonemasonry, Tunneling

**Forbidden Proficiencies:** Reading/Writing, plus any proficiency from the Psionicist, Rogue, or Wizard list that is not listed above.

## Specialist Wizard

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Wizards who concentrate their efforts in 1 school of magic are known as specialist wizards. Generally, a specialist wizard must give up some degree of versatility in spell selection - he cannot learn or cast spells belonging to schools that oppose his own chosen school. The specialist also has several other benefits & restrictions; unless otherwise stated, all specialists must abide by the benefits and hindrances described below:

- Specialist wizards may memorize 1 additional spell per spell level, provided the spell selected belongs to the specialist's school. Under this rule, a 1<sup>st</sup> level specialist may have 2 spells memorized instead of only 1.
- Specialists gain +1 when making saves against spells of their own school & -1 when saving against those of the opposing school. Specialists also inflict a -1 penalty to their victims' saving throw attempts when casting a spell of their specialty school.
- Specialist wizards gain a bonus of +15% when learning spells from their school, but suffer a penalty of -15% when learning spells from any other school. Specialists cannot learn spells belonging to an opposition school.
- When a specialist reaches a new level, he automatically gains 1 spell of his school to add to his spellbook. No roll for learning the spell need be made.
- When a specialist wizard attempts to create a new spell through research, the spell is treated as if it were one level lower if it falls within the wizard's specialty school.

## Specialists in Schools of Philosophy

A wizard specializing in a school of philosophy adheres to the general rules above. Depending on his choice of school, the specialist will have anywhere from 1-3 opposition schools. Each specialty has different race & ability score requirements, reflecting the unique nature of each field of study, shown in the table below. In the Complete Wizard's Handbook, each specialist received several additional abilities related to his chosen field at high levels. These have been reworked, and specialists now receive them much earlier in their careers.

**Philosophy Specialist Requirements**

Specialist	Race	Prerequisite	Opposition School(s)
Abjurer	Human	Willpower 15+	Alteration, Illusion
Conjurer	Human, Half-Elf, Drow Elf	Constitution 15+	Divination, Invocation/Evocation
Diviner	Human, Half-Elf, Elf	Wisdom 16+	Conjuration/Summoning
Enchanter	Human, Half-Elf, Elf	Charisma 16+	Invocation/Evocation, Necromancy
Illusionist	Human, Half-Elf, Elf, Gnome	Dexterity 16+	Necromancy, Invocation/Evocation, Abjuration
Invoker	Human, Half-Orc, Drow Elf	Constitution 16+	Enchantment/Charm, Conjuration/Summoning
Necromancer	Human, Half-Orc, Drow Elf	Willpower 16+	Illusion, Enchantment /Charm
Transmuter	Human, Half-Elf	Dexterity 15+	Abjuration, Necromancy

### Abjurer

The abjurer specializes in the school of abjuration, commanding magical energies that provide various forms of protection to himself & his companions. A wizard must have strength of will to master this school of magic, so Willpower of 15 is a requirement for an abjurer. The abjurer cannot learn spells from the schools of alteration or illusion. Abjurers enjoy the normal benefits & hindrances of specialist wizards. In addition, at 8<sup>th</sup> level the abjurer gains a +1 bonus to saving throws vs. paralyzation, poison, and death magic. At 11<sup>th</sup> level an abjurer's base AC improves by 1 due to his command of protective magics & at 14<sup>th</sup> level the abjurer gains immunity to all forms of *hold* spells. Abjurers have few spells that can directly inflict damage, but their protective enchantments can help them protect their comrades from harm in battle. They are also extremely effective against enemy spellcasters & creatures of extraplanar or unusual origins.

### Conjurer

Specializing in spells of conjuration & summoning, the conjurer has access to some of the most useful spells in the game. Conjurations are some of the most physically demanding spells, and a wizard must have Constitution of at least 15 in order to be a conjurer. Divination & invocation/evocation oppose conjuration/summoning. All the normal benefits & hindrances of specialist wizards apply to conjurers. In addition, at 11<sup>th</sup> level a conjurer gains the ability to cast conjuration & summoning spells without any material components. At 14<sup>th</sup> level, the conjurer gains the power to instantly dispel creatures conjured by an opponent who has used *monster summoning* or an equivalent spell. The conjurer can dispel up to 10HD worth of creatures with this ability simply by pointing at the target & concentrating 1 round. Only creatures with 5HD or less are affected, so a conjurer could dispel three 3HD creatures, two 5HD creatures, or any combination that does not exceed 10HD. The conjurer may use this ability up to 3 times per day. The conjurer's spells can be very potent in combat, especially if used to multiply the party's numbers through the summoning of allies.

### Diviner

It's unusual for a PC to choose this specialty, but NPC diviners are fairly common. Diviners specialize on spells that reveal or relay information, and information can be a weapon far more dangerous than the sharpest sword. Divination requires patience & insight; a wizard must have Wisdom of 16 or better to be a diviner. Divination is opposed by conjuration/summoning. Diviners have the normal strengths & weaknesses of specialty wizards. In addition, at 11<sup>th</sup> level the diviner gains the ability to use *find traps* (a 2<sup>nd</sup> level priest spell) up to 3 times per day by pointing in a specific direction & concentrating 1 round. At 14<sup>th</sup> level, the diviner becomes immune to all forms of scrying spells such as *ESP*, *clairaudience*, or *know alignment*. PCs trying to use these divinations against the diviner simply get no response at all. A diviner is very limited in his combat ability & must rely on spells outside his school for anything resembling a damaging attack. However, a diviner in a party can be surprisingly effective by providing advice & information. With a diviner around, a party can look for ways to strike at an enemy's weakest points & to maximize its efficiency in battle.

### Enchanter

The enchanter's specialty lies in controlling or influencing his targets with his spells. The school of enchantment/charm also includes a number of spells that imbue nonliving items with magical powers. Because the greater part of the enchanter's spell selection involves influencing other people, enchanters must have Charisma of 16 or higher. Invocation/evocation & necromancy oppose Enchantment/charm. Enchanters have the usual benefits & restrictions of a specialist wizard. In addition, when an enchanter reaches 11<sup>th</sup> level, he gains the ability to cast a special *free action* spell once per day on himself or any creature he touches. The casting time is only 1, and no material components are required. The spell duplicates the effects of the 4<sup>th</sup> level priest spell *free action* & lasts for 1 hour. At 14<sup>th</sup> level, the enchanter acquires immunity to all forms of the *charm* spell. While the enchanter's spells are not spectacular in effect, they are also among the subtlest of spells. In many cases, turning an enemy into an ally is far more effective & desirable than simply incinerating him, and enchanters excel at mind-affecting magic. Careful interrogation of *charmed* enemies can also provide a wealth of useful information for the enchanter.

### Illusionist

Masters of deceit & trickery, illusionists have access to a variety of powerful spells that can be far more dangerous than simple attack spells. Illusionists must have a minimum of 16 in Dexterity to perform the intricate gestures & patterns required by spells of their school. Necromancy, invocation/evocation, & abjuration oppose the school of illusion/phantasm. Illusionists gain the normal benefits of specialist wizards. When an illusionist reaches 8<sup>th</sup> level, he gains an additional +1 bonus to his saving throws against illusion spells cast by non-illusionists. (This is cumulative with his normal +1 bonus, for a total of +2). At 11<sup>th</sup> level, the illusionist gains the ability to cast a special *dispel phantasmal force* or *dispel improved phantasmal force* up to 3 times per day. The base chance of success is 50%,  $\pm 5\%$  per level difference between the illusionist & the caster of the phantasmal force. For example, if a 16<sup>th</sup> level illusionist is attempting to dispel an illusion cast by a 9<sup>th</sup> level wizard, his chance of success is 85%. The spell has a range of 30 yards & a casting time of 1. The illusionist needs only point at the illusion & concentrate. If the illusionist attempts to dispel something that turns out to be real, the attempt still counts against his limit of 3 dispels per day. An illusionist can be extremely effective in combat despite his lack of high-powered damaging spells, especially if he concentrates on creating distractions & false opponents for his enemies. Every sword swing directed at an illusion is one less that's aimed at the illusionist & his companions. Illusionists should always seek creative & unusual uses for their spells. Of all the specialist wizards, they require the most player originality to be run effectively.

### Invoker

Where the illusionist deals in subtleties & suggestion, the invoker deals in naked force, summoning & controlling massive energies. The invoker requires Constitution of 16 or better to withstand the physical stress of this specialty. Enchantment/charm & conjuration/summoning oppose the school of invocation. In addition to the normal advantages & disadvantages of specialization, the invoker gains an additional +1 bonus to saving throws vs. invocation/evocation spells when he reaches 8<sup>th</sup> level, for a total of +2. At 11<sup>th</sup> level, this increases to +3. (These bonuses also apply to magical items that simulate invocation spells, such as a *wand of fire*.) At 14<sup>th</sup> level, the invoker acquires immunity to 1 invocation/evocation spell of 3<sup>rd</sup> level or lower of his choice. However, this immunity does *not* extend to similar magical items or breath weapons. The invoker is a valuable asset to the party on the battlefield, where his spectacular spells can decimate hordes of low-level monsters or severely injure tougher opponents. Unfortunately, fear of the invoker's firepower leads many opponents to attack the wizard in the hope of disabling him before he can blast them to ashes.

### Necromancer

Students of this school delve into forbidden lore & dark secrets in their quest to understand and control the forces of life & death. A PC must be extraordinarily strong of will & magical power to succeed at these studies - a wizard must have Willpower of 16 or higher in order to choose necromancy as his specialty. Illusion/phantasm & enchantment/charm oppose necromancy. Necromancers gain the standard benefits for being specialist wizards. At 8<sup>th</sup> level, his saving throw bonus versus necromancy spells increases to a total of +2. At 11<sup>th</sup> level, the necromancer gains a special *speak with dead* spell-like ability that requires no verbal or material components. The wizard need only point at the deceased person &

concentrate for 1 round. This spell, functions like the 3<sup>rd</sup> level priest *spell speak with dead*, except that the necromancer may converse for up to 1 turn & ask 4 questions of the spirit. At 14<sup>th</sup> level, the necromancer gains a partial resistance to the special effects of undead attacks. Although he still suffers the normal damage of any such attack, he gains a +2 bonus to saving throws against strength drain, paralysis, and other effects. He may attempt a saving throw versus death magic with a -4 penalty to avoid the effects of any attack that normally does not allow a save, such as a wight's or wraith's energy drain. The necromancer commands a variety of powerful spells, but these are not generally as useful on the battlefield as the invoker's powers. The necromancer's best strategy is to concentrate on 1 important enemy at a time, using the nefarious spells of this school to disable the enemy's leaders & champions. Necromancers can also be very useful in dealing with undead of all sorts.

**Transmuter**

The most versatile of the specialist wizards is the transmuter, specializing in the school of alteration. The school of alteration is the largest of the schools of philosophy, giving the transmuter access to a variety of powers & abilities. In order to master the complicated somatic gestures of this school, a wizard must have a Dexterity of 15 or higher. The school of alteration is opposed by the schools of necromancy & abjuration. Transmuters have the normal benefits & restrictions of specialist wizards. In addition, they gain an additional +1 bonus to their saving throws versus alteration spells & related magical effects (such as a *wand of polymorph*) when they reach 8<sup>th</sup> level, for a total of +2. At 11<sup>th</sup> level, this increases to +3. Transmuters command a number of useful spells. Their offensive & defensive capabilities are quite formidable, and they also have access to spells such as *haste* or *strength* that can drastically enhance the whole party's fighting power. Despite their skill in battle, transmuters are at their best when overcoming obstacles; there is a great range of generally useful alteration spells such as *passwall* & *fly* which may make it possible for transmuters to avoid fights altogether.

**Specialists in Schools of Effect**

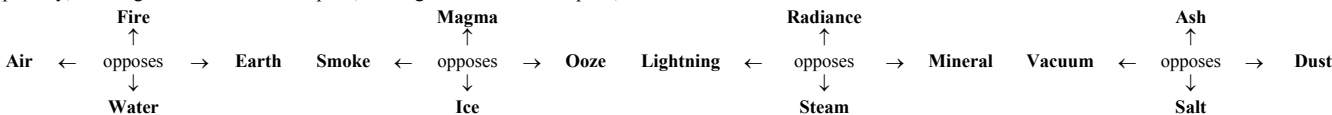
The schools of effect are organized along different lines than the schools of philosophy. This alternate approach to magic and specialization means that elementalists & other effect specialists don't necessarily enjoy the same benefits and penalties of philosophical specialists. These exceptions are explained below in the descriptions of the individual specialist wizards. Just like the schools of philosophy, specialization in a school of effect generally requires a wizard to meet higher ability score criteria than that required of a basic mage, as outlined in the table.

**Effect Specialist Requirements**

Specialist	Race	Prerequisites	Opposition School(s)
Elementalist	Human	Standard	Special
Dimensionalist	Human, Half-Elf	INT 16	Enchantment/Charm, Necromancy
Force Mage	Human, Half-Elf	INT 12, CON 15	Alteration, Divination
Incantatrix	Human, Half-Elf, Elf	INT 13, WIS 12, WILL 13	Special
Mentalist	Human	INT 15, WIS 16	Invocation/Evocation, Necromancy
Sea Wizard	Human, Half-Elf, Elf	INT 12, WIS 12	Elemental Earth, Elemental Fire, Special
Shadow Mage	Human	INT 15, WIS 16	Invocation/Evocation, Abjuration
Transfuser	Human, Half-Elf	INT 15, WIS 15, WILL 15	Abjuration, Conjuraction/Summoning

**Elementalist (portions by Itzhak Even)**

Elementalists are wizards who specialize in spells dealing with one of the 4 elements - air, earth, fire or water. There are also a few elementalists who specialize in spells dealing with the paraelements (ice, magma, ooze, and smoke) & some who specialize in spells dealing with quasi-elements (ash, dust, lightning, mineral, radiance, salt, steam, and vacuum). Elementalists ignore the "normal" structure of the philosophical school. Instead, all spells are designated as either *elemental* spells or *non-elemental* spells. Furthermore, elemental spells are divided into spells of each of the elements, para-elements, or quasi-elements. An elementalist is barred from casting spells of the element that opposes his particular specialty; fire mages cannot cast water spells, air mages can't use earth spells, etc.



Elementalists enjoy most of the standard benefits & restrictions of specialist wizards, but there are some minor differences. They gain the benefit of memorizing an extra spell of each level, as long as it is taken from their preferred element. An elementalist gains a +2 bonus to saving throws against spells of his particular specialty (fire for fire mages, etc.) & inflicts a -2 penalty to his opponents' saves when casting spells of his specialty.

Elementalists gain a +25% bonus to learn spells of their specialty, and a +15% bonus for other elemental spells that don't actually oppose their specialty. For example, a fire mage has a +25% bonus to learn fire spells, and a +15% bonus to learn air and earth spells; he can't learn water spells at all. Elementalists suffer a -25% penalty to learn all other non-elemental spells. Last but not least, elementalists research spells of their specialty as if the spells were one level lower than their actual level.

Note, elementalists do *not* automatically add a spell to their spellbook when they gain a level, as other specialists do. However, once per day, an elementalist may choose to cast one memorized spell from his element of specialty as if the mage was 1d4 levels higher. He must declare his decision to do this immediately prior to casting the spell. This affects range, duration, area of effect, and damage; it does not allow the wizard to cast a spell from a level that he normally could not use.

When an elementalist reaches 11<sup>th</sup> level, he does not need to concentrate to control an elemental of his specialty that was summoned through *conjure elemental* (the normal 5% chance of the elemental turning upon its summoner remains in effect). At 14<sup>th</sup> level, there is no chance for a summoned elemental to turn on the elementalist.

While the elemental schools tend to be small, the elementalists' abilities generally exceed those of normal specialists. Elemental wizards of earth and fire have a potent range of attack spells and can equal the firepower of an invoker. Wizards of air and water tend to have fewer damaging spells, but have access to better travel and support powers.

Elementalists can be used to portray magicians of unusual cultures or origin. After all, the standard philosophical arrangement of schools implies a scholarly, Western approach to magic, but not every culture or nation may have the same beliefs or practices regarding sorcery. Many elementalists are much closer to nature, or more attuned to their surroundings, than philosophical specialists.

These mages are divided into several groups of specialists:

**Basic Elementalist (standard)** - A mage that specializes in the 4 basic elements (i.e. Air, Earth, Fire & Water). This was the first kind of elementalist to specialize in several schools at the same time. They appeared right before mages discovered the existence of the para-elements & were thought to be the pinnacle of magecraft.

**Para-Elementalist** - This is a mage that specializes in the 4 paraelements (i.e. Ice, Smoke, Ooze & Magma). This multi-specialist appeared after elementalists of the para-elements became more wide spread, and they are considered to be the pinnacle of para-elementalism.

**Quasi-Elementalist (positive)** - A mage that specializes in the 4 positive quasi-elements (i.e. Lightning, Mineral, Radiance & Steam). The positive elements were the first quasi- to be discovered & so the first to have their own specialists.

**Quasi-Elementalist (negative)** - A mage that specializes in the 4 negative quasi-elements (i.e. Vacuum, Dust, Ash & Salt). These were the last elements that were found. It seems that a mage cannot learn all 8 quasi-elements but the reason for that is unknown. Theories say that dealing with all the manifestations of both Positive & Negative energy is dangerous, but the existence of the true elementalists makes it unlikely that it is true. The reasons, if there are any, still remain a mystery.

**Narrow Elementalist** - A mage specializing in 1 of the basic schools & it's 2 quasi-elements (like specializing in Earth, Mineral & Dust) or a basic & it's 2 para-elements (like specializing in Air, Ice & Smoke). The first of these mages appeared shortly after the para-elementalist, as wizards sought to learn a basic school & the two para-elements that stem from it. In the advent of the quasi- elementalists a new narrow-elementalist appeared, one that learn a basic element & it's 2 quasi-elements.

**Broad Elementalist** - A mage specializing in a basic school, it's 2 quasi-elements & its 2 para-elements (like specializing in Fire, Radiance, Ash, Magma, and Smoke). After all the elements were discovered came wizards that wanted to learn all about a basic element & so learned about it, about it's para- & about it's quasi-.

**Composite Elementalist** - A mage that specializes in 2-4 elements, usually without any connection save his desire but he can have some connection. (Like specializing in Air, Magma & Salt). Some mages did not want to be restricted in their studies by learning a "common" thread as they called the other elementalists. They found a way to learn 2-4 different element, and there's no restriction on which schools they are, they might even be opposed to one another. In case there is an opposition in their choice of schools, they must be more intelligent than normal to be able to balance it.

**True Elementalist** - This mage is the peak of the elementalists. He specializes in all 16 of the elemental schools, and cannot cast other spells except for a few spells from the Universal School. This is the latest kind of elemental mage to be discovered, and according to other specialist mages it had better be the last. These mages must have great intellect & stamina to be able to learn so much & retain their sanity.

Only a few of these mages exist & most come from races that have a strong affinity with nature, like elves, and there's even one swanmay known to be one.

The abilities of these new mages are similar to those of regular specialists except for the following:

- . They must have an Intelligence of 14 and Constitution of 11 to be a specialist.
- . They gain +3 to their saves & inflict -3 to opponents' saves in regard to spells of their specialty.
- . They get +30% to learn spells from their specialty schools.
- . They get -30% to learn spells of non-elemental nature.



Note: The True Elementalist cannot learn any spells except for elemental spells & some spells from the Universal school (*detect magic, read magic, identify, cantrip, wizard mark, and dispel magic*) and he still gets -30% to learn these spells. He must also have an Intelligence of 16 & a Constitution of 12. Composite elementalists that learn opposite schools must have an Intelligence of 16, in addition to the normal Constitution of 11.

<b>Elementalist:</b>	Basic	Para-	Positive Quasi-
<b>Specializes in:</b>	Air, Earth, Fire, Water	Ice, Smoke, Ooze, Magma	Lightning, Steam, Mineral, Radiance
<b>Barred from:</b>	Ice, Smoke, Ooze, Magma	Earth, Fire, Water, Air	Vacuum, Salt, Ash, Dust
<b>Ability scores:</b>	Intelligence 14	Intelligence 14	Intelligence 14
<b>Benefits:</b>	+3 to save vs. specialty schools	+3 to save vs. specialty schools	+3 to save vs. specialty schools
	-3 to opponent's saving throw	-3 to opponent's saving throw	-3 to opponent's saving throw
	+30% to learn spells from specialty schools	+30% to learn spells from specialty schools	+30% to learn spells from specialty schools
	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty
	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher
	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty
	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.
<b>Hindrances:</b>	-30% to learn non-elemental spells	-30% to learn non-elemental spells	-30% to learn non-elemental spells
	Cannot use magical items that duplicate effects similar to spells of barred schools	Cannot use magical items that duplicate effects similar to spells of barred schools	Cannot use magical items that duplicate effects similar to spells of barred schools
<b>Elementalist:</b>	Negative Quasi-	Narrow (Quasi-)	Narrow (Para-)
<b>Specializes in:</b>	Vacuum, Salt, Dust, Ash	A basic school and its quasi-elements (I.e.: Air, Lightning and Vacuum)	A basic school and its para-elements (I.e.: Fire, Magma and Smoke)
<b>Barred from:</b>	Lightning, Steam, Mineral, Radiance	Their opposites (I.e.: Earth, Mineral and Dust)	Their opposites (I.e.: Ice, Water and Ooze)
<b>Ability scores:</b>	Intelligence 14	Intelligence 14	Intelligence 14
<b>Benefits:</b>	+3 to save vs. specialty schools	+3 to save vs. specialty schools	+3 to save vs. specialty schools
	-3 to opponent's saving throw	-3 to opponent's saving throw	-3 to opponent's saving throw
	+30% to learn spells from specialty schools	+30% to learn spells from specialty schools	+30% to learn spells from specialty schools
	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty
	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher
	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty
	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.
<b>Hindrances:</b>	-30% to learn non-elemental spells	-30% to learn non-elemental spells	-30% to learn non-elemental spells
	Cannot use magical items that duplicate effects similar to spells of barred schools	Cannot use magical items that duplicate effects similar to spells of barred schools	Cannot use magical items that duplicate effects similar to spells of barred schools
<b>Elementalist:</b>	Broad	Composite	True
<b>Specializes in:</b>	A basic school its quasi- and para-elements (I.e.: Ice, Water, Ooze, Steam and Salt)	2-4 elements of the mage's choice	All 16 elemental schools
<b>Barred from:</b>	Their opposites (I.e.: Fire, Magma, Smoke, Ash and Radiance)	2-4 elements of the DM's choice	All non-elemental schools
<b>Ability scores:</b>	Intelligence 14	Intelligence 14	Intelligence 16, Constitution 12
<b>Benefits:</b>	+3 to save vs. specialty schools	+3 to save vs. specialty schools	+3 to save vs. specialty schools
	-3 to opponent's saving throw	-3 to opponent's saving throw	-3 to opponent's saving throw
	+30% to learn spells from specialty schools	+30% to learn spells of elemental nature	+30% to learn spells of elemental nature
	+15% to learn spells of elemental other than specialty	+15% to learn spells of elemental other than specialty	1/day can cast a spell as if he was 1d4 levels higher
	1/day can cast a spell as if he was 1d4 levels higher	1/day can cast a spell as if he was 1d4 levels higher	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental
	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 11 <sup>th</sup> level the mage need not concentrate to control conjured elemental of specialty	At 14 <sup>th</sup> level there is no chance that a conjured elemental will turn on him
	At 14 <sup>th</sup> level there is no chance that a conjured elemental of his specialty will turn on him.		
<b>Hindrances:</b>	-30% to learn non-elemental spells	-30% to learn lesser divination/universal magic spells	-30% to learn lesser divination/universal magic spells
	Cannot use magical items that duplicate effects similar to spells of barred schools	Cannot use magical items that duplicate effects similar to spells of barred schools	Cannot use magical items that duplicate effects outside Universal and Elemental magic

Note: Whenever "conjured elemental" is referred to, it pertains to all elemental beings unless stated otherwise in the description of the spell that conjures the elemental being. You may have noticed that the abilities of the new mages do not differ except for the elemental schools they specialize in. This is due to the fact that they can specialize in several schools at the same time, which is especially true for the True Elementalist, who learns all 16 elemental schools. I did it like this because they have less schools to learn from but it is somewhat neutralized by the fact that they get some of these abilities for several schools which makes them strong.

The following spell list includes all spells from the PHB, ToM, CWH, and PO: S&M sourcebooks, as well as new spells. Spells from the aforementioned books are listed in *Italicized* letters. I realize that many schools have no spells at certain levels & I'm working even now to fill in the missing places, but I would appreciate new spells that you submit to fill them.

Air Elemental Spells  
 1<sup>st</sup> level spells  
 Breathwrench  
*Feather Fall*  
*Lasting Breath*  
 Zephyr's Hand

2<sup>nd</sup> level spells  
 Air Fist  
 Airsphere  
 Breath from Within  
 Cloud Walk  
 Filter  
 Ride the Wind

Updraft  
*Whispering Wind*  
 Windwarp  
 3<sup>rd</sup> level spells  
 Cyclone  
*Gust of Wind*

*Lance of Disruption*  
 Shoal of Air  
 Thick Air  
 Turbulence  
*Water Breathing/Air Breathing*  
 Wind Wall  
 Windrein

4<sup>th</sup> level spells  
Gaseous Form  
Minor Frost Mantle  
Roaring Ball of Air  
Whirlwind  
Whirlwind Travel  
*Wind Breath*  
Wind Shear  
5<sup>th</sup> level spells  
Aerial Protector  
*Airy Water*  
Continual Fly  
6<sup>th</sup> level spells  
*Control Weather*  
High-speed Flight  
7<sup>th</sup> level spells  
*Neutralize Gas*  
Wind Tunnel  
8<sup>th</sup> level spells  
Air Burn  
Airball  
*Airboat*  
9<sup>th</sup> level spells  
Windwar

Ash Elemental Spells  
1<sup>st</sup> level spells  
Ash Imprints  
Ashen Buckler  
Soot Ball  
2<sup>nd</sup> level spells  
Burst of Soot  
5<sup>th</sup> level spells  
Ashen Reconstruction  
7<sup>th</sup> level spells  
Object to Ash  
8<sup>th</sup> level spells  
*Defoliate*

Dust Elemental Spells  
1<sup>st</sup> level spells  
Detect Earth  
Irritating Dust  
Rock-climbing  
2<sup>nd</sup> level spells  
Dustcloud  
Dusty Trail  
Read the Earth  
3<sup>rd</sup> level spells  
Dust Blind  
Dust Vortex  
Dusting  
Wall of Dust  
4<sup>th</sup> level spells  
Blasting Sand  
Dust Cloud  
5<sup>th</sup> level spells  
Dust of the Ancient Tomes  
6<sup>th</sup> level spells  
Quicksand  
*Transmute Water to Dust/Improved*  
*Create Water*  
9<sup>th</sup> level spells  
Tendrils of Dust

Earth Elemental Spells  
1<sup>st</sup> level spells  
Detect Earth  
Earthstrike  
*Fist of Stone*  
Rock-climbing  
Stonestaff  
2<sup>nd</sup> level spells  
Earthen Strengthening  
*Fool's Gold*  
*Maximilian's Earthen Grasp*  
Read the Earth

Six Stones  
Stone Swallow  
Stoneshards  
Tremor  
3<sup>rd</sup> level spells  
Alpha's Comet  
Alpha's Night of the Leonids  
Earth Fist  
Earthblaster  
Earthen Sphere  
Improved Stonestaff  
*Maximilian's Stony Grasp*  
Shoal of Earth  
Stone Burst  
Stonesphere  
Stonewalk  
Warboulder  
4<sup>th</sup> level spells

*Dig*  
Earthball  
Dimensional Earthwalk  
Giga Bolt  
Improved Stone Swallow  
Rockwall  
Stone Beam  
*Stoneskin*  
Stonespells  
Tremors  
*Turn Pebble to Boulder/Turn Boulder to Pebble*  
5<sup>th</sup> level spells  
*Distance Distortion*  
Obsidian Shards  
*Passwall*  
*Stone Shape*  
*Transmute Rock to Mud/Transmute Mud to Rock*  
Wall of Admittance  
*Wall of Stone*  
6<sup>th</sup> level spells  
*Move Earth*  
*Stone to Flesh/Flesh to Stone*  
Stonesplit  
7<sup>th</sup> level spells  
*Hatch the Stone from the Egg*  
Lode Avalanche  
*Statue*  
8<sup>th</sup> level spells  
*Sink*  
Stone Protection

Fire Elemental Spells  
1<sup>st</sup> level spells  
*Affect Normal Fires*  
*Burning Hands*  
Campfire  
Cold Fire  
Dark Fire  
Eldritch Fire  
Fiery Motes  
*Fire Burst*  
Flame Finger  
Flaming Weapon  
Human Torch  
Ignite  
Inversion  
Pyric Darts  
Small Fireball  
Spark Aura  
2<sup>nd</sup> level spells  
Bloodfire  
Excite Fire  
Fiery Circle  
Fiery Disc  
Fire Bird  
Flame Whip  
*Flaming Sphere*  
*Pyrotechnics*  
3<sup>rd</sup> level spells  
Alpha's Comet  
Alpha's Night of the Leonids

Control Normal Fires  
Fiery Backlash  
Fiery Bands  
Fire Extinguisher  
Fire Flight  
*Fireball*  
*Flame Arrow*  
Flaming Missiles  
Flare  
Heat Shield  
Heat Wave  
*Melf's Minute Meteors*  
Searing Serpent  
Wall of Heat  
4<sup>th</sup> level spells  
*Fire Aura*  
Fire Blast  
Fire Bolt  
*Fire Charm*  
*Fire Shield*  
*Fire Trap*  
Firefall  
Flame Ward  
Flames of the Faltine  
Heat Cloak  
Heat Sphere  
Reflex Shield  
Starfire  
Summon Firebrats  
*Wall of Fire*  
5<sup>th</sup> level spells  
Cone of Fire  
Conjured Fireball  
Cruise Fireball  
Fiery Retribution  
Fire Protection  
Fire Warrior  
Flameshroud  
Heat Pattern  
Heat Wave II  
*Proofing vs. Combustion*  
Pyroblast  
6<sup>th</sup> level spells  
Acid Fire  
Dragonfire  
*Fiery Constrictor*  
Fire Encasement  
Fire Maze  
Firefontain  
Flame Arc  
Flame Dome  
Immolation  
Shooting Stars  
7<sup>th</sup> level spells  
Avenging Flame  
Fireshove  
*Delayed Blast Fireball*  
Emblazonment  
Fire Globe  
Fire Hurricane  
Flame Chase  
Healing Flame  
*Malec-Keth's Flame Fist*  
Ravaging Spheres of Fire  
Shadow Fire  
Spontaneous Human Combustion  
8<sup>th</sup> level spells  
Air Burn  
Conjured Delayed Fireball  
Fire Cage  
Fire Gem  
Fire Grasp  
Flame Jet  
Flaming Wheel  
Flashburn  
*Incendiary Cloud*  
Infernal Tornado  
Perpetual Annihilator  
Pyric Ring

9<sup>th</sup> level spells  
Continuous Spontaneous Human Combustion  
Conflagration  
Dimensional Firehole  
Fiery Death  
Flame Sheet  
*Meteor Swarm*  
Phoenix

General Elemental Spells  
1<sup>st</sup> level spells  
Orb of the Elements  
3<sup>rd</sup> level spells  
Elemental Indifference  
Elemental Lash  
Elemental Staff  
*Fundamental Breakdown*  
4<sup>th</sup> level spells  
*Conjure Elemental-Kin*  
Elemental Control  
Elemental Vulnerability  
Energy Field  
5<sup>th</sup> level spells  
*Conjure Elemental*  
Elemental Domination  
Elemental Transformation  
6<sup>th</sup> level spells  
Elemental Beast  
Elemental Square  
Protection from Elements  
8<sup>th</sup> level spells  
Elemental Triads  
9<sup>th</sup> level spells  
*Elemental Aura*  
Gate to Inner Plane

Ice Elemental Spells  
1<sup>st</sup> level spells  
Cold of the Grave  
Cool Breeze  
Frost's Bite  
Ice Burst  
Ice Blaze  
Ice Staff  
Icicle Strike  
Inversion  
Rime Strike  
2<sup>nd</sup> level spells  
Cold Snap  
Cold Wind  
*Ice Knife*  
Icy Blast  
Transmute Water to Ice/Transmute Ice to Water  
Unyielding Frost  
White Mist  
3<sup>rd</sup> level spells  
Coldburst  
Frigid Gale  
Heat Shield  
Icy Touch  
Snowball  
Winter's Chill  
4<sup>th</sup> level spells  
Chill of the Void  
Flame Ward  
Gigantic Growthball  
*Ice Storm*  
Icepspears  
Instant Sublimation  
Minor Frost Mantle  
Protection from Ice  
*Wall of Ice*  
5<sup>th</sup> level spells  
Blizzard  
*Cone of Cold*  
Conjured Frost Bolt  
Drifting Blizzard  
Freeze Ray  
Frigid Encasement

Icetrail  
Icicles to Daggers  
Icy Sentinel  
Summon Frozen Shade  
[6<sup>th</sup> level spells](#)  
Frigid Snowstorm  
Ice Bolt  
*Otiluke's Freezing Sphere*  
Snowstorm  
[7<sup>th</sup> level spells](#)  
Baneful Bloodfrost  
Deathly Cold  
[8<sup>th</sup> level spells](#)  
Icesteel  
Absolute Zero  
Freeze Storm II  
[9<sup>th</sup> level spells](#)  
Cataclysmic Blizzard  
Elemental Aura (Ice version)  
Ice Swarm

Lightning Elemental Spells  
[1<sup>st</sup> level spells](#)  
Dancing Lightnings  
Lightning Blast  
Magnetize  
*Shocking Grasp*  
[2<sup>nd</sup> level spells](#)  
Lightning Speed  
Spark  
Storm Cloud  
[3<sup>rd</sup> level spells](#)  
Absorb Lightning  
Bolt Fist  
Crackling Eyes  
*Lightning Bolt*  
Lightning Shield  
Stormwall  
Thunder Wall  
Thunderclap  
[4<sup>th</sup> level spells](#)  
Cage Lightning  
Energy Burst  
Giga Bolt  
Heat Lightning  
[5<sup>th</sup> level spells](#)  
Cone of Electricity  
Conjured Lightning  
Lightning Ward  
Saint Elmo's Fire  
Shock Sphere  
[6<sup>th</sup> level spells](#)  
*Chain Lightning*  
Lightning Travel  
Plane of Electricity  
Summon Lightning Shadow  
[7<sup>th</sup> level spells](#)  
Explodet  
[8<sup>th</sup> level spells](#)  
Lightning Storm  
[9<sup>th</sup> level spells](#)  
Effluvia Column  
Windwar

Magma Elemental Spells  
[3<sup>rd</sup> level spells](#)  
Molten Ground  
[4<sup>th</sup> level spells](#)  
Incandescent Spheres  
Lava Wave  
[5<sup>th</sup> level spells](#)  
Lava Pool  
[6<sup>th</sup> level spells](#)  
Summon Magman

Volcanic Geyser  
Wall of Magma  
[7<sup>th</sup> level spells](#)  
Create Lava  
Seeker  
[8<sup>th</sup> level spells](#)  
Magma Ball

Mineral Elemental Spells  
[1<sup>st</sup> level spells](#)  
Rock-climbing  
Sharp Edge  
[4<sup>th</sup> level spells](#)  
Iron Spears  
[5<sup>th</sup> level spells](#)  
Crystal Wall  
Empower Gem  
Rusting Grasp  
*Wall of Iron*  
Warp Metal  
[6<sup>th</sup> level spells](#)  
Glass Coffin  
*Glasse*  
[7<sup>th</sup> level spells](#)  
Gem Swirl  
[8<sup>th</sup> level spells](#)  
*Glassteel*  
*Iron Body*  
Rain of Stalactites  
[9<sup>th</sup> level spells](#)  
*Crystal Brittle*

Ooze Elemental Spells  
[1<sup>st</sup> level spells](#)  
*Grease*  
Mud Mold  
[2<sup>nd</sup> level spells](#)  
Clay Object  
Incandescent Ooze  
Slimy Object  
[3<sup>rd</sup> level spells](#)  
Clay Critters  
Slime  
[4<sup>th</sup> level spells](#)  
Control Oozes  
[5<sup>th</sup> level spells](#)  
Jelly Armour  
Slimy Blob of Imprisonment  
Slitherform  
*Transmute Rock to Mud/Transmute Mud to Rock*  
[8<sup>th</sup> level spells](#)  
Dripping Flesh  
[9<sup>th</sup> level spells](#)  
Ooze Twin

Radiance Elemental Spells  
[1<sup>st</sup> level spells](#)  
*Chromatic Orb*  
*Color Spray*  
*Dancing Lights*  
Flashing Light  
Glowing Wisps  
*Light*  
Light Bolt  
Mistwrap  
[2<sup>nd</sup> level spells](#)  
*Continual Light*  
Northlight  
Shifting Colors  
[3<sup>rd</sup> level spells](#)  
Blinding Ray  
[4<sup>th</sup> level spells](#)  
Blinding Flash

Dawn till Dusk  
Prismatic Rings  
*Rainbow Pattern*  
Starfire  
[5<sup>th</sup> level spells](#)  
Conjured Light  
Monochromatic Light  
Prismatic Bolts  
Rainbow  
[7<sup>th</sup> level spells](#)  
Prismatic Armor  
*Prismatic Spray*  
[8<sup>th</sup> level spells](#)  
*Prismatic Wall*  
[9<sup>th</sup> level spells](#)  
Luminescent Wrath  
*Prismatic Sphere*

Salt Elemental Spells  
[1<sup>st</sup> level spells](#)  
Healing Touch of Salt  
Preserve  
Salty Wounds  
[2<sup>nd</sup> level spells](#)  
Extract Salt  
Salt Crystals  
[3<sup>rd</sup> level spells](#)  
Salty Essence  
[4<sup>th</sup> level spells](#)  
Salt Javelins  
[6<sup>th</sup> level spells](#)  
Salt Pillar  
[8<sup>th</sup> level spells](#)  
*Abi-Dalzim's Horrid Wilting*  
[9<sup>th</sup> level spells](#)  
Salt Boulders

Smoke Elemental Spells  
[1<sup>st</sup> level spells](#)  
Smokepuffs  
Smoky Figure I  
[2<sup>nd</sup> level spells](#)  
*Pyrotechnics*  
Smoke sleep  
[5<sup>th</sup> level spells](#)  
Smoky Figure II  
[7<sup>th</sup> level spells](#)  
Smoke Screen  
[8<sup>th</sup> level spells](#)  
Smoke Cage  
[9<sup>th</sup> level spells](#)  
Smoky Figure III

Steam Elemental Spells  
[1<sup>st</sup> level spells](#)  
Mistwrap  
Sweat  
*Wall of Fog*  
[2<sup>nd</sup> level spells](#)  
Cloud Walk  
*Fog Cloud*  
Mist  
Misty Trail  
*Stinking Cloud*  
Steam Cloud  
White Mist  
[3<sup>rd</sup> level spells](#)  
Fingers of Mist  
Mistform  
Stormwall  
Wall of Mist  
[4<sup>th</sup> level spells](#)  
Attacking Mist

Forceful Mists  
Geyser  
*Solid Fog*  
[5<sup>th</sup> level spells](#)  
*Cloudkill*  
Cone of Steam  
Magic Mist  
[6<sup>th</sup> level spells](#)  
Beings of Mist  
*Death Fog*  
Intoxicating Fumes  
[7<sup>th</sup> level spells](#)  
Flame Fog  
[8<sup>th</sup> level spells](#)  
*Incendiary Cloud*  
[9<sup>th</sup> level spells](#)  
Parboiling Cloud

Vacuum Elemental Spells  
[1<sup>st</sup> level spells](#)  
Breathwrench  
[2<sup>nd</sup> level spells](#)  
Clarity of the Void  
Instant Propulsion  
[3<sup>rd</sup> level spells](#)  
Vacuum Seal  
[4<sup>th</sup> level spells](#)  
Chill of the Void  
Vacuum Tunnel  
[5<sup>th</sup> level spells](#)  
Wall of Vacuum  
[6<sup>th</sup> level spells](#)  
Vacuum Trap  
[7<sup>th</sup> level spells](#)  
*Suffocate*  
Vacuum Bubble  
[8<sup>th</sup> level spells](#)  
Vac

Water Elemental Spells  
[1<sup>st</sup> level spells](#)  
*Metamorphose Liquids*  
Swim as the Dolphin  
Water Bolt  
Waveride  
[2<sup>nd</sup> level spells](#)  
Improved Waveride  
*Insatiable Thirst*  
Nereid Spit  
Transmute Water to Ice/Transmute Ice to Water  
[3<sup>rd</sup> level spells](#)  
Salty Essence  
Shoal of Water  
Wall of Water  
Water Scout  
*Water Breathing/Air Breathing*  
*Watery Double*  
[4<sup>th</sup> level spells](#)  
Geyser  
*Vitriolic Sphere*  
Spellwater  
Water Blast  
Waterball  
[5<sup>th</sup> level spells](#)  
*Rusting Grasp*  
[6<sup>th</sup> level spells](#)  
*Lower Water*  
*Part Water*  
*Transmute Water to Dust/Improved Create Water*  
[7<sup>th</sup> level spells](#)  
Transmute Blood to Water  
[8<sup>th</sup> level spells](#)  
Tunnel of the Selkie

## Dimensionalist

This uncommon specialist is a student of magic that relies on the manipulation of space, time & dimension. The dimensionalist is familiar with all kinds of extra-dimensional pockets, planes & sources of power. While other wizards can make use of these dimensions, the dimensionalist has a much clearer understanding of what he is doing & why when he casts spells of this school. Non-Euclidean geometry and planar relationships are difficult material, even for a wizard; a character must have an Intelligence of 16 or better to grasp the more esoteric concepts required to master this kind of magic. The school of dimensional magic includes spells such as *rope trick*, *dimension door*, *distance distortion*, and *maze*. Dimensional magic is opposed by the schools of enchantment/charm and necromancy, since these philosophies have nothing to do with extraplanar studies or spells. The dimensional specialist gains the normal advantages for specialization as described above. In addition, at 8<sup>th</sup> level, the dimensionalist gains the power to *disappear* by stepping into a pocket dimension once per day. While in the pocket dimension, he is detectable only by spells that can discern dimensional openings and is immune to any attack, but he also has no way of knowing what's happening in the place he left until he chooses to step back into the real world. The dimensionalist may remain for up to 1 hour before he is forced to exit and can take any actions he desires (sleeping, reading, drinking a potion, or so on) while inside. Note that the pocket dimension's point of exit is always in the exact same place that the dimensionalist entered the dimension. Also, no spells that would allow the dimensionalist to leave the pocket without first reentering the real world can function in the extra-dimensional place, including *teleport*, *dimension door*, *shadow walk*, and similar enchantments. At 11<sup>th</sup> level, the dimensionalist may bring 1 other human-sized creature or an object weighing less than 500lbs with him. At 14<sup>th</sup> level, he may bring up to 5 companions or an object weighing 1500lbs. The dimensionalist is a very unusual wizard, with access to some of the strangest spells in the game. A high-level dimensionalist can be a confounding opponent, calling on rarely seen powers to trap or misdirect his enemies. Dimensionalists have few attack spells, but excel in avoiding trouble or circumventing obstacles.

## Force Mage

Some of the most powerful spells available to a wizard consist of *force* - cohesive magical energy that can be shaped into fields, walls, or blades. Force is energy that simulates solid matter; it is impervious to normal matter & can be used to exert physical pressure on creatures or objects. A force mage specializes in spells that conjure & manipulate magical force. Force spells are difficult and taxing to a wizard, & a PC must have an Intelligence of 12 or better & a minimum Constitution of 15 or better to choose this specialty. Naturally, the school of force includes *wall of force* & the *Bigby's hand* spells. However, spells such as *magic missile* and *Mordenkainen's sword* also make use of magical force. The schools of alteration and divination oppose the school of force, since these have nothing to do with the summoning or manipulation of magical energy. Force mages have the usual advantages and disadvantages of specialist wizards. At 8<sup>th</sup> level, force mages gain an additional +1 bonus to their saving throws versus force spells or effects, for a total of +2. When a force mage reaches 11<sup>th</sup> level, he gains the ability to attempt a saving throw versus spell for half-effect against any force spell that causes damage, whether or not it allows a save. For example, an 11<sup>th</sup> level force mage struck by a *magic missile* spell may attempt to save for half damage, despite the fact that *magic missile* normally allows no saving throw. At 14<sup>th</sup> level, the force mage's saving throw bonus increases to +3 against magical force. Force mages are skilled in battle; most of their spells are designed to hinder, incapacitate or destroy their enemies. However, they do not enjoy a great variety of spells and must get along without access to two of the most useful schools available - divination and alteration.

## Incantatrix

An Incantatrix is a rare & mysterious type of wizard who specializes in incantation magic. Weaker in many ways than some mages, she is adept at countering & negating the magics of other spell casting creatures & individuals, and at dealing with creatures who exist simultaneously on more than one plane (such as certain undead). However, the incantatrix is severely limited in her choice of offensive magics and woefully weak in physical combat of any sort. Although incantatrices do not in any sense seem to be an organized sisterhood or secret society, they often, having similar aims and interests, act together to combat common foes - notably those individuals who use magic in a dangerous, irresponsible manner. An incantatrix seeks to police the unrestrained use of magic about her abode or challenge (not always openly) such uses that she observes elsewhere, much like a druid protecting his forest and other forests in the region. Incantatrices seem particularly to dislike those who often create *gates* or otherwise compel or allow creatures to enter the Prime Material Plane from other planes, and thus often oppose specialist conjurers and elementalists. Incantatrices are few in numbers; rarely is there more than a handful well known in any generation. Currently there are only 7 widely known living incantatrices & 2 suspected incantators (male incantatrices) in Faerûn, but there are probably up to a few hundred who labor in relative anonymity. Spells of the school of incantation affect the casting of magic. Such spells may enhance or reduce the effectiveness of other spells (i.e., metamagic), disrupt the magic of other spell casters, banish summoned creatures from other planes, or shield the spell caster from magical attack. The schools of conjuration/summoning, invocation/evocation, illusion/phantasm and necromancy that are not cross-listed in the school of incantation, alteration or abjuration are oppositional schools for the incantatrix. All known incantatrices have been human, half-elves, and elves, and almost all known specialists in the school of incantation have been female. No other races have the ability to function as specialists of the school of incantation. A minimum Intelligence of 13, Wisdom of 12, and Willpower of 13 are required to become an incantatrix, because this school of magic demands insight, intuition and willpower to police the unrestrained use of magic by other wizards and to confront creatures from other planes. An incantatrix gains all the benefits and hindrances of a specialist. In addition, the incantatrix is able to learn spells of the schools of abjuration and divination with no penalty to her learn spells roll. An Incantatrix gains Spellcraft as a bonus NWP, but an incantatrix is not allowed to take any weapon style specialization proficiencies or weapon group proficiencies. In addition, an incantatrix may never become proficient with more than 2 weapons. An incantatrix is forbidden from learning NWP's related to physical combat or weapon use. Likewise, she may not learn any special combat maneuvers. At 3<sup>rd</sup> level, an incantatrix gains the ability to see ethereal creatures, including out-of-phase creatures & those employing temporary magics such as spells or magic items. This is effective on any plane that the ethereal plane permeates (such as the Prime Material), and so long as the ethereal creature occupies an equivalent Ethereal Plane position within 30' of the incantatrix's location. This power takes 1 round to initiate & can be maintained without concentration for 1 round per level thereafter. An incantatrix of 3<sup>rd</sup> level or higher may use this ability at will. At 4<sup>th</sup> level, an incantatrix gains the ability to physically or magically attack creatures who are out of phase, ethereal, *blinking*, and so on. For magical attacks of this sort, the incantatrix may use any spell except *stealspell*, *ruby ray of reversal* or *unbinding*. The incantatrix must first locate her opponent using her 3<sup>rd</sup> level ability to see ethereal and out-of-phase creatures before attacking them. At 6<sup>th</sup> level, an incantatrix gains immunity to the energy draining powers of creatures employing energies from the Negative Material Plane, such as xeg-yi & many undead. This immunity includes but is not limited to level drains, ability drains, paralysis caused by Negative Plane energy, etc. At 8<sup>th</sup> level, an incantatrix gains a +30% bonus to her Spellcraft NWP. At 20<sup>th</sup> level, an incantatrix gains a mysterious ability to drain magic from an item or device that has charges and use the magical force to restore her own vitality. This power does not work on a permanent item that has no charges or on an artifact or relic. It cannot be used to augment or restore spells or magical items possessed by the incantatrix, but only as a form of *cure light wounds* magic; one drained charge restores 1d8 hit points to the incantatrix. To use this power, the incantatrix must remain still, holding the item to be drained with her bare hands for one round per charge drained. An incantatrix can use this ability before combat to temporarily augment her hit points above her normal maximum - but this does not raise her level for purposes of spell casting, saving throws, and the like. These extra, phantom hit points last for only one turn before their energy is forever lost, but any magical or physical damage suffered by the incantatrix during that turn diminishes and exhausts the phantom hit points before the incantatrix suffers any real hit point damage. The incantatrix may find it extremely difficult to find an appropriate tutor. Although a senior incantatrix of at least one level higher than the new level is preferred, an incantatrix may be trained by a generalist mage of at least 3 levels higher than the new level to be obtained by the incantatrix.

## School of Incantation Spells

Level 1	extension I (PHB)	Rary's mind shield (WSC)
copy (WSC1)	far reaching II (ToM)	Rary's superior spell enhancer (WSC)
Otto's Chime of Release (WSC)	forcefend (CotD)	wall of force (PHB)
shield (PHB)	greater malison (ToM)	
Level 2	Mordenkainen's celerity (ToM)	Level 6
forget (PHB)	Rary's Mnemonic Enhancer (PHB)	augmentation II (ToM)
knock (PHB)	Rary's Spell Enhancer (WSC)	dilation II (TOM)
sense shifting (ToM)	minor globe of invulnerability (PHB)	dispel possession (CotD)
Level 3	minor spell turning (ToM)	dweomerburst (CotD)
alacrity (ToM)	spelltouch (WSC)	extension III (PHB)
augmentation I (ToM)	Level 5	globe of invulnerability (PHB)
charmthwart (CotD)	Bigby's interposing hand (PHB)	Jonstal's improved double wizardry (WSC)
Drawmij's marvelous shield (WSC)	dismissal (PHB)	Mordenkainen's lubrication (PHB)
dispel magic (PHB)	extension II (PHB)	Rary's urgent utterance (WSC)
dweomer vortex (WSC)	far reaching III (ToM)	
far reaching I (ToM)	feeblemind (PHB)	Level 7
maladweomer (WSC)	Jonstal's double wizardry (WSC)	curse of forgetfulness (WSC)
minor malison (ToM)	lower resistance (ToM)	banishment (PHB)
squaring the circle (ToM)	magic staff (ToM)	draincone (WSC)
Level 4	Mordenkainen's involuntary wizardry (WSC)	forceceage (PHB)
dilation I (ToM)	perce magic resistance (WSC)	intensify summoning (ToM)
		Mordenkainen's penultimate cogitation (WSC)

persistence (WSC)  
 power word, stun (PHB)  
 ruby ray of reversal (WSC)  
 semi-permanency (WSC)  
 spell turning (PHB)  
 steal enchantment (ToM)  
 steal spell (WSC)  
 Simbul's synostodweomer (WSC)  
 weirdshield (WSC)  
 Level 8  
 maze (PHB)

mystic shield (WSC)  
 permanency (PHB)  
 prismatic wall (PHB)  
 spellcaster (WSC)  
 Level 9  
 absorption (WSC)  
 Algarth's embattlement (WSC)  
 Allisandro's binding curse (WSC)  
 chain contingency (ToM)  
 combine (WSC)  
 disruption (WSC)

Mordenkainen's disjunction (PHB)  
 mystic sphere (PHB)  
 pierce any shield (WSC)  
 power word, banishment (WSC)  
 prismatic sphere (PHB)  
 Sammaster's conjunction (CotD)  
 Sathrah's ingenious recollection (WSC)  
 spellstrike (WSC)  
 triad gem (WSC)  
 unbinding (WSC)

CotD - Cult of the Dragon      PHB – Player's Handbook (2<sup>nd</sup> edition)      ToM - Tome of Magic      WSC - Wizard's Spell Compendium

#### School of Incantation Spell Analysis

Spells of the school of incantation affect the casting of magic. (This school subsumes the category/school of metamagic, briefly discussed in the Tome of Magic). Such spells may enhance or reduce the effectiveness of other spells (as do those of metamagic), disrupt the magic of other spellcasters, banish summoned creatures from other planes, or shield the spellcaster from magical attack. Although the school of incantation has a fairly limited spell selection of low-level spells, such spells are very effective when used in battle with other spellcasters. The School of Incantation magic can be subdivided into 4 categories of spells, and only the spells, *copy* & the *Simbul's synostodweomer* fall outside of these classifications. These groups are:

**Metamagic Spells:** This is a group of spells that enhance or reduce the effectiveness of other spells. This includes *alacrity*; *augmentation I & II*; *dilation I & II*; *far reaching I, II, & III*; *extension I, II, & III*; *greater malison*; *maladweomer*; *minor malison*; *Mordenkainen's celerity*; *Rary's mnemonic enhancer*; *Rary's spell enhancer*; *Rary's superior spell enhancer*; and *squaring the circle*. Incantatrixes (specialist wizards in the school of incantation) have developed reversed versions of the *augmentation*, *dilation*, *far reaching*, and *extension* spells that can be used to minimize the effectiveness of an opponent's magic (a successful saving throw vs. spell negates the spell; the range is 10' per level).

**Disruptive Spells:** This is a group of spells that disrupt magical wards & a spellcasting opponent's ability to cast spells. This includes *curse of forgetfulness*, *dispel magic*, *dispel possession*, *disruption*, *draincone*, *dweomer vortex*, *feeblemind*, *forget*, *knock*, *maze*, *Mordenkainen's involuntary wizardry*, *Otto's chime of release*, *power word stun*, *ruby ray of reversal*, *steal enchantment*, *steal spell*, and *unbinding*.

**Banishment Spells:** This group includes spells that banish summoned creatures back to their own plane of existence such as banishment, dismissal, and power word banishment.

**Shielding Spells:** This is a group of spells that shield an incantatrix from the magic of other spellcasters. This includes *Bigby's interposing hand*, *Drawmij's marvelous shield*, *forcecage*, *globe of invulnerability*, *minor globe of invulnerability*, *minor spell turning*, *mystic shield*, *mystic sphere*, *prismatic sphere*, *prismatic wall*, *Rary's mind shield*, *shield*, *spell turning*, *wall of force*, and *weirdshield*.

**Most Desirable Spells:** 1) Low-level: The number of 1<sup>st</sup> & 2<sup>nd</sup> level spells in the school of incantation is extremely limited, although *shield* is a good defensive spell & *knock* can be quite helpful. The 3<sup>rd</sup> level spells *dispel magic*, *dweomer vortex* & *maladweomer* are very useful for neutralizing enemy spellcasters. The reversed form of *far-reaching I* can potentially cause an enemy spellcaster's offensive spells to affect his own allies.

2) Mid-level: *Feeblemind* & the reversed versions of *dilation*, *extension* & *far reaching* spells are useful for negating the threat of enemy spellcasters. *Dismissal* & *dispel possession* can remove potentially deadly foes from the battlefield. *Minor spell turning* & *wall of force* are very useful protective spells.

3) High-level: *Steal spell* & *unbinding* are the signature spells of an incantatrix. *Banishment*, *disruption*, *draincone*, *power word - banishment* & *ruby ray of reversal* are all-powerful spells for negating opponents.

#### Mentalist

In worlds such as Faerun where psionics are (presently) rare, some wizards take up the study of mind-affecting spells & enchantments. The mentalist is such a character. Although the mentalist is closely related to the enchanter, the mentalist's spells focus more exclusively on the mind. Of course, this is a complicated area of study, and a great understanding of the human psyche is required for success. The mentalist must have at least an Intelligence of 15, Wisdom of 16 & Willpower of 16. The school of mentalism includes spells such as *ESP*, *domination*, and *suggestion*. It is opposed by the schools of alteration and necromancy. Mentalists gain the normal benefits & hindrances of a specialist wizard. When a mentalist reaches 8<sup>th</sup> level, his saving throw bonus against mentalism spells and effects increases to +2. At 11<sup>th</sup> level, the mentalist gains the ability to *detect charm* or *mental influence* three times per day by pointing at the individual to be examined and concentrating one round. This power resembles the priest spell *detect charm*, but only one creature can be scanned per use. When the mentalist reaches 14<sup>th</sup> level, he can *dispel charm* or *mental influence* once per day with a 50% chance of success. This is modified by ±5% per level/Hit Die difference between the mentalist & the caster of the charm. The mentalist must be within 10 yards of the subject & must concentrate for one round in order to use this power. The mentalist is a wizard who deals in subtleties and influences. The mentalist is not at his best in open battle against hordes of enemies, but he can be an extraordinarily effective character in investigations or confrontations against single enemies.

#### Sea Wizards

To master sea magic, a wizard must have a wide body of knowledge. Sea magic draws its spells from many sources in other schools: abjuration, conjuration, enchantments, illusions, or alteration. All sea wizards concentrate on learning spells noted in the lists below. Note, sea mages & water elementalists are fierce rivals; sea mages consider their school of magic superior because it does not rely on only a single source of power. Sea mages draw their magical powers from wind, wave, water, sun, moon, storms, and the thousand forms of sea creatures. Sea wizards are solitary practitioners of their art, and may be found anywhere near or on the sea. They work for hire, though occasionally they are retained by patrons who have the resources to support their specialized magical practice.

Weapons allowed: Staff, dagger, darts, knife    Armor Allowed: None    Magical Items Allowed: Any item designed to manipulate sea magic; otherwise, as a normal wizard.

Special Abilities: Sea wizards gain Seamanship, Swimming and Rope Use as bonus skills. All other skills involving ships or the sea, at the DM's discretion, are considered recommended skills (i.e., Riding, Sea-based, Boating, Deep Diving, etc.).

Specialist spellcasters gain one additional spell per level. This spell must be learned from the sea magic lists.

Sea wizards gain a +1 to saving throws vs. spells of the sea magic school. In addition, the targets of a sea wizard's magic when he uses spells from his specialty school suffer a -1 saving throw penalty.

Sea wizards will gain a 15% bonus when learning spells from the school of sea magic, but suffer a penalty of -15% when learning spells from any other school. Sea wizards cannot learn spells which involve earth or fire except when aboard a ship (or other sea borne craft or creature) or when on the seashore.

When a sea wizard reaches a new level, he automatically gains one spell of the school of sea magic to add to his spellbook. No roll for learning the spell need be made. When a sea wizard attempts to create a new spell through research, the spell is treated as if it were one level lower if it falls within the school of sea magic.

In addition, the sea wizard gains the following abilities as he advances in level:

At 3<sup>rd</sup> level, the sea wizard may swim as if he was wearing a *ring of swimming* at will with duration of one hour per level.

At 6<sup>th</sup> level, the sea wizard may cast *water breathing*, as the third-level wizard spell, three times per day.

At 11<sup>th</sup> level, the sea wizard can walk on water, as the third-level priest spell, *water walk*, three times per day.

#### Sea Wizard Spells

Level 1  
 Affect normal fires  
 Burning hands  
 Compass\*  
 Enlarge  
 Foul rigging\*\*  
 Grease  
 Hold portal  
 Hypnotism  
 Know heading\*\*  
 Land call\*\*

Map\*\*  
 Mending  
 Oilskin (FOR3)  
 Phantasmal force  
 Protection from evil  
 Shield  
 Sleep  
 Spider climb  
 Taunt  
 Tears of the Crocodile (SS)  
 Wall of fog

Weathertell (FOR3)  
 Level 2  
 Bind  
 Continual light  
 Darkness, 15' radius  
 Eagle eyes\*\*  
 Fantar's shoal\*\*  
 Fog cloud  
 Fireproof\*  
 Flaming sphere

Immurk's distraction (FOR3)  
 Improved phantasmal force  
 Knock  
 Leomund's many life preservers\*\*  
 Levitate  
 Mass jump (FOR3)  
 Melf's acid arrow  
 Morning glory\*\*  
 Plug leak\*\*  
 Sashelan Blessing (1132)  
 Stinking cloud  
 Web  
 Whispering wind  
 Summon swarm  
 Withstand Water (SS)  
 Level 3  
 Buoyancy\*\*  
 Dispel fog (FOR3)  
 Dispel magic  
 Fantar's reef\*\*  
 Fireball  
 Flame arrow  
 Gust of wind  
 Haste  
 Invisibility, 10' radius  
 Ironwood\*  
 Item  
 Leomund's lifeboat\*\*  
 Lightning bolt  
 Melf's minute meteors  
 Mentap's mine\*\*  
 Monster summoning I  
 Narcomb's battened hatches\*\*  
 Preserve wood (FOR3)  
 Protection from evil, 10' radius  
 Protection from normal missiles  
 Spectral force  
 Water breathing  
 Watery form (FOR3)

Wind servant (FOR3)  
 Level 4  
 Amgig's rowers\*\*  
 Ball lightning (FOR3)  
 Bigby's construction crew  
 Charm monster  
 Confusion  
 Dimension door  
 Elemental control\*  
 Evard's black tentacles  
 Fear  
 Fire charm  
 Fire shield  
 Ice storm  
 Monster summoning II  
 Sargasso (FOR3)  
 Solid fog  
 Wall of fire  
 Wall of ice  
 Conjure elemental  
 Wind wall  
 Level 5  
 Airy water  
 Bigby's interposing hand  
 Call wind\*\*  
 Calm water (FOR3)  
 Calm wind (FOR3)  
 Cloudkill  
 Cone of cold  
 Dismissal  
 Fabricate  
 Ironside\*\*  
 Major creation  
 Monster summoning III  
 Otiluke's nautical screen\*\*  
 Passwall  
 Repair breech\*\*  
 Transmute rock to mud  
 Wall of force

Wall of iron  
 Level 6  
 Bigby's forceful hand  
 Chain lightning  
 Conjure animals  
 Control weather  
 Death fog  
 Lower Water  
 Monster summoning IV  
 Part water  
 Transmute water to dust  
 Enchant an item  
 Wood rot\*  
 Level 7  
 Banishment  
 Bigby's grasping hand  
 Delayed blast fireball  
 Mass invisibility  
 Monster summoning V  
 Spectral navigator\*\*  
 Summon wind\*  
 Watery Adaptation (SS)  
 Whirlpool (FOR3)  
 Level 8  
 Bigby's clenched fist  
 Incendiary cloud  
 Monster summoning VI  
 Permanency  
 Raise vessel\*\*  
 Waterspout\*  
 Vanish  
 Level 9  
 Bigby's crushing hand  
 Gate  
 Meteor swarm  
 Monster summoning VII  
 Tidal Wave (FOR3)  
 Tsunami\*

\*Dragon 220

\*\* Dragon 235

SS - Of Ships and the Sea

FOR3 - Pirates of the Fallen Stars

1132 - Sea of Fallen Stars

#### Shadow Mage

Shadow mages are students of the power of darkness and twilight. While shadow mages are not necessarily evil, most tend to be grim characters who are at home in the darkness. The school of shadow is built around the thesis that all shadows are actually connected in some mystical way in the Demiplane of Shadow; the shadow mage's repertoire of spells reflects this belief. Shadow mages must be keen-minded individuals; a PC must have at least an Intelligence of 15 & Willpower of 16 to select this specialty. This school is opposed by the schools of invocation/evocation and abjuration.

The shadow mage follows the normal rules for specialist wizards, with one notable exception: the target's saving throw modifiers are tied to the prevalent lighting conditions & range from +2 to -4. The shadow mage himself receives no saving throw modifiers versus spells of any kind (see table).

Shadow mages also gain the ability to see in darkness due to their connection with the plane of gloom. At 4<sup>th</sup> level, the shadow mage sees as well in moonlight as a normal human does by broad daylight, and all darkness-based combat penalties are reduced by one point. At 7<sup>th</sup> level, he can see perfectly by starlight and reduces combat penalties for darkness by two points. At 10<sup>th</sup> level, the shadow mage can see perfectly in total darkness, negating all combat penalties.

Note that magical blindness or fog can still impair the wizard's vision. The shadow mage's spells are both powerful and subtle. Of all the specialists, he makes the best spy or infiltrator, especially by night. While the shadow mage isn't very well suited for open battle, his spells are perfect for solitary confrontations.

#### Transfuser

The Transfuser is a specialist of the School of Apportation - a school of effect concerned with the movement of things or qualities through magic. Spells of this school enable the caster to channel magical energy in such a way as to move something from one known location to another. The thing being moved can be a person, an object, or even an attribute, such as weight or knowledge. Keen intuition as well as a clear understanding of extra-dimensional geometry is necessary to separate that which must be moved from that which must stay behind. In addition, the ability to maintain a clear mental image of locations requires above average willpower. Accordingly, specialists in this school must have a minimum Intelligence, Wisdom & Willpower score of 15. The transfuser has all the advantages & disadvantages of a specialist mage. In addition, a transfuser always knows the exact duration of spells such as *fly* that have a variable duration. At 7<sup>th</sup> level he can choose the location of his appearance when using a *blink* spell. At 9<sup>th</sup> level, a transfuser gains the ability to exit a *dimension door* without suffering the usual 1 round recovery time penalty. In addition, if the door is set to exit into a solid object, he gains the ability to instantly compensate & exit at the closest safe point within the spell range. If this is impossible, the spell fails (unless the caster wishes to continue despite the consequences); the caster will never unwillingly be trapped on the Astral Plane through the casting of this spell. When a transfuser reaches 17<sup>th</sup> level, he rolls twice for inaccuracy when casting any *teleport* spell (such as *teleport object* or *teleport other*) & takes the best result. When a transfuser reaches 20<sup>th</sup> level, he gains the ability to cast a special form of *proof from teleportation*, in addition to his other memorized spells. This requires no verbal, somatic, or material components, and has a casting time of 1 (a moment's concentration). The spell safeguards a 20-yard radius area from all teleportation magic; no one can either enter or leave the area via any form of apportionment. The area of effect is centered on the caster, moves with him & lasts for 2 hours (or until dispelled or voluntarily dropped). Befitting someone whom can summon a drink from across the room or magically fly across a muddy road, the typical transfuser is a rather pudgy individual. Fetching & carrying is for others, with the result that transfusers are often lazy & out-of-shape. This is not to say that transfusers never leave the lab - on the contrary, their easy access to rapid transit spells permits a wandering lifestyle, especially at higher levels. A transfuser is never happier than when "flying south for the winter" or "popping out to the lodge for a few days". A side effect of all this travel is a more cosmopolitan attitude, compared to his earthbound kin. Exposure to many different locales & types of people teaches the transfuser tolerance & diplomacy. A second characteristic of the apportionment specialist flows from the nature of his studies. The transfuser does not create, conjure, or alter - instead, he moves something from Point A to Point B. At the core, each transfuser knows that there's no such thing as a free lunch. No particular alignment is favored by this school (good transfusers are conservationists, evil ones keep moving a lot), but a regard for the consequences of their actions is built in, resulting in very few chaotic transfusers.

#### Shadow Mage Target Saving Throw Modifiers

Lighting Conditions	Modifier
Bright daylight/continual light	+2
Weak daylight/dusk/light	none
Twilight/moonlight/lantern light	-1
Weak moonlight/torch light	-2
Candlelight/starlight	-3
Total darkness	-4

## Specialists in Schools of Thaumaturgy

While the schools of effect and the schools of philosophy differ in the way in which spells are assigned to the various schools, the schools of thaumaturgy represent an entirely different way of thinking. The thaumaturgical schools discard the normal methods & mechanics of wizard magic to concentrate on new ways of summoning & controlling magical power. In this scheme of magic, method of casting, not effect or method of operation organizes spells. Since the schools of thaumaturgy

represent a more radical departure from the normal scheme of magic, the benefits and disadvantages of specialization vary from school to school. In addition, the thaumaturgical specialists generally have high ability score requirements, as shown in the table below.

### Thaumaturgical Specialist Requirements

Specialist	Race	Abilities	Opposition School(s)
Alchemist	Human	Intelligence 15, Dexterity 14	Illusion, Necromancy
Artificer	Human, Gnome	Intelligence 12, Constitution 15	Enchantment /Charm, Necromancy
Geometer	Human, Elf Half-Elf	Intelligence 15, Wisdom 14	Enchantment/Charm, Illusion
Song Mage	Human, Elf, Half-Elf	Intelligence 14, Charisma 15	Necromancy, Divination, Invocation/Evocation
Wild Mage	Human, Elf, Half-Elf	Intelligence 16	None

### Alchemist

The alchemist's whole work is based on the four classical elements of air, earth, fire, and water. In other words, the alchemist considers gold (for example) to be a combination of earth and fire. Alchemists are the most scientifically minded wizards, and they experiment constantly in search of knowledge.

In order to be an alchemist, a wizard must have an excellent education in the sciences (minimum Intelligence of 15) and a steady hand for experimentation (Dexterity of 14). The school of alchemy is opposed by the schools of illusion and necromancy.

The alchemist must maintain a large, well-equipped laboratory. The character is assumed to begin play with a suitable facility in his home town or base of operations, but building and equipping a new laboratory costs at least 1000gp per character level, and existing laboratories cost 50gp per level each month to maintain. An alchemist without a laboratory loses access to the bonus spell provided by specialization and can't conduct research, make potions or add new spells to his spellbook.

Alchemists enjoy the normal benefits of specialization, and receive a +2 bonus to all saving throws vs. poison. Unlike other specialists, the saving throws of victims of their specialist spells are not penalized and the alchemist receives no bonus to saving throws vs. spells of the school of alchemy.

At 6<sup>th</sup> level, the alchemist gains the ability to create potions. This is a special chemical process that doesn't involve magical materials or processes, but it tends to be longer and more tedious than normal potion brewing. First, the character must research the potion's formula, just like conducting spell research; consider the potion's level to be equal to its experience point (XP) value divided by 100 (round up). For example, a *potion of clairaudience* (250 XP) is treated as a 3<sup>rd</sup> level spell for this purpose, while a *potion of longevity* (500 XP) is equivalent to a 5<sup>th</sup> level spell. It takes 2 weeks per potion level to research the formula, at a cost of 500gp per potion level. The alchemist must roll learn spells to find out if he learned the spell before he can be considered successful in his research. The maximum number of potion formulae he can know is limited by the maximum number of spells per level score that is determined by his Intelligence.

Once a PC has successfully researched a potion's formula, he can produce 1 dose by investing 3d6 x 100gp in materials & spending 1 uninterrupted week in his laboratory. Again, he must pass a check to Learn Spells to see if he followed the directions correctly, with a +1% bonus per character level. While the alchemist doesn't have to adventure to acquire rare or unusual materials for potions, he may still have to take time to make arrangements for special requirements, such as the delivery of unusual chemicals or glassware. *Bordun the Chemist wishes to create a potion of fire resistance, since his thief friend wants to pilfer a dragon's hoard. The potion has an XP value of 250, so it must be researched as a 3<sup>rd</sup> level spell. This requires six weeks, and costs a total of 1500gp - Bordun's alchemical research is more difficult than normal potion research, but requires no unusual materials. Bordun makes his learn spells check, and his research is productive!*

*Having concluded his research, Bordun sets out to brew a potion of fire resistance from his formula. This takes one week, and costs him 3d6 x 100gp (the DM rolls a 15, for 1500gp - ouch!) He must attempt a second learn spells check to execute the formula correctly, with a +7% bonus (he's a 7<sup>th</sup> level wizard), and he succeeds again. Bordun now has 1 potion of fire resistance and can brew more without conducting his research all over again.*

Alchemists also have a special ability to enhance the performance of magical items related to the school of alchemy (at the DM's discretion). For example, following are the enhanced effects that an alchemist can produce with several of the better known alchemical items:

*Alchemy Jug* - The alchemist can cause the jug to produce double the normal amount of fluid; this requires twice the normal pouring time;

*Beaker of Plentiful Potions* - This item always produces five doses of five potions in the hands of an alchemist;

*Cloak of Poisonousness* - An alchemist has a 15% chance per level of recognizing the true nature of such a cloak. He has an equal chance to negate the poison and render the cloak harmless. If he fails to negate the poison, he must save or suffer its effects;

*Crucible of Melting* - In the hands of an alchemist, the crucible only has one-percent chance to explode;

*Philosophers' Stone* - In the hands of an alchemist, the *philosopher's stone* transmutes double the normal amount of metal. If the interior of the stone contains green crystals the alchemist can use them to make 1d4+1 *potions of longevity* instead of the normal 1d4. If the stone contains white powder, the alchemist may use it to restore life to 2 creatures instead of 1.

*Philosopher's Egg* - An alchemist who uses this item to create a potion or other magical liquid receives a +10% bonus to his chance for success;

*Potion Cauldron* - When used by an alchemist, the chance for this cauldron to produce a cursed potion is reduced to 5%;

*Tenser's Portmanteau of Frugality* - The alchemist adds 2d10 to the normal number of duplications that can be performed with this item.

The alchemist has access to a small number of attack and defense spells, but he excels in enchantments that alter or analyze materials. Note, the spells of the school of alchemy are considered to have no verbal component when cast by an alchemist, since they consist of combinations of reagents prepared by the wizard - an alchemist has little to fear from a *silence 15' radius* spell. In addition, unlike other wizards, an alchemist may use an *identify* spell to discern the nature of any magical liquid.

### Artificer

The school of artifice is composed of spells that store or channel magical energy through items carried by the wizard. In effect, the artificer is a wizard who creates temporary magical items for his own use. The advantages of this thaumaturgical method lie in the wizard's ability to increase his spell power by carrying extra spells in various magical items and to unleash powerful enchantments with a single command word. A wizard must have an Intelligence of 12 and a Constitution of 15 in order to choose this specialty. The school of artifice is opposed by the school of necromancy and those spells in the school of enchantment/charm, which affect living beings. Like the alchemist, the artificer must maintain a well-equipped laboratory and workshop. A 1<sup>st</sup> level artificer begins play with a suitable facility in his base of operations. Building a new laboratory costs at least 1000gp per character level, and existing laboratories cost 50gp per level to maintain each month. An artificer without a laboratory loses access to the bonus spell provided by specialization, and can't conduct research, make magical items or add new spells to his spellbook. Artificers have the normal benefits and restrictions of specialist wizards, but have no saving throw modifiers and impose no saving throw penalties on the targets of their spells. At 4<sup>th</sup> level, the artificer gains the ability to *store spells* in prepared items, saving his memorization slots for other spells. Once placed in an item, a stored spell may be indefinitely retained for ready casting. The spell to be stored must be one which the wizard knows and can cast; at any given time, a wizard may have no more total spell levels stored than his own character level, so a 5<sup>th</sup> level artificer could store up to five levels of spells. Preparing an item to receive one stored spell requires one uninterrupted week of work, and the actual process of casting the spell into the item requires one day and 500gp per level of the spell. The item must be of the finest workmanship, worth at least 100gp; after the spell it holds has been discharged, the artificer can re-enchant it. Only the artificer may release the stored spell, with a casting time of 1; in all other respects the spell is treated as if the artificer had cast it normally. Also, an item can only contain one spell at a time. Any attempt to cast another spell into the item will simply replace the current spell. In effect, this ability allows the artificer to create one-shot magical items such as a ring enchanted with *feather fall* or a cloak prepared with *protection from normal missiles*. At 7<sup>th</sup> level, the artificer may create a *temporary magical item*. Any magical item in the DMG not specifically restricted to non-wizards is allowed, but the item will function only for the artificer. This is a special ability unrelated to *enchant an item*. First, the artificer must successfully research the item creation process, taking 1 week per 500 XP value of the item & spending at least 100gp per week. This time is halved if the artificer has a sample of the item to copy or if he succeeds in a *contact other plane*, *legend lore* or another research spell. The artificer must pass a check to Learn Spell to succeed & may never know the processes for more magical items than his maximum number of spells/level. Actually building and enchanting the item requires half the research time and 2d6 x 100gp, plus the cost of the item itself. Fine materials must be used, but rare & exotic materials and processes aren't necessary for temporary items. After completing the work, the artificer must pass another learn spells check to successfully enchant the temporary item. A temporary item lasts 1d6 days, plus 1 day per level of the artificer. Once the enchantment fades, the item can be re-enchanted with 1 uninterrupted week of work, the expenditure of 2d6 x 100gp, & another learn spells check. If the temporary item normally possesses charges, the artificer automatically places 1 charge per level into the item when creating it.

*Selthos the wizard desires a carpet of flying, since he wishes to investigate an old tower perched high on an inaccessible peak. Looking up the carpet's XP value (7500 XP), the player realizes that it will take 15 weeks just to research the item! Selthos decides that a carpet of flying is too formidable a challenge and searches for a cheaper alternative. Investigating his alternatives, he decides that a cloak of the bat (1500 XP) is a much more palatable option. Selthos begins his research, working for 3 weeks & spending a total of 1000gp (an arbitrary amount set by the DM; he would have had to spend at least 300gp, or 100 per week). Fortunately, he succeeds in the check, & his research is successful - from now on, Selthos can produce a cloak of the bat anytime he desires, without repeating the research. Actually making the cloak requires one week and four days (half the research time) and 2d6 x 100gp, plus the cost of the cloak. The DM decides that a suitable cloak costs 100gp (the minimum allowed, but it's only an article of clothing), and rolls 700gp for the cost*

of the enchantment. Again, Selthos succeeds in a check to Learn Spells, so he now possesses a cloak of the bat that will last for 1d6 days, plus 1 day per level. With some urgency, he sets off at once to investigate the tower before his enchantment fades! Several months later, Selthos decides that he needs his cloak again. He can re-enchant the cloak with 1 week of work, another 2d6 x 100gp, and a check to learn spells.

Artificers may create permanent magical items using the normal magical item creation rules & *enchant an item* when they reach the appropriate levels. (If an artificer creates a true magical item he once made a temporary version of, his research time & expense is reduced to its minimum value. Artificers gain a +10% bonus to their chance to successfully enchant items. In addition, artificers have a 20% chance at 1<sup>st</sup> level to identify the general purpose & function of any magical item simply by examining it for 1 full turn. This is similar to the bard's ability, but is based on the artificer's ability to analyze the construction & enchantments on the item, not the item's historical significance. This chance increases by 5% per level, so a 5<sup>th</sup> level artificer can identify items with a 40% chance of success. While artificers are fairly weak at first, once they reach middle levels they can quickly become some of the most useful & powerful wizards in the game. The DM should always consider the artificer's proposed item research & construction very carefully; any item that the DM feels is too powerful or out-of-character can be disallowed. In particular, items with *absorption* or *negation* powers should be considered very carefully - they are very unbalancing in a game.

#### Geometer

Geometers seek to control magical forces by creating symbols and diagrams of mystical significance. The tools of the geometer's trade range from runes drawn on paper or carved in stone to free-floating constructs of energy woven by the somatic gestures of a spell. Naturally, geometers excel in the casting of any spell that involves the drawing of a rune, mark, or diagram. In order to choose this specialty, a wizard must have an Intelligence of 15 or better and a Wisdom of 14 or higher. Geometers gain the usual advantages for specialization, but like the alchemist, they gain no modifiers to their saving throws and inflict no saving throw penalties on their targets. Beginning at 4<sup>th</sup> level, a geometer may create scrolls by committing a spell he knows to paper. He can cast the spell from the scroll at some later time simply by reading the scroll, which requires 1 full round; once read, the scroll is consumed and the spell expended. The geometer may not have more than one spell-scroll per character level prepared at any given time, so a 6<sup>th</sup> level geometer may have as many as six scrolls ready. Transcribing a spell to a scroll requires 1 full day per spell level; a 5<sup>th</sup> level spell requires five days of uninterrupted work. The materials cost 100gp per spell level, and the wizard needs a suitable laboratory or library to work in. Only spells of the school of geometry can be transcribed to scrolls, but a geometer can engage in spell research to find a diagram for spells outside the school of geometry. In any event, a geometer must succeed in a check to learn spells to see if he is successful in scribing the scroll. Geometers may also attempt to create various forms of *protection* scrolls, beginning at 7<sup>th</sup> level. The geometer must first research the scroll's diagram through normal spell research. To figure out how much time and money should be spent on researching a particular *protection* scroll, take a look at its experience point value. Basically, a scroll's effective spell level is determined by dividing the experience point value by 500 & then adding 2 (i.e., Level = XP/500 + 2). For example, if a scroll is worth 500XP, it is considered a 3<sup>rd</sup> level spell (500/500=1, 1+2=3). The research time is 2 weeks per effective level, at a cost of 1000gp per level; the geometer must pass a check to learn spells to successfully research the diagram. Once the geometer knows the diagram, he can produce 1 scroll by investing 3d6 x 100gp worth of materials & spending 1 uninterrupted week working in his laboratory. Again, a check to learn spells applies to see if he executed the diagram correctly.

*Bordun's rival Teriaz also wishes to pilfer the dragon's hoard, but he's decided to provide his agent with a scroll of protection from dragon breath. This is worth 2000 XP, so it's the equivalent of a 6<sup>th</sup> level spell. It will take Teriaz 12 weeks to research the scroll and costs him 6000 gold pieces. After passing his initial learn spells check & succeeding in his research, Teriaz can produce the scroll with one week of work & an additional 600gp (the DM's roll of 3d6 x 100gp) if he succeeds in the final learn spells check. While the dragon's hoard has suffered at the hands of the alchemist's accomplice, Teriaz's champion succeeds in slaying the beast and claiming the rest of the hoard.*

The geometer's spells tend to be defensive in nature, since many spells in the school involve drawing or scribing boundaries of some kind. Spells of the school of geometry are considered to have no verbal component. The school of geometry is opposed by the schools of enchantment/charm and illusion.

#### The Rhabdomancer

A rhabdomancer (or "rhadomere") is a wizard learned in the use of a dowsing rod, a seemingly ordinary wooden stick that he uses to channel the ambient magic of the earth for divination & other purposes. Most rhabdomancers come from rural backgrounds, as an urban wizard will scoff at the practice. In such areas, guilds of rhabdomancers exist, but they are small & represent the trade as prospectors, the members eager to be hired to find valuable sources of water, precious metals, and minerals. Some of these magicians eventually seek out new applications for their craft, exploring underground for their own ends. They might even adopt the role of guides to the caverns. Such a mage can be of any alignment. Most rural communities will welcome a rhabdomancer for his abilities, which seem wondrous to common folk. Using his divination powers, he can solve the mystery of stolen jewels, find a child lost in the woods, or discover a new site for a thirsty village's new well. Even in the Underdark, the native races know something of a rhabdomancer's ability to find new caves & lost treasure. Rhabdomancers must have a minimum Intelligence & Wisdom of 10, a Constitution of 15 and Willpower of 15. Intelligence & Constitution are the rhabdomancer's prime requisites. Most rhabdomancers are human or gnomish. However, because of their ties with the earth, mining & underground exploration, some exceptional dwarves, and Stout halflings have also managed to overcome their races' normal aversion to wizardly magic & taken up careers as rhabdomancers. Rhabdomancers may also be found among the humanoid races of hobgoblins, orcs (and half-orcs) and kobolds, though they are rare.

Weapon proficiencies: *Required:* None. *Recommended:* dagger, dart, small pick (much like a smaller version of the mining tool, it inflicts 2-5/1-4HP damage).

Non-weapon skills: *Bonus:* Dowsing, Reading/Writing; *Recommended:* Direction Sense, Endurance, Engineering, Mining, Stonemasonry.

Spells: Specialists in the school of Rhabdomancy cannot use spells from the school of Conjuration/ Summoning. However, rhabdomancers have access to several unique spells, including spells that deal with tapping magical energies through the dowsing rod.

Special benefits: Rhabdomancers gain many of the abilities of any specialist including the ability to memorize 1 additional spell per spell level, provided the spell selected belongs to the School of Rhabdomancy. They also gain a bonus of +15% when learning spells from their school, but suffer a penalty of -15% when learning spells from any other school. When a rhabdomancer reaches a new level, he automatically gains 1 spell of his school to add to his spellbook without the normally required learn spells check. In addition, when a rhabdomancer attempts to create a new spell through research, the spell is treated as if it were 1 level lower if it falls within his specialty school.

In addition to these powers, the rhabdomancer gains the following abilities:

1. All rhabdomancers begin the game with a bonus Modern Language skill. The language must be selected from among those used by races which are closely associated with mining (dwarven is the most common, though some learn deep gnome, and those of an evil bent may even study kobold).
2. A rhabdomancer can substitute his divining rod for the material component in divination & rhabdomancy spells (except the revised *locate object* found below). Also, when using the divining rod, the mage may receive an increase in effectiveness when casting divination or rhabdomancy spells
3. Starting at 1<sup>st</sup> level, a rhabdomancer receives a +1 bonus on all saves vs. rods, staves, or wands. This benefit increases by an additional +1 for every 5 levels of ability gained.

Special hindrances: As these mages practice the art of divination only through the use of rhabdomancy, any attempt by them to cast rhabdomancy spell without a divining rod results in a penalty of double the normal casting time and a 10% unmodified chance of failure. Also, a rhabdomancer can never cast a reversed divination spell that would obscure or hinder detection, as such practices are beyond his understanding. Related to this, spells of illusion are rarely practiced, so the chance to learn any such spell is halved.

#### School of Rhabdomancy

Level 1	Level 3	Level 5
Affect normal fires	Feign death	Conjure elemental
Craft divining rod	Gust of wind	Contact other plane
Detect phase	Infravision	Greater Rhabdomancy
Detect secret passages and portals	Item	Passwall
Detect undead	Lesser rhabdomancy	Stoneshape
Divining rod	Protection from glebes	Transmute rock to mud/Transmute mud to rock
Light	Slow	Level 6
Mending	Windwall	Dweomer divest
Reduce	Wizard's sight	Move earth
Shield flame	Level 4	True seeing
Tenser's floating disk	Conjure elemental-kin	Level 7
Level 2	Detect ensorcellment	Rary's plane truth
Continual light	Detect scrying	Level 8
Detect evil/Detect good	Dig	Analyze dweomer
Detect invisibility	Locate creature	Mine the earthspark
Greater divining rod	Polymorph self	Level 9
Know alignment	Tap mehir	Elemental aura
Levitate	Turn pebble to boulder/Turn boulder to pebble	Foresight
Strength	Vacancy	



## Rhodomancy spell modifications

Some previously introduced spells from other schools of magic which also belong to the School of Rhodomancy have modified effects when cast by a rhodomancer with the aid of his divining rod. If a rhodomancer acquires a standard version of one of the following spells (on a scroll, in a captured spellbook or through other means), the minor adjustments detailed below are automatically applied to reflect his casting style. In some cases, the rhodomancer is unable to cast a given spell because of his unique magical method.

### First level

*Detect magic:* The rhodomancer has a 20% chance per level to recognize the type of magic (alteration, conjuration, etc.), if any, present. With a successful dowsing check, he may recognize a spell/magical effect encountered before.

*Detect phase:* The creatures or objects outlined by this spell only remained outlined as long as the caster holds his divining rod and points in the direction of the creature or object. However, the duration of the spell is doubled for a rhodomancer.

*Detect undead:* Rhodomancers have a 5% chance per level of discerning the exact nature & number of undead present.

*Identify:* Normally, a rhodomancer has no benefit in the casting of this spell, except that due to his specialization in the use of a divining rod, he has a slight edge in the identification of magical rods and wands (staves are not included). The loss of Constitution due to casting is only 4 points.

### Second level

*Detect evil/good:* With a successful dowsing check, the rhodomancer can discern the exact sort of evil (cunning, murderous, necromantic, treacherous, unholy, etc.) or good (blissful, generous, holy, kind, etc.) present.

*Detect invisibility:* As long as the rhodomancer holds his divining rod, the invisible or hidden is revealed to him.

*Know alignment:* The subject of this spell receives a penalty on his saving throw equal to the rhodomancer's level.

### Third level

*Wizard's sight:* The rhodomancer is only able to see with *wizard's sight* while he is holding his divining rod.

### Fourth level

*Conjure elemental-kin:* The rhodomancer may only conjure elemental-kin from the Elemental Plane of Earth.

*Detect scrying:* The sryer suffers a penalty to their saving throw to resist being revealed equal to half the rhodomancer's level (round fractions up).

*Locate creature:* While this spell is seldom used by rhodomancers because the 3<sup>rd</sup> level spell *lesser rhodomancy*, usually suffices, it does have useful applications. When the spell is cast by a rhodomancer, it's not blocked by running water. In addition, the rhodomancer need not have ever seen the individual or creature he wishes to track if he knows its name or has a detailed description of the creature.

### Fifth level

*Conjure elemental:* Rhodomancers may only conjure earth elementals through the use of this spell.

*Contact other plane:* Rhodomancers rarely have many dealings with extraplanar creatures, though they certainly welcome insight from the Elemental Plane of Earth, but they gain no added benefit in casting this spell. However, with a successful Dowsing check, the rhodomancer gains some small insight into the sort of being contacted (relative power, intelligence, alignment, etc.).

*False Vision:* Since rhodomancers cannot fathom magic that distorts or obscures divination, this spell cannot be learned.

### Sixth level

*True Seeing:* The rhodomancer only gains true sight for as long as he holds his rod.

### Eighth level

*Analyze dweomer:* A rhodomancer gains a +1% per level bonus to the normal chance of success when analyzing the dweomer of a rod or wand. If he fails his System Shock Survival roll, exhaustion will only last for 1d4 hours.

*Screen:* Since rhodomancers cannot fathom magic that distorts or obscures divination, this spell cannot be learned.

### Ninth level

*Elemental aura:* The rhodomancer may only assume an earth elemental aura.

*Foresight:* The rhodomancer must be holding his divining rod to gain the insight that this spell grants. He may also choose to switch the object of the spell once a round, but each time this is done it lessens the spell duration by one round.

## Song Mage

The school of song relies on the wizard's skill at weaving melody, lyrics, and rhythm to create enchantments of great power. Elves and bards have tapped into this source of magic for centuries, but now more wizards are investigating the intriguing possibilities of this school. While a song mage does not require proficiency in musical instruments, most song mages are virtuoso vocalists - the subtleties of pitch and expression are critically important in casting a spell in this fashion. Song mages require an Intelligence of 14, reflecting their musical studies, and a Charisma of 15. Song mages enjoy the standard benefits and penalties for specializing in a school of magic. The normal saving throw modifiers apply, but note that the song mage may apply his saving throw bonus to magical song or sound attacks such as a sphinx's roar or banshee's wail in addition to song spells. At 8<sup>th</sup> level, song mages gain the ability to enhance the effectiveness of any musical or sound-based magical item by 50%; a song mage wielding *drums of panic* increases the area of affect from 120' radius to a radius of 180'. If the magical item proves to be cursed, its effect is lessened by 50% (if possible). At 11<sup>th</sup> level, the song mage gains the ability to *counter* magical song or sound attacks once per day, negating the effects of the attack in a 10' radius centered on the mage. This allows the song mage to protect those nearby from a harpy's song, a sphinx's roar, or a *shout* spell. The mage must stand still or walk slowly and sing for at least 1 full round to negate the effect. He may continue singing for up to 1 full turn per level to defeat pervasive or persistent attacks. All spells in the school of song are considered to have neither somatic nor material components when cast by a song mage - while song mages are extremely vulnerable to a *silence* spell, they are also capable of casting spells while securely bound or stripped of all their possessions. The school of song is opposed by the schools of necromancy, divination, and invocation/evocation. The song mage commands a variety of useful spells that are effective both in attack and defense. While he has few spells that can directly damage an enemy, he is very good at influencing or hindering opponents with his magic, especially at higher levels.

## Wild Mage

Wild magic is a theory of magic that emphasizes study of the forces of randomness; a wild mage never knows exactly what's going to happen when he casts a spell. Wild magic is so different from traditional magic that only those devoted to its study may cast wild magic; no wizard other than a wild mage may attempt to use the spells of wild magic. However, wild mages do not study confine their studies to a single school of magic - wild magic has no opposition school. Instead, their research into new theories of wild magic carries them into many different fields. Wild magic has strengths in some areas (particularly divination & evocation), but it is not confined to any single school of magic. The proponents of wild magic proudly trumpet their art's broad base & flexibility as its great advantages. Of course, these same advocates are quick to downplay wild magic's drawbacks. First & foremost, it is *wild* magic. On rare occasions, any spell can have dangerously unpredictable results, including backfiring or creating an entirely different effect from that which was desired. More commonly, the magnitude of a spell - range, duration, area of effect, or even damage - may fluctuate from casting to casting. Spells cast by wild mages are inherently unpredictable. Since wild magic is a difficult field of study, a wizard must have an Intelligence score of 16 or better to specialize in this field. Like other specialists, they gain the bonus-memorized spell at each level. They have no saving throw adjustments for their own saves or their targets' saves. Wild mages receive a bonus of +10% when learning new wild magic spells & suffer a penalty of -5% when learning magic spells from other schools. When a wild mage researches a new wild magic spell, the spell is treated as if it were 1 level lower. There are no restrictions to the alignment of a wild mage. The race of a wild mage is limited to those races with competency at magic; thus only half-elves, humans, and elves can be wild mages. Gnomes have some magical talent, but lack the broad base of skills & knowledge necessary to master this new field. Wild mages have a special ability to control certain magical items that normally behave randomly for other characters. A wild mage has a 50% chance to control 1 of the following items, selecting the result of his choice: the *amulet of the planes*, *bag of beans*, *bag of tricks*, *deck of illusions*, *deck of many things*, & the *well of many worlds*. The *wand of wonder* is a special case; if the wild mage successfully controls the wand, he may use charges from the wand to cast any spell he already knows, whether or not he has the spell memorized. The number of charges expended equals the level of the spell chosen. If the mage fails his roll, 1 charge is expended from the wand & the caster rolls for a random result.

### Level Variations

The most broad-reaching aspect of the wild mage's powers is his approach to spells. The wild mage's work with the principles of uncertainty affects all spells that have a level variable for range, duration, area of effect, or damage. Each time a wild mage uses a spell with a level variable, he randomly determines the resulting casting level of the spell. The spell may function at lesser, equal or greater effect than normal. The degree of variation depends on the true level of the caster, as shown on the first table below. Positive results on the table indicate an increase in casting level, negative results a decrease, & results of 0 indicate no change in the casting level. One additional effect can occur when the wild mage casts a spell. If the result from the table is boldfaced, the caster has inadvertently created a wild surge in the spell, in addition to the spell's normal effects. A wild surge briefly opens a doorway through which raw magical energy pours. The energy is incompletely controlled by the actions of the spellcaster. The result, often spectacular, is seldom what the caster

intended & is sometimes a smaller or greater version of the desired spell. At other times, wildly improbable results occur. Songs may fill the air, people might appear out of nowhere, or the floor may become a pool of grease. Whatever happens, it is the essence of wildness. When a wild surge occurs, the DM must roll on the following table. Unlike many other instances in the AD&D game in which the DM is encouraged to choose a suitable result, wild surges are best resolved by random chance. Actively choosing a result biases the nature of wild magic. DMs are encouraged to randomize their selections & have fun. Unless otherwise noted, all spells created by a wild surge occur at the designated target point & function normally (appropriate saving throws are allowed). The caster's true level is used when calculating range, duration, area of effect, etc., of these spells.

Tables like those below cannot take into account the situation at the instant of casting. It is not feasible to create tailored effects for every spell used in every possible way. Therefore, it is quite likely that some wild magic results will make no sense, be impossible, or have no visible effect. In these cases, the wild surge has no effect. For example, if a mage were casting a *wizard lock* on a door & triggered a wild surge with the result "Target changes sex", no effect would be visible, since doors do not have a sex (at least as far as we know). Likewise, a rock might be hastened or a snake might have its feet enlarged. In these cases, nothing happens - at least anything that affects play. When determining the result of wild magic, the DM must use his best judgment.

Finally, not even the randomness of wild surges should be allowed to ruin the story of an adventure. As ultimate storyteller & arbiter of the game, the DM can overrule any wild surge he deems too destructive to the adventure. If this happens, re-roll the dice to get a new result. In a case such as this, do not treat a wild surge as having no effect.

### Wild Magic Level Variation

True Level	Die Roll (1d20)																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>1</b>	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	0	0	+1	+1	+1	+1	+1
<b>2</b>	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	+1	+1	+1	+1	+1	+1
<b>3</b>	-2	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	+1	+1	+1	+1	+1	+1	+2
<b>4</b>	-2	-2	-1	-1	-1	-1	-1	-1	-1	0	0	0	+1	+1	+1	+1	+1	+1	+1	+2
<b>5</b>	-3	-2	-2	-1	-1	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+1	+1	+1	+2	+3
<b>6</b>	-3	-3	-2	-2	-1	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+1	+1	+2	+3	+3
<b>7</b>	-4	-3	-3	-2	-2	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+2	+2	+3	+3	+4
<b>8</b>	-4	-4	-3	-3	-2	-2	-1	-1	-1	0	0	+1	+1	+1	+2	+2	+3	+3	+4	+4
<b>9+</b>	-5	-4	-4	-3	-3	-2	-2	-1	-1	0	0	+1	+1	+2	+2	+3	+3	+4	+4	+5

This table gives a level variation for wild mages based on a 1d20 roll. "True level" is the caster's level. A **bold** result indicates a wild surge; consult Wild Surge Results, below.

### Wild Surge Results

d00	Wild Surge Table
01-33	Table A
34-66	Table B
67-99	Table C
00	Special

### Wild Surge Result Table A

- 01 - *Wall of force* appears in front of caster
- 02 - Caster smells like a skunk for spell duration
- 03 - Caster shoots forth eight nonpoisonous snakes from fingertips; snakes do not attack
- 04 - Caster's clothes itch (+2 penalty to initiative)
- 05 - Caster glows as per a *light* spell
- 06 - Spell effect has 60' radius centered on caster
- 07 - Next phrase spoken by caster becomes true, lasting 1 turn
- 08 - Caster's hair grows on foot in length
- 09 - Caster pivots 180 degrees
- 10 - A small explosion blackens the caster's face
- 11 - Caster develops allergy to his magical items; cannot control sneezing until all magical items are removed (allergy lasts 1d6 turns)
- 12 - Caster's head enlarges for 1d3 turns
- 13 - Caster reduces (reversed enlarge) for 1d3 turns
- 14 - Caster falls madly in love with target until a *remove curse* is cast
- 15 - Spell cannot be canceled at will by the caster
- 16 - Caster *polymorphs* randomly
- 17 - Colorful bubbles come out of caster's mouth instead of words (words are released when bubbles pop); spells with verbal components cannot be cast for 1 turn
- 18 - Reversed *tongues* affects all within 60 feet of caster
- 19 - *Wall of fire* encircles the caster
- 20 - Caster's feet enlarge, reducing movement to half and adding +4 penalty to initiative rolls for 1d3 turns
- 21 - Caster suffers same spell effect as target
- 22 - Caster *levitates* 20 feet for 1d4 turns
- 23 - *Cause fear* within a 60' radius centered on the caster; all in radius except caster must make saving throw
- 24 - Caster speaks in a squeaky voice for 1d6 days
- 25 - Caster gains X-ray vision for 1d6 rounds
- 26 - Caster ages 10 years
- 27 - *Silence, 15-foot radius* centers on caster
- 28 - 10' x 10' pit appears immediately in front of the caster, 5' deep per level of the caster
- 29 - *Reverse gravity* beneath caster's feet for 1 round
- 30 - Colored streamers pour from caster's fingertips
- 31 - Spell effect rebounds on caster
- 32 - Caster becomes invisible
- 33 - *Color spray* from caster's fingertips
- 34 - Stream of butterflies pours from caster's mouth
- 35 - Caster leaves monster-shaped footprints instead of his own until a *dispel magic* is cast
- 36 - 3 to 30 gems shoot from the caster's fingertips; each is worth 1d6 x 10gp

- 37 - Music fills the air
- 38 - *Create food and water*
- 39 - All normal fires within 60' of caster are extinguished
- 40 - One magical item within 30' of caster (randomly chosen) is permanently drained
- 41 - One normal item within 30' of caster (randomly chosen) becomes permanently magical
- 42 - All magical weapons within 30' of caster are increased by +2 for 1 turn
- 43 - Smoke trickles from the ears of all creatures within 60' of the caster for 1 turn
- 44 - *Dancing lights*
- 45 - All creatures within 30' of the caster, begins to hiccup (+1 to casting times, -1 to THAC0)
- 46 - All normal or secret doors, portcullises, etc. (including those locked or barred) within 60' of the caster swing open
- 47 - Caster and target exchange places
- 48 - Spell affects random target within 60' of caster
- 49 - Spell fails but is not wiped from caster's mind
- 50 - *Monster summoning II*
- 51 - Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns
- 52 - Deafening bang affects everyone within 60'; those who can hear must save vs. Spell or be stunned 1d3 rounds
- 53 - Caster & target exchange voices until *remove curse* cast
- 54 - *Gate* opens to a randomly chosen Outer Plane; 50% chance for extraplanar creature to appear
- 55 - Spell functions, but shrieks like a shrieker
- 56 - Spell effectiveness (range, duration, area of effect, damage, etc.) decreases by 50%
- 57 - Spell reversed, if reverse is possible
- 58 - Spell takes physical form as free-willed elemental & can't be controlled by caster; elemental remains for duration of spell & its touch causes spell effect (caster's THAC0)
- 59 - All weapons within 60' of the caster glow for 1d4 round
- 60 - Spell functions; any applicable saving throw is not allowed
- 61 - Spell appears to fail when cast, but occurs 1d4 rounds later
- 62 - All magical items within 60' of caster glow for 2d8 days
- 63 - Caster & target switch personalities for 2d10 rounds
- 64 - *Slow* spell centered on target
- 65 - Target *deluded*
- 66 - *Lightning bolt* shoots toward target
- 67 - Target *enlarged*
- 68 - *Darkness* centered on target
- 69 - *Plant growth* centered on target

- 70 - 1000lbs of nonliving matter within 10' of target *vanishes*
- 71 - *Fireball* centers on target
- 72 - Target turns to stone
- 73 - Spell is cast; material components and memory of spell are retained
- 74 - Everyone within 10' of caster receives benefit of a *heal*
- 75 - Target becomes dizzy for 2d4 rounds (-4 AC & THAC0, cannot cast spells)
- 76 - *Wall of fire* encircles target
- 77 - Target *levitates* 20 feet for 1d3 turns
- 78 - Target suffers *blindness*
- 79 - Target is charmed as per *charm monster*
- 80 - Target *forgets*
- 81 - Target's feet enlarge, reducing movement to half normal & adding +4 penalty to all initiative rolls for 1d3 turns
- 82 - Rust monster appears in front of target
- 83 - Target *polymorphs* randomly
- 84 - Target falls madly in love with caster until a *remove curse* is cast
- 85 - Target changes sex
- 86 - Small, black rain cloud forms over target
- 87 - *Stinking cloud* spell centers on target
- 88 - Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage
- 89 - The target begins to sneeze & is unable to cast spells for 1d6 rounds
- 90 - Spell effect has 60' radius centered on target (all within suffer the effect)
- 91 - Target's clothes itch (+2 penalty to initiative for 1d10 rounds)
- 92 - Target's race randomly changes until canceled by a *dispel magic*
- 93 - Target turns *ethereal* of 2d4 rounds
- 94 - Target *hastened*
- 95 - All cloth on target crumbles to dust
- 96 - Target sprouts leaves (no damage caused, can be pruned without harm)
- 97 - Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until *dispel magic* is cast
- 98 - Target changes color (canceled by *dispel magic*)
- 99 - Spell has minimum duration of 1 turn (e.g.: a *fireball* creates a ball of flame that remains for 1 turn, a *lightning bolt* bounces & continues, possibly rebounding, for 1 turn, etc.)
- 100 - Spell effectiveness (range, duration, area of effect, damage, etc.) increase 200%

### Wild Surge Result Table B

- 01 - Target slowed for 1 turn.
- 02 - Caster deluded (as per potion) for 1 round into believing spell functions as indicated.
- 03 - Caster is source of a double-force Gust of Wind.
- 04 - 20' radius Stinking Cloud as spell, centered on caster.
- 05 - Heavy rain falls for 1 round in 30' radius centered on the caster.
- 06 - Caster summons rhino, elephant, or large mouse - roll d3
- 07 - Lightning bolt as per wand of lightning.

- 08 - A stream of 600 large butterflies pour forth and flutter around for 2 rounds, blinding everyone, then disappear.
- 09 - The target, if within 30' of the caster, is enlarged.
- 10 - Darkness is cast in a 15' diameter hemisphere in a random direction 15' from the caster.
- 11 - Grass grows in a 100-square-foot area immediately in front of caster or existing grass grows 10x normal size.

- 12 - Vanish (as the spell) any non-living object of up to 1000lbs mass and up to 30 cubic-feet in size (the object becomes ethereal).
- 13 - Caster diminished to 1/12 normal size, as per potion.
- 14 - A *fireball*, as per wand of fireballs, is released.
- 15 - Invisibility covers the caster.
- 16 - Leaves grow from target if within 35' of the caster.
- 17 - 10-40 gems of 1gp base value shoot forth in a 20' long stream, causing 1HP damage each to any creature in their path.

Roll 5d4 for the number of hits on the target. Gems that miss go on to strike the being immediately behind the target, with hits determined as above, until all gems hit or the spell's range is reached.

18 - Shimmering colors dance and play over a 100-square-foot area in front of the caster; creatures therein are blinded for 1-6 rounds unless they save vs. spells (indicating they have left the area or closed their eyes).

19 - Flesh to stone (or the reverse, if the target is stone) is cast on the target, if within 20' of the caster.

20 - Caster shoots forth a web (as the 2<sup>nd</sup> level spell) & acts as one anchor point.

21 - Caster shocked as per shocking grasp cast at his level.

22 - Reverse gravity affects the target and all within a 20' radius (including caster, if close enough) for 2-5 rounds.

23 - *Tasha's uncontrollable hideous laughter* affects a random creature within a 100' radius of the caster.

24 - 800 small rubber balls (each 1" in diameter) rain down for 1d4 rounds within a 20' radius of the caster, causing all in the area to make a Dexterity check or trip & fall. The balls remain in the area, causing further checks at the start of each round of combat, until they are carried swept away.

25 - Caster summons large dove, rabbit, or iguana; roll d3

26 - An uncontrolled chain lightning centered on target of the spell begins. The lightning jumps randomly hitting anyone within the area of effect (including the caster & his allies). The spell is cast at the caster's current level.

27 - Target & caster are covered in liquid chocolate.

28 - Target is under the effect of a *haste* spell.

29 - Hold monster centered on target.

30 - Suds flow from the ground in a 60' radius around the caster for 2-5, at five cubic feet per round. The suds are either from soap (25%) or beer (75%).

31 - Target is polymorphed as per a wand of polymorphing into a random creature (01-75: DM selects any random-monster table & rolls thereon) or non-living item (76-00: DM selects any table from Appendix 1 in DMG & rolls thereon).

32 - Caster spins for 1d4 rounds & must make DEX check in order to move or act each round thereafter for 1d4 rounds.

33 - Caster healed for 1-8HP if wounded.

34 - Caster fires 2 magic missiles (as 1<sup>st</sup> level spell) that strike random targets.

35 - Target inflates like a balloon for 1d4 rounds and deflates for another 1d4. Only living material of up to 1000lbs is affected (the object will not float in the air).

36 - Caster's arm stretches out as a snake & bites the target for 2d6HP damage (treat as 6+4HD monster; max. range 60').

37 - Caster breathes fire as per a randomly determined potion of fire breathing (only one breath is allowed).

38 - Target is disintegrated as per the spell.

39 - Scare cast on target.

40 - Caster affected by an irritating rash for 1d4 rounds, reducing his Dexterity to 3.

41 - Darkness affects the target every other round for 1d8+2 rounds.

### Wild Surge Result Table C

01 - Caster permanently loses ability to cast one randomly chosen spell he's learned. (Spell can be relearned when he gains 1 experience level. *Restoration* will reverse effect.)

02 - The caster's tongue grows long enough to touch the tip of his/her nose. If the caster's tongue is already that long, the surge affects some other part of his/her body.

03 - An enormous cyclone picks up the target & his/her friends and takes them to Kansas (or some other boring, flat, wheat-filled spot on the Prime Material Plane).

04 - Caster & target must re-roll their highest statistic that is not a prime requisite (roll 4d6, tak3 highest 3). New ability score replaces old for 1d6 days.

05 - Caster and target are wounded by the surge of magical energy & suffer the effects of *cause serious wounds*.

06 - Green Slime rains over target for 1d4 rounds (creatures within 5' radius of target save vs. breath weapon or be hit).

07 - Advanced illusion of a fireball centered on caster.

08 - Caster's next spell cast as if he were a 1st-level caster.

09 - Caster bursts into flames, suffering 2d6HP of damage.

10 - Hostile creatures within 60' of the caster are restored to full hit points.

11 - Caster automatically memorizes his next wild surge, but forgets all surges so memorized.

12 - Caster's weapons flee from him/her as per *frisky chest*.

13 - Caster gains bat sense as per the spell but loses all forms of visual perception for one day.

14 - Next living creature touched by caster permanently gains 1d6 HPs. Caster permanently loses equal number of hit points.

42 - Fumble affects the target at twice normal duration.

43 - A randomly-chosen possession of the caster's begins to gripe about the treatment of it, loudly complaining about the bad working conditions, the lousy pay, the long working hours, etc. The condition lasts for 1d6 days per level of the spell cast by the wild mage.

44 - Caster summons buzzard, giraffe, large cat; roll d3

45 - A delayed blast fireball takes effect from the point of casting with a delay time of 5-50 combat phases.

46 - Caster & target exchange places, possessions, etc.

47 - Target confused as per spell.

48 - Mirror Image affects the target.

49 - The target begins to recite very bad poetry for 2d4 rounds, taking no other action unless attacked, as if requested to do so under a charm spell.

50 - A dust devil is summoned, & begins to attack a random target once per round within a 100' radius of the caster.

51 - Caster jumps in a random direction 1d3x60'. The caster can only jump 60' backwards.

52 - A force cage affects the target.

53 - The caster is affected by a strength spell.

54 - Target's weapon or other possession becomes a teddy bear, leg of mutton, ladle, or herring. If the target has no possessions, roll again.

55 - Caster's hands spew colorless slime in a cone 20' wide and 35' long, affecting the area as a grease spell.

56 - Fear or faerie fire affects the target.

57 - An incendiary cloud affects the target area.

58 - A chromatic orb affects the target (caster must roll to hit and the orb's color is determined randomly).

59 - Caster is affected as if by a philter of stammering & stuttering.

60 - A ray of enfeeblement affects the target.

61 - A pillow (25%), small table (50%), or anvil (25%) appear over the target's head. The pillow causes no damage; table causes 1-6HP damage; and the anvil causes 3-30HP damage, plus the target must make a Constitution check -4 or be knocked unconscious for 2d6 turns.

62 - The caster summons an ugly painting (25%), bellows (25%), or a storm giant's boot (50%).

63 - Target affected as if hit by a ring of the ram.

64 - 2d3 cream puffs fly from caster's hands toward target.

65 - Target imbued with improved invisibility.

66 - Fascinate affects any creature that focuses on the caster.

67 - Target's nose grows 10x its normal size for 2d3 rounds.

68 - Target is affected as per potion of gaseous form.

69 - Caster levitates uncontrollably, heading upward until the spell duration (cast at his level) is reached, then falls.

70 - *Evard's black tentacles* take effect centered on the target.

71 - Caster is affected by stoneskin.

72 - Caster summons a leprechaun.

73 - A randomly chosen item on the target's person sprouts wings and attacks another enemy target for 2-3 rounds as a 6+4HD creature. Only small hand-held objects are so affected. See animate object.

15 - Caster must save versus breath weapon or find his/her lungs filled with water. If the saving throw is failed, the caster can do nothing but cough & sputter for 1d4 rounds.

16 - Caster bursts into flames for 1d4 rounds. Any creature within 10' of the caster suffers 2d6HPs of fire damage, creatures touching the caster suffer 3d6HPs of fire damage. The caster is unharmed, but belongings must save versus magical fire or burn.

17 - Caster (and all others in surge's area of effect) is encased in 10' cube of lime Jell-O. Creatures so encased must make a Dexterity check to escape the cube (roll each round until the check is successful, or pass out in 3 rounds from suffocation).

18 - Target bursts into flames, suffering 2d6HP of damage.

19 - All creatures slain by caster during previous day rise up as free-willed undead and attempt to destroy him/her. The undead possess all of their original abilities & skills, and need no food/sleep. If caster slain, undead created by surge turn to ash.

20 - Caster and target must re-roll their CON (roll 4d6 taking highest 3 dice). New ability score replaces old for 1d6 days.

21 - Confusion centered on caster.

22 - The target is pinned to the ground by magical chains. The target may break free of the chains with a successful bend bars/lift gates roll made at -40% penalty. The chains (AC -4) may also be broken by inflicting 100HP of damage upon them or through a successful dispel magic.

23 - The ground between the caster and target becomes molten lava. All creatures touching the 5' wide strip of lava must make a Dexterity check to avoid the lava (roll each round until the check is successful). Creatures who fail check suffer 3d6 hit points of fire damage per round.

74 - Caster jerks uncontrollably for 2-4 rounds, then a hypnotic pattern appears, affecting all within range who gaze upon it.

75 - A cone of cold affects the target area causing double the normal amount of damage.

76 - All magical weapons within 30' radius of the caster lose their magic powers for 2 rounds.

77 - The first 4 notes of Beethoven's Fifth Symphony echo through the air. All creatures within hearing range hostile to the caster must make a morale check.

78 - *Firefinger* shoots from each of the caster's fingers.

79 - All moving creatures within 60' of caster must save vs. spell or trip & fall, unable to regain their feet until the following round.

80 - All glass or crystal objects within 30' of the caster, shatter. Magic items receive saving throw vs. disintegration to avoid the effect.

81 - No one (except the caster) can hear the caster for 1d6 rounds. Spells with verbal components may still be cast. Caster can hear normally.

82 - Sudden, drastic change in local weather conditions for 1d10 hours. Can include snow falling in the desert, etc.

83 - Spell works normally but is not wiped from the caster's mind. Material components are consumed.

84 - Monster Summoning III.

85 - Blinding light emanates from the caster. All creatures looking in that direction are blinded for 1d6 rounds.

86 - A watermelon appears in the caster's hands.

87 - Personal Magnetism centered on caster.

88 - All creatures hostile to the caster in a 60' radius are duplicated, including non-magical possessions, etc.

89 - All creatures in a 60' radius hostile to the caster are paralyzed for 1d8 rounds (saving throw vs. paralysis negates).

90 - Spell works as normal, but area of effect is doubled. Caster may choose to retarget the spell before it goes off.

91 - 1d6 chickens appear at caster's feet & run away

92 - Caster can automatically identify 1 item in next 24 hours with a 100% chance of success. Spell need not be memorized, & does not count against the caster's spells for that day.

93 - All weapons within 60' of the caster sing a shrill note for one round.

94 - Spell functions; all saves made at +2.

95 - Spell appears to fail when cast, but will go off when the caster uses another spell.

96 - All magic items within 60' of the caster wiggle when touched for 1d8 days.

97 - Caster forgets all memorized spells. After 1d6 rounds, the spells return.

98 - *Haste* spell centered on caster.

99 - *Feign Death* centered on target.

100 - All weapons within 60' of the caster are effected by *enchant weapon* spell.

24 - An enormous cyclone picks up the caster and his/her friends and takes them to Kansas (or some other boring, flat, wheat-filled spot in the Prime material plane).

25 - Surge opens a conduit to the Astral Plane, which pulls in all creatures within 15' radius & closes 1d4 rounds later.

26 - The ground beneath the caster opens up & swallows him to the neck.

27 - All creatures within 60' of the caster save versus spell or forget (as 2<sup>nd</sup> level wizard spell).

28 - The ground opens up & swallows target to the neck.

29 - All gold in the caster's possession turns to water.

30 - The caster's feet are changed to 2 left feet or 2 right feet for 1 day. Caster's Movement Rate is halved for duration.

31 - The magical surge causes all charged magical items in a 100' radius to expend a single charge, effecting a random target within range of the item.

32 - Target must save versus breath weapon or find his/her lungs filled with water. If the saving throw is failed, the target can do nothing but cough and sputter for 1d4 rounds.

33 - Caster pinned to ground by magical chains. Caster may break free of chains with successful bend bars/lift gates roll with -40% penalty. Chains (-4AC) may be broken by causing 100HP of damage on them or with successful dispel magic.

34 - Caster's next spell is cast at 1d4 levels lower than previously determined on Level Variation table.

35 - Some part of the caster becomes permanently invisible (hand, ear, toes, etc.) Dispel magic will reverse the effect.

36 - Target's weapons flee from him as per *frisky chest*.

37 - All creatures in a 30' radius sphere centered on caster become invisible.

- 38 - Target sprouts wings and can fly at MR 24.
- 39 - The ground in a 10' radius beneath the target becomes slippery as if a grease spell had been cast.
- 40 - The wild surge triggers the casting of another memorized spell (randomly determined).
- 41 - 1d100 pieces of gold hail down in 30' radius centered on the caster. Creatures within the area must make saving throw vs. paralysis to escape the area of effect or suffer 1d6HPs of damage from the falling coins.
- 42 - All water within 60' of caster turns to wine. Drink up.
- 43 - A free willed simulacrum of caster appears 3' in front of the caster. The simulacrum has 65% of the caster's knowledge & abilities, & is ½ the caster's level (round up).
- 44 - All creatures that are within 360' of the caster, teleport randomly without error to a position not more than 360' away from caster.
- 45 - Caster gains a familiar if he/she doesn't already have one. It will appear within 1d4 hours.
- 46 - Continual Cold spell takes effect in a random area within 100' of the caster.
- 47 - A geyser erupts midway between caster and target. Anyone within 10' suffers 2d6 in damage from boiling water unless a successful save vs. breath weapon is made.
- 48 - *Continual darkness* spell takes effect in a random area within 50' of the caster.
- 49 - A 180' diameter hemisphere centered between the target & the caster is filled with dense fog, cutting visibility to 1' within the region.
- 50 - An enormous glitter-covered ball appears in midair, the words & music from *Staying Alive* are heard loudly, and the caster & target uncontrollably dance disco for next 2 rounds.
- 51 - *Continual Heat* affects a random area within 100' of the caster.
- 52 - Target is affected by the statue spell.
- 53 - The caster's eyes become vertically slit like a cat's. The caster gains 120' infravision, but loses 1 point of Charisma permanently. If the caster has cat-eyes already, they revert to normal & all infravision is permanently lost.
- 54 - Caster grows fangs like a vampire. Fangs enable him to deliver a bite attack for 1d3 points of damage, but reduces caster's Charisma (base score) by 1. *Cure disease* or painful, physical extraction can remove fangs. If caster has fangs already, rolling this surge again removes them.
- 55 - Target is affected by the wraithform spell.
- 56 - Caster and friends are teleported without error to the next place named.
- 57 - Caster is affected by the statue spell.
- 58 - The caster's fingernails grow to 12" in length.
- 59 - Next time caster utters any of the following words: "Blind", "Kill", or "Stun". They act as power word spells taking effect on a random target with the normal range of the spell (caster included in the random target determination).
- 60 - Advanced illusion of a wall of fire surrounds caster.
- 61 - Caster must save versus spell or suffer lycanthropy (lycanthropy type is chosen to match caster's alignment as closely as possible). If the caster is already infected with lycanthropy, this surge removes the disease.
- 62 - Caster's teeth turn into a white, unbreakable stone. He/she can chew through just about anything (including soft metals), can bite to attack for 1d3 damage, and never gets a cavity again.
- 63 - All creatures within 360' of caster are turned to face west.
- 64 - Caster permanently gains infravision 60'. If the caster already has infravision, it is permanently lost.
- 65 - All creatures in a 15' radius receive a heal spell.
- 66 - Target sealed in an extra-dimensional pocket (as per rope trick) for the duration of spell (to a minimum of 2d4 rounds).
- 67 - All spells cast by the caster during the next 24 hours will generate a wild surge.
- 68 - Target is replicated if possible (artifacts, relics, and god-like creatures are not replicated).
- 69 - Caster gains +1 bonus to saving throws for next 24 hours
- 70 - Target's next attack results in a critical hit.
- 71 - Caster & target must re-roll their lowest statistic (roll 4d6 taking the highest 3 dice) The change is permanent unless reversed by a *wish* or similar magic.
- 72 - Caster's clothes change color to match surroundings for the next turn. The effect makes him/her harder to hit. Melee attacks against the caster are made at a -2 penalty & missile attacks at -4.
- 73 - The target suffers 1d4 critical strikes from the spell with maximum severity. If a critical strike is not normally applicable, randomly roll strikes from the critical strike tables.
- 74 - Caster & target effected by etherealness for 1d4 rounds.
- 75 - A simulacrum of the caster appears in caster's place, and the caster is teleported randomly out of sight (no further away than necessary); the simulacrum is under the caster's control.
- 76 - All lead in the caster's possession turns to gold.
- 77 - Caster is affected by the wraithform spell.
- 78 - Caster's next spell is cast at 1d4 levels higher than previously determined on Wild Magic Level Variation table.
- 79 - The target gains an aura which causes fear in all opponents (save vs. paralyzation applicable) lasting for 1 turn. (If target an object, all those gazing at object are so affected).
- 80 - Caster's skin turns to steel, giving him/her a base AC 0 (cumulative with other armor) for 1d6 rounds.
- 81 - Target's skin turns to steel, giving him/her a base AC 0 (cumulative with other armor) for 1d6 rounds.
- 82 - Caster's eyes continuously change color, acting as a hypnotic pattern to all within 5' who can see the caster's face. The caster retains the color shifting eyes for 1 day.
- 83 - A stream of beer shoots forth from the caster's fingertips for 1d3 rounds.
- 84 - Caster gains 1000 experience points, and generates another wild surge. Roll again.
- 85 - Caster summons a griffon, unicorn, pegasus, or other fantastic animal to serve as a steed. The steed will appear in 1d8 days. Roll again.
- 86 - Target's HPs are raised to max for his/her HD. Roll again.
- 87 - The caster's clothes are changed into the uniform of a star fleet captain. None of the characters understand, but the caster's Charisma is increased by 1 while in uniform. (The uniform may not be duplicated, as the material is unknown).
- 88 - Caster gains the Midas touch. Anything smaller than the caster that caster lays hands on in the next 1d3 rounds turns permanently to gold (melee attack required to touch an unwilling opponent, and saving throw vs. spell applicable).
- 89 - Caster's HPs are raised to max for his HD. HPs above caster's normal max are temporary but last until caster loses them through wounding or other means.
- 90 - Caster's next physical attack results in a critical hit.
- 91 - Next living creature touched by caster permanently loses 1d6HPs. Caster permanently gains the same number of HPs.
- 92 - Hostile creatures within 60' of caster must save versus death or explode violently.
- 93 - Target is protected by spell turning for the next turn.
- 94 - All of caster's ability scores raised to 18 for 1 hour.
- 95 - Caster's next spell cast at 30<sup>th</sup> level.
- 96 - All slain creatures within 60' of caster receive *raise dead*.
- 97 - Nearest dead body within 180' of the caster rises as a juju zombie under the control of the caster.
- 98 - Caster is protected by spell turning for the next turn.
- 99 - 5' circle of vegetation grows around caster's feet: Roll a d4: 1 - mushrooms; 2 - flowers; 3 - thorns; 4 - poison ivy.
- 100 - Caster casts wizard spell of his choice of 8<sup>th</sup> level or less, no components necessary, casting time 1, in addition to the spell just cast. (Give player 10 seconds to decide on spell. If player does not decide within time, extra spell lost).

Stalker (Ranger Kit)

At first glance, this soft-spoken, rather nondescript character seems hopelessly out of place in an adventuring party, looking instead like a town dweller that's wandered into the wilderness by mistake. But the drab demeanor is only a facade, concealing keen senses, a shrewd mind, and remarkable insight. Only his closest friends realize the extent of his expertise in intelligence gathering. And that's just the way he likes it.

Stalkers serve as spies, informants, and interrogators. Unlike other rangers, Stalkers are comfortable in both wilderness & urban settings. A Stalker may covertly observe a bandit camp to inventory their supplies & hostages, or eavesdrop in the corridors of an evil wizard's castle. A few innocuous questions enable him to distinguish friend from foe, and fact from fiction. His mastery of stealth makes him a deadly opponent.

**Requirements:** It's tough being a ranger, of any type. The requirements are high, among the most demanding of any character class. A Stalker not only needs to meet the requirements of the regular ranger (Strength 13, Dexterity 13, Constitution 14, & Wisdom 14) but must also have a minimum Intelligence score of 14. Stalkers must be human.

**Primary Terrain:** Any; in addition, the Stalker's primary terrain can be Urban (see Special Benefits).

Though rangers work well in all types of outdoor settings, most of them have 1 particular environment with which they are exceptionally familiar & feel especially comfortable. This environment, called the *primary terrain*, may be similar to the area where the ranger grew up, received his training, or currently calls home. A ranger operates best in his primary terrain, thanks to his intimate knowledge of this type of setting.

A ranger's primary terrain has no particular function in & of itself. Rather, it's used to generate special benefits & other variables described elsewhere in this book. A ranger's primary terrain also helps determine his species enemy & followers.

The concept of primary terrain presumes that similar survival techniques, modes of transportation, flora & fauna, and physical features prevail in similar environments, regardless of where in the world they're located. Therefore, primary terrain doesn't refer to a particular area, such as the High Moor of the Forgotten Realms setting, but to a general category of terrain, such as swamp or mountains. Conceivably, any combination of geographical features & climate could serve as a primary terrain, but for convenience, we'll confine the possibilities to 9 general types:

**Aquatic** - This terrain type includes all areas consisting primarily of water, such as lakes, oceans, and rivers. At the DM's discretion, this category may also include islands & coastal regions.

**Arctic** - This includes any region covered with ice & snow where temperatures rarely rise above 0°. The North Pole is a good example of arctic terrain.

**Desert** - This includes any barren, flat areas covered with sand or hard-packed earth. Desert climates are extremely dry & hot, with daytime temperatures commonly in excess of 100°, followed by much colder nights. Vegetation is usually sparse, with special adaptations. Much of a desert may be unsettled or unexplored.

**Forest** - This category comprises any woodland areas in temperate climates. At the DM's option, subarctic & subtropical climates may also be included. Forests abound with a variety of animal species, and vegetation flourishes. Not surprisingly, Forest is the primary terrain of choice for the majority of rangers.

**Hill** - These are highlands, often wild & rough, which may or may not be forested. They usually form an intermediate zone between lowlands, such as Plains or Desert, and the highest lands, which are Mountain terrain.

**Jungle** - These are tropical lands (including rain forests) overgrown with dense vegetation & trees, and teeming with animal life. Such regions are often hot, humid, and hostile to civilization.

**Mountain** - This category includes terrain consisting of high rocky peaks, typically 4000' or more above sea level, with sparse vegetation, severe slopes, and jagged cliffs. Subtropical to subarctic climates are typical, though a wide range of temperatures is possible.

**Plains** - These are flat areas with stretches of low rolling land, including pastures, meadows, fields, and farmlands. Grazing animals are common here. Such regions are usually covered with grasses or scrub vegetation & are usually temperate in climate.

**Swamp** - This includes bogs, marshes, and other low elevation areas with standing water or waterlogged soil. Many species of reptiles, birds, and insects live in these regions. Vegetation grows in abundance. The climate may be oppressively hot & humid or cold & misty.

An ambitious DM may wish to define these primary terrain categories more precisely. Instead of a general Aquatic primary terrain category, he may include both Freshwater Aquatic & Saltwater Aquatic, or distinguish them further by designating Temperate Freshwater Aquatic, Tropical Freshwater Aquatic, and so on. In such cases, the DM will need to adjust the primary terrain references; for instance, creating his own Freshwater Aquatic Species Enemy Table.

For most campaigns, however, the 9 categories listed above should suffice. Though obvious differences exist, say, between saltwater & freshwater settings, a ranger's associated skills - the ability to swim, an understanding of aquatic ecology, a familiarity with water-breathing creatures - are applicable to both. Hence, a ranger whose primary terrain is Aquatic is presumably comfortable in a variety of watery environments.

The player chooses his ranger's primary terrain as part of the character creation procedure, subject to the DM's approval. Each ranger has only 1 primary terrain. Because the primary terrain reflects many years, perhaps a lifetime, of exposure to a particular environment, the primary terrain never changes. In exceptional campaign circumstances, however, the DM may allow a ranger to discard an old primary terrain & choose a new one; for instance, if a ranger whose primary terrain is Forest spends a few decades exploring the Great Glacier, his primary terrain may become Arctic. But as a rule, the primary terrain remains constant throughout a ranger's career.

In most cases, the choice of the primary terrain will be obvious, as it usually derives from the ranger's background. It will be similar to the area where the ranger was raised, or the region where he's spent most of his life. The primary terrain of a ranger who grew up in the barren wastelands of the Sea of Dust would probably be Desert. A ranger trained to oversee a private hunting reserve in the Wendle Wood would probably have Forest as his primary terrain.

A ranger's primary terrain can be randomly rolled on the table below. The results are subject to the approval of the DM.

Random Primary Terrain

D100 Roll	Primary Terrain	D100 Roll	Primary Terrain	D100 Roll	Primary Terrain
01-04	Aquatic	11-50	Forest	76-85	Mountain
05-06	Arctic	51-65	Hill	86-95	Plain
07-10	Desert	66-75	Jungle	96-00	Swamp

Once the ranger has a primary terrain, it can be used as a basis for developing the character's personal history. If the primary terrain is Arctic, for example, consider how the ranger might have become familiar with such an extreme environment. Did the king hire the ranger to oversee a seal refuge? Abandoned in the Great Glacier as a youth when his explorer parents were killed by a polar bear? Accepted as an apprentice by a famous white dragon hunter? Let your imagination soar!

Primary Terrain Specialization

As an option, a ranger may be allowed to specialize in his primary terrain. This confers a +2 bonus when tracking in that terrain, a +2 bonus when training animals from that terrain, a general +2 bonus on any proficiency check associated with that terrain, and an additional -2 penalty to anyone trying to track the ranger through his primary terrain. On the other hand, the terrain-specialized ranger has a -2 penalty in all terrains except the one in which he is specialized. This specialization in terrain does not cost any proficiency slots. The ranger cannot specialize in more than 1 type of terrain.

**Role:** Stalkers tend to be introspective & reflective, valuing intellect over physical prowess. They avoid drawing attention to themselves, seldom speaking unless directly addressed, then responding succinctly & without elaboration. They avoid small talk & socializing, instead preferring the company of a good book or an hour spent examining an unusual footprint. Stalkers tend to suppress their emotions so their decisions aren't colored by what they consider to be irrelevancies.

Though most people respect Stalkers, they are also wary of them. The Stalker's stealthiness & secrecy make many people uneasy, as these are traits usually associated with thieves & sneaks. But Stalkers value honor as much as any ranger and nobles rarely hesitate to hire one in times of crisis. A hired Stalker can be trusted to focus on the job at hand, complete it efficiently, make his report, and then go his own way without comment.

Adventuring parties often hire Stalkers on retainer, though occasionally, a Stalker will join a party with no assurance of monetary reward if the adventure presents an intriguing challenge. Stalkers rarely are party leaders, though they express their opinions freely when invited to do so. In combat, most Stalkers are brave but cautious, waiting for tactical opportunities to present themselves rather than charging into the fray. They prefer to surprise their opponents, striking silently & quickly.

Secondary Skills: Any.

**Weapon Proficiencies:** Stalkers become proficient only with weapons they can easily conceal. Their weapon proficiencies are limited to blowgun, dagger, dart, knife, short sword, staff, and sling. *Optional:* garrote, rapier (walking stick), and stiletto.

**Non-weapon Proficiencies:** *Bonus:* Alertness, Camouflage. *Recommended:* Blind-fighting, Etiquette, Modern Languages, Persuasion, Signaling, Trail Marking, Trail Signs.

**Armor/Equipment:** A Stalker prefers to carry no more gear than he can comfortably strap to his back. He wears well made but unpretentious clothing, similar to that of a laborer or peasant, which allows him to blend in with crowds. Though he can wear any type of armor (see Special Benefits) he favors leather. Stalkers almost never carry shields, finding them awkward & restrictive.

At the beginning of his career, a Stalker receives a free "terrain suit". The terrain suit corresponds to his primary terrain (night black for Urban). Made of lightweight material, usually fine linen or silk, the terrain suit consists of a long-sleeved shirt or blouse and long trousers, dyed in various colors to help the wearer blend in with his surroundings. Styles include

arctic (colored solid white), sand (mottled patches of various shades of brown, for desert & similarly sandy terrain), woodland (patterns of green & brown, for forests & jungles), and urban (black). A terrain suit must be precisely made & fitted to the person to wear it. Stalkers wear it most commonly, though some individual tribes & groups of warriors, woodsmen, or thieves use them, too. (As a rule of thumb, terrain suits should be slightly more common than elven chain mail.) A terrain suit gives the same advantages as the Camouflage proficiency when worn in the appropriate terrain, using a base Wisdom rating of 14. A character wearing a terrain suit with the Camouflage proficiency uses his Wisdom (or 14, whichever is higher) with an additional +1 bonus.

**Species Enemy:** Any. Optionally, the Stalker can declare a specific thieves' guild or assassin's guild as his enemy.

**Followers:** Because a Stalker prefers to work unhampered, his followers are limited in number, species, and size. Though he receives a career total of 2d6 followers like other rangers, a Stalker has only 1 follower at a time. A new follower won't appear until the Stalker's current follower dies or is dismissed. A Stalker won't acquire a new follower even if he releases his current follower or arranges for its care elsewhere; he must sever all ties with the old follower before another will arrive.

A Stalker never accepts human or demihuman followers. Nor will he accept followers whose intelligence compares favorably with that of humans, such as pixies or aarakocra, as he fears such beings are undependable & may cause unnecessary distractions. Because he wishes to minimize the chances of attracting attention, all animal followers must be less than 4' tall (size S or T).

**Special Benefits:**

*Tracking:* A Stalker has normal ranger tracking abilities in outdoor land settings. In addition, he has full (not half) tracking capabilities in urban settings.

Thanks to his keen senses & thorough understanding of animal behavior, the ranger is an expert tracker. He reads an impression in the mud or a bend in a twig like words on a printed page. He can determine the identity of his quarry & how fast it was traveling by the depth of a footprint. He can tell the size of a slug from the trail of slime it left behind. He can track an orc in the darkest forest, a rabbit through the thickest jungle, an escaped convict across the most desolate mountain range.

A ranger's tracking skills apply to characters as well as creatures, and to underground & interior settings as well as all types of outdoor environments. His tracking skills are inherent; that is, he receives the Tracking non-weapon proficiency automatically at the outset of his career, expending no proficiency slots.

A ranger can't just track anything, any time he likes. In order to track a particular quarry, the following conditions must be met:

**1. The quarry must be capable of leaving a physical trail.** Elements of a trail may include footprints, bent twigs, waste matter, or any other physical signs that a ranger can follow. Certain categories of creatures - including swimming and flying creatures, small insects, and ghosts & other non-corporeal creatures - seldom leave physical evidence of their passage. In most cases, such creatures can't be tracked. However, since tracking involves all the senses, not just sight, it's possible that the aroma of burning metal might linger after the passage of a particular spectre, or a ghost might reveal itself by its eerie voice, heard faintly in the distance. Still, only the most skilled rangers are capable of following trails devoid of physical evidence, and the DM should allow such tracking in only the rarest of circumstances.

**2. The ranger must be able to find the trail.** If the trail is outdoors, the ranger must actually see the creature (he spots a fox darting into the brush), notice obvious signs of his quarry (such as footprints or droppings), or hear reliable reports of the quarry's whereabouts ("Looking for that old silver dragon? She likes to drink from the pond by the twin palm trees."). If the trail is indoors, the ranger himself must have seen the quarry within the last 30 minutes, and begin tracking from the location where the quarry was last seen. As always, the DM is the final arbiter as to whether the ranger has enough evidence to enable him to track the quarry.

If the above conditions are met, the ranger can attempt to trail the quarry by making a Tracking check, using his Tracking score. The base Tracking score is equivalent to the ranger's Wisdom. Consult the following Tables for other relevant modifiers.

**Terrain Tracking Modifiers**

Terrain (use only one)	Modifier
Fresh snow (clearly outlined footprints)	+6
Soft or muddy ground, loose dirt floor (good impressions of prints, but not as defined as fresh snow)	+4
Thick brush, dense jungle (broken branches, crushed weeds)	+3
Forests, fields, dusty indoor area (occasional marks of passage)	+2
Normal ground, wood floor, plains with sparse vegetation (infrequent marks of passage)	0
Desert, dry sand	-2
Swamp (spongy surface but little mud for prints, much vegetation)	-5
Rocky terrain, solid ice, stone floors, shallow water (prohibits all but the most minute signs of passage)	-10

**Illumination Modifiers**

Illumination (use only one)	Modifier
Good illumination, sunny day; continual light or equivalent indoors	0
Twilight, light fog, snow, single torch in dark interior of building	-3
Night with full moon, day with moderate fog	-6
Overcast night with no moon, dense fog, blizzard, blowing sand	-10

**Special Tracking Modifiers**

Situation (use all applicable)	Modifier
Every 2 creatures in group being tracked	+1
Every 3 experience levels (round down) of the ranger	+1
Each additional tracker assisting ranger (use the score of the best tracker)*	+1
Animal follower assists in tracking**	+1
Trail is in specialized ranger's primary terrain	+2
Every 12 hours since trail was made	-1
Every hour of rain, snow, or sleet since trail was made	-5
Creature being tracked attempts to hide trail (covering footprints, detouring into stream, passing through secret door)	-5
Specialized ranger being tracked in his primary terrain attempts to hide trail	-2

\* Total bonus for assistance is limited to ranger level bonus; i.e. +1 per 3 levels.

\*\* The animal follower does not count as an additional tracker for purposes of the previous bonus.

If the modified Tracking score is 0 or less, the ranger is unable to track the quarry in question.

If the modified Tracking score is greater than 0, the ranger makes a Tracking check by rolling 1d20. If the roll exceeds the ranger's tracking score, or if the roll is 20, the check fails & no trail has been found. If the roll is less than or equal to the ranger's Tracking score, the ranger has found the quarry's trail & may begin to follow it.

**Interrupted Tracking**

Once a ranger has found the trail, he may track the quarry indefinitely until any of the following situations occur:

**The ranger moves too fast.** The ranger must move slower than his normal movement rate in order to stay alert for signs of the trail. His movement rate limit depends on his modified Tracking score, as shown in the Table below.

**Movement While Tracking**

Modified Tracking Score	Movement Rate Limit
1-6	1/4 normal
7-14	1/2 normal
15+	3/4 normal

Should the ranger exceed the movement rate in the Table - for instance, if a monster abruptly ambushes him and he's forced to run - he loses the trail.

**The modifiers change.** If the trail leads to a new terrain type, night falls, or any other change occurs that requires a new Tracking modifier, the ranger loses the trail. The new conditions may dictate the use of modifiers reflecting a trail that is easier to follow, not more difficult, and DMs should consider applying a bonus in such conditions. Nevertheless, the new roll must still be made.

**A second track crosses the first.** Crossed trails mingle the physical signs of each, making tracking difficult. The DM determines if such a situation exists. If so, the ranger's efforts fail. (If the ranger wishes to continue tracking, as described below, he must decide which of the crossed trails to follow.)

**The ranger becomes distracted.** An attack from a monster may interrupt the ranger's progress. Further, the ranger may intentionally choose to stop if he needs to rest, eat, or hold a discussion with his companions. Any of these interruptions qualifies as a distraction.

When any of these conditions occur, the ranger loses the trail. To continue tracking the quarry, he must spend at least an hour exploring the immediate area for new signs of the trail. After an hour of searching, he makes a new Tracking check, based on a Tracking score calculated from the new conditions (if the illumination has changed from daylight to twilight, he must now modify his Tracking score by -3). If other trackers assist the ranger, modify the tracking check by +1 per assistant; add the bonus to the Tracking score of the most adept tracker. This bonus is limited to +1 per 3 levels of the ranger (round up). If the check succeeds, the ranger may continue following the trail as before. If he fails the check, he has lost the trail for good.

#### Identification Check

By noticing details that other characters might overlook - the depth of a footprint, the thickness of a snapped branch, a hair caught in barbed bush - the ranger can deduce a sizeable amount of information about his quarry. The more skilled the ranger, the more information he deduces.

Whenever a ranger makes a successful Tracking check, he may then attempt an Identification check. The Identification check uses the same score & modifiers as the Tracking check; essentially, the Identification check is a second Tracking check.

If the Identification check is successful, the DM provides the ranger with some information about the quarry based on the guidelines in the Table below. The ranger's experience level determines the type of information he receives. The information is cumulative; that is, a 6<sup>th</sup> level ranger who makes a successful Identification check receives all types of information available to rangers of level 6 & below.

The DM provides only general information, not exact details. At his discretion, the DM may give more precise or less specific information than suggested in the Table. The information may be ambiguous. (I.e. "The tracks resemble those of a large bird, though they could have been made by some sort of reptilian creature.") But the DM shouldn't intentionally mislead the ranger (for instance, by telling him the tracks were definitely made by a bird when, in fact, a reptile made them). The parenthetical comments in the Table indicate how a DM might respond to a ranger studying tracks that were made by a pair of juvenile red dragons, each with a human rider.

#### Check Results

Ranger Level	Information Received
1-2	General type of creature ( <i>"A dragon or other large reptilian creature."</i> )
3-4	Specific type of creature and where it was heading ( <i>"Some kind of dragon, probably red. It appears to have been headed to the mountains to the north."</i> )
5-6	Probable number of creatures ( <i>"Looks like two of them."</i> )
7	Approximate size and/or age ( <i>"From the length of the prints, the dragons were probably juveniles."</i> )
8	Pace of creatures ( <i>"There's no indication of haste; they were probably taking their time."</i> )
9	How recently the trail was made ( <i>"The tracks were made within the last 3 or 4 hours."</i> )
10+	Special conditions of creatures: wounded or healthy, mounts, etc. ( <i>"The unusual depth of the prints &amp; the space between steps indicates the dragons had riders. A tiny scrap of cloth is similar to the material worn by soldiers in this area. The riders were probably human."</i> )

#### Covering Movement

Not only is the ranger able to track the movement of others, he's also adept at concealing his own trail. If a ranger moves at half his normal movement rate, he may cover his footprints, avoid snapping twigs, and execute similar actions necessary to conceal his trail. When other characters, rangers included, attempt to track a ranger who has concealed his trail, they do so at a -5 penalty to their Tracking scores. (If a terrain-specialized ranger concealed his trail while moving through his primary terrain, others suffer a -7 penalty to their Tracking scores.)

#### Stealth Abilities:

- A Stalker has a +10% bonus to his base chance to hide in shadows/hide in natural surroundings & a +10% bonus to his chances to move silently.
- A Stalker has the full (not half) chance for success when attempting to hide in shadows or move silently in urban settings or in non-natural constructions such as crypts or dungeons.
- Stalkers can hide in shadows & move silently when wearing armor of AC 6 or less.
- When a Stalker successfully uses his move silently ability to sneak up on an opponent to surprise him, the opponent suffers a -3 penalty to his surprise roll. The Stalker must be 90' or more from party members without similar silent movement abilities.

**Interrogation:** When interrogating (as per NWP) an NPC for any reason, a Stalker can acquire special knowledge about the NPC in one (but not both) of the following ways:

- By making a successful Intelligence check (use half the Intelligence score, rounded up), the Stalker can determine the general alignment of the NPC. If successful, the Stalker learns the good-evil component of the NPC's alignment (good, neutral, or evil).
- The Stalker can ascertain the NPC's honesty. The DM secretly makes an Intelligence check for the Stalker. If the check fails, the DM tells the Stalker nothing about the honesty of the NPC. The Stalker must make up his own mind about the NPC's reliability based on the NPC's responses.

If the check succeeds & the NPC is being honest with the Stalker, the DM tells the Stalker that the NPC is telling the truth to the best of his knowledge. A successful check in no way compels the NPC to reveal any information to the Stalker. The NPC may refuse to cooperate, but the Stalker is assured of the truthfulness of anything that the NPC decides to share (note that the NPC may still pass along unreliable information that he believes to be true).

If the check succeeds, and the NPC is being dishonest with the Stalker, the DM tells the Stalker that the NPC may be lying. It's up to the Stalker to separate the truth from the lies; a successful check only tells him that he shouldn't take everything the NPC says at face value.

**Photographic Memory:** When a Stalker reaches 10<sup>th</sup> level, he acquires a limited photographic memory, enabling him to recall details about anything he's seen or heard since achieving 10<sup>th</sup> level. He can recall a fragment of a conversation, conjure up a mental image of a place he's visited, or remember words on a printed page. To use this ability, the DM secretly makes an Intelligence check for the Stalker, with a -2 penalty. If the roll fails, the memory is too vague to be of any use to the Stalker. If the roll succeeds, the DM tells the Stalker what he wishes to remember. If the roll is a natural 20, the DM gives the Stalker intentionally misleading information about whatever he's trying to remember (a room, for instance, is incorrectly recalled as having a locked window or mysterious claw marks on the walls). Because of the mental stress involved, this ability can be used only once per day.

**Special Hindrances:** Neither lawbreakers nor outlaws appreciate snoops. Typically, the harshest possible penalties are reserved for captured Stalkers. Should a band of orcs or goblins realize that a Stalker is in their midst, they're likely to chase him down & beat him mercilessly. A Stalker caught lurking in private residence will probably be prosecuted to the fullest extent of the law. An otherwise friendly NPC may be less likely to cooperate with the party if he recognizes one of the members as a Stalker.

#### New Spells

##### First-Level Spells

##### Allergy Field (Alteration)

Sphere: Plant                      Range: 10 yards/level                      Components: V, S, M                      Duration: 3 rounds + 1 round/level  
Casting Time: 4                      Area of Effect: 5'/level cube                      Saving Throw: Neg.

This spell causes characters entering the affected area to suffer extreme allergic reactions. It may be cast on any field, meadow, forest, or other outdoor area with an abundance of plant life, causing the plants to produce pollen, antigens, or similar allergens. Characters coming in contact with the affected area who fail their saving throws vs. spell, experience swelling of the eyes, fits of sneezing, and dull headaches for the next 2-5 (1d4+1) turns. During that time, they make all attack rolls & ability checks at a -1 penalty. The spell affects a cubic volume whose sides are 5' long per level of the caster; thus, a 9<sup>th</sup> level caster could affect a 45'x45'x45' cube. The spell lasts until the end of the indicated duration, or until the first frost, whichever comes first. The material component for this spell is a pinch of ragweed.

##### Recover Trail (Divination)

Sphere: Plant                      Range: Special                      Components: V, S                      Duration: Special  
Casting Time: 4 + Special                      Area of Effect: Special                      Saving Throw: None

A caster who has lost a quarry's trail while using the tracking proficiency can use this spell to proceed. The spell only works in terrain containing some type of vegetation (such as trees, grass, or seaweed). The quarry must have left some potential trail on which the spell can act (the spell cannot track a creature that has *teleported* or *plane shifted*, for example).

If successful, within an hour after casting the spell, the vegetation in a particular area will begin to flutter, as if being blown by a gentle breeze. If the wind is already blowing, the vegetation moves up & down, or moves in another unusual way to attract the caster's attention. When examining this area, the caster will notice a footprint, broken twig, or other sign previously overlooked, indicating the correct trail. The spell has a success chance of 60% + 2% per level of the caster. This spell will immediately negate a *pass without trace* spell if cast directly for that purpose, otherwise it will still function normally to allow tracking along the disguised trail. Any spellcaster with access to both the plant sphere & the tracking proficiency can use this spell.

#### Revitalize Animal (Necromancy)

Sphere: Animal                      Range: Touch                      Components: V, S                      Duration: Permanent  
Casting Time: 4                      Area of Effect: 1 animal                      Saving Throw: None

This spell allows the caster to heal an animal by transferring life force (hit points) from himself to the animal. If the animal is touched with one hand, it regains 1d4 HPs. Touching the animal with both hands restores 2d4 HPs. In either case, the caster temporarily loses the number of HPs that the animal regains. The caster will recover his lost HPs 1-4 hours later (if he transferred 3 HPs, he recovers 3 HPs in 1-4 hours). The caster's recovery of these HPs has no effect on the restored animal. During the 1-4 hours before the caster recovers his transferred hit points, he feels weak & dizzy, making all attack rolls at a -1 penalty during that time. Should the ranger die during that 1-4 hour period, the recovery process stops immediately & no hit points are recovered. The animal cannot recover hit points beyond the normal allotment. For instance, an animal that normally has 10 HPs, but has been reduced to 6 due to an injury can't receive more than 4 HPs from this spell. Also, the caster will have at least 1 HP remaining after using this spell; if the caster has 6 HPs, he won't transfer more than 5 to a damaged animal. *Revitalize animal* works on animals only; it has no effect on humans, demihumans, humanoids, magical creatures, etc. The spell is not reversible; that is, an injured caster can't receive hit points from an animal.

#### Second-Level Spells

##### Animal Eyes (Necromancy)

Sphere: Animal                      Range: 0                      Components: V, S, M                      Duration: 3 rounds + 1 rnd/level  
Casting Time: 5                      Area of Effect: 1 creature                      Saving Throw: None

By using this spell, the caster can temporarily see through the eyes of any animal. The caster points at any single animal within 100 yards, then closes his eyes & remains stationary. In his mind's eye, he sees whatever the animal is seeing. If the subject animal is a squirrel studying the party from a tree branch, the caster sees himself & the party from the perspective of the squirrel. If the subject animal is a bird soaring overhead, the caster gets a bird's eye view of the area below. The spell has no effect on the subject animal, nor can the caster control the animal's actions in any way. The animal is unaware of the spell & acts as it normally would. The spell persists until the end of its duration, or the caster moves or takes another action. The caster may voluntarily negate the spell by opening his eyes. The spell also ends if the animal is killed, or moves more than 100 yards away from the caster. The subject animal must be one normally found in nature. It may not be supernatural, human, demihuman, nor of extraplanar origin. The spell requires a glass lens no larger than 1" in diameter as a focus, which is not consumed in the casting.

##### Locate Animal Follower (Divination) *Reversible*

Sphere: Animal                      Range: 60 yards + 10 yards/level                      Components: V, S, M                      Duration: 8 hours  
Casting Time: 5                      Area of Effect: 1 animal follower                      Saving Throw: None

Occasionally, a ranger's animal follower may wander away in search of food or a mate. An animal follower may also be abducted or trapped. *Locate animal follower* helps the ranger find such lost creatures. The spell takes effect once the ranger fixes in his mind the follower being sought. The spell locates only that specific follower. Once the spell is cast, the ranger slowly turns in a circle. If the follower is within range, the ranger senses when he is facing in the direction of the sought follower. If the follower isn't within range, the spell doesn't work. If the follower moves out of the area of effect, the spell is immediately negated. As soon as the ranger sees the lost follower, the spell ends. The spell is blocked by lead. The spell works only on a natural animal follower (including giant animals); not a supernatural creature, human, demihuman, humanoid, or other. If the follower is dead, the spell still seeks it out, providing other conditions of casting are met. The material component is a hair, feather, scale or other physical remnant of the lost follower. The reverse of this spell, *obscure follower*, hides an animal follower from detection by spells, crystal balls, and similar means for 8 hours.

#### Third-Level Spells

##### Call Follower (Conjuration/Summoning)

Sphere: Animal                      Range: 0                      Components: V, S                      Duration: Special  
Casting Time: 6                      Area of Effect: 10 mile radius/level                      Saving Throw: None

A ranger who has not yet received his full allotment of followers can use this spell in an attempt to summon one. After the spell is cast, the DM secretly consults the list of followers he's chosen for the ranger, or rolls an appropriate table. If the DM decides that a potential follower exists within the area of effect, the follower appears within the next 24 hours. If the DM decides that a follower isn't available within the area of effect, nothing happens (no follower appears). Note that the ranger can't request a specific type of follower; as always, the type of follower is up to the DM. The spell can be attempted no more than once per month.

##### Chatterbark (Divination)

Sphere: Plant                      Range: Touch                      Components: V, S                      Duration: Special  
Casting Time: 1 turn                      Area of Effect: 1 tree                      Saving Throw: None

A variation of the 4<sup>th</sup> level priest spell, *speak with plants*, this spell enables a ranger to ask a simple question to a tree & receive a spoken response. The tree can be any species, so long as its trunk is at least 1' in diameter. Before casting the spell, the ranger must spend at least an hour carving a humanoid face in the trunk; if the ranger has a proficiency in woodcarving (a variation of artistic ability), he can carve a suitable face in 1 turn.

After carving the face, the ranger spends 1 turn casting the spell, at which time the face becomes animated, twitching & grimacing as if just awakening from a long sleep. The tree face then looks at the caster expectantly, waiting for a question. The caster may ask the tree any single question that can be answered in a single word or short phrase. Typical questions might include: "Has a dragon passed this way within the last few days?" "Has it rained here recently?" "Are there any fruit trees nearby?" The tree answers the question honestly. If the question is beyond the scope of its knowledge, the tree says, "I don't know." After answering, the face disappears. The DM should keep in mind that a typical tree doesn't know very much, as it has little experience, never travels, and rarely interacts with other living things in meaningful ways. As a rule of thumb, a tree's knowledge is limited to things it has observed (passersby, weather conditions) & general information about the immediate area (animal populations, location of landmarks). A tree can't give dependable advice or make judgements. If the DM is in doubt about what a particular tree knows, the tree answers, "I don't know."

##### Animal Trick (Enchantment)

Sphere: Animal                      Range: 30 yards                      Components: V, S                      Duration: 1 round/level  
Casting Time: 6                      Area of Effect: 1 animal                      Saving Throw: Special

This spell temporarily enables any animal to perform a trick it normally doesn't know or lacks the intelligence to execute. The animal must be within 30 yards of the caster & must be able to hear his spoken commands. If these conditions are met, the animal will do exactly what the ranger tells it. A lion will batter down the door of a cell, a cat will fetch a key & carry it in its mouth, a parrot will draw a circle in the sand with its claw. A creature with less than 5 HD & no prior allegiances receives no saving throw. Any willing creature predisposed to aid the caster (such as an animal follower) will not resist this spell at all. The animal can't execute a trick or task that exceeds its physical limitations. A snake can't pick a lock, and a horse can't play a trumpet. Note also that the caster must give specific instructions, not general commands. If the caster commands a lion to "Get something to help me put out this fire", the puzzled lion won't know what to do. However, if the caster says, "Take this bucket in your mouth, dip it in the stream, and carry the water back to me", the lion will do as it's told. The caster can take other actions while the animal is completing the trick. Once the animal completes its trick, the caster may give it additional tricks to complete until the spell expires. If the spell expires while the animal is in the middle of a trick, or if the spell is broken by some means, the animal immediately stops what it's doing.

##### Polymorph Plant (Alteration)

Sphere: Plant                      Range: Touch                      Components: V, S, M                      Duration: Permanent  
Casting Time: 6                      Area of Effect: 1 plant                      Saving Throw: None

This spell enables a ranger to transform any single plant, including a fungus or mold, into any other type of plant of the ranger's choice. The change is permanent. The changed plant has the physical appearance of its new form, but not all of the associated properties. If edible, the new form tastes as bland as cotton. If normally used as a spell component, the new form has only a 50% chance of actually functioning as a component. If normally used for medical purposes (such as for a healing salve or poison antidote), the new form has only a 50% chance of having any beneficial properties. Only living plants can be polymorphed; the spell won't work on a fallen leaf, a nut, or a picked fruit. The size of the plant is not relevant; a blade of grass may be polymorphed into a towering oak tree & vice versa. The new form doesn't have to be indigenous to the environment; an evergreen tree on a frigid mountain may be polymorphed into a cactus (although it may not thrive for long). Neither the original vegetation nor its polymorphed form can be an intelligent plant or a plant-like creature. Nor are unnatural plant forms allowed; a mushroom may be transformed into a normal-sized cornstalk, but not a 50' tall cornstalk or a stalk that produces apples instead of corn. The material component for this spell is any seed.



## Thief by Jason Eric Nelson

Thieves come in all sizes & shapes, ready to live off the fat of the land by the easiest means possible. In many ways, they are the epitome of roguishness. The profession of Thief is not honorable, and yet it is not entirely dishonorable either. At their best, Thieves can be almost romantic heroes fired by a noble purpose but a little wanting in strength of character. Such a person may strive for good but continually run afoul of temptation. At their worst, Thieves are the very dregs of society, preying on the weak, the helpless, and the defenseless for their own benefit. Most Thieves fall somewhere in between these extremes, but all of them operate under a certain surety that they have been wronged somehow & that the world owes them a living. Hence, their crimes are (or can be) justified in some way, if often simply by the monetary rewards that accrue through a Thief's life of crime.

**Requirements:** Thieves use six-sided hit dice & the THAC0 progression and saving throw tables of Rogues. Thieves begin play with 3 weapon and 3 non-weapon proficiency slots and gain new weapon & non-weapon proficiency slots every 2 levels. Thieves must have a score of at least 9 in Dexterity & can be of any alignment except Lawful Good. All races except half-ogres, aasimar, gold elves, and wild elves can produce thieves.

**Weapons & Armor:** Thieves can theoretically wear any armor they wish, though they suffer significant penalties to their thieving abilities when wearing any armor other than leather (and conversely gain certain bonuses when wearing no armor whatsoever). Thieves also sometimes wear padded armor, studded leather, or elven chain, but the penalties associated with heavier armor tend to make it more trouble than it is worth. Thieves cannot use shields.

The basic thief weapon selection includes: blowgun, bolas, bow (short), club (any except great club), crossbow (hand, light), dagger/knife (any), dart, garrote, lasso, net, sap, sling, staff, sword (short), whip, and wrist razor.

A Thief wearing studded leather or lighter armor (or elven chain) can wield a weapon in each hand without penalty, as a Ranger is able to do. Thieves wearing heavier armor for some reason suffer normal penalties for fighting with a weapon in each hand.

**Thief Abilities & Modifiers:** A Thief can select any ten thieving abilities at 1<sup>st</sup> level (kits may have pre-selected abilities). In addition to these initial thieving abilities, a Thief can select an additional ability when he reaches 3<sup>rd</sup> level & another every 3 levels thereafter, until all skills are known. A Thief begins with base scores in all abilities plus 60 discretionary points at 1<sup>st</sup> level & then gains 30 discretionary points per level thereafter. A Thief cannot spend more than half, of his allotment of discretionary points, on any 1 skill at any level.

**Special Benefits:** Thieves are generally ill-suited for toe-to-toe combat with fighters & other more skillful combatants, but they do have a variety of unique offensive, defensive, and information-gathering abilities that make them very valuable allies & comrades.

**Backstab:** In any situation where a Thief can attack from surprise against a basically humanoid foe of size L or smaller, he can carefully strike so as to inflict massive damage against that target. In practice, the Thief gains a +4 bonus to hit when attacking from surprise, and in addition the Thief multiplies damage as follows: Level 1-4, x2; Level 5-8, x3; Level 9-12, x4; Level 13-16, x5; Level 17-20, x6; Level 21+, x7. The damage multiplier applies only to the base damage dice of the weapon being used, not to any other modifiers or adjustments. Note that some Thief kits are more proficient at backstabbing than others, and knowledge of the Anatomy NWP will increase a Thief's effective level by 1 for the purpose of determining his proficiency at backstabbing. In addition, a successful Backstab attack made by a Thief on a basically humanoid creature of size L or smaller has a percentage chance equal to the Thief's level to instantly kill the victim. If the defender is of a higher level than the Thief is, then this difference is subtracted from the Thief's instant kill chance. Size H creatures can be attacked with a *Backstab* but will suffer only half the normal damage multiplier (rounding up) & cannot be instantly killed. Likewise, non-humanoid targets likewise halve the backstab multiplier (hence, a non-humanoid size H creature would suffer one-quarter the normal damage multiplier) and cannot be instantly killed. Size G targets cannot be effectively backstabbed, nor can amorphous creatures (e.g., elementals, gray ooze). Note that size S Thieves (e.g., dwarves, gnomes, and halflings) can backstab normally against size M opponents but may backstab at only half their normal effectiveness against both size L & size H targets.

**Enhanced Surprise:** Thieves gain surprise on others more often & are less likely to be themselves surprised than other character classes are. Thieves impose an automatic -2 penalty to enemy surprise rolls if they are alone (i.e., at least 90' from a party of companions) or with other stealthy creatures. Even in company with others, they apply a -1 surprise penalty to enemies, and it is possible for a Thief to surprise an opponent, even though the rest of the party may not gain surprise. Note that it is possible for a Thief to increase this penalty to enemy surprise rolls through the use of the Hide in Shadows & Move Silently abilities.

Thieves are always alert to danger & attuned to their immediate surroundings. As a result, they have a 5% per level chance to receive a 'warning tingle' or sense that things are somehow amiss whenever they are about to be confronted with a surprise situation. This chance is *doubled* if the creatures in question are not Thieves or similar very stealthy creatures or are not using magical or other extraordinary means to mask their presence (e.g., *invisibility*, *silence 15' radius*, *cloak* or *boots of elvenkind*). If the check is successful, the Thief gains a +2 bonus to avoid surprise, and if not surprised he also gains a -2 bonus to initiative for the first round of combat. This 'warning tingle' can even awaken a Thief from normal (but not magical) sleep, and thus if the check is made, a sleeping Thief is entitled to a normal surprise roll as if awake, with the bonuses described above.

Note that Thieves of 10<sup>th</sup> level or above have developed a keen awareness that enables them to spot hidden, invisible, duo-dimensional, astral, ethereal, or out-of-phase creatures within 10 yards. The chance of success is 5% per level, and a Thief can check for hidden creatures in the same round that he undertakes another action, though this check applies a +2 initiative penalty to other actions in the same round. If the check is successful, the Thief is able to note the location of all such hidden creatures & can track their movements as long as they remain within 10 yards of him (attacks against such creatures, if possible, still suffer the normal -4 penalty to hit). This ability does not reveal anything about the nature of creatures detected except for their general size category. It merely allows him to note their presence, position, and movements. This ability also does not reveal disguised creatures or the intentions of potentially hostile individuals within plain sight.

**Evaluate Target:** Thieves of all sorts also gain an uncanny ability to assess the general power of an opponent through observation of subtle body language & other cues. Likewise, they can take complete inventory of an individual's belongings (especially weapons) with just a few moments of examination, checking especially for concealed items, the better to evaluate their value as a potential mark for later larceny. The ability to *Evaluate Target* can generally only be used with respect to humanoid targets (others at DM's option), and it requires a Thief to spend a full round of uninterrupted observation, though this may be done while conversing with the potential mark or appearing to engage in other tasks. The chance of success of this ability is 10% + 5% per level of the Thief. A successful roll allows the Thief to check for one of the following things that round:

- *Character class* (including subclass & kit)
- *Character level* (this will be correct to within  $\pm 2$  levels, though exact information is not revealed)
- *Character race/nationality/place of origin* (culture, nation, and sometimes even city of origin)
- *Concealed items* (including general size, location, and type of hidden weapons or caches of stuff on a person, though not contents of a container (e.g., a scroll case hidden in a backpack's lining might be noted, but not what's inside the main backpack section nor what's inside the case))
- *Hostile intentions* (general level of hostility - low, medium, or high - toward the Thief & any allies)
- *Social class/occupation* (general profession, though not place of employment or specific title)

Additional checks can be made with further time spent observing the mark, with an additional piece of information gained with each successful roll. Note that further attempts to recheck for the same piece of information will always give the same result as the original check. If the check is failed, no information is gained. If a natural 96 or higher is rolled, the Thief has badly misjudged the mark in some way. If the Thief attempts to assess a disguised target, the skill roll is penalized by 25% (50% for a magical illusion), but a successful check indicates that the Thief sees through the disguise & gets a true assessment. If the roll would have succeeded but for the penalty, then the Thief is able to determine that the subject is disguised but cannot gain additional information.

**Guild Association:** Through their training into the class, all Thieves have a certain association with a Thieves' Guild, whether or not they are official members. In the course of this training all Thieves learn how to access street-level contacts for information & rumors, how to quickly evaluate a pile of loot to find the best items, and a set of secret signs, recognition signals, and code phrases for interacting with other Thieves. This is reflected in their Bonus proficiencies of Information Gathering, Language (Modern - Thieves' Cant), and Looting. Thieves who actually become members of a Thieves' Guild are entitled to other benefits accruing to members, though they often must also pay dues to the Guildmaster & may have other responsibilities associated with guild membership.

**Knockout:** If a Thief is wielding a blunt weapon, he or she can attempt a knockout blow against a target not more than twice his or her own height. The Thief must make a called shot to the head, applying an -8 penalty on the to hit roll (note that an unarmored head is only AC 10). If the Thief scores a hit, the blow inflicts half-normal damage & half-temporary damage (temporary damage is regained with a full turn of uninterrupted rest) & the victim must save vs. Body or be rendered unconscious for 2d8 rounds. The victim's saving throw should be modified by the difference between his or her level & the Thief's level, as a penalty if the Thief is higher level & as a bonus if the Thief is lower level.

**Read Magical Writings:** Any Thief of 10<sup>th</sup> level or above who possesses the Read Languages skill can attempt to read & activate magical scrolls of any type (priest or wizard). He must first attempt to interpret the contents of the scroll by making a Read Languages check at half the normal chance of success. If this roll is failed, the scroll is useless to the Thief. If successful, he can read/use the spells contained on the scroll, although there's a 25% chance that any attempt to cast spells from a scroll will result in some sort of magical mishap (often detrimental to the Thief) due to his incomplete understanding of the magical forces being activated. This chance of failure is reduced by 1%/level of the Thief over 10<sup>th</sup>.

**Special Hindrances:** None.

**Bonus Proficiencies:** Information Gathering, Language (Modern - Thieves' Cant), Looting

**Preferred Proficiencies:** Any Rogue

