

the little book of adventuring
CLASSES
~ volume 1 ~



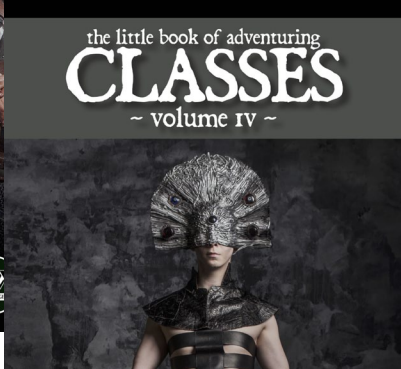
JASON PAUL McCARTAN



**Swords™
&
Wizardry**

COMPATIBLE

COMING SOON!



the little book of adventuring
CLASSES
~ volume I ~

WORDS AND DESIGN
Jason Paul McCartan

COVER ARTWORK
Luis Louro

INTERNAL ARTWORK
William McAusland



This is a Digital+ title.
Buying it in print gets
you a digital copy too.
See our website
for details.



IBP 2053

© Copyright 2018 InfiniBadger Press
Version 1.6 July 2018
INFINIBADGER.COM



Swords & Wizardry, S&W, and Mythmere Games™ are trademarks of Matthew J. Finch
InfiniBadger Press is not affiliated with Matthew J. Finch, Mythmere Games™, or Frog God Games.

ISBN-10: 1-945826-11-8

ISBN-13: 978-1-945826-11-5

Some artwork copyright William McAusland, used with permission.

CONTENTS

THE CLASSES6

BLOODSTORMER	6
About Bloodstormers	7
Bloodstormer Class Abilities	7
Bloodstormer Advancement Table	9
DEATHWITCH	10
Deathwitch Class Abilities	10
Deathwitch Spell List	12
Deathwitch Advancement Table	13
New Spells	14
BLACK FIRE	14
BLIGHT GROWTH	14
BONE CAGE	14
COMMAND UNDEAD	15
DEATH ARMOR	15
FEEL MY PAIN	15
GHOSTLY SLASHING	15
HECATE'S SPIRITUAL DOG	16
MIMIC	16
RAISE GREATER UNDEAD	16
RAISE LESSER UNDEAD	17
RAISE REAVER	17
SHADOW MONSTERS	17
SKULL GUARD	17
TEARS OF THE BANSHEE	18
TURN UNLIVING	18
WAVES OF FATIGUE	18
FIRESPIITER	19
Firespitter Class Abilities	19
Firespitter Advancement Table	20
GRIFTER	21
Grifter Class Abilities	22
Grifter Advancement Table	23
RADIANT	24
Radiant Class Abilities	24
Radiant Advancement Table	26
REAVER	27
Reaver Class Abilities	28
Reaver Advancement Table	29
STALKER	30
Stalker Class Abilities	30
Stalker Advancement Table	31
WATERSTRIDER	32
Waterstrider Class Abilities	32
Waterstrider Advancement Table	34

THE RACES35

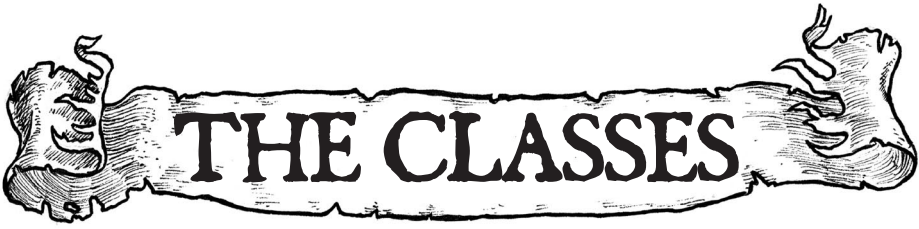
BUGBEAR	35
DRAGONKIN	36
Dragonkin Breath Attack Advancement Table	37
GOBLIN	38
SAHUAGIN	38
UNLIVING	40

GREETINGS!

Welcome to the first volume of **The Little Book of Adventuring Classes** books – a series of minimalist design, small page-count books offering big play options for your gaming table.

In this volume, we present five new races for your games, along with eight new classes tied to some of the races as well as races in the core book. Will you play a Bugbear Stalker, a Halfling Grifter, or a Dragonkin Radiant? What about a Goblin Firespitter, or a Dwarven Bloodstormer? If your current character dies, will they come back as a Reaver?

This supplement for the **Swords & Wizardry** roleplaying game works best with the **Complete** version of the game, but can easily be converted to work with the other older versions. The content within can also be readily used with other roleplaying game systems if you have an alternative favorite rule set.



THE CLASSES

BLOODSTORMER

Prime Attribute: STR 13+ (+5%) Experience Bonus

Hit Dice: 1d8 per level

Armor/Shield Permitted: Any

Weapons Permitted: Any

Races Allowed: Humans, Dwarves, and Elves

Attack Table: Fighter

“I looked upon the battlefield and saw what had decimated our advance guard. A single dwarf stood alone among their wrecked and mangled bodies, a wicked axe held in both her hands. Blood covered her head-to-toe, most likely none of it hers. Wisps of ethereal crimson light floated away from her body, the air smelled of iron and copper and death, and the remaining men’s fear of her was utterly palpable. Then she turned towards me and I felt Death whisper in my ear ...”

Every race has its baresarks, raging warriors who know no fear on the battlefield, and that leave a trail of death and destruction in their wake. When the red anger overtakes them, they become cold, calculating killing machines. But they pale in comparison to bloodstormers.

Bloodstormers draw power from the blood they drink, wear, and spill, using it to power extraordinary combat abilities that turn them in almost-unstoppable killing machines on the battlefield. But that rage is a double-edged sword that may turn against both friend and foe alike.

ABOUT BLOODSTORMERS

ALIGNMENT: Bloodstormers can be of any alignment, though most tend to be neutral. The blood cult (see below) that a bloodstormer belongs to may influence this.

BLOODSTORMER CLASS ABILITIES

BLOOD FRENZY (1st): When bloodstormers come into contact with blood that is not their own, either ingested or upon the skin, they draw the spiritual power of the blood into themselves, activating their latent abilities. As the power is drawn from the blood what is left behind floats away from their bodies as a fine crimson mist. For each ounce of blood ingested or spilled, a bloodstormer activates a frenzy that lasts a certain number of combat rounds (see *Bloodstormer Advancement Table* below). Adding more blood while their frenzy is active extends the duration of it; it is also possible that the blood of their targets can continue to feed their bloodlust. Many bloodstormers carry several small vials of blood with them in case their unique skills are needed immediately.

While in a blood frenzy, bloodstormers gain +2 to attacks and damage, as well as a -2 [+2] AC bonus. However, each round that blood frenzy is active increases the chance they will attack those around them indiscriminately; make a saving throw, with each round in a frenzy adding +1 to the number. If the saving throw is failed, then the bloodstormer will attack the nearest living, conscious character, no matter if friend or foe, or whether they are engaged in combat or not.

FEARLESS (1st): When a bloodstormer is in blood frenzy, they gain +4 to their saving throws against fear-based attacks and all attempts to intimidate them.

BLOODWELL (3rd): Bloodstormers gain a reserve of temporary hit points when they enter a blood frenzy that are depleted before their normal hit points are by damage. Any temporary hit points not used when the blood frenzy ends are lost. As character level increases, so too does their bloodwell (see *Bloodstormer Advancement Table* below).

BLOODSHIELD (5th): Bloodstormers are now completely immune to fear-based attacks and intimidation as long as they are in a blood frenzy.

BLOODSTORMER CULT (7th): Bloodstormers that have proven themselves in battle and who have developed a reputation can choose to join a blood cult. Blood cults operate in a strict hierarchy and may be aligned with a particular deity. These cults operate in secret, as many governments fear them and their martial prowess, though in some areas they are an open secret. Many cults have created their own settlements where they openly congregate.

Membership in a blood cult requires following the cult tenets and membership requirements, which are unique to each cult. Blood cults band together out of alignment, and a Bloodstormer cannot join a cult that does not have the same current alignment they do. The alignment of the cult determines what type of blood they find acceptable to use/spill to power their abilities.

- Lawful blood cults *never* spill innocent blood, only the blood of the evil and chaotic. The blood they use may also come from other cult members as well as those who willingly give offerings.
- Neutral blood cults gather blood from animals or from others within the cult, offering thanks and prayers for each sacrifice. Some of these cults are loosely aligned with druidic orders.
- Chaotic blood cults thrive on the blood of the innocent or downtrodden. They are often involved with organized crime.

Blood cults also often engage in both open and closed warfare with each other. Cults of the same alignment may band together for protection and offer support for members of other associated cults.

BLOODSTORMER ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	BLOODWELL POINTS	FRENZY ROUNDS	HIT DICE (d8)	SAVING THROW
1	0	-	1	1	14
2	1,500	-	1	2	13
3	3,000	6	1	3	12
4	6,000	8	2	4	11
5	12,000	10	2	5	10
6	24,000	12	2	6	9
7	48,000	14	3	7	8
8	100,000	16	3	8	7
9	200,000	18	3	9	6
10	300,000	22	4	10	5
11	400,000	24	4	11	4
12	500,000	26	4	12	4
13	600,000	27	5	12+ 1 hp	4
14	700,000	28	5	12+ 2 hp	4
15	800,000	29	5	12+ 3 hp	4
16	900,000	30	6	12+ 4 hp	4
17	1,000,000	31	6	12+ 5 hp	4
18	1,200,000	32	6	12+ 6 hp	4
19+	+ 200,000	+1/level	7	+ 1 hp/ level	4

DEATHWITCH

Prime Attribute: INT 13+ (+5%) Experience Bonus

Hit Dice: 1d6 per level

Armor/Shield Permitted: None

Weapons Permitted: Small blades, bows, staves

Races Allowed: Humans, Elf, Goblin

Attack Table: Cleric

“What’s that, my pretty? You deserve to live again?! Come forth from the darkness that binds you. Come forth to the world again. Be bound within my power. Do as I command, and you may live once more. I COMMAND YOU - LIVE ONCE MORE!”

Deathwitches are necromancers that have been demon-touched, drawing their power from their association with the demon. Their magic straddles the divine and the arcane, and they are masters of death, able to create the undead with ease, or turn others into the Unliving. They are outcasts by the nature of their magic, and many live hidden away from the world where they can practice and perfect their craft.

DEATHWITCH CLASS ABILITIES

DEATHWITCH HORNS (1st): At level 1, a Deathwitch grows two horns on either side of their forehead. As their level increases and their power grows, these horns grow 1d4-1 inches per level. The horns can be used to attack with, doing 1d4 damage at levels 1-7, 1d6 damage at levels 8-12, and 1d8 damage at all other higher levels. The Deathwitch’s physical shape twists as their level increases, taking on an increasingly demonic look. High-level Deathwitches are almost indistinguishable physically from true demons.

ENTHRALL UNDEAD (1st): The Deathwitch can command and control undead, in the reverse of a Cleric’s turning ability. Using the same table but using the Deathwitch’s level in place of a Cleric’s level, roll 2d10:

- If the result is equal or greater than the number shown, the Deathwitch has control over 2d6 of the targeted undead for 3d6 rounds. The undead can still be routed or turned or destroyed by a Cleric's turning ability.
- If the result is a "T", 2d6 of the undead type can be commanded by the Deathwitch unconditionally for 3d6 rounds. They cannot be turned by a Cleric, but can be destroyed by a Cleric's turning ability.
- If the result is a "D", 2d6 of the undead type are protected by the Deathwitch's magic for 3d6 rounds. They cannot be turned or destroyed by a Cleric's turning ability.

MISTRESS OF DEATH MAGIC (1st): The Deathwitch uses the same advancement for spells as a Magic-User. Spells available focus on manipulating life or death and may go up to 6th level. As with a normal Magic-User, check to see which 1st-level spells are known immediately. All other spells must be learned in the normal manner. See the *Deathwitch Spell List* below for spells available to Deathwitches.

SAVING THROWS (1st): Deathwitches gain a +2 bonus to saving throws relating to spells or magic, and a +4 bonus against any magic relating to death.

DEATHWITCH SPELL LIST

* denotes a new spell not in the core book, listed below

Level 1

Black Fire*
Blight Growth*
Cure Light Wounds
Detect Magic
Feel My Pain*
Ghostly Slashing*
Hecate's Spiritual Dog*
Hold Animal
Magic Missile
Protection From Evil
Purify Food and Drink
Purify Water
Sleep

Level 2

Command Undead*
Create Water
Cure Disease
Death Armor*
Detect Evil
Hold Person
Mimic*
Prayer
Speak With Dead
Suggestion

Level 3

Charm Monster
Cure Serious Wounds
Fear
Neutralize Poison
Polymorph Self
Power Word, Blind
Power Word, Stun
Raise Lesser Undead*
Remove Curse
Skull Guard*
Wizard Eye

Level 4

Bone Cage*
Finger of Death
Polymorph Other
Raise Dead
Raise Reaver*
Power Word, Kill
Simulacrum
Shadow Monsters*
Tears of the Banshee*

Level 5

Death Spell
Raise Greater Undead*
Stone to Flesh
Telekinesis
Teleport
Turn Unliving*
Word of Recall
Waves of Fatigue*

Level 6

Clone
Reincarnation
Restoration
Resurrection
Shape Change

DEATHWITCH ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	HIT DICE (d6)	SAVING THROW
1	0	1	15
2	1,750	2	14
3	3,500	3	13
4	7,000	4	12
5	14,000	5	11
6	28,000	6	10
7	56,000	7	9
8	112,000	8	8
9	224,000	9	7
10	324,000	9+ 1 hp	6
11	424,000	9+ 2 hp	5
12	524,000	9+ 3 hp	4
13	624,000	9+ 4 hp	4
14	724,000	9+ 5 hp	4
15	824,000	9+ 6 hp	4
16	1,024,000	9+ 7 hp	4
17	1,224,000	9+ 8 hp	4
18	1,424,000	9+ 9 hp	4
19 +	+ 200,000	+ 1 hp/level	4

NEW SPELLS

BLACK FIRE

Spell Level: Deathwitch 1st level, Magic-User 1st level

Range: 15 feet

Duration: 1 hour + 10 minutes per level

This spell allows the witch to create an immobile source of heat with black fire, emitting no light but providing warmth equivalent to a small campfire in a 10 foot. radius. The fire is a diffuse source of heat that is not sufficiently focused to ignite combustible materials. It can be used to slowly cook meals or boil water, although doing so always requires double the amount of time required with a normal campfire. The flames are uncomfortable to the touch, but they will not cause any burn damage. They can be extinguished in the same manner as a normal fire.

BLIGHT GROWTH

Spell Level: Deathwitch 1st level, Magic-User 1st level

Range: Touch

Duration: 1 week

This spell can be used in three ways.

- **Blight Garden** - Growth is decreased by 20% during the duration of the spell. When used on a natural garden, it will produce 20% less food. This can be used to affect gardens up to 10 square feet per caster level.
- **Blight Body** - If cast on a living creature, they will recover one less hit point for each full night of rest.
- **Blight Mother** - This spell can also be used to decrease the chances of a woman getting pregnant, though it's up to the GM to decide exactly how it's affected.

BONE CAGE

Spell Level: Deathwitch 4th level, Magic-User 5th level

Range: Any 25 foot radius the witch can see within 100 feet

Duration: 1 round per level

This spell is favored by evil witches, warlocks, and necromancers. Upon uttering the command a cage of bones will erupt from the ground and trap up to 5 man-sized creatures in a 25 foot radius.

COMMAND UNDEAD

Spell Level: Deathwitch 2nd level, Magic-User 5th level

Range: Undead within Sight

Duration: Instant

This spell summons the divine power of the Witch's patron and gives her the ability to affect undead as if she were a cleric one level lower. This special ritual requires only one witch, but she must use a specially consecrated altar item such as her athamé or pentacle. If she is joined in the spell by another witch or a like-minded cleric then she can add one effective level for each additional participant.

DEATH ARMOR

Spell Level: Deathwitch 2nd level

Range: Self

Duration: Instant

This spell causes the witch's skin to become highly acidic. Anyone touching the witch's skin, via an unarmed attack or otherwise, receives 2d6 points of Acid damage (save for half). The witch can make a touch attack with this spell.

FEEL MY PAIN

Spell Level: Deathwitch 1st level

Range: 50 feet

Duration: Instant

The witch transfers pain and damage to another target in line of sight. She invokes the spell and either cuts herself or causes damage in some way, such as putting her hand in a torch fire. She takes 1 hp of damage (regardless of how much would have been dealt normally) and she turns and magnifies that on her target causing 1d6 points of damage.

GHOSTLY SLASHING

Spell Level: Deathwitch 1st level

Range: 25 feet + 5 feet per 2 levels

Duration: Instant

This spell creates what seems like a ghostly attacker that attacks the target. In fact, the spell only causes an open wound on a person. This spell deals 1d4 slashing damage +1 per level (max +20). The placement of the wound is random. This spell has no effect on the Undead or construct creatures like golems.

HECATE'S SPIRITUAL DOG

Spell Level: Deathwitch 1st level

Range: 10 feet per level

Duration: Special

This spell summons the spirit of a dead dog to act as the necromancer wishes for the duration of the spell. The dog has one Hit Die for every odd level the caster has (1 HD for levels 1 and 2, 2 HD for levels 3 and 4, etc.) to a maximum of 5 HD.

A non-combative dog is useful mostly for warning and will vanish after one warning or 1d4 hours + 10 minutes per level, whichever comes first. A combative dog fights as a dog with Hit Dice as generated by the summoning and lasts until killed or 1d4 rounds + 1 round per level. Both have an Armor Class in inverse proportion to caster level up to level 10 (level 1, AC 9. level 2, AC 8, ... level 10, AC 0). Past level 10, the dogs have AC 0.

MIMIC

Spell Level: Deathwitch 2nd level

Range: Self

Duration: 1 hour

The witch uses this spell to mimic any voice she has heard. She can't use any of the languages spoken by the voice unless she knows them as well, but can mimic the voice perfectly. A saving throw (modified by Wisdom bonus) allows a victim to notice the truth.

RAISE GREATER UNDEAD

Spell Level: Deathwitch 5th level, Magic-User 7th level

Range: 240 feet

Duration: Permanent

Greater undead such as wights or wraiths can be created from dead bodies, 1d4 for each level of the caster. They remain under the command of the caster, and will remain until slain.

RAISE LESSER UNDEAD

Spell Level: Deathwitch 3rd level, Magic-User 5th level

Range: 240 feet

Duration: Permanent

Lesser undead such as skeletons (1d8), zombies (1d6), or ghouls (1d4) can be created from dead bodies for each level of the caster. They remain under the command of the caster, and will remain until slain.

RAISE REAVER

Spell Level: Deathwitch 4th level, Magic-User 6th level

Range: 240 feet

Duration: Permanent

One or more dead creatures are returned to life as Reavers, equal to 1d6 of the caster's level. These Reavers are under the command of the caster and will remain until slain.

SHADOW MONSTERS

Spell Level: Deathwitch 4th level

Range: 30 feet

Duration: 1 round/level

The witch may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the witch's level in HD. Monsters created in this fashion must all be the same type. They have 2 HP per the creature's normal HD. Victims are allowed a Wisdom check to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters' damage is halved.

SKULL GUARD

Spell Level: Deathwitch 3rd level

Range: One skull

Duration: Until sunrise (8 hours)

The witch casts this spell on a normal skull and sets it out to guard at night. Any creature that approaches the skull causes it to glow. If a creature moves past it closer to the witch it will begin to cackle, howl or otherwise make a noise to awaken the witch. The noise is magical and will always wake the witch. The witch can enchant one skull for every 2 levels.

TEARS OF THE BANSHEE

Spell Level: Deathwitch 4th level

Range: 100 feet + 10 feet per level

Duration: 1 minute + 1 minute per level

This spell calls a thick green mist to roll forth from the earth, completely obscuring darkvision/infravision and reducing regular vision up to 5 feet. All those within the mist are shielded and are at a -5 to hit. Furthermore, those within the area of effect must make a saving throw (fear-based) or be scared by the eerie qualities of the fog, as strange sounds such as wailing, laughter and screaming persist for the duration of the spell. Affected creatures suffer a -2 to all attacks and saves, but do not have to flee as if they were panicked.

TURN UNLIVING

Spell Level: Deathwitch 5th level, Magic-User 7th level

Range: 240 feet

Duration: Permanent

2d6 living creatures per caster level are struck down and become Unliving. A successful saving throw stops the spell from taking effect.

WAVES OF FATIGUE

Spell Level: Deathwitch 5th level

Range: 30 feet

Duration: Instant

The witch sweeps her arms in a long arc and a wave of negative energy renders all living creatures in the spell's area fatigued. Fatigued characters can't run and they take a -2 penalty on any Strength and Dexterity rolls (including attacks and damage). Fatigued characters require 8 hours of rest. This spell has no effect on a creature that is already fatigued.

FIRESPITTER

Prime Attribute: INT 13+ and DEX 13+ (+5%) Experience Bonus

Hit Dice: 1d6 per level

Armor/Shield Permitted: Light armor only

Weapons Permitted: Any

Races Allowed: Any goblinoid. Others at Referee discretion

Attack Table: Thief

“Groldak like fire! Fire feeds Groldak’s blighted soul, giving light to the dark deep inside. Fire cleanses, yessss! You want see fire? You want see fire burn all away? Stand back! Groldak doing fire!”

FHOOOOOOOOOOOOOOOM!

Is ok! Groldak fine! Pack mule, not so much. Good eating though. Get it while hot!”

Goblinoids are both fascinated and terrified by fire at the same time, and this has led to the appearance of Firespitters, creatures who have tamed fire and have innate skill to use it. A Firespitter's latent magical ability is channeled into an ability to manipulate fire and fire-based effects; as such they gain limited access to a small number of spells that are unlocked as they mature. Almost every Firespitter become pyromaniacs eventually – the trick others have learned to cope with them is to continually point them in a direction away from themselves, preferably towards an enemy. And hope that only things that are meant to go on fire and explode actually go on fire and explode.

FIRESPITTER CLASS ABILITIES

FIRE RESISTANCE (1st): Firespitters gain +2 on all saving throws related to fire.

FIRESPIITER ACTIVATIONS (1st): Firespitters gain a number of daily activations allowing them to use any Firespitter ability they have unlocked. Each use of an ability uses up a single activation. Activations refresh after a long rest.

FIREWORKS (1st): As per the *Pyrotechnics* spell, a Firespitter can manipulate existing fire sources to create fireworks or blinding smoke.

IMMUNITY TO FIRE (3rd): As per the *Protection From Fire* spell.

FLAMING HAND (4th): As per the *Produce Flame* spell, the Firespitter generates a flame in their hands that they can use to ignite flammable materials.

FIRESPIIT (6th): As per the *Fireball* spell, except the Firespitter launches the fireball from their mouth, spitting it in the direction they desire. The fireball is also smaller with only a burst radius of 10 feet, and the blast fills only 10,000 cubic feet.

FIRESTARTER (8th): As per the *Produce Fire* spell, the Firespitter can create fire in an area up to 10 foot square.

FIRESPIITER ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	FIRESPIITER ACTIVATIONS	HIT DICE (d8)	SAVING THROW
1	0	1	1	15
2	1,250	1	2	14
3	2,500	2	3	13
4	5,000	2	4	12
5	10,000	3	5	11
6	20,000	4	6	10
7	40,000	5	7	9
8	70,000	6	8	8
9	100,000	7	9	7
10	130,000	8	10	6
11	170,000	9	10+ 1 hp	5
12+	+40,000	10	+1 hp/level	4

GRIFTER

Prime Attribute: CHA 13+ (+5%) Experience Bonus

Hit Dice: 1d6 per level

Armor/Shield Permitted: Light armor only

Weapons Permitted: Any small weapons easily concealed

Races Allowed: Human, Elven, Halfling, Dwarf

Attack Table: Thief

“Look here, see the pea? Okay, now watch quickly as I put these shells down, with one over the pea. A quick shuffle, and here’s the pea all the way at the other side of the table. Now, I’m going to shuffle this pea again, and you tell me where you think it is. You get it right, you get three times your wager back. You get it wrong, I keep your money. Deal?”

Best two out of three? You can still win this...”

Every culture has its fair share of shady characters. Some are easy to spot. Others, like the Grifter, do such a good job of hiding and operating in plain sight that few even know such a thing exists. The consummate professional thief, the Grifter focuses on the art of using confidence tricks to steal from others, rather than breaking and entering.

Grifters operate in plain sight, pretending to be someone other than who they really are, identifying marks (those who they want to take advantage of), and coming up with a scheme to do so. They move fluidly within almost every group, taking control of crowds and mobs and convincing them about a way to think or to follow a course of action. They are skilled thieves, expert orators, and so charming that those who have been swindled deny they have been, even if they have their suspicions.

GRIFTER CLASS ABILITIES

SAVING THROW BONUS (1st): Grifters gain +2 to saving throws when trying to hide in crowds from those looking for them when undisguised. When they reach 5th level, this becomes a +4 bonus.

SWINDLE (1st): The Grifter can easily cheat or swindle another character with a quick con that takes only a few minutes, allowing them to pickpocket them (see *Grifter Advancement Table*) or distract them while someone else does. If they are noticed, a successful saving throw allows them to sow confusion or distraction and allows them 1d4+1 rounds to escape.

PLAYING THE PART (1st): The Grifter leverages their acting skills, allowing them to take on other personas and traits, gaining the Assassin's *Disguise* skill.

ORATORY (1st): The Grifter can grandstand and perform feats of oratory that sway the minds of the mob with a successful saving throw. The saving throw is modified by crowd size as well as each partner in crime operating within the crowd to support the Grifter.

CIRCUMSTANCE	SAVING THROW MODIFIER
Small crowd (1-20 people)	-2
Medium crowd (21-50 people)	+0
Large crowd (51-100 people)	+2
Immense crowd (100+ people)	+4
Each supporting partner	+1

CONTACTS (3rd): When entering a new territory or settlement, the Grifter can easily identify and make useful contacts in the local area with a saving throw.

BACKSTAB (4th): The Grifter gains the Thief's *Backstab* ability.

THIEF SKILLS (6th): The Grifter gains the same *Thieving Skills* as a normal Thief, but at 5 levels lower. Racial bonuses apply.

ESTABLISH GUILD (8th): The notoriety of the Grifter allows them to establish their own specialist guild that focuses on the art of the con, drawing in those with the skill to grift from other professions, including other thieves' guilds. This guild may ally with other guilds or operate independently.

GRIFTER ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	PICKPOCKET SUCCESS	HIT DICE (d6)	SAVING THROW
1	0	50%	1	14
2	1,500	55%	2	13
3	3,000	60%	3	12
4	6,000	65%	4	11
5	12,000	70%	5	10
6	24,000	75%	6	9
7	48,000	80%	7	8
8	96,000	85%	8	7
9	192,000	90%	9	6
10	288,000	95%	10	5
11	432,000	96%	10+ 1 hp	4
12	582,000	97%	10+ 2 hp	4
13	732,000	98%	10+ 3 hp	4
14 +	+ 300,000	99%	+ 1 hp/level	4

RADIANT

Prime Attribute: STR 13+ and DEX 13+ (+5%) Experience Bonus

Hit Dice: 1d10 per level

Armor/Shield Permitted: Any

Weapons Permitted: Any

Races Allowed: Dragonkin

Attack Table: Paladin

“Lo! Stand and tremble before the anointed of the great dragons! We are the chosen, their heralds, and their true children! We stand above the lesser races, even lesser dragonkin, ready to prepare the way for the return of the great ones. Kneel, or be made to kneel.”

Radiants are the equivalent of paladins in dragonkin society; holy warriors charged and empowered by their dragon ancestry. They hold an important and powerful place in dragonkin society, and sit outside of the normal hierarchy. Dragonkin royalty defers to Radiants, allowing them unfettered freedom within dragonkin society to do what they want whenever they please.

Radiants are created through being reborn. Any dragonkin can become a Radiant if they show what is known as a *True Heart*: they must place themselves in danger for those they love and are sworn to protect, and be willing to die for them. At the moment of their death defending them, the dragonkin is touched by the spirit of a dragon that has passed beyond the veil, gaining its patronage and becoming invested with some of that dragon's power as well as gaining special abilities related to that dragon.

RADIANT CLASS ABILITIES

DRAGON VISAGE (1st): During combat, a Radiant can invoke their patron, overlaying a magical glowing wireframe image of their patron's face and body across theirs that mimics each movement they make. In a combat, the first time the dragonkin does this provides a +2 bonus on attacks made in the next d4 rounds, as others around them feel intimidated.

DRAGON BREATH (3rd): In addition to the dragonbreath a dragonkin has, they now gain the same breath attack type as their patron. They can switch between the two as desired, but each use still uses up a single activation.

DRAGON ARMOR (5th): The dragonkin gains improved armor, which now provides AC 0 [19]. This armor reduces non-magic damage by half, but does not affect magical damage.

DRAGON WINGS (7th): On command, magical glowing wireframe ethereal wings grow from the dragonkin's back, extending up to 20 foot in length. These wings grant the dragonkin the ability to fly at a movement of 24. Normal missile attacks pass straight through the wings. Magical attacks on the wings require the dragonkin to make a saving throw; if failed then the wings are damaged and disappear. The dragonkin can sheathe the wings whenever they desire.

DRAGON MAGIC (9th): The dragonkin develops the ability to cast magic spells, using the Magic-User numbers of spells known at 8 levels lower than the dragonkin's current advancement level. They automatically gain two first level spells bequeathed to them by their patron dragon. Other spells must be learned in the same way that Magic-Users learn them, but the dragonkin internalizes the spell instead of having to write it in a spellbook. They can learn up to third-level spells.

DRAGONSHIFT (12th): The dragonkin can now shapechange into an actual adult dragon of the same type as their patron once per day. They can return to their dragonkin form as desired. In dragon form, they assume all the same abilities as a dragon of their patron's type, including bite, claw, and special attacks. They retain their dragonkin hit points. While in dragon form they may only use the same breath attack as their patron, but it does 4 points of damage per character level. A real dragon can always recognize a dragonkin in dragon form.

RADIANT ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	HIT DICE (d10)	SAVING THROW
1	0	1	14
2	2,500	2	13
3	5,000	3	12
4	10,000	4	11
5	20,000	5	10
6	40,000	6	9
7	80,000	7	8
8	160,000	8	7
9	320,000	9	6
10	520,000	10	5
11	720,000	11	4
12	920,000	12	4
13	1,200,000	12+ 1 hp	4
14 +	+ 200,000	+ 1 hp/level	4

REAVER

Prime Attribute: None

Hit Dice: 1d10 per level

Armor/Shield Permitted: Any

Weapons Permitted: Any

Races Allowed: Any, especially Unliving

Attack Table: Fighter

“Reavers. Abominations in the eyes of both god and man. The best you can hope for if you run into these things is that one of them makes a mistake and kills you quickly, or you do that to yourself. You’ll never know how much you wish for Death to visit until you’re being eaten alive by Reavers. They’ll eat you slowly while they make you watch. They’ll feed you parts of yourself, parts they’ve bit off and chewed. Better to be dead, aye, Much better. Before you turn into one of them.”

Reavers are ghoulish abominations that have a ravenous hunger that causes them to crave the taste of flesh. Some say they are men and women driven mad or that they’re the cruel result of an insane necromancer or wizard’s experimentation gone awry. Whatever the truth, Reavers are not to be trifled with. If they smell blood, they will attack. Their filed teeth and sharp claw-like nails rend opponents quickly, spraying blood and gore in every direction, and turning those that survive such attacks into Reavers themselves.

Not every Reaver is an uncontrollable killing machine. About 1 in 20 of them still suffer from the cravings, but they can control themselves, fighting the urge to kill and eat flesh. Many of them carry with them raw meat that allows them to slake the fleshlust when it comes upon them.

REAYER CLASS ABILITIES

REAYER ATTACKS (1st): The Reayer can bite opponents with their sharpened teeth for 1d6 damage, or claw at them for 1d4 damage.

REAYER CONTAGION (1st): On a successful bite or claw attack that penetrates the flesh of an opponent, the target must make a saving throw. If they fail the saving throw and survive the attack, they will turn into a Reayer within 1d6 days. Any Classed character that suffers this halts advancement on their current Class, but retains all abilities. They start a second experience value and advance now on the *Reayer Advancement Table*. If they find a way to be cured, or are killed and resurrected normally, they lose the Reayer Class and return to their original Class at the point advancement halt at.

FLESHEATER CONTROL (1st): A Reayer that passes a saving throw daily when they awake can resist the need to eat flesh that day. If they fail, they must eat flesh within an hour or succumb to terrible hunger pangs that cause them to attack the nearest flesh-based creature. They will not be sated until they eat at least 5 hit points worth of flesh.

FLESH FRENZY (1st): Once a day in combat, a Reayer can unleash a frenzy that overwhelms them, but makes them deadly. They gain +4 to initiative and +2 to attacks, but suffer from a +4 [-4] AC modifier while in the frenzy. They will stay frenzied until the combat is over, they are knocked unconscious, or they are killed.

REAVER ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	HIT DICE (d10)	SAVING THROW
1	0	1	16
2	1,250	2	15
3	2,500	3	14
4	5,000	4	13
5	10,000	5	12
6	20,000	6	11
7	40,000	7	10
8	80,000	8	9
9	160,000	8+ 1 hp	8
10	320,000	8+ 2 hp	7
11	420,000	8+ 3 hp	6
12	520,000	8+ 4 hp	5
13	620,000	8+ 5 hp	4
14 +	+ 100,000	+ 1 hp/level	4

STALKER

Prime Attribute: DEX 13+ and WIS 13+ (+5%) Experience Bonus

Hit Dice: 1d8 per level

Armor/Shield Permitted: Light armor only

Weapons Permitted: Any

Races Allowed: Any

Attack Tables: Ranger

“Hunters may be good at what they do, but we Stalkers are the best! If it is lost, we will find it. If it is hiding, we will find it. Nothing remains hidden from a Stalker. Once a Stalker has the scent, they will not break off until they have found the target. That is our promise. That is our creed. That is our honor-pledge.”

Stalkers are specialists at hunting and tracking targets, better at it than most rangers. They are at home in both urban and wilderness environments. They are often solitary, finding work and purpose in finding that which others cannot. They charge high fees for their services, which are paid because of the results they provide. Many Stalkers specialize in tracking particular races or groups.

STALKER CLASS ABILITIES

TRACKING (1st): Stalkers gain the *Ranger Tracking* ability. If they are about to lose the trail of a target, they can make a saving throw to refocus and retain the trail. As they increase in level their base chance to track a target increases (see *Stalker Advancement Table*).

MASTER OF CONCEALMENT (1st): The Stalker gains the *Move Silently* and *Hide in Shadows* skills from the *Thief Advancement Table* at their current level.

ALERTNESS (1st): A party containing a Stalker is surprised only on a roll of 1 on a d6. The Stalker can surprise others on a roll of 1-3 on a d6.

IMPROVED TRACKING (3rd): The base chance/modifiers for losing a trail are reduced by the Stalker's level. At 3rd level, the modifier for each day a trail is old or affected by weather is -7%, not -10%.

SPELL MASTERY (5th): The Stalker can learn Druid spells, and advances using the Druid spell advancement but at 4 levels lower. They start with one spell known, and must learn the others from other Stalkers or Druids. They can learn spells up to Level 3.

SEEKING GUILD (10th): The Stalker can establish a guild and recruit other Stalkers or Rangers to it. The Guild acts as a conveyor of job opportunities and information to help support guild members. Some guilds specialize in specific targets.

STALKER ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	TRACKING BASE %	HIT DICE (d8)	SAVING THROW
1	0	90%	1	15
2	2,000	91%	2	14
3	4,000	92%	3	13
4	8,000	93%	4	12
5	16,000	94%	5	11
6	32,000	95%	6	10
7	64,000	96%	7	9
8	128,000	97%	8	8
9	256,000	98%	9	7
10	360,000	99%	9+ 2 hp	6
11	460,000	99%	9+ 4 hp	5
12	560,000	99%	9+ 6 hp	4
13	660,000	99%	9+ 8 hp	4
14 +	+ 100,000	99%	+ 2 hp/level	4

WATERSTRIDER

Prime Attribute: DEX 13+ and CON 13+(+5%) Experience Bonus

Hit Dice: 1d10 per level

Armor/Shield Permitted: None

Weapons Permitted: Any, preferably trident and net

Races Allowed: Sahuagin

Attack Table: Ranger

"I'm telling you what I saw. A group of those fishfolk were riding on the backs of sharks, heading right towards the water elf flotilla. The elves fired arrow after arrow at the fishpeople, but they dodged and weaved around everything that the elves fired at them. Then I heard it. A bloodcurdling scream, and out of the water came the biggest squid I ever saw! Its tentacles reached out and wrapped around the lead ship of that flotilla and crushed it to pieces. Those fishfolk were whooping and hollering. You may think I'm crazy, but I think they controlled that damn thing. That's just not natural."

Waterstriders are the elite defenders of sahuagin territory, patrolling the waters with their shark companions and able to call upon other creatures of the sea to help them. Working in small teams of 2-4, they continually and aggressively attack those who they perceive would do the sahuagin harm.

WATERSTRIDER CLASS ABILITIES

SHARK COMPANION (1st): The sahuagin gains the companionship and support of a large shark that is theirs to command. The shark is bonded to the sahuagin and the sahuagin can communicate with its companion at distances up to 300 feet away. If the companion dies, the sahuagin can seek out another to bond with after a week has passed.

WATERSTRIDER SURVIVAL (1st): Waterstriders are trained to spend time out of water more than other sahuagin. Because of this, they do not have the same difficulty operating in sunlight as normal sahuagin do, and the doubling of damage from dehydration does not apply.

SHARKDANCER (3rd): The Waterstrider can perform advanced acrobatic maneuvers with and on their companion shark, including riding upon its back as it cuts through the surface of open water, using its dorsal (upper) fin for support. If the shark leaps out of water, it carries the sahuagin with it, who can then leap from its back onto the decks of ships or onto other creatures in the water. When hunting the same target in water, the Waterstrider and shark gain +2 to initiative and attacks as they work together to flank their target.

SUMMON SEA CREATURES (5th): The sahuagin can summon a number of sea creatures, including sharks, small whales, dolphins, octopi, and squid to them once per day (see *Waterstrider Advancement Table* below). These creatures will fight on behalf of the sahuagin without thoughts regarding their own safety.

SUMMON SEA BEHEMOTH (8th): Once per day, the Waterstrider can summon a single sea behemoth such as a large whale, giant shark, giant octopus, or a giant squid to aid them. The behemoth will answer the commands of the Waterstrider for 2d6 turns before leaving.

SUMMON SEA MONSTER (9th): The Waterstrider can now call the largest of the sea creatures, a Sea Monster, to aid them once per day. The creature can be commanded for 2d6 rounds before it disappears beneath the waves again.

WATERSTRIDER ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	SUMMONED CREATURES	HIT DICE (d10)	SAVING THROW
1	0	-	1	15
2	2,500	-	2	14
3	5,000	-	3	13
4	10,000	-	4	12
5	20,000	1d4	5	11
6	40,000	1d6	6	10
7	80,000	1d8	7	9
8	220,000	1d10	8	8
9	400,000	1d12	9	7
10	600,000	2d8	10	6
11	800,000	2d10	11	5
12	1,000,000	2d12	12	4
13	1,300,000	3d8	12+ 1 hp	4
14	1,600,000	3d10	12+ 2 hp	4
15+	+300,000	3d12	+ 1 hp/level	4



THE RACES

BUGBEAR

Bugbears are one of the largest and most dangerous of the goblinoid races, and are distantly related to goblins and hobgoblins. Many consider them to be an older and more pure strain of the goblin race, pure bloods. They stand over 8 feet tall, and are covered in dense fur, making them resemble bears from a distance. Up close their goblinoid heritage becomes readily apparent. They are often seen as slow and dim-witted and quick to anger, but they have a strong cunning and a stubborn streak that serves them well as apex predators. Although they have claws, they do little damage (only 2 hit points per strike), and they tend to use larger weapons they can wield in their huge hands. They can bite opponents with their fanged mouths, doing 2d4 damage. Most bugbears stay within their own enclaves, and they hunt in packs. The solitary bugbear is either weak, or an outcast.

All bugbears gain the Ranger *Tracking* ability, no matter what other Class they may be. Bugbears have an increased chance of surprising an opponent, gaining surprise on a roll of 1-3 on a d6, and they are only surprised on a roll of 1 on a d6. They gain +4 to all interactions with other goblinoid races, and a +6 when actively trying to intimidate them.

Most bugbears choose to be Fighters or Rogues. Bugbear Assassins are not unheard of, but are rare, unlike bugbear Stalkers; the bugbear's innate stubbornness and tracking ability allows them to track a target over time and distance, making them ideal to be hunter-killers.

DRAGONKIN

Distant cousins to the great metallic dragons, Dragonkin hail from the misty isles of Kanatath, where they lived in isolation for thousands of years. They stand almost 10 feet tall in height and are covered in metallic scales across their entire body. Unlike other draconian races, they have no wings, though they do have a long whip-like tail that can attack at reach up to 10 feet + 1 foot per character level. The tail can be used to attack normally for 1d8 damage, or to wrap around and hold a target on a successful attack; to escape the tail the target must roll a saving throw. The tail can be constricted when latched on, causing 1d4 damage each round. Dragonkin scales provides natural armor of AC 4 [15]. Dragonkin wear no other armor.

A dragonkin's scale color depends on their ancestry and lineage, just like the great dragons themselves, though usually they take the same color as their sire or dam. Scale color usually indicates the type of natural breath attack they have (see *Dragonkin Breath Attack Types* below), though sometimes that differs, especially those with mixed ancestry. As a dragonkin matures, its breath attack becomes even more powerful in damage, range, and the number of times it can be used (see *Breath Attack Advancement Table* below). Dragonkin have +4 to saving throws against attacks used on them that they have as a breath attack.

SCALE COLOR	BREATH ATTACK
Brass	Sleep gas cone causing those who fail a saving throw to fall asleep for the duration.
Bronze	Poison gas cone that lingers in an area.
Copper	Slow gas cone, causing all caught in it that fail a saving throw to be slowed to half their normal movement or reaction time for the duration.
Gold	Fire cone that can set things on fire.
Silver	Cold cone that can make things brittle.

DRAGONKIN BREATH ATTACK ADVANCEMENT TABLE

LEVEL	DAMAGE (poison/fire/ cold)	DURATION (poison/sleep/ slow)	RANGE (feet)	DAILY USES
1	1d4	1d4	10	1
2	1d6	1d6	15	1
3	1d8	1d8	20	1
4	1d10	1d10	25	2
5	1d12	1d12	30	2
6	1d12+2	1d12+2	35	3
7	1d12+4	1d12+4	40	4
8	1d12+6	1d12+6	45	5
9	1d12+8	1d12+8	50	6
10	1d12+9	1d12+9	60	7
11	1d12+10	1d12+10	70	8
12	1d12+11	1d12+11	80	9
13	1d12+12	1d12+12	90	10
14	1d12+13	1d12+13	100	11
15	1d12+14	1d12+14	110	12
16	1d12+15	1d12+15	120	12
17	1d12+16	1d12+16	130	12
18	1d12+17	1d12+17	140	12
19	1d12+18	1d12+18	150	12
20	1d12+19	1d12+19	160	12
21+	1d12+20	1d12+20	170	12

Most dragonkin are Fighters, Magic-Users, Rangers, or the dragonkin-unique Class of Radiant. They gain +4 to all interactions with other draconic races.

GOBLIN

Goblins are the smallest and sneakiest of the goblinoid races. Their small size and nimbleness makes them incredibly dangerous when there are large numbers of them, which is how they prefer to attack. Most stand between 3-4 feet tall and have mottled skin in shades of green, red, purple, brown, or black. The mottling may be of any color, though mottling that contrasts strongly against their base color, such as white, yellow, or orange, is the most desirable.

They have difficulty seeing in daylight, and suffer a -1 penalty to attacks in full sunlight. This is counterbalanced by being able to see in the dark up to 60 feet, and nimbleness that gives them +1 to saving throws and attacks in darkness.

Most goblins are Fighters, Thieves, or Assassins. A number of them are Magic-Users, and those that turn to the dark gods are given power to become Clerics for them. Goblin Deathwitches are rare, but not unheard of. Goblin Firespitters are elevated and revered within goblin society, but many don't survive their apprenticeship.

SAHUAGIN

The truest enemies of the water elves, the fishfolk Sahuagin constantly battle with them for dominance of the underwater realms in savage and bloody battles that draw in other creatures of the seas such as sharks, giant squids, and sea behemoths. Sahuagin give no quarter and are merciless when it comes to elves – all elves – and they are often called “the devils of the sea” by mariners. They stand 8 feet tall and are armed with net and trident, which they use terribly efficiently. They worship the god of sharks, and sharks play an important part in their lives and rituals. All sahuagin have simple telepathy with sharks up to 100 feet, allowing them to communicate and command them. They use sonar underwater to see perfectly, but suffer a -2 to all actions when in

direct sunlight; sunlight also dries out their skin, doubling the damage for being out of water.

While other races struggle to fight in water, the sahuagin excel at it and gain a +2 attack and damage bonus when fighting any creature underwater that is not native to water. They can perform incredible acrobatic feats while swimming and have a swim speed of 12. Once a day, when wounded, they can enter an uncontrollable frenzy in an attempt to rip and shred an opponent apart. This frenzy will only end with the death of the opponent, or the sahuagin itself. While in the frenzy, they do +2 attack and damage, but suffer a +2 [-2] AC modifier. They wear no armor and have a natural AC of 5 [14], although they will often wear ceremonial armor made from shells and the bones of sea creatures. This armor provides no additional protection.

Sahuagin are saltwater creatures, and while they can survive for short periods of time in fresh water, extended periods in non-salt water can kill them. They must make a saving throw every turn they spend in non-salt water; failure causes 1d6 points of damage for each hour in the freshwater and leaves the sahuagin fatigued. Sahuagin can survive out of water under the threat of dehydration; each full hour a sahuagin is out water causes 1 hit point of damage. Immersion in saltwater, or saltwater applied to their bodies while on land, returns these lost hit points at 1 hit point per round. If a sahuagin stays out of saltwater for 24 hours, they must make a saving throw or die from "air drowning".

Most sahuagin are Fighters or Clerics that worship the shark god. Those few special sahuagin who connect on a deep level with sharks become Waterstriders, the elite warriors that protect sahuagin territory borders.

UNLIVING

Unliving are created by dying and being resurrected by a necromancer, in much the same way a zombie is. They are technically not a race, but a template that replaces a base race. Unliving retain all of the race benefits of their base race, though some features change. Any Class, levels for the unliving's Class, and abilities of that Class are retained but the base Class becomes locked and can no longer advance. Instead the character switches Class to one of the Classes listed below, with experience reset to zero. Characters that were previously Clerics are disconnected from their deity and connect with the god of death (or other related) and have their skills and spells relating to the undead inverted: turning undead becomes drawing undead to them, and cure spells do damage to them while the inverse heals them.

The unliving require regular sustenance to continue being active. This must be in the form of flesh, with at least a pound of flesh needing to be eaten each day; if a unliving is unable to eat flesh, they will break down their own body to provide the sustenance. For every 10 pounds an unliving cannibalizes itself, it temporarily loses 1 hit point from its maximum, which can be reclaimed by consuming additional flesh to repair itself. If the flesh eaten by a unliving is infected with disease, then the unliving will contract that disease upon a failed saving throw.

Unliving that have their heads cut off, or are dismembered can still move and act. Destroying a unliving's brain, contrary to popular belief, does not destroy it, only immobilizes it. In cases like this the unliving cannibalizes its own body to repair the damage to the brain. This takes a number of weeks equal to the amount of hit point damage that the brain sustained; if the unliving does not have enough of its own body to provide the hit points, it will fail to fully repair the brain and may be stuck only partially-repaired. Once the brain is rebuilt, the unliving becomes motile again.

The only true way to destroy an unliving is to destroy the majority (over 80%) of its body with fire, acid, or some other means. Otherwise the remaining parts will try to return to each other and reconnect.

The undead nature of unliving means that they are affected by spells and magical items and abilities, including the Cleric ability of turning the undead. Healing spells and potions do damage to them, unless reversed. Their movement rate is permanently reduced by 2. They receive only half damage from all non-magical attacks, full damage from magical attacks, and double damage from holy/divine/fire-based attacks or weapons. Unliving do not heal as other characters do, instead recovering 1 hit point for each pound of flesh consumed. Flesh eaten goes to hit point repair before it goes to repair the unliving's cannibalized body.

Unliving can choose to be Fighters or Clerics. They may become Reavers if they are resurrected by a Deathwitch; an unliving cannot be cured of being a Reaver once they turn into one.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty- free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with

any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.=

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008. Author Matthew J. Finch

Swords & Wizardry Complete Rules, Copyright 2010.

Author Matthew J. Finch

Monstrosities, Copyright 2012. Author Matthew J. Finch.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!l, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene,

based on original material by Gary Gygax.
Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.
Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.
Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Labyrinth Lord. Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.
Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.
Mutant Future Copyright 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.
Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Demon: Jubilex „The Faceless Lord“ (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.
Eel, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene.
Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Gorbel from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Andrew Key.
Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.
Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gygax.
Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gygax.
Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Slithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.
Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.
Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.
Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor. Author Daniel Proctor.
"The Witch" 2012 Timothy S. Brannan, Elf Lair Games
"13 New Spells for the Deathwitch and Mara Witch Tradition", 2018 Timothy S. Brannan.
The Little Book Of Adventuring Classes vol. 1, Copyright 2018. InfiniBadger Press. Author Jason Paul McCartan.

Designation of Product Identity

The following is the Product Identity of InfiniBadger Press: the name, logos, and identifying marks for InfiniBadger Press; the trade dress of this publication; the front and rear covers; the inside cover credit page; interior maps and diagrams or graphics; and the product name The Little Book of Adventuring Classes.

All licensed artwork used in this product is the Product Identity of the original artists.

All Product Identity used under license or permission remains Product Identity.

Swords & Wizardry is the Product Identity of Matthew J. Finch and is used by permission through the Trademark License of that product.

Open Game Content:

All other content not designated Product Identity is Open Content. END OF LICENSE

This version of the license supersedes all previous versions of the license.

*Looking For New Options
For Your Old School RPG?*

the little book of adventuring
CLASSES
~ volume I ~

8 NEW CLASSES!

- BLOODSTORMER
- DEATHWITCH
- FIRESPIITER
- GRIFTER
- RADIANT
- REAVER
- STALKER
- WATERSTRIDER

5 NEW RACES!

- BUGBEAR
- DRAGONKIN
- GOBLIN
- SAHUAGIN
- UNLIVING

