

the little book of adventuring
CLASSES
~ volume II ~



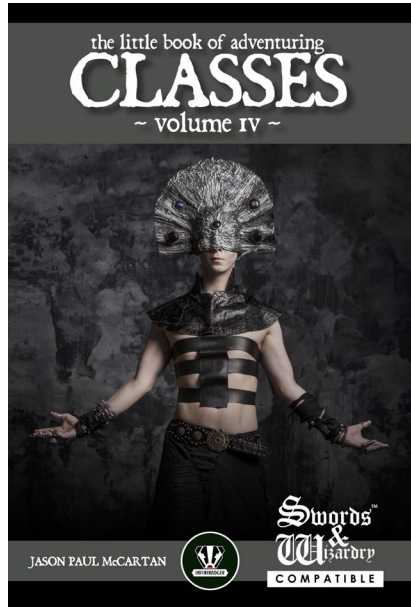
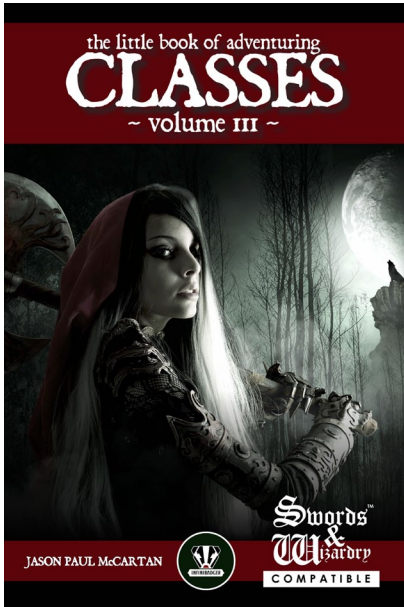
JASON PAUL McCARTAN



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CLASSES
~ volume II ~

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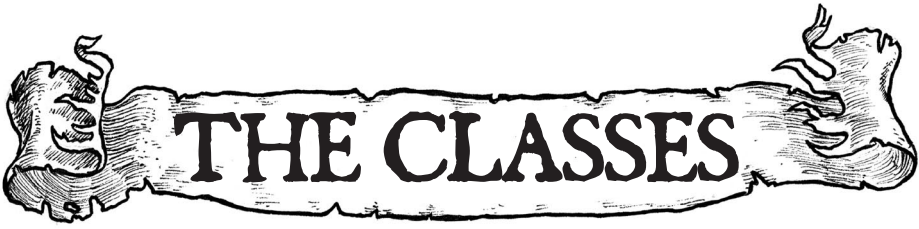
GREETINGS!

Welcome to the second 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.

Will you play the mysterious and deadly Ninja, or fight with words and knowledge as a Scholar? Will you command others as a Warmonger, or make sure the way is safe as a Vanguard. Will you allow others to travel other paths as a Navigator, or grow your own Barbarian clan and tribe? Will you master magical runes as a Runecaster or be a Summoner that can call beasts and creatures magical and non-magical from other planes? All these options stand before you.

Choose new races including the badger-like Brokkan or the winged Skydings who dwell in their floating aeries. Are you a Half-Orc struggling to find acceptance, or a Minotaur born of chaos? Or are you a gnome, fey magic user or technical genius?

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

BARBARIAN

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

Hit Dice: 1d10 per level

Armor/Shield Permitted: Any

Weapons Permitted: Any

Races Allowed: Any

Attack Table: Fighter

"You may think me uncivilized, but I am not. I am merely a product of a different way of life, a better way of living and being. I am closer to the world and its inhabitants than you are, with your cities of towering spires and your inhumanity to other's needs. My clan is strong, our way of life strong, and our resources abundant. But do not think we are beneath you. In truth, it is truly the other way around. And do not test my mettle or resolve, for you will not find it wanting. You have been warned."

Often seen with prejudice as "uncivilized brutish others", Barbarians are anything but. While their ways may seem different from much of the rest of the world or hew to old ideas of community and prestige, they still have advanced knowledge in many areas including warfare, construction, healing, magic, and lore. They believe in the oral traditional, with each Barbarian having a love of their own tribe's history as well as their own family, and they can recount generations of history and tradition that has been passed to them. Tribes are made up of a large number of

interrelated or independent clans that swear allegiance to each other. Many clans are made up of different races and species; allegiance to the clan is more important than anything else.

Barbarians can be feral and enter a killing rage, and when working with other Barbarians become even more deadly. Most have an animal companion related to a totem spirit, and the bond between the companion and Barbarian stays until one or the other dies.

ABOUT BARBARIANS

ALIGNMENT: Barbarians have a strong self of honor and follow a code of conduct relating to their tribe. They are usually lawful, although those who have been exiled may become chaotic and seek to avenge themselves against their tribe.

STRANGER TO URBANIZATION: Barbarians are not comfortable in urban environments, and they have a -2 saving throw modifier in any settlement larger than a village that is not a barbarian settlement.

TITLE: A Barbarian that reaches 7th level gains the title of Chieftain. At 10th level, they gain the title of Chieftain Lord, and a place at the Chieftain's Council, a special conclave open to all Chieftain Lords or more powerful. At 12th level they gain the title of Chieftain King and the right to sit at the King's Council with other Chieftain Kings. The most powerful Chieftain King is known as the High King.

BARBARIAN CLASS ABILITIES

WEAPON SPECIALIZATION (1st): Barbarians can choose to specialize in using a particular weapon at any time between character levels 1-3. Doing so allows them to gain a +1 bonus to attack with that weapon, while suffering a -1 bonus to attack with all other weapons. If a Barbarian chooses not to specialize before becoming character level 3, they cannot specialize in this way. At level 5, 10, 15, and 20, the bonus and penalty increases by an additional +1/-1.

BARBARIAN RAGE (1st): Barbarians can enter into a fighting rage that turns them into powerful combatants. While in this rage, the Barbarian gains a bonus to attack and damage (see Advancement Table below) as well as a +2 [-2] Armor Class modifier. The number of rages they can invoke daily depends on their character level (see Advancement Table below). A single rage lasts a number of rounds equal to 2 + their CON modifier. A Barbarian can end their rage early without any penalty.

TOUGH AS NAILS (1st): Each day, a Barbarian gains a number of temporary hit points equal to their current character level. These temporary hit points are used to help absorb damage taken in any way, such as in combat or falling. Any unused temporary hit points not used at the end of a day are lost, and the temporary hit points are refreshed after a long rest.

STRONGWILLED (1st): Barbarians gain a +2 to saving throws involving their sense of self or purpose. This saving throw bonus is not available while they are in a rage.

SWIFTFOOTED (1st): A Barbarian wearing medium, light, or no armor, and who is not overly encumbered can move faster, gaining an additional +2 to their Movement.

ENDURING STRENGTH (1st): A Barbarian is accustomed to carrying gear and equipment as they travel. They may ignore up to 5x their current character level in pounds of carried weight.

ANIMAL COMPANION (3rd): The Barbarian gains an animal companion that travels with them. The animal companion may be up to a 2 hit dice creature. The Barbarian may only have one animal companion at a time. If the animal companion dies, the Barbarian may gain a replacement animal companion of the same or a different type after 1d10 days have elapsed. When the Barbarian reaches 5th level, the animal companion may be a creature with up to 4 hit dice. At 10th level, the animal companion may have up to 8 hit dice.

STRENGTH IN NUMBERS (3rd): Every Barbarian in a party that remains conscious and engaged in combat gains a +1 to attack or damage to opponents, up to a maximum bonus of +5. The bonus can be split between attack or damage each round as desired, but the split must be declared before an attack roll is made.

COMPANION TACTICS (5th): The Barbarian and their companion animal can work together to harry their opponents. Both the Barbarian and animal companion gain a +1 bonus to attack rolls on the same target. When attacking, due to the distracting nature of their joint attack, the second attacker gains an additional +1 bonus to attack.

ESTABLISH CLAN (7th): The Barbarian may form their own clan, complete with their own unique clan name. They may draw other Barbarian families to their clan, even those in another clan. As the clan grows in size, so does a Barbarians reputation, and they gain bonuses when interacting within their own clans and with other clans.

CLAN SIZE	BONUS WITHIN CLAN	BONUS OUTSIDE OF CLAN
2-25	+0	+0
26-75	+1	+1
76-150	+2	+1
151-300	+3	+2
301-600	+4	+2
600-1000	+5	+3
1000+	+6	+4

Barbarians recruit others into their clans by asking for an oath of fealty. In return, they will provide clan members with resources and support.

ESTABLISH STRONGHOLD (12th): The Barbarian can now establish a stronghold settlement that their clan makes their home. The majority of clan members will reside here, while others adventure.

BARBARIAN ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	RAGES PER DAY	RAGE ATTACK/DAMAGE BONUS	HIT DICE (d10)	SAVING THROW
1	0	1	+2	1	14
2	2,250	1	+2	2	13
3	4,500	1	+2	3	12
4	9,000	2	+2	4	11
5	18,000	2	+3	5	10
6	36,000	2	+3	6	9
7	72,000	3	+3	7	8
8	144,000	3	+4	8	7
9	288,000	3	+4	9	6
10	388,000	4	+5	10	5
11	488,000	4	+6	11	4
12	588,000	4	+7	12	4
13	738,000	5	+8	12+ 1 hp	4
14	888,000	5	+9	12+ 2 hp	4
15	1,038,000	5	+10	12+ 3 hp	4
16	1,158,000	6	+11	12+ 4 hp	4
17	+ 200,000	7	+12	+ 1 hp/ level	4

NAVIGATOR

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

Hit Dice: 1d6 per level

Armor/Shield Permitted: Any

Weapons Permitted: Any

Races Allowed: Any

Attack Table: Magic-User

“You have been wise in choosing to use the services of a Navigator, for we can get you to where you need to go, safely and efficiently, unless it is one of the forbidden destinations. As long as you have the coin and you agree with this contract, I will transport you wherever you wish to go. What happens after that is up to you...”

Navigators travel throughout the known world, offering their services to those who wish to move quickly and safely between different physical locations. They do this through Waygates, permanent structures or temporarily summoned portals that connect with each other in a complex matrix across the world, passing through a realm that exists outside of normal space and time. Travel between these Waygates can be dangerous, and only a true Navigator can help keep those walking the Manifold Paths safe.

Almost all Navigators are members of the Navigator's Guild and follow the creed of the Guild: Keep safe those who choose to walk the Manifold Paths. Guild membership allows Navigators a central location to associate with other Navigators, to offer their services to private patrons (and sometimes the public), and to recharge, repair, or replace their Lodestones. On those occasions where there is need, Navigators may offer their services to armies, working together to help field large numbers over vast distances.

A small number of Navigators turn rogue, abandoning the Guild. Over time as the power of their Lodestone fades they find alternative ways to charge it, often drawing on dark and mysterious magics that corrupt them, and they become known as The Lost.

ABOUT NAVIGATORS

ALIGNMENT: Navigators are of lawful alignment.

LODESTONES Navigators gain their extraordinary powers by being attuned to their Lodestones. If a Navigator loses a Lodestone or it is removed from their body, they are unable to use any of their Class abilities until they have another embedded either at a Navigator Guildhall, by crafting one themselves, or through some other magical means.

WAYGATES Waygate connections remain intact until the establishing Navigator disconnects the link between both Waygates. A Navigator on a path between two Waygates can close the Waygate nearest to them so that others cannot access the Waygate – it becomes 'engaged' until the other Waygate connection is dismissed. Waygates may only have one connection established to any other Waygate (even a summoned one) at a time. While there is a connection established to a gate, other incoming connections are resolved based on a first-in-line-approach.

NAVIGATOR CLASS ABILITIES

LODESTONE (1st): The Navigator has a Lodestone, a magical gemstone that links them to the Manifold Paths. Through this lodestone, they can sense the magical energies of Waygates, and can stay within the safe path between two Waygates. The color of the gemstone used for the Lodestone affects the color of the Waygate portal.

As the Navigator rises in power, they can use their Lodestone more efficiently. Lodestones are charged with energy, and as Navigators become more powerful, their Lodestones can hold more charges. A charge is used upon entering a Waygate, but not exiting it. Lodestones can be recharged at a Navigator Guildhall (each charge takes an hour and requires the Navigator staying within 10 feet of a Master Lodestone), or by the Navigator themselves using Waygates if they are of a higher level.

The Lodestone counts as a magic item and can be detected as such, except when a Navigator uses their Cloak Lodestone ability.

KNOW THE WAY (1st): When standing within 10 feet of an open Waygate, the Navigator can determine the linked Waygate's location.

MARKER (1st): The Navigator can place a marker in the world that lasts for 1d8+2 days. They can sense these markers up to 1000 feet for each character level they have.

TRAVERSE THE PATH: (1st): The Navigator can use Waygates to travel between two points, and allow others to travel with them. The Waygates must already be opened to the Navigator, and be within a range that the Navigator can traverse (see Advancement Table below). When entering the Waygate, the Navigator must roll a d100. If the result is equal to their Waygate Travel skill (see Advancement Table below), then the connection between the Waygates is strong and secure. If the result is higher then roll another d100. That determines as a percentage along the pathway between Waygates where the Path is weakened.
Navigator

The amount of time taken to travel depends on the Navigator's character level. For each hour that it would take to normally travel the distance, divide it by 1 +the Navigator's character level. That is the true travel time.

Once inside a Waygate, a Navigator can close it behind them to restrict access to it. This does not disrupt the path they are currently on.

WAYGATE COMMUNICATION (2nd): The Navigator can speak through their Lodestones while standing within 10 feet of an open Waygate to another Navigator at the opposing Waygate, or to any Navigator currently traveling between the two Waygates.

LOCATE NAVIGATOR (2nd): The Navigator can locate other Navigators over distance and know where they are in a general sense. This uses up a charge in their Lodestone. The range is determined by the Navigator's character level (see Advancement Table below).

LOCATE WAYGATE (3rd): The Navigator can locate Waygates and their state (open or closed) over distance.

CHARGE LODESTONE (4th): The Navigator can now recharge their Lodestone by remaining close to a Waygate. For each day they stay near a Waygate, they regain one charge in their Lodestone.

CLOAK LODESTONE (5th): The Navigator can hide the magical energy of their Lodestone from prying eyes by using up a charge. It is no longer detectable as a magic item for a number of hours equal to their current character level. This may be performed multiple times in a day.

SUMMON WAYGATE (7th): The Navigator can summon an emergency Waygate, linking it to any other permanent existing Waygate that is not currently in use and that they know about. This summoning uses two charges from their Lodestone. These Waygates are more difficult to traverse than normal and the Navigator suffers a -40% penalty in their Waygate Travel skill while they Traverse The Path.

LOCATE SPECIFIC NAVIGATOR (6th): The Navigator can locate a specific Navigator they have previously met in person over distance. This uses up a charge in their Lodestone. The range is determined by the Navigator's character level (see Advancement Table below).

CRAFT LODESTONE (10th): The Navigator can create a new Lodestone, either for their own use or for another Navigator. This requires a flawless gemstone of any type being given a single charge at a Master Lodestone, a Waygate, or transferring a charge from another Navigator's Lodestone.

NAVIGATOR ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	LODESTONE CHARGES	WAYGATE TRAVEL	RANGE (MILES)	HIT DICE (d6)	SAVING THROW
1	0	1	50%	50	1	15
2	2,000	1	55%	100	2	14
3	4,000	1	60%	200	3	13
4	8,000	1	65%	400	4	12
5	16,000	2	75%	800	5	11
6	32,000	2	80%	1,600	6	10
7	64,000	2	90%	3,200	7	9
8	128,000	3	95%	6,400	8	8
9	256,000	3	96%	12,800	9	7
10	350,000	4	97%	25,600	10	6
11	450,000	5	98%	50,000	10+ 1 hp	5
12	550,000	6	99%	75,000	10+ 2 hp	4
13	650,000	6	99%	100,000	10+ 3 hp	4
14	750,000	6	99%	100,000	10+ 4 hp	4
15	850,000	6	99%	100,000	10+ 5 hp	4
16	950,000	6	99%	100,000	10+ 6 hp	4
17	1,100,000	6	99%	100,000	10+ 1 hp	4
18	1,350,000	6	99%	100,000	10+ 1 hp	4
19 +	+ 150,000	6	99%	100,000	+ 1 hp/ level	4

NINJA

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

Hit Dice: 1d6 per level

Armor/Shield Permitted: Cloth and light armor only

Weapons Permitted: Any

Races Allowed: Human, Elf, Half-Elf

Attack Table: Fighter

“You may have heard of the Ninja, mysterious masters of the martial art known as ninjitsu. What you know is only half-truths and the terrified ramblings of madmen who claim to have survived meeting one – if they were truly visited by a Ninja they would not be here to tell the tale. The true Ninja is a master of disguise and stealth and will never allow others to expose them for what they are: spies, thieves, and killers who will work for pay without questioning the morality involved in what they do. They provide a service and let others worry about the ramifications of that service. They are something this world desperately needs. Now, what is it you wish of this Ninja?”

Ninja are covert agents skilled in the martial arts as well as infiltration, espionage, sabotage, and assassination. While sharing many skills as samurai, they are seen to be without honor because of their tactics and the way they operate; while the samurai commits their service to a lord or lady, a Ninja takes pay from whoever needs their clandestine services. Ninja are slight in build and nimble with wiry musculature, all the better for them to be able to go places where few others can travel, such as on top of a building or in the spaces between walls where they can eavesdrop. They are masters of disguise and mimicry and can blend into society so well that no-one would suspect their true origin.

Every Ninja belongs to a clan and an expulsion from the clan (which rarely happens, but can) is effectively a death warrant to be served by any other clan member. Each clan has its own rules, but all Ninja follow the same central Code: never betray the clan, never divulge secrets to

non-Ninjas, complete the assignment at all costs, and if caught escape as soon as you can or give up your life.

ABOUT NINJAS

ALIGNMENT: Contrary to popular belief, Ninja are not chaotic. They believe strongly in order – just a very specific kind. Ninjas are lawful even if they perform acts that may be viewed by others as unlawful and breaking actual legal laws.

THE NINJA CODE: The Ninja follows a strict code of honor that directs how they will use their skills and abilities. They will continue to attempt to complete any mission they have been given, even at the risk of their own death.

NINJA ATTIRE: Ninjas blend into the general population most of the time, dressing in their traditional costume only when needed, which is usually when carrying out an assignment.

NINJA CLASS ABILITIES

STEALTHY (1st): The Ninja gains all of the Thief *Thieving Skills* class ability at two levels higher than their current character level. Racial bonuses apply.

ALERTNESS (1st): The Ninja is rarely surprised. Any party containing a Ninja is surprised only on a roll of 1 on a 1d6. They can also surprise others on a roll of 1-3 on a 1d6.

DEFLECT MISSILES (1st): The Ninja can deflect arrows, bolts and thrown weapons with a successful saving throw. At 4th level, they can catch them.

MARTIAL MASTER (1st): The Ninja gains the Monk's *Weaponless Damage* for all unarmed attacks.

FAST MOVEMENT (1st): The Ninja can change to their base Movement speed in the same way that Monks do.

SAVING THROWS (1st): The Ninja gains a +2 bonus to all saves involving acrobatics, agility, or dexterity, and on those relating to poisons.

AGILE DEFENSE (1st): When wearing no armor at and remaining unencumbered, the Ninja gains a -2 [+2] Armor Class bonus. At 5th level and every 5 levels after that, it increases by -1 [+1].

WEAPON SPECIALIZATION (1st): The Ninja chooses a melee weapon specialization and a missile weapon that they excel at using. They gain +1 to attack and damage with these weapons. At 4th level, they may choose another specialization for both melee and missile, as well as at 8th level and 12th level.

MELEE	MISSILE
Short and long sword (Daisho)	Shortbow or longbow
Flails (Kasurigama and Manriki-Gusari)	Spears
Claw gloves (Tekko-Kagi) and knuckle dusters (Tekken)	Shuriken
Polearms	Throwing knives or blades (shuriken)
Non-weapons (Kunai)	Darts (thrown or blowgun)

KAKUTE (1st): The Ninja has a ring with one or more horns in it that can be worn on a finger. Grabbing an opponent's limb or body with the horns facing inward caused 1 hit point of damage and requires the opponent to pass a saving throw or miss their next action as the Ninja flees or performs another attack. The horn may be coated with poison that is injected when pressed against unarmored flesh.

POISON MASTERY (1st): The Ninja gains the Assassin's Poisons class ability. They have enough knowledge to create their own poisons, as long as they have ingredients and pass a Poison Creation roll (see Advancement

Table below). A fail uses up all of the ingredients gathered, whilst a success creates 1d6 doses of the desired poison.

SPECIAL MOVES (1st): The Ninja gains the ability to use a special combat move every third level after the first from those listed below (see Ninja Advancement Table below):

SPECIAL MOVE	EFFECT
Silent Strike	Attacks unnoticed from behind or the flank are at +4 and do double damage. At four levels higher than originally selected, damage becomes tripled. At eight levels higher than when originally selected, it quadruples.
Eye/Throat Strike	The opponent must make a saving throw. If they fail for an eye strike, they are blinded for d6 rounds. If they fail a throat strike, they are stunned for d4 rounds as they try to catch their breath. Can be used once per encounter.
Ki Strike	A focused unarmed attack does 1d6 damage and the target must make a saving throw or be thrown backwards and onto the ground 2d10 feet away. Can be used once per encounter.
Ki Dodge	For the remainder of an encounter, the Ninja gains an effective Armor Class bonus of -4 [+4]. This can be used once per day.
Speed Climb	The Ninjas land movement speed becomes their climbing speed. Can be used once per day.
Leaping	The Ninja can leap and jump 25% further than normal, and gains a +2 bonus to saving throws for leaping. At 4 levels above the character level this is gained at, it increases to 50%, and at 9 levels above it becomes 100%.
Smoke Bomb	The Ninja can use smoke bombs to help escape or blind/confuse an opponent. The smoke bomb must be dropped directly in front of the target who must then make a saving throw. If they fail, they are blinded for 1d4 rounds. The Ninja can have that a maximum of 6 smoke bombs at any time. It takes an hour and the correct ingredients to make a new smoke bomb.

DISGUISE (3rd): The Ninja gains the Assassin *Disguise* class ability.

TWIN WEAPON FIGHTING (4th): The Ninja can make two attacks each round with their melee special attack weapons at the same target with both at -2 to attack. At 6th level, this becomes a -1 and each attack can be directed against a different opponent. At 9th level the penalty is removed completely.

MULTIPLE ATTACKS (6th): The Ninja can make two attacks per round (on top of Twin Weapon Fighting), one each against two close combat opponents that are at least two levels lower than the Ninja.

NINJA CLAN (10th): The Ninja may form a clan under their own banner, recruiting less powerful Ninja to their cause. The clan will have an established hidden base of operations.

NINJA ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	POISON CREATION	KNOWN SPECIAL MOVES	HIT DICE (d6)	SAVING THROW
1	0	25%	1	1	14
2	1,750	30%	1	2	13
3	3,500	35%	2	3	12
4	7,000	45%	2	4	11
5	14,000	50%	2	5	10
6	28,000	55%	2	6	9
7	56,000	60%	3	7	8
8	112,000	65%	3	8	7
9	224,000	70%	3	9	6
10	424,000	75%	4	10	5
11	624,000	80%	4	10+ 1 hp	4
12	724,000	85%	4	10+ 2 hp	4
13	824,000	90%	5	10+ 3 hp	4
14	924,000	95%	5	10+ 4 hp	4
15	1,024,000	99%	5	10+ 5 hp	4
16	1,224,000	99%	6	10+ 6 hp	4
17	1,424,000	99%	6	10+ 7 hp	4
18	1,624,000	99%	6	10+ 8 hp	4
19 +	+ 200,000	99%	7	+ 1 hp/level	4

RUNECASTER

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

Hit Dice: 1d4 per level

Armor/Shield Permitted: Any light or medium

Weapons Permitted: Any small weapons

Races Allowed: Any

Attack Table: Cleric

“With this rune, I empower thee. With this rune, I change thee. With this rune, I become thee. Learn these words well, and keep them to heart. The Runecaster’s way is not for everyone. It is a powerful form of magic that is different from other types, and only those that are truly touched by the gods can wield runes.”

Runecasters are a specialist magic caster that draw and etch magic runes into the air and onto objects. Each rune has different effects, and more complicated and powerful versions of each rune have more powerful effects. More powerful Runecasters can embed magic deeply into objects, creating temporary and permanent magic items powered by the runes bound to them. As long as a Runecaster has a free hand, they can create and activate runes.

ABOUT RUNECASTERS

RUNES: There are three forms of runes, that a Runecaster may cast: Lesser, Greater, and Ultimate. Greater runes cannot be cast until the Lesser version of it has been cast and the Runecaster has reached a certain character level. Ultimate runes cannot be cast until the Greater form of a rune is learned, and the character has reached a certain level (see Advancement Table below). Runecasters must learn new runes from other Runecasters, and always only learn the Lesser version; more powerful versions become learned by experimenting and using the runes.

Casting runes costs a number of Rune Points, depending upon the type of rune. A Runecaster's Rune Points are equal to their character level. They replenish after a long rest, typically 8 hours of uninterrupted sleep.

RUNE FORM	RUNE POINT COST
Lesser	1
Greater	2
Legendary	4

When runes are cast or activated, they expel bright radiant electric light in various hues of the rainbows; runes do not otherwise indicate that they are magical. Shielded runes, even in items, do not give off this light.

RUNES AND MAGIC ITEMS: Items that are magically enchanted may have runes cast upon them, but if the magic item loses its magic, for example if the item is disenchanting, then all runes on the item are also removed.

TITLE: Runecasters have no title until they can cast more complicated runes. At 6th level they become known as Runemasters. At 12th level they are known as Runelords. Once a Runecaster has mastered all Lesser runes they are known as a High Runelord; there have only ever been a handful of these throughout history.

RUNECASTER CLASS ABILITIES

RUNECASTER (1st): Runecasters are able to invoke runes, drawing them as glowing rune forms that hang in the air. Runecasters start knowing 3 lesser rune forms, and learn a new Lesser rune form each level they advance according to the Runecaster Advancement Table. The Runecaster can cast a number of runes of any type known each day as long as they have enough Rune Points. The Runecaster Advancement Table shows the number of Rune Points they have each character level. Casting a rune takes at least one action.

RUNEBINDER (4th): The Runecaster can cast a known rune onto a physical item or location or another person. This requires paying the Rune Point cost for it. It can be immediately active or have a trigger placed into to it that causes activation. The rune remains active until it is either removed by the Runecaster who cast it, it is dispelled, or it is activated. Bound runes can be detected as magic, and any Runecaster of any level will be able to see them unless the rune is shielded. The number of runes that an individual item may contain is equal to the 1/5 of the Runecaster's character level rounded up.

RUNEMASTER (6th): A Runecaster can now learn Greater forms of a rune. They can learn one each character level, as long as they know the Lesser version of it. Lesser rune forms can now also be cast as shielded, hiding them from magical detection as well as from other Runecasters.

RUNESMITH (8th): The Runecaster can now bind known runes permanently into physical items such as weapons and armor, turning them into magical items. The rune is made active as soon as it is bound to the item. A rune item may contain up to 1/5 of the Runecaster's character level rounded up. Any rune in a rune item can be replaced by another rune that the Runecaster knows and casts, spending the appropriate Rune Points.

Anyone may wield the rune item and use its bound rune abilities once per day without requiring Rune Points. A Runecaster can choose to spend additional Rune Points for additional activations – this allows Runecasters to use rune items they do not know the rune form for.

Runes can only be removed by their creator or by another Runecaster of higher character level that can separate the rune from the object or replace it. A Runecaster of a higher level can extract the rune from a rune item and learn its Lesser form. Some magic items, spells, or rituals can also remove runes.

RUNELORD (12th): The Runecaster may now cast Ultimate versions of rune forms as long as they know the Greater form of the rune, and learn one Ultimate form each character level going forward. At 15th level, Ultimate rune forms can now be cast as shielded, hiding them from magical detection as well as from other Runecaster.

RUNECASTER ADVANCEMENT TABLE

LEVEL	EXPERI- ENCE PTS	RUNE POINTS	RUNES KNOWN			HIT DICE (d4)	SAVING THROW
			LESSER	GREATER	LEGENDARY		
1	0	1	3	-	-	1	15
2	1,500	2	4	-	-	2	14
3	3,000	3	5	-	-	3	13
4	6,000	4	6	-	-	4	12
5	12,000	5	7	-	-	5	11
6	24,000	6	8	1	-	6	10
7	48,000	7	9	2	-	7	9
8	100,000	8	10	3	-	8	8
9	200,000	9	11	4	-	9	7
10	300,000	10	12	5	-	10	6
11	400,000	11	13	6	-	10+ 1 hp	5
12	500,000	12	14	7	1	10+ 2 hp	4
13	600,000	13	15	8	2	10+ 3 hp	4
14	700,000	14	16	9	3	10+ 4 hp	4
15	800,000	15	17	10	4	10+ 5 hp	4
16	900,000	16	18	11	5	10+ 6 hp	4
17	1,000,000	17	19	12	6	10+ 7 hp	4
18	1,200,000	18	20	13	7	10+ 8 hp	4
19	1,400,000	19	21	14	8	10+ 9 hp	4
20	1,600,000	20	21	15	9	10 + 10 hp/level	4
21 +	+ 200,000	21	21	+1 per level	+1 per level	+ 1 hp/ level	4

RUNECASTER RUNES

Each rune form has three levels that can be learned: Lesser, Greater, and Legendary. The previous level of a rune form must be learned before the next level can be learned. Some effects for a rune are included, extended, or changed for certain forms. See individual rune descriptions for specific details.

AIR

RUNE FORM	EFFECT
LESSER	Generates a blast of air with range of 60 feet. Target must make a saving throw or be knocked onto their backs.
GREATER	Generates a cone of air with range of 120 feet and width of up to 60 feet. All targets in the contact area must make a saving throw or be knocked back 2d10 feet and onto their backs. They also take d6 damage, no matter if the saving throw is made or not.
LEGENDARY	Generates a wave of air with a range of 180 feet and a width of 60 feet. All targets within the contact area must make a saving throw or be thrown backwards 120 feet and up to 30 feet into the air. They also take 2d6 damage from the initial strike, and any other falling or other damage incurred.

CONCEALING

RUNE FORM	EFFECT
LESSER	Become invisible to all non-magical senses for 1 turn, even in combat.
GREATER	Become invisible to all non-magical senses for 1d6 turns, even in combat.
LEGENDARY	Become invisible to all non-magical senses for 2d6 turns, even in combat.

CRAFTING

RUNE FORM	EFFECT
LESSER	The amount of time spent crafting a non-magical item is counted as 2x the real amount of time.
GREATER	The amount of time spent crafting a non-magical item is counted as 5x the real amount of time. Magical items are affected as the Lesser version.
LEGENDARY	The amount of time spent crafting a non-magical item is counted as 10x the real amount of time. Magical items are affected as the Greater version.

DETECTION

RUNE FORM	EFFECT
LESSER	One type of broad detection (magic, life, evil etc.) can be performed up to 20 feet away. The exact details are not know, only the rough position. This lasts for 1 turn.
GREATER	One type of broad detection (as above) can be performed up to 100 feet away. Minor details are known about those detected. This lasts for 1d6 turns.
LEGENDARY	One type of broad detection (as above) can be performed up to 200 feet away. Major details are known about those detected. This lasts for 2d6 turns.

EXTENDING

RUNE FORM	EFFECT
LESSER	Extends the length and duration by 2x of other cast runes from the initial casting. Can be applied multiple times to the same rune, as well as be bound multiple times in the same item. If bound into an item, it can affect the runes in the item, or other runes that the Runecaster casts.
GREATER	The length and duration is now up to 5x normal.
LEGENDARY	The length and duration is now up to 10x normal.

FIRE

RUNE FORM	EFFECT
LESSER	A small bolt of fire launches from the caster's hand or item and strikes a target within 120 feet, doing d4 damage for each character level of the caster, and setting flammable objects on fire.
GREATER	The range of the bolt is increased to 240 feet, growing in size into a large 2 foot diameter ball that explodes as it strikes its target. It does full damage the target and anything else within 10 feet, and half damage up to 20 feet. Damage is d6 per character level of the caster.
LEGENDARY	The ball now becomes a stream of fire that can be aimed and sustained up to 240 feet and sustained by the caster as long as there are rune points to spend. Damage is d8 per character level of the caster, and it does full damage within 20 feet of where the fire lands.

ICE

RUNE FORM	EFFECT
LESSER	A small bolt of ice launches from the casters hand or item, striking a target within 120 feet. It does d4 damage for each character level of the caster. If the target is a living being, it must make a saving throw, or be slowed for 1d4 rounds. Slowing reduces initiative and attack rolls by a -2 penalty.
GREATER	The bolt becomes a ball has a range of 240 feet and that explodes as it strikes the target. It does d6 damage to everything 10 feet and half damage up to 20 feet. Living creatures in the blast area must make saving throw of become slowed for 1d6 rounds as per the Lesser rune.
LEGENDARY	The ice bolt becomes an icy spray that can be aimed and sustained up to 240 feet by the Runecaster as long as there are rune points to spend. Damage is d8 within 20 feet of the end of the spray, and all living characters must make saving throw or be slowed as per the Lesser rune.

ILLUSION

RUNE FORM	EFFECT
LESSER	Creates an illusion that lasts as long as the invoker can maintain concentration. The illusion may be up to 240 feet away, but is relatively minor, though those who see it believe it to be real unless they pass a saving throw. The illusion warps reality where it occurs. Those who do not pass the saving throw can be harmed by the illusion, which may be up to 10 square feet in size, with different width, height, and depth. If the illusion is bound into an item it cannot be adapted while active.
GREATER	The illusion may now be up to 20 square feet in size.
LEGENDARY	The illusion may now be up to 30 square feet in size.

LIFE

RUNE FORM	EFFECT
LESSER	Heals a target within 10 feet for d4 hit points. Does not heal temporary hit points. Undead take damage instead of recovering hit points.
GREATER	Heals friendly targets within a 20-foot radius zone for d6 hit points.
LEGENDARY	Heals all friendly targets within a 50-foot radius zone for d8 hit points.

NATURE

RUNE FORM	EFFECT
LESSER	Gain a +2 to all saving throws relating to nature, as well as the ability to move 50% quieter through forests and woodland.
GREATER	Gain a +4 bonus to all saving throws relating to nature. Move 75% quieter through forests and woodlands. Additionally, the caster can breath underwater for 1 turn.
LEGENDARY	Gain a +6 bonus to all saving throws related to nature. Move through forests and woodlands without making any noise. The caster can also breath underwater for 1 hour.

PROTECTION

RUNE FORM	EFFECT
LESSER	Gain protection against one type of elemental type (fire, electricity etc.) Gain a +2 bonus to the saving throw, and any damage taken is halved. This protection lasts 1 turn and can only affect one target.
GREATER	All targets within a 10-foot radius can receive the same protection, which now lasts 1d6+1 turns.
LEGENDARY	All targets within a 25-foot radius may now receive protection lasting 1d8+2 turns.

SENSING

RUNE FORM	EFFECT
LESSER	Senses, such as hearing, vision, or smell are improved to 2x the current range. Surprise only occurs on a roll of a 1 on a 1d6 while the rune is active. This lasts for 1d6 turns.
GREATER	Senses are improved to 5x the normal range. Not surprised unless magic means are used for concealment. Lasts for 2d6 turns.
LEGENDARY	Senses are improved to 10x the normal range. Never suffer from surprise. Lasts for 3d6 turns.

SHOCK

RUNE FORM	EFFECT
LESSER	A small bolt of lightning launches from the caster's hand, striking a target within 120 feet. It does d4 damage for each character level of the caster. The electricity damage is doubled if wearing metal armor. If the target does not pass a saving throw they find themselves unable to move for 1 round.
GREATER	An arcing bolt of lightning shoots from the caster's hand to strike a single target up to 120 feet away, as well as any other characters within a 10-foot radius of the target. It does d6 damage for each character level of the caster. The electricity damage is doubled if wearing metal armor. If the target does not pass a saving throw they find themselves unable to move for 1d6 rounds.
LEGENDARY	The electricity arc intensifies and can reach up to 240 feet, and affects other characters within a 20-foot radius of the target. It does d8 damage for each character level of the caster. The electricity damage is doubled if wearing metal armor. If the target does not pass a saving throw they find themselves unable to move for 2d6 rounds.

SHIFTING

RUNE FORM	EFFECT
LESSER	Gain the ability to change into any non-magical creature medium-sized or smaller that has previously been encountered by the caster. Gain the creature's STR, CON, DEX while retaining the character's INT, WIS, CHA. Also gain any special attacks or abilities the target creature has, such as flying or swimming. This lasts for 1 turn, but can be deactivated at will by the caster. While shifted, all non-worn equipment including weapons and other equipment are dropped. Each full day spent beyond the first in continuous shifting requires the caster to make a saving throw or remain in the shifted form permanently.
GREATER	The caster can now transform into a large creature, and the shifting lasts for 1 hour. Small non-worn items that are carried are pulled into the shifting and are returned as they were when the shifting ends. Each full day spent beyond the first in continuous shifting requires the caster to make a saving throw or remain in the shifted form permanently.
LEGENDARY	The caster can now transform into an extra-large creature, and the shifting lasts for 1 day. All items the caster carries are taken into the shifting with them, and are returned when the shifting ends. Each full day spent beyond the first in continuous shifting requires the caster to make a saving throw or remain in the shifted form permanently.

SPEED

RUNE FORM	EFFECT
LESSER	The target gains +2 to initiative and +2 to all attacks for the next 1d4 rounds. They also gain +2 to Movement.
GREATER	The target gains +4 to initiative and +4 to all attacks for the next 1d6 rounds. They also gain +4 to Movement.
LEGENDARY	The target gains +6 to initiative and +6 to all attacks for the next 1d8 rounds. They also gain +6 to Movement.

STEALTH

RUNE FORM	EFFECT
LESSER	Softens all noise and light created by a single target for 1 turn, making them 25% harder to see and hear.
GREATER	Softens all noise and light for all targets within a 10-foot radius for 1 hour, making them 50% harder to see and hear.
LEGENDARY	Softens all noise and light for all targets within a 20-foot radius for 6 hours, making them 75% harder to see and hear.

STRENGTH

RUNE FORM	EFFECT
LESSER	The target's STR is increased to 18 for 1 turn, gaining the benefit of all bonuses at that level.
GREATER	The target's STR is increased to 18 for 1 hour, gaining the benefits of all bonuses at that level.
LEGENDARY	The target's STR is increased to 18 for 6 hours, gaining the benefits of all bonuses at that level.

SUMMONING

RUNE FORM	EFFECT
LESSER	The caster may summon a small non-magical creature to do their bidding. The creature and caster can communicate telepathically, and the summoned creature will attempt to do what the caster desires. The summoned creature remains for 1 turn.
GREATER	The caster may now summon a medium non-magical creature, which remains with the caster for 1 hour.
LEGENDARY	The caster may now summon a large non-magical creature, which remains with the caster for 1 day.

SUSTENANCE

RUNE FORM	EFFECT
LESSER	The target's need for food and water is removed and they find themselves no longer hungry or thirsty.
GREATER	All targets within a 10-foot radius are fed and watered, and find that they are no longer hungry or thirsty.
LEGENDARY	All targets within a 100-foot radius are fed and watered, and are no longer hungry or thirsty.

TRAVEL

RUNE FORM	EFFECT
LESSER	The Movement of a single target is doubled for 1 turn.
GREATER	The Movement of all targets within 10-feet is now 5x for 1d6 turns.
LEGENDARY	The Movement of all targets within 20-feet is now 10x for 1d6 hours.

WARDING

RUNE FORM	EFFECT
LESSER	Gain protection against one type of effect (fear, death, magic spells etc.) Gain a +2 bonus to the saving throw, and any damage taken is halved. This protection lasts 1 turn and can only affect one target.
GREATER	All targets within a 10-foot radius can receive the same protection, which now lasts 1d6+1 turns.
LEGENDARY	All targets within a 25-foot radius may now receive protection lasting 1d8+2 turns.

SCHOLAR

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

Hit Dice: 1d4 per level

Armor/Shield Permitted: Light armor only

Weapons Permitted: Small weapons only, slings, light crossbow, staves

Races Allowed: Any

Attack Table: Magic-User

“Let me see if there’s any record of this in the books I have here. Doesn’t look like it. That’s okay. There’s plenty more places to look. Follow me. You may want to make sure you have something to eat and drink. This may take a while.”

The scholar is a rare breed, a person devoted to knowledge and bettering society that is not afraid to go into the field to find answer. The skills they bring are many and varied, and while they may not be able to wield weapons, they can tell others the best way to do so, according to any number of texts. They are masters of knowledge and are highly intuitive when it comes to reading and understanding the unusual. Their knowledge and insight can be a great boon when adventuring.

ABOUT SCHOLARS

ALIGNMENT: Scholars are generally lawful.

PROTECTOR OF WORDS: Books and texts are sacred to scholars and they will go out of their way to protect them from being damaged or destroyed.

MAGIC THROUGH EXPOSURE: Due to their exposure to magic and how it works, scholars can eventually start to cast spells like a Magic-User.

SCHOLAR CLASS ABILITIES

LITERATE (1st): The scholar is literate in all the languages they currently know, and can easily read and write them if they have a written form.

LIBRARIAN (1st): The scholar has experience of how libraries work and can source information quickly at any public or private library. Roll a d10+d10. This is the percentage of time it takes the scholar to find something that would take longer. E.g. If it takes 60 minutes to find information, the scholar who rolls 15% finds it in 9 minutes.

LORE (1st): The scholar may have encountered information about things not generally known through previous studying. The scholar makes a saving throw adding their INT bonus to the roll; if they succeed the Referee provides them with some useful information they can use.

INSIGHT (2nd): The scholar can take general situations and draw from their knowledge and experience to share an insight they have into it, including current situations. To do so they must pass a saving throw with their WIS bonus added to the die roll. Only one saving throw is allowed per situation.

NEW LANGUAGE (2nd): The scholar learns how to read and write a new language. It must be a language that they have encountered in written form and have dedicated study time to for a number of hours equal to 42 less their current character level. If the language is similar to an existing language they know, the time required to learn it is halved. The scholar learns another new language can be learned every third level thereafter.

SPECIALIZATION (3rd): The scholar chooses to specialize in an area of knowledge that the Referee approves. This provides a +2 bonus to all Lore checks that the scholar makes relating to this specialized area.

TEAMWORKER (3rd): When one or more scholars are performing research together, for each scholar beyond the first they may decrease research time needed by 50%, or improve their chances of what they're looking for by +5%.

CARTOGRAPHER (4th): The scholar has learned how to read and draw maps. When examining a map not of their own making, they make a saving throw. If they pass it, they can tell if the map is authentic as well as details that do not make sense (allowing them to perhaps identify secret doors or special locations on the map).

LORE MASTER (6th): The scholar has now mastered enough knowledge that once per day when they attempt to use Lore or Insight, they do not need to pass a saving throw and instead succeed automatically.

LESSER MAGIC-USER (8th): The scholar has learned enough about magic to be able to cast Magic-User spells. They start with 2 spells of 1st level known, and cast spells as a Magic-User 7 levels lower.

SCHOLAR ADVANCEMENT TABLE

LEVEL	EXPERI- ENCE PTS	NEW LAN- GUAGE	MAGIC- USER LEVEL	HIT DICE (d4)	SAVING THROW
1	0		-	1	15
2	1,500	Yes	-	2	14
3	3,000		-	3	13
4	6,000		-	4	12
5	12,000	Yes	-	5	11
6	24,000		-	6	10
7	48,000		-	7	9
8	100,000	Yes	1	8	8
9	200,000		2	9	7
10	300,000		3	10	6
11	400,000	Yes	4	11	5
12	500,000		5	12	4
13	600,000		6	12+ 1 hp	4
14	700,000	Yes	7	12+ 2 hp	4
15	800,000		8	12+ 3 hp	4
16	900,000		9	12+ 4 hp	4
17	1,000,000	Yes	10	12+ 5 hp	4
18	1,200,000		11	12+ 6 hp	4
19 +	+ 200,000		+1	+ 1 hp/level	4

SUMMONER

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

Hit Dice: 1d4 per level

Armor/Shield Permitted: None

Weapons Permitted: Staves, clubs, bows, and small blades

Races Allowed: Any

Attack Table: Magic-User

“Ladies and gentlemen, have you ever seen a creature from the fifth plane? No? Well, let me introduce you to one of the denizens of that plane, which I will now bring here and bind to my will.”

Summoners are a specialized type of Magic-User that focuses on summoning all types of creatures, monsters, and demons. While all that cast magic can eventually summon a small range of creatures, Summoners can summon across all realms of magic, allowing them to summon the natural and the unnatural.

ABOUT SUMMONERS

RELATIONSHIPS WITH OTHER SUMMONERS: Summoners are highly competitive with other Summoners, gaining notoriety and fame for the types and size of creatures they are able to summon.

SUMMONER CLASS ABILITIES

SUMMONER SPECIALIZATION (1st): The Summoner learns spells related to summoning earlier than most Magic-Users. This restricts the types of other spells they learn initially. They start with 2 spells known from the dedicated spell lists below. The Summoner uses the Magic-User Advancement Table for spells known.

LESSER MAGIC-USER (4th): The Summoner can learn other Magic-User spells not listed in their spell lists (see below), but the spell level is effectively higher by 3 levels (e.g. a first-level Magic-User spell is a fourth-level spell for a Summoner).

TARGETED SUMMONER (3rd): The Summoner can choose what monsters are summoned, instead of it being random, but only for summon spells one level lower than they can currently cast (e.g. if they know Summon Monster IV, all monsters from that are random but those from Summon Monster I-III can be selected from the available selection).

SUMMONER ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	HIT DICE (d4)	SAVING THROW
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10
7	48,000	7	9
8	100,000	8	8
9	200,000	9	7
10	300,000	10	6
11	400,000	11	5
12	500,000	12	4
13	600,000	12+ 1 hp	4
14	700,000	12+ 2 hp	4
15	800,000	12+ 3 hp	4
16	900,000	12+ 4 hp	4
17	1,000,000	12+ 5 hp	4
18	1,200,000	12+ 6 hp	4
19 +	+ 200,000	+ 1 hp/level	4

SUMMONER SPELL LISTS

Level 1

Detect Magic
Locate Animals
Monster Summoning I
Speak With Animals
Sleep
Snake Charm
Suggestion

Level 2

Charm Person
Darkvision
Extension I
Monster Summoning II

Level 3

Charm Monster
Extension II
Hold Monster
Monster Summoning III
Polymorph Other
Polymorph Self

Level 4

Animal Growth
Anti-Animal Ward
Creeping Doom
Conjuration of Fire Elementals
Conjuration of Earth Elementals
Extension III
Monster Summoning IV
Slow

Level 5

Conjuration of Demons
Monster Summoning V

Level 6

Monster Summoning VI
Polymorph Object

Level 7

Maze
Monster Summoning VII
Shape Change

VANGUARD

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

Hit Dice: 1d10 per level

Armor/Shield Permitted: Any

Weapons Permitted: Any

Races Allowed: Any

Attack Tables: Fighter

“We are the ones who go first, the ones who clear the way. We stand between danger and safety. We fight alone or with others, for the things we believe in. We are no warriors for hire, no common mercenary. We serve noble causes and put our lives on the line so that others can realize the dreams we believe in. We are the first and the last. We are the Vanguard.”

There are scouts, there are rangers, and then there is the Vanguard. More deeply trained in combat, Vanguard are expert soldiers trained to fulfill the role of advance scout and interdictor. Most often working alone, but sometimes in small groups, they are sent beyond enemy lines to skirmish with them or clear a path for those that follow. They believe in a cause, a leader, something higher than themselves, and they will use sword, shield, and bow to help protect that. Many Vanguard see themselves just as noble as knights and paladins, even if they carry no noble blood or are sworn to a particular religion. Many have chosen to step between a Vanguard and their objective; few remain standing to tell of it.

ABOUT VANGUARDS

TITLE: When a Vanguard establishes a company at 7th level, they gain the title of Vanguard Captain. This title applies only to their Vanguard company and may be in addition to any other and different military titles they may own. When the Vanguard establishes a Vanguard station, they gain the title of Vanguard Knights.

PRINCIPLED: Vanguard follow a code of honor similar to those that knights and paladins do. They defend the weak and uphold justice when they can, especially when they find themselves in hostile territory.

RELATIONSHIPS WITH OTHER VANGUARD: Vanguards respect other Vanguards and tend to operate independently of each other, except in special cases. Until a Vanguard becomes a Vanguard Captain, they will not associate long-term with other Vanguards in the same party.

VANGUARD CLASS ABILITIES

VANGUARD ALERTNESS (1st): Any party containing a Vanguard will be surprised only on a result of 1 on a d6 roll. At 5th level, the die used changes to a d8. At 10th level it changes to a d10. At 15th level it changes to a d12.

MELEE OR MISSILE SPECIALIST (1st): Specialized training allows a Vanguard gains either a +1 to all melee attacks or +1 to all missile attacks.

FORAGING (1st): The Vanguard can live off the land. Each day, they can forage enough food for two meals, and can choose to keep one for 1d4 days; after that time the foraged food spoils.

TRACKING (1st): The Vanguard gains the Ranger Tracking class ability.

SAVING THROW (1st): The Vanguard gains +2 to all saving throws related to moving stealthily through hostile territory.

VANGUARD COMPANY (7th): The Vanguard can recruit other Vanguards to join their company: 1d6 1st level Vanguards will join the company, along with a higher level Vanguard as second-in-command, who takes charge when the Vanguard is not with the company. There is a 50% chance that this Vanguard will be 3rd level, otherwise they will be 2nd level. The company can operate as a mercenary group either with or without the Vanguard leading them. The company operates a mobile camp that acts as their base of operations. This mobile camp

has hirelings that maintain it. The company also gains heraldry that can distinguish it from other companies. At 10th level and every level thereafter, the Vanguard can form an additional Vanguard company that is attached to a Vanguard station.

VANGUARD STATION (10th): The Vanguard's companies can now operate out of permanent settlement, as well as with one or more mobile camps. The station may operate as its own settlement or it may be part of a town or city. The Vanguard station gains a number followers responsible for maintaining the camp in the company's absence, including service staff such as cooks. At 13th level and every third level thereafter, a Vanguard can establish a new Vanguard station in a new location.

VANGUARD ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	HIT DICE (d10)	SAVING THROW
1	0	1	14
2	2,250	2	13
3	4,500	3	12
4	9,000	4	11
5	18,000	5	10
6	36,000	6	9
7	72,000	7	8
8	144,000	8	7
9	288,000	9	6
10	576,000	10	5
11	400,000	10 +1 hp	4
12	500,000	10 +2 hp	4
13	600,000	10 +3 hp	4
14	700,000	10 +4 hp	4
15	800,000	10 +5 hp	4
16	900,000	10 +6 hp	4
17	1,000,000	10 +7 hp	4
18	1,200,000	10 +8 hp	4
19 +	+ 200,000	+ 1 hp/level	4

WARMONGER

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

Hit Dice: 1d8 per level

Armor/Shield Permitted: Any

Weapons Permitted: Any

Races Allowed: Any

Attack Table: Fighter

“Some people are simply born to war, born with it in their heart and soul. Put them on a battlefield, with or without a weapon, and they’ll be the last one standing. While others become mere soldiers, those born to war – the Warmongers – become the captains and the generals. They are masters of strategy and tactics and get soldiers to lay down their lives for a cause with a few well-chosen words. Fear these men and women, even if they’re on your side, as Death follows them gleefully.”

Warmongers are born, not made, for war. While others earn respect and obedience, to others it comes naturally. Whether warmongers are the scions of the gods of war, or fate has chosen them to play certain roles in the armed conflicts across the world, what is certain is that they are more than mere soldiers. On or off the battlefield they command obedience, and they can rally the forces under their command like no other. When two warmongers meet on opposing sides, only one will remain standing – the stronger one, the better one, the one that writes their own legend.

ABOUT WARMONGERS

ALIGNMENT: Warmongers may be of any alignment, though most tend towards either lawful or chaotic alignments. Lawful Warmongers enforce a strict hierarchy that relies on honor, merit, and following protocol. Chaotic Warmongers use fear and terror and control those they command.

RELATIONSHIP WITH OTHER WARMONGERS: Most Warmongers will respect or fear other Warmongers of the same alignment. They tend to despise those of opposing alignments, seeing them as enemies to be destroyed.

WARMONGER CLASS ABILITIES

COMMAND (1st): The Warmonger can issue commands with authority to non-player characters. Non-player characters that are given a command must make a saving throw, with it being modified by the Command Bonus (see Advancement Table below). If they fail to pass it, they will do as the Warmonger command. Some situations adjust the saving throw, as shown below:

COMMAND	SAVING THROW MODIFIER
Something they agree with	+2
Allied with person giving command	+2
Command goes against their nature	-5
Command could lead to being hurt*	-10
Command may lead to certain death*	-15

* Choose only one of these.

For groups of NPCs being influenced in this way, use the highest saving throw value of all characters as the base.

BOOST MORALE (1st): Having a Warmonger in a party gives each party member a +2 bonus to all fear-based attack saving throws.

FEARFUL PRESENCE (1st): Once a day at the start of a combat encounter, a Warmonger may instill fear into their opponents. If the Warmonger passes a saving throw, they intimidate a single opponent for 1d4 rounds, causing them to have a penalty of -2 on initiative, and a 10% chance of fleeing the battle, which increases every two levels (see Advancement Table below). Opponents affected by fear will disengage and attempt to escape from the encounter, but will not drop any weapons or items.

TAUNT (2nd): Once per encounter, the Warmonger can taunt an opponent they are directly engaging with. The opponent must make a saving throw, modified by the Warmonger's Command Bonus. If the opponent fails the saving throw they are shaken for 1d4 rounds – all of their attacks and damage are at -2 and their Armor Class is at +2 [-2].

WEAPON SPECIALIST (3rd): The Warmonger chooses a weapon to specialize in, gaining +2 to all attacks for that weapon.

WARCRY (3rd): Once per day the warlord can release a warcry. All allies within hearing distance of the warcry gain bonuses to attack and damage as detailed on the Warmonger Advancement Table below. The bonus is also added to Armor Class (with a +1 being a -1 [+1] AC bonus etc). This lasts as long as 2 rounds + the Warcry Bonus.

WARMONGER ADVANCEMENT TABLE

LEVEL	EXPERIENCE PTS	COMMAND BONUS	WARCRY BONUS	FEARFUL PRESENCE	HIT DICE (d8)	SAVING THROW
1	0	+1	-	10%	1	15
2	2,500	+1	-	15%	2	14
3	5,000	+1	+1	20%	3	13
4	10,000	+2	+1	25%	4	12
5	20,000	+2	+1	30%	5	11
6	40,000	+3	+2	35%	6	10
7	80,000	+4	+2	40%	7	9
8	160,000	+5	+2	45%	8	8
9	320,000	+6	+3	50%	9	7
10	520,000	+7	+3	55%	10	6
11	720,000	+8	+3	60%	11	5
12	920,000	+9	+4	65%	12	4
13	1,070,000	+10	+4	70%	12+ 1 hp	4
14	1,220,000	+11	+4	75%	12+ 2 hp	4
15	1,370,000	+12	+5	80%	12+ 3 hp	4
16	1,520,000	+13	+5	85%	12+ 4 hp	4
17	1,670,000	+14	+5	90%	12+ 5 hp	4
18	1,820,000	+15	+6	95%	12+ 6 hp	4
19 +	+ 200,000	+1	+6	99%	+ 1 hp/ level	4



THE RACES

BROKKAN

Brokkans are small stout hairy humanoids that resemble badgers. Although they have short legs and arms, they suffer no difficulty moving either above ground nor below ground, and can use their clawed hands to not only dig through the earth but also as weapons. A proud people who believe deeply in the power of nature and the spirits of the earth, Brokkans often take on the role of protector among the weak or oppressed and those who cannot defend themselves.

The smallest group a Brokkan operates in is a cete, often made up of immediate family members and their closest friends and allies. A cete can vary in size from 2-20 members. These cetes ally through a close-knit clan system (made up of multiple cetes) that support and protect each other physically, geographically and politically. Once a Brokkan accepts someone into a cete, loyalty exists until death or betrayal. Loyalty within Brokkan society can be complex and relies on the relationships between different cetes and the clans themselves. Brokkans can be outcast from cetes and clans.

Brokkans typically live underground in setts, which are huge underground burrows often made up of six or more smaller cete communities linked together by a series of complex tunnel linkages. Larger setts may often contain an entire clan, and it is very rare for more than one clan to live in the same sett. The leader of a cete is called a head, whilst the leader of a clan is called a chief, and can be male or female.

Brokkans may be Druids, Fighters, Monks, Navigators, Paladins, Rangers, Thief, or Vanguard. Brokkan paladins summon giant stags instead of horses. Brokkans may choose to multi-class as Druid/Fighters, Druid/Paladins or Druid/Rangers. Brokkans may not be Assassins, Clerics, or Magic-Users.

Because of their affinity with nature, Brokkans gain +2 against nature-based or earth elemental attacks. Brokkans can see in the dark up to 60 feet. When underground in natural tunnels, Brokkans can quickly understand and navigate, never becoming lost in them and being able to map them with uncanny ability. They also suffer no movement penalties when moving through these tunnels. Additionally, they can also take note of the slope and integrity of the tunnels and know how best to bolster or weaken them at key points.

When able to use a normal attack, a Brokkan may substitute a bite or claw attack in place of that attack, even for multiple attacks. For non-monks, the base damage is 1d6 for a bite and 1d3 for a claw at 1st level. Every 3 levels after that gains a bonus of +1 for each of those. For monks, bonuses start at +1 for at 1st level for each and increase every 3 levels thereafter, and are added to weaponless damage. Brokkans can use their claws to dig through earth. They can move at 20% of their normal speed through lightly packed earth, and 10% of their move speed through densely packed earth. They cannot move through solid rock.

When first wounded, a Brokkan may enter a berserker combat rage if they fail a saving throw. If they do, then they must continue to fight until all of the perceived enemies are downed, unless they can perform another successful saving throw. If they fail the saving throw to end the rage they will turn upon allies. Brokkans can also choose to voluntarily enter this rage, but must always roll a saving throw to leave it. During this rage, they receive only half damage for any attacks that occur against them, and a +2 bonus to attacks. While raging however, all saving throw rolls are at -2 for classes that a Brokkan is allowed or -4 for all other classes.

GNOME

Gnomes are small fey creatures that stand between 3-4 feet in height and who are somewhat bipolar in nature; they are either incredibly serious, or constant jokers who play practical jokes on each others as well as on others that they encounter. They have wild and unruly hair that comes in as many shades and colors as their skin color does. All gnomes dress garishly and in bright colors and most have an affectation for hats (while some go to extreme lengths to collect and curate the strangest and most exotics hats they can find), and sometimes it is difficult to tell where the clothing ends and the gnome begins. Bright, vibrant colors are the constant of the day for gnomes.

They also have an overbearing fondness for mustaches, taking great pleasure in developing the wildest and most dashing facial hair they can, creating complex artistic constructions that they proudly wear in public and often a competitions held at gnome celebrations called moots. Gnomes are particular about their facial hair and a slight against it tends to find the offender suffering from a practical joke – if not directly from the gnome that is offended then from perhaps a close relation or friend. They will also strike up a conversation with anyone presenting a mustache, or beard, worthy of their attention, such as dwarves. Of course, often the recipient of the attention finds gnomes somewhat overbearing.

Most gnomes tend to live in their own settlements, although in larger towns and cities there are enclaves. Living in close proximity to one another allows them to maintain their connection to the fey realms. Those that live around non-gnomes in any large number, such as in a city of other humanoids, become partially disconnected from their fey heritage. However, they find that they develop an aptitude for working with technology. Scholars and magic users have debated for centuries the reason for this, but have yet to find a real theory behind it.

Gnomes, being small in stature, tend to use only smaller weapons. Many are accomplished spearmen and bowmen, but the sling is a favored weapon. Gnomes get a +1 to attack when using slings.

GNOME VARIATIONS

Gnomes are either Fey Gnomes or Urban Gnomes. Over time they may transition between being one to becoming the other, but that depends on the amount of exposure or non-exposure to other large numbers of gnomes. Should this transition happen, their ability to use magic slowly disappears over time, which is a strong indicator to a gnome that they're spending too much time around non-gnomes. Regular interaction with large numbers of other gnomes, such as at a Gnome Moot keeps this effect at bay.

FEY GNOMES

Fey gnomes tend to be magic users. They have a natural affinity for magic, and automatically learn and casts spells at one level higher than their character level if they are some form of arcane caster. If not, they still gain the ability to learn and cast spells as a 1st-level Magic-User. They start with two 1st-level spells known. They have a +4 to saving throws relating to magic. Some gnomes choose to become Thieves or Grifters (see Volume 1).

URBAN GNOMES

Urban gnomes are highly skilled in working with devices and technology. They make excellent Thieves, gaining Thief *Thieving Skills* at two levels higher than their current character level, as well as a +4 saving throw bonus instead of the +2 Thieves normally get. Being mechanically minded, they are more at home with crossbows than bows, and they are excellent trapsmiths and locksmiths, gaining an additional +10 to *Delicate Tasks and Traps* as well as *Open Locks*.

HALF-ORC

Half-orcs are created when an orc breeds with humans, passing on one or more traits or physical features of orcs. Some half-orcs look like full orcs while others are indistinguishable from their other parent race. Until a half-orc reaches puberty, they seem to be a perfectly normal non-goblinoid. Every year thereafter they start to display their orcish heritage one trait at a time until they are all revealed.

Most half-orcs find difficulty being accepted within human culture due to the prevailing attitudes towards orcs. They are often treated as second-class citizens, being neither fully one race or another. Some human settlements place bounties on half-orcs. This often leads to them joining the military to gain acceptance, or they become adventurers or outlaws. Others yet return to their orcish heritage, hoping to find a place there; this is rarely the case and they are seen as weak and distilled versions of pure orc stock. Some half-orcs do overcome the stigma of their mixed heritage to become great chieftains and warlords within orcish civilization.

HALF-ORC VARIATIONS

Roll a d10 and consult the table below using the result to determine how many traits and physical features the half-orc has. Adult half-orcs express all of their traits and physical features, while those who are non-adults express one new trait and physical feature every year of puberty, up to the number assigned.

d10 roll	Number of Traits and Physical Features
1-4	1
5-7	2
8-9	3
10	4

HALF-ORC TRAITS

Choose from the following list. Each trait may be selected only once.

- **BERSERKER:** Once per combat encounter, the half-orc can invoke a berserker rage that provides +2 to attack and damage that lasts for the remainder of the encounter. While berserking the half-orc also has a penalty of +2 [-2] AC.
- **DARKVISION:** The half-orc can see up to 60 feet in complete darkness.
- **IMPROVED HEARING:** The character has improved hearing up to 100 feet. They are surprised on a roll of a 1 on a 1d6 only.
- **INCREASED CONSTITUTION:** The half-orc gains +2 to CON.
- **INCREASED DEXTERITY:** the half-orc gains +2 to DEX.
- **INCREASED STRENGTH:** The half-orc gains +2 to STR.
- **INTIMIDATING:** Half-orcs gain a +2 bonus to attempts to intimidate.
- **ORC BLOOD:** The half-orc is seen to be more of an orc than of the other parent race, and is accepted as one by orcs that are met.
- **TOUGHNESS:** Once daily, if during combat the half-orc is reduced to below 0 hit points, they can roll a saving throw. A success has them have 1 hit point instead.
- **WEAPON SPECIALIST:** Half-orcs gain a +1 to attacks and damage using larger weapons, and any weapons specifically made for use by orcs.

HALF-ORC PHYSICAL FEATURES

The more half-orc traits a character has, the more they physically resemble orcs. Select a number of physical features equal to the number of Traits that the half-orc character has.

- **BROAD FACE:** The half-orc's face has the pronounced bestial shape of an orc's.
- **EARS:** The half-orc's ears are elongated and shaped like an orc's.
- **HULKING FRAME:** The half-orc has the large physical frame that all orcs have.
- **TUSKS:** The half-orc's lower incisors are tusk-like and protrude from the mouth.
- **SKIN COLOR:** The half-orc has an orcish skin-color, tending towards green and grey rather than the color of their other parent race.

MINOTAUR

The results of a mad mage's experiments to create the ultimate subservient race, minotaurs are creatures with the bodies of humanoids but the heads of animals, usually that of a bull, although not always. Minotaur society is very accepting of all of its members, but those born with non-bull heads and/or those with changes to their body are especially welcomed and revered and given great status among their people. They are a tribal people that keep themselves to themselves mostly, though many do feel the call of adventure.

The typical minotaur has the face of a bull, ranging in skin color from white to browns and blacks. They have two large horns on their heads with which they can do a goring attack that does 1d8 damage upon a successful strike. All minotaur are strong and tough, gaining +2 STR and +2 CON, and they are typically taller than most humanoids, being at least 6 feet tall. They also have low-light vision up to 60 feet. All minotaurs have the ability to recall a path they have travelled on a successful saving throw, and rarely become lost. Every minotaur has a bellow attack that they can use once per combat round to stun an opponent; if the opponent fails a saving throw, they lose their next attack. They may use any weapons or armor, though they prefer to use spears and bows. They may not wear any helmet unless it is custom-crafted for them.

Due to the vagaries of their genesis, no minotaur can cast any other magic apart from arcane magic. Spellcasting minotaurs are exceedingly rare, with only 1% of minotaurs being magically inclined. Most minotaurs tend to be Fighters and Rangers or other Classes that are more physically focused. Minotaurs gain +2 to all interactions with other minotaurs because of their close-knit and accepting society, but suffer a -2 penalty to all non-humanoid interactions.

MINOTAUR VARIATIONS

When a minotaur is born there is a 5% chance that they have a non-bull head. Roll on the table below to determine what animal head and abilities they have, replacing the normal minotaur head features and abilities. They also gain an additional +1 to all interactions with all other minotaurs.

d6 roll	Head	Features
1	Elephant	Instead of horns, the minotaur has horns that can inflict d10 damage. Their large ears also allow them to hear up to 100 feet and they are only surprised on a roll of 1-2 on a d6.
2	Large cat	The minotaur has no horns but gains a bite attack that does 1d8 damage. Improved hearing allows them to hear up to 100 feet and they are only surprised on a roll of 1-2 on a d6. The minotaur bellow attack becomes a roar.
3	Snake	The minotaur has a venomous attack in its bite. The bite does 1d4 damage, and the venom does an additional 1d6 damage. Rolling a successful save reduces the venom damage by half. The venom may be spat by the minotaur up to 20 feet. They lose the minotaur bellow attack.
4	Bear	Instead of horns the minotaur has a bite attack that can do 1d10 damage.
5	Bird of prey	The minotaur gains a bite attack that does d6 damage. Additionally their low-light vision range is increased to 240 feet. The minotaur bellow attack becomes a screech.
6	Ant	The minotaur gains a bit attack that does 1d4 damage. Each bit may also include an acid attack that does 1d4 damage. This acid is highly corrosive and can do damage to not only flesh but wood and metal also. The minotaur can also spit the acid up to 20 feet. They lose the minotaur bellow attack.

Additionally there is another 5% chance that their humanoid body has some sort of chaotic change to it. Roll on the table below to determine what animal head and abilities they have, replacing the normal minotaur head features and abilities. They also gain an additional +1 to all interactions with all other minotaurs.

d6 roll	Effect	Features
1	Height changes	Roll a die. If it rolls even, the minotaur is 4d6 inches taller, and if it is odd the minotaur is 4d6 inches shorter than most other minotaurs.
2	Skin changes	The minotaur's body takes on the same animal features as its head. Roll a d6. On a 1-2 their arms are affected. On a 3-4 it is their legs. On a 5 it is their abdomen. On a 6, roll twice again.
3	Additional arms	The minotaur gains an additional pair or arms under their normal pair. They have full use of these arms and they can be used to wield weapons and shields.
4	Dexterous	Instead of gaining the +2 to STR like other minotaur, the minotaur gains +2 to DEX instead.
5	Hardy	The minotaur gains an additional +2 to CON.
6	Armored skin	The minotaur gains toughened skin, which provides AC -5 [14]. They may still wear additional armor on top of this.

SKYLING

High above the land, among their floating aeries, are the Skylings, known also as the Winged People. Many consider them an offshoot of the early elven races, or an wizard's experiment on birds gone wrong. The skyfolk's rich oral histories tells of a goddess of great beauty and grace that blessed the early skyfolk with wings, allowing them to soar above the world until they found a land they could call their own. Decades passed as they skyfolk searched, until they found an archipelago of strange floating islands; these islands they claimed for themselves, calling the largest Aerie's Pride. Over centuries the skyfolk transformed the islands into giant floating cities, sourcing materials such as rock and wood from the lands below. It is rumored that the skyfolk have the ability to move their aerie islands in the air as desired, but no one has ever witnessed that, instead only seeing the islands float slowly across the lands. It is a rare honor to be invited to visit a skyling aerie.

Standing over 6 foot tall, every skyling has a pair of wings extending from their shoulders that they can use to fly or glide with, with the wings extending up to 10 feet. Skylings may look frail, but have surprising strength, with all skylings gaining a +2 to STR and DEX. They gain a movement speed of 24 when flying or gliding. They can perform a swoop attack that adds an additional +1 damage for each 25 feet they cover in the attack, to a maximum bonus of +4. Skylings take reduced damage from falls, taking 1d6 damage from every 20 feet fallen, instead of the normal 10 feet. Skylings can wear most armor types and use most weapons, though they are fans of ranged weapons as well as of nets.

All skylings have aerie sense, which allows them to not only locate the nearest aerie to them but also find the optimal path to it, airborne or not. They have an innate connection with their home aerie and always know where it is. They rarely become lost when outdoors but enclosed spaces such as dungeons, caves, or being underground terrifies them; they must pass a saving throw to enter these places or suffer from crippling fear that reduces all saving throws, attack, and damage by a -2 penalty until they return to the open air.

Most skylings are Fighters, but most other Classes are well represented in skyling society, including Clerics, Magic-Users, and Thieves. A few famous skyling have been Navigators, and they also make excellent Vanguard.

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