

Blood & Treasure

Esoterica Exhumed

New races, classes, spells and notions for Old School games



By John Stater

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New races, classes, spells and notions for Old School games

WRITTEN AND EDITED BY

John M. Stater

COVER ILLUSTRATION

Eric Quigley

INTERIOR ILLUSTRATIONS BY

Scott Ackerman

Hannes Bok

David Jernigan

David Lewis Johnson

Jon Kaufman

Eric Lofgren

William McAusland

Denis McCarthy

Cedric Plante

Jeff Preston

Arthur Rackham

Mike Raston

JEShields

Andrew Walter

James V. West

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Introduction

Elves, dwarves, fighting-men, magic missiles and orcs – all the standards of fantasy gaming. If you have just discovered roleplaying games, these things are new and exciting to you. If you have been playing for five, or ten or even fifty years, the bloom just may be off of that rose. It is not that there is anything wrong with those things, but sometimes the mind craves something new and different.

In *Blood & Treasure* – the rulebook and the monster book, we did our best to give you plenty of options. Most of these races, classes, spells, etc. are rooted in the fantasy genre, or fantasy gaming in particular. Some hail from the dawn of fantasy gaming in the 1970's, while others were born in the early 2000's.

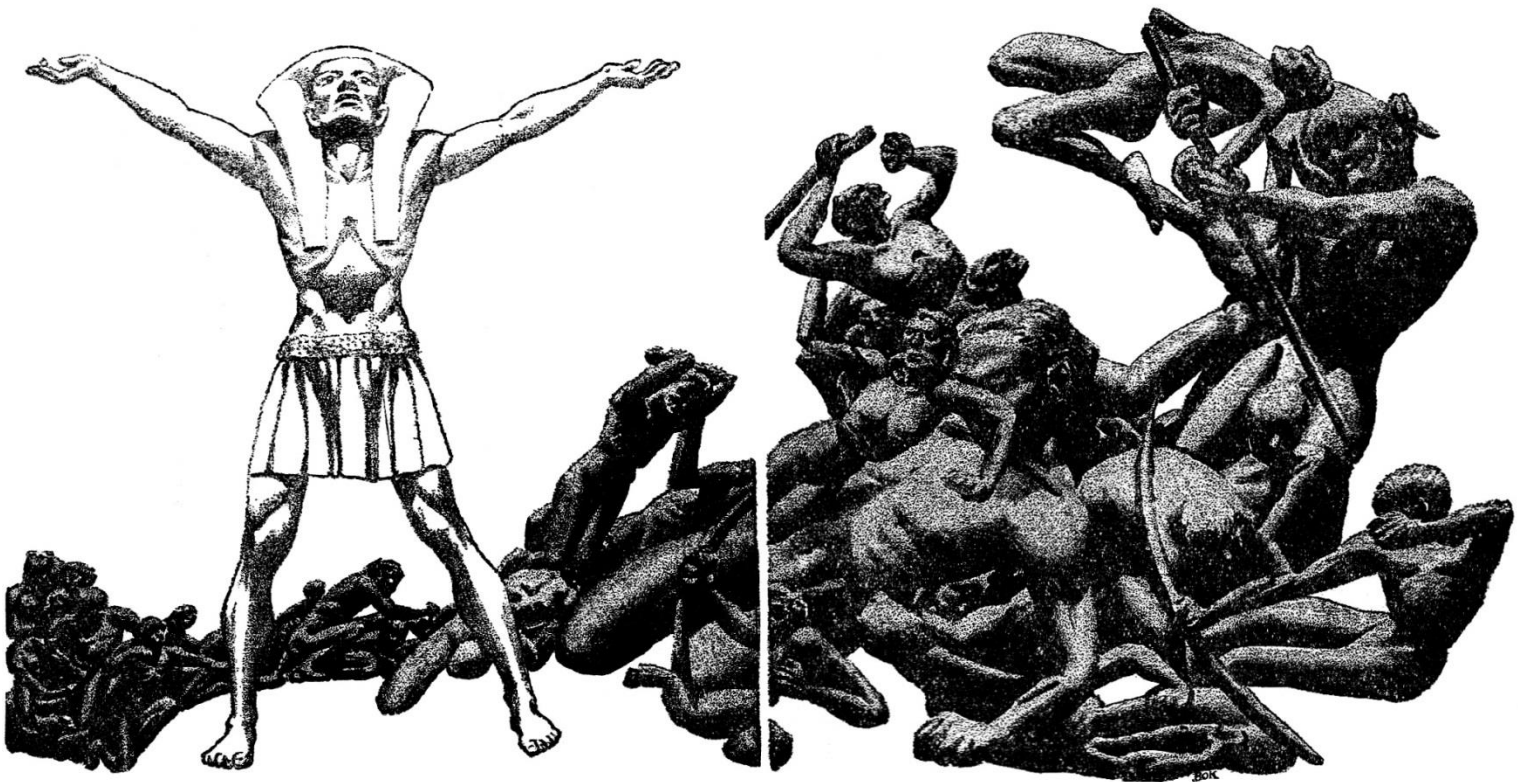
That being said, those options still left much a tremendous amount of room for additions – archetypes left unexplored or off-the-wall ideas that could keep even the most jaded players guessing. Thus the book you are reading now, *Esoterica Exhumed*.

In this volume, you will find game materials that both fill niches in fantasy gaming as yet unfilled, and that defy the very idea of standard gaming. Players will discover a trove of new classes, races and magic spells with which to design characters the likes of which they have never played. Treasure Keepers will likewise find new spells and magic items, and a few optional rules to liven up an old campaign, or with which to invent radically different campaigns.

The point of the thing is to keep gaming fresh and surprising for the old hands, and to allow new players ample opportunity to design just the gaming experience they are looking for. I sincerely hope that people will find the book useful not only as a game aid, but also as a source of inspiration to invent their own oddball additions to the world of fantasy gaming.

Cheers – and have fun in the dungeon!

JMS



Races

Blood & Treasure provides rules for the fantasy races that have become standard in gaming – dwarves, elves, gnomes, halflings, half-elves, half-orcs and humans, as well as rules in the monster book for using many other creatures as playable races.

Over the years, many additional races have appeared in issues of **NOD** and other gaming products, and those new races, along with some twists on the old favorites, are included here.

Centaurs and Mechanical Men

NOD began as a home campaign. Among the materials I designed for that campaign were house rules that eventually turned into Blood & Treasure. Among the house rules were the centaur and mechanical man as playable races. Each race appeared in early issues of NOD (as do other elements of those house rules), and rules for using them as playable races can be found in the Blood & Treasure Monsters book, but I thought I would reprint them here as they appeared in my house rules.

Centaur

A centaur is a creature with the head, arms and torso of a human or elf and the lower body of an equine or goat. They dwell in meadows and glades surrounded by woodlands. Centaurs are known for their lack of restraint and their fondness for war, song and sex.

Centaurs usually stand 8' to 9' tall from hoof to head. Even though their equine bodies are smaller than normal horses, they are still quite heavy and find it difficult to scale sheer surfaces without help. A centaur's equine body may have any pattern common to normal horses, and the hair on their heads often follows suit.

Centaurs average 84" in height. They have a movement rate of 40' per round. Centaurs can live to be 135 years old. They start the game speaking Common and Centaur plus bonus languages for high intelligence. Centaurs can see in the dark up to 60'.

At character creation, centaurs add +1 to their strength score (max. 19) and constitution score (max. 18) and subtract 2 from their wisdom score (min. of 3).



Centaurs can carry 150% more weight than most characters. Because they are quadrupeds, a centaur's AC vs. grapple and overbearing attacks is increased by +2. Centaur armor costs twice as much as normal humanoid armor due to the centaur's size and shape.

A centaur's unarmed strikes deal 1d4 damage.

Because of their body shape, centaurs suffer a -4 penalty to climb walls checks.

Centaur fighters may multiclass as clerics or druids.

Mechanical Man

Mechanical men are intelligent, artificial lifeforms created by ancient peoples, wizards or even Vulcan, god of the forge – it all depends on how you design your campaign.

Mechanical men are as sentient as any flesh-and-blood creature and they procreate by building children and endowing them with a portion of their own electric soul.



Mechanical men are humanoid creatures composed of tin, wood, bronze, porcelain, ivory, steel or other non-living materials. The actual form of a mechanical man is highly variable. Mechanical fighting-men often have suits of armor bolted to their bodies, while mechanical thieves streamline their bodies and paint them dark colors to improve their chances of sneaking around.

Mechanical men average 72" tall. They have a movement rate of 30' per round. Mechanical men "live" to be 50 years old. They start the game speaking Common and the language of their creators plus bonus languages for high intelligence.

Mechanical men are immune to poison and disease. They do not need to eat or breathe, although they do benefit from imbibing a magical potion. Spells that heal damage to living bodies are only half as effective on them.

Mechanical men suffer 50% damage from electricity attacks and are +2 to save vs. electricity effects.

A mechanical man has a natural Armor Class of 12. His unarmed strikes do 1d3 points of damage.

Twists on the Classics

Even in campaigns dominated by the traditional fantasy races there is room for some variation - something different to preserve the player's sense of wonder, be it volcanic gnomes or savannah dwarves.

Aquons

Aquatic Humans

Aquons look like tall humans with pale skin and platinum blond hair. Their warriors dress in shirts of bronze scales and shagreen trousers and arm themselves with spears, tridents and daggers. The aquons live off of the sea, but also hunt on land, mostly to take blood from deer which they need for religious rituals and to flavor their wine.

Aquons average 72" tall. They have a movement rate of 20' per round. Aquons live to be 120 years old. They start the game speaking Common and Aquon plus bonus languages for high intelligence. Aquons can communicate with aquatic animals as a gnome with burrowing mammals. Aquons can see in the dark up to 60'.

Aquons can breathe air and water without difficulty. They do not have trouble existing outside of water, but they do prefer water to air.

At character creation, aquon males add +3 to their strength score (max. 20) and subtract 1 point from wisdom, intelligence and charisma (min. of 3). Aquon males can *charm* aquatic animals three times per day.

Aquon females add +1 to their wisdom score and charisma score (max. 18) and subtract 1 from their intelligence score and constitution score (min. 3). They can cast *control water* once per day.

Fire Gnomes

Elemental Gnomes

Fire gnomes are relatives of common gnomes who dwell in stone cities carved into the sides of caverns beneath volcanoes. They have red skin and blazing yellow hair and are notably more cruel and tricky than their kin.

Fire gnomes hunt burrowing animals and insects, turning them into tasty meat pies and thick soups. They are known for their fire wine, which they brew from the

blood of fire trolls. The fire gnomes trade with folk from the underworld when they get the chance, but they have little contact with the surface.

Fire gnomes average 24" tall. They have a movement rate of 20' per round. Fire gnomes live to be 250 years old. They start the game speaking Gnome and Fire Elemental plus bonus languages for high intelligence. Fire gnomes can see in the dark up to 120'.

At character creation, fire gnomes add +1 to intelligence (max. of 18) and subtract 1 from strength (min. of 3).

Fire gnomes enjoy a +2 bonus on saving throws against fire. They also only suffer half damage from fire.

Fire gnomes are +1 to hit giant insects and magmin and they have a +2 bonus to AC against giants.

A fire gnome with a charisma score of 9 or higher can cast *color spray* and *fool's gold*, each once per day.

Fire gnome illusionists can multi-class as thieves or fighters, or as illusionist/fighter/thieves.



Gullinbursti

Elf/Orc Hybrids

Gullinbursti are half-orcs with elf blood in their veins, so it is no surprise that they are outcasts and loners among both of their parent peoples. They have the faces of refined orcs with long, golden hair on their heads. Gullinburstis have a more intelligent look in their eyes than most half-orcs.

Gullinburstis average 66" tall. They have a movement rate of 30' per round. Gullinburstis live to be 150 years old. They start the game speaking Common, Elf and Orc plus bonus languages for high intelligence. Gullinburstis can see in the dark up to 60'.

They inherit an orc's strength, but though they are more urbane than the average orc, their upturned noses still make them less than lovely. At character creation, gullinburstis add +1 to strength (max. 18) and subtract 1 from charisma (min. 3).

Gullinburstis have 30% magic resistance to sleep and enchantment spells, and they are immune to the paralyzing touch of ghouls.

Gullinbursti fighters can multi-class as clerics, magic-users or thieves.



Hobs

Halfling/Orc Hybrids

Hobs are halfling/orc crossbreeds. They look like large, ugly halflings with black, bristly hair on their heads, feet and hands. Hobs have lanky legs and arms and big hands and feet. They are pig-headed bullies who love a good fight, but not a fair fight.

Hobs average 54" tall. They have a movement rate of 20' per round due to their bow legs. Hobs live to be 120 years old. They start the game speaking Common and Halfling and Orc plus bonus languages for high intelligence. Hobs can see in the dark up to 120'.

At character creation, hobs add +1 to constitution (max. 18) and subtract 1 from wisdom (min. 3). They are tough as nails and rarely succumb to pain, but they are pig-headed and rarely think things through.

Hobs are +2 to move silently, for they prefer ambushing foes and striking them from behind. Their large hands grant them a +1 bonus on grapple attacks.

Hob assassins can multi-class as clerics, fighters or magic-users.

Peri

Persian Elves

The peris are elfin folk with very pale skin, hair the color of a desert sunset and eyes like drops of dew. They are dashing, graceful folk, and are usually garbed in silks and satins – loose robes for times of relaxation and pleasure and baggy breeches, well-fitted shirts and cloaks when they are out in the field fighting, hunting or adventuring. Males and females wear silk turbans and decorate themselves with beads, bangles and tinkling bells.

Peris average 50" tall. They have a movement rate of 40' per round. Peris live to be 200 years old. They start the game speaking Common and Elf plus bonus languages for high intelligence. Peris can see in the dark up to 60'.

At character creation, peris add +1 to their charisma and dexterity scores (max. 18). They subtract 1 from their strength and constitution scores (min. 3).





Like elves, peris are immune to the paralysis touch of ghouls. They surprise foes on a roll of 1-3 on 1d6, and due to their keen senses they are only surprised on a roll of 1 on 1d6.

A peri with a Charisma score of 11 or higher can cast *dancing lights* and *phantasmal force* each once per day.

Peri sorcerers can multi-class as duelists or thieves.

Utu

Savannah Dwarves

The utu are distantly related to the dwarves. They have pitch-black skin and eyes, and small beards of wiry, black hair. Like other dwarfs, they dwell underground.

Utu eschew clothing when they can, though in very cold weather they submit to large cloaks and wrap bandages around their feet. Warriors wear whatever armor they can find, though they utu of the savannah rarely wear

more than leather and carry bucklers. Utu prefer to fight with heavy maces and other bludgeoning weapons.

The utu worship Khnum, the divine potter, who they believe is the creator of the universe. Khnum's clerics are curious about the universe and spend most of their time recording their observations on clay tablets. Where other dwarfs are experts at the forge, the utu are experts at working with wood and clay and they are learned in the art of conjuring spirits.

Utu average 48" tall. They have a movement rate of 20' per round. Utu live to be 450 years old. They start the game speaking Common and Dwarf plus bonus languages for high intelligence. Utu can see through darkness as easily as most folk see in the light. They are, however, limited to seeing 60' in the light.

At character creation, utu add +1 to constitution (max. 18) and subtract 1 from intelligence (min. 3).

Utu have a natural Armor Class of 14.

Utu clerics can multi-class as fighters, magic-users or thieves. Whatever class they take, utu dwarves are limited to a maximum of 8th level.

Weird Races

Over the years, many new races have appeared in articles published in NOD, usually within the framework of a theme. These races stray from what most people would consider "traditional fantasy" and therefore can only be played with the Treasure Keeper's permission. Most are designed to expand campaign play into new areas, such as the Underworld, other dimensions or worlds dominated by something other than humanity.

Apes

Intelligent apes that adventure like men?! In *NOD 22* I presented some rules to run a "Dungeon of the Apes" campaign, including three ape races to use in fantasy games; gorillas, chimpanzees and orangutans. I added a fourth, the bekantan, later on my blog.

Bekantan

The life of a bekantan is normally pretty boring. They dwell in the treetops, grazing on leaves, letting life pass them by. Because the leaves contain toxins, they only eat young leaves and they only eat a few from each tree, to avoid too big a build-up of that tree's particular toxins in their system. Tree to tree, leaf to leaf. Boring.



A rare bekantan, however, is born a little smarter than its kin and wants a little more out of life. These bekantan become adventurers.

Bekantans have reddish-orange fur and pink-orange faces. They are notable for their large noses (especially on the males) and pot bellies.

Bekantans average 30" tall. They have a movement rate of 30' per round. Bekantans live to be 30 years old. They start the game speaking Common and Ape plus bonus languages for high intelligence. Bekantans can see in the dark up to 30'.

At character creation, bekantans add +2 to dexterity (max. 19) and +1 to wisdom (max. 18). They subtract 1 from strength (min. 3) and 2 from intelligence (min. 3).

Bekantans have a +2 bonus to climb walls checks and a climb speed of 20' per round. They can jump twice as far as their strength score should allow.

Bekantans have a +2 bonus to save vs. poison.

A bekantan's unarmed strikes deal 1d2+2 damage.

Bekantan thieves can multi-class as fighters, magic-users or clerics if they can meet the requirements.

Chimpanzees

The chimps are the scholars of the ape people, always curious and often chattering away on one subject or another while gorillas snort in derision and orangutans just sigh and roll their eyes.

Chimpanzees average 45" tall. They have a movement rate of 20' per round. Chimps live to be 60 years old. They start the game speaking Common and Ape plus bonus languages for high intelligence. Chimpanzees can see in the dark up to 30'.

At character creation, chimpanzees add +2 to strength (max. 20) and +1 to intelligence (max. 18). They subtract 2 points from wisdom (min. 3).

Chimps have a +2 bonus to climb walls and a climb speed of 20'. When in a woodland, they can move via branches and trees at a speed of 20' per round.

A chimp's unarmed strikes deal 1d2+1 damage.

Chimpanzees can advance as far as 9th level, except as magic-users, as which they can advance to 11th level.

Gorillas

Gorillas are the warriors of the apes. They are burly and brash and easily annoyed, especially by humans.

Gorillas average 68" tall. They have a movement rate of 20' per round. Gorillas live to be 40 years old. They start the game speaking Common and Ape plus bonus languages for high intelligence. Gorillas can see in the dark up to 30'.

At character creation, gorillas add +6 to strength (max. 24) and +1 to constitution (max. 18). They subtract 2 points from intelligence and wisdom (min. 3).

A gorilla's unarmed strikes deal 1d2+2 damage.

Gorillas are capable of launching into a menacing display of power that forces creatures with less than half of the gorilla's hit dice to pass a saving throw or become frightened for 1d4 rounds.

Gorilla characters can advance as far as 7th level, except as fighters, as which they can advance to 9th level.

Orangutans

Orangutans are the "wise old men" of the ape community, serving as bureaucrats, clergymen and village leaders. For this reason, they often assume that they are in command in any situation, and thus can be very overbearing.

Orangutans average 52" tall. They have a movement rate of 20' per round. Orangutans live to be 45 years old. They start the game speaking Common and Ape plus bonus languages for high intelligence. Orangutans can see in the dark up to 30'.

At character creation, orangutans add +4 to strength (max. 22) and +1 to wisdom (max. 18). They subtract 2 from charisma (min. 3).

Orangutans add +2 to climb walls checks. When in trees, they can move using branches and vines at a speed of 20' per round.

An orangutan's unarmed strikes deal 1d2+2 damage.

Orangutan characters can advance to 8th level, except as clerics, as which they can advance to 10th level.

Little Pigs

The little pig was introduced in Bloody Basic Mother Goose Edition as a PC class. In fact, it was the little pigs running around in the Laurel & Hardy version of Babes in Toyland that inspired me to write that book.

Little pigs are intelligent swine capable of walking on their hind legs and manipulating objects with their fore-hooves. They often (though not always) wear clothing. Little pigs are known for their fearlessness.

Little pigs average 35" tall. They have a movement rate of 20' per round. Little pigs live to be 45 years old. They start the game speaking Common plus bonus languages for high intelligence. They can also communicate with all natural and supernatural swine. Little pigs can see in the dark up to 30'.

At character creation, little pigs add +1 to dexterity (max. 18) and subtract 1 from strength (min. 3).

Little pigs enjoy a +2 bonus to save vs. fear ... though their fearlessness sometimes gets them into trouble.



Little pigs are weak and many larger animals find them tasty, which means they have to use their wits to survive. To this end, little pigs have a +2 bonus to move silently and a +2 bonus to remove and set traps.

Little pigs can multi-class as fighter/thieves.

Macabres

Once upon a time, stories say, the fey were forced to retreat into the realm of Fairy due to the unstoppable spread of humanity. This is utter rot. Oh, the elves sometimes slip between the dimensions and travel through time as their magic allows, but most of the fey stayed put, learning to blend in and live among humans.

The more powerful of the fey intermarried with humans and in time produced a new race called the macabre. The macabre are humanoids (mostly) who are, to a man and woman, unwholesome or odd in appearance. They are also possessed of a dark humor that is sometimes deadly.

Encountered outside their close knit clans, the macabre refer to themselves as uncle, aunt, cousin or even grandmother or grandfather, indicating their race's kinship to mankind. They give themselves names profane, morbid or unsettling.

All macabre heal at double the normal human rate (i.e. 2 hit points per level per day of rest, or 2 ability points per day of rest). Macabres can see in the dark up to 120'.



Each macabre is possessed of a random extraordinary power rolled on the table below.

D20 Extraordinary Power

- | | |
|----|---|
| 1 | Can boost strength once per day per the <i>strength</i> spell |
| 2 | Resistance to fire |
| 3 | Resistance to acid |
| 4 | Resistance to electricity |
| 5 | +3 bonus to save vs. poison |
| 6 | +3 bonus to save vs. disease |
| 7 | Commands a swarm of spiders, a giant rat or a vulture |
| 8 | Cast <i>prestidigitation</i> three times per day |
| 9 | Has an assassin vine (2 HD) in a pot as a boon companion |
| 10 | Has a crawling claw as a boon companion |
| 11 | +1 to hit with swords and +1 AC while fighting with a sword |
| 12 | Can mix and set off alchemist's fire |
| 13 | Inhumanly tall (-1 to dexterity, +2 to strength) |
| 14 | Inhumanly short (-3 to movement, +2 to strength) |
| 15 | Inhumanly fat (-3 to movement, +2 to constitution) |
| 16 | Inhumanly thin (-1 to constitution, +2 to dexterity) |
| 17 | Raucous cackle; once per day, all within earshot must save vs. fear or be frightened for 1d6 rounds |
| 18 | Regenerate 1 hit point per round up to half normal hit points unless reduced to 0 hit points |
| 19 | Covered in thick hair (+2 to Armor Class) |
| 20 | Has a burrowing speed of 6 |

Macabre assassins can multi-class as fighters, clerics or magic-users.

Olympioids

The Olympioids are a quartet of mythic races based on the Greek gods and goddesses. All of the Olympioids are mechanical creatures, perhaps fashioned by Hephaestus.

As a form of mechanical life, Olympioids are immune to poison and disease. They do not need to eat or breathe, although they do benefit from imbibing a magical potion. Spells that heal damage to living bodies are only half as effective on them.

Athenae

Athenae are warriors born, statuesque fem-bots with steel skin and tactical minds. They do not look for battle, but never shy from it. They enjoy taking the lead in any situation, but tend to think things through before acting, unlike the herakleons (q.v). Athenae are never Chaotic in alignment unless they have been twisted by foul magic.

Athenae average 72" tall. They have a movement rate of 30' per round. Athenae function for 80 years. They start

the game speaking Common and Olympioid plus bonus languages for high intelligence. Athenae can see in the dark up to 60'.

At character creation, athenae add +1 to wisdom and constitution (max. 18). They subtract 1 from dexterity and charisma (min. 3).

An athenae's metallic skin gives her a natural AC of 12. Their construction makes it impossible for them to wear platemail and plate armor.

Athenae have a natural affinity for divine magic. Athenae with a wisdom score of 10 or higher can cast the following spells, each once per day: *Bless weapon*, *detect evil* and *shield of faith*.

Athenae are +2 to save vs. anti-cleric spells.

Athenae fighters can multi-class as clerics.

Heliads

Heliads look like peerless sculptures of male humans. Their skin is made of gilded steel and dazzles the eyes when struck by light. Beautiful and conscious of their beauty, heliads have a penchant for waxing poetic and commanding the stage.

Heliads average 72" tall. They have a movement rate of 30' per round. Heliads function for 80 years. They start the game speaking Common and Olympioid plus bonus languages for high intelligence. Heliads can see in the dark up to 120'.

At character creation, heliads add +1 to dexterity and charisma (max. 18). They subtract 1 from wisdom and constitution (min. 3).

A heliad's metal skin gives him a natural AC of 12. Their construction makes it impossible for them to wear platemail and plate armor.

A heliad's honeyed words give them a +1 bonus to reac-



tion rolls with all creatures but those that hate the Sun. Heliades receive a +1 bonus to attack with all bows.

Heliads can shed light (per the *light* spell) for up to 10 minutes per day. These minutes need not be consecutive. Once per day they can cast *daylight*.

Heliad bards may multi-class as clerics or fighters.

Herakleons

Herakleons are large, robust mechanical men with bronze skin. They were built for strength and battle, primarily in arenas, and relish taking on huge monsters in front of cheering crowds.

Herakleons like to stay well-oiled and polished. They tend to be arrogant and brash, but more often than not they can back up their bravado with their deeds.

Herakleons average 84" tall. They have a movement rate of 30' per round. Herakleons function for 80 years. They start the game speaking Common and Olympioid plus bonus languages for high intelligence. They can see in the dark up to 60'.

At character creation, herakleons add +2 to strength (max. 19). They subtract 2 from intelligence (min. 3).

A herakleon's metallic skin gives him a natural AC of 12. Their construction makes it impossible for them to wear platemail and plate armor.

When a herakleon's ire is raised (or when they just want to show off), they can "flex their muscles", increasing their size to Large and gaining the bonuses and penalties associated with creatures of Large size.

A herakleon's braggadocio makes him a stubborn foe. He enjoys a +2 bonus to save vs. fear and fatigue. Unfortunately they are easily goaded into fights, requiring a successful saving throw to avoid falling for taunts.

Herakleons are +1 to attack huge monsters. They increase their AC by +2 against dragons and hydras.

Stygiae

Stygiae are grim mechanical men with skin of orichalcum (i.e. black bronze). Chthonic folk, they take to darkness and dim deeds like a fish takes to water. The stygiae favor gravity, brevity and dignity; they are not popular at parties. Stygiae are never Lawful in alignment.

Stygiae average 78" tall. They have a movement rate of 30' per round. Stygiae function for 80 years. They start the game speaking Common and Olympioid plus bonus languages for high intelligence. Stygiae can see in the dark up to 120'.

At character creation, stygiae add +1 to intelligence and wisdom (max. 18). They subtract 2 from their charisma score (min. 3).

A stygiae's metal skin gives him a natural AC of 12. Their construction makes it impossible for them to wear platemail and plate armor.

As creatures of the underworld, stygiae can detect precious metals and gemstones worth at least 20 gp as though detecting evil or magic (as the spells).

A stygiae with a wisdom score of 10 or higher can cast the following spells, each once per day: *Deathwatch*, *detect undead* and *detect poison*.

Stygiae thieves can multi-class as clerics, fighters or magic-users.

Primordials

The Primordials are an ancient collection of dinosaur-like mythic races native to jungles.

Coyols

The coyols are fearsome and frightening Primordials. They have the appearance of velociraptors with milky white scales and pitch black feathers on their arms and tails. Coyols have toothy grins and unwavering eyes that can bore a hole through a person's skull (not really).

Coyols average 40" tall. They have a movement rate of 40' per round. Coyols live to be 80 years old. They start the game speaking Common and Lizardman plus bonus languages for high intelligence. Coyols can see in the dark up to 120'.

At character creation, coyols add +1 to charisma (max. 18). They subtract 1 from wisdom (min. 3).

Coyols can opt to make a bite attack for 1d4 points of damage instead of making a weapon attack.

Coyols have magic in their blood, though this magic changes with the phases of the moon. When the moon is waxing and when it is full, a coyol with a charisma of 10 or higher can cast the following spells, each once per day: *Daze*, *light* and *hypnotism*. When the moon is waning or new, they can cast *darkness* once per day.

Coyol sorcerers can multi-class as druids, fighters or thieves.

Quetzals

The quetzals are high-flying, arrogant pteranodons who consider themselves the natural ruling class of the Primordials. The others do not share this belief, but they are often content to ignore the quetzals rather than argue the point. Quetzals have rainbow plumage. They have thin, long faces and rather impressive azure eyes.

Quetzals average 72" tall. Because their bones are hollow, they count as small creatures in combat.

Quetzals have a movement rate of 30' per round on land and when flying. Quetzals live to be 80 years old. They

start the game speaking Common and Lizardman plus bonus languages for high intelligence. Quetzals can see in the dark up to 60'.

At character creation, quetzals add +1 to intelligence and wisdom (max. 18). They subtract 2 from their constitution score (min. 3).

A quetzal with an intelligence of 10 or higher can cast the following spells, each once per day: *Dancing lights*, *flare* and *color spray*.

Quetzal clerics can multi-class as fighters, sorcerers or thieves.

Tezcats

Tezcats are large Primordials with scaly skin that forms a sort of armor plating on their backs, chests, faces and arms. They have squat legs and armored tails and are almost as wide as they are tall. Their scales are turquoise in color and their faces have the appearance of turquoise skulls. Tezcats relish taking the front line in any fight.



Tezcats average 80" tall. They have a movement rate of 20' per round. Tezcats live to be 65 years old. They start the game speaking Common and Lizardman plus bonus languages for high intelligence. Tezcats can see in the dark up to 60'.

At character creation, tezcats add +1 to strength (max. 18). They subtract 1 from intelligence (min. 3).

A tezcat can make a tail attack against foes behind them for 1d4 points of damage in addition to making a weapon attack. Their armor plating gives them a natural AC of 12.

Once per day, a tezcat can unleash a deep, long bellow that acts as a *gust of wind* spell.

Tezcat fighters may multi-class as clerics, sorcerers or thieves.

Tlalocs

Tlalocs look like humanoid toads with bright green hides and needle-like spikes running up their arms and down their backs. They have large, golden eyes that show incredible cunning when their owner wishes them to, but otherwise look blank and inscrutable. Two long fangs jut out from their thin, crooked lips. Tlalocs stand about as tall as dwarves, though this is partially because of their hunched postures.

Tlalocs average 40" tall. They have a movement rate of 30' per round on land and 20' per round when swimming. Tlalocs live to be 65 years old. They start the game speaking Common and Lizardman plus bonus languages for high intelligence. Tlalocs can see in the dark up to 60'.

At character creation, tlalocs add +1 to dexterity (max. 18). They subtract 1 from charisma (min. 3).

A tlaloc can jump twice as far as their strength score indicates. They can hold their breath for a full minute before needing to breath.

A tlaloc can make a bite attack in combat for 1d4 points of damage in place of making a weapon attack.

Tlalocs have a natural affinity for and control over water. A tlaloc with a wisdom score of 10 or higher can cast the following spells, each once per day: *Acid splash*, *ray of frost* and *obscuring mist*.

Tlaloc thieves may multi-class as druids, fighters or sorcerers.

Underworlders

These Underworld races first appeared in *NOD* during the issues that covered the "Hell Crawl". Each of these races was connected to one of the Seven Deadly Sins.

You will note some differences between the racial abilities here and those in *Blood & Treasure: Monsters*.

Bugbears

Bugbears are sneaky, cunning goblins with a penchant for terrorizing weaker creatures. They are large and hairy, with shaggy fur that ranges from brown to crimson and skin that ranges from light yellow to orange. They have broad heads and wide mouths filled with fangs.

Bugbears are thieves at heart. "Why produce," they ask, "when you can just take from the productive?" Being stronger than most other creatures, bugbears tend to be bullies who force weaker creatures to do their work for them. They enjoy throwing their weight around, bearing their fangs and frightening smaller folk. A bugbear rarely volunteers for anything unless they expect a big payoff or dire consequences for inaction.

Bugbears average 84" tall. They have a movement rate of 20' per round. Bugbears can live to be 100 years old. They start the game speaking Goblin plus bonus languages for high intelligence. Bugbears can see in the dark up to 60'.

At character creation, bugbears add +1 to strength (max. 18) and dexterity (max. 19). They subtract 1 from intelligence and charisma (min. 3).

Bugbears have a +3 bonus to move silently checks. Their thick skin gives them a natural AC of 11. Their large size gives them one additional hit point at first level.

Bugbear thieves can multi-class as fighters.

Drow

The drow are prideful, lustful elves cursed by their gods to a life away from the sun. Even after many millennia under the earth, they remain as sensuous, prideful and lustful as they ever were on the surface. Though a shadow of their former selves, both in raw power and in number, they remain a potent force in the underworld and are not to be trifled with.

Drow find it difficult to view others as anything other than either slave labor or sex objects. Their inability to

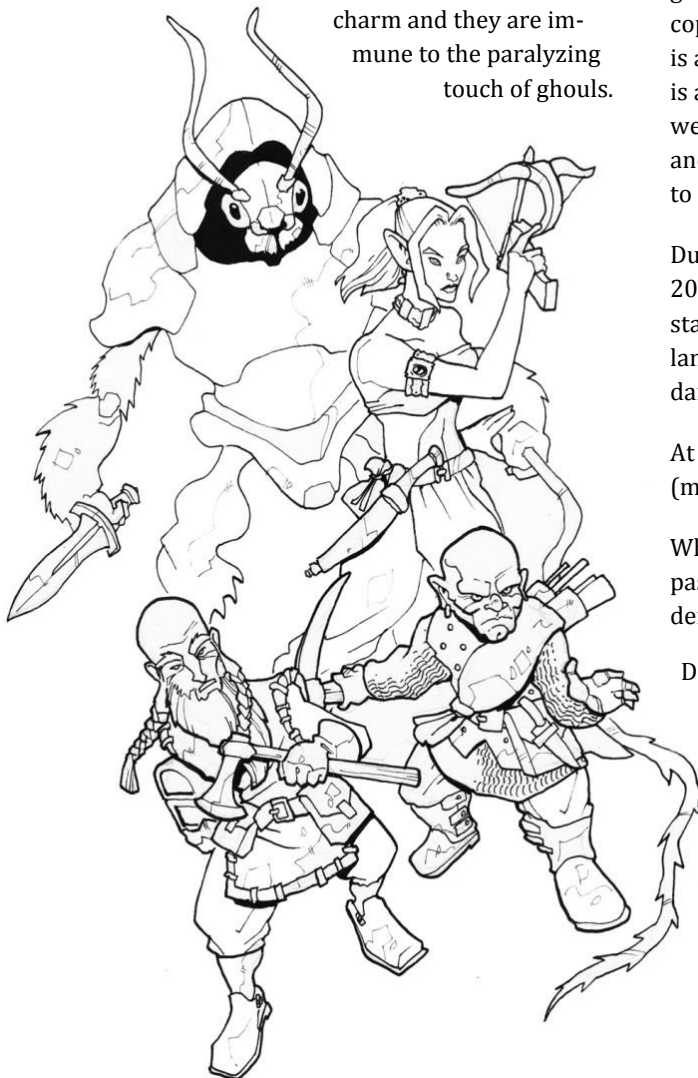
tell themselves “no” makes them a disruption in any group, but their intelligence, cunning and dedication to having their way also makes them powerful allies, assuming their goals and the party’s goals are in accord.

White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

Drow average 62” tall. They have a movement rate of 40’ per round. Drow can live to be 900 years old. They start the game speaking Common, Drow and Elven plus bonus languages for high intelligence. Drow can see in the dark up to 120’.

At character creation, drow add +1 to dexterity (max. 18). They subtract 1 from constitution (min. 3).

Drow are +2 to save vs. magic, have magic resistance 90% against sleep and charm and they are immune to the paralyzing touch of ghouls.



Drow enjoy a +2 bonus to task checks to move silently and find secret doors on a roll of 1-2 on 1d6. Drow reduce the penalties for fighting with two weapons by 1.

When forced to endure sunlight, drow suffer a -4 penalty on attack rolls and saving throws.

Male drow magic-users can multi-class as clerics, fighters or thieves, and truly extraordinary ones can multi-class as fighter/magic-user/thieves.

Female drow clerics can multi-class as fighters, magic-users or thieves, and truly extraordinary ones can multi-class as cleric/fighter/magic-users.

Drow divide their earned experience points by two.

Duergar

Duergar adventurers strike out for riches and they do not care how they get them. They are rapacious and greedy, and would gladly see a comrade die to retain a copper coin for themselves. All power in duergar society is a function of wealth, and power over their kith and kin is all a duergar seeks. In their mad search for power and wealthy, the duergar have lost the ability to be happy. Joy and pleasure are almost alien concepts to them. They are, to a man, woman and child, dour and unforgiving folk.

Duergar average 46” tall. They have a movement rate of 20’ per round. Duergar can live to be 400 years old. They start the game speaking Common and Dwarf plus bonus languages for high intelligence. Duergar can see in the dark up to 120’.

At character creation, duergar add +1 to constitution (max. 18). They subtract 1 from charisma (min. 3).

When underground, duergar note slanting and sloping passages, shifting walls, new construction and depth underground on a roll of 1-2 on 1d6.

Duergar are +1 to attack goblins, hobgoblins and orcs, and have a +4 bonus to Armor Class against giants.

Duergar are +4 to save vs. illusions and poison.

Duergar are blinded in bright light and sunshine (-2 to hit and to saving throws).

Duergar thieves enjoy a +10% bonus to moving silently, and non-thieves can move silently, as a thief, on a roll of 1-2 on 1d6.

Duergar thieves can multi-class as clerics and fighters, and duergar clerics can multi-class as fighters.

Duergar divide their earned experience points by two.

Hobgoblins

Hobgoblins are large cousins of goblins with hair color ranging from dark reddish-brown to dark gray and skin color ranging from dark yellow to red-orange. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather.

Hobgoblins are militant and warlike, seeing every creature as a potential enemy and every action as a threat. They naturally think themselves the most fit to command any expedition, but once they have fought it out and lost they can accept their position as a subordinate if they must (at least, until an opportunity arrives to unseat their leader). Hobgoblins have a devil of time giving up without a fight, and they have very little control over their tendency towards violence.

Hobgoblins average 78" tall. They have a movement rate of 30' per round. Hobgoblins can live to be 80 years old. They start the game speaking Common and Goblin plus bonus languages for high intelligence. Hobgoblins can see in the dark up to 60'.

At character creation, hobgoblins add +1 to constitution (max. 18) and subtract 1 from charisma (min. 3).

A hobgoblin's thick skin gives them a natural AC of 11. Their large frames give them +1 hit point at first level.

When underground, hobgoblins note slanting and sloping passages, shifting walls, new construction and depth underground on a roll of 1-2 on 1d6.

Hobgoblins can use worgs and dire wolves as mounts as easily as humans use horses.

Hobgoblins train as warriors almost from infancy, and thus gain 1 extra hit point per hit dice.

Hobgoblin fighters can multi-class as clerics.

Kobolds

Kobolds are scaled humanoids that look like a cross between lizards and dogs. A kobold's scaly skin ranges from dark rust to black and they have glowing red eyes.

Kobolds envy other races their height, their possessions, their skills, etc. Their own prowess at mining gives them plenty to trade, but their inability to trust a deal – to believe the person they are trading with is not getting the best of them – makes it impossible for them to do much but hoard their wealth. Kobolds are not cowardly, but they prefer to attack from ambush and in superior numbers – why stick your neck out when some bigger, stronger creature can take the risk for you?

Kobolds average 30" tall. They have a movement rate of 20' per round. Kobolds can live to be 200 years old. They start the game speaking Common and Kobold plus bonus languages for high intelligence. Kobolds can see in the dark up to 120'.

At character creation, hobgoblins add +1 to dexterity (max. 18) and subtract 1 from strength (min. 3).

When underground, kobolds note sloping passages, unsafe construction, approximate depth underground and direction of travel on a roll of 1-2 on 1d6.

Kobold clerics can multi-class as magic-users or thieves.

Notac-Ichat

The notac-ichat are underworld dwellers that look like humanoid insects with blue chitin covered in bristly "fur" not unlike the furry protrusions on some types of crabs. They have long, bony, five-knuckled fingers that create audible vibrations when rubbed against their chitin.

The sin of the notac-ichat is apathy and inaction. A notac-ichat simply does not care about anything but itself. What is good for a notac-ichat, personally, is by definition to them good. What is not good for them is not good. Nothing else enters the equation. It is this apathy that keeps them in check, for they produce enough young each year to otherwise overrun the underworld. Most of the young end up as food or cannon fodder and those that do survive have little impetus to help their fellows.

Notac-ichat average 76" tall. They have a movement rate of 20' per round. Notac-ichat can live to be 50 years old. They start the game speaking Common and Notac-Ichat plus bonus languages for high intelligence. Notac-ichat can see in the dark up to 120'.

Notac-ichat can, in place of moving or attacking, rub their fingers against their chitin, creating vibrations that force creatures within 20' to pass a saving throw or be fatigued. The notac-ichat can keep this up for as long as

they like, but the victim gets a new saving throw each round to throw off the effect.

Notac-ichat never wear armor, but their chitin provides AC 14. The traditional weapons of the notac-ichat are a barbed whip and dagger.

Notac-ichat thieves may multi-class as clerics, fighters or magic-users.

They divide their earned experience points by two.

Orcs

Orcs are large, hunched goblins with jade green to dark green skin and lank black hair. They have pig-like faces and tusks. Orcs are crude, pig-headed humanoids related to goblins. They prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple.

Orcs are always hungry. This defines their culture and their personality. They have metabolisms as fast as those of halflings, and make terrible pigs of themselves when food presents itself, happily eating meat raw off the bone. Parties traveling with orcs know well that they must hide their food if they want to keep it.

Orcs average 72" tall. They have a movement rate of 30' per round. Orcs can live to be 50 years old. They start the game speaking Common and Orc plus bonus languages for high intelligence. Orcs can see in the dark up to 60'.

At character creation, orcs add +1 to constitution (max. 18) and subtract 1 from charisma (min. 3).

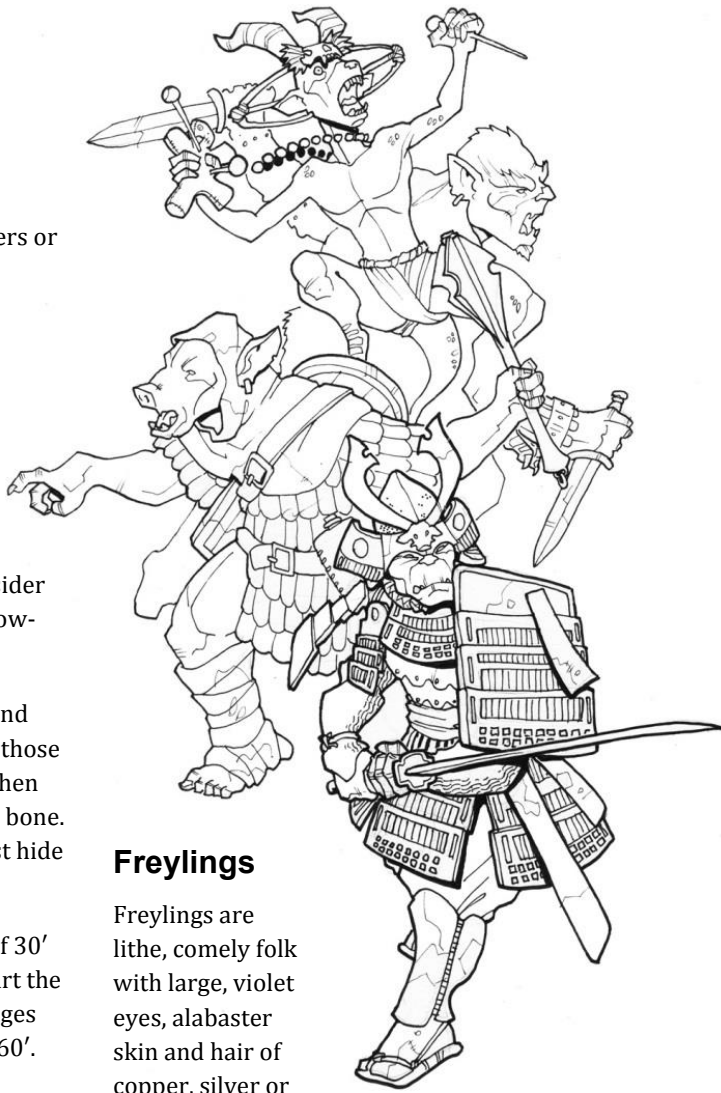
When underground, orcs note slanting and sloping passages, shifting walls, new construction and depth underground on a roll of 1-2 on 1d6.

An orc's iron stomach affords it a +1 bonus to save vs. ingested poisons and disease.

Orc fighters can multi-class as thieves.

Vasir

The Vasir are a quartet of mythic races inspired by four of the most famous Norse deities, Thor, Frey, Odin and good old mischievous Loki. It should go without saying that all Vasir speak in faux-Shakespearean English.



Freylings

Freylings are lithe, comely folk with large, violet eyes, alabaster skin and hair of copper, silver or gold. Freylings stand about 4' to 5' tall, and their narrow frames make them look very fragile. They delight in the sensuous and have a bad habit of charming people of the opposite sex just for the fun of it; the feelings of others rarely enter into their calculations.

Freylings average 54" tall. They have a movement rate of 30' per round. Freylings can live to be 120 years old. They start the game speaking Common and Vasir plus bonus languages for high intelligence. They can see in the dark up to 120'.

At character creation, freyplings add +1 to charisma (max. 18). They subtract 1 from strength (min. 3).

Freylings can make their bodies glow (as the *light* spell) for a total of 10 minutes per day. In addition, once per day they can assume the shape of a falcon, cat or boar for 1 minute. When in animal form they retain their attack bonus and mental ability scores and abilities, but use the

attack forms and damage of their animal shape, as well as any special physical abilities of their animal shape.

Freyling bards may multi-class as druids and fighters.

Lokai

Lokais are nimble little bastards, thoroughly untrustworthy and always scheming. They have swarthy skin, eyes that burn like hot coals (usually red, but intensifying to white and blue when the lokai is scheming something) and their hair is actually a flickering flame as bright as a lantern, though they can dim it to a murky grey.

Lokais average 66" tall. They have a movement rate of 40' per round. Lokais can live to be 120 years old. They start the game speaking Common and Vasir plus bonus languages for high intelligence. Lokais can see in the dark up to 120'.

At character creation, lokais add +1 to dexterity and cha-

risma (max. 18). They subtract 2 from strength (min. 3).

Lokais have a +2 bonus to pick pockets. They enjoy a +3 bonus to save vs. fire and a +2 bonus to save vs. magic.

Lokais can see magical auras (per *detect magic*) at will. They are +1 to hit with daggers and darts.

Lokai thieves can multi-class as fighters and magic-users.

Thunors

Thunors are tall humanoids with ruddy skin, copious manes of hair in various shades of red or very rarely blond, and eyes that range from blue to grey. They are usually quite strong, with large, meaty hands and faces that suggest a perturbed Neanderthal. Thunors are good-hearted souls who hate bullies, but they are also boisterous, assertive, aggressive, stubborn, and prone to solving problems with brute force (i.e. bullies).



Thunors average 84" tall. They have a movement rate of 30' per round. Thunors can live to be 120 years old. They start the game speaking Common and Vasir plus bonus languages for high intelligence. They can see in the dark up to 60'.

At character creation, thunors add +1 to strength and constitution (max. 18). They subtract 1 from intelligence and wisdom (min. 3). Thunors are built like oxen, but are not known for their brain power or self-control.

Thunors are +to save vs. electricity and sonic attacks, and +3 to save against magic unless they themselves are spellcasters, in which case they lose this bonus.

Thunors have a mystic connection to both the earth and sky. They are capable of treating half of the damage from their melee attacks with metal weapons as electricity or sonic damage. This is useful for overcoming some creatures' resistance to weapon damage. When a thunor scores electricity damage his weapon is surrounded in crackling electricity and when he scores sonic damage his hits are accompanied by a thunderous boom.

Thunors are +1 to hit giants, ettins and ogres in combat.

While they do not care much for spells or magic items other than magic weapons and armor, they will deign to use *gauntlets of ogre strength* and *belts of giant strength*. Thunor are also capable of using *dwarven throwers*.

Thunor fighters can multi-class as druids and thieves.

Wotani

The wotani are a strange, reclusive race of humanoids. They have a slightly simian appearance, their bodies covered with taupe colored hair which turns white as they age. Only the burgundy colored skin of their faces, palms and the bottom of their feet shows through the hair. Wotani walk with a hunch. They have one golden eye and one eye that is black as pitch.

Wotani average 48" tall. They have a movement rate of 20' per round. They can live to be 200 years old. Wotani start the game speaking Common and Vasir plus bonus languages for high intelligence. They can see in the dark up to 60'.

At character creation, wotani add +1 to wisdom (max. 18). They subtract 1 from charisma (min. 3). The wotani are wise souls, but their propensity to speak in riddles and manipulate people makes them unpopular.

Wotani have a +2 bonus to find secret doors and other concealed things, including emotions.

Wotani have a natural affinity for divination spells. A wotani with a wisdom score of 10 or higher can cast the following spells, each once per day: *Augury*, *detect evil* and *detect magic*. Wotani receive a +2 bonus on saving throws against divination spells.

Wotani diviners may multi-class as clerics, fighters and thieves. The diviner is a specialist type of magic-user.

Vedans

The Vedans are a group of mythic races based on the myths of India. While they share many traits, the most important is the unique way that they multi-class. All Vedans are capable of advancing in three classes simultaneously. Unlike most races that can multiclass, they only operate under the rules of a single class at a time. A fighter/magic-user/thief, for example, can choose to be a fighter one day, a magic-user the next, and a thief on another day. The choice must be made the night before the Vedan goes to sleep, and it is the Vedan's dreams that night that align their thinking that they may be re-born the next morning in their chosen class. Because they act in only one class at a time, they advance using the XP chart of their most "expensive" class.

Agniri

Agniri are born of flame and are possessed of deep passions and a preternatural ability to communicate with others. They are bright and engaging folk, rarely materialistic, who enjoy visiting and experiencing exotic cultures. Despite their propensity for travel, agniri seem to be at home wherever they are, and they have a knack for making others feel at home as well.

Agniri average 72" tall. They have a movement rate of 30' per round. Agniri can live to be 125 years old. They start the game speaking Common and Vedan plus bonus languages for high intelligence. Agniri can see in the dark up to 60'.

Agniri have bright red skin, two heads and four arms. Because of their strange anatomy, armor costs are 50% greater for agniri than for other humanoids. Due to their four arms, they can wield up to four weapons or bucklers, with the normal rules for applied wielding more than one weapon in combat.



Agniri enjoy a +2 bonus to save vs. fire. They can communicate in very simple terms in languages they do not already know by rolling 1d20 under their Charisma.

Agniri may multi-class as bard/magic-user/fighters using the rules above. Agniri that multi-class using the special rules gain the following benefits:

In bard form, an agniri's fascinate ability works on sentient and non-sentient creatures, regardless of the language that they speak.

In fighter form, the agniri deals +1 point of fire damage with their melee attacks and +2 points of fire damage with their unarmed attacks.

In magic-user form, the agniri deals one extra point of damage per dice of fire damage dealt with his spells.

Rudrana

The rudrana are Vedans of the mountains, storm chasers who thrill to the crack of thunder and flash of lightning. They are outdoorsmen with fiery tempers and an enormous thirst for life. The rudrana bore easily, and they

delight in every new fad and fashion and in explorations into the unknown.

Rudrana average 76" tall. They have a movement rate of 30' per round. Rudrana can live to be 125 years old. They start the game speaking Common and Vedan plus bonus languages for high intelligence. Rudrana can see in the dark up to 60'.

Rudrana have ruddy skin, three heads and four arms. Because of their strange anatomies, armor costs are 50% greater for rudrana than for other humanoids. Due to their four arms, they can wield up to four weapons or bucklers, with the normal rules applied for fighting with multiple weapons.

Rudrana are so attuned to lightning that they enjoy a +2 bonus to save vs. electricity damage. Once per day, they can use the *shout* spell.

Because of their multiple heads, rudrana are only surprised on a roll of 1 on 1d6. Unfortunately, three minds can be distracting, and rudrana suffer a -1 penalty to initiative rolls.

Rudrana may multi-class as druid/ranger/magic-users, using the rules above. Rudrana that choose to multi-class in this way get the following bonuses:

As druids, rudrana suffer half damage from electricity.

As magic-users they inflict one extra point of damage per dice of electricity damage they inflict with their spells.

As rangers they deal an additional 1d6 points of electricity damage with non-magical arrows and bolts.

Vishnaru

Vishnaru are the holy Vedans, wise and philosophical preservers of cosmic order. They are intellectual and tend to be very beautiful. Vishnaru are usually Lawful, but they are never Chaotic.

Vishnaru average 74" tall. They have a movement rate of 30' per round. Vishnaru can live to be 125 years old. They start the game speaking Common and Vedan plus bonus languages for high intelligence. Vishnaru can see in the dark up to 60'.

Vishnaru have light blue skin and four arms. Because of their strange anatomies, armor costs are 50% greater for vishnaru than for other humanoids. Due to their four arms, they can wield up to four weapons or bucklers, with the normal rules applied for multiple weapons.

All Vishnaru are surrounded by a halo of light as bright as a torch. They can suppress this halo at will.

Vishnaru may multi-class as cleric/magic-user/fighters, using the rules above. Vishnaru that multi-class gain the following benefits:

In cleric form, a vishnaru's halo acts as a paladin's *protection from evil* aura.

In fighter form, the vishnaru's halo grants him extra-sensory powers, denying his opponent's any bonuses from outnumbering him or attacking from behind.

In magic-user form, the vishnaru's halo grants him a +1 bonus to saving throws vs. magic.

Yamaran

Yamarans are green-skinned humanoids associated by the other Vedans with death. While they have their morbid sides, most cultivate an image of decadent lethargy, lounging about, taking everything in and only acting when it is most advantageous to do so. Yamarans have

grim senses of humor, and some hide rather potent tempers beneath their disinterested facades. Yamarans are never Lawful, but they need not be Chaotic.

Yamarans average 60" tall. They have a movement rate of 30' per round. Yamarans can live to be 125 years old. They start the game speaking Common and Vedan plus bonus languages for high intelligence. Yamarans can see in the dark up to 60'.

Other than their green skin and oversized canine teeth, they look like human beings except that their arms fork at the elbow into two separate forearms – they have four hands, but only two arms emerging from their shoulders. Because of this anatomical oddity, armor costs are 10% greater for yamarans than for other humanoids. Because of their multiple hands, they can wield two bucklers in addition to wielding one or two weapons. Their multiple hands are too close together to allow them to wield more than two weapons at a time effectively.

Yamarans may multi-class as assassin/barbarian/clerics using the rules mentioned above. Yamarans that so multi-class gain the following benefits:

In assassin form their skin turns midnight blue, giving them a +2 bonus to hide in shadows.

In barbarian form their skin becomes blood red and their lower canines grow into tusks, giving them an extra bite attack that deals 1d3 points of damage.

In cleric form they retain their green skin and gain the ability to cast *deathwatch* once per day as a bonus spell.

Racial Class Variants

Class variants were introduced in the main rules to show how a Treasure Keeper can make small modifications to existing classes to create something new or fill a special niche in her campaign. The variants below are all open only to a single race.

Dwarf Prospector

Variant Thief

As adventurous as dwarves are, their first loves are always gold, gems and silver. Many dwarves get their first taste of adventure as prospectors, heading into the hills or depths in search of metals or gems to mine.

Dwarf prospectors have the following skills, as thieves: Climb walls, find and remove traps, hide in shadows, listen at doors, move silently and open locks.

When underground, dwarf prospectors note slanting and sloping passages, shifting walls, new construction and depth underground on a roll of 1-4 on 1d6.

Dwarf prospectors can wield picks and hammers in addition to the normal weapons allowed to thieves.

Elf Gallant

Variant Paladin

Gallants are elven paladins as dedicated to romance and the wooing of lovers as they are to righting wrongs and protecting the weak. While most paladins are a bit stodgy, elven gallants are dashing and devil-may-care. Gallants must be Lawful, but need not be Lawful Good.

Gallant Spells

1—*Alarm, charm person, comprehend languages, cure light wounds, detect magic, feather fall, know direction, light, magic aura, mending, message, open/close, read magic, remove fear, resistance, sleep*

2—*Animal messenger, calm emotions, delay poison, E.S.P., glitterdust, hold person, locate object, silence, suggestion, tongues*

3—*Charm monster, clairsentience, cure serious wounds, dispel magic, light II, phantom steed, remove curse, sleep II, see invisibility, speak with animals*

4—*Break enchantment, cure critical wounds, dominate person, freedom of movement, hold monster, legend lore, locate creature, neutralize poison, secure shelter, speak with plants*

Gnome Prankster

Variant Thief

Gnomes are innately magical folk and some learn from an early age to tailor their magical abilities to the profession of thievery. These gnomes are noted for their enjoyment of taunting their victims with pranks and riddles, leaving calling cards and boasting of their thefts before they happen.

Pranksters have the normal thief abilities. In place of a gnome's normal innate spells, a prankster can cast *mage*

hand, open/close and *ventriloquism*. They can pick pockets and open locks while using the *mage hand* spell.

Half-Orc Thug

Variant Barbarian

Half-orcs often grow up on the mean streets, learning to excel not as trained fighters but as street brawlers. These half-orc thugs advance as barbarians, except as follows:

They may only use leather armors and bucklers and they have the following skills: Climb Walls, Hide in Shadows, Move Silently and Pick Pockets. Thugs can also carouse, per the bard skill.

When presented with humanoids with Hit Dice equal to half the thug's level or less, the thug can force all within sight to pass a saving throw vs. fear or be stunned for 1 round + 1 round per point of the thug's Strength bonus. For every five targets of this intimidation, all targets receive a +1 bonus to their saving throw (i.e. courage in numbers). If the targets are led by a person with more Hit Dice than they, they add that person's Hit Dice to their saving throw as well.

Halfling Vagabond

Variant Thief

Some halflings clans are composed of wanderers who travel in brightly painted, colorful wagons. They make a living telling fortunes, performing tricks, picking pockets, stealing pies and bilking naïve yokels.

Vagabonds have the abilities of thieves, except they replace backstab with the bard's fascinate ability.

Their skills are as follows: Acrobatics (as monk), Carouse (as bard), Climb Walls, Escape Bonds, Hide in Shadows, Move Silently, Open Locks and Pick Pockets.

Random Fantasy Race

The following tables can be of assistance when rolling up a randomly encountered NPC. Begin on Table I.

Table I

D10	Table
1-5	Table II: Traditional
6	Table III: Variations
7	Table IV: Apes
8	Table V: Underworld
9	Table VI: Mythic
10	Table VII: Monster

Table II: Traditional

D20	Traditional Race
1-12	Human
13	Centaur
14	Dwarf (see Table II A)
15	Elf (see Table II B)
16	Gnome (see Table II C)
17	Halfling (see Table II D)
18	Half-Elf
19	Half-Orc
20	Mechanical Man

Table II A: Dwarf Subraces

D4	Dwarf Subrace
1	Deep Dwarf (Red Dwarf)
2	Duergar (Grey Dwarf)
3	Hill Dwarf
4	Mountain Dwarf

Table II B: Elf Subraces

D10	Elf Subrace
1-2	Aquatic Elf
3-4	Dark Elf (Drow)
5-6	Gray Elf
7-8	Wild Elf
9-10	Wood Elf

Table II C: Gnome Subraces

D6	Gnome Subrace
1-2	Gnome
3-4	Svirfneblin
5-6	Wood Gnome

Table II D: Halfling Subraces

D6	Halfling Subrace
1-2	Halfling
3-4	Deep Halfling
5-6	Tallfellow Halfling

Table III: Variations

D8	Variation
1	Aquon
2	Fire Gnome
3	Gullinbursti
4	Hob
5	Little Pig
6	Macabre
7	Peri
8	Utu

Table IV: Apes

D4	Ape
1	Bekantan
2	Chimpanzee
3	Gorilla
4	Orangutan

Table V: Underworld

D6	Underworld
1	Bugbear
2	Goblin
3	Hobgoblin
4	Kobold
5	Notac-Ichat
6	Orc

Table VI: Mythic

D%	Variation
01-07	Agniri
08-13	Athenaen
14-19	Coyol
20-25	Freyling
26-31	Heliad
32-38	Herakleon
39-44	Lokai
45-51	Quetzal
52-57	Rudrana
58-63	Stygian
64-69	Tezcat
70-76	Thunor
77-82	Tlaloc
83-88	Vishnaru
89-94	Wotani
95-00	Yamaran

Table VII: Monster

D%	Variation		
01-05	Aasimar	53-57	Neanderthal
06-07	Azer	58-60	Ogre
08-12	Crabman	61-63	Pixie
13-14	Crystal Man	64-68	Ratling
15-19	Cyclopean	69-71	Satyr
20	Doppelganger	72-76	Stalker
21-25	Dromite	77-81	Tiefling
26-27	Elan	82-86	Tortoise Man
28-32	Gnoll	87	Troglodyte
33-34	Grimlock	88	Troll
35-39	Half-Ogre	89-90	Unbodied
40-41	Hengeyokai	91-95	Xeph
42	Janni	96-00	Zwunker
43-44	Juggernaut		
45-47	Lizardman		
48	Locathah		
49	Minotaur		
50-52	Mugwump		



Classes

I admit that I have a character class addiction. I know you don't really need more than the basic classes, but on the other hand, why not invent dozens of new classes with all sorts of cool level titles just for the fun of it.

You might think that I have a process that I use to create these classes. Well, I do.

1) I read something and think that a particular fictional character would make a good class. I usually look for something from classic fantasy literature, folklore or fairy tales, and a character type which spans a few different sources, even though one in particular might be the original or best known.

It's quite fun and "old school" to base a character class on a particular character from fantasy, including adding in quirks about that character. These specific in-jokes add a bit of flavor to the class.

2) I come up with level titles. It may seem weird to do this before creating the class's special abilities, but if I cannot come up with eight or nine synonyms for the class, it probably isn't based on a broad enough concept to make it playable.

3) I think up one or two specific abilities that not only fit the character, but which set it apart from existing classes. I try not to just make a new class with a mix of abilities from older classes, though sometimes an existing ability from another class is appropriate.

4) I next look for a similar existing class and use it as my base in terms of attack bonus, saving throws, etc. I throw in the special abilities and then try to figure out how comparable it is to the existing class in terms of power to help me decide which XP chart the class should use.

5) This is maybe the most important step. I try to make sure that the new class is appropriate for the dungeon. If the class really does not look as though it will fit in with the fighters, thieves and magic-users tromping around a dungeon, I scrap it and move on.

And that's basically it. I try to keep in mind that I'm inventing some make believe nonsense for a game, not a scholarly dissertation on a way of life. Have fun. Be silly.



The Anarchist

There are anarchists, the garden variety of folks who talk about toppling governments in the name of anarchy, and back it up with a bomb or two, and then there are the true anarchists, who look to a higher form of anarchy that cannot exist within the ordered reality of the Material Plane. These fellows seek not the toppling of governments, but the toppling of reality itself.

As this would be an unpopular tack to take among the living, the true anarchists face a great deal of opposition and therefore must organize themselves ruthlessly and efficiently to achieve their goals. To this end, there exists an organization of anarchists governed by a council of seven, each member of this inner council being named for a day of the week. All anarchists seek to rise to this council, but they must first start on the ground floor, advancing the byzantine aims of the central council in the world. Just as the forces of Law delve underground in search of treasure and magic to fuel their fight against chaos, so the forces of chaos must delve to match them.

The anarchist class is inspired by G. K. Chesterton's book *The Man Who Was Thursday*.

Requirements & Restrictions

An anarchist must have the following minimum ability scores: Intelligence 11, Charisma 11. They must be Chaotic Neutral in alignment.

Beastmasters can use padded armor. They are permitted the use of daggers, hand crossbows, pistols and rapiers (or sword-canes) in combat.

Anarchist Skills

Anarchists add their level to the following task checks:

Hear Noise—Anarchists can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—Anarchists can disappear into the shadows and remain unseen, even while moving.

Move Silently—Anarchists can walk slowly without making a sound if they are not in metal armor.

Anarchist Abilities

Anarchists bring many special abilities to the table in their fight against the forces of Law, but among the most important is their ability to concoct explosives.

Level	Bomb	Cost
1	Grenade: 1d6 damage	10 gp
3	Smoke Grenade: Per <i>fog cloud</i> spell	200 gp
5	Grenade: 2d6 damage	50 gp
7	Gas Grenade: Per <i>stinking cloud</i> spell	300 gp
9	Grenade: 3d6 damage	100 gp
11	Death Grenade: Per the <i>cloudkill</i> spell	500 gp
13	Grenade: 4d6 damage	200 gp
15	Incendiary Grenade: Per <i>incendiary cloud</i> spell	800 gp

All of these bombs have a blast radius of 5'. An anarchist of higher than 1st level can choose to sacrifice one dice of damage to increase the blast radius by 10'.

Anarchists have their own secret language in the manner of the thieves' cant. Called the "black tongue", it is pure gobbledygook, composed of obscure quotations and dialectics from Chaotic Neutral philosophers.

With their bombs and their secret tongue, anarchists are sent into the world to work the will of their shadowy masters, the Council of Seven. To this end, they are given instructions that must be carried out – instructions they rarely understand, so dark and brilliant are the workings of their leaders.

Before each adventure begins, an anarchist receives a random instruction. If it is carried out, the anarchist earns an additional +10% XP for the adventure. If the anarchist fails at his secret mission, he loses 10% of his earned XP for the adventure.

D6 Mission

- 1 Must befriend and protect the first, second or third (roll 1d3) NPC he meets during the adventure
- 2 Must kill the first to third (1d3) NPC he meets
- 3 Must claim the first to third (1d3) magic item he encounters, whether he can use it or not
- 4 Must dispose of the first to third (1d3) magic item he encounters (i.e. get rid of it)
- 5 Must betray (at all costs) a random comrade
- 6 Must support (at all costs) a random comrade

A 3rd level anarchist can unleash a raging oratory that works in some ways as a bard's ability to fascinate with his music. Those within the sound of the anarchist's voice must pass a saving throw or suffer under the effects of the *rage* spell (Blood & Treasure Rulebook pg. 131) and vent their spleen upon the nearest symbols and agents of authority. Lawful (LG, LN, LE) creatures have a +3 bonus to save against this effect, while Chaotic (CE, CN, CG) creatures suffer a -3 penalty to save against it.

A 5th level anarchist possesses a madman's sense of purpose and certainty. By taking a swig from their ever-present flask of brandy, they become immune to fear and magical persuasion for 1 round per level.

Anarchist Hideouts

A 9th level anarchist may build a hideout beneath the streets of a major city, hiding within it a vast armory of weapons and bombs. Assume that there is one anarchist in the city per 1,000 citizens. Half are rogues (Rulebook, pg. 60) and half are members of the anarchist class.

Of the members of the anarchist class, one half are 1st level anarchists, half of the remainder are 2nd level anarchists, half of the remainder are 3rd level anarchists, and so on. None of them are higher than 5th level.

All of these rogues and anarchists are Chaotic Neutral in alignment, which makes them only mildly loyal to their new boss. To get them to obey commands, the anarchist must roll 1d20+the number of people being commanded under his Charisma score.

Once an anarchist has a hideout, he or she is eligible to be elected to the Central Council. Each time they gain a

level there is a percentage chance equal to the anarchist's level of being named to the council.

If the anarchist is named to the council, he gains a random name from Monday to Saturday (roll 1d6). When he rolls to command other anarchists, treat his Charisma score as though it was 5 points higher.

A similar chance exists for anarchists already on the council to assume the presidency and take on the vaunted title of Sunday. When he rolls to command other anarchists, he adds +10 to his charisma score.

Anarchist Class Table

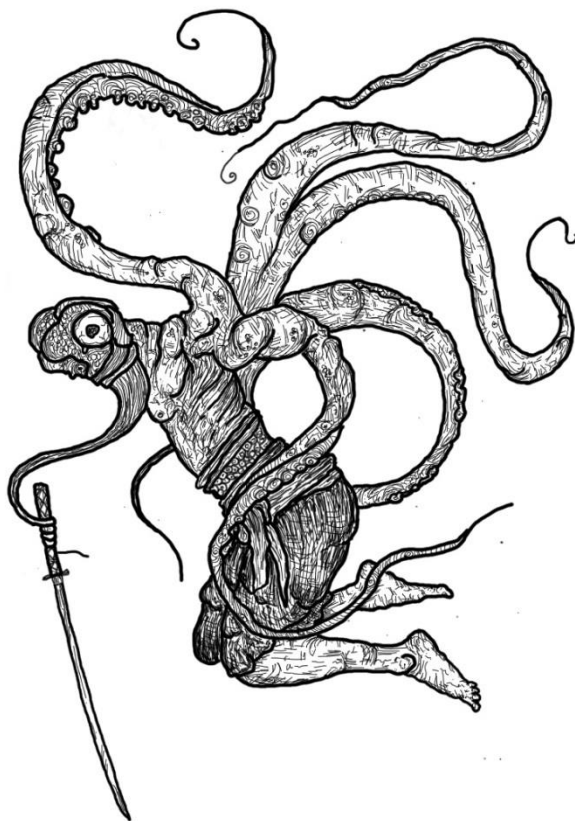
LVL	XP	HD	ATK	SV	TITLE
1	0	1d6	+0	16	Intellectual
2	1,400	2d6	+1	16	Provocateur
3	2,800	3d6	+1	15	Rabble Rouser
4	5,600	4d6	+2	15	Agitator
5	11,200	5d6	+2	15	Mad Bomber
6	22,400	6d6	+3	15	Terrorist
7	44,800	7d6	+4	14	Conspirator
8	80,000	8d6	+4	14	Nihilist
9	160,000	9d6	+5	14	Anarchist
10	240,000	10d6	+5	14	Anarchist
11	320,000	+2 hp	+6	14	Anarchist
12	400,000	+2 hp	+7	13	Anarchist
13	480,000	+2 hp	+7	13	Anarchist
14	560,000	+2 hp	+8	13	Anarchist
15	640,000	+2 hp	+8	13	Anarchist
16	720,000	+2 hp	+9	12	Anarchist
17	800,000	+2 hp	+10	12	Anarchist
18	880,000	+2 hp	+10	12	Anarchist
19	960,000	+2 hp	+11	12	Anarchist
20	1,040,000	+2 hp	+11	12	Anarchist

The Animorph

Animorphs are people with the ability to turn themselves into animals. This is not due to the curse of lycanthropy, for an animorph has control over their transformations and does not pass the ability along with a bite. Instead, it is a mystic skill originally learned from the fey and passed down from master to apprentice.

Requirements & Restrictions

An animorph must have the following minimum ability scores: Wisdom 11, Charisma 11.



Animorphs can use all leather armors. They are permitted the use of light and ranged weapons in combat.

Animorph Skills

Animorphs add their level to the following task checks:

Handle Animal—Animorphs can calm frightened and hostile animals and tame wild animals. They can teach tame animals simple tricks.

Riding—Animorphs are capable of attacking from horse-back at no penalty and can attempt task checks to remain in the saddle when suffering damage and for performing dangerous riding stunts. They do not require equipment like saddles, bits and bridles to ride horses.

Animorph Abilities

Animorphs gain a +4 bonus to save vs. transmutation spells. They are immune to lycanthropy.

An animorph can shift shape once per day per level. "Shifting shape" means changing from one form to another, such as from human to hawk. Changing back to human form from a hawk would require another use of the ability. Animorphs can only take the form of natural,

real world animals, and they cannot take an animal form with more Hit Dice than they have levels.

While in animal form, an animorph retains its own mind (though not the ability to speak) and current hit points, but make attacks as though they were that animal. Their attack bonus is the same as the animal's Hit Dice with no bonuses or penalties for strength or dexterity. If the animal gets multiple attacks, the animorph get multiple attacks. Likewise, if the animal has a special attack, the animorph has it while in that animal's form.

Animorphs can deal damage to monsters only hit by silver or magic weapons as long as they have more levels than the monster has Hit Dice.

3rd level animorphs can speak to animals. This works as the spell of the same name, but it not a magical ability.

6th level animorphs gain the ability to take the shape of giant insects and arachnids, provided those creatures do not normally have greater than animal intelligence.

Animal Friends

Animorphs are wanderers. They cannot construct a stronghold of their own. They can reside for up to a month at the stronghold of an ally or in a village, but never in a town or city. Instead of building a stronghold and attracting followers, at 9th level an animorph begins to attract animal friends.

Animorph Class Table

LVL	XP	HD	ATK	SV	AC	TITLE
1	0	1d6	+0	16	+0	Creature
2	1,400	2d6	+1	15	+1	Brute
3	2,800	3d6	+1	15	+1	Beast
4	5,600	4d6	+2	14	+2	Mutator
5	11,200	5d5	+3	14	+2	Metamorph
6	22,400	6d6	+3	13	+3	Shifter
7	44,800	7d6	+4	13	+3	Warper
8	90,000	8d6	+5	13	+4	Transformer
9	180,000	9d6	+6	12	+4	Animorph
10	270,000	10d6	+6	12	+5	Animorph
11	360,000	+2 hp	+7	11	+5	Animorph
12	450,000	+2 hp	+8	11	+6	Animorph
13	540,000	+2 hp	+8	10	+6	Animorph
14	630,000	+2 hp	+9	10	+7	Animorph
15	720,000	+2 hp	+10	0	+7	Animorph
16	810,000	+2 hp	+10	9	+8	Animorph
17	900,000	+2 hp	+11	9	+8	Animorph
18	990,000	+2 hp	+12	8	+9	Animorph
19	1,080,000	+2 hp	+12	8	+9	Animorph
20	1,170,000	+2 hp	+13	7	+10	Animorph

At each level from 9th to 12th level, an animorph attracts 1d6 HD worth of animals (not monsters). The animals should come from the local environment. These animals serve faithfully, but are not replaced if they are killed. The animorph must take care of these animals, making sure they have enough to eat and drink and healing them when they are injured or sick.

The Beastmaster

A beastmaster is a human or humanoid raised in the wilderness by animals. Perhaps the first beastmaster in literature was Enkidu, the wild man encountered by the mythic hero Gilgamesh. Romulus and Remus, the legendary brothers responsible for founding the city of Rome, were raised by a she-wolf, though they apparently acquired no extraordinary abilities from the experience.

The first beastmaster in modern literature was Mowgli, the jungle boy of Rudyard Kipling's *Jungle Book*, first appearing in the story "In the Rukh" in 1893. Mowgli was raised by wolves after becoming lost in the jungle as an infant. Because of this upbringing, Mowgli learned the language of animals. Mowgli also had a loyal animal friend, Bagheera the panther.

A female beastmaster appeared in 1904 in the form of Rima the Bird Girl in W. H. Hudson's novel *Green Mansions: A Romance of the Tropical Forest*. Rima lived in South America and was feared by the natives for her "magical" powers which included talking to the birds, befriending animals and plucking poisoned darts from mid-air. Unfortunately, Rima's story ended in tragedy, as she was burned alive by the native tribesmen.

In 1912, Edgar Rice Burroughs created the most famous beastmaster in literature, Tarzan of the Apes. Tarzan was a child raised in the African jungles by intelligent great apes called Mangani. In the wake of Tarzan's popularity came a wave of books, comic books, movies, radio shows and television shows starring the "Lord of the Apes". This lead to dozens of imitators.

From Mowgli, Rima, Tarzan and their many imitators, we can sketch out the special abilities of the beastmaster archetype. He or she must be a person raised since infancy or childhood by animals in the wilderness. The beastmaster's feral childhood gives them a number of special abilities, but also makes them an outsider in the society of human beings.

Requirements & Restrictions

A beastmaster must have the following minimum ability scores: Dexterity 13, Constitution 15 and Wisdom 11.

Beastmasters can use bucklers and shields. They are permitted the use of all weapons in combat.

Beastmaster Skills

Beastmaster's add their level to the following checks:

Acrobatics—Beastmasters can walk narrow branches, tumble past opponents and swing from vines.

Climb Walls—Beastmasters can climb walls and scale cliffs without climbing gear at a rate of 10' per round.

Handle Animal—Animorphs can calm frightened and hostile animals and tame wild animals. They can teach tame animals simple tricks.

Hear Noise—Beastmasters can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—Beastmasters can disappear into the shadows and remain unseen, even while moving.

Move Silently—Beastmasters can walk slowly without making a sound if they are not in metal armor.

Survival—Beastmasters have the same ability to survive in the wilderness as a ranger.

Tracking—Beastmasters can track in the wilderness, but not dungeons, as a ranger.

Beastmaster Abilities

Beastmasters cannot speak anything but the language of animals at 1st level (a non-magical effect). They pick up a few words of common by 2nd level and speak that language competently, though haltingly, by 3rd level.

The beastmaster can move as silently as a panther in the wilderness, and thus surprises opponents on a roll of 1-3 on 1d6 when acting alone or with other beastmasters. Her own senses, made keen by a life in the wild, mean she is only surprised on a roll of 1 on 1d6.

The beastmaster is as swift as the animals that raised her. She increases her speed as she advances in level (see the beastmaster advancement chart below).



Since they are used to fighting without the benefit of armor, beastmasters improve their Armor Class in the same manner as monks.

Beastmasters can banish or control animals (but not monsters or vermin) in the same way an anti-cleric rebukes or commands the undead. The beastmaster rolls on the Turn Undead table to do this.

A 1st level beastmaster can choose to have one animal with no more than 1 HD be her loyal companion. The beastmaster's animal friend remains with the beastmaster if it is treated like a friend and ally, not a pet or cannon fodder. More powerful animal friends can be acquired at higher levels. An animal of 2 to 5 Hit Dice can be chosen at 6th level and an animal of 6 to 10 Hit Dice can be chosen at 12th level.

Warriors

A 9th level beastmaster who constructs a fortification, such as a treehouse or palisaded village, attracts a body of 3d4x10 tribesmen and becomes a chief.

These warriors are initially armed with shields, spears, daggers and short bows. One of every 10 is a 2 HD sub-chief. The warriors are led by a 4th to 7th level fighter. The tribesmen have noncombatants (their families) equaling 200% of the warriors.

Beastmaster Class Table

Level	Experience Points	Hit Dice	Attack Bonus	Saving Throw	Title	AC Bonus	Movement Rate
1	0	1d8	+1	16	Jungle boy/girl	+0	+0 ft.
2	2,200	2d8	+2	15	Beast friend	+1	+5 ft.
3	4,400	3d8	+3	15	Stalker	+1	+5 ft.
4	8,800	4d8	+3	14	Beast brother	+2	+10 ft.
5	17,600	5d8	+4	14	Hunter	+2	+10 ft.
6	35,200	6d8	+5	13	Bwana	+3	+15 ft.
7	70,400	7d8	+6	13	Great hunter	+3	+15 ft.
8	140,000	8d8	+6	12	Beastmaster	+4	+20 ft.
9	280,000	9d8	+7	12	Beast lord	+4	+20 ft.
10	420,000	10d8	+8	11	Beast lord	+5	+25 ft.
11	560,000	+3 hp	+9	11	Beast lord	+5	+30 ft.
12	700,000	+3 hp	+9	10	Beast lord	+6	+35 ft.
13	840,000	+3 hp	+10	10	Beast lord	+6	+40 ft.
14	980,000	+3 hp	+11	9	Beast lord	+7	+45 ft.
15	1,120,000	+3 hp	+12	9	Beast lord	+7	+50 ft.
16	1,260,000	+3 hp	+12	8	Beast lord	+8	+55 ft.
17	1,400,000	+3 hp	+13	8	Beast lord	+8	+60 ft.
18	1,540,000	+3 hp	+14	7	Beast lord	+9	+65 ft.
19	1,680,000	+3 hp	+15	7	Beast lord	+9	+70 ft.
20	1,820,000	+3 hp	+15	7	Beast lord	+10	+80 ft.

The Blackheart

Steeped in elder magic and practiced with a sword, the blackheart is a demon-haunted engine of destruction. The source of the blackheart's power is their black, demon-bound sword. With that sword, they steal souls to fuel their magical powers.

Requirements & Restrictions

A blackheart must have the following minimum ability scores: Strength 13, Intelligence 13 and Constitution 11. They must be Chaotic in alignment.

Blackhearts can use all leather and mail armors and all shields. They are permitted the use of all weapons.

Blackheart Skills

The blackheart adds his level to the following checks:

Alchemy—A blackheart is skilled in the laboratory, and can identify chemicals and alchemical paraphernalia.

Lore—Blackhearts can recall lore about ancient civilizations, magic items and monsters. A successful check reveals an item's powers and gives a clue to its command word, or reveals a monster's vulnerabilities.

Blackheart Abilities

Blackhearts can brew poisons as an assassin of equal level (see *Blood & Treasure Rulebook*)

The main tool of the blackheart is his sword. The sword is bound with a minor demon, making the steel black and giving the ability to damage monsters only harmed by magic weapons, though without the sword actually having a magic bonus to attack or damage.

The blackheart's sword powers his spellcasting. It does this by absorbing the souls of the creatures it kills. This soul energy is then used by the blackheart to cast spells. Each creature killed by the sword energizes it with one spell point per Hit Dice of the monster. To absorb a soul the sword must inflict at least half of the damage suffered by the monster and it must land the killing blow.

Because the sword and blackheart are Chaotic, they get double the spell points for slaying a Lawful creature.

The demon in the sword gives it a mind of its own, a mind dedicated to evil. Whenever the blackheart enters combat with the sword, there is a percentage chance equal to the spell points stored in the sword that it forces the blackheart to go berserk, striking at whatever target is closest and attacking twice per round until the black-

heart can roll 1d20 under his Wisdom score. The blackheart can attempt this roll once per round.

As a blackheart advanced in level, his sword becomes more powerful. It picks up a +1 enchantment at 3rd level, +2 at 6th level, +3 at 9th level and +4 at 12th level.

A 6th level blackheart can also absorb the special abilities of monsters it has slain. These must be supernatural abilities, not special abilities derived solely from the monster's physical form, such as an eagle's ability to fly, and not the ability to cast spells. When the blackheart absorbs powers, he retains them for 1 hour and does not get any spell points for slaying the monster.

A blackheart can cast any spell on his list from a level to which he has access without preparing it in advance. The spells cost spell points, as shown on the table below. To cast a spell, the blackheart must be holding his sword.

Spell Level	1st	2nd	3rd	4th	5th	6th
Spell Points	1	3	5	7	9	11

Blackheart Spells

1—*Bane, cause fear, change self, command I, detect good, detect magic, detect poison, detect secret doors, detect undead, doom, identify, inflict light wounds, magic weapon, mount, obscuring mist, protection from good, summon monster I*

2—*Augury, darkness, death knell, desecrate, detect invisibility, E.S.P., fog cloud, hold person, hypnotic pattern, locate object, summon monster II*

3—*Bestow curse, cause disease, charm monster, clairsentience, darkness II, dispel magic, lightning bolt, protection from evil II, speak with dead, summon monster III*

4—*Armor of darkness, black tentacles, detect lie, dimension door, dismissal, inflict critical wounds, locate creature, negative energy protection, planar ally I, poison, summon monster IV, wizard eye*

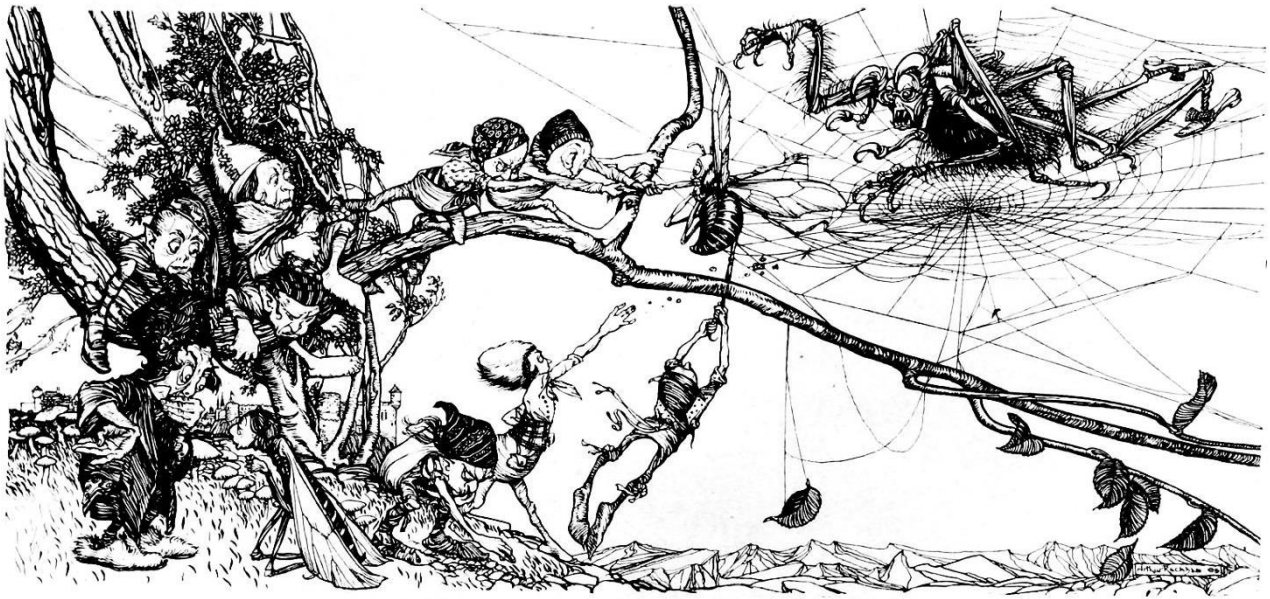
5—*Break enchantment, command II, contact other plane, dispel good, hold monster, nightmare, planar binding I, plane shift, summon monster V, teleport, unhallow*

6—*Analyze dweomer, antilife shell, banishment, chain lightning, death fog, forbiddance, geas, harm, legend lore, planar ally II, planar binding II, summon monster VI*



Blackheart Class Table

LVL	XP	HD	ATK	SV	Spells	Title
1	0	1d6	+1	15	1st	Blackblade
2	2,200	2d6	+2	14	2nd	Wyrdling
3	4,400	3d6	+3	14	-	Fiendfriend
4	8,800	4d6	+4	14	3rd	Eldritch
5	17,600	5d6	+5	13	-	Spellbinder
6	35,200	6d6	+5	13	-	Blackheart
7	70,400	7d6	+6	12	4th	Fellreaver
8	140,000	8d6	+7	12	-	Soultaker
9	280,000	9d6	+8	12	-	War-wizard
10	420,000	10d6	+9	11	5th	War-wizard
11	560,000	+3 hp	+10	11	-	War-wizard
12	700,000	+3 hp	+10	11	-	War-wizard
13	840,000	+3 hp	+11	10	6th	War-wizard
14	980,000	+3 hp	+12	10	-	War-wizard
15	1,120,000	+3 hp	+13	10	-	War-wizard
16	1,260,000	+3 hp	+14	9	-	War-wizard
17	1,400,000	+3 hp	+15	9	-	War-wizard
18	1,540,000	+3 hp	+15	9	-	War-wizard
19	1,680,000	+3 hp	+16	8	-	War-wizard
20	1,000,000	+3 hp	+17	8	-	War-wizard



The Canting Crew

A canting crew is a very odd class to play, for it is not a single character, but rather a gang of characters united in the purpose of robbery. As the canting crew adds levels, it adds members to the crew.

Requirements & Restrictions

A canting crew must have the following minimum ability scores: Dexterity 9, Charisma 11. They cannot be Lawful. The members are always gnomes, halflings or little pigs.

A canting crew can use padded or leather armor and bucklers. They are permitted the use of clubs, daggers, darts, hammers, knives and slings in combat.

Canting Crew Skills

The crew adds their level to the following task checks:

Hear Noise—The crew can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—The crew can disappear into the shadows and remain unseen, even while moving.

Move Silently—The crew can walk slowly without making a sound if they are not in metal armor.

Canting Crew Abilities

A canting crew starts out as a single rogue, “the boss”. At each new level the canting crew gains a new member. Each new member represents one new hit dice/level of the crew. Each time a new member is added to the crew,

that member should be named and a dice should be rolled on the following table to get an idea of what that new member brings to the crew.

d20	Member	Skill/Ability Gained
1	Fence	Appraise Value skill
2	Juggler	Acrobatic skill
3	Rustler	Survival skill
4	Burglar	Climb Walls
5	Mumpsimus	Read Languages skill
6	Palliard	Disguise skill; comes with disguise kit
7	Hell-driver	Animal Handling skill
8	Escapologist	Escape Bonds skill; comes with skeleton key
9	Grave robber	Find/Remove Traps skill
10	Gossip	Carouse skill
11	Eves dropper	Listen at Doors skill
12	Cracksman	Open Locks skill
13	Cutpurse	Pick Pockets skill
14	Rum padder	Riding skill; comes with pony and pistol
15	Flash-man	+1 to reaction checks; wears fancy clothes
16	Patrico	Can cast one 1st level cleric spell
17	Faytor	Can cast one 1st level magic-user
18	Swaddler	Stunning fist (as monk) once per day; comes with knuckledusters
19	Picaroon	+1 to AC; comes with smallsword and cloak
20	Bravo	Backstab +2d6; comes with dagger

The new crew member’s special ability belongs to them; if they are not present, the rest of the crew cannot use it.

In combat, the canting crew attacks as a swarm. Attacks against the crew deal damage to the crew’s collective hit points. The crew can split up to make attacks or even choose not to throw all their weight against a single opponent. For the number of crew members attacking a

single foe (usually no more than eight against a medium-sized creature), treat the attacks as coming from a canting crew of that level. Thus, three crew members attacking a creature attack as a 3rd level canting crew.

No matter how the crew is split up, they use the saving throw value of their crew's full level.

When a crew's hit points are reduced to 0, it is assumed that all of the members have been killed, the boss being the last member to fall. The damage and exhaustion of combat is spread evenly among the members.

If the crew suffers energy drain, and thus "loses a level", then a random crew member is left incapacitated and near death until the level is regained. If the level loss is permanent, the crew member dies.

Canting crews are composed of multiple individuals, and each crewman requires his or her own equipment and rations. This makes running a canting crew expensive, so don't pass up a chance for treasure or theft!

A 3rd level canting crew learns how to cover one another's retreats. Members of the crew can retreat at a full run without drawing an attack from an enemy.

Canting Crew Class Table

LVL	XP	HD	ATK	SV	Boss' Title
1	0	1d6	+0	16	Rogue
2	1,600	2d6	+1	16	Dimber Damber
3	3,200	3d6	+1	15	Upright-man
4	6,400	4d6	+2	15	Heady Cully
5	12,800	5d6	+2	15	Ringleader
6	25,600	6d6	+3	15	Top-thief
7	51,200	7d6	+4	14	Judge
8	100,000	8d6	+4	14	Prince Prig
9	200,000	9d6	+5	14	Arch-rogue
10	300,000	10d6	+5	14	Arch-rogue
11	400,000	+2 hp	+6	14	Arch-rogue
12	500,000	+2 hp	+7	13	Arch-rogue
13	600,000	+2 hp	+7	13	Arch-rogue
14	700,000	+2 hp	+8	13	Arch-rogue
15	800,000	+2 hp	+8	13	Arch-rogue
16	900,000	+2 hp	+9	12	Arch-rogue
17	1,000,000	+2 hp	+10	12	Arch-rogue
18	1,100,000	+2 hp	+10	12	Arch-rogue
19	1,200,000	+2 hp	+11	12	Arch-rogue
20	1,300,000	+2 hp	+11	12	Arch-rogue

A 5th level crew's chattering and dodging about can confuse opponents. Each round a crew capers instead of attacks, their foe must pass a saving throw or be stunned for that round. At least three members of the crew must be engaged in combat with an opponent to confuse them.

A 7th level canting crew learns how to look out for one another. They are only surprised on a roll of 1 on 1d6.

Hideout

A 9th level canting crew can establish a hideout, per the thief class. The canting crew does not attract a lieutenant, but they do attract a number of lesser rogues and thieves, with the members of the canting crew each taking on a small gang of their own to tutor and control.

The Centurion

Most adventuring fighters avoid the chaos of the battlefield for the relative simplicity of bashing heads in a dungeon. After all, who wants to be cut down by a flight of arrows for a meagre salary?

Centurions, on the other hand, are born and bred for mass combat in the name of king or emperor. They glory in wading into an enemy host with their comrades. When they delve into the lightless depths, they bring friends and know how to make the most of them.

Requirements & Restrictions

A centurion must have the following minimum ability scores: Strength 9, Charisma 11. They cannot be Chaotic Good, Chaotic Neutral or Chaotic Evil in alignment.

A centurion can use anything from padded armor to banded mail and all shields. They are permitted the use of crossbows, daggers, hand axes, javelins, swords, spears and pole arms in combat.

Centurion Skills

Centurions add their level to the following task checks:

Hear Noise—As trained sentinels, centurion can hear incredibly quiet noises through doors or from far away.

Rally Troops—Even after warriors have failed a morale check, broken ranks and run away, the centurion can attempt a new morale check for them each round as long as he remains within 30' of them and they are in sight of the battle.



Centurion Abilities

Centurions are only surprised on a roll of 1 on 1d6. They can sense the presence of invisible (though not ethereal) creatures by rolling 1d20 under their wisdom.

Centurions can command double the normal henchmen normally permitted by their Charisma score, provided those henchmen are men-at-arms that are armed and armored in the same way as the centurion. If the centurion is armed with magic armor or weapons, the henchmen need only be equipped with mundane versions of the arms and armor.

Men-at-arms under the command of a centurion gain a +1 bonus to attack and to saving throws.

When in battle, centurions can lock shields with other centurions, warrior-types (i.e. fighters, paladins, rangers) and their own men-at-arms. This increases the AC of all involved in the shield wall by +1. While in the shield wall, the warriors can still attack with spears or pikes. Warri-

ors in a shield wall also gain a +2 bonus to saving throws against special maneuvers that are used against them.

When a centurion is locked in melee with opponents, he can keep them from moving out of that combat. A centurion's melee foes must make a special maneuver against the centurion to retreat. The centurion can lock a number of melee opponents equal to his level divided by four, thus 1 from level 1 to 4, two from level 5 to 6, etc.

A 3rd level centurion can bestow their shield AC bonus on one ally within 5' and still make an attack that round.

At 6th level, they learn to operating siege weapons and build fortifications.

Centurion Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d8	+1	17	Miles
2	2,100	2d8	+2	16	Duplicarius
3	4,200	3d8	+3	16	Decanus
4	8,400	4d8	+4	15	Cornicularius
5	16,800	5d8	+5	15	Optio
6	33,600	6d8	+5	14	Centurion
7	67,200	7d8	+6	14	Praefectus
8	135,000	8d8	+7	13	Tribunus
9	270,000	9d8	+8	13	Legatus
10	405,000	10d8	+9	12	Legatus
11	540,000	+3 hp	+10	12	Legatus
12	675,000	+3 hp	+10	11	Legatus
13	810,000	+3 hp	+11	11	Legatus
14	945,000	+3 hp	+12	10	Legatus
15	1,080,000	+3 hp	+13	10	Legatus
16	1,215,000	+3 hp	+14	9	Legatus
17	1,350,000	+3 hp	+15	9	Legatus
18	1,485,000	+3 hp	+15	8	Legatus
19	1,620,000	+3 hp	+16	8	Legatus
20	1,755,000	+3 hp	+17	7	Legatus

The Castra

At 9th level, a centurion can establish a castra (fort) in the wilderness and take the title of *dux*. The centurion remains in the service of his king or emperor, ruling on his or her behalf. When a centurion becomes a *dux* he attracts 3d4x10 men-at-arms. Most squadrons (10 warriors in each) wear chainmail and carry a shield, spear, javelin and short sword. One squadron replaces the spear and javelin with a composite bow to provide missile support. All other squadrons have a 5% chance to be a special unit rolled on the following table (roll d10):

- 1 Halfling Funditores—Padded, sling, dagger
- 2 Exploratores—Composite bow, hand axe
- 3 Denudo—Composite bow, javelin (5), short sword
- 4 Peltasts—Scale mail, shield, spear, javelins (3)
- 5 Elven Sagittarii—Buckler, composite bow, short sword
- 6 Equites—Scale, shield, lance, longsword, light horse
- 7 Equites rorarii—Buckler, javelins (3), short sword
- 8 Equites sagittarii—Composite bow, buckler, longsword
- 9 Equites scutarii—"Shieldbearers"; Scale mail, shield, light lance, horseman's mace, light warhorse
- 10 Equites cataphractarii—"Cataphracts"; Chainmail, shield, heavy lance, longsword, barded heavy warhorse

These men-at-arms are soldiers of the centurion's liege. The centurion must keep them fed, clothed and equipped, but he does not have to pay them a salary. The payroll arrives once per month, with a 1% chance per month of a heist. If the soldiers are not paid, they mutiny after 1 day per point of their leader's Charisma.

One man in each squadron is a 2 HD sergeant. The *dux* is assisted by a centurion of level 4 to 7.

The new *dux* also attracts 1d10 x 40 peasants, artisans and laborers to his new castra. These are ex-soldiers of the king or emperor, and can be impressed into military service without trouble as necessary. They are armed with spears and shields when called to battle.

The Charlatan

Charlatans are tricksters with a set of skills not unlike those of a thief combined with limited magical ability, primarily in the form of enchantments and illusions.

Requirements & Restrictions

A charlatan must have the following minimum ability scores: Intelligence 13 and Charisma 13. They may only be Chaotic or Neutral in alignment.

A charlatan can only use padded armor. They are only permitted the use of clubs, daggers, darts and staves.

Charlatan Skills

Charlatans add their level to the following task checks:

Disguise—Charlatans must often don a disguise to get away from their marks. They suffer a -1 penalty to their task check if they are disguised as the opposite sex, or as creature of a different size (such as a halfling or gnome disguised as a human).

Hear Noise—Charlatans can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—Charlatans can disappear into the shadows and remain unseen, even while moving. A thief can backstab from the shadows.

Move Silently—Charlatans can walk slowly without making a sound if they are not wearing metal armor.

Pick Pockets—Charlatans can pick pockets and perform small acts of legerdemain.

Read Languages—Charlatans can decipher languages. After 9th level, a charlatan can use this ability to read magic-user scrolls and cast the spells therein.

Charlatan Abilities

A charlatan casts spells from the charlatan spell list. A charlatan can cast only a certain number of spells of each spell level per day (given on the table below).



Charlatan Class Table

Level	Experience	Hit	Attack	Saving	Title	Spells per Day per Level				
	Points	Dice	Bonus	Throw		1st	2nd	3rd	4th	5th
1	0	1d4	+0	15	Quacksalver	2	-	-	-	-
2	1,700	2d4	+1	14	Humbug	3	-	-	-	-
3	3,400	3d4	+1	14	Prankster	4	1	-	-	-
4	6,800	4d4	+2	14	Swindler	4	2	-	-	-
5	13,600	5d4	+2	13	Mountebank	5	2	1	-	-
6	27,200	6d4	+3	13	Pharisee	5	3	2	-	-
7	54,400	7d4	+4	12	Tregatour	5	3	2	1	-
8	100,000	8d4	+4	12	Trickster	5	4	3	2	-
9	200,000	9d4	+5	12	Charlatan	5	4	3	2	1
10	300,000	10d4	+5	11	Charlatan	5	5	4	3	2
11	400,000	+1 hp	+6	11	Charlatan	5	5	4	3	2
12	500,000	+1 hp	+7	11	Charlatan	5	5	4	4	3
13	600,000	+1 hp	+7	10	Charlatan	5	5	4	4	3
14	700,000	+1 hp	+8	10	Charlatan	5	5	4	4	4
15	800,000	+1 hp	+8	10	Charlatan	5	5	4	4	4
16	900,000	+1 hp	+9	9	Charlatan	5	5	5	4	4
17	1,000,000	+1 hp	+10	9	Charlatan	5	5	5	4	4
18	1,100,000	+1 hp	+10	9	Charlatan	5	5	5	4	4
19	1,200,000	+1 hp	+11	8	Charlatan	5	5	5	4	4
20	1,300,000	+1 hp	+11	8	Charlatan	5	5	5	4	4

There is no limit to the number of spells a charlatan can know. He must choose and prepare the spells he is going to cast ahead each morning by spending one hour studying his spellbook. While studying, the charlatan decides which spells to prepare. He cannot prepare any spell not recorded in his spellbook.

A charlatan begins play with a spellbook containing four 1st level spells. A charlatan learns one new spell at each level. He also can learn spells found in other charlatan spellbooks or on scrolls to his spellbook, and he can conduct research to learn or invent new spells.

Charlatans have a chance to learn spells from magic-user spellbooks that are on the charlatan spell list equal to their charlatan level x 10%.

A charlatan has sharp senses and an innate ability to perceive the real from the unreal. This gives him a +2 bonus to all saving throws against illusions.

A 5th level charlatan can imbue false properties in powders, elixirs, tinctures, unguents and salves. These powers are illusory and can be “disbelieved” by those who use them just as they can disbelieve illusions. The following false powers can be imbued: Love philtres, cure-alls, potions to restore hair or bodily vigor, potions to make one smarter or to help one study for exams, etc.

Traveling Shows

A 9th level charlatan can establish a medicine show that travels from settlement to settlement through the wilderness, entertaining folks and selling them the tinctures, nostrums and potions brewed up by the charlatan. A charlatan who runs a show gains 4d4 followers, rolled on the following table. Followers lost are not regained.

D%	Follower
01-02	Acrobat
03-04	Dancer
05-06	Muscleman (Roll 1d3 for level)
07-12	Rogue with one skill
13-16	Bard—harlequin (Roll 1d3 for level)
17-46	Charlatan—toady (Roll 1d3 for level)
47-56	Duelist (Roll 1d3 for level)
57-81	Fighter/magic-user (1st level)
82-84	Fighter/thief (1st level)
85-87	Marksman (variant duelist; roll 1d2 for level)
88-92	Sorcerer (roll 1d2 for level)
93-00	Thief (Roll 1d3 for level)

Charlatan Spells

1—Alter voice, babble*, change self, darkness, detect hypochondriac fancy*, invisibility, fog cloud, fool's gold, hypnotism, juggle*, light, phantasmal force, phantom foley*,*

*prank**, *prestidigitation*, *read magic*, *reflect gaze*, *rumor**, *shadow's helper**, *supernumerary**, *ventriloquism*

2—*Alibi**, *blindness/deafness*, *booming voice**, *compel**, *compel parley**, *detect illusion**, *detect magic*, *foreboding**, *hypnotic pattern*, *invisibility*, *misdirection*, *phantasmal force II*, *phantom trap*, *pocket full of rye**

3—*Cause fear*, *continual light*, *darkness II*, *garble**, *glad hand**, *hallucinatory terrain*, *invisibility sphere*, *loose lips**, *nondetection*, *spectral force*

4—*Confusion*, *creation I*, *crushing despair*, *dolorous touch**, *echoes of the past**, *false forest*, *fumble**, *hideous cackle**, *invisibility II*, *rage*, *shadow conjuration*, *shadow evocation*, *wind tunnel**

5—*Bedlam*, *creation II*, *déjà vu**, *friendship**, *musical interlude**, *projected image*, *shadow conjuration II*, *shadow evocation II*

* Denotes a new spell explained in this book

The Chevalier

Whether they are knights in shining armor or devious blackguards, chevaliers are the mailed fist of the feudal order, serving their suzerain in war and peace.

The source of a chevalier's pride (or arrogance), is his coat of arms, a symbol of his puissance at arms and place in the great chain of being. The chevalier gains special abilities from the invocation of his coat of arms, in particular from the tincture of the field (or main tincture of the field, since some are divided) and from the charge.

Requirements & Restrictions

A chevalier must have the following minimum ability scores: Strength 9 and Charisma 13. A character without a Charisma of 13 or higher can enter the class as a 0-level squire (see below).

A chevalier can use all armor except leather armors. They are permitted the use of all weapons.

Chevalier Skills

Chevaliers add their level to the following task checks:

Riding—Chevaliers are capable of attacking from horse-back at no penalty, and can attempt task checks to remain in the saddle when suffering damage and for performing dangerous riding stunts.



Chevalier Abilities

Before we cover the special abilities of a chevalier, we must address the concept of a 0-level chevalier, the squire. Some men are not born as wealthy or well-connected as others, yet they still have the drive to become knights. These poor souls can still enter the service of a suzerain, holding the rank of "squire".

A squire earns experience points just as any other character, but can only spend them to increase his or her charisma. One point of charisma can be purchased by the squire for 200 XP. When the squire achieves a charisma of 13, he or she becomes a 1st level chevalier and their experience points are reset to 0.

The first step to becoming a chevalier is to draw up a coat of arms. A perusal of the internet can assist in this, and your Treasure Keeper can make sure you haven't copied the arms of an existing NPC or PC in the game world. The tincture and charge of a chevalier's arms determine their special abilities, so read the entire description of the class before designing your arms.

A 1st level chevalier can invoke their tincture once per day. The special ability associated with the tincture lasts for one hour. If a chevalier has more than one tincture on his arms (e.g. divisions), they must choose which tincture is their “main tincture” at 1st level. At 5th level, the chevalier can invoke their tincture three times per day.

Tincture	Color	Benefit
Argent	Silver	Increase base movement by 5'
Azure	Blue	Exchange +1 to attack for +1 to AC
Ermine/Vair	Furs	Surprised on roll of 1 on 1d6
Gules	Red	Exchange +1 to attack for +1 to damage
Or	Gold	+2 to save vs. magic
Purpure	Purple	+2 to save vs. disease and poison
Sable	Black	+1 to reaction checks
Vert	Green	Track as a ranger

A 3rd level chevalier can invoke the charge on his coat of arms to gain a special attack or defense. A 3rd to 5th level chevalier can invoke his charge once per day, a 6th to 8th level chevalier twice per day and a 9th level or higher chevalier three times per day.

Charge	Benefit
Angel	<i>Cure serious wounds</i> (as the spell)
Arm	<i>Strength</i> (as the spell)
Bear	Grapple with +2 to attack and deal 1d8 damage
Bee	Summon a giant bee for 10 minutes to serve as mount
Boar	Continue to fight for 6 rounds after reaching 0 hit points
Bull	<i>Forceful hand</i> (as the spell, attack bonus +8)
Castle	<i>Stoneskin</i> (as the spell)
Cross	<i>Holy smite</i> (as the spell)
Deer	<i>Haste</i> (as the spell)
Devil	<i>Inflict serious wounds</i> (as the spell)
Dolphin	Swim at a speed of 80' even when armored
Dragon	Releases a breath weapon (15' cone, 3d6 damage)
Eagle	<i>Fly</i> (as the spell)
Fleur-de-lis	<i>Magic vestment</i> (as the spell)
Fox	<i>Charm monster</i> (as the spell)
Griffin	<i>Protection from evil II</i> (as the spell)
Harp	Fascinate as a bard of the chevalier's level
Harpy	Captivate per the special attack of the harpy
Heart	Immune to fear
Leopard	<i>Invisibility</i> (as the spell)
Lion	<i>Heroism</i> (as the spell)
Mermaid	<i>Water breathing</i> (as the spell)
Owl	<i>Dispel magic</i> (as the spell)
Phoenix	<i>Continual flame</i> (as the spell)
Raven	<i>Deeper darkness</i> (as the spell)
Rose	<i>Suggestion</i> (as the spell)
Salamander	<i>Protection from energy (fire)</i> (as the spell)
Serpent	<i>Sticks to snakes</i> (as the spell)

Sphinx	<i>Confusion</i> (as the spell)
Spur	<i>Phantom steed</i> (as the spell)
Star	<i>Psionic blast</i> (as the spell)
Sun	<i>Searing light</i> (as the spell)
Tree	<i>Barkskin</i> (as the spell)
Weapon	+2 to attack and damage with the weapon of the same general type as the charge
Wolf	Summon 1d4 wolves for 10 minutes
Wyvern	<i>Poison</i> (as the spell)

A 4th level chevalier can inspire courage in his followers, giving them a +2 bonus to save vs. fear effects as long as they are within the sound of his voice.

Castle

An 8th level chevalier earns the right to build a castle and either start an order of chivalry, becoming a “knight commander”, or swear fealty to a royal personage, becoming a “baronet”.

The chevalier attracts 3d4 x 10 men-at-arms. Visit page 53 in *Blood & Treasure Second Edition Rules* to determine the type of men-at-arms, rolling once for every 20 warriors. One of every 10 men-at-arms is a sergeant. The men-at-arms are led by a 4th to 7th level fighter. These men-at-arms are mercenaries who must be paid (see Henchmen under Equipment for the going rate for sell-swords).

Chevalier Class Table

LVL	XP	HD	ATK	SV	Title
0	-	1d6	+1	16	Squire
1	0	1d8	+1	16	Armiger
2	2,100	2d8	+2	15	Scutifer
3	4,200	3d8	+3	14	Cavalier
4	8,400	4d8	+3	14	Knight Errant
5	16,800	5d8	+4	13	Lionheart
6	33,600	6d8	+5	13	Knight Bachelor
7	67,200	7d8	+6	12	Knight Banneret
8	130,000	8d8	+6	12	Worthy
9	260,000	9d8	+7	12	Worthy
10	390,000	10d8	+8	11	Worthy
11	520,000	+3 hp	+9	11	Worthy
12	650,000	+3 hp	+9	10	Worthy
13	780,000	+3 hp	+10	10	Worthy
14	910,000	+3 hp	+11	9	Worthy
15	1,040,000	+3 hp	+12	9	Worthy
16	1,170,000	+3 hp	+12	9	Worthy
17	1,300,000	+3 hp	+13	8	Worthy
18	1,430,000	+3 hp	+14	8	Worthy
19	1,560,000	+3 hp	+15	7	Worthy
20	1,690,000	+3 hp	+15	7	Worthy



The chevalier also attracts 1d10 x 40 peasants, artisans and laborers to his new barony. These people are yeomen who expect to be treated as free people.

The Curmudgeon

Not every adventuring warrior is a young pup, fresh from learning the ropes as a caravan guard. A few of those men-at-arms stay on the job until they become sergeants-at-arms and then stay on a bit longer until, old and grey, they finally decide to go out with a bang. Thus, the curmudgeon.

Curmudgeons are a bit different than most starting PC's. They begin the game in their old age and therefore suffering the problems of old age. They're not any more experienced as adventurers than young folks, but they are more experienced than them in other ways.

Requirements & Restrictions

A curmudgeon must have the following minimum ability scores: Strength 9, Wisdom 11. They must also be "old".

A curmudgeon suffers no restrictions in the use of armor or weapons.

Curmudgeon Skills

Lore—Curmudgeons know all sorts of stories about kingdoms, magic and monsters. A successful check reveals an item's powers and gives a clue to its command word, or reveals a monster's vulnerabilities.

Curmudgeon Abilities

Curmudgeons are people who have put in many years of service as men-at-arms, caravan guards, town guards, etc. As such, they aren't as green as the average 1st level character, and begin the game with 2 HD.

Curmudgeons are more observant than most. They note concealed and secret doors on a roll of 1-2 on 1d6 (or on a roll of 1-3 on 1d6 if an elf).

Curmudgeons tend to be grumpy, and thus suffer a -1 penalty on reaction checks. They don't scare easily, and enjoy a +1 bonus on saves vs. fear.

Curmudgeons can fight for 3 rounds after they reach 0 hit points, provided they have something worth fighting for. Once per day, they can boost their strength bonus by +1 for one round per level.

When adventuring with characters of 1st to 3rd level, curmudgeons can, once per day, lend one of them a bonus equal to their Wisdom bonus on an attack or save.

Curmudgeon Class Table

LVL	XP	HD	ATK	SV	Title
1	0	2d6	+1	16	Old Soldier
2	2,000	3d6	+2	15	Grizzled Veteran
3	4,000	4d6	+3	15	Grumbler
4	8,000	5d6	+3	14	Greybeard/Greyhair
5	16,000	6d6	+4	14	Crosspatch
6	32,000	7d6	+5	13	Curmudgeon
7	64,000	8d6	+6	13	Gaffer/Gammer
8	125,000	9d6	+6	12	Senex
9	250,000	10d6	+7	12	Methuselah
10	375,000	+2 hp	+8	11	Methuselah
11	500,000	+2 hp	+9	11	Methuselah
12	625,000	+2 hp	+9	10	Methuselah
13	750,000	+2 hp	+10	10	Methuselah
14	875,000	+2 hp	+11	9	Methuselah
15	1,000,000	+2 hp	+12	9	Methuselah
16	1,125,000	+2 hp	+12	8	Methuselah
17	1,250,000	+2 hp	+13	8	Methuselah
18	1,375,000	+2 hp	+14	7	Methuselah
19	1,500,000	+2 hp	+15	7	Methuselah
20	1,625,000	+2 hp	+15	7	Methuselah



Retirement

At 9th level, a curmudgeon can retire to a favorite tavern, attracting a retinue of 1d4 men-at-arms per level as flunkies and admirers. The curmudgeon gets free room and board at the tavern and receives 1d3 free rumors each month concerning possible adventures.

The Demigod

It would be hard to tell who the first adventurer in literature ever was, but I suppose Gilgamesh might fit the bill. Gilgamesh is the son of a human king and the goddess Ninsun, making him a “demi-god” – i.e. half-god. In being a demi-god, Gilgamesh had good company, including Hercules, Achilles, Cuchulainn, Hanuman, Māui, Orion, Perseus, Romulus and Remus and Theseus.

Demigod characters in *Blood & Treasure* are more human than those of mythology. Like other adventurers they become more powerful as they advance in level. Demigods are roughly on par with other character classes, so do not expect them to eclipse the magic-users, thieves and fighters in the party.

Requirements & Restrictions

A demigod must have all of their ability scores of 9 or higher, and one ability score must be 15 or higher.

A demigod can use all leather armors and all shields. He can use all weapons in combat.

Demigod Abilities

At 1st level, a demigod’s player must choose their divine ancestry. Whether god or goddess, they must choose one of the following domains for their character’s divine parent based on their character’s highest ability score.

Ability	Domains
Strength	Destruction, Strength, War, Water
Intelligence	Knowledge, Magic
Wisdom	Death, Healing, Sun
Dexterity	Air, Fire, Travel
Constitution	Animal, Earth, Plant, Protection
Charisma	Love, Luck

The demigod gains one power from their divine parent:

Domain	Special Ability
Air	Resistance to electricity
Animal	Cast <i>Speak with animals</i> 3/day, <i>charm animal</i> 1/day
Death	Cast <i>Speak with dead</i> 3/day, <i>command undead</i> 1/day
Destruction	+1 to melee damage per four levels
Earth	Resistance to acid
Fire	Resistance to fire
Healing	Laying on of hands (as the paladin class)
Knowledge	Lore ability (as the bard class)
Love	Cast <i>charm person</i> once per day, 3/day at 4th level
Luck	+1 to saving throws per four levels
Magic	Cast spells as 1st level sorcerer
Plant	Cast <i>Speak with plants</i> 3/day, <i>command plants</i> 1/day
Protection	Increase AC by +1 per four levels
Strength	Can wield large weapons one-handed
Sun	Cast <i>light</i> 3/day, <i>light II</i> 1/day
Travel	+10 to movement rate, cast <i>haste</i> 1/day
War	+1 to attack per four levels
Water	Resistance to cold

Demigods are supernaturally tough and so their Armor Class increases as they advance in level.

Demigods are expected to do great things. A 1st level demigod is given an ordained labor by his divine parent. This works as a *geas*, and requires the demigod to do one of the following by the time he or she reaches 4th level.

- 1) Capture a monster with 3 more HD than the demigod
- 2) Complete a very difficult task determined by the TK
- 3) Slay a monster with 2 more HD than the demigod
- 4) Steal an item worth as many gold pieces as the demigod has experience points (minimum 1,000 gp)

Until the task is completed, the demigod cannot advance beyond 4th level. A new labor is ordained when the hero reaches 5th level, and must be completed by the time the demigod reaches 8th level. Additional labors must be completed by 12th and 16th level.

The first labor completed earns the demigod a one-time use of the *restoration* spell.

The second labor completed earns the demigod a one-time use of the *raise dead* spell.

The third labor completed earns the demigod a one-time use of the *resurrection* spell.

The fourth labor completed earns the demigod the right to ascend to a higher (or descend to a lower) plane when they die as a true demigod.

Demigods are renowned for one of their physical or mental abilities, and this ability grows as their fame grows. A demigod increases his or her highest ability score by +1 at 2nd, 4th, 6th, 8th and 10th level.

A 3rd level demigod can make pleas for assistance to his divine parent. Demigods can appeal for 1st to 2nd level spells by rolling 1d20 under their Charisma score minus the level of the spell. At 7th level, the demigod can begin appealing for 3rd to 4th level spells. At 11th level, the demigod can begin appealing for 5th to 6th level spells. Each time an appeal is answered, the demigod must pledge 10% of their earned treasure to the cult of their divine parent (a minimum of 50 gp per spell level).

A 5th level demigod gains magic resistance equal to 1% per level, to a maximum of 10% at 10th level.

Hero Cult

A 9th level demigod can establish a hero cult. The demigod must construct, with his own hands, a temple in his and his divine parent's honor. The demigod then attracts 3d6 x3 men-at-arms, 1d6 first level clerics or druids and a 4th level cleric or druid to serve as his high priest.

Demigod Class Table

LVL	XP	HD	ATK	SV	AC	Title
1	0	1d12	+0	15	+0	Scion
2	2,700	2d12	+1	14	+1	Exemplar
3	5,400	3d12	+2	14	+1	Champion
4	10,800	4d12	+3	13	+2	Hero
5	21,600	5d12	+3	13	+2	Cynosure
6	43,200	6d12	+4	12	+3	Archon
7	86,400	7d12	+5	12	+3	Paragon
8	170,000	8d12	+6	11	+4	Superhero
9	340,000	9d12	+6	11	+4	Demigod
10	510,000	10d12	+7	10	+5	Demigod
11	680,000	+3 hp	+8	10	+5	Demigod
12	850,000	+3 hp	+9	9	+6	Demigod
13	1,020,000	+3 hp	+9	9	+6	Demigod
14	1,190,000	+3 hp	+10	8	+7	Demigod
15	1,360,000	+3 hp	+11	8	+7	Demigod
16	1,530,000	+3 hp	+12	7	+8	Demigod
17	1,700,000	+3 hp	+12	7	+8	Demigod
18	1,870,000	+3 hp	+13	6	+9	Demigod
19	2,040,000	+3 hp	+14	6	+9	Demigod
20	2,210,000	+3 hp	+15	6	+10	Demigod



The Demoniac

The process of summoning a demon is wracked with peril, and many a summoner finds himself hard-pressed to control his demon. When this happens, more than a few apprentices have found themselves the target of a binding, their souls merged with the demon. This ritual results in a more manageable demon and one more open to suggestion by a powerful mage. Despite this bonding, some demons leave their masters (dead, if possible) and venture out into the world as adventurers.

Demoniacs appear as humanoids with savage features – red-rimmed eyes, tangled hair, pointed ears, prominent, sharp teeth, etc. They are adept warriors, though their true value in combat lies in savagery rather than skill.

Requirements & Restrictions

A demoniac must have the following minimum ability scores: Strength 13, Intelligence 9 and Constitution 13. They must be Neutral (N, CN) or Chaotic (NE, CE).

A demoniac can use all leather and mail armors. They do not use shields of any kind. They can use all weapons.

Demoniac Abilities

Demoniacs are nihilists at heart and the possibility of a fight raises a bloodlust in them that can shock even a barbarian. Demons always fight with two weapons or a large weapon when possible. They suffer no penalty for fighting with two weapons, provided that both weapons are small or one is small and the other medium.

A demoniac's unarmed strikes inflict +1 point of damage thanks to their sharp teeth and claws.

A demoniac enjoys a +4 bonus to save vs. poison.

Once per day, a demoniac can frenzy. They attack twice per round, and if in any round they make two successful attacks, they increase this to three attacks per round. The frenzy lasts for 13 rounds, and cannot be stopped. If the demoniac runs out of foes to attack, they attack friends, though they may attempt to roll 1d20 under their Wisdom score to avoid doing this and end their frenzy.

Demoniacs are capable of communicating telepathically with sentient creatures, usually to say hateful things (because that's what demons are into). The range is equal to 10' per level, to a maximum of 100'.

At 4th level, demoniacs suffer half normal damage from electricity damage.

At 8th level, a demoniac can, once per day, attempt to summon a demon from the abyss to assist him in his shenanigans. The type of demon and the chance to successfully summon it depends on the demoniac's level.

Level	Demon	Chance to Summon
8-9	Succubus	70%
10-11	Marilith (Type V)	60%
12-13	Vrock (Type I)	50%
14-15	Hezrou (Type II)	40%
16-17	Glabrezu (Type III)	30%
18-19	Nalfeshnee (Type IV)	20%
20	Balor	10%

The summoned demon is happy to fight for the demoniac and remains on the Material Plane for 1 minute. If the demoniac wants them to do something other than fight, there is a percentage chance equal to the demoniac's charisma score that they acquiesce.

Demon Lords

At 9th level, a demoniac takes on the title of demon lord and may construct an evil-looking fortress. She must construct at least three chapels to demon princes in the

stronghold and staff them, at her own expense, with anti-clerics of at least 3rd level. If she does so, she attracts 1d6x10 men-at-arms of an evil disposition and a body-guard of 1d6 3rd level Chaotic fighters in spiky black platemail or 1d6 Chaotic barbarians and a servitor quasit. If the quasit is killed, the demoniac loses one level and does not receive a new quasit until she completes a quest on behalf of a demon prince. While the quasit serves her, she gains a +2 bonus to reaction rolls.

Demoniac Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d8	+1	16	Malignancy
2	2,200	2d8	+2	15	Brute
3	4,400	3d8	+3	15	Beast
4	8,800	4d8	+3	14	Degenerate
5	17,600	5d8	+4	14	Fiend
6	35,200	6d8	+5	13	Dastard
7	70,400	7d8	+6	13	Slaughterer
8	140,000	8d8	+6	12	Archfiend
9	280,000	9d8	+7	12	Demon Lord
10	420,000	10d8	+8	11	Demon Lord
11	560,000	+3 hp	+9	11	Demon Lord
12	700,000	+3 hp	+9	10	Demon Lord
13	840,000	+3 hp	+10	10	Demon Lord
14	980,000	+3 hp	+11	9	Demon Lord
15	1,120,000	+3 hp	+12	9	Demon Lord
16	1,260,000	+3 hp	+12	8	Demon Lord
17	1,400,000	+3 hp	+13	8	Demon Lord
18	1,540,000	+3 hp	+14	7	Demon Lord
19	1,680,000	+3 hp	+15	7	Demon Lord
20	1,820,000	+3 hp	+15	6	Demon Lord

The Demonologist

The demonologist is a close cousin of the elemental (q.v.), but dabbles with far more dangerous things than the elements. Demonologists collect the ritual names and seals needed to summon and command demons and devils so that they may access their knowledge and powers. They do this with three forms of demonic ritual: Conjunction, evocation and invocation.

Conjunction creates a connection to a demon's psyche, which appears in a mirror or crystal ball. This allows the demonologist to question the demon to learn vital information about the past, present and future. Conjunction is the easiest, safest practice of demonology.

Evocation calls forth the demon in spirit to bestow powerful spells on the demonologist. Evocation requires bargaining and actually brings forth the demon in ethereal form within a magic circle. If the magic circle is broken, the demon can unleash his minions upon the demonologist and his allies. If the bargain is not lived up to, the demonologist must pay the price.

Invocation is the most dangerous ritual of all, for it calls forth the spirit of a demon to possess the demonologist and lend him his special abilities and powers for a time. The demonologist and demon become dual beings, and there is always a terrible price to be paid for this mingling of soul and damned spirit.

Requirements & Restrictions

A demonologist must have the following minimum ability scores: Intelligence 9 and Charisma 13. They cannot be lawful or good in alignment.

Rank	Title (CL)	Demonologist Level										
		1	2	3	4	5	6	7	8	9-13	14-18	19+
I	Greater*	55%	70%	85%	95%	96%	97%	98%	99%	99%	99%	99%
II	Knight (CL 13-16)	25%	40%	55%	70%	85%	95%	96%	97%	98%	99%	99%
III	President (CL 17-20)	-	5%	25%	40%	55%	70%	85%	94%	96%	98%	99%
IV	Count (CL 21-24)	-	-	5%	25%	40%	55%	70%	85%	95%	97%	98%
V	Marquis (CL 25-28)	-	-	-	5%	10%	25%	40%	55%	70%	95%	97%
VI	Duke (CL 29-32)	-	-	-	-	5%	10%	25%	40%	55%	85%	90%
VII	Prince (CL 33-36)	-	-	-	-	-	5%	10%	25%	40%	55%	85%
VIII	King (CL 36-39)	-	-	-	-	-	-	5%	10%	25%	55%	70%
IX	Emperor (CL 40)	-	-	-	-	-	-	-	5%	10%	40%	55%

* Greater demons include the type I, II, III, IV and V demons, succubi and pit fiends.

A demonologist cannot use armor or shields. He can use clubs, daggers, darts, hand crossbows, light crossbows and staves in combat.

Demonologist Skills

Hide in Shadows—Demonologists can disappear into the shadows and remain unseen, even while moving.

Move Silently—Demonologists can walk slowly without making a sound if they are not in metal armor.

Read Languages—Demonologists can decipher languages that are unknown to them. After 3rd level, a demonologist can use this ability to cast spells from a magic-user scroll.

Demonologist Abilities

In dealing with demons and devils, demonologists are embarking on an activity more foolhardy than dragon-slaying. For this reason, they are immune to fear.

Their countless hours of study on the topic of fiends and their practice in dealing with these entities grants them a +2 bonus on saving throws against the special attacks and spells of demons and devils.

Demonologists can turn undead and Chaotic outsiders as a cleric of the same level. They cannot use this power to command or destroy demons, but the “D” result on the turn chart does force an outsider to quit the material plane and return to their home dimension.

Demonologist's Tower

An 11th level demonologist can choose to establish a tower in the wilderness and gain followers. A demonologist who does this attracts 1d6 x 8 bandits and 1d6 x 2 berserkers to defend their tower. These Chaotics primarily want the demonologist's protection from their enemies, and do not serve out of loyalty. The demonologist also attracts 1d4+1 first level apprentices who wish to train under them and one 3rd level demonologist to serve as their major domo.

Demonology

The true power of the demonologist is in drawing magical abilities from the denizens of Hell. This is expressed in three abilities: *Conjurare*, *evocatio* and *invocare*. I used Latin terms because that makes the powers sound official and spooky. All of these abilities require the demonologist to roll on the following table based on the rank of the demon or devil he is summoning.



Conjurare

This is the ability to conjure the psyche of a demon, along with an image of its choosing, into a mirror or crystal sphere in order to ask it questions. This works like the spell *legend lore*. The demonologist must roll on the table on the preceding page to conjure the wicked spirit. Demons always have a 5% chance of answering the question dishonestly. The more powerful conjured demons have access to more powerful divinations:

Augury—Auguries (as the spell *augury*) can be granted by the presidents and counts of Hell.

Divination—Divinations (as the spell *divination*) can be granted by a marquis or duke of Hell.

Vision—Visions (as the spell *vision*) can be granted by a prince, king or emperor of Hell.

Evocatio

With evocation, a demonologist evokes a demon to lend him his magical knowledge. The demonologist gains the ability to cast the spells that the demon can cast, casting spells of first and second level three times per day and more powerful spells once per day.

To seal this deal, the demonologist traces the demon's seal on his palm and channels the spells through that seal. A demonologist can evoke as many demons as it has palms, though the more demons one attempts to evoke, the more difficult it is to succeed. An evocation check suffers a -10% chance of success on the table above, with an extra -4% for each demon beyond the first to be evoked simultaneously.

A demonologist can improve his chances by promising the demon a soul (i.e. a life), gaining a +3% bonus to his roll per Hit Dice of the victim. This bonus is doubled for Lawful or innocent creatures. The soul must be delivered within one day of the evocation or the demonologist suffers a consequence based on the HD of the promised soul.

HD	Consequence of Failure
1-2	Suffers -2 penalty to all saving throws for the next 24 hours
3-4	As above, plus a -2 penalty to Armor Class and attack rolls
5-6	As above, plus the demonologist is always surprised
7-8	Fatigued for the next 24 hours
9-10	Blinded for the next 24 hours
11-13	1d3 points of ability damage to a random physical ability score
14-16	As above, but a mental score is damaged
17-19	Suffers 1 level of energy damage
20+	Suffers 1 level of energy drain

Invoke

The power of invocation is the most fearsome in the demonologist's repertoire, for with it the demonologist invites a wicked spirit to partially possess his mind and body. By so doing, the demonologist gains the following powers of the demon invoked: Immunities and resistances, a bonus to save vs. magic equal to the demon's magic resistance divided by 5 (rounding down), special attacks that do not require bits of anatomy the demonologist does not have (for example, a stinging tail), the ability to see in darkness and the use of telepathy.

The demon can only possess the demonologist for 1d6 turns, and during each turn demon and demonologist are pitted in a contest of wills for control of the vessel (i.e. the demonologist's body). Each turn, the demonologist must roll 1d20 under a number equal to his Charisma score minus the demon's rank. Each time the demonologist fails this roll, the demon gets to call the shots for that turn and it deals one level of energy damage.

A demonologist that loses all of his levels during an invocation dies and is dragged to Hell by the invoked fiend.

An invocation is made using the same rules as an evocation except the penalty is -20%. Only one demon can be invoked at a time.

Demonologist Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d4	+0	15	Occultist
2	1,800	2d4	+0	14	Medium
3	3,600	3d4	+1	14	Augur
4	7,200	4d4	+1	14	Necrologist
5	14,400	5d4	+1	13	Warlock
6	28,800	6d4	+2	13	Sorcerer
7	57,600	7d4	+2	12	Thaumaturge
8	110,000	8d4	+3	12	Diabolist
9	220,000	9d4	+3	12	Demonologist
10	335,000	10d4	+3	11	Demonologist
11	440,000	+1 hp	+4	11	Demonologist
12	550,000	+1 hp	+4	11	Demonologist
13	660,000	+1 hp	+5	10	Demonologist
14	770,000	+1 hp	+5	10	Demonologist
15	880,000	+1 hp	+5	10	Demonologist
16	990,000	+1 hp	+6	9	Demonologist
17	1,100,000	+1 hp	+6	9	Demonologist
18	1,210,000	+1 hp	+7	9	Demonologist
19	1,320,000	+1 hp	+7	8	Demonologist
20	1,430,000	+1 hp	+7	8	Demonologist

The Dervish

Dervishes are the sword-monks of a Lawful religious order that has ceased to exist. Abandoned by the old gods, they wander the world selling their swords as anti-heroes – still driven to do the right thing, but not always in the most lawful manner possible. Dervishes are known for their black robes, keen swords and terrific guile.

Requirements & Restrictions

A dervish must have the following minimum ability scores: Strength 13, Wisdom 9, Dexterity 13, Charisma 9.

A dervish cannot use armor or shields. He can use all weapons in combat.

Dervish Skills

Dervishes add their level to the following task checks:

Acrobatics—Dervishes can walk tightropes, tumble past opponents and swing from chandeliers.

Dervish Class Table

Level	Experience Points	Hit Dice	Attack Bonus	Saving Throw	Title	AC Bonus	Unarmed Attacks	Unarmed Damage	Movement Rate
1	0	1d8	+0	15	Wayfarer	+0	1	1d4	+0 ft.
2	2,300	2d8	+1	14	Mendicant	+1	1	1d4	+5 ft.
3	4,600	3d8	+1	14	Kahin	+1	1	1d6	+5 ft.
4	9,200	4d8	+2	13	Swordsman	+2	1	1d6	+10 ft.
5	18,400	5d8	+3	13	Anti-hero	+2	2	1d6	+10 ft.
6	36,800	6d8	+3	12	Kazasker	+3	2	1d8	+15 ft.
7	73,600	7d8	+4	12	Prowler	+3	2	1d8	+15 ft.
8	140,000	8d8	+5	12	Doomsayer	+4	2	1d8	+20 ft.
9	280,000	9d8	+6	11	Lone Wolf	+4	3	1d10	+20 ft.
10	420,000	10d8	+6	11	Lone Wolf	+5	3	1d10	+25 ft.
11	560,000	+3 hp	+7	10	Lone Wolf	+5	3	1d10	+30 ft.
12	700,000	+3 hp	+8	10	Lone Wolf	+6	3	1d10	+35 ft.
13	840,000	+3 hp	+8	9	Lone Wolf	+6	4	1d12	+40 ft.
14	980,000	+3 hp	+9	9	Lone Wolf	+7	4	1d12	+45 ft.
15	1,120,000	+3 hp	+10	9	Lone Wolf	+7	4	1d12	+50 ft.
16	1,260,000	+3 hp	+10	8	Lone Wolf	+8	4	1d12	+55 ft.
17	1,400,000	+3 hp	+11	8	Lone Wolf	+8	5	1d20	+60 ft.
18	1,540,000	+3 hp	+12	7	Lone Wolf	+9	5	1d20	+65 ft.
19	1,680,000	+3 hp	+12	7	Lone Wolf	+9	5	1d20	+70 ft.
20	1,820,000	+3 hp	+13	6	Lone Wolf	+10	5	1d20	+80 ft.

Climb Walls—Dervishes can climb walls without climbing gear at a rate of 10' per round. If a dervish falls, they suffer damage as though the fall were 20' shorter.

Guile—Dervishes are good at worming their way into the confidence of Chaotic creatures. If a dervish has time to speak, Chaotic creatures roll their reaction checks against them as though they were Neutral in alignment. Moreover, a successful guile task check can improve the rolled reaction by one category.

Hear Noise—Dervishes can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—Dervishes can disappear into the shadows and remain unseen, even while moving.

Move Silently—Dervishes can walk slowly without making a sound if they are not in metal armor.

Dervish Abilities

As the dervish advances in level, he improves his AC, number of unarmed attacks per round, unarmed damage and movement rate (see table above). They also inflict +1 point of damage per two levels with melee weapons.

When a dervish beats a target's Armor Class with his attack roll by 4 or more, that target must succeed at a

saving throw or be stunned for 1d6 rounds or knocked backwards 6' - dervish's choice. Oozes, plants, constructs, undead and elementals cannot be stunned. When the dervish reaches 12th level, they can make this a death-stroke once per day. In this case, the victim must be at least 4 levels (or Hit Dice) lower than the dervish, and they may attempt a saving throw to avoid instant death.

A 2nd level dervish learns to deflect arrows and other small missiles with his hands. The dervish can attempt, once per round, to deflect a missile that would otherwise hit him by making a saving throw.

A 3rd level dervish can intimidate with his steely gaze. When faced by humanoids with HD equal to half the dervish's level or less, the dervish can force them to pass a save vs. fear or be stunned for 3 rounds + 1 round per point of the dervish's charisma bonus. For every five targets, they receive a +1 bonus to their saving throw (i.e. courage in numbers). If the targets are led by a person with more Hit Dice than they, they add that person's Hit Dice to their saving throw as well.

A 4th level dervish can damage monsters only damaged by silver or +1 magic weapons. At 10th level they can damage monsters only harmed by +2 weapons. At 16th level they can damage monsters only harmed by +3 weapons or better.



5th level dervishes can feign death, slowing their breathing and heartbeat to appear dead for up to 1 hour.

A 7th level dervish can heal his own wounds using meditation. He can heal a number of hit points of damage equal to her level each day, and can use this healing at once or spread this healing out among several uses.

Companion

Wandering dervishes do not establish strongholds. At 9th level they attract an allied priest or priestess (always the opposite sex to the dervish) of their old order. This priest or priestess is a cleric of 5th level. This companion advances in level once every three dervish levels.

The Diablo

Devils of a very minor sort are sometimes sent as emissaries to the Material Plane so that they may tempt mortals into wickedness, sow the seeds of mayhem and generally make a nuisance of themselves on behalf of their masters. When they are on the Material Plane, these diablo appear as handsome men or beautiful women, with

angular, graceful faces and bodies, swarthy skin and black hair, with a prominent widow's peak and arched eyebrows. Their ears are sometimes pointed.

Requirements & Restrictions

A diablo must have the following minimum ability scores: Intelligence 9, Dexterity 13 and Charisma 13. They must be Chaotic in alignment.

A diablo can use all leather armors. He can use light and ranged weapons in combat.

Diablo Skills

Diablos add their level to the following task checks:

Appraise Value—Diablos can guess the value of an item.

Disguise—Diablos are masters of disguise. They suffer a -1 penalty to their task check if they are disguised as the opposite sex, or as creature of a different size (such as a halfling or gnome disguised as a human).

Hear Noise—Diablos can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—Diablos can disappear into the shadows and remain unseen, even while moving. A diablo can backstab from the shadows.

Move Silently—Diablos can walk slowly without making a sound if they are not in metal armor.

Pick Pockets—Diablos can pick pockets and perform small acts of legerdemain.

Diablo Abilities

Diablos are natural tricksters, akin to bards in a way, but not as skilled with magic and their antics are rarely harmless. They enjoy a +2 bonus to saves vs. poison and illusions, and are only surprised on a roll of 1 on 1d6.

Diablos are capable of detecting Lawful creatures at will. *Detect lie* spells only work on a diablo 50% of the time, even when the diablo fails a saving throw.

Diablos can backstab as thieves, as follows: +1d6 damage from first to fifth level, +2d6 damage from sixth to tenth level, +3d6 damage from eleventh to fifteenth level and +4d6 damage from sixteenth to twentieth level.

Diablos have the ability to cast spells using the cleric spellcasting rules.

Arch-Devil

At 9th level, a diablo takes the title arch-devil and earns the right to construct a fortress in the wilderness or a fortified manse in town. If he does so, he attracts 3d6 rogues, a bodyguard of 1d6 1st level Chaotic fighters and a servitor imp. If the imp is killed, the diablo loses one level and does not receive a new imp until he completes a quest on behalf of a major power of Hell.

Diablo Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d6	+0	16	Creep
2	1,800	2d6	+1	16	Evildoer
3	3,600	3d6	+1	15	Miscreant
4	7,200	4d6	+2	15	Profligate
5	14,400	5d6	+2	15	Cad
6	28,800	6d6	+3	15	Inveigler
7	57,600	7d6	+4	14	Hellion
8	110,000	8d6	+4	14	Villain
9	220,000	9d6	+5	14	Archdevil
10	330,000	10d6	+5	14	Archdevil
11	440,000	+2 hp	+6	14	Archdevil
12	550,000	+2 hp	+7	13	Archdevil
13	660,000	+2 hp	+7	13	Archdevil
14	770,000	+2 hp	+8	13	Archdevil
15	880,000	+2 hp	+8	13	Archdevil
16	990,000	+2 hp	+9	12	Archdevil
17	1,100,000	+2 hp	+10	12	Archdevil
18	1,210,000	+2 hp	+10	12	Archdevil
19	1,320,000	+2 hp	+11	12	Archdevil
20	1,430,000	+2 hp	+11	12	Archdevil

Diablo Spells per Level

Level	1st	2nd	3rd	4th
1	1	-	-	-
2	1	-	-	-
3	1	-	-	-
4	1	1	-	-
5	1	1	-	-
6	2	1	-	-
7	2	1	1	-
8	2	1	1	-
9	2	2	1	-
10	2	2	1	1
11	3	2	1	1
12	3	2	2	1
13	3	2	2	1
14	3	3	2	1
15	3	3	2	2
16	4	3	2	2
17	4	3	3	2
18	4	3	3	2
19	4	4	3	2
20	4	4	3	3



Diablo Spells

1—Cause fear, change self, charm person, command I, detect magic, energy missile, phantasmal force, protection from good, sleep, smoke image

2—Darkness, detect good, enthrall, E.S.P., invisibility, phantasmal force II, pyrotechnics, scorching ray

3—Bestow curse, charm monster, darkness II, dispel magic, protection from good II, suggestion

4—Dimension door, invisibility II, tongues, wall of fire

The Elementalist

Of the great magicians of history, one in particular gets ignored in this day and age, Solomon, third king of the united monarchy of Israel. While his wisdom is renowned and his fabulous temple is remembered, his connection to magic is less well known.

Solomon's apparent command over spirits became the basis for much of the magic practiced during the Middle Ages by way of such grimoires as the *Key of Solomon* and *Lesser Key of Solomon*. This version of magic involved the command of genies and demons by the knowledge of their true names and the use of magic seals. A story in the *One Thousand and One Nights* relays the tale of Solomon capturing a genie in a copper bottle and, having made the spirit helpless by means of his seal, throwing it into the sea. Solomon also used his magic ring, sometimes called the *Ring of Aandaleeb*, to capture Asmodeus, the king of demons.

The elementalists is an attempt to depict this form of magic, in which one commands spirits to perform supernatural tasks. In the case of the elementalists, the command of spirits is limited to elemental spirits, including the elementals of fire, earth, water and air as well as djinn and efreet. The concept can be expanded to all manner of spirits and thus the list of possible spell effects expanded as well, though an almost limitless command of effects could make such a magician overly powerful within the scope of the game.

Requirements & Restrictions

An elementalists must have the following minimum ability scores: Wisdom 13 and Charisma 13.

An elementalists cannot use armor or shields. She can use clubs, daggers, darts and staves in combat.

Elementalist Skills

Elementalists add their level to the following skill checks:

Find Secret Doors—Elementalists note the presence of secret doors on a roll of 1-3 on 1d6 when searching, and on a roll of 1-2 on 1d6 when merely passing by them.

Read Languages—Elementalists can decipher languages that are unknown to them. After 3rd level, they can use this ability to cast spells from a magic-user scroll.



Elementalist Abilities

Elementalists produce magical effects by commanding elemental spirits. Mechanically, they command these spirits by rolling on the cleric's "Turn Undead" table, substituting the level of the magical effect (or spell) for the Hit Dice of the undead.

An elementalists can attempt to command spirits three times per day at 1st level, and increases this by three attempts at every odd level thereafter.

To command the spirits, elementalists must own and carry a grimoire containing all of the true names of spirits that they know. As an elementalists rises in level, she adds names to this book, though this is not something that the player or TK must track. It is enough to assume the elementalists's knowledge is growing and to require that they possess their grimoire.

An elementalists is a ritual caster. Each day, she chooses to focus on a particular element, air, earth, fire or water. She must wear an appropriately colored robe and carry a ritual tool (see below). Without the robe and the tool, she cannot command elemental spirits, and thus may not use her class abilities.

Element	Color	Tool	Opposition
Air	White	Wand	Earth
Earth	Yellow	Pentacle	Air
Fire	Red	Arthame	Water
Water	Blue	Chalice	Fire

Elementalists cannot command spirits opposed to their chosen element for the day, but they can command all spirits that are not opposed to them. When commanding elemental spirits of their focus, they receive a +1 bonus to their command checks.

Command checks are the equivalent of a cleric's Turn Undead checks and use the same table. The elementalists substitutes the level of the spell she is trying to cast for the Hit Dice the cleric would be trying to turn.

Elementalists can also turn elementals opposed to his daily focus and command elementals favorable to him, again, in the same manner that a cleric turns or commands the undead.

Elementalist Spells

LVL	Air	Earth	Fire	Water	Universal**
1	Endure Elements Feather Fall Shocking Grasp	Acid Grasp* Acid Splash Fool's Gold Magic Stone Mending	Burning Hands Flare Produce Flame Smoke Image	Create Water Obscuring Mist Purify Food & Drink Ray of Frost Repel Water* Seavision*	Elemental Weapon Energy Missile
2	Fog Cloud Gust of Wind Levitate Prot. from N Missiles Shocking Lantern* Thin Air* Whispering Wind	Acid Arrow Hands of Lava* Shatter Soften Earth & Stone Stomp	Continual Flame Fire Trap Flame Blade Flaming Sphere Heat Metal Pyrotechnics Scorching Ray	Chill Metal Fog Cloud Freeze Ray* Warp Wood	Pass Through Element Resist Energy
3	Call Lightning Sleet Storm Stinking Cloud Wind Wall	Keen Edge Meld Into Stone Raise Pillar* Stone Shape	Explosive Runes Fireball Fireflux* Flame Arrow	Quench Sleet Storm Water Breathing	Awaken Element* Energy Web*
4	Air Walk Solid Fog Wind Tunnel*	Chasm* Creation I Spike Stones Stoneskin Wall of Crystal*	Fire Shield Fire Trap Flame Strike Wall of Fire	Blight Control Water Ice Storm Rusting Grasp Solid Fog Wall of Ice	
5	Call Lightning Storm Cloudkill Control Winds Overland Flight	Magma Pit* Passwall Transmute Mud to Rock Transmute Rock to Mud Wall of Stone	Magma Pit* Wildfire*	Cone of Cold Transmute Water to Slime*	Protect. from Energy II
6	Invisible Stalker	Find the Path Move Earth Stone Tell Stone to Flesh Transmute Water to Crystal*	Fiery Constrictor* Fire Whip*	Transmute Water to Crystal*	
7	Aerial Servant Control Weather Wind Walk	Earthquake Reverse Gravity	Delayed Blast Fireball Firestorm	-	
8	Incendiary Cloud Whirlwind	Acid Geysers* Lava Worm* Repel Metal or Stone	Body of Fire* Incendiary Cloud Lava Worm*	-	
9	-	Imprisonment Meteor Swarm	Meteor Swarm	-	Elemental Swarm Immunity to Energy

* Indicates a new spell described in this book

** For elemental spells, the element in question corresponds with the elementalists' chosen element for the day; the energy spells, the correspondence is as follows: Energies: Air = Electricity; Earth = Acid; Fire = Fire; Water = Cold

Elemental Temple

An 11th level elemental can choose to establish a temple in the manner of Solomon in the wilderness and gain followers. An elemental who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level elementals who wish to train under them and one 3rd level elemental as their lieutenant.

Elementalist Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d4	+0	15	Abcedarian
2	1,800	2d4	+0	14	Grammarian
3	3,600	3d4	+1	14	Reciter
4	7,200	4d4	+1	14	Incantator
5	14,400	5d4	+1	13	Lector
6	28,800	6d4	+2	13	Dracunulus
7	57,600	7d4	+2	12	Elementalist
8	110,000	8d4	+3	12	Pentalpha
9	220,000	9d4	+3	12	Solomon
10	330,000	10d4	+3	11	Solomon
11	440,000	+1 hp	+4	11	Solomon
12	550,000	+1 hp	+4	11	Solomon
13	660,000	+1 hp	+5	10	Solomon
14	770,000	+1 hp	+5	10	Solomon
15	880,000	+1 hp	+5	10	Solomon
16	990,000	+1 hp	+6	9	Solomon
17	1,100,000	+1 hp	+6	9	Solomon
18	1,210,000	+1 hp	+7	9	Solomon
19	1,320,000	+1 hp	+7	8	Solomon
20	1,430,000	+1 hp	+7	8	Solomon

The Gourmand

World traveler, bon vivant, explorer; the gourmand is all of these things, traipsing across the globe to experience everything edible (or purportedly edible) it has to offer. Even dungeons cannot escape the curiosity of the gourmand. After all, how are you to know what fresh shrieker or violet fungus tastes like if you don't crawl into the underworld and harvest it yourself!

While I generally like my new classes to fit some sort of archetype, there are times when something weird pops into my head and, pondering it for a few days, I actually come up with game rules that I think could make it work. The gourmand is just such a class.

Requirements & Restrictions

A gourmand must have the following minimum ability scores: Constitution 15.

A gourmand can use all leather and mail armors and all shields. He can use all weapons in combat.

Gourmand Skills

Gourmands add their level to the following checks:

Carouse—Gourmands can carouse in taverns to learn valuable information. With a successful task check, a gourmand learns 1d6 rumors about the settlement and its surrounding region. If the task check fails, check on the table below:

Fails by ...	Consequence
1	Fatigued
2-3	Fatigued, plus robbed of possessions
4	Fatigued, robbed of possessions, and 1d6+1 damage
5-9	Wakes up with a stranger (15% chance married)
10-14	Made a powerful local enemy
15+	Wakes up in stocks (1d6 days)

Gourmand Abilities

Gourmands specialize in eating. Their goal is to taste everything that is edible and non-poisonous in the cosmos at least once. Gourmands are neither fools nor cannibals; they are not going to nibble on a zombie or give green slime a try. They are intrigued by owlbear steaks or a tossed salad of assassin vine leaves and treant nuts (they're flora, not fauna; get your mind out of the gutter).

To survive at this quest, a gourmand must have an iron stomach. Their training grants them a +4 bonus on saving throws against poison. Their enhanced search for caloric satisfaction, however, requires them to consume double the normal amount of food for their species.

Gourmands are driven to try exotic foods. They must consume something new (a new spice, a new meat, a new fruit, etc.) once per week, or suffer a -5% penalty to earned XP until they have. This penalty is cumulative to a maximum -20%. Each new food that a gourmand consumes is worth a 100 XP bonus to the gourmand.

Where magic-users keep spellbooks and leech's keep leechbooks, gourmands keep cookbooks, collecting and inventing all manner of recipes and recording their culinary experiences. These books must be kept, but they do not offer a gourmand any special abilities or impose on them any special restrictions if lost.



Gourmands are, of course, expert chefs. They can cook almost anything and make it palatable to others, and can take quality ingredients and make dishes so exquisite that they act as a balm to body, mind and spirit. A gourmand with a pound of grain (processed, preferably), a pound of meat, a pound of fruit or ounce of sweetener (honey, for example), a bottle of spirits (or beer, wine, etc.) and a pinch of salt or spice, can prepare a meal with healing qualities for up to six people. The gourmand must decide how magnificent (i.e. powerful) his dish will be and then make a percentile roll to see if he succeeds. Failure means he concocts something with no benefit other than food in the belly.

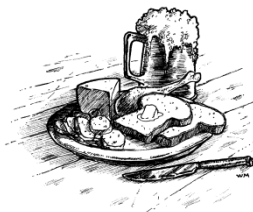
Restore Vigor—Restores 1d6 hp +1 hp per level.

Cure What Ails You—Removes any disease afflicting the eater, but does not remove damage already done.

Soothe Mind—Frees the eater's mind from any curse or enchantment.

Revitalize—Restores 3d6 hp +1 hp per gourmand level and removes all ability score damage.

Restore Spirit—Restores all hit point damage, ability score damage and one lost level.



Level	Restore Vigor	Cure What Ails Ya'	Soothe Mind	Revitalize	Restore Spirit
1	65%	50%	-	-	-
2	70%	54%	-	-	-
3	75%	58%	50%	-	-
4	80%	62%	53%	-	-
5	85%	66%	56%	50%	-
6	90%	70%	59%	52%	-
7	95%	74%	62%	54%	50%
8	96%	78%	65%	56%	51%
9	97%	82%	68%	58%	52%
10	98%	86%	71%	60%	53%
11	99%	90%	74%	62%	54%
12	100%	94%	77%	64%	55%
13	100%	95%	80%	66%	56%
14	100%	96%	83%	68%	57%
15	100%	97%	86%	70%	58%
16	100%	98%	89%	72%	59%
17	100%	99%	92%	74%	60%
18	100%	100%	95%	76%	62%
19	100%	100%	96%	78%	63%
20	100%	100%	97%	80%	64%

This meal can be stretched to more than six people by imposing a -5% penalty to the gourmand's roll per extra person. Each exotic ingredient added (i.e. owlbear in place of beef) gives the gourmand a +10% to his roll.

A gourmand's fame often precedes him, and can be a curse as well as a blessing. Gourmands of 1st to 4th level never have trouble finding an invitation to dinner in their home town and have a 10% chance of an invitation

by a local aristocrat. Gourmands of 5th to 8th level enjoy such invitations within their home kingdom or country, gourmands from 9th to 10th level in their home region and gourmands of 11th to 12th level throughout the world and gourmands of 13th level or higher anywhere in the cosmos.

These invitations come at a price, of course, for the host expects to impress the gourmand and receive a hearty endorsement of their table. The gourmand, however, becomes increasingly picky as he grows older, and his dedication to his art and philosophy requires him to render an honest verdict of the sampled fare.

A gourmand that has dined by invitation must roll 1d20 and roll higher than his own level to find the meal satisfying. Every 100 gp spent on the feast by the host grants a +1 bonus to the roll, up to a maximum bonus of +5. However it goes, the gourmand must give a monologue on the quality and creativity of the prepared feast and then suffer a reaction roll from his host. If he praises the feast, the reaction roll is made at a +3 bonus. If he derides it, the reaction roll is made at a -3 penalty. Naturally, the companions of a gourmand are also invited to these repasts, and they must suffer the same consequences as the gourmand.

Gourmand Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d6	+0	15	Nibbler
2	1,800	2d6	+1	14	Cook
3	3,600	3d6	+1	14	Bon Vivant
4	7,200	4d6	+2	14	Gastronome
5	14,400	5d6	+2	13	Chef
6	28,800	6d6	+3	13	Connoisseur
7	57,600	7d6	+4	12	Gourmet
8	110,000	8d6	+4	12	Epicurean
9	220,000	9d6	+5	12	Gourmand
10	330,000	10d6	+5	11	Gourmand
11	440,000	+2 hp	+6	11	Gourmand
12	550,000	+2 hp	+7	11	Gourmand
13	660,000	+2 hp	+7	10	Gourmand
14	770,000	+2 hp	+8	10	Gourmand
15	880,000	+2 hp	+8	10	Gourmand
16	990,000	+2 hp	+9	9	Gourmand
17	1,100,000	+2 hp	+10	9	Gourmand
18	1,210,000	+2 hp	+10	9	Gourmand
19	1,320,000	+2 hp	+11	8	Gourmand
20	1,430,000	+2 hp	+11	8	Gourmand



The final challenge of the gourmand is weight. Each week the gourmand does not spend in vigorous exercise (i.e. fighting monsters or at least running away from them) results in a gain of one pound. Pounds gained in excess of what would be considered “standard” or “average” for the gourmand’s species, are treated as extra encumbrance, which can slow them down.

Restaurateur

At 9th level, a gourmand can choose to establish a restaurant in a town and gain followers. A gourmand with a restaurant attracts 1d6 0-level students per gourmand level, 1d6 first level gourmands who wish to train under him and one 5th level gourmand protégé.

The Jack-of-All-Trades

The jack-of-all-trades (and yes, there are female jacks – just adjust the verbiage as you see fit, perhaps a “jill-of-all-trades”) is a wandering scamp and ne’er-do-well that has seen it all and done it all, or at least that’s the way he tells it. In truth, he is an observant fellow always on the lookout for an opportunity, and that includes a bit of tomb robbing and dungeon delving when the pickings have been slim.

The jack-of-all-trades can imitate other classes. Although they do their best work at emulating the thief, in a sticky situation a jack might recall the way that wizard once levitated himself out of a pit – he said something like

“Abra Kadabra” and then stuck a feather on his head – or maybe when presented by a clutch of angry kobolds, he recalls the way that fighting-man held off a whole gang by himself using only the pieces of a broken chair.

Requirements & Restrictions

A jack-of-all-trades must have Strength, Intelligence, Wisdom and Dexterity scores of at least 9 each.

A jack can use all leather armors and all shields. He can use all weapons in combat.

Jack-of-All Trades Abilities

Most jacks can play an instrument, dance, sing, tell stories and do minor tricks. They receive a +1 bonus on reaction checks (+2 with dragons) and always leave a tavern having learned at least one rumor.

Even a 1st level jack-of-all-trades has a bit of history under his belt. Choose one of the following backgrounds:

Acolyte—He was thrown out of the seminary or temple school for unworthy behavior, possibly for consorting women of ill repute or for drinking the holy water. He has a +5% chance to emulate cleric abilities.

Apprentice—He was dropped by his eldritch master for something referred to only as “the incident” – brooms and water might have been involved. He has a +5% chance to emulate magic-users.

Soldier—He deserted from the army on the eve of a major battle, possibly with his comrades’ pay. He has a +5% chance to emulate fighter abilities and can wear mail armors, though doing so spoils his use of magic-user and thief abilities.

The jack-of-all-trades wanders widely and rubs elbows with a diverse crowd. As he walks through life, he learns bits and pieces from others and he is always observing and making notes. This gives the jack-of-all-trades a percentage chance to use the abilities of the other classes (see advancement table below).

Cleric abilities usable by the jack-of-all-trades include turning undead, casting cleric spells and using cleric scrolls. When attempting to cast a cleric spell, divide the jack-of-all-trade’s percentage chance of success by the level of the spell.

Fighter abilities include making multiple attacks against creatures with less than 1 Hit Dice (the jack need only check once per fight) and using magic items normally only usable by fighters.

Magic-User abilities include casting magic-user spells and the use of staves, wands and magic-user scrolls. As with casting cleric spells, you must divide the jack’s chance of success by the level of the magic-user spell he is attempting. Fouluping up a magical ability carries with it a 1% chance of ill consequences (roll on the table below).

D6 Consequences

- 1 Spell triggers on yourself
- 2-3 Spell triggers on a random person in range of the spell
- 4-5 Spell triggers on everyone in range of the spell
- 6 Spell has the opposite desired effect (if applicable) or the jack-of-all-trades suffers from a disability (see below).

D6 Disability

- 1-3 Forced into *gaseous form* (as spell) for 1 hour
- 4-5 *Feebleminded* (as spell) for 1 day
- 6 *Polymorphed* into frog for 1 hour

Thief abilities include back stabbing and adding half their level to task checks involving the thief’s skills.

Jack-of-all-Trades Class Emulation

Level	Cleric	Fighter	Magic-User	Thief
1	1%	25%	5%	25%
2	2%	30%	7%	32%
3	3%	35%	9%	39%
4	4%	40%	11%	46%
5	5%	45%	13%	53%
6	6%	50%	15%	60%
7	7%	55%	17%	67%
8	8%	60%	19%	74%
9	9%	65%	21%	81%
10	10%	70%	23%	88%
11	11%	75%	25%	90%
12	12%	80%	27%	91%
13	13%	85%	29%	92%
14	14%	90%	31%	93%
15	15%	91%	33%	94%
16	16%	92%	35%	95%
17	17%	93%	37%	96%
18	18%	94%	39%	97%
19	19%	95%	41%	98%
20	20%	96%	43%	99%

Jack-of-all-Trades Class Tables

LVL	XP	HD	ATK	SV	Title
1	0	1d6	+0	16	Gamin
2	1,500	2d6	+1	15	Punk
3	3,000	3d6	+1	15	Buck
4	6,000	4d6	+2	14	Lad
5	12,000	5d6	+3	14	Sonny Jim
6	24,000	6d6	+3	13	Bloke
7	48,000	7d6	+4	13	Chap
8	100,000	8d6	+5	13	Gent
9	200,000	9d6	+5	12	Cracker Jack
10	300,000	10d6	+6	12	Cracker Jack
11	400,000	+2 hp	+7	11	Cracker Jack
12	500,000	+2 hp	+7	11	Cracker Jack
13	600,000	+2 hp	+8	10	Cracker Jack
14	700,000	+2 hp	+9	10	Cracker Jack
15	800,000	+2 hp	+9	10	Cracker Jack
16	900,000	+2 hp	+10	9	Cracker Jack
17	1,000,000	+2 hp	+11	9	Cracker Jack
18	1,100,000	+2 hp	+11	8	Cracker Jack
19	1,200,000	+2 hp	+12	8	Cracker Jack
20	1,300,000	+2 hp	+13	7	Cracker Jack

The Juggernaut

Fantasy worlds are loaded with alchemists who seem to spend most of their time assisting magic-users making magic items. Presumably, they also spend some time brewing up headache powders and distilling spirits, because that's where the gold pieces are.

A few of these young geniuses, however are bound to walk down the path of the infamous Dr. Jekyll and one or two of them might suffer the same fate and then run around sacking dungeons. Well, it could happen.

Requirements & Restrictions

A juggernaut must have the following minimum ability scores: Intelligence 13, Constitution 11. They can have a maximum Strength score of 8. A juggernaut cannot use armor. He can use clubs, daggers, darts and staves in alchemist form, or all weapons in juggernaut form.



Juggernaut Skills

Juggernauts add their level to the following skill checks:

Find Secret Doors—Juggernauts note the presence of secret doors on a roll of 1-3 on 1d6 when searching, and on a roll of 1-2 on 1d6 when merely passing by them.

Hear Noise—Juggernauts can hear incredibly quiet noises through doors or from far away.

Identify Magic—In alchemist form, a juggernaut can easily identify potions, and can make a task check to identify magic items. A second check must be made to figure out an item's command word (if applicable).

Read Languages—In alchemist form, a juggernaut can decipher languages that are unknown to them. After 9th level, a juggernaut can use this ability to read magic-user scrolls and cast the spells therein.

Juggernaut Abilities

Juggernauts spend most of their time in human form as 90-pound weaklings in the garb of alchemists. In alchemist form, they have the following abilities:

Alchemists can brew potions as magic-users. They begin the game knowing the formulas for 1d4 + their intelligence bonus in 1st level magic-user spells. They can learn additional formulas by recovering magic-user spell books and scrolls and researching them (per the rules for magic-users researching spells).

Once an alchemist knows a potion's formula, he or she can brew the potion using the normal magic item rules.

Transformation

When angry, frightened or after suffering at least 6 points of damage from a single blow, the alchemist makes a startling transformation, becoming a juggernaut.

Juggernauts re-roll their hit points using d12 in place of their normal d4 and add +5 hit points per level beyond 10th. The juggernaut's Armor Class and strength increase based on their level. When the juggernaut returns to normal, they regain their original stats.

Level	AC	Strength	Modifier
1-3	+1	18 (Ogre strength)	+3
4-6	+2	19 (Hill giant strength)	+4
7-9	+3	20 (Stone giant strength)	+5
10-12	+4	21 (Fire giant strength)	+6
13-15	+5	22 (Frost giant strength)	+7
16+	+6	23 (Storm giant strength)	+8

The juggernaut remains transformed for 1d6 turns.

While transformed, they are stubborn, blustering and violent. This can be a real problem when trying to sneak around or solve puzzles.

While they are transformed, juggernauts have the following special attacks:

When a 4th level juggernaut inflicts damage with a melee attack, the victim must pass a saving throw or be knocked backwards 6'.

The 7th level juggernaut can stomp on the ground, creating a minor earth tremor. All creatures within 10' must pass a saving throw or be knocked prone.

At 10th level juggernaut can clap its meaty hands together and create a shockwave in a cone 30' long and 30' wide at the base. All creatures within the cone must pass a saving throw or be deafened for 1 turn and suffer 1d6 points of sonic damage (or 2d6 if tiny sized); creatures within 10' must pass a saving throw or be knocked prone. Open flames within the cone are snuffed out and gases are blown out of the area of effect.

Juggernaut Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d4	+0	15	Brute
2	1,600	2d4	+0	15	Bully
3	3,200	3d4	+1	14	Monstrosity
4	6,400	4d4	+1	14	Blockbuster
5	12,800	5d4	+2	13	Goliath
6	25,600	6d4	+2	13	Polypheme
7	51,200	7d4	+3	13	Colossus
8	100,000	8d4	+3	12	Behemoth
9	200,000	9d4	+3	12	Titan
10	300,000	10d4	+4	12	Juggernaut
11	400,000	+1 hp	+4	11	Juggernaut
12	500,000	+1 hp	+5	11	Juggernaut
13	600,000	+1 hp	+5	11	Juggernaut
14	700,000	+1 hp	+6	10	Juggernaut
15	800,000	+1 hp	+6	10	Juggernaut
16	900,000	+1 hp	+6	10	Juggernaut
17	1,000,000	+1 hp	+7	9	Juggernaut
18	1,100,000	+1 hp	+7	9	Juggernaut
19	1,200,000	+1 hp	+8	9	Juggernaut
20	1,300,000	+1 hp	+8	8	Juggernaut



The Knight of Flowers

A knight of flowers is a holy warrior of the druids and fey, akin to the paladin and anti-paladin. They are bold warriors who are dedicated to fighting against the evils of civilization more than the evils within civilization.

Requirements & Restrictions

A knight of flowers must have the following minimum ability scores: Strength 11, Wisdom 11 and Charisma 13. A knight of flowers must be Lawful (see below) and must be an elf, gnome, halfling or half-elf. A knight of flowers can use all forms of armor and all weapons.

Knight of Flowers Skills

Knights add their level to the following skill checks:

Riding—Knights of flowers are capable of fighting while mounted at no penalty, and they can use this task for performing dangerous stunts while mounted.

Survival—Knights of flowers are skilled at woodland survival. In woodlands, the knight can find shelter, build a fire and find enough food and water for a 1d6 + his level people per day, with a only a 10% chance of failure. In other environments, roll a task check.

Knight of Flower Abilities

Knights of flowers must be Lawful in alignment. They can be Lawful Good (the Rose Order), Neutral Good (the Lily Order) or Chaotic Good (the Daffodil Order).

A knight of flowers can *detect poison* within 60' as long as he is concentrating. They are immune to poison, and can *neutralize poison* once per week.

A knight of flowers gains the ability to turn plant creatures as a cleric can turn undead creatures.

A 6th level knight of flowers learns to cast basic druid spells as a druid five levels lower.

A knight of flowers draws special abilities from a wreath or badge of flowers and leaves woven by maidens, dryads or nymphs. The magical potency of a wreath lasts for one adventure. The knight can only wear one badge or wreath at a time, but a 6th level knight can wear a badge or wreath composed of two flowers, a 12th level knight a badge or wreath composed of three flowers, and a 16th level or higher knight one composed of four flowers.

If a badge or wreath is destroyed (it saves as a magic item), the special abilities are lost. The badge/wreath must be worn in plain sight in order to function.

Flower	Power
Asphodel	Cast <i>speak with dead</i> three times per day
Baby's Breath	Cast <i>protection from evil</i> three times per day
Balm	Cast <i>tongues</i> three times per day
Begonia	Immune to surprise
Buttercup	Cast <i>fool's gold</i> three times per day
Carnation	Cast <i>charm person</i> three times per day
Chestnut	+1 bonus to attack Chaotic creatures
Cypress	Cast <i>disrupt undead</i> three times per day
Dahlia, plum	Cast <i>bless</i> three times per day
Daisy	Cast <i>augury</i> three times per day
Daffodil	Increase land movement by 10 feet per round
Dandelion	Re-roll Charisma checks three times per day
Peony	Cast <i>good hope</i> three times per day
Gardenia	Re-roll one failed d20 roll per day
Heather	Cast <i>protection from normal missiles</i> 3 times per day
Heliotrope	Cast <i>command</i> once per day
Honeysuckle	Cast <i>charm person</i> three times per day
Hydrangea	Cast <i>ray of frost</i> three times per day
Iris	Cast <i>color spray</i> three times per day

Ivy and lily	+3 bonus to save vs. disease
Jasmine	Cast <i>suggestion</i> once per day
Laurel	Re-roll Strength checks three times per day
Lilac, pansy	Re-roll Intelligence checks three times per day
Lobelia	Cast <i>bane</i> three times per day
Lotus	Cast <i>cure light wounds</i> three times per day
Magnolia	Cast <i>animal friendship</i> three times per day
Marigold	Cast <i>inflict light wounds</i> once per day
Mistletoe	Cast <i>hold person</i> once per day
Oak	+1 bonus to melee damage
Olive	Cast <i>calm emotions</i> three times per day
Orchid	Cast <i>charm monster</i> once per day
Poppy	Cast <i>sleep</i> three times per day
Snapdragon	+3 bonus to save vs. magic
Sunflower	Cast <i>light</i> three times per day
Witch-Hazel	Cast <i>detect magic</i> three times per day
Wormwood	Cast <i>daze</i> three times per day
Rose, Red	Cast <i>magic weapon</i> three times per day
Rose, White	Cast <i>silence</i> three times per day
Rose, Yellow	Cast <i>crushing despair</i> three times per day
Thistle	+3 bonus to save vs. fear

Knightly Bands

A 10th level knight of flowers attracts a band of 2d12 followers. These followers are very loyal to the knight, and will not leave his service unless he ceases being a knight. Members of a band that die are not replaced.

For each follower who joins the band, roll d% to determine what they are.

D%	Follower	d20	Extraordinary Follower
01-05	1d4+1 halfling slingers	13	Leprechaun
06-11	1d4+1 gnome swordsmen	14	Owl, giant
12-16	1d3+1 elven archers	15	Owlbear
17-26	Bard (roll 1d4+1 for level)	16	Pegasus
27-31	Druid (roll 1d4+1 for level)	17	Pixie
32-61	Fighter (roll 1d4+1 for level)	18	Satyr
62-64	Magic-user (roll 1d4+1 for level)	19	Sprite
65-94	Ranger (roll 1d4+1 for level)	20	Werebear
95-99	Thief (roll 1d4+1 for level)		
00	Extraordinary follower (roll on table below)		

Knight of Flowers Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d8	+0	16	Yswain
2	2,500	2d8	+1	15	Marchog
3	5,000	3d8	+1	15	Filwr
4	10,000	4d8	+2	14	Ryfelwr
5	20,000	5d8	+3	14	Galon
6	40,000	6d8	+3	13	Gwrda
7	80,000	7d8	+4	13	Marchogion
8	160,000	8d8	+5	13	Campwyr
9	320,000	9d8	+5	12	Pendragon
10	480,000	10d8	+6	12	Pendragon
11	640,000	+2 hp	+7	11	Pendragon
12	800,000	+2 hp	+7	11	Pendragon
13	960,000	+2 hp	+8	10	Pendragon
14	1,120,000	+2 hp	+9	10	Pendragon
15	1,280,000	+2 hp	+9	10	Pendragon
16	1,440,000	+2 hp	+10	9	Pendragon
17	1,600,000	+2 hp	+11	9	Pendragon
18	1,760,000	+2 hp	+11	8	Pendragon
19	1,920,000	+2 hp	+12	8	Pendragon
20	2,080,000	+2 hp	+13	7	Pendragon

The Landsknecht

The *landsknechts*, roughly translated as “lowland vassals”, were the preeminent mercenaries of Europe in the 16th century, surpassing the famous Swiss pikemen when they defeated them at the Battles of Bicocca and Marignano. The landsknechts were first formed in 1487 by Maximilian I, the Holy Roman Emperor, as an imitation of the Swiss pikemen. Like the Swiss, they relied primarily on the pike with support from crossbowmen, arquebusiers, halberdiers and swordsmen. The landsknechts reached the height of their power and influence during the Thirty Years War.

What roll could a landsknecht play in dungeon exploration? The landsknecht is a master of soldiers, a captain in the field. A landsknecht may not be as powerful a front-line warrior as a fighter, but he brings friends and knows how to use them.

Requirements & Restrictions

A landsknecht must have the following minimum ability scores: Strength 9 and Charisma 13. A landsknecht can use all leather and mail armors, breastplates and bucklers. They can use all weapons.



Landsknecht Skills

Landsknechts add their level to the following checks:

Forage—Landsknechts are masters of scrounging sustenance in settled areas. In all honesty, this is a polite way of saying “stealing” – landsknechts can use this skill to find farms, sneak in, and escape with 1d6 meals worth of food – eggs, turnips, a chicken, etc.

Riding—Landsknechts can fight while mounted at no penalty, and they can use this task for performing dangerous stunts while mounted.

Landsknecht Abilities

A landsknecht is not trained to fight solo, like a fighter, but rather in a company of warriors. When he starts his career, he is a slightly less powerful fighter, though he receives a +1 bonus to hit with spears, pikes and other polearms due to long training with these weapons.

As the landsknecht advances in level, he adds men-at-arms to his company. At each level beyond 1st, the landsknecht recruits one man-at-arms. The man-at-arm’s equipment is rolled on the table below:

D10 Equipment

1-5	Pike (or spear), leather armor, dagger
6-8	Arquebus (or heavy crossbow), leather armor, scimitar
9	Halberd, leather armor, dagger
10	Greatsword, leather armor, dagger

These men-at-arms are the landsknecht’s personal guards and do not count as his retainers. Retainers can still be hired separately by the landsknecht, and are commanded by him, but they do not benefit from his special abilities as his personal guard does.

A 3rd level landsknecht adds a *trabant* to his personal guard. The trabant is a 2 HD warrior armed with a greatsword and dagger and wearing ringmail.

A 5th level landsknecht adds a *kaplan* (chaplain) to his personal guard. The kaplan has the same alignment and patron deity as the landsknecht. He fights as a 2 HD warrior and casts spells as a 1st level cleric. The kaplan is armed with a light mace, buckler and chainmail shirt.

Once per day, a 6th level landsknecht can inspire his personal guard to amazing levels of courage. As long as he is within 10’ of them, they enjoy a +1 bonus to save vs charm and fear effects, and a +1 bonus to hit and damage for one battle per day.

A 7th level landsknecht adds a *fürher* (guide) to his personal guard. The guide fights as a 2 HD warrior and has the skills of a 2nd level ranger.

Once per day, an 8th level landsknecht can inspire his personal guard to greatness. All troops within 30’ of the landsknecht gain a +1 bonus to attack, damage and save for the duration of one battle.

Regiment

A 9th level landsknecht adds a standard bearer (and personal standard) to his personal guard at 9th level. The standard increases the fighting ability of his special troops (*trabant*, *kaplan*, *fürher*) by one hit dice, and grants his entire personal guard a +1 bonus to save vs. fear and magic spells. The standard bearer fights as a 3 HD warrior, using his standard as a quarterstaff. He also carries a dagger and wears a breastplate.

It is not uncommon for a landsknecht to lose troops, of course. Any troops lost from his personal guard can be purchased in a settlement (town-sized or larger) at a cost of 10 gp per soldier plus equipment costs. Special troops can be purchased for 100 gp plus equipment costs.

Landsknecht Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d8	+1	17	Doppelsöldner
2	2,200	2d8	+2	16	Feldwebel
3	4,400	3d8	+3	16	Leutnant
4	8,800	4d8	+3	15	Fähnrich
5	17,600	5d8	+4	15	Feldhauptman
6	35,200	6d8	+5	14	Major
7	70,400	7d8	+6	14	Oberst
8	140,000	8d8	+6	13	Feldhauptleute
9	280,000	9d8	+7	13	Feldmarschall
10	420,000	10d8	+8	12	Feldmarschall
11	560,000	+3 hp	+9	12	Feldmarschall
12	700,000	+3 hp	+9	11	Feldmarschall
13	840,000	+3 hp	+10	11	Feldmarschall
14	980,000	+3 hp	+11	10	Feldmarschall
15	1,120,000	+3 hp	+12	10	Feldmarschall
16	1,260,000	+3 hp	+12	9	Feldmarschall
17	1,400,000	+3 hp	+13	9	Feldmarschall
18	1,540,000	+3 hp	+14	8	Feldmarschall
19	1,680,000	+3 hp	+15	8	Feldmarschall
20	1,820,000	+3 hp	+15	7	Feldmarschall

The Laser Mage

Laser mages are washouts from arcane universities or wizened mentors. They never got the hang of magic in general, but showed a weird interest in and ability with the *light* spell. *Light* is to the laser mage what *read magic* is to normal magic-users – the key spell without which they cannot function. In fact, they know *light* so well they can cast it from memory and at will.

To produce multiple effects with this spell, the laser mage needs a *light projector*. The projector looks like a rod or thick wand. It is a hollow metal tube about 1' long and tipped with a faceted rock crystal. The crystal is cut by the laser mage and, as they progress in level, their skill as a lapidary increases through practice. They also learn how to use other translucent gemstones, faceted or curved, to increase the effectiveness of their spell, or produce additional effects.

Requirements & Restrictions

A laser mage must have the following minimum ability scores: Intelligence 9 and Dexterity 11. A laser mage can use padded armor and leather armor. They can fight using clubs, daggers, darts and staves.

Laser Mage Skills

Laser mage's add their level to the following skill checks:

Analyze Materials—Laser mages can use his light projector to analyze liquids, solids and gasses, discovering their composition and the presence of poison or magic.

Jeweler—Laser mages can appraise the value of gemstones to within 10% of their real value. They can also cut gems. They can divide a large gem into 20 medium gems and a medium gem into five small gems.

Laser Mage Abilities

A 1st level laser mage can cast the *light* spell at will.

The next thing a laser mage learns to do is project rays of light through the crystal at the end of his light projector. These rays have a range of 60' and require a ranged attack roll to hit. The ray's effect depends on the laser mage's level and how intense they want the ray to be.

Level	Ray Effect
1st	Dazzle (1 turn per level) or blind (1 round per level)
2nd	1d6 damage
4th	2d6 damage or divide against up to two targets, dealing 1d6 damage to each
6th	3d6 damage or divide against up to three targets, dealing 1d6 damage to each, or can be used to weld metal
8th	4d6 damage, or can be used to deal 2d6 cold damage
10th	5d6 damage, or can be used to produce a blade barrier effect with a radius of 10' for up to 3 rounds
12th	6d6 damage, or can be used to make ranged sunder attacks against items

These improved rays, and the other special light effects gained by the laser mage are dependent on the laser mage improving the main gemstone in his light projector. This must be done at the following levels, with a gem of the stated value (or higher): 4th level, 100 gp, 6th level 500 gp, 8th level 1,000 gp, 10th level 2,500 gp and 12th level, 5,000 gp. The gem must be polished and cut by the laser mage himself, requiring a gem cutting task check.

By adding additional colored gemstones to the light projector, the laser mage can project 30' cones that influence emotions (save to resist), as follows: Red gems cause *rage* or *dispel fear*, blue gems *calm emotions* or dispel enchantment effects, yellow gems cause *crushing despair* or grant a +1 bonus to reaction checks, and green gems cause fatigue (for 1 turn) or inspire *good hope*.

At 3rd, 5th, 7th, and 9th level, the laser mage can improve the function of his light projector with a gemstone worth at least 50 gp. The laser mage determines the im-

provement at each level. Only one improvement can be applied to any given effect. Possible improvements are: Double range, double duration, impose a -2 penalty to saving throws against laser mage effects and add +1 bonus to hit on ray attacks.

Laser mage’s can create the following additional effect with their light projectors, provided they have added the indicated gemstone’s to their light projector:

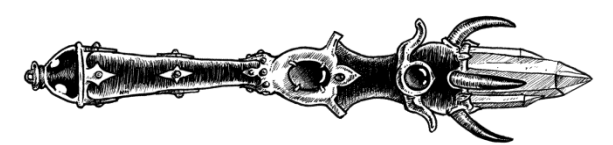
Level	Effect	Requires
1st	<i>Color spray</i>	Rock crystal prism
2nd	<i>Phantasmal force</i>	Celestine lens
3rd	<i>Hypnotic pattern</i>	Topaz lens
4th	<i>Mirror image</i>	Moonstone lens
5th	<i>Invisibility</i>	Zircon prism
6th	<i>Daylight</i>	Chrysoberyl lens
7th	<i>Displacement</i>	Amethyst prism
8th	<i>Rainbow pattern</i>	Diamond prism
9th	<i>Scintillating pattern</i>	Ruby, emerald or sapphire cluster

Entourage

Laser mages attract random followers beginning at 6th level and gain one follower per level until 12th level. Followers that are lost are not regained.

d%	Follower
01-12	3 crossbowmen (studded leather, lt. crossbow, dagger)
13-16	3 swordsmen (warriors, leather, buckler, rapier, dagger)
17-46	Laser mage (roll 1d3 for level)
47-56	Master gem-cutter (50% gnome, 25% dwarf)
57-81	Fighter (1st level)
82-84	Zodiac (1st level)
85-87	Fighter/thief (1st level)
88-92	Illusionist (1st level)
93-99	Thief (1st level)
00	Extraordinary follower

d%	Extraordinary Follower
01-30	Crystal person
31-38	Sprite
39-48	Living crystal statue
49-73	Laserhawk (see <i>Monsters II</i>)
74-79	Gnome illusionist (1d3 for level)
80-85	Aasimar zodiac (1d3 for level)
86-00	Crysmal



Laser Mage Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d6	+0	16	Light bearer
2	1,400	2d6	+1	15	Illuminator
3	2,800	3d6	+1	15	Dazzler
4	5,600	4d6	+2	14	Irradiator
5	11,200	5d6	+3	14	Light bender
6	22,400	6d6	+3	13	Incandescent
7	44,800	7d6	+4	13	Coruscate
8	90,000	8d6	+5	12	Scintillator
9	180,000	9d6	+5	12	Photonic Master
10	270,000	+2 hp	+6	11	Photonic Master
11	360,000	+2 hp	+7	11	Photonic Master
12	450,000	+2 hp	+7	10	Photonic Master
13	540,000	+2 hp	+8	10	Photonic Master
14	630,000	+2 hp	+9	9	Photonic Master
15	720,000	+2 hp	+9	9	Photonic Master
16	810,000	+2 hp	+10	8	Photonic Master
17	900,000	+2 hp	+11	8	Photonic Master
18	990,000	+2 hp	+11	7	Photonic Master
19	1,080,000	+2 hp	+12	7	Photonic Master
20	1,170,000	+2 hp	+13	6	Photonic Master

The Leech

Steeped as it is in the magical arts, a fantasy world need not be a stranger to science. Just as the astronomer tracks the movement of heavenly bodies around Nod in their crystal spheres, the physician plumbs the depths of the inner universe of the human body, always in search of more effective treatments to the aches, pains, disorders and illnesses that befall mankind. Clerics, after all, are expensive, dogmatic and generally ill-disposed toward wasting their god given gifts on folks without influence or who do not fit into the category of charity cases (i.e. the poor). This would leave the artisan and burgher out in the cold if not for the leech.

In the never-ending search for medical knowledge, it is the magnificent leech that shines above all others. The leech is a class of physician that heads into the field to gather specimens and hone their healing arts on those folk who need them most (or most often) – adventurers. The leech is an adventuring physician, getting its cadavers the old-fashioned way.

Leeches are few and far between, but form a strange and informal brotherhood of like-minded souls. When these brothers meet, they often swap their leechbooks that both may advance their learning, and when they enter a civilized country they have much knowledge to trade with local physicians and healers. But the successful leech must beware, for clerics often view healing as a

monopoly of the gods, and seek petty vengeance upon their less-than-holy competition.

Leeches are close kin to scientists (q.v.), and the two classes should get along well enough. Most leeches, as students, did their turn at grave robbing, so they share a bit in common with thieves – though a leech cleanses his conscience with the notion that he did his robbing for the betterment of mankind (those gold fillings were just icing on the cake). Fighters and warriors produce much for leeches to study, but the two professions are ultimately at odds with their ultimate goals. Venturers and leeches both share a love for exploration.

It is with clerics that leeches run into trouble, for clerics (and to a lesser extend druids) feel they are horning in on their territory – the healing of wounds and ills. Leeches often remind those clerics that they would not be able to horn in on anything if the priestly set was doing an adequate job of healing.

Requirements & Restrictions

A leech must have the following minimum ability scores: Intelligence 13. A leech can use all leather armors and bucklers. They can use clubs, daggers, darts and staves.

Leech Skills

Leech's add their level to the following skill checks:

Identify Specimen—Leeches can identify animal and vegetable life. Identifying strange or magical specimens might require a task check.

Read Languages—Leeches can decipher languages that are unknown to them.

Leech Abilities

Every leech gets into his profession from one of four backgrounds, chosen for the character at first level.

Apothecary's Apprentice—The apothecary apprentice gains experience compounding elixirs and tonics, and thus grants his patients an additional +1 bonus to saving throws versus disease and poison when providing care.

Barber's Apprentice—A barber's apprentice is +2 to gather rumors (and can cut hair).

Herbalist's Apprentice—The herbalist's apprentice is +2 to identify specimens (see above).



Medical Student—The medical student learns to rob graves and dissect corpses to learn of their anatomy. They are +2 to hide in shadows and move silently.

The leech's primary utility is healing. To this end, he needs a healing kit that includes bandages and a few unguents, tinctures and tonics. These kits cost 15 gp per adventure. He also needs a set of leech's tools (30 gp).

Characters adventuring with a leech enjoy a +1 bonus to save vs. poisons and disease due to his care, and heal 1 additional hit point during each night of rest.

After a battle, the leech can attempt to heal hit point damage. The leech must decide what whether he wants to focus on using simple leechcraft (bandages, splints and medicines) or surgery (cutting into people). Surgery is divided into minor and major categories. Each method heals a different amount of damage, just as clerics have different cure wounds spells. The more damage is to be healed, the more difficult the method.

The leech's chance of success can be found on the table below:

Level	Leechcraft	Minor Chirurgy	Major Chirurgy
1	63%	50%	25%
2-3	71%	60%	30%
4	75%	65%	30%
5-6	83%	70%	35%
7	87%	75%	35%
8-9	95%	80%	40%
10	99%	83%	40%
11-12	105%	86%	45%
13	108%	89%	45%
14-15	112%	92%	50%
16	114%	95%	50%
17-18	116%	97%	55%
19	118%	98%	55%
20	120%	99%	60%

Each use of an ability imposes a cumulative 5% penalty on all further uses of the ability until the leech gets a full night's rest.

Leechcraft—With a successful check, the leech heals 1d6 hp + 1 hp/level. This ability can be used after each battle, but only once per patient. Leechcraft takes 10 minutes and requires a use of the leech's healing kit.

Minor Chirurgy—With a successful check, the leech heals 3d6 hp + 1 hp/level. This cannot be done more than once per day per patient. Takes 10 minutes and requires 3 uses of the leech's kit and surgeon's tools. The patient must roll 1d20 under his constitution score or be fatigued for 24 hours afterwards.

Major Chirurgy—With a successful roll, the leech heals 5d6 hp + 1 hp/level. This cannot be done more than once per week per patient. Takes 1 hour and requires 5 uses of the leech's kit and surgeon's tools. The patient must roll d% under his constitution score or be fatigued for 48 hours afterwards. If the leech's roll is unsuccessful, the patient suffers 1d6 points of damage and is fatigued for 1 week afterwards.

A leech armed with a dagger or sharp knife can make precise strikes against an opponent. A precise strike deals +1d6 damage. This damage increases as the leech advances in level, to +2d6 from 6th to 10th and to +3d6 from 11th to 20th.

A leech keeps a leechbook, where he records his observations on medicinal herbs, diseases, poisons, animal and weapon wounds and anatomy. A leechbook is as vital to a leech as a spellbook is to a magic-user. Without his leechbook, a leech can only use his background abilities and the leechcraft ability. The book is usually a leather-

bound volume with a common lock and 100 pages to be filled with notes, articles and dissertations.

At each level a leech must fill one page per level of his leechbook with notes. A 1st level leech begins his career with one page of notes. When he reaches 2nd level, he will have filled another two pages, for a total of three, etc.

A leech can further improve his skills by writing scholarly articles and dissertations. Writing one of these pieces requires the leech to make a scholarship check. A scholarship roll is a percentile roll, with the chances depending on what kind of article the leech is writing.

Scholarly Article—A scholarly article takes one week of work and fills five pages of a leechbook. A scholarly tract covers a general type of ailment from the following list: Diseases, poisons, wounds from animals, wounds from monsters and wounds from weapons.

The percentile chance to write an insightful article is equal to five times the leech's level (maximum 95%). If successful, the leech gains a +10% bonus on chirurgy checks to treat wounds of the appropriate type or his patients get a +2 bonus to save vs. poisons or diseases. If unsuccessful, the leech suffers the opposite until he gains an additional level, at which time he can tear up his old article and, at some point, attempt to write a new one.

Dissertation—A dissertation fills 15 pages and requires one month of work. Where an article covers a whole range of ailment, a dissertation is more specific. For example, a scholarly article might cover diseases in general, while a dissertation covers mummy rot in particular, or axe wounds, the wound patterns of an owlbear, the poison of a wyvern or the leech can write about a specific piece of anatomy such as the human eye or ear. For a leech to write a dissertation, it must have encountered and studied his subject first hand.

The percentile chance to write a successful dissertation is equal to the leech's level. If successful, the leech gains a +25% bonus to treat the condition covered by the dissertation. If unsuccessful, he suffers the opposite until he gains an additional level, at which time he can tear up his old dissertation and attempt to write a new one.

Hospital

At 9th level, a leech can choose to establish a hospital in a town and gain followers. A leech with a hospice attracts 10d6 zero-level students, 1d4+1 1st level leeches as lecturers and attendants and a 5th level protégé.

Leech Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d6	+0	16	Hospitaler
2	1,400	2d6	+1	16	Sawbones
3	2,800	3d6	+1	15	Healer
4	5,600	4d6	+2	15	Medicus
5	11,200	5d6	+2	15	Chirurgion
6	22,400	6d6	+3	15	Archiater
7	44,800	7d6	+4	14	Physicus
8	90,000	8d6	+4	14	Doctor
9	180,000	9d6	+5	14	Royal Physician
10	270,000	10d6	+5	14	Royal Physician
11	360,000	+2 hp	+6	14	Royal Physician
12	450,000	+2 hp	+7	13	Royal Physician
13	540,000	+2 hp	+7	13	Royal Physician
14	630,000	+2 hp	+8	13	Royal Physician
15	720,000	+2 hp	+8	13	Royal Physician
16	810,000	+2 hp	+9	12	Royal Physician
17	900,000	+2 hp	+10	12	Royal Physician
18	990,000	+2 hp	+10	12	Royal Physician
19	1,080,000	+2 hp	+11	12	Royal Physician
20	1,170,000	+2 hp	+11	12	Royal Physician



The Lucky Bastard

There are two ways to survive as an adventurer – you can be good, or you can be lucky. The lucky bastard uses the latter approach. For him, the luck comes naturally – he's always had it, and he hopes he always will.

Requirements & Restrictions

A lucky bastard must have the following minimum ability scores: Charisma 13. A leech can use leather armors and bucklers. They can use clubs, daggers, darts and staves.

Lucky Bastard Skills

Lucky bastards add their level to the following checks:

Find Secret Doors—Lucky bastards note the presence of secret doors on a roll of 1-3 on 1d6 when searching, and on a roll of 1-2 on 1d6 when merely passing by them.

Lucky Bastard Abilities

Whenever an event in a game targets a random adventurer, a random determination of the lucky bastard is re-rolled. If the second roll targets the lucky bastard, then he is the target of the event.

Each game session, a lucky bastard starts with a luck score of 4. He can increase this by +1 if he holds a lucky rabbit's foot, +1 if he holds a lucky horseshoe and +1 if he happens upon a loose copper piece (only one) in a dungeon and repeats the magic phrase "Find a copper, pick it up, all day long you'll have good luck".

Note: A rabbit's foot and horseshoe are made lucky when they are blessed by a Lawful cleric of at least 6th level.

The luck score can be used for two things. First, it can be used as a bonus to any sort of d20 roll. Second, it can be used to negate damage. To negate damage, the lucky bastard must roll below his luck score on 1d6. If successful, hit point damage sustained from that attack is negated. Whenever a lucky bastard uses his luck score (successfully or not), the score is reduced by 1.

Once per game, a 3rd level lucky bastard can share his luck with another creature within 30 feet of him. This means he lends his luck score to another creature for one round. When the luck score is shared and used, it is reduced by 2 points instead of just 1 point.

Lucky Bastard Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d6	+0	14	Lucky Dog
2	1,300	2d6	+1	14	Blessed
3	2,600	3d6	+1	14	Jammy
4	5,200	4d6	+2	12	Lucky Duck
5	10,400	5d6	+3	12	Fortunado
6	20,800	6d6	+3	12	Veinard
7	41,600	7d6	+4	10	Golden Boy/Girl
8	80,000	8d6	+5	10	Lucky Devil
9	160,000	9d6	+5	10	Lucky Bastard
10	240,000	10d6	+6	8	Lucky Bastard
11	320,000	+2 hp	+7	8	Lucky Bastard
12	400,000	+2 hp	+7	8	Lucky Bastard
13	480,000	+2 hp	+8	6	Lucky Bastard
14	560,000	+2 hp	+9	6	Lucky Bastard
15	640,000	+2 hp	+9	6	Lucky Bastard
16	720,000	+2 hp	+10	6	Lucky Bastard
17	800,000	+2 hp	+11	6	Lucky Bastard
18	880,000	+2 hp	+11	6	Lucky Bastard
19	960,000	+2 hp	+12	6	Lucky Bastard
20	1,040,000	+2 hp	+13	6	Lucky Bastard

A lucky bastard can re-roll one failed d20 roll per game session for every four levels he has attained (thus once at 4th level, twice at 8th level, thrice at 12th level, etc.).

Once per day, a 6th level lucky bastard can steal an opponent's luck. When an opponent rolls 1d20, the lucky bastard can, once he knows the result of the roll, take it for his own. The opponent must re-roll his dice and the lucky bastard can use his opponent's initial roll as his own next 1d20 roll.

Lady Luck has smiled on the lucky bastard ... but for how long? For every session a lucky bastard is played there is a cumulative 1% chance that Lady Luck turns her back on him. If this happens, the lucky bastard loses all special abilities for that session and the cumulative 1% chance resets itself for the next session.

Lucky Bastard's Place

A 9th level lucky bastard can build and operate a tavern/inn in a settlement, attracting 1d6 servers (one is an ex-thief, level 1d4), a bartender (ex-fighter, level 1d4), a groom and 1d10 regular customers (roll their identities as though they were henchmen). The tavern is, of course, very successful. For every regular customer the lucky bastard has, he earns 1 gp per month. The tavern earns an additional 1d10 gp per month beyond the regulars. The lucky bastard can call on one favor per month from

his regular customers, including using them as henchmen on his continuing adventures. If a regular customer is killed on an adventure, the lucky bastard must pay a 100 gp fee and lose all favors for 1d6 months.

The Manhunter

Manhunters are people of fortune, unattached warriors taking on dangerous, often unseemly jobs to keep their heads above water. Most often, they make their money as bounty hunters, working for whoever has the gold. For many adventurers, who make a living despoiling old tombs and knocking off evil wizards and high priests, manhunters are considered to be base villains.

Requirements & Restrictions

A manhunter must have the following minimum ability scores: Strength 11 and Dexterity 13. They can use all leather armors, bucklers and shields and all weapons.



Manhunter Skills

Manhunters add their level to the following task checks:

Carouse—Manhunters can carouse in taverns to learn valuable information. With a successful task check, they learn 1d6 rumors about the settlement and/or region. If the task check fails, check on the table below:

Fails by ...	Consequence
1	Fatigued
2-3	Fatigued, plus robbed of possessions
4	Fatigued, robbed of possessions, and 1d6+1 damage
5-9	Wakes up with a stranger (15% chance married)
10-14	Made a powerful local enemy
15+	Wakes up in stocks (1d6 days)

Disguise—Manhunters must often don a disguise to get close to their marks. They suffer a -1 penalty to their task check if they are disguised as the opposite sex or as creature of a different size (such as a halfling or gnome disguised as a human).

Escape Bonds—Manhunters can make a task check to slip out of ropes and chains (-4 to the check for chains) and to find weak spots in prison cells and cages.

Handle Animal—Manhunters can calm frightened and hostile animals and tame wild animals. They can teach tame animals simple tricks.

Hear Noise—Manhunters can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—Manhunters can disappear into the shadows and remain unseen, even while moving.

Move Silently—Manhunters can walk slowly without making a sound if they are not in metal armor.

Sense Motive—Manhunters can try to determine another creature's motives toward them. They can only do this after observing the person for an hour or speaking with them for at least 10 minutes.

Track—Manhunters can track creatures through the wilderness and discern their location in a settlement.

Manhunter Abilities

Manhunters are expert at subduing humanoids. They enjoy a +2 bonus to make grapple attacks and deal +1 points of damage per level to humanoids in a grapple. When they reduce a humanoid to 0 hit points they can kill them or knock them unconscious for 10 minutes.

Manhunter Class Table

Level	XP	HD	ATK	SV	Title
1	0	1d8	+1	16	Runner
2	2,200	2d8	+2	15	Bondsman
3	4,400	3d8	+3	15	Shadower
4	8,800	4d8	+3	14	Tracker
5	17,600	5d8	+4	14	Bloodhound
6	35,200	6d8	+5	13	Bounty Hunter
7	70,400	7d8	+6	13	Thief-taker
8	140,000	8d8	+6	12	Bounty Killer
9	280,000	9d8	+7	12	Manhunter
10	420,000	10d8	+8	11	Manhunter
11	560,000	+3 hp	+9	11	Manhunter
12	700,000	+3 hp	+9	10	Manhunter
13	840,000	+3 hp	+10	10	Manhunter
14	980,000	+3 hp	+11	9	Manhunter
15	1,120,000	+3 hp	+12	9	Manhunter
16	1,260,000	+3 hp	+12	8	Manhunter
17	1,400,000	+3 hp	+13	8	Manhunter
18	1,540,000	+3 hp	+14	7	Manhunter
19	1,680,000	+3 hp	+15	7	Manhunter
20	1,820,000	+3 hp	+15	6	Manhunter

Manhunters are only surprised on a roll of 1 on 1d6.

Besides grappling, manhunters know every dirty trick in the book. This gives them a +1 bonus to attack when using all other combat maneuvers.

When a manhunter has a particular declared humanoid target (i.e. a unique individual), she enjoys a +2 bonus on task checks against that person, and an extra +1 bonus to attack them in combat (so total +3 to grapple them or +2 to use other special maneuvers against them).

The Muscleman

In 1957, the world was changed forever when an obscure sub-genre of action/adventure films in Italy called "Pep-lum" burst onto the American scene. A bodybuilder, former Mr. America, and budding actor named Steve Reeves journeyed to Italy and starred in Pietro Francisci's low-budget masterpiece *Hercules*. The film did big money in the United States, and that meant more of the same!

Soon, dozens of films with Reeves and other body builders, dubbed "sword and sandal" in the United States, were being released, and a generation learned to thrill to the exploits of oiled, half-naked musclemen wrestling lions and beating the crap out of Greco-Roman warriors.



We have lots of interesting characters running around fantasy roleplaying games, and plenty have strength scores of 18, but none of them are true musclemen.

Until now ...

Requirements & Restrictions

A muscleman must have a Strength score of 15 or higher. They must be at least 6' tall. They can use hide armor (i.e. padded), bucklers and shields, and all weapons.

Muscleman Skills

Musclemen add their level to the following skill checks:

Climb Walls—Musclemen can climb walls without using climbing gear at a rate of 10' per round.

Class Abilities

Musclemen are capable of using their muscles to influence reactions either through charm and awe or sheer intimidation. Musclemen can modify reaction checks with their Strength score rather than Charisma score if the TK deems the situation appropriate.

Every three levels, a muscleman can willingly lower one ability score by one point to increase their strength score by one point. A muscleman's maximum strength is 20.

Musclemen add an additional +1 bonus to attack and damage when they are armed with large weapons.

Musclemen treat creatures as one size category smaller for the purpose of grapple and bull rush attacks.

Once per day, a muscleman can call on an adrenaline rush and either re-roll a failed strength check with a +2 bonus, or double their strength bonus on a single melee attack and damage. They can also make sundering attacks with their bare hands.

A muscleman spends a great deal of time in training. Every four levels, beginning with fourth level, they can deduct one point from Intelligence, Wisdom or Charisma and add it to their Strength score.

Musclemen gain additional abilities as they advance in level if their strength score is high enough.

A 3rd level muscleman with a strength of 16 or higher can burst chains and iron bands simply by flexing their chest muscles or biceps. The object is allowed an item saving throw, but suffers a penalty to the roll equal to the muscleman's strength score minus 14.

A 5th level musclemen can toss gnomes (requires strength of 17+), halflings (requires strength of 19+) and dwarfs (requires strength of 21+) at opponents. This is a ranged attack with a maximum range of 10'. If the muscleman's attack roll fails, the tossed character does not get to attack that round and suffers 1d4 points of damage when they land. If the muscleman's attack is successful, the tossed character makes an attack with a +2 bonus to hit and they add the muscleman's strength bonus as well as their own to their damage roll.

A 7th level muscleman with a strength score of 18 or higher can hammer nails into wood with his fists.

A 9th level muscleman with a strength score of 20 or higher can bite through relatively thin ($\frac{1}{4}$ " or less) bits of

metal, such as chains and nails. In addition, he adds an additional +1 to unarmed damage.

An 11th level musclemen with a strength of 22 or higher can try to catch boulders. A muscleman with this ability can attempt to catch a shot thrown from a catapult (but NOT a bolt from a ballista) or a boulder thrown by a giant. The muscleman can catch an object weighing up to 50 pounds, but must pass a saving throw to do so. If the roll fails, he suffers damage from being hit by the stone.

Stronghold

A 9th level muscleman attracts a band of 2d12 followers. These followers are very loyal to the muscleman and will not leave his service unless he betrays them. Members of a band that die are not replaced. For each follower, roll d% to determine what they are.

d%	Follower
01-16	1d4+1 men-at-arms (breastplate, shield, spear, sling)
17-26	Barbarian (roll 1d4+1 for level)
27-31	Bard (roll 1d4+1 for level)
32-61	Fighter (roll 1d4+1 for level)
62-64	Muscleman (roll 1d4+1 for level)
65-94	Sorcerer (roll 1d4+1 for level)
95-99	Thief (roll 1d4+1 for level)
00	Extraordinary follower (roll on table below)

d20	Extraordinary Follower
1	Amazons, green (1d4)
2	Centaur
3	Centurion (1d4+1 level)
4	Charlatan (1d4+1 level)
5-7	Dog, war
8	Eagle, giant
9	Halfling jester (1d4+1 level)
10	Juggernaut barbarian (1d4+1 level)
11	Lion
12	Monk (1d4+1 level)
13	Nymph
14	Owl
15	She-devil (1d4+1 level)
16	Satyr
17	Valkyrie (1d4+1 level)
18-20	Warhorse, heavy

Muscleman Class Table

Level	XP	HD	ATK	SV	Title
1	0	1d10	+1	17	Brute
2	2,400	2d10	+2	16	Strongman
3	4,800	3d10	+3	16	Steamroller
4	9,600	4d10	+3	15	Juggernaut
5	19,200	5d10	+4	15	Muscleman
6	38,400	6d10	+5	14	Man-Mountain
7	76,800	7d10	+6	14	Colossus
8	150,000	8d10	+6	13	Behemoth
9	300,000	9d10	+7	13	Son of Hercules
10	450,000	10d10	+8	12	Son of Hercules
11	600,000	+4 hp	+9	12	Son of Hercules
12	750,000	+4 hp	+9	11	Son of Hercules
13	900,000	+4 hp	+10	11	Son of Hercules
14	1,050,000	+4 hp	+11	10	Son of Hercules
15	1,200,000	+4 hp	+12	10	Son of Hercules
16	1,350,000	+4 hp	+12	9	Son of Hercules
17	1,500,000	+4 hp	+13	9	Son of Hercules
18	1,650,000	+4 hp	+14	8	Son of Hercules
19	1,800,000	+4 hp	+15	8	Son of Hercules
20	1,950,000	+4 hp	+15	7	Son of Hercules

The Phoenix

Some humanoids are born with an especially powerful spark of life. These are warrior souls caught up in the great circle of life. When a phoenix dies, he reincarnates as a new creature with the same memories and his personality mostly intact. The phoenix can do this many times, though each time stresses their constitution to the limit. Each time a phoenix dies, it may be their last. Of course, it isn't really the end of the phoenix's soul – it merely transmigrates elsewhere in the cosmos (i.e. time for the player to roll up a new character) and fights on!

Restrictions & Requirements

The phoenix has no requirements or restrictions.

Phoenix Abilities

The main ability of a phoenix is his ability to reincarnate upon death, as per the druid spell of the same name. When a phoenix is reduced to zero hit points, its body immediately bursts into a 10' radius of fire which deals 1d6 points of damage per four levels of the phoenix. If a phoenix can pass a saving throw, they can direct this fire up to a range of 10' per four levels at a single target who suffers all the damage.

Once the fireworks are over, the phoenix emerges from the fire and smoke in a new body. The race and sex of this new body is rolled randomly on the table below.

d%	Reincarnated as ...
01	Aasimar
02	Azer
03	Blink Dog
04-07	Bugbear
08	Centaur
09	Crabman
10	Doppelganger
11-13	Dromite
14-19	Dwarf (10% chance of duergar)
20-25	Elf (10% chance of drow)
26-29	Gnoll
30-35	Gnome (10% chance of svirfneblin)
36-39	Goblin (10% chance of gremlin)
40	Grimlock
41-46	Half-elf
47-52	Half-orc
53	Harpy
54	Hengeyokai
55-58	Hobgoblin
59-64	Human
65	Janni
66-67	Juggernaut
68-71	Kobold
72-76	Lizard man
77	Minotaur
78-82	Neanderthal
83-85	Notac-ichat
86	Ogre
87-90	Orc
91	Satyr
92-93	Tiefling
94	Troglodyte
95	Unbodied
96-97	Utu
98-00	Xeph

Roll randomly for the sex of the new body.

The phoenix gains all the abilities inherent to his new body, although not any special equipment (like a satyr's pipes) associated with the monster. He retains his normal hit points (adjusted for losing a level, see below), saving throws, attack bonus, ability scores and ability to speak. The phoenix's personality remains largely the same, but is nudged a bit in the direction of its new form.

The rebirth is not without a price. The phoenix loses one level when he reincarnates and his experience points are reduced to the minimum number for his new level.



When a 1st level phoenix reincarnates, he remains 1st level, his XP are reduced to 0 and he automatically loses one point of constitution. Higher level phoenixes must pass a saving throw when they reincarnate or permanently lose 1 point of constitution.

Once the phoenix's transformation is complete, he must adjust to his new body. Each round, the phoenix must try to roll 1d20 under their Wisdom score. Once they succeed at a roll, they gain control over their faculties and can act normally. Until then, they are stunned.

A 3rd level phoenix gains a limited form of regeneration. His natural healing is doubled (i.e. 2 hit points per level per night of rest) and he enjoys a +2 bonus to saving throws vs. poison and disease.

A 6th level phoenix gains access to his soul's distant memories. By meditating for one hour, the phoenix gains the use of one special ability of another class for 10 minutes. The phoenix can only access memories in this way once per day. The class ability must correspond with a character of the phoenix's level or lower.

Fire Temple

A 9th level phoenix can build a fire temple dedicated to the Phoenix. The phoenix attracts a body of 1d12+9 men-at-arms, heavy infantry, to serve as his personal bodyguard. In addition, a young 1st level phoenix seeks him out as a master (likely a sidekick from a former life).

Phoenix Class Table

Level	XP	HD	ATK	SV
1	0	1d8	+0	16
2	2,000	2d8	+1	15
3	4,000	3d8	+1	15
4	8,000	4d8	+2	14
5	16,000	5d8	+3	14
6	32,000	6d8	+3	13
7	64,000	7d8	+4	13
8	120,000	9d8	+5	12
9	240,000	10d8	+5	12
10	360,000	+3 hp	+6	11
11	480,000	+3 hp	+7	11
12	600,000	+3 hp	+7	10
13	720,000	+3 hp	+8	10
14	840,000	+3 hp	+9	9
15	960,000	+3 hp	+9	9
16	1,080,000	+3 hp	+10	8
17	1,200,000	+3 hp	+11	8
18	1,320,000	+3 hp	+11	7
19	1,440,000	+3 hp	+12	7
20	1,560,000	+3 hp	+13	6

The Poltroon

Poltroons are people unburdened by great intellect (or mediocre intellect for that matter). They seem to coast through life, blissful in their ignorance and always coming through in the end. How do they do it? Nobody knows, but they do say that fortune favors the foolish.

Restrictions & Requirements

A poltroon must have the following minimum ability scores: Constitution 15. They cannot have an intelligence score higher than 7, and their combined Intelligence, Wisdom and Charisma scores cannot be higher than 30. They can use all armor and weapons.

Poltroon Abilities

Poltroons can't do much right, but they can sure take a punch. A poltroon ignores one point of damage every time he or she takes damage. This increases to 2 points at 4th level, 3 points at 8th level and tops out at 4 points at 12th level. When a blow should kill a poltroon they may attempt a saving throw vs. poison. If they succeed, they

are only knocked for a loop (i.e. stunned) for 1d4 rounds and retain their last hit point.

Spellcasters that attempt to read a poltroon's mind must pass a saving throw or be stunned for 1d4 rounds.

A poltroon can fascinate people with his antics, whether he is tangling with another poltroon or with a stubborn inanimate object, just as a bard of an equal level to the poltroon. They can make *suggestions* to fascinated creatures, but they only last for one round.

Poltroons are masters of unorthodox unarmed combat. Their unarmed strikes inflict 1d4 points of damage at 1st level, 2d4 points of damage at 5th level and 3d4 points of damage at 10th level.

Once per day per three levels a poltroon can attempt a stunning slap. If successful, the victim must pass a saving throw or be stunned for 1d4+1 rounds.

If a poltroon is facing three adjacent opponents they can use a triple slap against them. The poltroon rolls one attack roll and applies it to all three targets. Unfortunately, whenever a poltroon and two friends are adjacent to an enemy, that enemy gains the same ability to make a triple slap against them.

When the going gets tough, the poltroon gets going. Once per day, they can act as though under the effects of the *expeditious retreat* spell.

Poltroon Class Table

Level	XP	HD	ATK	SV	Title
1	0	1d8	+0	15	Jerk
2	2,200	2d8	+1	15	Dope
3	4,400	3d8	+1	15	Simpleton
4	8,800	4d8	+2	13	Idiot
5	17,600	5d8	+3	13	Moron
6	35,200	6d8	+3	13	Imbecile
7	70,400	7d8	+4	11	Fool
8	130,000	8d8	+5	11	Stooge
9	260,000	9d8	+6	11	Poltroon
10	390,000	10d8	+6	9	Poltroon
11	520,000	+3 hp	+7	9	Poltroon
12	650,000	+3 hp	+8	9	Poltroon
13	780,000	+3 hp	+9	7	Poltroon
14	910,000	+3 hp	+9	7	Poltroon
15	1,040,000	+3 hp	+10	7	Poltroon
16	1,170,000	+3 hp	+11	6	Poltroon
17	1,300,000	+3 hp	+12	6	Poltroon
18	1,430,000	+3 hp	+12	6	Poltroon
19	1,560,000	+3 hp	+13	6	Poltroon
20	1,690,000	+3 hp	+14	6	Poltroon



The Prophet

The prophet is a person destined to be a religious leader of a people ... if they can live long enough. Starting out in life, they are touched by a deity and tasked with leading their chosen people, or converting their chosen people, to the deity's worship. They must eventually lead these people into the wilderness to found a new kingdom. The deity they worship should be one that is, as yet, minor in stature, or a major deity that has largely been forgotten.

Requirements & Restrictions

A prophet must have the following minimum ability scores: Wisdom 13, Charisma 9. They can use all leather armors and all bludgeoning weapons.

Prophet Abilities

A prophet does not cast spells, but instead prays for miracles. A prophet is allowed a limited number of miracles of each level per day. He does not need to prepare miracles in advance. As long as he has access to a level of miracles, he can ask for any of them. The prophets' miracles are listed at the end of this article.

Besides adventuring to earn money and power, a prophet's most important job is to amass followers. To this

end, a prophet must preach before multitudes, attempting to either convert them to his new faith, or reawaken them to an old faith.

The prophet can attempt to convert groups of 0 to 1 HD creatures, or individuals with more than 1 HD. With groups, the prophet rolls 1d20 under his Charisma score. If successful, he converts a number of people equal to 1d4 plus his level. The prophet's effective Charisma is lowered by the following factors:

Factor	Penalty
Difference in alignment (1 step)	-1
Difference in alignment (2 steps)	-3
Dedicated to a different faith	-2

The process is the same for individuals, with an additional penalty equal to number of levels the target is higher than the prophet.

Converts join the prophet's cult. When high level individuals join the cult, you should determine some details about them (name, class if any, etc.).

There is a 1 in 6 chance per person that they are zealots wholly dedicated to their new faith. Zealots need never check their morale. Others may lose faith in the face of hardships (as determined by the TK). When this happens, the prophet must make a new conversion check for each individual. If he fails, they decide to return to their homes and their old way of life.

A prophet must take care of his followers. He must provide food and water for them, protect them, provide some manner of shelter (tents at a minimum), and heal them when they are wounded or sick.

For one battle per day, the prophet can grant a benefice to his warriors in battle. As the prophet's level increases, he gains additional benefices he can grant. Each benefice can be granted to one battle per day, and only one benefice can be granted per battle.

Level	Benefice
1-3	+1 to saves and morale checks
4-6	+1 to saves, morale checks and attack
7-12	+1 to saves, morale checks, attacks and damage
13+	+2 to saves, morale checks, attacks and damage

At 6th level, one of the prophet's existing followers can become his acolyte. The prophet's acolyte becomes a lesser divine servant of the prophet's deity, gaining abilities as the prophet gains abilities.

Level	Acolyte Title	Abilities
6	Convert	+1 Hit Dice
7	Believer	+1 Hit Dice, spells as 1st level prophet
8	Devotee	+1 Hit Dice
9	Cohort	+1 Hit Dice, immune to fear
10	Companion	+1 Hit Dice
11	Proselyte	+1 Hit Dice, spells as 2nd level prophet
12	Sectary	+1 Hit Dice
13	Votary	+1 Hit Dice, spells as 3rd level prophet
14	Disciple	+1 Hit Dice

A prophet with fewer than 10 followers by 6th level must perform a quest or lose his ability to request miracles. Likewise, a prophet with fewer than 25 followers at 7th level, fewer than 50 followers at 8th level and fewer than 100 followers at 9th level and each level beyond 9th.

A prophet that dies might enjoy an apotheosis upon death. There is a 5% chance per level of the prophet of this happening. When an apotheosis occurs, the prophet transforms into an outsider of the same alignment with roughly as many Hit Dice as the prophet. In this form, the prophet remains in the material plane for one minute per level. Thereafter, he is called to his home plane and disappears forever unless resurrected. If resurrected, the prophet returns in his original body, not as an outsider.

Prophet Miracles

1—*Aid, bless, comprehend languages, cure light wounds, multiply food & water*, protection from evil, summon nature's ally I, sustenance*, turn undead**

2—*Augury, buoyancy*, calm emotions, consecrate, cure moderate wounds, E.S.P., gentle repose, levitate, remove paralysis, speak with animals, summon nature's ally II, summon swarm*

3—*Cause disease, create food & water, cure blindness/deafness, cure disease, cure serious wounds, fly, hold person, protection from evil II, remove curse, summon nature's ally III, tongues, water walk*

4—*Blight, charm monster, control water, cure critical wounds, divination, flame strike, holy smite, restoration, sticks to snakes*

5—*Awaken, bilocation*, commune, contact other plane, healing circle, hold monster, insect plague, raise dead*

6—*Banishment, geas, move earth, wind walk*

7—*Astral projection, control weather, create clay golem*, earthquake, holy aura, transmute matter**

Prophet Class Table

Level	Experience	Hit	Attack	Saving	Title	Miracles per Level per Day						
	Points	Dice	Bonus	Throw		1	2	3	4	5	6	7
1	0	1d6	+1	16	Advocate	2	-	-	-	-	-	-
2	2,000	2d6	+1	15	Speaker	3	-	-	-	-	-	-
3	4,000	3d6	+2	15	Visionary	3	-	-	-	-	-	-
4	8,000	4d6	+2	14	Preacher	4	1	-	-	-	-	-
5	16,000	5d6	+2	14	Teacher	4	2	-	-	-	-	-
6	32,000	6d6	+3	13	Lawgiver	4	2	-	-	-	-	-
7	64,000	7d6	+3	13	Seer	5	2	1	-	-	-	-
8	130,000	8d6	+4	13	Deliverer	5	3	2	-	-	-	-
9	260,000	9d6	+4	12	Prophet	5	3	2	-	-	-	-
10	390,000	10d6	+4	12	Prophet	5	4	2	1	-	-	-
11	520,000	+2 hp	+5	11	Prophet	6	4	3	2	-	-	-
12	650,000	+2 hp	+5	11	Prophet	6	4	3	2	-	-	-
13	780,000	+2 hp	+6	10	Prophet	6	4	4	2	1	-	-
14	910,000	+2 hp	+6	10	Prophet	6	5	4	3	2	-	-
15	1,040,000	+2 hp	+6	10	Prophet	6	5	4	3	2	-	-
16	1,170,000	+2 hp	+7	9	Prophet	6	5	4	4	2	1	-
17	1,300,000	+2 hp	+7	9	Prophet	6	5	5	4	3	2	-
18	1,430,000	+2 hp	+8	8	Prophet	6	5	5	4	3	2	-
19	1,560,000	+2 hp	+8	8	Prophet	6	5	5	4	4	3	1
20	1,690,000	+2 hp	+8	7	Prophet	6	5	5	5	4	4	2

The Psychic

Psychics are men and women with an inborn ability to impose their will on reality using only their mind. This is similar to the inborn ability of a sorcerer to use magic. The psychic learns from an early age, often taught by a hermit-like mentor or in a monastery of other psychics, to focus her innate mental powers to manifest astounding psychic phenomena. They must go through a difficult training regimen to train their minds, not unlike the one that monks use to train their bodies.

Requirements & Restrictions

A psychic must have Intelligence, Wisdom and Charisma scores that total 35 or higher. Psychics can use all leather armors, bucklers and shields. They can use clubs, daggers, darts, hand axes, hand and light crossbows, quarterstaves, short bows, slings and spears.

Psychic Abilities

The most basic ability of a psychic is her sixth sense, which warns her of danger and helps her find that which is hidden. Because of her sixth sense, a psychic is only surprised on a roll of 1 on 1d6. A psychic can make a sixth sense check to note the presence of concealed and secret doors and other objects.



Psychics have a +2 bonus to save versus mental magic and psychic powers.

Psychic powers are divided into two categories: Psi-gamma and psi-kappa. Psi-gamma powers involve telepathy, and are mostly associated with knowledge and the senses. Psi-kappa powers are telekinetic and have an impact on the physical world.

Psychic Advancement Table

Level	Experience	Hit	Attack	Saving	Activate Power			Title
	Points	Dice	Bonus	Throw	Minor	Inter.	Major	
1	0	1d6	+0	15	60%	38%	16%	Disciple
2	1,900	2d6	+1	14	64%	41%	18%	Mentalist
3	3,800	3d6	+2	14	68%	44%	20%	Sensitive
4	7,600	4d6	+2	14	72%	47%	22%	Channeler
5	15,200	5d6	+3	13	76%	50%	24%	Esper
6	30,400	6d6	+4	13	80%	53%	26%	Savant
7	60,800	7d6	+4	12	84%	56%	28%	Yogi
8	120,000	8d6	+5	12	88%	59%	30%	Guru
9	240,000	9d6	+6	12	89%	60%	31%	Psi-Lord
10	360,000	10d6	+6	11	90%	61%	32%	Psi-Lord
11	480,000	+2 hp	+7	11	91%	62%	33%	Psi-Lord
12	600,000	+2 hp	+8	11	92%	63%	34%	Psi-Lord
13	720,000	+2 hp	+8	10	93%	64%	35%	Psi-Lord
14	840,000	+2 hp	+9	10	94%	65%	36%	Psi-Lord
15	960,000	+2 hp	+10	10	95%	66%	37%	Psi-Lord
16	1,080,000	+2 hp	+10	9	96%	67%	38%	Psi-Lord
17	1,200,000	+2 hp	+11	9	97%	68%	39%	Psi-Lord
18	1,320,000	+2 hp	+12	9	98%	69%	40%	Psi-Lord
19	1,440,000	+2 hp	+12	8	99%	70%	41%	Psi-Lord
20	1,560,000	+2 hp	+13	8	99%	71%	42%	Psi-Lord

At each level, the psychic opens the door to a new psionic power. The psychic can choose to open any power from the psi-kappa or psi-gamma list, but they can only have one intermediate power for every two minor powers in a category, and only one major power for every two intermediate powers in a category. A psychic with six minor psi-kappa powers, for example, may know three intermediate psi-kappa powers and one major power.

A psychic activates their powers with a d% roll. The chances depend on the psychic's level and the level of the power. If a psychic fails a roll to activate a psychic power, it closes that power to her for 24 hours and until she spends one hour in meditation the next day at dawn.

Disciples

Psychics attract random followers beginning at 6th level and gain one follower per level until 12th level. Followers that are lost are not regained.

d%	Follower
01-12	3 bowmen (studded leather, short bow, dagger)
13-16	3 stick fighters (warriors, leather, quarterstaff, dagger)
17-56	Psychic (roll 1d3 for level)
57-81	Fighter (1st level)
82-84	Soulknife (1st level)
85-87	Monk (1st level)
88-92	Diviner (1st level)
93-99	Thief (1st level)
00	Extraordinary follower

d%	Extraordinary Follower
01-16	Xeph monk (1d3 for level)
17-32	Giant lynx
33-48	Juggernaut (monster) fighter (1d3 for level)
49-53	Cat with psychic creature template
54-69	Elan psychic (1d3 for level)
70-85	Elan soulknife (1d3 for level)
86-00	Kith-yin or kith-zan (depending on psychic's alignment)

Minor Psychic Powers

Psi-Gamma	Psi-Kappa
Clairsentience	Biofeedback
Cloud Minds	Body Adaptation
Dowsing	Body Adjustment
Empathic Projection	Choke
E.S.P.	Dimension Door
Id Insinuation	Ego Whip
Illusion	Inertial Barrier
Mental Barrier	Intellect Fortress
Mindlink	Matter Agitation
Mind Thrust	Metamorphosis

Psi-Gamma	Psi-Kappa
Precognition	Psionic Blast
Sustenance	Schism
Thought Shield	Telekinesis
Ubiquitous Vision	Transvection

Intermediate Psychic Powers

Psi-Gamma	Psi-Kappa
Aura Sight	Atomize
Catapsi	Ectoplasm
Dominate	Energy Adaptation
Mesmerism	Energy Construct
Psychic Crush	Mind Switch
Psychometry	Plane Shift
Telepathy	Psychofeedback
Tower of Iron Will	Suspend Life
True Seeing	Temporal Acceleration

Major Psychic Powers

Psi-Gamma	Psi-Kappa
Apopsi	Etherealness
Astral Projection	Matter Manipulation
Channeling	Psychic Surgery
Reddopsi	Teleportation

Descriptions of these powers can be found in Chapter 6 under the section on psionic powers.

The Puritan

Historically, the puritans were an English religious sect that operated in the 16th and 17th centuries. The terms "puritan" and "preciseman" were coined as insults; the people called themselves "the godly". The puritans, by and large, were interested in returning Christian worship to what they believed was a purer form. In general, this involved problems they had with the trappings and rituals of the Catholic Church and its progeny, the Anglican Church. In England and the United States, puritans are often associated with strict moral guidelines, religious zealotry and witch hunts.

Religious reformers offer little grist for the mill when creating a new character class, unless Robert E. Howard enters the picture. In 1928, Howard introduced a very famous puritan adventurer in the story "Red Shadows". It is from this character that we draw inspiration.

Requirements & Restrictions

A puritan must have the following minimum scores: Strength 11, Wisdom 13, Dexterity 11. Puritans must be

Lawful Good in alignment. They can use all leather armors, breastplates and bucklers. They can use all weapons in combat.

Puritan Skills

Puritans add their level to the following task checks:

Convert—Puritans are fiery, persuasive proponents of their alignment philosophy. If they can engage a sentient creature in conversation, they can attempt to convert them to their alignment.

After one hour, the puritan makes a task check (with a -5 penalty if the target's alignment is the opposite of the puritan's). If the task check is successful, the target's alignment changes to the puritan's alignment.

Conversions last for a number of hours equal to the puritan's level minus the target's Hit Dice (minimum 1 hour). After this period, there is a 90% chance that the target's alignment returns to normal.

Outsiders like demons, devils and angels cannot be swayed from their alignment by conversion.

Read Languages—Puritans can read and understand languages unknown to them. After 6th level, a puritan can use this ability to cast a spell from a cleric scroll.



Puritan Abilities

A puritan's powerful faith makes him immune to fear, so sure is he that his deity is protecting him. Their single-minded devotion to their deity gives them a +2 bonus to save vs. mind control and alignment change. Puritans also enjoy a +2 bonus on saving throws made against the spells and magical effects of Chaotic creatures.

A puritan's zealous fervor for destroying the greater powers of wickedness lets them to score +1d6 points of damage against creatures of Chaos with more Hit Dice than the puritan has levels. This damage is holy damage, and thus can harm creatures only struck by magical weapons. A melee weapon wielded by a puritan is always capable of damaging creatures normally only harmed by silver weapons. A 3rd level puritan's melee weapon can harm creatures only hit by +1 or better weapons. This improves to +2 or better weapons at 5th level and +3 or better weapons at 8th level.

When a puritan turns his gaze on a creature for at least one minute, he can determine that creature's alignment. This cold stare is unnerving to those of a Chaotic disposition, forcing them to succeed at a saving throw or hurry away. Even if a creature does not turn and flee, they find it impossible to lie in the puritan's presence.

At 2nd level, a puritan's devotion to godliness gives him the ability to turn undead and Chaotic outsiders as though he were a cleric one level lower.

A puritan can call down one minor miracle (i.e. a 1st level cleric spell) each day by grasping a holy symbol or prayer book and invoking the name of his Creator. The puritan does not have to memorize or prepare this spell in advance. At every odd level, the puritan gains the ability to call down one additional 1st level cleric spell per day, thus two cleric spells at 3rd level, three at 5th level, four at 7th level, and so on.

Meeting House

A 9th level puritan can establish a meeting house and palisaded village, attracting a population of dour pilgrim farmers, 40 men-at-arms and 1d6 firebrand preachers (i.e. first level clerics), as well as a 3rd level puritan to train as his successor. The men-at-arms are divided as follows: 10 arquebusiers or crossbowmen in ring mail, 10 horsemen in breastplate with shield, lance, saber and pistol and 20 footmen in breastplate with halberd. The puritan and clerics should be generated as characters under the control of the puritan's player.

Puritan Class Table

Level	XP	HD	ATK	SV	Title
1	0	1d10	+1	16	Confessor
2	2,400	2d10	+2	15	Penitent
3	4,800	3d10	+3	15	Pilgrim
4	9,600	4d10	+3	14	Preciseman
5	19,200	5d10	+4	14	Firebrand
6	38,400	6d10	+5	13	Hexenhammer
7	76,800	7d10	+6	13	Shepherd
8	150,000	8d10	+6	12	Zealot
9	300,000	9d10	+7	12	Puritan
10	450,000	10d10	+8	11	Puritan
11	600,000	+4 hp	+9	11	Puritan
12	750,000	+4 hp	+9	10	Puritan
13	900,000	+4 hp	+10	10	Puritan
14	1,050,000	+4 hp	+11	9	Puritan
15	1,200,000	+4 hp	+12	9	Puritan
16	1,350,000	+4 hp	+12	8	Puritan
17	1,500,000	+4 hp	+13	8	Puritan
18	1,650,000	+4 hp	+14	7	Puritan
19	1,800,000	+4 hp	+15	7	Puritan
20	1,950,000	+4 hp	+15	6	Puritan

The Saboteur

A saboteur is an engineer or tinker who has honed his skills to the highest level and turned them loose on a dungeon. He has never met a trap or lock that he couldn't disable, and while a saboteur may be a little fonder of explosions and destruction than his companions might like – he sure gets the job done!

Requirements & Restrictions

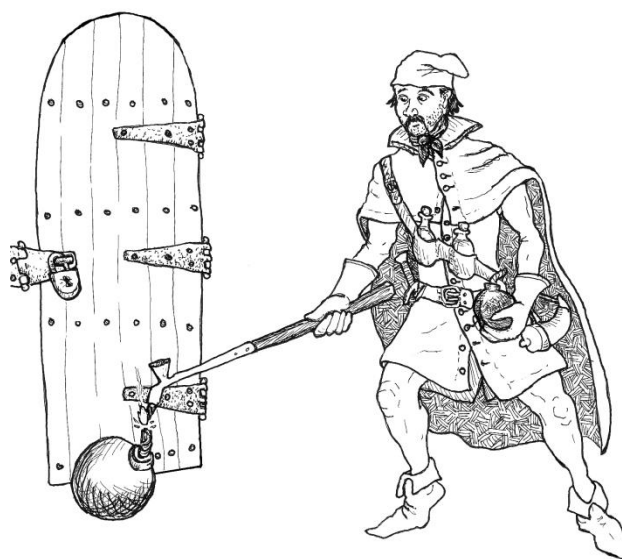
A saboteur must have the following minimum scores: Intelligence 11 and Dexterity 9. They can use all leather armors and daggers, flails, clubs, maces, morningstars, crossbows and all firearms.

Saboteur Skills

Saboteurs add their level to the following task checks. Many of them require saboteurs' tools.

Climb Walls—Saboteurs can climb walls without using climbing gear at a rate of 10' per round.

Find/Remove Trap—Saboteurs find traps automatically when they examine an object or room. This takes 10 minutes. Once a trap is found a saboteur can remove it with a task check. If this roll fails, the trap is set off.



Hide in Shadows—Saboteurs can disappear into shadows and remain unseen, even while moving.

Move Silently—Saboteurs can walk slowly without making a sound if they are not in metal armor.

Open Locks—Saboteurs can use their tools to pick locks.

Operate Siege Engine—Saboteurs can aim and operate siege engines such as ballistae and catapults.

Sabotage—Saboteurs can break or hinder the operation of mechanical devices with a task check.

Use Magic Items—Saboteurs can use magic items normally barred to their class with a task check. A task check must be made each time the item is used, and a roll of "1" indicates the item does something awful to the saboteur.

Saboteur Abilities

At 1st level, saboteurs can concoct black powder explosives that deal 1d6 points of damage per pound. They can attach fuses that take from 1 round to 1 minute to detonate. One pound of powder requires 1 day and 10 gp for the saboteur to create.

At 6th level, the saboteur can spend an extra day and an extra 25 gp to make a more refined and powerful explosive that deals 1d10 points of damage per pound.

When a 3rd level saboteur strikes a foe that is wearing armor, he can forgo dealing damage and instead lower their effective Armor Class by 1 per 3 saboteur levels. The effective AC of the armor remains lowered after the combat until it is repaired by an armorer.

Saboteurs deal extra damage equal to their level with weapons and explosives against constructs and non-sentient mechanical devices. This includes magical constructs. A 6th level saboteur can damage golems even without magic weapons. Moreover, when he successfully strikes a golem by rolling a natural '20', the golem loses its magic immunity for 1 round.

9th level saboteurs can damage magic items to the extent that they lose their powers for up to 1 day per the saboteur's intelligence bonus (if she has an intelligence bonus). The saboteur must be able to handle the item, and must employ lodestones, lead wire and a silver hammer to temporarily cancel the magic item's properties.

Wrecking Crew

Saboteurs do not build strongholds, but they do gain followers. Starting at 7th level, a saboteur attracts one follower per level until they reach 11th level. Followers who die are not replaced. Roll these followers randomly on the following chart:

D6	Follower
1	1d4 gnome tinkers (0-level)
2	1d3 rogues (0-level - see henchmen section to determine abilities)
3	1d2 men-at-arms (leather armor, short sword, light crossbow)
4	Assassin (roll 1d2 for level)*
5	Thief (roll 1d3 for level)*
6	Saboteur apprentice (roll 1d4 for level)*

Saboteur Class Table

Level	XP	HD	ATK	SV	Title
1	0	1d6	+0	16	Defacer
2	1,700	2d6	+1	15	Ransacker
3	3,400	3d6	+1	15	Ravager
4	6,800	4d6	+2	14	Wrecker
5	13,600	5d6	+3	14	Demolisher
6	27,200	6d6	+3	13	Destroyer
7	54,400	7d6	+4	13	Vandal
8	110,000	8d6	+5	12	Saboteur
9	220,000	9d6	+5	12	Master of Disaster
10	330,000	10d6	+6	11	Master of Disaster
11	440,000	+2 hp	+7	11	Master of Disaster
12	550,000	+2 hp	+7	10	Master of Disaster
13	660,000	+2 hp	+8	10	Master of Disaster
14	770,000	+2 hp	+9	9	Master of Disaster
15	880,000	+2 hp	+9	9	Master of Disaster
16	990,000	+2 hp	+10	8	Master of Disaster
17	1,100,000	+2 hp	+11	8	Master of Disaster
18	1,210,000	+2 hp	+11	7	Master of Disaster
19	1,320,000	+2 hp	+12	7	Master of Disaster
20	1,430,000	+2 hp	+13	6	Master of Disaster

The Scientist

The scientist is a character dedicated to understanding the fantasy world and its bizarre, supernatural physics and applying this knowledge to the discovery and creation of new inventions. In laymen's terms, what the magic-user does with spells, the scientist does with gadgets, gizmos and chemical formulas.

Scientists have been a staple of pulp fiction for a century, though they are most often encountered in sword & planet and "scientifiction". The archetypal scientist is an older man with a brilliant mind and a collection of fantastic inventions that help the hero of the story overcome obstacles. Just as wizards often play the role of villain in sword & sorcery stories, the mad scientist is often the antagonist to the swordsman's protagonist.

No person better exemplifies the class we are seeking to create than Leonardo Da Vinci. Had he only lived in a fictional, fantastic world, Da Vinci might have invented any number of wonderful mechanical contrivances.

Benjamin Franklin is another inspiration for our scientific adventurer, not the least of which because he "discovered" electricity (or "electrical fluid" as it was called in the 18th century) and invented and named the battery which serves as the foundation for our scientist class's make-believe inventions.

The original mad scientist in literature was Victor Frankenstein from Mary Shelley's 1818 novel *Frankenstein; or, The Modern Prometheus*. Victor Frankenstein discovers the ability to return life to dead tissue and in the process creates the first "flesh golem".

Requirements & Restrictions

A scientist must have the following minimum scores: Intelligence 11. They cannot use armor. They can use clubs, daggers, darts, hand crossbows, light crossbows, staves in combat.

Scientist Skills

Scientists add their level to the following checks:

Communicate—Scientists can communicate with creatures that speak languages they do not understand by the use of logic and miming.

Find/Remove Traps—Scientists find traps automatically when they examine an object or room. This takes 10

minutes. Once a trap is found a scientist can remove it with a task check. If this roll fails, the trap is set off.

Identify Specimen—Scientists can identify animals, vegetables, minerals and gases. Identifying strange or magical specimens might require a task check.

Lore—Scientists can recall lore about ancient civilizations, magic items and monsters. A successful check reveals an item's powers and gives a clue to its command word, or reveals a monster's vulnerabilities.

Open Locks—Scientists can use tools to open locks.

Read Languages—Scientists can read and understand languages unknown to them, as well as decipher codes.

Scientist Abilities

Scientists begin play with one small invention or three formulas (see below) and 1d6 x 10 gp to spend on equipment. They must own a journal, their equivalent of the magic-user's spell book.



Scientists are capable of building machines and brewing chemical formulas that duplicate the effect of magic-user spells. Formulas work like potions, while inventions work something like wands. Inventions are powered by Leyden jars. Each jar weighs 8 oz. and holds 10 charges. Multiple jars form a battery. A jar can be fully charged with static electricity in 1 hour.

An invention uses one charge per level of the spell it duplicates each time it is used. Thus, an invention duplicating a 5th level spell uses 5 charges each time it is used.

Before a scientist can brew a formula or build an invention, he must discover how to do so. Research requires one week per level of the spell to be duplicated. This process of discovery costs 100 gp per spell level.

The base chance of success is 10% + 1% per level of the scientist + 1% per point of intelligence minus 2% per level of spell to be duplicated. If the scientist is aided by a sage, their chance is improved by +3%. The maximum chance of success is 95%. When a scientist discovers a new invention or formula, they should shout "Eureka!"

Inventions and formulas must be discovered separately, even if they have the same spell effect.

Inventions come in three sizes: Small, Medium and Large. Small inventions can be held in one hand and weigh 10 lb. Medium inventions can be moved about clumsily by man-sized creatures using both their hands, and weigh 50 lb. A large invention fits inside a 10' x 10' room and weighs 500 lb. A medium invention costs 10 times as much to build as a small invention, and a large invention costs 10 times as much to build as a medium one. Formulas count as small inventions.

The level of spell a scientist can "fit" into an invention of a given size is as follows:

Scientist Level	Spell Level		
	Small	Medium	Large
1-3	1st	2nd	3rd
4-6	1st – 2nd	3rd	4th
7-9	1st – 3rd	4th	5th
10-12	1st – 4th	5th	6th

Brewing a formula costs 25 gp times the spell level times the level of the scientist. A 1st level formula brewed by a 3rd level scientist, for example, costs 25 x 1 x 3 gp, or 75 gp, to concoct. A 4th level formula brewed by a 9th level scientist costs 25 x 4 x 9 gp, or 900 gp, to concoct.

Inventions cost 500 gp per spell level to create and their manufacture requires 5 days plus 2 days per spell level. Thus, an invention that duplicates the 2nd level spell *acid arrow* costs 1,000 gp and requires 9 days of work.

Players and TKs should come up with fantastic, quasi-scientific names for a scientist’s inventions, whether they are inspired by the natural philosophers of the Renaissance or the mad scientists from pulp fiction.

Laboratory

When a scientist reaches 9th level, he can build a laboratory overlooking a city or town. If he does so, he attracts 1d4 men-at-arms per level, 1d6 first level scientists who wish to train under him, and one third level scientist to act as his lab assistant. These scientists should be rolled up as characters under the control of the scientist PC.

Scientist Class Table

Level	XP	HD	ATK	SV	Title
1	0	1d4	+0	15	Tinkerer
2	1,500	2d4	+0	14	Chemist
3	3,000	3d4	+1	14	Scholar
4	6,000	4d4	+1	14	Philosopher
5	12,000	5d4	+1	13	Sage
6	24,000	6d4	+2	13	Professor
7	48,000	7d4	+2	12	Polymath
8	100,000	8d4	+3	12	Doctor
9	200,000	9d4	+3	12	Genius
10	300,000	10d4	+3	11	Genius
11	400,000	+1 hp	+4	11	Genius
12	500,000	+1 hp	+4	11	Genius
13	600,000	+1 hp	+5	10	Genius
14	700,000	+1 hp	+5	10	Genius
15	800,000	+1 hp	+5	10	Genius
16	900,000	+1 hp	+6	9	Genius
17	1,000,000	+1 hp	+6	9	Genius
18	1,100,000	+1 hp	+7	9	Genius
19	1,200,000	+1 hp	+7	8	Genius
20	1,300,000	+1 hp	+7	8	Super-Genius

The Shadowdancer

Shadowdancers are characters akin to thieves and assassins, with mystic powers related to the mysterious Shadow Plane. As children, shadowdancers have an unhealthy fascination with the dark, peering for hours on end into the shadows and claiming to see things moving and living there. These tales they tell, of course, are true, for these children have a strange link to the Plane of Shadows, a link they learn to harness as they grow older.

Requirements & Restrictions

A shadowdancer must have the following minimum scores: Dexterity 13, Charisma 13. They can use all leather armors and bucklers. They can use clubs, crossbows (any), daggers, darts, morningstars, rapiers, saps, short bows, short swords, staves in combat.

Shadowdancer Skills

Shadowdancers add their level to the following checks:

- Acrobatics**—Shadowdancers can walk tightropes, tumble past opponents and swing from chandeliers.
- Escape Bonds**—Shadowdancers can make a task check to slip out of ropes and chains (-4 to check if chains) and to find weak spots in prison cells and cages.
- Hear Noise**—Shadowdancers can hear incredibly quiet noises through doors or from far away.
- Hide in Shadows**—Shadowdancers can disappear into the shadows and remain unseen, even while moving.
- Move Silently**—Shadowdancers can walk slowly without making a sound if they are not in metal armor.
- Pick Pockets**—Shadowdancers can pick pockets and perform small acts of legerdemain.



Shadowdancer Class Table

Level	XP	HD	ATK	SV	Title
1	0	1d6	+0	16	Penumbra
2	1,600	2d6	+1	16	Duskwalker
3	3,200	3d6	+1	15	Umbra
4	6,400	4d6	+2	15	Gloomwalker
5	12,800	5d6	+2	15	Phantom
6	25,600	6d6	+3	15	Shadowwalker
7	51,200	7d6	+4	14	Shadowdancer
8	100,000	8d6	+4	14	Shadowbender
9	200,000	9d6	+5	14	Shadowmaster
10	300,000	10d6	+5	14	Shadowlord
11	400,000	+2 hp	+6	14	Shadowlord
12	500,000	+2 hp	+7	13	Shadowlord
13	600,000	+2 hp	+7	13	Shadowlord
14	700,000	+2 hp	+8	13	Shadowlord
15	800,000	+2 hp	+8	13	Shadowlord
16	900,000	+2 hp	+9	12	Shadowlord
17	1,000,000	+2 hp	+10	12	Shadowlord
18	1,100,000	+2 hp	+10	12	Shadowlord
19	1,200,000	+2 hp	+11	12	Shadowlord
20	1,300,000	+2 hp	+11	12	Shadowlord

Shadowdancer Abilities

Shadowdancers are so at home in the darkness that they have darkvision to a range of 60' or increase the range of their darkvision by 30' if they have it as a racial ability.

As long as there are shadows within 10' a shadowdancer gains a +5 bonus to all hide attempts as the shadows seem to flow over their bodies.

A shadowdancer can cast *darkness II* three times per day.

At 2nd level, a shadowdancer can create visual illusions (i.e. *phantasmal force*) once per day, but only in shadows.

At 3rd level a shadowdancer learns to separate her shadow into an independent entity. Unlike the shadow in the monster book, this shadow's alignment matches that of the shadowdancer and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party.

This shadow serves as a companion to the shadowdancer and can communicate intelligibly with her. Every third level gained by the shadowdancer adds +2 HD to her shadow companion. If a shadow companion is destroyed the shadowdancer loses 200 XP per shadowdancer level. The shadowdancer's XP total can never go below 0 as the

result of a shadow's destruction. A destroyed shadow companion cannot be replaced for 30 days.

At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20' each day in this way; this may be a single jump of 20' or two jumps of 10' each, etc. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles.

Starting at 6th level, once per day when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a save and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll.

At 8th level, the shadowdancer can cast the *blacklight* spell once per day.

At 10th level, the shadowdancer can cast the *shadow conjuration* spell once per day. Their use of the *blacklight* spell increases to three per day, and they can use *darkness II* and *phantasmal force* five times per day.

At 12th level, the shadowdancer can cast the *shadow evocation* spell once per day. Their use of *shadow conjuration* increases to three times per day, they can use *blacklight* and *phantasmal force* five times per day and cast *darkness II* at will.

Shadow Troupe

Shadowdancers attract random followers beginning at 6th level and gain one follower per level until 12th level. Followers that die are not regained.

d%	Follower
01-12	3 goblins (chainmail, short bow, dagger)
13-16	3 thugs (warriors, leather, light mace, dagger)
17-56	Shadowdancer (roll 1d3 for level)
57-81	Fighter (1st level)
82-84	Assassin (1st level)
85-87	Monk (1st level)
88-92	Illusionist (1st level)
93-99	Thief (1st level)
00	Extraordinary follower

d%	Extraordinary Follower
01-20	Dwarf fighter (1d3 for level)
21-40	Drow (maybe an exiled aristocrat)
41-60	Ravens (1d4)
61-80	Elf Illusionist (1d3 for level)
81-00	Tiefling shadowdancer (1d3 for level)

The She-Devil

She-devils are women possessed not only of a righteous rage towards oppressors, but also the gift of puissance at arms granted by a goddess of war. Although she-devils often look the part of barbarians for their lack of armor, they should not be confused with simple berserkers, for they are peerless swordswomen.

Requirements & Restrictions

A she-devil must have the following minimum scores: Strength 11, Dexterity 13 and Wisdom 11. They can use all leather and mail armors and shields and bucklers. She-devils can use all weapons.

She-Devil Skills

She-devils add their level to the following task checks:

Riding—She-devils can attack from horseback at no penalty, and can attempt task checks to remain in the saddle when suffering damage and performing stunts.

Survival—She-devils are skilled at survival. A 1st level she-devil should select a home environment. In this environment she can find shelter, build a fire and find enough food and water for a 1d6 + her level people per day, with a only a 10% chance of failure. In unfamiliar environments, she must roll a task check.

She-Devil Abilities

She-devils must make a vow of chastity that can only be broken for a lover who has first defeated them in combat. If this vow is not upheld, the she-devil loses her special abilities and her attack bonuses are reduced to that of a thief of the same level. She must atone to regain her abilities, killing the person for whom she broke her vow. In addition, she may not hire male henchmen, though they may hire male hirelings and may adventure with men.

A she-devil enjoys a +2 bonus to Armor Class due to her fluid fighting style and the blessings of her goddess. When armed with a medium or larger weapon she can deflect missiles as a monk of the same level.



Although they balk at intimate male contact, a she-devil has a powerful ability to affect the emotions of men. Once per day per level, a she-devil can exude an aura 30' in radius that affects men as either *crushing despair* or *cause fear*. They can also use this aura to inspire women as though using either a *good hope* or *rage* spell.

A she-devil can fly into a righteous rage under the following conditions: If she sees the weak being threatened or harmed by the powerful, if she sees a female humanoid being threatened or harmed, or if she is reduced to less than half her normal hit point total by a male humanoid (or monstrous humanoid).

A raging she-devil enjoys a bonus to all saving throws, Armor Class and attack rolls equal to her Wisdom modifier. This rage lasts for 6 rounds. When it is over, the she-devil is fatigued (see conditions) for 1 hour. A she-devil can fly into this rage no more than three times per day.

She-Devil Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d8	+1	16	Amazon
2	2,100	2d8	+2	15	Hell-Cat
3	4,200	3d8	+3	15	Virago
4	8,400	4d8	+3	14	Fury
5	16,800	5d8	+4	14	Termagant
6	33,600	6d8	+5	13	Hellion
7	67,200	7d8	+6	13	Tigress
8	130,000	8d8	+6	12	Harridan
9	260,000	9d8	+7	12	She-Devil
10	390,000	10d8	+8	11	She-Devil
11	520,000	+3 hp	+9	11	She-Devil
12	650,000	+3 hp	+9	10	She-Devil
13	780,000	+3 hp	+10	10	She-Devil
14	910,000	+3 hp	+11	9	She-Devil
15	1,040,000	+3 hp	+12	9	She-Devil
16	1,170,000	+3 hp	+12	8	She-Devil
17	1,300,000	+3 hp	+13	8	She-Devil
18	1,430,000	+3 hp	+14	7	She-Devil
19	1,560,000	+3 hp	+15	7	She-Devil
20	1,690,000	+3 hp	+15	6	She-Devil

A 12th level she-devil may invoke her righteous rage against masculine outsiders. In addition, the she-devil generates an effect equivalent to the protection from evil spell against these outsiders.

Sisterhood

A 9th level she-devil attracts a band of 2d12 followers. These followers are very loyal to the she-devil and will not leave her service unless she ceases being a she-devil. Members of a band that die are not replaced.

For each follower who joins the she-devil's band, roll d% to determine what they are.

d%	Follower
01-16	1d4+1 women-at-arms
17-26	Barbarian (roll 1d4+1 for level)
27-31	Druid (roll 1d4+1 for level)
32-61	Duelist (roll 1d4+1 for level)
62-64	Fighter (roll 1d4+1 for level)
65-94	Sorcerer (roll 1d4+1 for level)
95-99	Valkyrie (roll 1d4+1 for level)
00	Extraordinary follower (roll on table below)

d20	Extraordinary Follower	d20	Extraordinary Follower
1-3	Bear, black	14	Red amazons (1d4)
4-6	Hawk	15	Owl, giant
7-9	Warhorse, light	16	Owlbear
10	Eagle, giant	17	Pegasus
11	Leopard	18	Unicorn
12	Blue amazons (1d4)	19	Vampyre (1d3 for level)
13	Green amazons (1d4)	20	Werebear

The Slave Girl

"No longer was she merely the dancing-girl who extorts a cry of lust and concupiscence from an old man by the lascivious contortions of her body; who breaks the will, masters the mind of a King by the spectacle of her quivering bosoms, heaving belly and tossing thighs; she was now revealed in a sense as the symbolic incarnation of world-old Vice, the goddess of immortal Hysteria, the Curse of Beauty supreme above all other beauties by the cataleptic spasm that stirs her flesh and steels her muscles, – a monstrous Beast of the Apocalypse, indifferent, irresponsible, insensible, poisoning."

– Joris-Karl Huysmans, *Sisters of Salome*

We've all seen them in fantasy art – the damsel in distress, clinging to a heroic warrior. Are they helpless women depending on men, or very shrewd women who have wrapped gullible or chivalrous men around their little finger? Not every woman can be a wise cleric, brilliant magic-user or doughty warrior, after all, but lacking those skills doesn't mean that woman doesn't have the same desire for respect and power. The slave girl uses her charisma-derived skills and abilities to get what she wants. All slave girls are accompanied by a protector, who, motivated by a desire to protect the weak or to woo the lovely, is willing to lay down his life for her.

Requirements & Restrictions

Slave girls must have the following minimum ability scores: Int 11, Cha 13. They must be Neutral or Chaotic in alignment. Slave girls cannot use armor and can only fight with daggers and darts.

Slave Girl Skills

Slave girls add their level to the following skill checks:

Communicate—Slave girls can communicate with sentient creatures with whom they do not share a common language. Communication of this sort must be short and simple – no deep philosophical discussions are possible.



Find Secret Doors—Slave girls note the presence of secret doors on a roll of 1-3 on 1d6 when searching, and on a roll of 1-2 on 1d6 when merely passing by them.

Hear Noise—Slave girls can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—Slave girls can disappear into the shadows and remain unseen, even while moving.

Move Silently—Slave girls can walk slowly without making a sound if they are not in metal armor.

Pick Pockets—Slave girls can pick pockets and perform small acts of legerdemain.

Slave Girl Abilities

Behind that pretty face and those soft eyes, a slave girl has a shrewd mind and a fantastic amount of moxie. She enjoys a +3 bonus to save vs. enchantments and fear.

Every slave girl has a defender, a man or woman who loves (or thinks he or she loves) her and wants more than anything else to protect her. The motivations of the defender vary and are a matter for the Treasure Keeper and player to work out. Whatever their motivation, the defender is a constant companion to the slave girl and is willing to fight to the death for her. Because the slave girl relies on her seeming helplessness to attract these defenders, she cannot hire henchmen (though she can adventure with other people's henchmen).

The type of a slave girl's defender should be determined by rolling 1d6. All are considered to be NPC's under the control of the player of the slave girl.

D6 Defender

1 Barbarian Warrior (HD 1+1)

The stereotypical barbarian with bulging muscles, a mail shirt (AC 14), loin cloth, horned helmet and two-handed sword. Barbarian warriors can go berserk (as a berserker). Barbarian warriors are usually Neutral. Their motivation for protecting the slave girl is a combination of lust and a primitive sense of duty.

2 Dashing Swashbuckler (HD 1)

These dashing rogues wear leather armor (AC 13) and swirling capes and wield rapier and dagger. They are skilled at balancing, jumping, swinging on ropes and chandeliers and trickery. They are usually Neutral, and are primarily motivated by lust.

3 Handsome Prince (HD 1)

Handsome princes or princesses are young aristocrats. They are crusaders for truth and beauty, are immune to fear and able to smite evil as a paladin. Princes wear plate mail and carry long-swords. They are motivated by chivalrous love for the slave girl and a desire to protect the weak and innocent.

4 Wizeden Sage (HD 1-1)

The wizeden sage is a doddering old fool who perhaps thinks he has a shot at the beautiful young lady or maybe sees her as a daughter he or she never had. Either way, they are dedicated to her. Wizeden sages have the normal sage abilities and can cast one spell per day of a spell level (maximum) equal to their own Hit Dice divided by two. Wizeden sages wear robes (or some other form of nerdy clothing) and carry daggers and darts.

5 Bewitched Minstrel (HD 1-1)

The slave girl is the minstrel's muse and inspiration, their reason for life, the source of their art. Yeah, they're a bit dramatic. Minstrels wear ring mail (AC 13) and carry a short sword, short bow, and musical instrument. They can *fascinate* like a bard.

6 Knight Errant (HD 1)

The errant knight fights for love, lust and the chance to show off. They wear chainmail and carry longsword and shield. Knights errant can make two attacks per round in combat.

Besides the abilities noted above, the defender can choose to absorb 1d6 points of damage suffered by the slave girl per round, so long as they are within 3' of her.

A 1st level slave girl's defender can use his special ability one time per day. As the slave girl advances in level, her defender becomes more powerful or she attracts more powerful defenders.

Level	Bonus Hit Dice	Uses of Special Ability
1st-2nd	+0	1/day
3rd-5th	+2	2/day
6th-8th	+4	3/day
9th-11th	+6	4/day
12th-14th	+8	5/day
15th-17th	+10	6/day
18th-20th	+12	7/day

If or when a defender dies, the slave girl attracts a new defender on her next visit to a settlement of at least village size. To do this, she must spend time away from the other adventurers (not far away, mind you) in a tavern, looking vulnerable. It will take her at least one day to

wrap the new defender around her finger, after which they become her official defender until death.

A 1st level slave girl, upon touching a target, forces them to pass a saving throw or be affected as though by the *slow* spell for 1 round per 4 levels of the slave girl. The slave girl can use this ability once per day at 1st level and three times per day at 4th-20th level.

A 3rd level slave girl's seductive smile enamors a single target, who receives a saving throw to resist the effect. The target suffers a -2 penalty to attacks, damage and saving throws while enamored. Against the slave girl, this worsens to a -4 penalty. If the target finds the slave girl attractive, its attacks against her are always non-lethal. The effect lasts indefinitely unless the slave girl is killed, becomes invisible or is otherwise imperceptible to the target. The slave girl can use her seductive smile once per day at 3rd level, and three times per day at 6th-20th.

With a kiss, the 5th level slave girl places a *charm person* effect on the target, who receives a saving throw to resist the kiss. The duration is 24 hours, but can be extended an additional 24 hours each day by the slave girl rolling 1d20 under her Charisma score. The slave girl can use this ability once per day at 5th level, and three times per day at 8th-20th level.

The 7th level slave girl's piercing gaze deals psychic damage to a target as she forces conflicting urges and emotions on it. The target must meet her gaze for this to have an effect; if this happens the target suffers 5d4 points of damage (non-lethal if the slave girl wishes). A saving throw is permitted to cut the damage in half. The slave girl can use this gaze once per day at 7th level, and three times per day at 10th level and higher.

Mistress of the Manor

A 9th level slave girl that has amassed enough treasure can establish a tavern, inn or road house of her own. Once she establishes herself as a landlady, she attracts a staff, one 1st level fighter per level to serve as guards and a plucky 3rd level slave girl with her own defender to serve as her apprentice. From here, the former slave girl can weave her webs among aristocrats and other high-level adventurers in a bid to enter the aristocracy and complete her "rags to riches" story.

Slave Girl Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d4	+0	15	Slave Girl
2	1,300	2d4	+1	14	Ingénue
3	2,600	3d4	+1	14	Damsel-in-distress
4	5,200	4d4	+2	13	Nymph
5	10,400	5d4	+2	13	Houri
6	20,800	6d4	+3	12	Lamia
7	41,600	7d4	+4	12	Vamp
8	80,000	8d4	+4	12	Femme fatale
9	160,000	9d4	+5	11	Belle dame sans merci
10	240,000	10d4	+5	11	Belle dame sans merci
11	320,000	+1 hp	+6	10	Belle dame sans merci
12	400,000	+1 hp	+7	10	Belle dame sans merci
13	480,000	+1 hp	+7	9	Belle dame sans merci
14	560,000	+1 hp	+8	9	Belle dame sans merci
15	640,000	+1 hp	+8	9	Belle dame sans merci
16	720,000	+1 hp	+9	8	Belle dame sans merci
17	800,000	+1 hp	+10	8	Belle dame sans merci
18	880,000	+1 hp	+10	7	Belle dame sans merci
19	960,000	+1 hp	+11	7	Belle dame sans merci
20	1,040,000	+1 hp	+11	6	Belle dame sans merci

The Soulnife

Soulnives are men and women with a natural surplus of psychic energy but no ability to manifest it in the form of psychic powers. Instead, they learn through rigorous training and meditation to unlock their chakras and focus their psychic energy into a blade-shaped construct called a mind weapon.

Soulnives follow a strict warrior code called the *Kshatriya Dharma*. This code states, "Stand straight and never bow down, for this alone is manliness. Rather break at the knots than bend!"

Requirements & Restrictions

Soulnives must have the following minimum ability scores: Dexterity 13 and Wisdom 13. They can use all leather and mail armors and shields and bucklers. Soulnives can use all weapons in combat.

Soulnife Skills

Soulnife's add their level to the following task checks:

Riding—Soulnives are capable of attacking from a mount at no penalty, and can attempt task checks to remain in the saddle when suffering damage and for performing dangerous riding stunts.

Soulknife Abilities

Soulknives are born with psychic potential, but that potential must be cultivated and trained. There are four soulknife traditions that operate mind temples in which new soulknives are trained. These traditions are Solar, Lunar, Fire and Serpent. A soulknife character must choose a tradition at 1st level.

A soulknife can create a weapon composed of psychic energy. The mind weapon works like a normal version of the weapon, though it looks like a construct of solid light. A mind weapon can be sundered, though instead of the weapon making a saving throw to avoid being sundered, the soulknife makes the saving throw. Even if the mind weapon is broken, the soulknife can create another on his next turn. A mind weapon dissipates if a soulknife relinquishes his grip on it. A mind weapon is considered a magic weapon for the purpose of damaging monsters.

A 1st level soulknife can manifest any light melee weapon as a mind weapon. At 3rd level, a soulknife can manifest medium melee weapons and missile weapons that do not use gunpowder. At 5th level, a soulknife can manifest heavy melee weapons as mind weapons, or he can manifest his mind weapon as two light weapons, wielding them using the normal rules for two weapon combat.

A soulknife of 3rd level or higher can spend one round of combat imbuing his mind blade with destructive psychic energy. This effect deals an extra 1d6 points of damage to the next living, non-mindless target he successfully attacks with his mind blade. Creatures immune to mind effects are immune to this damage.

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind weapon with psychic energy again by spending another round to concentrate.

Once a soulknife has imbued his weapon for a psychic strike it holds the extra energy until it is used. Even if he drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At 7th, 11th, 15th, and 19th level, the extra damage from a soulknife's psychic strike increases by +1d6. When a 13th level soulknife executes a psychic strike he can choose to damage his target's intelligence, wisdom or charisma at the rate of 1 point of ability damage per dice of hit point damage (thus 3d6 points of normal damage becomes 3 points of ability damage).



A 5th level soulknife can manifest a mind weapon with the abilities of a magic item. This special ability is tied to the tradition in which the soulknife trained.

Tradition	Magic Item
Solar	as +1 sword, sun blade
Lunar	as +1 sword of wounding
Fire	as +1 longsword, flame tongue
Serpent	as dagger of venom

At 6th level, a soulknife gains the ability to manifest his psychic energy as a mount. This mount looks like a normal animal of its type and has the same combat statistics of its normal type, but it is composed of the same glowing, translucent solidified light as his mind weapon. This mind beast dissipates if the soul knife does not remain mounted on it. A mind beast can be manifested once per day per six soulknife levels.

A 6th level soulknife can manifest a mind tiger large enough to be used as a mount. The mind tiger adds the soulknife's Charisma bonus to damage rolls (max. +3).

A 9th level soulknife can manifest a mind rhinoceros. The mind rhino adds the soulknife's Intelligence bonus (if he has one) to damage rolls, to a maximum bonus of +3.

A 12th level soulknife can manifest a mind elephant. The mind elephant adds the soulknife's Wisdom bonus (if he has one) to damage rolls, to a maximum bonus of +3.

Soulknife Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d8	+1	16	Naya
2	2,100	2d8	+2	15	Yod'dha
3	4,200	3d8	+3	15	Bagha
4	8,400	4d8	+3	14	Senapti
5	16,800	5d8	+4	14	Bhalu
6	33,600	6d8	+5	13	Raksaka
7	67,200	7d8	+6	13	Shere
8	135,000	8d8	+6	12	Nayaka
9	270,000	9d8	+7	12	Maha
10	405,000	10d8	+8	11	Kshatriya
11	540,000	+3 hp	+9	11	Kshatriya
12	675,000	+3 hp	+9	10	Kshatriya
13	810,000	+3 hp	+10	10	Kshatriya
14	945,000	+3 hp	+11	9	Kshatriya
15	1,080,000	+3 hp	+12	9	Kshatriya
16	1,215,000	+3 hp	+12	8	Kshatriya
17	1,350,000	+3 hp	+13	8	Kshatriya
18	1,485,000	+3 hp	+14	7	Kshatriya
19	1,620,000	+3 hp	+15	7	Kshatriya
20	1,755,000	+3 hp	+15	6	Kshatriya

At 15th level, a soulknife can manifest this beast with a template based on the soulknife's tradition. Solars manifest celestial beasts, lunars psionic beasts, fires elemental (fire) beasts and serpents draconic beasts.

Mandalee

A *mandalee* is a war band gathered by the soulknife to promote his tradition and alignment. Soulknives gain 2d12 random followers at 9th level. Followers that are lost are not regained. These followers remain loyal to the soulknife so long as he remains loyal to them.

d%	Follower
01-22	3 hawk men (longbow, short sword)
23-36	3 humans (warriors, leather, buckler, rapier, dagger)
37-46	Assassin (1d4+1 level)
47-56	Bard (1d4+1 level)
57-81	Fighter (1d4+1 level)
82-84	Soulknife (1d4+1 for level, same tradition)
85-87	Monk (1d4+1 level)
88-92	Psychic (1d4+1 level)
93-99	Thief (1d4+1 level)
00	Extraordinary follower

d% Extraordinary Follower

01-30	Black bear
31-38	Wolf
39-48	Constrictor snake
49-73	Monkey (small)
74-79	Dromite psychic (1d4+1 for level)
80-85	Xeph psychic (1d4+1 for level)
86-00	Crystal person
00	Guardian or dark naga *

* The naga will perform three favors for the soulknife over the course of his or her life; not every request will necessarily be fulfilled

The Tomb Raider

Tomb raiders distinguish themselves from common thieves and plunderers by their mental faculties and their "noble" motivations. In many ways, they are sages who have abandoned the staid and safe halls of learning for the field, venturing into the wilderness to discover firsthand the secrets of the ancients.

Requirements & Restrictions

Tomb raiders must have the following minimum ability scores: Dex 13 and Int 13. They can use all leather armors and may use clubs, hand and light crossbows, daggers, darts, picks, pistols, staves, short swords and whips.

Tomb Raider Skills

Tomb raiders add their level to the following checks:

Climb Walls—Tomb raiders can climb walls without using climbing gear at a rate of 10' per round.

Escape Bonds—Tomb raiders can make a task check to slip out of ropes and chains (-4 to check if chains) and to find weak spots in prison cells and cages.

Find/Remove Traps—Tomb raiders find traps automatically when they examine an object or room. This takes 10 minutes. Once a trap is found, they can remove it with a task check. If this roll fails, the trap is set off.

Find Secret Doors—Tomb raiders note the presence of secret doors on a roll of 1-3 on 1d6 when searching, and on a roll of 1-2 on 1d6 when merely passing by them.

Lore—Tomb raiders can recall lore about magic items and monsters. A successful check reveals an item's powers and gives a clue to its command word, or reveals a monster's vulnerabilities.

Note Unusual Stonework—Tomb raiders note unusual stonework, including secret and concealed doors and traps constructed mainly of stonework.

Open Locks—Tomb raiders can use tools to open locks.

Read Languages—Tomb raiders can decipher languages that are unknown to them. After 3rd level, they can use this ability to cast spells from a magic-user scroll.

Use Magic—Tomb raiders can attempt to activate magic items, including scrolls, wands and staves, not normally open to their class. This involves a penalty equal to the level of the spell being activated, a -4 penalty for other magic items, or a -8 penalty for artifacts and relics.

Tomb Raider Abilities

Although they are not as practiced as thieves at robbing the living, tomb raiders are incredible at avoiding traps left to guard the dead, and so enjoy a +2 bonus to save against the effects of traps, mundane and magical.

Tomb raiders have learned from experience the value of two tools of their chosen profession, the whip and the quarterstaff. When employing these weapons, a tomb raider enjoys not only a +1 bonus to attack, but also a +3 bonus on task checks using these weapons, such as attempting to vault over a chasm using a quarterstaff or slam a door closed using a whip to grab the handle.

Tomb raiders have to finance their activities, but they shy away from selling objects of historical value. Such items, they believe, belong in libraries, museums or uni-

versities. A tomb raider that allows such an important item to be sold or kept for private use is immediately struck by a *quest* spell to retrieve that item and see it placed in the hands of the proper academic authorities.

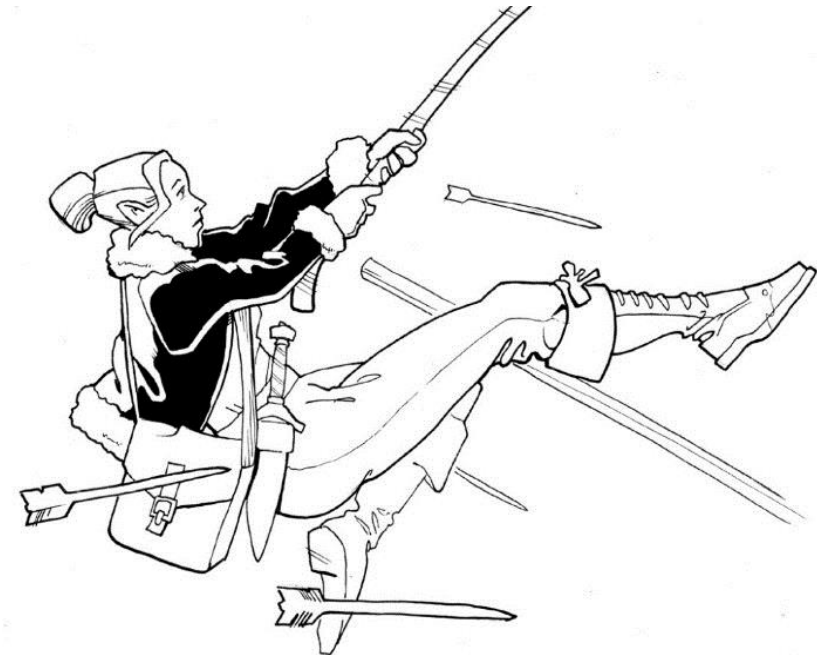
Tomb Raider Class Advancement

LVL	XP	HD	ATK	SV	Title
1	0	1d6	+0	15	Digger
2	1,600	2d6	+1	14	Excavator
3	3,200	3d6	+1	14	Delver
4	6,400	4d6	+2	13	Tomb Robber
5	12,800	5d6	+2	13	Historian
6	25,600	6d6	+3	12	Antiquarian
7	51,200	7d6	+4	12	Archaeologist
8	100,000	8d6	+4	12	Relic Hunter
9	200,000	9d6	+5	11	Tomb Raider
10	300,000	10d6	+5	11	Tomb Raider
11	400,000	+2 hp	+6	10	Tomb Raider
12	500,000	+2 hp	+7	10	Tomb Raider
13	600,000	+2 hp	+7	9	Tomb Raider
14	700,000	+2 hp	+8	9	Tomb Raider
15	800,000	+2 hp	+8	9	Tomb Raider
16	900,000	+2 hp	+9	8	Tomb Raider
17	1,000,000	+2 hp	+10	8	Tomb Raider
18	1,100,000	+2 hp	+10	7	Tomb Raider
19	1,200,000	+2 hp	+11	7	Tomb Raider
20	1,300,000	+2 hp	+11	6	Tomb Raider

The Traveler

An astounding array of creatures passes through a fantasy world, from elves and humans to ambulatory fungi and floating brains. But among the more interesting are the travelers. Travelers are human beings from our own world who navigate weird realms using the power of their dreaming mind. Although they are seemingly awake and conscious, all travelers actually exist in a state of semi-consciousness, living out their dreams thanks to the shaky reality that makes up most fantasy worlds.

Travelers are adventurers first and foremost, with a thirst for new and strange vistas. Travelers are imaginative and creative and often impulsive, for they are used to reality shifting to



please them and sometimes taken back when events do not comply with their wishes.

Requirements & Restrictions

Travelers must have the following minimum ability scores: Cha 13, Wis 13. They can use leather and mail armors and bucklers. They can use all weapons.

Traveler Skills

Travelers add their level to the following tasks:

Communicate—Travelers can communicate with creatures that speak languages they do not understand by the use of logic and miming.

Find/Remove Traps—Travelers find traps automatically when they examine an object or room. This takes 10 minutes. Once a trap is found a scientist can remove it with a task check. If this roll fails, the trap is set off.

Find Secret Doors—Travelers note the presence of secret doors on a roll of 1-3 on 1d6 when searching, and on a roll of 1-2 on 1d6 when merely passing by them.

Hear Noise—Travelers can hear incredibly quiet noises through doors or from far away.

Identify Specimen—Travelers can identify animals, vegetables and minerals. Identifying strange or magical specimens might require a task check.



Lore—Travelers can recall lore about ancient civilizations, magic items and monsters. A successful check reveals an item's powers and gives a clue to its command word, or reveals a monster's vulnerabilities.

Open Locks—Travelers can use tools to open locks.

Read Languages—Travelers can read and understand languages unknown to them, as well as decipher codes.

Traveler Abilities

To use his special abilities, a traveler must possess a focus object and must be holding it in his hand. To use his abilities, the traveler must activate them with a successful saving throw. He must then remain in a somewhat calm reverie; emotional and physical disruptions can stop the traveler in his tracks and necessitate further saving throws to maintain the reverie.

From 1st to 4th level, a traveler can impose his will upon his immediate surroundings. To use these abilities, he must be grasping a walking stick with a silver tip. Such a stick costs 30 gp and can also be wielded as a club.

From 5th to 8th level, a traveler can use his powers to explore on a global scale. To use abilities gained from 4th to 6th level, the traveler must possess a golden compass. Such a compass can be constructed by an expert jeweler at a cost of 500 gp.

From 9th level on, the traveler learns to pierce the veil of time itself. In order to use his new abilities, he must possess a pocket watch made of gold and studded with diamonds. Such a device can be constructed by an expert jeweler at a cost of 3,000 gp.

Creatures wishing to accompany the traveler on his extra-dimensional trips must take care. The traveler can travel with one person per two levels. These hangers-on must keep their eyes closed tight while traveling or go mad. Even with their eyes closed, they are ripped from their own sense of dimension and time, and thus must pass a saving throw or become nauseous for 1d4 rounds after they finish their trip.

Although not immune to sleep, travelers enjoy a +5 bonus to save against *sleep* spells and effects. Strangely, when knocked into unconsciousness by a *sleep* spell a traveler still perceives the world around him and can act on it by animating inanimate objects. The traveler can animate one small object at 1st level, one man-sized object at 4th level and one large object at 7th level. If the object is destroyed in combat, the traveler loses 1d6 hit

points for a small object, 2d6 for a man-sized object and 3d6 for a large object.

The traveler's ability to perceive the spaces between dimensions gives them a slightly alien mindset that reveals itself in their eccentricities. At each level beyond 1st, a traveler must roll on the following table. The term "unnerved" indicates that the traveler suffers a -1 penalty to all d20 rolls while in the presence of the thing that unnerves him. Rolling an eccentricity a second time makes it more intense, thus a -2 penalty.

D20	Eccentricity
1	Unnerved by a certain color
2	Unnerved by small animals or children
3	Must stand next to the tallest or shortest or fattest or thinnest person in a room
4	Frightened by gourds and melons
5	Can only eat or never eat with his fingers
6	Accidentally reverses the meanings of words
7	Becomes unnerved, morose, angry or giddy when traveling in one of the cardinal directions
8	Suffers from agoraphobia
9	Stares at people and takes long pauses before he speaks
10	Will not drink water, only wine
11	Unnerved by sea creatures and seafood
12	Laughs at inappropriate moments
13	Unnerved by an innocuous word or phrase
14	Never calls people by their names, only nicknames that change from day to day
15	Only walks backwards across bridges or under arches
16	Feels the need to touch people while talking to them
17	Unnatural fear of cabbages and other leafy vegetables – this becomes panic at the sight of leafy plant monsters
18	Will not willingly get on a boat – mumbles something about the stars when asked to
19	Talks to himself, often in the middle of the night, increasing the chance of wandering monsters by 1
20	Super fastidious and clean

A 1st level traveler perceives that the shortest route between two points is a non-Euclidian curve and increases his movement rate by 10' per round.

For exactly one minute per day a 2nd level traveler can operate under the effects of a *haste* spell. The traveler must take care not to exceed one minute of hasted movement, for beyond this he begins aging 1 year for every minute of hasted activity.

A 3rd level traveler can slide between dimensions, duplicating the effects of a *dimension door* spell. He can do this once per day without incident, but additional uses carry with them an increasing chance of attracting an extra-

dimensional being such as a demon, night hag or ethereal marauder. The second time in a day that a traveler uses *dimension door* carries a 1 in 6 chance of a weird encounter. Each additional use of this special ability increases the chances of an encounter by 1 in 6.

Traveler Class Advancement

LVL	XP	HD	ATK	SV	Title
1	0	1d6	+0	15	Rover
2	2,200	2d6	+1	14	Wanderer
3	4,400	3d6	+1	14	Vagabond
4	8,800	4d6	+2	13	Navigator
5	17,600	5d6	+3	13	Explorer
6	35,200	6d6	+3	12	Discoverer
7	70,400	7d6	+4	12	Psychopomp
8	130,000	8d6	+5	12	Imaginant
9	260,000	9d6	+5	11	Traveler
10	390,000	10d6	+6	11	Traveler
11	520,000	+2 hp	+7	10	Traveler
12	650,000	+2 hp	+7	10	Traveler
13	780,000	+2 hp	+8	9	Traveler
14	910,000	+2 hp	+9	9	Traveler
15	1,040,000	+2 hp	+9	9	Traveler
16	1,170,000	+2 hp	+10	8	Traveler
17	1,300,000	+2 hp	+11	8	Traveler
18	1,430,000	+2 hp	+11	7	Traveler
19	1,560,000	+2 hp	+12	7	Traveler
20	1,690,000	+2 hp	+13	6	Time Lord

A 4th level traveler always knows which direction is north and can duplicate the effects of a *find the path* spell by making a successful saving throw. A failed saving throw gives the traveler false information, usually sending him in the opposite direction that he desired.

A 6th level traveler learns the true nature of shadows and gains the ability to step into a shadow and emerge many miles away as though using the *teleport* spell. The journey through the shadows seems to take a normal amount of time to the traveler (i.e. covering 6 miles on foot in 8 hours of travel), but in fact takes only 1 minute per mile traveled. The traveler suffers the same possibility of error while navigating the shadow realm, but does not run the risk of teleporting low or high, though their soul can be lost in the spaces between realities.

An 8th level traveler can fall into a deep trance and travel in astral form, per *astral projection*. If awakened while travelling, the shock of returning to his senses robs the traveler of half his current hit points (they will heal naturally) and his scream may attract monsters.

The 10th level traveler can use his ability to slide between dimensions to visit other planes and realities. Traveling to another reality does not necessarily mean the traveler has the ability to survive in that reality, so care must be taken not to visit a place hostile to life.

The 12th level traveler reaches the pinnacle of his art and learns to move frictionless between the falling sands of time, effectively stopping time around him, per the spell *time stop*.

The Valkyrie

The Valkyries are Odin's and Freya's choosers of the slain, who visit battlefields on winged steeds to escort the souls of the dead to the afterlife. Before they get their jobs working for the All-Father and the Lady, they begin life as warrior-priests in service to those deities. While the class is explicitly modeled on Norse mythology, a canny Treasure Keeper should be able to make cosmetic changes to the class to make it work for adherents of other pantheons.

Requirements & Restrictions

Valkyries must have the following minimum ability scores: Strength 13 and Charisma 13. They may not be

Chaotic. They can use all armor, shields and weapons.

Valkyrie Skills

Valkyries add their level to the following task checks:

Riding—Valkyries are capable of attacking from horseback at no penalty, and can attempt task checks to remain in the saddle when suffering damage and for performing dangerous riding stunts.

Valkyrie Abilities

Being servants of a psychopomp, Valkyries are intimately attuned to death, and possess the ability to see a dark halo around the heads of those who are about to die. A Valkyrie can use the *deathwatch* spell at will.

In addition to its normal effects, a *deathwatch* spell that is used by a Valkyrie also communicates to them when a creature has less than half its normal total of hit points.

A Valkyrie has a slaying strike. Three times per day, she can invoke this ability against an opponent who has already lost half its starting hit points. The Valkyrie may attempt to smite this weakened foe with one normal melee attack. If successful, the attack deals +1d6 damage.

Valkyrie Class Table

LVL	Experience	Hit	Attack	Saving	Title	Spells per Day per Spell Level			
	Points	Dice	Bonus	Throw		1st	2nd	3rd	4th
1	0	1d8	+1	16	Shieldmaiden	-	-	-	-
2	2,500	2d8	+2	15	Wish Maiden	-	-	-	-
3	5,000	3d8	+3	15	Od's-Maiden	-	-	-	-
4	10,000	4d8	+3	14	Warmaiden	-	-	-	-
5	20,000	5d8	+4	14	Spearwoman	-	-	-	-
6	40,000	6d8	+5	13	Swanmay	1	-	-	-
7	80,000	7d8	+6	13	Norn	1	-	-	-
8	150,000	8d8	+6	12	Valravn	1	-	-	-
9	300,000	9d8	+7	12	Valkyrie	1	-	-	-
10	450,000	10d8	+8	11	Valkyrie	1	1	-	-
11	600,000	+3 hp	+9	11	Valkyrie	1	1	-	-
12	750,000	+3 hp	+9	10	Valkyrie	1	1	1	-
13	900,000	+3 hp	+10	10	Valkyrie	1	1	1	-
14	1,050,000	+3 hp	+11	9	Valkyrie	2	1	1	-
15	1,200,000	+3 hp	+12	9	Valkyrie	2	2	1	1
16	1,350,000	+3 hp	+12	8	Valkyrie	2	2	2	1
17	1,500,000	+3 hp	+13	8	Valkyrie	2	2	2	1
18	1,650,000	+3 hp	+14	7	Valkyrie	3	2	2	1
19	1,800,000	+3 hp	+15	7	Valkyrie	3	3	3	2
20	1,950,000	+3 hp	+15	6	Valkyrie	3	3	3	3



A 2nd level Valkyrie can heal wounds by touch. This is called the “laying on of hands”. Each day she can heal a total number of hit points of damage equal to her Valkyrie level. A Valkyrie may choose to divide her healing among multiple recipients and she does not have to use it all at once.

A 3rd level Valkyrie is immune to fear. Each ally within 10’ of her gains a +2 bonus on saving throws against fear. In addition, the Valkyrie gains immunity to all diseases, including supernatural and magical diseases.

A 4th level Valkyrie gains the ability to turn undead as a cleric three levels lower. In addition, she can, once per day, summon a flock of ravens. These ravens can be used to attack enemies (the equivalent of the *summon swarm* spell) or as spies, for the Valkyrie can communicate with them telepathically (range 10’). The ravens serve her for one hour and then depart.

A 6th level Valkyrie can cast divine spells using the same rules as the cleric. These spells are on the spell list below.

A 7th level Valkyrie can undertake a quest, guided by an odic vision, to find and gain the service of a pegasus. If the Valkyrie’s dies, she must atone with a dangerous quest and then wait until gaining another level of Valkyrie to undertake the quest again.

Wild Hunt

A 9th level Valkyrie attracts a band of 2d12 followers, all female. These followers are very loyal to the Valkyrie and will not leave her service unless she ceases being a Valkyrie. Members of a hunt that die are not replaced.

For each follower who joins the Valkyrie’s band, roll d% to determine what they are.

d%	Follower
01-16	1d4+1 women-at-arms (ringmail, spear, short bow)
17-26	Barbarian (roll 1d4+1 for level)
27-31	Druid (roll 1d4+1 for level)
32-61	Fighter (roll 1d4+1 for level)
62-64	Ranger (roll 1d4+1 for level)
65-94	Sorcerer (roll 1d4+1 for level)
95-99	Valkyrie (roll 1d4+1 for level)
00	Extraordinary follower (roll on table below)

d20	Extraordinary Follower	d20	Extraordinary Follower
1-2	Bear, black	12	Green amazons (1d4)
3	Beastmaster (1d4 level)	13	Muscleman (1d4 level)
4-5	Berserkers (1d4)	14-15	Raven *
6	Blue amazons (1d4)	16	She-devil (1d4 level)
7-8	Dwarf warriors (1d4)	17	Troll **
9-10	Elf warriors (1d4)	18	Werebear
11	Giant eagle	19-20	Wolf (1d6)

* The raven can be used as a *wizard eye* by the valkyrie once per day

** The troll is difficult to control and treacherous

Valkyrie Spells

1—*Bless, calm animals, charm person, detect poison, detect undead, divine favor, endure elements, foretelling, magic weapon, protection from evil, resistance, shield of faith, true strike*

2—*Augury, chant, charisma, command undead, heroism, resist energy, shield other, strength, undetectable alignment, wisdom*

3—*Daylight, dispel magic, hold person, prayer, protection from evil II, remove curse, sleet storm, slow*

4—*Air walk, break enchantment, charm monster, dispel evil, divination, free action, negative energy protection, scrying, shout, wind walk*

The Vampyre

Vampires are consummate hunters who on occasion leave behind a spawn with a mind of its own. These vampyres do not serve their creators, but rather serve themselves, hunting mortals and collecting treasures that might allow them to found strongholds.

Vampyre characters are different than vampire monsters. Characters do not gain the ability to regenerate, nor the security of a coffin (such a thing would be a bit inconvenient for a player character). A vampyre character exposed to the sun is disoriented, and can only take a move or attack action each round. In addition, they suffer 1 point of constitution damage per round in sunlight, turning to ash when their constitution drops to zero. When a vampyre character is reduced to 0 hit points, they are destroyed and stay destroyed; one need not drive a stake through their heart or cut off their head (though they may, if that sort of thing turns them on). Vampyre characters can cross running water, but they still need permission to cross a threshold into a private residence or chamber. They do recoil from the smell of garlic, and they can be turned, though not instantly destroyed, by a Lawful cleric. They can be controlled by Chaotic anti-clerics, but receive a saving throw each round to throw off the control.

Requirements & Restrictions

Vampyres must have the following minimum ability scores: Dex 9, Cha 13. They may not be Lawful. They can use all armor and all weapons.

Vampyre Skills

Vampyres add their level to the following task checks:

Climb Walls—Vampyres climb walls and other sheer surfaces without climbing gear at a rate of 10' per round.

Hide in Shadows—Vampyres can disappear into the shadows and remain unseen, even while moving.

Move Silently—Vampyres can walk slowly without making a sound if they are not in metal armor.

Vampyre Abilities

Vampyres are capable of sucking blood. They must first make a successful grapple attack against a living creature. If they remain in the grapple the next round, they may make a bite attack. If successful, this deals 1d4

points of hit point damage. Each round that the grapple is maintained, the victim suffers additional damage.

At 4th level, a vampyre gains resistance to cold damage.

At 7th level, a vampyre can assume *gaseous form* (as the spell) once per day.

At 8th level, a vampyre gains the ability to crush a victim's will by gazing into their eyes. This gaze attack has a range of 30' and works as the *dominate person* spell. The 8th level vampyre also gains resistance to electricity.

At 10th level, a vampyre's touch can be used to drain one level/hit dice from an enemy.



Vampyre Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d10	+1	16	Bloodsucker
2	2,400	2d10	+2	15	Sanguisage
3	4,800	3d10	+3	15	Revenant
4	9,600	4d10	+3	14	Moroi
5	19,200	5d10	+4	14	Varkolak
6	38,400	6d10	+5	13	Strigoi
7	76,800	7d10	+6	13	Nosferatu
8	150,000	8d10	+6	12	Dracula
9	300,000	9d10	+7	12	Vampyre Count
10	450,000	10d10	+8	11	Vampyre Count
11	600,000	+4 hp	+9	11	Vampyre Count
12	750,000	+4 hp	+9	10	Vampyre Count
13	900,000	+4 hp	+10	10	Vampyre Count
14	1,050,000	+4 hp	+11	9	Vampyre Count
15	1,200,000	+4 hp	+12	9	Vampyre Count
16	1,350,000	+4 hp	+12	8	Vampyre Count
17	1,500,000	+4 hp	+13	8	Vampyre Count
18	1,650,000	+4 hp	+14	7	Vampyre Count
19	1,800,000	+4 hp	+15	7	Vampyre Count
20	1,950,000	+4 hp	+15	7	Vampyre Count

Castle Vampyre

A 9th level vampyre takes on the title of vampyre count, and earns the right to build a stronghold (a creepy one, of course). The vampyre count attracts a corps of followers by rolling 4 times on the following table.

D6	Minions
1	1d8 skeletons
2	1d6 zombies
3	1d4 ghouls
4	1d2 ghosts
5	1 wight
6	1 vampyre consort (a vampyre of 4th level)

The Venturer

Many of the real adventurers of the Middle Ages and Age of Discovery were merchant-adventurers, with Marco Polo being perhaps the most famous of them. The venturer is a roguish explorer intent not on broadening his horizons as much as increasing the weight of his purse. Naturally, this makes the venturer an apt fellow to have along when traversing the wilderness or venturing into a strange city, but consider also his value in the underworld – not just dusty tombs full of plunder, but the unexplored vaults deep beneath the earth, peopled by the

Vril-ya or lost worlds of dinosaurs, and possessing wonders for which the surface world would pay dearly.

Requirements & Restrictions

Venturers must have a minimum Charisma score of 9. They can use all leather and mail armors and bucklers and shields. They can use all light and medium weapons, and all ranged weapons.

Venturer Skills

Venturers add their level to the following class skills:

Appraise Value—Venturers can guess the value of an item of treasure by examining it.

Communicate—Venturers can communicate with sentient creatures with whom they do not share a common language. Communication of this sort must be short and simple – no deep philosophical discussions are possible.

Find/Remove Traps—Venturers find traps automatically when they examine an object or room. This takes 10 minutes. Once a trap is found a venturer can remove it with a task check. If this roll fails, the trap is set off.

Gather Rumors—Venturers can chat with the locals to learn valuable information. With a successful task check, a venturer learns 1d6 rumors about the settlement and its surrounding region.

Hear Noise—Venturers can hear incredibly quiet noises through doors or from far away.

Move Silently—Venturers can walk slowly without making a sound if they are not in metal armor.

Open Locks—Venturers can use tools to open locks.

Pick Pockets—Venturers can pick pockets and perform small acts of legerdemain.

Read Languages—Venturers can decipher languages that are unknown to them.

Venturer Abilities

Venturers roll 4d6 x 10 to determine starting gold, but may not use their haggling ability (see below) when buying their starting equipment.

As venturers advance in level, they must show their wealth by retaining or purchasing at least 100 gp worth of jewelry or finery per level. A venturer only wearing

enough wealth to qualify for a lower level is treated as though he was that level.

In addition, a venturer must maintain at least one henchman for every three levels she achieves. A venturer who is not allowed to take on an additional henchman due to her charisma score cannot continue to advance in levels as a venturer.

Any sly operator knows to keep an eye out for trouble, and venturers always try to stay one step ahead of their competition. Venturers are only surprised on a roll of 1 on 1d6 and they enjoy a +1 bonus to save vs. traps.

When a venturer is being lied to, the TK can make a secret roll on her behalf to discover whether she catches on. The TK must roll 1d20 under the venturer's Wisdom score to catch on.

Venturers are expert hagglers. Whenever a venturer is making a purchase she can choose to haggle. If she rolls 1d20 under her Charisma score she gets a 25% discount on the sale price. If she fails, she pays a 25% premium. If the venturer is haggling against another venturer, both make the roll, and the one who rolls the lowest wins.

Venturers are natural leaders and their gregarious manner goes over well with most strangers. They enjoy a +1 bonus to reaction rolls and can employ one henchman more than their charisma score would normally allow.



Whenever visiting a town or city and in need of assistance, there is a chance equal to the venturer's level x 5% that they have a contact in that place that might prove useful. The contact does not exist solely for the purpose of solving the venturer's problems, but rather should be a fully realized NPC with his or her own agenda that is willing to render assistance for a price.

For example, a venturer who finds himself in need of horses might remember that his friend the horse trader lives in the town he is visiting. A venturer who runs into trouble with the watch might remember his old school chum, who became a lawyer. This ability should be used to move events forward and lend a minor helping hand, not to resolve events with the mere roll of the dice.

While every venturer wants to make an honest living, there are times when unreasonable authorities make this impossible. Venturers are capable of hiding small items on their person by rolling 1d20 under their dexterity.

Merchant Prince

A 9th level venturer can choose to establish a caravan or buy a ship. A venturer who does so attracts 1d6 first level venturers as apprentices and a 3rd level venturer to serve as her protégé, and must hire horses, camels, drivers, sailors, etc. as necessary. These venturers should be generated as characters under control of the PC venturer.

Venturer Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d6	+0	16	Higgler
2	2,000	2d6	+1	16	Monger
3	4,000	3d6	+1	15	Cadger
4	8,000	4d6	+2	15	Peddler
5	16,000	5d6	+3	15	Chapman
6	32,000	6d6	+3	15	Burgher
7	64,000	7d6	+4	14	Factor
8	120,000	8d6	+5	14	Merchant
9	240,000	9d6	+5	14	Merchant Prince
10	360,000	10d6	+6	14	Merchant Prince
11	480,000	+2 hp	+7	14	Merchant Prince
12	600,000	+2 hp	+7	13	Merchant Prince
13	720,000	+2 hp	+8	13	Merchant Prince
14	840,000	+2 hp	+9	13	Merchant Prince
15	960,000	+2 hp	+9	13	Merchant Prince
16	1080,000	+2 hp	+10	12	Merchant Prince
17	1200,000	+2 hp	+11	12	Merchant Prince
18	1320,000	+2 hp	+11	12	Merchant Prince
19	1440,000	+2 hp	+12	12	Merchant Prince
20	1560,000	+2 hp	+13	12	Merchant Prince

The Vigilante

The war on chaos cannot be won in the streets alone, for beneath those streets, in hidden places, the lords of chaos lurk and plot the destruction of all that is lawful and good. The vigilante is a warrior against chaos who isn't afraid to get his hands dirty. He's not a shining knight, like the paladin, or a beacon of hope like the cleric, but rather a rugged street warrior on par with the thief, but playing for the other side.

The vigilante really doesn't belong in medieval European fantasy. He is a creature of the lurid "penny dreadfuls", dime novels and pulp magazines of the late 19th and early 20th centuries. The Shadow is one of the more famous of these dark avengers, but he is not alone and the stock type survives to this day.

Vigilantes are expected to be resourceful, cunning, handy with their fists (and whatever else they can find to bash in their opponent's head) and sneaky. They employ many of the techniques and skills of their less exotic foes, thieves and assassins, and thus also dress and arm themselves much like these rogues.

Requirements & Restrictions

Vigilantes must have the following minimum ability scores: Str 13, Int 13, Dex 13. They must be Lawful. They can use all leather armors, shields and bucklers. They can use all weapons in combat.

Vigilante Skills

Vigilantes add their level to the following task checks:

Acrobatics—Vigilantes can walk tightropes, tumble past opponents and swing from chandeliers.

Climb Walls—Vigilantes climb walls and other sheer surfaces without climbing gear at a rate of 10' per round.

Escape Bonds—Vigilantes can make a task check to slip out of ropes and chains (-4 to check if chains) and to find weak spots in prison cells and cages.

Hear Noise—Vigilantes can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—Vigilantes can disappear into the shadows and remain unseen, even while moving.

Move Silently—Vigilantes can walk slowly without making a sound if they are not in metal armor.

Open Locks—Vigilantes can use tools to open locks.



Tracking—Vigilantes can follow tracks. In cities, towns and villages, he adds +10 to his task check. Penalties can be assessed for the passage of time or the action of the elements. Vigilantes can leave no tracks when operating alone by making a task check.

Vigilante Abilities

Vigilantes must hide their true identity, lest their value as a crime fighter be negatively impacted. While wearing their mask, the vigilante enjoys a +2 bonus to save vs. fear and other mind affects, including mind control. In addition, they can attempt to *cause fear* (per the spell) in humanoid creatures with no more than half the vigilante's hit dice. Thus, a 1st level vigilante can *cause fear* in 1/2 hit dice creatures, while a 10th level vigilante can *cause fear* in creatures with up to 5 hit dice. If unmasked, the vigilante loses these bonuses and abilities.

Vigilantes have the same need to disable foes quickly that thieves and assassins have, but are often bound by their code of conduct not to kill their victims. A vigilante has the same skill at backstabs as thieves, but any time they would normally kill their target and are employing a

bludgeoning weapon, they can instead choose to knock them unconscious for 1d6 turns. The victim can attempt a saving throw to cut this time in half, but make sure the vigilante is unaware of whether this saving throw is successful or unsuccessful.

Vigilantes are known for their resourcefulness, often having just the piece of equipment they need to meet any challenge. As long as a vigilante has at least ten pockets, pouches or sacks (or their equivalent) on their person, they can spend 50 gp to fill them with “miscellaneous gear”. When, during an adventure, a vigilante suddenly needs something that is not on their equipment list other than a weapon, armor, money or magic item, they have a percentage chance (see below) to find that item in one of their pouches.

Level	Item Value		
	Up to 25 gp	26 to 50 gp	51 to 100 gp
1-3	30%	15%	5%
4-6	40%	20%	10%
7-9	50%	25%	15%
10-12	60%	30%	20%
13+	70%	35%	25%

If the roll is successful, the contents of one pouch are now known (i.e. the vigilante can only do this as many times as they have pouches or sacks) and the item is added to the vigilante’s equipment list.

At 6th level, a vigilante can choose an arch-nemesis for himself. If this is a unique creature (i.e. Gork, the Guildmaster of Assassins in the city of Yorok), the vigilante enjoys a +2 bonus to hit and damage them, a +2 bonus on task checks made to find or defeat them and a +2 bonus to save vs. their special abilities. Once this arch-nemesis is defeated the vigilante may choose a new one.

Instead of choosing a unique arch-nemesis the vigilante can choose a class of creatures as his arch-enemies, such as goblins, thieves, chaotic magic-users, green dragons or devils. Against his arch-enemies, the vigilante enjoys a +1 bonus to hit and damage, a +1 bonus on task checks made to find or defeat them, and a +1 bonus to save vs. their special abilities.

Hideout

A 9th level vigilante can establish a hideout to serve as his secret base of operations within a settlement or in the wilderness near a settlement. This signifies that the settlement is under the vigilante’s protection. The vigilante attracts a 3rd level vigilante to serve as his sidekick

and apprentice, and earns one contact per level within the city-state. Use the following table to determine the general occupation of these contacts.

D%	Contact
01-15	Artisan
16-30	Laborer
31-45	Man-at-Arms
46-50	Sergeant of the city guard.
51-52	Captain of the city guard.
53-62	Priest of a Lawful temple
63-64	Cleric (1st level) of a Lawful temple
65-74	Aristocrat
75-76	Courtier
77-86	Sage
87-96	Rogue, associate of the local thieves' guild
97-98	Thief (1st level) of the local thieves' guild
99-100	Assassin (1st level) of the local assassin's guild

Contacts are a source of information and adventures, and have varying amounts of loyalty to the vigilante they serve based on their alignment. Lawful contacts are loyal 90% of the time, Neutrals 60% and Chaotics 30%. This loyalty is the percentage chance they will cooperate with the vigilante and do special (though not overtly dangerous favors) for the vigilante. Dangerous favors or enduring pain to protect the vigilante are made at half loyalty.

Vigilante Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d8	+1	16	Mystery Man
2	2,050	2d8	+2	15	Crimefighter
3	4,400	3d8	+3	15	Manhunter
4	8,800	4d8	+3	14	Marvel
5	17,600	5d8	+4	14	Justicar
6	35,200	6d8	+5	13	Sentinel
7	70,400	7d8	+6	13	Avenger
8	140,000	8d8	+6	12	Crusader
9	280,000	9d8	+7	12	Vigilante
10	420,000	10d8	+8	11	Vigilante
11	560,000	+3 hp	+9	11	Vigilante
12	700,000	+3 hp	+9	10	Vigilante
13	840,000	+3 hp	+10	10	Vigilante
14	980,000	+3 hp	+11	9	Vigilante
15	1,120,000	+3 hp	+12	9	Vigilante
16	1,260,000	+3 hp	+12	8	Vigilante
17	1,400,000	+3 hp	+13	8	Vigilante
18	1,540,000	+3 hp	+14	7	Vigilante
19	1,680,000	+3 hp	+15	7	Vigilante
20	1,820,000	+3 hp	+15	7	Vigilante



The Woodsman

The woodsman is a dweller of the greenwood as an outlaw. He learns to live off the land, hunting and gathering, and only visiting civilization when absolutely necessary. Woodsmen are warriors, but unlike rangers they do not have a mystic bent. They are especially skilled with the longbow and quarterstaff.

In your campaign, woodsmen might work as a non-magical alternative to the ranger class.

Requirements & Restrictions

Woodsmen must have the following minimum ability scores: Str 10, Dex 10, Wis 12. They can use all leather and mail armors, shields and bucklers. They can use all weapons in combat.

Woodsman Skills

Woodsmen add their level to the following task checks:

Climb Walls—Woodsmen climb walls and other sheer surfaces without climbing gear at a rate of 10' per round. They climb trees at a rate of 20' per round.

Disguise—A useful skill when the outlaw woodsman must venture into civilization for supplies or to visit his lady love. Woodsmen suffer a -1 penalty to their task check if they are disguised as the opposite sex, or as creature of a different size.

Hear Noise—Woodsmen can hear incredibly quiet noises through doors or from far away.

Hide in Shadows—Woodsmen can disappear into the shadows and remain unseen, even while moving.

Move Silently—Woodsmen can walk slowly without making a sound if they are not in metal armor.

Survival—Woodsmen have the same ability to survive in the wilderness as a ranger.

Tracking—Woodsmen can track in the wilderness, but not dungeons, as a ranger.

Woodsman Abilities

Woodsmen are champions of the common man and must donate 10% of their treasure to village churches.

Woodsmen are well practiced at archery. A woodsman can fire into melee without any danger of hitting his comrades. They can attack twice per round with a bow from 3rd to 6th level and three times per round at 7th level and above at no penalty.

When fighting with a quarterstaff, a woodsman can choose one of three fighting styles to employ each round, or they can simply attack as normal. The three advanced styles are dodge, parry and thrust.

Dodge—While dodging, a woodsman increases his Armor Class by +2. During each round in which his opponent misses him in combat, his opponent loses 1 hit point. This represents exhaustion and cannot reduce the opponent's hit points to less than 1.

Parry—While parrying, the woodsman rolls d20 + his strength + his attack bonus. This counts as the woodsman's Armor Class for that round against melee attacks. If a melee attack against the woodsman fails, he scores 1d4 points of damage to the attacker.

Thrust—This is the opposite of dodging. While thrusting, a woodsman increases his attack roll by +2, but during each round in which he misses his opponent in combat, he loses 1 hit point. This represents exhaustion and cannot reduce the woodsman's hit points below 1.

Woodsman Class Table

LVL	XP	HD	ATK	SV	Title
1	0	1d8	+1	16	Hunter
2	2,100	2d8	+2	15	Venator
3	4,200	3d8	+3	15	Forester
4	8,400	4d8	+3	14	Wolfs-head
5	16,800	5d8	+4	14	Merrie
6	33,600	6d8	+5	13	Hood
7	67,200	7d8	+6	13	Marksman
8	130,000	8d8	+6	12	Woodsman
9	260,000	9d8	+7	12	Wood Lord
10	390,000	10d8	+8	11	Wood Lord
11	520,000	+3 hp	+9	11	Wood Lord
12	650,000	+3 hp	+9	10	Wood Lord
13	780,000	+3 hp	+10	10	Wood Lord
14	910,000	+3 hp	+11	9	Wood Lord
15	1,040,000	+3 hp	+12	9	Wood Lord
16	1,170,000	+3 hp	+12	8	Wood Lord
17	1,300,000	+3 hp	+13	8	Wood Lord
18	1,430,000	+3 hp	+14	7	Wood Lord
19	1,560,000	+3 hp	+15	7	Wood Lord
20	1,690,000	+3 hp	+15	7	Wood Lord

The Wushen

The wushen is an elemental priest based on the Taoist monks of Chinese legend. They are exorcists (pitting their kung-fu against hopping vampires and evil spirits), diviners and spell casters commanding elemental forces. The greatest of the wushen strive to reach immortality and take their place among the gods.

The wushen is a fighting priest, not unlike a cleric, but they worship elemental deities and spirits, including dragons and the fey, rather than the philosophic deities of clerics, making them more akin to druids. They use no armor, relying on their fists, quick reflexes and wits.

Wushen believe in living in harmony with “the way”. To the wushen, the way is both the source of all that exists, and the vital force that keeps things alive and moving. In most things, the wushen believes in passive resistance, simplicity, moderation, humility and compassion. When necessary, though, they can really kick some ass!

Requirements & Restrictions

Wushen must have the following minimum ability scores: Con 13, Wis 13. They must be Neutral. They cannot use armor, and can use all weapons.



Wushen Skills

Wushens add their level to the following task checks:

Acrobatics—Wushen can walk tightropes, tumble past opponents and swing from chandeliers.

Climb Walls—Wushen climb walls and other sheer surfaces without climbing gear at a rate of 10' per round.

Hear Noise—Wushen can hear incredibly quiet noises through doors or from far away.

Move Silently—Wushen can walk slowly without making a sound if they are not in metal armor.

Wushen Abilities

As the wushen advances in levels, they improve their Armor Class, number of attacks per round, unarmed damage and speed (see class advancement below).

Wushen cast spells from the druid's spell list. Wushen follow the druid's rules for casting spells.

A wushen can turn elementals and the undead as a cleric of half their wushen level.

A 9th level wushen takes the title Celestial Master and is capable of drawing elemental spirits into his body. Once per day for four rounds a Celestial Master can imbue himself with the powers of an air, earth, fire or water elemental. The Celestial Master still looks like a humanoid, but his outer appearance (skin, hair, eye color) changes to reflect the elemental spirit within. The Celestial Master gains the special abilities of the elemental, including movement, but not its Hit Dice, Armor Class, Saving Throws or Attacks and Damage.

Pagoda

A 9th level wushen can establish a pagoda in the wilderness. A wushen who becomes the master of a pagoda attracts 6d6 men-at-arms under the command of a 2 HD sergeant, 3d6 monks (1st level) under the command of a 3rd level monk and 2d6 wushen (1st level) under the celestial master's own command.

The Zodiac

The zodiac is a mystic character class that can make the power of the stars incarnate on and within her person. These stellar incarnations appear in many shapes, but are always composed of light of a different color, based

upon the star sign being invoked.

Zodiacs train in much the same way as monks, psychics, and soulnives. They operate in training houses as tight-knit brotherhoods under the tutelage of a master.

In your campaign, zodiacs might be the equivalent of magicians or psychics who specialize in star magic, or they might even have the blood of star gods and goddesses (the Pleiades) running through their veins.

Requirements & Restrictions

Zodiacs must have the following minimum ability scores: Wis 15, Cha 15. They can use all leather armors and bucklers. They may only fight using clubs, daggers, darts, hand and light crossbows, all maces, short swords, staves and quarterstaves.

Zodiac Skills

Zodiacs add their level to the following task checks:

Navigate—Zodiacs can navigate by the stars. This extends onto the Astral Plane, where they have an innate sense of direction.

Wushen Class Table

LVL	XP	HD	ATK	SV	Title	Armor	Unarm.	Unarm.	Base	Spells Per Day Per Level					
						Class	Attacks	Damage	Speed	1st	2nd	3rd	4th	5th	6th
1	0	2d6	+0	16	Daoshi	10	1	1d4	+0'	1	-	-	-	-	-
2	2,400	3d6	+1	15	Youxia	11	1	1d4	+10'	2	-	-	-	-	-
3	4,800	4d6	+1	15	Vampire Hunter	11	1	1d4	+10'	3	-	-	-	-	-
4	9,600	5d6	+2	14	Air Master	12	1	1d6	+10'	4	1	-	-	-	-
5	19,200	6d6	+3	14	Water Master	12	1	1d6	+10'	4	2	-	-	-	-
6	38,400	7d6	+3	13	Earth Master	13	1	1d6	+20'	4	3	1	-	-	-
7	76,800	8d6	+4	13	Fire Master	13	1	2d4	+20'	4	3	2	-	-	-
8	150,000	9d6	+5	13	Wuxian	14	1	2d4	+20'	4	3	2	-	-	-
9	300,000	10d6	+5	12	Celestial Master	14	2	2d4	+20'	4	3	3	1	-	-
10	450,000	+2hp	+6	12	Celestial Master	15	2	2d4	+30'	4	3	3	2	-	-
11	600,000	+2hp	+7	11	Celestial Master	15	2	3d4	+30'	4	3	3	2	-	-
12	750,000	+2hp	+7	11	Celestial Master	16	2	3d4	+30'	4	3	3	3	1	-
13	900,000	+2hp	+8	10	Celestial Master	16	2	3d4	+30'	4	3	3	3	2	-
14	1,050,000	+2hp	+9	10	Celestial Master	17	2	3d4	+40'	4	3	3	3	2	-
15	1,200,000	+2hp	+9	10	Celestial Master	17	2	4d4	+40'	5	3	3	3	3	1
16	1,350,000	+2hp	+10	9	Celestial Master	18	2	4d4	+40'	5	4	3	3	3	2
17	1,500,000	+2hp	+11	9	Celestial Master	18	3	4d4	+40'	5	4	4	3	3	3
18	1,650,000	+2hp	+11	8	Celestial Master	19	3	4d4	+50'	5	4	4	4	3	3
19	1,800,000	+2hp	+12	8	Celestial Master	19	3	5d4	+50'	5	4	4	4	4	3
20	1,950,000	+2hp	+13	7	Celestial Master	20	3	5d4	+50'	5	4	4	4	4	4

Read Languages—Zodiacs can decipher languages that are unknown to them. After 3rd level, they can use this ability to cast spells from magic-user scrolls.

Zodiac Abilities

Zodiacs can draw astrological charts. The action takes one hour, and not only reveals a person's star sign, but also acts as an *augury* spell for the person in question.

Zodiacs call upon the mystic power of the stars, in the form of the twelve signs of the zodiac. Different fantasy worlds might have different star signs, but the rules here use the traditional zodiac.

Because a zodiac calls upon the signs of the zodiac, they must first have their own star sign rolled randomly. Roll 1d12 and consult the following table.

D12	Sign	Element	Opposition
1	Aries	Fire	Libra
2	Taurus	Earth	Scorpio
3	Gemini	Air	Sagittarius
4	Cancer	Water	Capricorn
5	Leo	Fire	Aquarius
6	Virgo	Earth	Pisces
7	Libra	Air	Aries
8	Scorpio	Water	Taurus
9	Sagittarius	Fire	Gemini
10	Capricorn	Earth	Cancer
11	Aquarius	Air	Leo
12	Pisces	Water	Virgo

To manifest an incarnation, a zodiac must make an incarnation check with d%. The chance of their success can be found on their class table below. Their chances are improved by +10% if manifesting from their own star sign. Their chances are reduced by 10% if manifesting from an element other than their own, and by 20% if manifesting from their opposing element (air vs. earth, fire vs. water). It is impossible for a zodiac to manifest from her opposing sign.

These are the incarnations a zodiac can manifest:

Artifacts are objects of solidified starlight. They last for one hour before they must be manifested again.

Constructs are creatures composed of solidified starlight. A construct reduces the chances of manifestation by the monster's Hit Dice x 5%. The construct has the abilities of a normal monster of its kind. They last for one round per zodiac level.

Aspects are body modifications. An aspect reduces the chances of manifestation by 10%. They last for one round + one round per zodiac level.

A zodiac can attempt a set number of manifestations per day (see table below). These numbers represent attempts, not successes. It's possible for a zodiac to fail on all their attempted manifestations during a day. A zodiac can attempt the same manifestation multiple times per day if they choose.

Zodiacs with fire signs produce red light, earth signs produce green light, air signs produce white light and water signs produce blue light.

If a zodiac is manifesting three incarnations from the same element, he gains resistance to that element's related energy (acid, electricity, fire or cold) while the incarnations are manifested.



Zodiac Class Table

LVL	XP	HD	ATK	SV	Title	Incarnate	Artifacts	Summonings	Aspects
1	0	1d8	+0	16	Star Child	45%	1	-	-
2	1,800	2d8	+1	15	Lantern	50%	1	-	-
3	3,600	3d8	+1	15	Illuminator	55%	2	1	-
4	7,200	4d8	+2	14	Incarnator	60%	2	1	-
5	14,400	5d8	+3	14	Visionary	65%	3	1	1
6	28,800	6d8	+3	13	Star Warrior	70%	3	2	1
7	57,600	7d8	+4	13	Star Knight	73%	4	2	1
8	110,000	8d8	+5	13	Star Master	76%	4	2	1
9	220,000	9d8	+5	12	Star Lord	79%	5	3	2
10	330,000	10d8	+6	12	Star Lord	82%	5	3	2
11	440,000	+3 hp	+7	11	Star Lord	85%	6	3	2
12	550,000	+3 hp	+7	11	Star Lord	87%	6	4	2
13	660,000	+3 hp	+8	10	Star Lord	89%	6	4	3
14	770,000	+3 hp	+9	10	Star Lord	91%	6	4	3
15	880,000	+3 hp	+9	10	Star Lord	93%	6	5	3
16	990,000	+3 hp	+10	9	Star Lord	95%	6	5	3
17	1,100,000	+3 hp	+11	9	Star Lord	96%	6	5	4
18	1,210,000	+3 hp	+11	8	Star Lord	97%	6	6	4
19	1,320,000	+3 hp	+12	8	Star Lord	98%	6	6	4
20	1,430,000	+3 hp	+13	7	Star Lord	99%	6	6	4

The artifacts, constructs and aspects associated with the signs are as follows:

Sign	Artifact	Construct	Aspect
Aries	Warhammer	Giant ram	Horns
Taurus	Footman's mace	Minotaur	Horns
Gemini	Twin daggers	Twin pixies	Split
Cancer	Banded mail	Giant crab	Pincers
Leo	Battleaxe	Lion or dragonne	Mighty roar
Virgo	Shield	Astral deva	Magic circle
Libra	Scales	Nymph	Blinding beauty
Scorpio	Whip	Giant scorpion	Scorpion tail
Sagittarius	Longbow	Centaur	Centaur body
Capricorn	Short sword	Giant goat	Horns
Aquarius	Potion bottle	Water elemental	Steam body
Pisces	Scale mail	Shark or orca	Scales and gills

Armor—Zodiac armor acts as *+1 magic armor* of its type. A 6th level zodiac's armor also provides resistance against the appropriate energy (fire damage for fire signs, acid damage for earth signs, electricity damage for air signs and cold damage for water signs).

Blinding Beauty—This works as the nymph ability. It causes the zodiac's body to glow with white light.

Centaur Body—The zodiac manifests a centaur like horse body of red light. He gains the movement rate and natural hoof attacks of a centaur.

Magic Circle—This works as the *protection from evil II* or *protection from good II* spell. The effect appears as a glowing green aura around the zodiac's body.

Mighty Roar—The mighty roar forces all creatures within 30' of the zodiac to save vs. fear. While manifesting the mighty roar, the zodiac's eyes glow red and a mane of reddish light sprouts from his or her head.

Monsters—Monsters are energy constructs that fight as their normal type, but enjoy resistance to the energy associated with their sign.

Potion Bottle—The potion bottle of Aquarius contains a potion that duplicates a single spell as follows:

Zodiac Level	Spell Levels
1-4	1st
5-8	1st to 2nd
9-12	1st to 3rd
13-16	1st to 4th
17-20	1st to 5th

Scales—The *Scales of Libra* take the measure of a creature, revealing their alignment to the zodiac. They can also use the scales to determine the wisdom of an action per the *augury* spell.

Scales and Gills—This manifestation gives a zodiac a swim speed of 60 feet and the ability to breathe water.

Split—When a zodiac splits, they become two zodiacs of half their normal level with half their current hit points each. If one is killed while split, the zodiac absorbs his former half, but suffers one level of energy damage.

Steam Body—As the *gaseous form* spell, but the zodiac can choose to expand into the equivalent of a *fog cloud*.

Weapons—Weapons (including natural weapons) appear as solidified light of the appropriate color. They act as a *+1 magic weapon*. A 6th level zodiac's weapons also deal +1d6 points of energy damage based upon its element (i.e. Aries is a fire sign, so a warhammer of Aries deals +1d6 fire damage). A 12th level zodiac's weapon acts as a *sun blade* of its type.

Random Class List

The following table contains all of the classes published in the main rulebook and in this volume. It can be used to roll random NPC classes. Begin on Table I, and then work your way through the sub-tables as necessary.

Table I: Main Class Table

D%	Class
01-15	Cleric
16-20	Cleric subclass, specialty or variant (Table II)
21-45	Fighter
46-50	Fighter subclass or variant (Table III)
51-65	Magic-user
66-70	Magic-user subclass, specialty or variant (Table IV)
71-95	Thief
96-00	Thief subclass or variant (Table V)

Table II: Cleric Subclasses

D%	Subclass
01-07	Animorph
08-28	Druid
29-35	Shaman (variant druid)
36-56	Monk
57-63	Monk variant (Table II.A)
64-70	Phoenix
71-77	Prophet
78-00	Specialty Clerics (Table II.B)

Table II.A: Monk Subclasses

D4	Subclass
1	Dervish
2	Ninja (variant monk)
3	Ronin (variant monk)
4	Wushen

Table II.B: Specialty Clerics

D8	Specialty
1	Creation Priest
2	Death Priest
3	Fighting Priest
4	Guardian Priest
5	Scholar Priest (Cloistered Cleric)
6	Travel Priest
7	Trickster Priest
8	Weird Priest

Table III: Fighter Subclasses

D%	Subclass
01-11	Barbarian
12-15	Barbarian subclass (Table III.A)
16-19	Cavalier (variant fighter)
20-23	Centurion
24-27	Curmudgeon
28-31	Defender (variant fighter)
32-35	Demigod
36-39	Demoniac
40-50	Duelist
51-54	Duelist variant (Table III.B)
55-58	Landsknecht
59-62	Manhunter
63-73	Paladin
74-77	Paladin subclass or variant (Table III.C)
78-88	Ranger
89-92	Ranger subclass or variant (Table III.D)
93-96	Sentinel (variant fighter)
97-00	Vampyre

Table III.A: Barbarian Subclasses

D6	Subclass
1-2	Half-orc thug (variant barbarian)
3-4	Muscleman
5-6	She-Devil

Table III.B: Duelist Subclasses

D6	Subclass
1-3	Marksman (variant duelist)
4-6	Sea Dog (variant duelist)

Table III.C: Paladin Subclasses

D10	Subclass
1-2	Anti-Paladin (variant paladin)
3	Blackheart
4	Chevalier
5	Elf gallant (variant paladin)
6	Knight of Flowers
7	Puritan
8	Soulknife
9	Valkyrie
10	Zodiac

Table III.D: Ranger Subclasses

D4	Subclass
1	Beastmaster
2	Mariner (variant ranger)
3	Wizard-Hunter (variant ranger)
4	Woodsman

Table IV: Magic-user Subclasses

D%	Subclass
01-06	Charlatan
07-12	Demonologist
13-18	Elementalist
19-24	Juggernaut
25-30	Laser Mage
31-36	Psychic
37-42	Scientist
43-66	Sorcerer
67-74	Sorcerer variant (Table IV.A)
75-00	Specialty Magic-Users (Table IV.B)

Table IV.A: Sorcerer Variants

D6	Variant
1-3	Chaos Mage (variant sorcerer)
4-6	Warlock (variant sorcerer)

Table IV.B: Specialist Magic-Users

D8	Specialist
1	Abjurer
2	Conjurer
3	Diviner
4	Enchanter
5	Evoker
6	Illusionist
7	Necromancer
8	Transmuter

Table V: Thief Subclasses

D%	Subclass
01-04	Acrobat (variant thief)
05-07	Anarchist
08-21	Assassin
22-24	Bounty Hunter (variant assassin)
25-38	Bard
39-41	Canting Crew
42-44	Diablo
45-47	Dwarf Prospector (variant thief)
48-50	Gnome Prankster (variant thief)
51-53	Gourmand
54-56	Halfling Vagabond (variant thief)
57-59	Jack-of-all-Trades
60-62	Jester (variant bard)
63-65	Leech
66-69	Lucky Bastard
70-72	Poltroon
73-76	Saboteur
77-80	Scout (variant thief)
81-83	Shadowdancer
84-86	Slave Girl
87-90	Tomb Raider
91-93	Traveler
94-97	Venturer
98-00	Vigilante

Equipment

Blood & Treasure offers a robust set of weapons and armor with which players can equip their characters, but no list is exhaustive.

This section presents some new weapons and armor for your game, as well as some additional henchmen to hire.

Melee Weapons

Light Weapons	Cost	Damage	Range	Long	Weight
Ankus †	3 gp	1d4+1	—	15"	1 lb
Axe					
Axe, flint	2 gp	1d6	—	8"	2 lb
Bhuj	2 gp	1d4+1	—	18"	2 lb
Tomahawk	2 gp	1d4	10/20	20"	1 lb
Cestus	4 sp	1d2+1	—	1"	½ lb
Myrmex	1 gp	1d4+1	—	1"	1 lb
Studded	7 sp	1d3+1	—	1"	1 lb
Dagger/knife					
Baselard	1 gp	1d3	—	11"	1 lb
Bichawa	2 gp	1d4	—	12"	1 lb
Dirk	2 gp	1d4	—	15"	1 lb
Jambiya	2 gp	1d4	—	11"	1 lb
Khanjar	2 gp	1d4	—	15"	1 lb
Knife, flint	4 sp	1d2+1	—	4"	½ lb
Kris	5 gp	1d4+1	—	25"	1 lb
Malappuran kathi	2 gp	1d3+1	—	22"	2 lb
Misericorde ‡	2 gp	1d3	—	16"	1 lb
Parazonium	2 gp	1d4	—	17"	1 lb
Poniard ‡	5 gp	1d4+1	—	21"	1 lb
Seax	2 gp	1d4	—	19"	1 lb
Tantō	2 gp	1d4	—	12"	1 lb
Trident dagger *	3 gp	1d4	—	18"	1 lb
Knuckle dusters	2 sp	+1	—	1"	½ lb
Machete	2 gp	1d4	—	18"	1 lb
Martial Arts @					
Butterfly sword	3 gp	1d4+1	—	20"	2 lb
Deer horn knife *	1 gp	1d3	—	8"	1 lb
Emeici	2 gp	1d3	—	27"	½ lb
Kau-sin-ke &	6 gp	1d4	—	55"	2 lb
Maduvu \$ *	2 gp	1d3	—	19"	½ lb
Tekko	8 sp	1d3	—	2"	½ lb
Tessen \$	2 gp	1d3	10/20	12"	1 lb
Tiger claws *	6 sp	1d2+1	—	2"	½ lb
Pata, short @	2 gp	1d3	—	14"	½ lb
Spear					
Short	10 gp	1d6	—	50"	3 lb

Sword

Akrafena	8 gp	1d6+1	—	28"	2 lb
Bilbo @	5 gp	1d6	—	20"	2 lb
Colichimarde @	6 gp	1d6	—	32"	2 lb
Craquemarte @	8 gp	1d6+1	—	28"	3 lb
Dusack @	6 gp	1d6+1	—	18"	2 lb
Falcata @	6 gp	1d6+1	—	20"	3 lb
Flamberge	5 gp	1d4+2	—	25"	2 lb
Gladius	6 gp	1d6	—	26"	2 lb
Hook sword †	3 gp	1d4	—	18"	2 lb
Ida	3 gp	1d4+1	—	16"	1 lb
Khopesh *	5 gp	1d6+1	—	22"	3 lb
Moplah	5 gp	1d6	—	20"	2 lb
Ninjatō	3 gp	1d4	—	19"	1 lb
Parang latok	6 gp	1d6	—	26"	2 lb
Shamshir	8 gp	1d6	—	35"	2 lb
Smallsword @	5 gp	1d4+1	—	35"	1 lb
Spadroon @	6 gp	1d6	—	32"	2 lb
Wakizashi	2 gp	1d4	—	21"	1 lb
Yataghan	6 gp	1d6	—	27"	2 lb
Swordstick (cane)	5 gp	1d4	—	26"	1 lb

Medium Weapons

Medium Weapons	Cost	Damage	Range	Long	Weight
Aruval *	9 gp	1d4+1	—	60"	2 lb
Axe					
Epsilon axe	8 gp	1d8	—	32"	4 lb
Kharga	8 gp	1d8	—	32"	4 lb
Labrys	9 gp	2d4	—	32"	5 lb
Maquahuilt	8 gp	1d8	—	32"	3 lb
Tabar	6 gp	1d6+1	—	28"	3 lb
War axe	8 gp	1d6+1	—	24"	3 lb
Club					
Bird's head club	8 gp	1d6+1	—	39"	3 lb
Lathi	5 gp	1d4+1	—	36"	5 lb
Fire lance	15 gp	1d8+1	—	60"	6 lb
Knout	8 gp	1d4	—	72"	3 lb
Kusarigama %	8 gp	1d6+1	10/30	18"	3 lb
Mace					
Plançon ‡	8 gp	1d4	—	60"	3 lb
Naginata *	11 gp	1d6+1	—	41"	2 lb
Pata, long @	8 gp	1d6	—	44"	2 lb
Pick					
Lohar	6 gp	1d8	—	16"	4 lb
Scissor	8 gp	2d4	—	8"	5 lb
Spear					
Assegai	14 gp	1d6+1	70/100	73"	3 lb
Spear, flint	5 gp	1d4	—	50"	2 lb
Tepoztopilli ^	11 gp	1d4+1	—	72"	5 lb

Sword

Ayudha katti	7 gp	1d6+1	—	23"	3 lb
Badelaire @	8 gp	1d6+1	—	20"	3 lb
Dao	8 gp	1d6+1	—	29"	2 lb
Firangi @	14 gp	1d8	—	48"	5 lb
Kaskara	6 gp	1d6	—	35"	2 lb
Katana	9 gp	1d6+1	—	42"	3 lb
Khanda @	11 gp	1d6+2	—	35"	4 lb
Sauschwerter	11 gp	1d8	—	43"	4 lb
Schiavona @	12 gp	1d6+1	—	38"	3 lb
Spatha	9 gp	1d8	—	35"	2 lb
Shotel	9 gp	1d6+1	—	40"	3 lb
Urumi &	11 gp	1d6+1	—	56"	6 lb

Heavy Weapons

Cost	Damage	Range	Long	Weight
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Blood dripper	15 gp	2d4+1	10/20	48"	6 lb
Greatsword					
Bearing sword	20 gp	2d4+1	—	89"	14 lb
Changdao	18 gp	1d10	—	77"	8 lb
Claymore	15 gp	2d4	—	60"	6 lb
Flambard	15 gp	2d4	—	63"	6 lb
Zulficar	12 gp	1d8+1	—	40"	7 lb

Mace, heavy

Gada	6 gp	1d4+2	—	44"	9 lb
Goedendag ‡	14 gp	1d6+1	—	79"	5 lb

Pole Arm

Chacing staff	20 gp	2d4	—	148"	7 lb
Falx †	15 gp	1d8	—	72"	8 lb
Fuscina *	15 gp	1d8	—	83"	4 lb
Man catcher ***	8 gp	1d3	—	72"	2 lb
Rhomphaia	11 gp	1d8	—	51"	4 lb
Sasumata ***	12 gp	1d6	—	72"	9 lb
Sparth	14 gp	1d8	—	76"	4 lb
Tsukubō † **	14 gp	1d6	—	78"	9 lb

Spear

Boar spear ^	14 gp	1d8	—	68"	4 lb
Dory ^	20 gp	1d8	—	120"	4 lb
Hasta ^	18 gp	1d10	—	78"	11 lb
Kontos ^	18 gp	2d4	—	91"	5 lb
Langdebeve ^	14 gp	1d6+1	—	83"	3 lb
Sarissa ^	26 gp	1d10	—	216"	15 lb

* +1 to disarm attacks

** +1 to bull rush attacks

*** Entangle

† +1 to trip attacks

‡ +1 to attack vs. all armor

@ +1 to save vs. disarm attacks

+1d6 damage on charges

\$ Can use as a buckler

% Ignores bucklers

^ +1 dice of damage vs. a charge

& Ignores bucklers and shields

Thrown Weapons

Weapon	Cost	Damage	Range	Weight
Boomerang	2 gp	1d3	10/30	½ lb
Grenade	8 gp	1d6	30	1 lb
Hunga munga	8 gp	1d6+1	30/50	3 lb
Lasso	8 sp	*	15/30	2 lb
Pilum	6 gp	1d6+1	15/30	2 lb
Vel	14 gp	1d6	40/80	3 lb

Gunpowder Weapons

Weapon	Cost	Damage	Range	Weight
Axe Pistol	200 gp	1d6	30/60	3 lb
In Melee	-	1d4+1	-	-
Blunderbuss	300 gp	1d8	*	10 lb
Falconet	500 gp	3d6+1	50/150	40 lb
Hackbut	350 gp	2d6+1	200/600	25 lb
Hand mortar	200 gp	*	30/60	8 lb
Pepperbox	300 gp	1d6	30/60	5 lb

Weapon Descriptions

Akrafena: The akrafena is a sword of the Akan people of West Africa. It has ritual importance for the Akan people, but is also a weapon of war. It is a short sword with a broad blade that is wider at the point than the hilt.

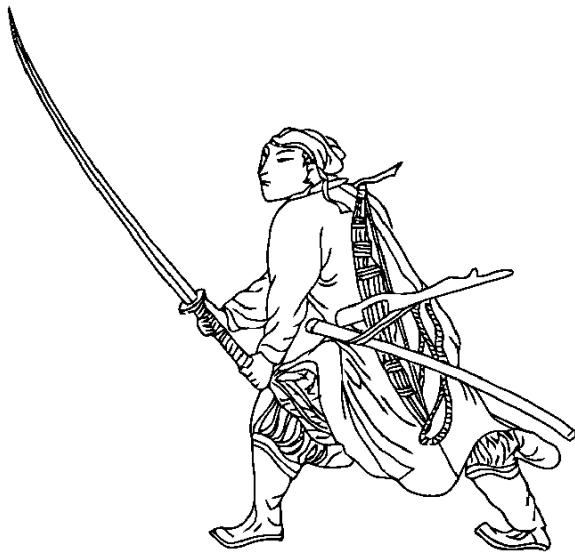
Aruval: The aruval is an Indian machete-like weapon, not unlike the billhook. The top section is curved and comes to a point, and gives wielders a +1 bonus to grapple attacks. The base is often kept razor sharp so it can be used for slashing.

Axe Pistol: An axe pistol is essentially a long pistol with a light axe head attached to the barrel. Variations include mace-pistols, morningstar-pistols and sword-pistols, all of which have the same basic statistics as the axe pistol.

Bhuj: The bhuj (or gadasa, axe-dagger or elephant knife) is a dagger blade affixed to an axe-like haft. The blade is short and broad, with a gentle curve. The haft is usually hollow and hides another slim, stiletto-like blade.

Bichawa: The bichawa or scorpion knife is a loop-hilted dagger with a narrow, undulating blade. Based on the maru, or horn dagger, of southern India, it is often used as an ornamental weapon. The loop hilt sometimes serves as a knuckle-guard.

Bilbo: The bilbo is a small rapier, meant for cut-and-thrust. The name is probably derived from Bilbao, a Spanish city where many of these weapons were forged.



Blood Dripper: Also called a flying guillotine, this is a legendary weapon from China. The weapon consists of a bladed ring attached to a 10' long chain. The blade is hurled and then pulled back with the chain. Characters with an attack bonus lower than +5 who attempt to use this weapon must pass a saving throw with each attack to avoid damaging themselves.

Blunderbuss: The blunderbuss is a firearm with a trumpet-like barrel. It is loaded with grape shot, which gives it a +1 bonus to hit.

Boar Spear: Boar spears were designed for hunting boars, which were reputed when impaled on a spear to continue impaling themselves until they could reach and gore the spear's wielder. The boar spear looks like a normal spear with two lugs or wings on the socket behind the blade, which were designed to stop the progress of the boar. A longer variant called the *chiavarina* was used in warfare.

Butterfly Sword: These single-edged blades are usually used in concert by monks. They are easily concealed and have cross guards that grant the user a +1 bonus to save vs. disarm attacks.

Cestus: The cestus is a sort of ancient boxing glove. It consists of leather strips wound around the forearm and hand. Some are studded or lined with metal plates, while the Roman *myrmex* and Greek *sphaerae* were fitted with cutting blades. A character cannot wield a weapon or shield in a hand holding a cestus.

Changdao: The *changdao* is an anti-cavalry sword used during the Ming Dynasty in China. The Japanese *ōdachi* is

a very similar sword, and both might have been developed from the Chinese "horse-slayer" *zhanmadao*. Whatever the precise form, the sword was intended to slice the legs out from under a horse.

Claymore: Claymores are the celebrated Scottish greatswords that had forward-sloping quillons.

Deer Horn Knife: The deer horn knife is a martial arts weapon from China. It consists of two crossed crescent blades. One of the blades is wrapped in leather, allowing it to be held. Normally used in pairs, the weapon's four curved, claw-like points are used in combat.

Dirk: The dirk is a long, thrusting dagger from Scotland.

Emeici: Emeici are a pair of arrow-shaped metal rods. They are usually attached to a central ring, allowing them to be spun that they may distract an opponent. They are easy to conceal.

Falcata: Falcatas were short, sickle-shaped swords common to the pre-Roman Iberian Peninsula.

Falx: Also called the *falx supina*, this two-handed weapon is a large sickle invented in Dacia. The weapon consists of a 3' long wooden pole with a long, curved iron blade attached. They can be used to pull away shields or smash through them. The weapon's bonus to disarm attacks only counts against shields.

Falconet: The falconet is an oversized musket with a 4' long barrel. It was typically mounted on a swivel, either on a wall, a ship or even on a camel or elephant. Large creatures can use the falconet as a musket.

Firangi: The firangi is a long, straight-bladed sword imported into India from Portugal. The blades were manufactured in Europe, and the name of the sword is derived from the Arabic term for Europeans, *al-faranji* (i.e. Frank). Blades were usually 3' long, and either of the broadsword (double-edge) or backsword (single-edge) variety. Firangi had basket-hilts that provide the wielder a +1 bonus to save vs. disarm attacks. Because of its length, it was traditionally used as a cavalry weapon.

Fire Lance: Fire lances were early gunpowder weapons developed in China. They are spears with hollow tubes near the tip containing gunpowder and projectiles like poisoned darts that could be fired at range.

Flambard: The flambard, or flame-bladed sword, was a variation on the European greatsword. Parrying with these weapons causes unpleasant vibrations in the op-

ponent's blade. The unusual cross-section of the flam-bard is said to have also caused wider and thus more damaging wounds.

Flamberge: The flamberge is a wavy-bladed rapier that provides the same benefits as a flambard.

Gada: The gada is a heavy mace that originated in India. It has a large metal head in the shape of a ball on a thick, short shaft. It is often used for physical training, and Hanuman favored it as a weapon. Because of the thickness of the shaft it must be wielded with two hands unless the wielder has a Strength score of 16 or higher.

Gladius: The gladius is the classic short thrusting sword of the Roman legions. These weapons had a 2' long blade and almost no guard to protect a soldier's hand. Wielders suffer a -1 penalty to save against disarm attacks.

Grenade: Grenades are small iron spheres packed with gunpowder and tipped with a fuse. They must be lit before they are thrown. A grenade is usually thrown at a place rather than a creature, so attacks are made against an AC 10. A failed attack roll indicates that the grenade landed 10' away in a random direction. The grenade then explodes, inflicting damage on all creatures within 10'. A saving throw is permitted by each target to halve the damage. If grenades aren't awesome enough for you, the Chinese originally called them "sky-shaking thunder" and "flying-cloud thunderclap cannon".

Hackbut: Also called wall guns, hackbuts were heavy smooth-bore muskets used to break enemy formations. They were balanced on walls or specially designed poles.

Hand Mortar: Hand mortars are firearms used to throw grenades. In a fantasy setting, they can also throw holy water or flaming oil. The damage caused by the weapon depends on the projectile thrown.

Hasta: The hasta was a Roman spear, the original armament of its fighting legions. Unlike the pilum, the hasta was not meant for throwing, only thrusting.

Hook Sword: Hook swords are usually wielded in pairs. As the name suggests, they have hooked tips which grant the user a +1 bonus to trip attacks. The prominent hand guards give one a +1 bonus to save vs. disarm attacks.

Hunga Munga: These African throwing irons have many different names, but hunga munga is the most fun! They are essentially curved, multi-pronged throwing axes.

Lick It and Stick It

If an archer willingly gives up her initiative and spends a round to lick the fletching on her arrow, she gains a +1 bonus to attack or to damage (choose one).

Ida: This sword of the Yoruba people is wider at the tip than at the base, and is usually double-edged.

Khanda: The khanda is a broad, straight-bladed sword with very little point. A spike projects from the hilt. The khanda is not used for thrusting, but for hacking and slashing, somewhat like an axe.

Khopesh: The khopesh is an Egyptian sickle-sword derived from the battleaxe and thus used as a slashing and chopping weapon. The weapon is especially useful at hooking an opponent's shield to disarm him of it. The shotel is a similar curved sword from Abyssinia.

Knout: The knout is a whip-like weapon made of a bunch of rawhide thongs attached to a long handle. The knout consists of a 16" lash of rawhide attached to a wooden handle and ending in a metal ring. A second 16" lash is attached to this ring, which also ends in a ring. A few inches of hard leather ending in a hook or several loose wired ends are attached to this second ring. Knouts are used for corporal punishment.

Knuckle Dusters: Also known as brass knuckles.

Kris: The kris is a wavy-bladed dagger used throughout Indonesia, Malaysia, Thailand and Brunei.

Kusarigama: The "chain-sickle" is a Japanese weapon consisting of a *kama* attached to a heavy iron rod by a chain. A warrior uses the weighted rod and chain to entangle an opponent's weapon and then charge forward to finish them off with the *kama*.

Labrys: The labrys is a double-headed axe from the Minoan civilization that served as a symbol of female divinities as well as such sky gods as Hurrian and Teshub.

Lasso: The lasso is a length of rope formed into a loop that can be thrown over a target and pulled tight. Lassos do not inflict damage, but instead entangle targets with ranged grapple attacks.

Lathi: The lathi is a long bamboo staff 6' to 8' in length and bound at short intervals with iron rings to make it heavier. The lathi is a weapon of Indian monks.

Back Biting

Chaotic assassins who are bastards enough to poison a companion's arrow fletchings get double XP when the archer keels over dead in the middle of combat.

Machete: Machetes (or matchets) are heavy, cleaver-like blades useful in agriculture and war. There are many variants from around the world, including the tapanga of Africa, the Filipino bolo and the Malaysian parang.

Maduvu: The maduvu is a unique Indian weapon used by martial artists (i.e. monks). Made from deer horns, it is treated as a double-bladed dagger. Monks using a maduvu keep a low profile and use it more for defense than offense. Monks armed with maduvu can treat it as a buckler rather than a weapon during a round of combat.

Malappuram Kathi: The malappuram kathi was an ancient form of dagger used in Kerala. The blade is about 2' long and thicker at the top than at the base. The hilt was made from deer horn. It is said that wounds from a malappuram kathi were difficult to heal and often became infected. This was owed either to the unique construction of the weapon or the metals used by the few Keralan blacksmiths who knew the secret of forging the weapon.

Man Catcher: Also called catchpoles, these weapons were designed with two semi-circular, spring-loaded prongs that would snap closed around a foe.

Misericorde: These long, narrow knives were known for delivering the death stroke, or "mercy-stroke" to seriously wounded foes. The blade is thin enough to strike through gaps in armor. In close combat, misericordes have a +1 bonus to hit armored opponents.

Moplah: Moplah are very short swords with wide blades that are wider at the tip than the base. Moplah were worn on the back, using special belts.

Pata: The pata is a unique Indian straight-bladed sword that incorporates a gauntlet as the hand guard. The wielder places his hand in the gauntlet and the sword is held rigid pointing straight out from the wielder's lower arm. Pata were most often wielded one in each hand, or a pata was wielded in one hand and a javelin, whip or axe in the other. Pata could be from 1' to 4' in length, so we can assume that dual-wielders probably used one long pata and one short pata.

Pepperbox: A pepperbox is a rather unwieldy-looking pistol with six barrels. The barrels rotate, allowing the wielder to fire six times before reloading.

Sasumata: The sasumata, or spear-fork, is a Japanese pole arm used by the police to aid in the capture of criminals. The weapon has a forked head that can be used to catch a suspect by the neck, arms, legs or joints and hold him (i.e. grapple attacks). In this regard, it is a sort of non-mechanical man-catcher. It is 5' to 6' long.

Scissor: Yes, you can run with this weapon. The scissor is a "maybe" weapon, about which very little is known. It might have consisted of a hollow, metal tube that was worn over the arm. The tube closes over the fist, and projected from this there is a semicircular blade. There was probably a crossbar in the end to assist in a gladiator controlling the weapon. The tube makes it useful as both a buckler and as a weapon.

Shotel: These Abyssinian swords are curved like sickles.

Smallsword: Smallswords are small rapiers.

Spadroon: Spadroons were light, single-edged rapiers of the cut-and-thrust variety favored by naval officers. Hilts were often of the five-ball type with a stirrup guard.

Spatha: The spatha was the Roman long sword, from which the medieval European longsword was developed. Measuring about 3' in length, it was used in war and gladiatorial fights in first millennium A.D. Europe. Used primarily by the Germans, it replaced the gladius as the primary Roman infantry weapon. Like the gladius, the spatha has no hand guard, so wielders of the spatha suffer a -1 penalty to save against disarm attacks.

Tekko: The tekko is a fist weapon consisting of a small wooden rod which is held in one's fist and a curved blade that encloses the knuckles. One might consider it a bladed knuckleduster.



Tepoztopilli: The tepoztopilli is an Aztec weapon resembling a spear. They are about 5' long and end in a very broad head lined with obsidian blades.

Tessen: The tessen is a Japanese 'war fan'. Often used as a signaling device, they have outer spokes made of iron, allowing them to be used as clubbing weapons. With training, they could also fend off arrows and darts and

could be thrown. Monks using these weapons can deflect one additional missile per round.

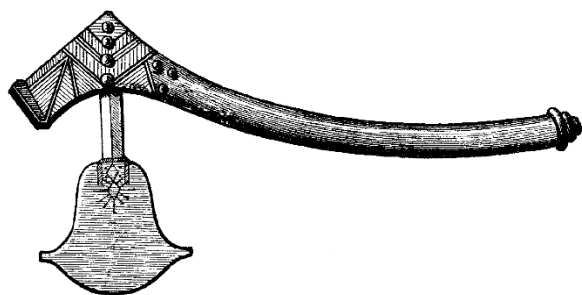
Tiger Claws: India's famous tiger claws, or *bagh nakh*, consist of four or five short, curved, claw-like blades affixed to a metal cross-bar or a glove. Bagh nakh grant the user a +1 bonus to Climb Walls task checks.

Trident Dagger: The trident dagger looks like a slim-bladed dagger. When a catch is depressed, the sides of the blade spring out to form trapping blades that aid in sundering weapons and disarming opponents.

Tsukubō: The tsukubō is a Japanese pole arm used by their police to capture criminals. The weapon is a 5' long wooden pole with a T-shaped head reinforced with metal and with metal teeth. The weapon was used to push, pull and trip victims.

Urumi: The urumi is a long sword with a flexible blade. The blade is sturdy enough to slice through flesh, but flexible enough to be rolled into a coil. The urumi is almost as dangerous to the wielder as it is to the target, and any time an urumi-wielder rolls an attack roll that is a natural 15 or less, he suffers 1d3 points of damage. Wielders with an attack bonus of at least +3 can choose to brandish the weapon, swinging it back and forth before them in arcs. When doing so, any creature attacking them in melee combat with a weapon less than 4' long suffers 1 points of damage per round.

Vel: The vel is a broad-bladed spear used primarily by the Tamils. The weapon's name is derived from the divine weapon of the Hindu deity Murugan.



War Axe: More properly the Angolan war axe, this axe has a unique design that makes it not only a potent melee weapon, but also a throwing axe.

Zulfiqar: A two-handed version of the scimitar.

Additional Armor

Armor	Cost	Base AC	Weight
Buff coat	5 gp	11	10 lb
Linothorax	5 gp	11	10 lb
Shagreen	15 gp	12	15 lb
Jack-of-plate	25 gp	13	15 lb
Dō-maru	30 gp	13	25 lb
Lorica plumata	200 gp	13	25 lb
Shellycoat	60 gp	13	25 lb
Heroic cuirass	300 gp	15	35 lb
Half armor	300 gp	16	25 lb
Mirror armor	250 gp	16	40 lb
Three-quarter armor	450 gp	17	40 lb
Kastenbrust	1,500 gp	18	60 lb
Maximilian armor	3,000 gp	19	65 lb

Leather Armors

Buff Coat: Named for their yellowish color, buff coats are long leather coats usually worn under a breastplate, half armor or three-quarter armor.

Linothorax: Linothorax armor was a stiff linen breastplate used by the ancient Greeks.

Shagreen: Shagreen is armor made of specially treated shark skin and is used underwater.

Mail Armors

Jack of Plates: A jack of plates consists of small iron plates sewn between layers of cloth or leather.

Lorica Plumata: An impressive piece of armor manufactured by the Romans and worn by military leaders, the lorica plumata is ring mail armor with metal scales attached to the rings. Like the heroic cuirass, it is intended to impress, and permits a +1 bonus to reaction checks when worn by a warrior.

Shellycoat: Shellycoat is a special variety of scale mail created by aquatic creatures using shells.

Plate Armors

Dō-maru: The *dō-maru* is a form of armor worn by the samurai. The *dō-maru* is splint armor that wraps around the chest. Laced on the right side, it is distinguished in this respect from the *haramaki-dō*, which is laced on the back. For our purpose, both forms of armor provide the same amount of protection. *Dō-maru* is made of leather or metal scales laced into plates with cord and lacquered.

These plates are then laced together to form the armor. To save on weight, metal is used only in the most vital parts of the armor.

Half Armor: Half armor consists of a breastplate, backplate and tassets to cover the upper thighs.

Heroic Cuirass: A heroic cuirass is a cuirass molded to depict powerful musculature. It provides a +1 bonus to reaction checks when worn by a warrior.

Kastenbrust: Kastenbrust armor was a style of Gothic plate armor with a bascinet helm, box-shaped cuirass, gauntlets and a long, metal skirt.

Maximilian Armor: This armor is named for Emperor Maximilian I. It is full plate armor decorated with flutings to deflect the points of blades and arrows.

Mirror Armor: Also referred to as disc armor, or *Chahar-Ainé*, was used in Asia and Europe. The armor consists of four rectangular or oblong plates riveted together to form a box around the wearer's torso. To this mirror cuirass is added helmet, greaves, bracers and a mail coat. Discs could be added to provide additional protection.

Three-Quarters Armor: Three-quarter armor is a suit of half armor that also covers the legs to the knees.

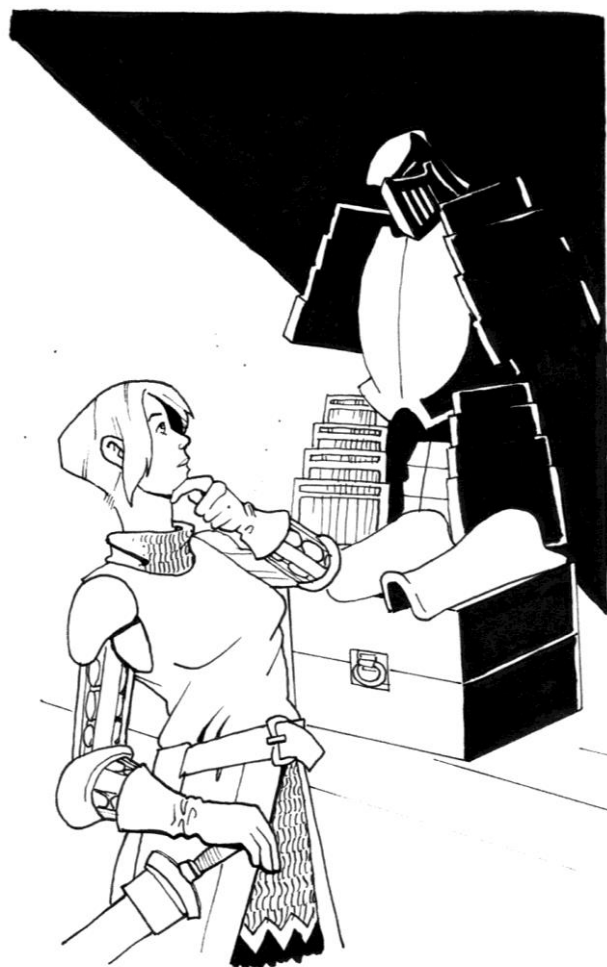
Piecemeal Armor

In order to mix and match armor, you can use the following quick and easy system. Treat the humanoid body as having three parts, head, torso and extremities. Armor provides a bonus for each part it covers, as follows:

Armor Type	AC Bonus	Head Wt.	Torso Wt.	Ext. Wt.
Padded	1	1 lb	5 lb	4 lb
Leather	2	1 lb	8 lb	6 lb
Studded	2	2 lb	10 lb	8 lb
Ring	3	2 lb	13 lb	10 lb
Scale	3	3 lb	15 lb	12 lb
Chainmail	4	4 lb	20 lb	16 lb
Splint	5	4 lb	23 lb	19 lb
Banded	5	3 lb	18 lb	15 lb
Plate	6	5 lb	25 lb	20 lb

If a helm does not cover the entire head, give it half the bonus on the table above. Add the AC bonuses together and divide the total by 2 (rounding down). This is the character's AC bonus; add it to 10 to get their AC.

Shields have the same AC bonus as they always do.



Used Armor

The difference between life and death for a low level warrior can turn out to be the difference between chainmail and platemail. The problem for the novice adventurer is a lack of funds. Platemail is expensive. In order to earn enough coin to buy it, a warrior has to stick his neck out enough that he might lose it.

Another option for the novice warrior is used armor. The downside is the flaws one might find in a used suit. The following tables are a way to determine just what is wrong with that cheap suit of armor a character just bought. Every used suit of armor comes with 1d3 defects.

In this system, a used suit of armor sells for a base 10% discount +10% per defect. This represents the lowest price the salesman will accept. Naturally, the salesman is going to try to get more than that for the armor.

Leather Armors

D8 Armor Flaw

- 1 Studs, bolts, rivets or scales on the armor are loose; every hit you suffer in combat has a 1 in 6 chance of reducing the armor bonus by 1 as several pieces fall off.
- 2 The armor rides down with wear, imposing a -1 penalty to agility-oriented saves and reducing movement by 5'
- 3 AC bonus is one lower than normal due to poor workmanship
- 4 Armor squeaks in a cool environment (like most dungeons), imposing a -2 penalty to move silently checks
- 5 The armor just doesn't smell right, especially once it's been on for a while and warmed up imposes a 1 point penalty to surprise foes (or a 2 point penalty if those foes have sensitive noses)
- 6 The more you wear it, the more it chafes, imposing a -1 penalty to hit in combat and reducing movement by 5'
- 7 Every time you're in a fight there is a 1 in 6 chance per round that the buckle breaks, imposing a -1 penalty to the armor's armor class bonus and a -1 penalty to hit
- 8 Suit is actually -1 *cursed armor*

Mail Armors

D8 Armor Flaw

- 1 Armor jingles and rattles, imposing a -2 penalty to move silently checks
- 2 The armor rides down with wear, imposing a -1 penalty to saves and reducing movement rate by 5'
- 3 Every hit you suffer in combat has a 1 in 6 chance of reducing the armor bonus by 1 due to loose rivets
- 4 AC bonus is one lower than normal due to poor workmanship
- 5 The armor just doesn't let you breath, imposing a -1 penalty to hit in combat and reducing movement rate by 5'
- 6 Any hit with a weapon that deals more than 3 points of damage causes links to break and stick in your flesh, causing you to lose 5' of movement until removed
- 7 Every time you're in a fight there is a 1 in 6 chance per round that it falls apart, imposing a -1 penalty to the armor's armor class bonus and a -1 penalty to hit
- 8 Suit is actually -1 *cursed armor*

Plate Armors

D8 Armor Flaw

- 1 Armor creaks and groans, imposing -2 penalty to move silently
- 2 The armor rides down with wear, imposing a -1 penalty to dexterity-oriented saves and reducing movement rate by 5'
- 3 Every hit you suffer in combat has a 1 in 6 chance of reducing the AC bonus by 1 as several bits of metal are dislodged from the suit
- 4 AC bonus is one lower than normal due to poor workmanship
- 5 The armor does not let you breath, imposing a -1 penalty to attack and reducing movement rate by 5'
- 6 Every time you're in a fight there is a 1 in 6 chance per round that it falls apart, imposing a -1 penalty to the armor's armor class bonus and a -1 penalty to hit
- 7 The visor on the helm has a tendency to slam shut. Whenever you attempt a task check or saving throw outside of combat there is a 1 in 6 chance that this happens, imposing a -1 penalty to the roll
- 8 The suit is actually -1 *cursed armor*

Henchmen and Hirelings

Here are a few additional hirelings to make life easier for adventurers:

Acrobat: Most acrobats are itinerants in need of a job. An acrobat is unlikely to delve into a dungeon without a serious financial consideration, but they may do work of an unethical nature in towns and cities. An acrobat has a knack for balancing, climbing sheer surfaces and jumping, not to mention other acrobatic activities. Hiring an acrobat for a mission costs 25 gp.

Apothecarist/Herbalist: An apothecarist or herbalist has knowledge of plants (5 in 6 chance of answering questions) and how to compound them into medicines. A character under the treatment of an apothecarist gets a +2 bonus to save against the effects of disease and poison and heals at double the normal rate.

Architect: Stronghold construction is covered in the *Blood & Treasure Rulebook*, and architects are required to design these structures and guide the work of construction crews. An architect and his construction crew are paid 50 gp per month.

Barrister: Barristers and lawyers are knowledgeable about the law and can always answer questions regarding the law and the rules of noble and royal courts.

Dragoman: A dragoman knows the Common tongue and 1d6 additional random languages (or non-random, if the TK chooses). In addition they have a knack for communication. Interpreters demand 1 sp per day in town, 1 gp per day for entering the wilderness and 10 gp per delve into a dungeon. They fight as 0 HD humans.

Fortune Teller: Fortune tellers use cards, entrails, tea leaves and a variety of other methods to tell the future for their clients. Most are charlatans with no special abilities, but one in six is an adept with a limited spell list:

1st—*Detect evil/good, detect magic, detect secret doors, detect undead, foretelling, know direction, read magic*

2nd—*Augury, detect invisibility, find traps, know alignment*

3rd—*Clairsentience, scrying, speak with dead*

4th—*Detect scrying, divination, locate creature*

Graverobber: These unsavory folk are not much more skilled than bearers, but they are bold rascals. Most have a knack at identifying the undead from their habits and abilities, and are happy to advise adventurers in need of

such information for the consideration of a gold coin. They are equipped with shovels and daggers.

Guide: A guide has knowledge of the wilderness between two settlements or in a 20 mile radius around a settlement. Guides have a knack at survival and tracking. They expect 1 sp per day plus expenses.

Herald: A herald can be hired to draw and record the adventurer's coat of arms (although he or she must first be granted the right to have arms) and announce his or her coming and tell of his or her deeds. A herald grants an adventurer a +2 bonus to reaction checks at court. Heralds expect 1 sp per day and a suit of fine clothes in their master's colors.

Jester: Jesters enjoy the special privilege of speaking their mind, even when what they have to say is insulting to royalty. Jesters are hired by adventurers to enhance their prestige, and grant them a +1 bonus to reaction checks at court. Jesters expect 1 sp per day.

Locksmith: Locksmiths are artisans who specialize in crafting locks and keys. As a result, they have a 25% chance to open locks. Locksmiths are paid 1 sp per day, or 5 gp to open locks when they believe doing so might get them in trouble with the law.

Miner: A miner notes slanting and sloping passages, shifting walls, new construction and depth underground on a roll of 1-3 on 1d6, and they sense the presence of precious metals and stones in their raw form within 60' on a roll of 1 on 1d6. Miners are rough sorts (1 HD) armed with light picks. They are so used to operating underground that they have darkvision to a range of 30'. Miners can be hired for 1 sp per day and might be induced to venture into dungeons for 1 gp per day, with one week's salary paid in advance to their families.

Minstrel: Minstrels can be hired by an adventurer to enhance their prestige at court or to pass coded messages in song to compatriots. Minstrels carry some form of portable instrument. As part of a retinue, they grant their employers a +1 bonus to reaction checks when attending court. Minstrels expect 1 sp per day.

Rat Catcher: Rat catchers are men and women who have their work cut out for them in pre-modern settings. Heck, let's be honest – they are pretty busy in modern times. Rat catchers are skilled at tracking and trapping rats, including giant rats. Rat catchers have 1 Hit Dice and enjoy a +1 bonus to hit and damage rats, giant rats and even wererats in hybrid and rat form (assuming they

have a weapon that can harm the wererat). Rat catchers carry clubs, daggers, rat traps and a bag of cheese for bait. They are assisted by a small (but vicious) dog.

Sailor: Sailors are fighting-men (1 HD) trained to serve aboard ships. They can climb (90%), tie knots (95%), predicting weather (65%), communicating with foreigners (35%) and navigating by the stars (95%).

Scribe: Scribes are literate men and women, a rarity in days of yore and worth paying for. Scribes work for 1 sp per day (8 hours) of reading or copying. They cannot copy spells into a magic-user's spellbook.

Shipwright: Shipwrights are men or women skilled at designing and overseeing the construction of ships of all sizes. It takes a shipwright one month per 100 gp of the price of a ship to build it (assuming he is managing a normally sized crew). A shipwright and his crew are paid 50 gp per month.

Spy: Spies are a specific brand of rogue hired to discover secrets and communicate them to their masters through codes. Spies are among the most skilled of all rogues, possessing the following skills: Escape bonds (35%), find secret doors (35%), hide in shadows (45%), move silently (45%), open locks (40%) and read languages (25%). Spies can use poison without endangering themselves. Spies charge a base of 20 gp/mission to snoop, 50 gp/mission to steal and 100 gp/mission to kill. Multiply this value by the level of the target (see table below).

While it is generally preferable to play out spy missions, there may come times when a TK or player wishes to gloss over these activities. In these cases, the following table can be used to determine success or failure:

Target Rank	Target Level	Snoop	Steal	Murder
Peasant	0-2	80%	70%	60%
Burgher	3-4	70%	60%	30%
Aristocrat	5-7	60%	50%	15%
Noble	8-9	50%	40%	7%
Royal	10-12	40%	30%	3%
Imperial	13+	30%	20%	1%

Consider guild masters and merchant princes to be aristocrats. Most priests are burghers, high priests are aristocrats, bishops are nobility and popes are royalty.

When a spy's mission fails, there is a 50% chance that the spy is captured and a 10% chance they are killed.

Spells

The following new spells appear on the spell lists for the new classes in this volume, or stand as additions to the spells in the main rules. All of these spells should be considered “advanced” for the purpose of clerics, druids and magic-users using them.

New Cleric Spells

1st Level

Asperges	Bleat and Bray
Blinking Light I	Delay Harm
Footfalls	Inner Beauty
Mere Humanity	Odor of Sanctity
Repel Water	Road to Salvation*
Water to Wine	

2nd Level

Blinking Light II	Compel Parley
Golden Torch	Sea Vision
Transmute Food to Ash	Transmute Water to Poison
Weakness	Zounds

3rd Level

Black Sun	Eye for an Eye
Firebrand	Fool's Paradise
Fools Rush In	Giant Strength
Loose Lips	Sun Shower
Unspeakable Conjunction	

4th Level

Come to Judgment	Curse of Angels
Curse of Devils	

5th Level

Wind Tunnel

6th Level

Mass Strength

8th Level

Animate Room

New Druid Spells

1st Level

Bleat and Bray	Blinking Light I
Sea Vision	Sense Tremors
Venom Sacs	

2nd Level

Bite of the Wolf	Blinking Light II
Coils of Constrictor	Delay Harm
Hands of Lava	Spikes
Transmute Food to Ash	Transmute Water to Poison
Weakness	Whitefoot

3rd Level

Awaken Element	Energy Web
Fangs of the Viper	Giant Strength
Horn of the Rhino	Hug of the Bear
Quills of the Porcupine	Raise Pillar

4th Level

Blaze Trail	Chasm
Jack-o'-Lantern	Wind Tunnel

5th Level

Battle Beast	Green Colossus
Past Life	Wall of Crystal

6th Level

Mass Strength

7th Level

Maddening Woods

8th Level

Amber Ray	Body of Fire
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New Magic-User Spells

1st Level

Accursed Archer	Acid Grasp
Alter Voice	Bewitch
Bleat and Bray	Blinking Light I
Comfortable Temperature	Dizzying Intellect
Double Vision	Dwarfblood
Electric Brain	Enchant Instrument
Energize Metal	Eye in the Sky
Flashing Blade	Homing Spell
Hypochondriac Fancy	Light Step
Lizard Lips	Mere Humanity
Optogram	Orbiting Orbs of Orvos
Prank	Presto Change-O
Repel Water	Rumor
Sense Tremors	Shadow's Helper
Sheen	Silky Smooth
Skyrocket	Stun Ray
Supernumerary	Throes of Pain
Ultravision	Unseen Clerk

2nd Level

Alibi
Babble
Blinding Light II
Brain Drain
Cocoon
Compel Parley
Detect Illusion
Footfalls
Glad-hand
Golden Torch
Heat-Seeking Missile
Juggle
Phantom Banker
Potent Potables
Rain of Frogs
Rival
Shaggy
Sinister Suspicion
Spikes
Telecommunication
Transmute Arms to Tentacles
Transmute Iron to Lead
Unwitting Ally
Wormtongue

3rd Level

Belch Bile
Body of Rubber
Cosmic Comets
Duomorph
Eye of the Tiger
Fell the Mighty
Freeze Ray
Ghost Ray
Hands of Lava
Jelly Arms
Light Fantastic
Mighty Mite
Passdoor
Prism
Recharge
Spiraling Failure
Stimulate Gland
Unspeakable Conjunction
Whirlwind Attack
Yawning Gulf

4th Level

Clarion's Magic Closet
Echoes of the Past
Hex of Diminution
Horseless Carriage
Lifting Hand

Animate Hair
Blasphemous Shield
Booming Voice
Burning Ears
Compel
Delay Harm
Elfblood
Foreboding
Gnomeblood
Grimace
Incantation of Hatred
Mindspy
Pocket Full of Rye
Purple Haze
Ricochet
Sea Vision
Shocking Lantern
Slide
Sticky Fingers
Terrible Obsession
Transmute Food to Ash
Transmute Water to Poison
Weakness

Black Sun
Bone to Steel
Drip-Drip-Drip
Energy Web
Fall-Staff
Fireflux
Garble
Giant Strength
Ipecac
Light Bridge
Loose Lips
Monstrous Mein
Polymath I
Rant and Rave
Sleeve of Holding
Star-crossed
Thin Air
Vermiform
X-Ray Vision
Zeta-Ray

Dolorous Touch
Fumble
Hideous Cackle
Incredible Strength
Methuselah Syndrome

Mutation Ray
Pearls into Swine
Raise Pillar
Rewind I
Saldali's Melting Time
Solicit Ride
Transmute Flesh to Rubber
Wall of Crystal

5th Level

Aedmone's Aqueous Orb
Chasm
Dream Thief
Hot Hail
Magma Pit
Past Life
Pussycat!
Time Trip
Wildfire

6th Level

Battle Beast
Fire Whip
Incantation of the Yellow Doors
Merlyn's Gaseous Monster
Rewind II
Transmute Flesh to Robot
Transplant

7th Level

Déjà Vu
Transmute Skin to Tongue

8th Level

Basilisk's Gaze
Lava Worm
Rewind III

9th Level

Amber Ray
Fantastic Transformation

Mystic Fire of Phango
Prismatic Eye
Revolve
Ruinous Rain
Scramble Mind
Supercharge
Transmute Sound to Light
Wall of Jelly I

Alter Gaze
Destroy Memory
Freak Out
Invocation of Righteous Anger
Musical Interlude
Polymath II
Sepulchral Power
Transmute Water to Slime
Wind Tunnel

Curse of Cannibal Hunger
Friendship
Mass Strength
Quid Pro Quo
Temporal Disjunction
Transmute Water to Crystal

Recurring Image
Wall of Jelly II

Body of Fire
Melt

Egg of Wonder



Spell Descriptions

Accursed Archer (Transmutation)

Level: Magic-User 1

Range: 150'

Duration: Concentration + 1 round

This spell forces a single opponent within range that is shooting or throwing missiles to target one of his allies. If he has no allies, the spell applies a -2 penalty to his attacks on enemies.

Acid Geysers (Evocation)

Level: Elementalist 8

Range: 150'

Duration: 6 rounds

When the spell is cast, you select a number of targets equal to your level that are within the spell's range. Any targeted creature that fails its saving throw suffers 4d8 points of acid damage from a geyser of acid that explodes from the ground beneath his feet. The target's armor must pass an item save or be ruined. The caster may choose new targets each round while the spell lasts. No one can be targeted by this spell in consecutive rounds.

Component: A diamond vial (800 gp) filled with acid

Acid Grasp (Evocation)

Level: Elementalist 1, Magic-User 1

Range: Personal

Duration: 1 minute

The spell caster's hands deal 1d6 points of acid damage with a successful attack (no save). Items grasped in the caster's hands must pass a saving throw or be ruined.

Aedmone's Aqueous Orb (Conjuration)

Level: Magic-User 5

Range: Personal

Duration: 24 hours

This spell conjures an orb of water 8' in diameter. The water is either fresh or salt, determined by the caster. The orb can fly at a speed of 60' per round.

Alibi (Enchantment)

Level: Charlatan 2, Magic-User 2

Range: 30'

Duration: 1 day per level

Those affected by this spell believe that you were in their company for a number of hours equal to your level (or less). These vague memories of your presence last for a number of days equal to your level.

Alter Gaze (Abjuration)

Level: Magic-User 5

Range: Personal or touch

Duration: 2 hours

The beneficiary of this spell does not suffer from gaze attacks as normal. If the gaze normally causes fear or blindness, it instead reduces the victim's Wisdom by half. If the gaze normally causes petrification, it instead reduces the victim's Dexterity by half. Other effects can be determined by the TK as necessary. The effects of the gaze attack last for 3 hours.

Alter Voice (Illusion)

Level: Charlatan 1, Magic-User 1

Range: Personal

Duration: 1 hour

This spell permits you to alter your voice, perfectly mimicking another voice you have heard. It does not enable you to speak another language. The spell also alters your inner voice, permitting you to fool creatures through the medium of telepathy.

Amber Ray (Transmutation)

Level: Druid 8, Magic-User 9

Range: 30'

Duration: Permanent (see below)

This spell takes the form of a ray of amber light. Any object that is struck by the ray must pass an item saving

throw or become as weak as crystal. After 10 minutes the item can attempt a second item saving throw using its old hardness to regain its former strength. If this save fails, it becomes permanently brittle.

Animate Hair (Transmutation)

Level: Magic-User 2

Range: Personal

Duration: 2 minutes

The spell caster's hair grows long (facial hair and eyebrows too) and can be used to make attacks or grab and manipulate items. The spellcaster can make a number of attacks equal to their Intelligence bonus plus one. The hair can be used to grapple (dealing 1d3 grapple damage), trip and disarm. It can also be used to hold objects up to 5 pounds in weight. The hair has a range of 6'.

Animate Room (Evocation)

Level: Cleric 8

Range: Immediate area

Duration: 1 hour

This spell works as *animate object*, except that it animates an entire room as a single monster. The room has the statistics of a huge animated object, and can use the objects within it as weapons to attack.



Asperges (Conjuration)

Level: Cleric 1

Range: 10'

Duration: Instantaneous

The cleric conjures a splash of holy water from his hand and directs it at a single foe within range. Undead and chaotic outsiders suffer 1d6 points of damage.

Awaken Element (Evocation)

Level: Druid 3, Elementalist 3

Range: 30'

Duration: 5 minutes

You give an element human sentience. You affect a volume of air, earth, fire or water no larger than 1 cubic foot per level. It has all the statistics of a small elemental of its type except that it has average intelligence and can speak the common tongue. The element is friendly towards you. A sentient element knows what happened around it for one week per caster level before it was awakened and can answer questions about it.

Babble (Illusion)

Level: Charlatan 1, Magic-User 2

Range: 30'

Duration: 10 minutes

This spell causes one victim to speak unintelligibly. They understand other people perfectly well and think they are forming normal sentences when they speak, and thus do not realize that are speaking gibberish until it is pointed out to them. Spell casters can attempt a saving throw to utter a spell properly, with a penalty equal to the level of the spell. If a spell is uttered as gibberish, it has no effect, but is still considered "used" for that day.

Basilisk's Gaze (Transmutation)

Level: Magic-User 8

Range: 30'

Duration: 1 minute

This spells works as the *flesh to stone* spell, but is delivered via a gaze attack by the magic-user. The spell requires the possession of a dried basilisk's eye harvested by the magic-user that is casting the spell. The spell lingers on the magic-user's left eye for 1 round.

Too Many Spells?

Spells are fun to invent, but magic-users have some limits on how many that can know. That encourages players to focus on the most useful, and usually classic, spells, to the detriment of the new stuff.

One way to get past this is to permit magic-users to use spells that are not in their spellbook as follows:

A magic-user can prepare a spell that is not in her spellbook by meditating on it for one hour. If she wishes to do this with multiple spells, the meditation takes one hour per spell.

A given spell can only be prepared this way once in a magic-user's life. After this, the magic-user must add the spell to her spellbook in the normal way to be able to prepare it again.

You can permit sorcerers to do this as well, but they must assign one of their spells per day to the specific spell they wish to cast.

Battle Beast (Evocation)

Level: Druid 5, Magic-User 6

Range: 30'

Duration: 10 rounds

One animal targeted by this spell becomes a battle beast, doubling its size and Hit Dice and increasing its damage rolls by +2 points for the duration of the spell. While under the effects of the spell the animal is treated as a monster rather than animal and its coloration changes to something weird and unearthly. The animal gains low intelligence in battle beast form.

Belch Bile (Conjuration)

Level: Magic-User 3

Range: 20' cone

Duration: Instantaneous

The magician conjures acid from their guts, belching it in a cone 20' long and 10' wide. All in the path of the acid suffer 1d4 points of damage per magic-user level (save for half damage). The magic-user loses their voice for one hour after casting the spell due to throat burn.

Bewitch (Enchantment)

Level: Magic-User 1

Range: 30'

Duration: 24 hours

You bewitch one target, creating in their mind an obsession with you, but at the same time a fear of speaking to you. The target follows you around for 24 hours ignoring everything but personal peril (which breaks the spell) and discomfort (which permits a new saving throw), but they will neither approach closer than 20' nor speak to you. If you suddenly confront them, they become frightened and run away. This ends the spell.

Bilocation (Conjuration)

Level: Prophet 5

Range: Personal

Duration: 1 minute

For one minute, the prophet can be in two places at once. Each version of the prophet can carry out movement and actions as normal. The second version can appear within 1 mile per prophet level of the original. When the second version disappears, any damage or other effects he sustained, or any items he took possession of, return to the original.

Bite of the Wolf (Transmutation)

Level: Druid 2

Range: Personal

Duration: 1 hour

The druid's mouth becomes a wolf's muzzle. The druid gains a bite attack that deals 1d4 points of damage. Victims of the attack must pass a save or be tripped and knocked prone.

Black Sun (Necromancy)

Level: Anti-Cleric 3, Magic-User 3

Area of Effect: 120' radius

Duration: 1 minute per level

For one minute, sunlight in an area 120' in radius around the spell caster becomes gray and wan, and does not harm creatures normally harmed by sunlight.

Blasphemous Shield (Conjuration)

Level: Magic-User 2

Range: Personal

Duration: 1 minute

This spell conjures a shield in front of the spellcaster. The shield bears an image blasphemous to a single chosen cleric or anti-cleric within sight of the magic-user.

The offended cleric must pass a saving throw each round to resist attacking the magic-user. The shield bearer enjoys AC 18 against the cleric's attacks and a +2 bonus to

saving throws against the cleric's spells. Spells that are saved against have a 25% chance of turning back on the spellcasting cleric.

Blaze Trail (Evocation)

Level: Druid 4

Range: 500'

Duration: Instantaneous

This spell functions like *locate object* or *locate creature*, but also blazes a trail to that thing that is sought. Rank vegetation is parted to allow easy movement to the goal. The vegetation closes back in behind the druid and her comrades as they move. If the group pauses for more than 8 hours, this aspect of the spell ceases.

Bleat and Bray (Transmutation)

Level: Anti-Cleric 1, Druid 1, Magic-User 1

Range: 60'

Duration: 1 hour

This spell changes a single target's voice to the bleating and braying of a goat for one hour. This makes spellcasting impossible for the target. Any other creature that hears this noise and laughs (roll 1d20 under Wisdom score to avoid laughing) suffers the same effect.

Blinding Light I (Evocation/Illusion)

Level: Cleric 1, Druid 1, Magic-User 1

Range: 5'

Duration: 1d6+1 rounds

One creature immediately in front of you is dazzled by intense light that flashes from your eyes. The victim is blinded for 1 round and then dazzled for 1d6 rounds. A dazzled creature suffers a -1 penalty to attack rolls and to all task checks involving sight.

Blinding Light II (Evocation/Illusion)

Level: Cleric 2, Druid 2, Magic-User 2

Range: 20' cone

Duration: 1d6 rounds

This spell causes those caught in the area of effect who fail a saving throw to be dazzled, suffering a -1 penalty to attack rolls and all task checks involving sight.

Body of Fire (Transmutation)

Level: Druid 8, Elementalist 8, Magic-User 8

Range: Personal

Duration: 10 minutes

You transform your body into elemental fire. You gain a fire elemental's immunities, as well as vulnerability to cold. Your touch deals 2d6 points of fire damage.

Body of Rubber (Transmutation)

Level: Magic-User 3

Range: Personal

Duration: 1 hour

The spell caster's flesh becomes as rubber. They are immune to falling damage and bounce back half as high as they fell with no effort, or as high as they fell with some effort. Bludgeoning weapons do no damage to them, and their AC against all other attacks is increased by +2.

Bone to Steel (Transmutation)

Level: Magic-User 3

Range: 30'

Duration: 1 hour

This spell turns bone into steel. Only dead bones (i.e. not part of a living creature) are affected. Bones like femurs are turned into the equivalent of light maces. Animated skeletons gain AC 17.

Booming Voice (Enchantment)

Level: Charlatan 2, Magic-User 2

Range: 120'

Duration: 1 hour + 1 hour per caster level

This spell affects up to 10 targets within 120'. The targets cannot help but speak as loudly as possible. These booming voices have the normal chance for attracting wandering monsters, and might cause other calamities like avalanches (per the TK's discretion).

Brain Drain (Necromancy)

Level: Magic-User 2

Range: 30'

Duration: See below

This curse causes the victim to lose intelligence points when they use their mind, i.e. when they cast magic-user (or similar) spells and perform intelligence-based tasks. Each time the victim uses her brain and fails a saving throw her intelligence is reduced as follows:

Starting Intelligence	Drops to	Max. Spell Level
1-2	1	-
3	2	-
4-5	3	-
6-8	4	-
9-11	6	1st
12	6	2nd
13	9	3rd
14	9	4th
15	9	5th
16	13	6th
17	13	7th
18	16	8th
19	18	9th
20+	19	9th

As the curse robs magic-users of intelligence, they also lose the ability to cast spells above a level indicated in the table above. These spells are not removed from memory, they just cannot be cast.

Lost points of intelligence return at the rate of 1 point per hour. Rest is not required to regain intelligence.

Buoyancy (Transmutation)

Level: Prophet 2

Range: 30'

Duration: 1 minute

One object within 30' designated by the caster becomes buoyant in water, and floats to the surface.

Burning Ears (Divination)

Level: Magic-User 2

Range: Plane of existence

Duration: 6 hours

For the duration of this spell, you are aware when any creatures on the same plane of existence plot against you. You literally feel your ears become warm. If you roll d% below your Wisdom score, you also learn who is plotting against you.

Chasm (Conjuration)

Level: Druid 4, Elementalist 4, Magic-User 5

Range: 60'

Duration: 10 minutes

You can cause the ground to suddenly disappear, shifting it briefly into the elemental plane of earth. The resulting chasm has the following dimensions: Width is equal to 5' plus 2' per level; length is equal to 1' per level and depth is equal to 2' per level. After 10 minutes, the earth shifts back into position from the elemental plane, burying

anything that was in the chasm or displacing gases and liquids (such as water or an *obscuring mist* spell) that might have been in the chasm to the surface.

Clarion's Magic Closet (Conjuration)

Level: Magic-User 4

Range: 10'

Duration: Instant (see below)

This spell creates an extra-dimensional space within 10' of the spell caster. The space is behind a door that magically appears on a nearby wall (manufactured or natural). Within this space is a closet filled with all sorts of clothes, though no official uniforms of any kind. The clothes, once removed from the closet, last for 1 day. They are in all other ways normal clothes.

Cocoon (Abjuration)

Level: Magic-User 2

Range: Touch

Duration: 1 hour

The target's cloak becomes a steel cocoon. The cocoon holds enough air to allow the protected individual to breathe comfortably for the duration of the spell. The steel is 1" thick and weighs approximately 1,400 lb.

Cosmic Comets (Conjuration)

Level: Magic-User 3

Range: Personal

Duration: 1 hour

You conjure three miniature comets which orbit you at a radius of up to 10'. While orbiting, they provide a +1 bonus to Armor Class. Melee attackers that miss their attack roll against you by only 1 point are struck by a comet for 1d6 damage + 1d6 fire damage. You can also send these comets streaking out at a single target, who can avoid it with a saving throw. Targets that are hit suffer 2d6 damage + 1d6 fire damage.

Create Clay Golem (Evocation)

Level: Prophet 7

Range: Touch

Duration: 10 minutes per level

By fashioning a roughly human-sized and shaped object out of clay and inscribing a magic sigil on its head, the prophet can cause it to become a clay golem for 10 minutes per prophet level.

With every Chaotic act performed by the subject over a 1 week period, their weight is doubled. Extra weight acts as added encumbrance, and imposes a -1 penalty to attack and to Armor Class for each Chaotic act. One can hear chains as the cursed Chaotic moves about. These moral chains can only be removed by performing Lawful acts, each such act halving one's weight and removing a -1 penalty to attack and restoring one point of Armor Class. Anti-clerics and antipaladins enjoy a +4 bonus to saving throws against this curse.

Curse of Cannibal Hunger (Necromancy)

Level: Magic-User 6

Range: Touch

Duration: Permanent

The target of this spell loses 1 point of constitution each day unless he consumes triple normal rations. If the accursed consumes the flesh of a sentient humanoid, the curse is lifted. This spell can be ended with a *miracle*, *limited wish* or *break enchantment* spell.

Déjà Vu (Evocation)

Level: Charlatan 7, Magic-User 7

Range: 30'

Duration: Instantaneous

The subject of this spell suffers the hit point damage he or she took the previous round over again.

Delay Harm (Necromancy)

Level: Cleric 1, Druid 2, Magic-User 2

Range: Touch

Duration: 5 rounds

The subject of this spell delays damage sustained while the spell is active for one hour after the spell ends. When the damage is finally sustained, it is doubled.

Destroy Memory (Enchantment)

Level: Magic-User 5

Range: See text

Duration: Permanent

This spell permanently erases one memory from the victim's mind. The spell can erase the memory of one event, person, object or idea. The spell caster must know of the memory to be erased. It can be cast on any being that is on the same plane of existence as the spell caster.

Detect Illusion (Divination)

Level: Charlatan 2, Magic-User 2

Range: 60'

Duration: 20 minutes

As *detect magic*, but only detects illusions.

Dizzying Intellect (Evocation)

Level: Magic-User 1

Range: 10'

Duration: 24 hours

The victim of this curse must pass a saving throw or fall prone each time he or she performs a task that involves intelligence (i.e. that is modified by the intelligence modifier) or casts a spell from a spell list associated with the intelligence score (e.g. magic-users).

Dolorous Touch (Enchantment)

Level: Charlatan 4, Magic-User 4

Range: Touch

Duration: 6 hours

The target touched falls asleep. In addition, any person that touches the sleeping victim while the spell is in effect must also pass a save or fall asleep and so on.

Double Vision (Illusion)

Level: Magic-User 1

Range: 30'

Duration: 1 minute

The target of this spell sees everything in doubles. This imposes a -3 penalty to attack rolls and task checks.

Dream Thief (Enchantment)

Level: Magic-User 5

Range: 150'

Duration: 1 week

So long as the subject is affected by this spell, it does not gain the benefits of a good night's sleep. The subject does not regain hit points or heal ability damage, does not prepare new spells and functions as if fatigued.

Drip-Drip-Drip (Evocation)

Level: Magic-User 3

Range: 30'

Duration: 24 hours

This tortuous curse is targeted at a single enemy. The target begins feeling water drip on his forehead. The water appears from nowhere and cannot be escaped without submerging oneself in water. This dripping begins to

wear on one's nerves. Each hour, they must pass a saving throw or suffer one point of wisdom damage.

If a creature's wisdom score is reduced by half (or after 5 failed saves for a monster), they begin to go crazy, muttering to themselves and reacting violently to arguments and frustrations.

If wisdom is reduced to below 3 (or after 8 failed saves for a monster), the creature goes completely insane and can only be cured with a *restoration* spell.

Dwarfblood (Transmutation)

Level: Magic-User 1

Range: Personal

Duration: 1 hour

For one hour, the spell caster gains the special racial abilities of a dwarf.

Duomorph (Transmutation)

Level: Magic-User 3

Range: Personal

Duration: 1 hour (max.)

You make yourself a hybrid creature, combining yourself with a creature with no more than Hit Dice than you have. The DM will use the hybrid monster rules in *Blood & Treasure Monsters* to decide on your stats. You cannot cast spells while in hybrid form.

Echoes of the Past (Illusion)

Level: Charlatan 4, Magic-User 4

Range: Personal

Duration: 10 minutes

You create a *spectral image* (q.v.) which re-enacts events of the recent past (up to one hour per level).

Egg of Wonder (Universal)

Level: Magic-User 9

Range: Personal

Duration: Instantaneous

Upon completing this spell, the magic-user becomes sickened for one round, after which he pulls an egg from his mouth. When cracked, the egg produces a random effect per the *wand of wonder* magic item. The egg can be thrown up to 30'.

Electric Brain (Evocation)

Level: Magic-User 1

Range: Personal

Duration: 10 minutes

Witch War!

At the start of every game session, roll d%.

On a roll of "66", a Witch War has been declared!

Spellcaster factions are now at war. You can divide factions by alignment, sex, color of clothes, presence of facial hair, whatever – spellcasters are all about symbolism, so no matter how petty a difference may seem, it's huge to spellcasters during a Witch War.

All spell casters, including magic-using monsters, in different factions are now enemy combatants. Fortunately, as a result of Cosmic Resolution 144, Witch War is not so much violent as it is passive aggressive. Combatants have to snipe at each other, make snide comments about one another, and are permitted to use low-level, non-damaging spells to mess with one another. The Witch War lasts the entire session.

If more than one player is involved in the Witch War, the other players can vote on who was the most passive-aggressive; that faction wins. The winner (or winners) gets to steal 10% of the loser's XP from the session. A spellcaster who went above and beyond may be awarded a gold star with mandrake clusters (worth 1 gp) to pin on their robe or hat.

Electricity damage increases the magic-user's intelligence (assuming they survive being electrocuted) to the tune of +1 point of intelligence per 5 points of damage. The increased intelligence persists for 6 hours.

Elfblood (Transmutation)

Level: Magic-User 2

Range: Personal

Duration: 1 hour

For one hour, the spell caster gains the special racial abilities of an elf.

Enchant Instrument (Conjuration)

Level: Magic-User 1

Range: 30'

Duration: 1 hour

You enchant one musical instrument per level to play music on its own for up to one hour.

Energize Metal (Transmutation)

Level: Magic-User 1

Range: Touch

Duration: 10 minutes

You make a single metal item stronger than adamantine.

Energy Web (Evocation)

Level: Druid 3, Elementalist 3, Magic-User 3

Range: 10'

Duration: 1 hour

You weave a web of energy that is 10' square. It can be used to block a corridor or as a trap behind a door, or whatever else a clever spellcaster can think up.

The energy web is invisible two rounds after casting it. A creature running into the web is entangled if they fail a saving throw. An entangled creature suffers 1d6 points of electricity or fire damage each round (chosen by the spellcaster when the spell is cast).

Eye in the Sky (Transmutation)

Level: Magic-User 1

Range: See below

Duration: 1 hour

When the final word of this spell is uttered, the spellcaster plucks out her eye and tosses it into the sky. The eye flies straight up until it is high enough to allow the spellcaster to view a 6-mile radius area. The eye is high enough that it can only make out large features – woodlands, rivers, large settlements, etc. The spellcaster must keep her other eye closed while viewing the landscape.

If the spellcaster concentrates for a full hour, she has a 1 in 6 chance to note a concealed or hard-to-see feature like a cave mouth or a ruin overgrown by jungle foliage. At the end of the spell, the eye falls back into the spellcaster's open palm and can be returned to the eye socket.

Eye for an Eye (Necromancy)

Level: Cleric 3

Range: Personal

Duration: 1 minute

For one minute, all creatures that deal damage to the cleric have that same damage delivered unto them. Normal immunities and resistances apply.

Eye of the Tiger (Necromancy)

Level: Magic-User 3

Range: Personal

Duration: 10 minutes

When this spell is cast, the magic-user's eyes become cat-like, giving them darkvision to a range of 60'. Any feline they look upon within 60' must pass a saving throw or the magic-user turns into a vapor and inhabits the feline's body. The magic-user retains her intellect, but gains the fighting ability of the feline. The magic-user can leave the feline's body at any time, but if they are still inside the cat when it is killed, they die along with it.

Fall-Staff (Evocation)

Level: Magic-User 3

Range: 60'

Duration: Instantaneous

By tapping your staff on the ground, you cause all within 60' who are carrying staves (magical or otherwise) and quarterstaves drop them. Holders of magic staves may attempt a saving throw at -3 to retain their staff.

Fangs of the Viper (Transmutation)

Level: Druid 3

Range: Personal

Duration: 1 hour

The druid's mouth becomes fanged. The druid gains a bite attack that deals 1d3 points of damage and injects type III poison into the victim.

Fantastic Transformation (Transmutation)

Level: Magic-User 9

Range: Touch

Duration: 10 minutes

This spell requires three subjects plus the caster. All four must be holding hands. Upon casting the spell, a bolt of cosmic energy erupts from the spellcaster's hands and travels through the subjects, transforming them.

The subject with the highest strength score gains the benefit of the *stoneskin* spell. The subject with the highest dexterity score gains the benefit of the *fire shield* spell. The subject with the highest wisdom gains the benefits of the *improved invisibility* spell. The subject with the highest intelligence score gains the benefits of the *rubber body* spell. If one subject qualifies for more than one of these transformations, they choose which one they want, and the runner-up then takes on one of the other transformations. All transformations last for 1 hour and then cease.

Fell the Mighty (Transmutation)

Level: Magic-User 3

Range: 30'

Duration: 1 turn

If the target of this spell normally has a strength bonus, it is turned into a strength penalty. A +1 strength bonus would therefore become a -1 strength penalty.

For monsters, apply a -2 penalty to attack and damage for large monsters, and a -4 penalty to attack and damage for huge monsters affected by this spell.

Firebrand (Evocation)

Level: Cleric 3

Range: Touch

Duration: 10 minutes

Any weapon in your hand bursts into divine fire. The weapon has the following qualities: It can strike demons, devils and other Chaotic outsiders only harmed by +1 or better weapons and it deals +1d6 points of damage when it strikes in combat, or +2d6 against Chaotic creatures or +3d6 against Chaotic outsiders.

Fireflux (Evocation)

Level: Elementalist 3, Magic-User 3

Range: 10'

Duration: 1d4+1 rounds

This spell creates a roiling flame that curls around the spell caster's feet. The flame expands and contracts at random, staying a minimum of 2' away from the magic-user and roiling out 1d8' further away in all directions. Attackers within the flames' range during a round suffer 1d4 points of fire damage per level of the spellcaster.

Fire Whip (Evocation)

Level: Elementalist 6, Magic-User 6

Range: 30'

Duration: 10 rounds

You create a 20'-long whip of flame from an existing fire. It lashes out at any foe that you designate, attacking with your attack bonus. The whip deals 3d6 points of fire damage and the victim must pass a saving throw or be constricted, suffering damage each round. The whip has an AC of 20 [Silver] and has 9d6 hit points.

Flashing Blade (Transmutation)

Level: Magic-User 1

Range: Touch

Duration: 1 hour

This spell can be cast on one blade. For one hour, the blade shines with a blinding light. When the blade is used for an unsuccessful attack, the target of the attack must pass a save or be blinded until the end of the next round.

Fool's Paradise (Enchantment)

Level: Cleric 3

Range: 30'

Duration: 10 minutes

All foes within range of the cleric that fail a saving throw spend 10 minutes completely blissed out, believing they have entered their personal version of paradise. The spell ends instantly if the affected creatures are attacked. This also sends them into a berserk rage, allowing them one additional attack per round.

Fools Rush In (Enchantment)

Level: Cleric 3

Range: 30'

Duration: Instantaneous

All foes within 30' of the cleric must roll 1d20 under their Intelligence score or charge immediately into combat. For monsters, their chance of attacking is as follows: Animal 90%, low 70%, average 50%, high 30% and super 10%. This is especially useful against foes making ranged attacks from cover.

Footfalls (Divination)

Level: Cleric 1, Magic-User 2

Range: 300'

Duration: 1 round per level

This spell permits the caster to hear all movement on the ground within 300', even if they are separated from the source of the noise by thick walls or other obstacles. The caster knows the general direction of the footfalls, the size of what is moving and the general number present.

Foreboding (Illusion)

Level: Charlatan 2, Magic-User 2

Range: 30'

Duration: 6 hours

The target of this spell has terrible feeling of foreboding. While under the effects of the spell, she believes every remove trap check fails and all hear noise checks result in threatening noises on the other side of the door.

Freak Out (Illusion)

Level: Magic-User 5

Range: 30'

Duration: See text

You can target all creatures within 30' of you with waves of psychedelic weirdness. Creatures with 0 to 4 HD are confused for 1 minute. Creatures with 5 to 9 HD dance around like crazy beatniks for 4 rounds and are then fatigued for 10 minutes. Creatures with 10 or more HD are stunned for 1 round while they ponder the cosmos, man (and engines that run on water, man - water!), and are then fatigued for 1 minute from the heavy thinking.

Freeze Ray (Evocation)

Level: Elemental 2, Magic-User 3

Range: 120'

Duration: Instantaneous

The target of this ray suffers 1d6 points of cold damage per level and must pass a saving throw or be paralyzed for 1d4 rounds.

Friendship (Enchantment)

Level: Charlatan 6, Magic-User 6

Range: Touch

Duration: Instantaneous

This spell makes the friendship effect of a *charm person* or *charm monster* spell permanent and non-magical, though still subject to the caster's own actions.

Fumble (Enchantment)

Level: Charlatan 4, Magic-User 4

Range: Touch

Duration: 1 minute

The target of this spell becomes so clumsy that it suffers a -5 penalty on all attack rolls and all dexterity checks. Whenever it fails an attack or task check while holding something, it must pass a saving throw or drop that object. The victim can move at only up to half its normal speed. They must make a save to draw a weapon, pick up a dropped item, retrieve a stored item, etc. If the save fails, the creature drops the item at its feet.

Garble (Illusion)

Level: Charlatan 3, Magic-User 3

Range: 30'

Duration: 3 hours

As *babble* (q.v.), but *garble* affects one enemy per level of the spell caster and lasts for 3 hours.

Yes or No?

When adventurers are trying to convince an NPC of something – going along with a plan, selling something cheap, not pressing charges – roll 3d6 to see how their argument goes over. Add to the roll the Charisma modifier of the character talking.

3D6	Answer
3-5	No
6-9	No, but ...
10-15	Yes, but ...
16-18	Yes

Ghost Ray (Evocation)

Level: Magic-User 3

Range: 60'

Duration: Instant

A misty gray ray springs from your extended pinky finger towards a target. If the target fails a save, they and all of their equipment become incorporeal for 1d6 rounds.

Giant Strength (Transmutation)

Level: Cleric 3, Druid 3, Magic-User 3

Range: Touch

Duration: 1 hour

As *strength*, except it grants a strength score of 22.

Glad-Hand (Enchantment)

Level: Charlatan 3, Magic-User 2

Range: Touch

Duration: 1 week

You shake a non-Chaotic stranger's hand and say a single word (a common everyday word). If that person fails a saving throw, they develop a friendly attitude towards you. Moreover, to each person with whom they speak that week they repeat the word and pass on the spell's effect. These secondary targets do not pass on the spell effect. The TK must judge which people in an area are affected by the spell and which are not.

Gnomeblood (Transmutation)

Level: Magic-User 2

Range: Personal

Duration: 1 hour

For one hour, the spell caster gains the special racial abilities of a gnome.

Godly Visage (Transmutation)

Level: Cleric 6

Range: Personal

Duration: 1 minute

The cleric takes on the physical form of his or her patron deity for one minute. Their equipment might change its form, but not its properties, magical or mundane (i.e. chainmail may look like +3 *platemail*, but it still acts like normal chainmail). Followers and enemies of the god or goddess must pass a saving throw or be stunned. This state lasts until the "deity" is hit in combat and damaged, or the "deity" or any of the "deity's" allies attack the stunned creatures.

In addition to looking like their deity, the cleric gains the following special abilities: Suffer half damage from non-magical weapons and attacks, 10% magic resistance, and gains one special attack associated with their deity. This special attack should be no more powerful than a 3rd level spell, and can be used once.

Golden Torch (Conjuration)

Level: Cleric 2, Magic-User 2

Range: See below

Duration: 1 hour

A golden torch appears in the magician's right hand (always the right hand, and there it must stay). It emits a golden glow with double the illumination of a normal torch, and emits positive energy in a 30' radius. This positive energy doubles the normal healing rate of living creatures and grants them a +1 bonus to save vs. poison, disease and death effects, forces undead creatures to pass a saving throw to enter the positive energy zone and imposes a -2 penalty to the undeads' saving throws.

Green Colossus (Evocation)

Level: Druid 5

Range: Personal

Duration: 1 minute

This spell draws the fertility of the land into you. Your height doubles (per *enlarge person*), you gain a +2 bonus to your AC and can only be hit by magic weapons. This spell cannot be cast in wastelands; there must be greenery covering at least a square mile to power this spell.

Grimace (Necromancy)

Level: Magic-User 2

Range: Touch

Duration: 24 hours

The victim's face is twisted into a terrible grimace, reducing their Charisma to 3 for the duration of the spell.

Hands of Lava (Transmutation)

Level: Druid 2, Elementalist 2, Magic-User 3

Range: Personal

Duration: 1 minute

This spell transforms the spell caster's hands into living lava. Their touch deals 1d6 points of damage and sets inflammable objects ablaze. The hands can also be used to throw lava balls (10' range) that deal 1d4 fire damage.

Heat-Seeking Missile (Evocation)

Level: Magic-User 2

Range: 120'

Duration: Instantaneous

As *magic missile*, but can target invisible creatures as long as they give off some amount of body heat.

Hex of Diminution (Transmutation)

Level: Magic-User 4

Range: Touch

Duration: Instantaneous

This spell slowly shrinks a creature down to tiny size. Each hour, the creature's size category is reduced by one. The spell is permanent, though it can be reversed with one or several permanent *enlarge person* spells, *dispel magic* or *wish*. The creature's equipment does not shrink with him or her.

Hideous Cackle (Enchantment)

Level: Charlatan 4, Magic-User 4

Range: 30'

Duration: 10 minutes

This spell works like the spell *hideous laughter*, with the following differences: The victim is not completely helpless - they can move and even attack, but cannot stop cackling. Any strenuous activity causes fatigue for 10 minutes. Also, the cackling forces those who hear it to save vs. fear or be affected as per the *cause fear* spell.

Homing Spell (Divination)

Level: Magic-User 1

Range: Touch

Duration: Permanent

Once a magic-user has placed this spell on a nonliving item, she can, with mild concentration and while rubbing the temples, discern its location relative to her in terms of direction and approximate distance. This homing bea-

con is permanent, but can be removed with *dispel magic* or suppressed while in possession of a creature with magic resistance (dice to determine).

Horn of the Rhino (Transmutation)

Level: Druid 3

Range: Personal

Duration: 1 hour

The druid's nose and forehead broaden and grow a fierce horn. The druid gains a gore attack that deals 1d8 points of damage. Every gore attack is also a bull rush attack.

Horseless Carriage (Conjuration)

Level: Magic-User 4

Range: Touch

Duration: 1 hour

You imbue a wagon or similar wheeled conveyance with the ability to move on its own. The wagon moves by your command and in much the same way as if pulled by a horse. For every three levels you possess, the wagon is pulled by the equivalent of one horse.

Hot Hail (Evocation)

Level: Magic-User 5

Range: 500'

Duration: 1 round

Hail falls from the sky in a 20' radius area, and it burns! The hail deals 3d6 points of damage plus 2d6 points of fire damage to everyone in the area of effect (saving throw for half). Those without helmets have a 5% chance of being knocked unconscious by the hail stones.

Hug of the Bear (Transmutation)

Level: Druid 3

Range: Personal

Duration: 1 hour

The druid's arms become large, furry and tipped with claws. The druid gains two claw attack each round that deals 1d6 points of damage. If both claw attacks hit a foe, they are automatically grappled. There is a 1 in 10,000 chance that the druid accidentally casts "Huggy Bear", in which case their clothes become colorful and a feather sprouts from any headgear they are wearing.

Hypochondriac Fancy (Illusion)

Level: Charlatan 1, Magic-User 1

Range: 30'

Duration: 3 hours

The victim of this spell believes they have contracted a disease if they fail their saving throw. While "under the weather", they suffer the effects of fatigue, but believe they have worse symptoms (roll on the disease table as though the spellcaster actually gave them a disease). While under the effect of this spell, the victim must also pass a save vs. fear anytime they are presented with a situation or creature that could reasonably get them sick.

Incantation of Hatefulness (Enchantment)

Level: Magic-User 2

Range: 30'

Duration: 1 minute

This spell enflames the existing antipathies of sentient creatures within 30' of the spellcaster, causing them to attack one another unless they pass a saving throw. Lawful creatures enjoy a +1 bonus to their saving throw, while Chaotic creatures suffer a -1 penalty to their saves.

Incantation of the Yellow Doors (Conjuration)

Level: Magic-User 6

Range: Personal

Duration: See below

Often used as a last ditch effort to escape certain doom, the *incantation* is a dangerous spell. When cast, the magic-user is surrounded by walls of negative energy holding four yellow portals placed to the north, south, east and west. The black walls form a circle with a 20' diameter and rise 20' before terminating in a domed ceiling.

Touching the walls causes 1d6 points of energy drain. Each round, the walls and ceiling contract, moving inward by 5' (the movement is actually fluid, not all at once). If they close in on a creature, it is killed unless it is immune to energy drain, in which case it left unharmed.

The walls can be avoided by entering one of the yellow portals. Each portal leads to a random plane. The magic-user has no control over where the doors lead, nor has he any knowledge of where they lead. Once a door is touched, a person is transported to that plane. There is a 5% chance that the door deposits the person before a powerful denizen of that plane.

Incredible Strength (Transmutation)

Level: Magic-User 4

Range: Touch

Duration: 10 minutes

The subject of this spell increases his or her strength when they suffer damage in combat. For every 4 points of damage they suffer, their strength modifier increases by +1.

Inner Beauty (Enchantment)

Level: Cleric 1

Range: Personal

Duration: 6 hours

You bring forth your inner beauty, treating your Wisdom score as your Charisma score for the duration of the spell. If you are Lawful, add 1 to your charisma. If you are Chaotic, subtract 1 from your charisma.

Ipecac (Transmutation)

Level: Magic-User 3

Range: Personal

Duration: Instant

You swallow a dose of fatal poison and, if you pass a saving throw vs. poison, convert it into a powerful acid in your stomach, regurgitating it as a 30' long cone of acid that deals 1d10 points of damage per level. If you fail the saving throw, you die instantly (yes, before the cleric can cast *neutralize poison* on you).

Invocation of Righteous Anger (Transmutation)

Level: Magic-User 5

Range: Personal

Duration: 1 minute

This spells works like the cleric spell *righteous might*, except that the magic-user is unable to cast spells while she is under the effects of the spell.

Jack-o'-Lantern (Evocation)

Level: Druid 4

Range: See below

Duration: See below

To cast this spell, a druid carves a jack-o'-lantern from a pumpkin or similar gourd and places a candle inside it. The light emanating from the jack-o'-lantern's face has a magical effect, as follows:

If the face is frightening, creatures caught in the light (including allies) are subject to the effects of a *cause fear* spell. If the face is amusing, creatures caught in the light are subject to the *calm emotions* spell.

The light from the jack-o'-lantern also negates magical invisibility, and causes magic items to glow orange.



The magic lasts as long as the candle lasts (probably 1 hour), and the range is as a normal lantern.

Jelly Arms (Transmutation)

Level: Magic-User 3

Range: Personal

Duration: 1 minute

This spell transmutes the spellcaster's arms into ooze—specifically black pudding, grey ooze or ochre jelly. The spellcaster's hands deal 2d6 points of acid damage with each hit, and the acid dissolves substances per the rules for the ooze of which they are composed.

The caster's arms can be severed with a successful sunder attack that deals at least 7 points of damage. The arm takes 3 rounds to grow back. If the spell runs out before then, the arm remains a stump.

The jelly arms cannot be used to cast other spells, or to wield weapons, hold shields or manipulate objects.

Juggle (Transmutation)

Level: Charlatan 1, Magic-User 2

Range: Personal

Duration: 1 minute

For the duration of this spell, objects thrown, shot or otherwise cast at you are automatically caught and juggled in the least damaging way possible. You can juggle a number of objects equal to 2 plus your level, and can only juggle objects you are strong enough to lift.

Lava Worm (Evocation)

Level: Elemental 8, Magic-User 8

Range: 500'

Duration: Up to one round per level while concentrating

This spell creates a serpentine flow of lava emerging from the earth at a spot designated by the caster. The worm is 20' long with a flexible body. As a move, you may direct the worm to move up to 30' per round. If any portion of the worm passes within 5' of a creature they suffer 10d6 points of fire damage (save for half).

Components: Three small rubies strung on a golden wire

Lifting Hand (Evocation)

Level: Magic-User 4

Range: See below

Duration: 1 minute

An invisible hand of force appears beneath the spell caster and comrades within 5' of him and lifts them up or down up to 20' per spell caster level. The hand can move laterally no more than 2' per spell caster level. If the magic-user and friends are still on the hand when the spell's duration runs out, it disappears and they fall.

Light Bridge (Evocation)

Level: Magic-User 3

Range: 30'

Duration: 1 hour

With a gesture, a beam of solid light streaks from the sorceress' outstretched hand to span a distance 20' per level. This bridge can be level or ascend or descend. It provides good traction - though if it is steep it will still be difficult to climb. The bridge can hold up to 6,000 lb.

Light Fantastic (Evocation)

Level: Magic-User 3

Range: See text

Duration: 1 hour

A beam of light departs the magic-user's fingertip and proceeds in a direction chosen, bouncing off of solid objects as it goes generally in the direction determined by the caster. The light beam extends for a maximum of 90' and lasts for one hour, suspended in the area cast. Any creature stepping through this beam of light must pass a saving throw or fall prone on the floor, having tripped (over) the light fantastic.

Light Step (Transmutation)

Level: Magic-User 1

Range: Personal

Duration: 1 hour

The spell caster walks 3" above the ground. They move in complete silence and do not trip pressure plates or possibly trip wires, depending on their height. The user of *light step* can still fall off of things.

Lizard Lips (Divination)

Level: Magic-User 1

Range: Personal

Duration: 1 hour

While under the effects of this spell, the caster can communicate with reptiles of all kinds including dragons, and they grok the really dry reptilian sense of humor.

Loose Lips (Enchantment)

Level: Charlatan 3, Cleric 3, Magic-User 3

Range: 30'

Duration: 1 minute

This spell causes a single target to divulge any secrets she is keeping for one minute. They usually start with their most pressing, timely secrets (like a plan for assassinating the king and queen with an exploding hedgehog), and work their way towards long held secrets from childhood (like stealing some tarts from the castle kitchen when she was 9).

Maddening Woods (Illusion)

Level: Druid 7

Area of Effect: One 6-mile hex of woodland/druid level

Duration: One season

The druid enchants a forest with terrible phantasms. When one approaches the woods proper, the trees loom over them and seem to animate, with grotesque faces and bony claws. Creatures with fewer than 3 HD must pass a saving throw vs. fear or be frightened away. Those who pass their saving throw may plunge into the woods, but things get worse before they get better.

With each step, a save is required for creatures one additional HD higher (i.e. one step in and creatures with 4 HD must save, the next requires creatures with 5 HD to save, and so on). If a creature becomes frightened, all other creatures with fewer HD must save again. As one moves deeper into the woods, the wind whips up, the owls hoot, the foliage closes in and becomes more noisome ... until one has gone 10 paces in, when the illusory magic ceases and the woods become normal once again.

Magma Pit (Evocation)

Level: Elementalist 5, Magic-User 5

Range: 500'

Duration: 10 rounds

The earth is transformed into seething magma. Creatures in the area of effect (30' radius) suffer 9d6 points of fire damage (save for half), move at half speed and may not run as their lower legs become mired in magma. Huge creatures are unaffected by the speed reduction and the prohibition against running.

Component: A chunk of igneous rock rolled in ruby dust.

Mass Strength (Transmutation)

Level: Cleric 6, Druid 6, Magic-User 6

Range: 30'

Duration: 10 minutes

As the strength spell, except it affects 10 creatures.

Melt (Transmutation)

Level: Magic-User 8

Range: 90'

Duration: 10 minutes

For ten minutes, the landscape and all inanimate objects around you seem to melt and bend. They become porous and strange. Walls can be walked through with a d20 roll under a character's Wisdom score, and creatures can walk on walls and ceilings as though they were the floor. Weapons deal only 1 point of damage (plus strength modifier), and rigid objects become flexible. Everything in the landscape changes color into a brilliant, psychedelic pallet, including living creatures. After the spell ends, all sentient creatures must pass a saving throw or be sickened for 1d6 rounds. Creatures who are sickened must also pass a saving throw or suffer 1d6 points of Wisdom damage.

Mere Humanity (Necromancy)

Level: Cleric 1, Magic-User 1

Range: 30'

Duration: 1 hour

When cast against a humanoid creature, they lose the use of all special racial or monster abilities that are not derived from their class or their physical form (such as having multiple arms). In effect, they become merely human for one hour. The humanoid's physical form is not changed, only their access to special abilities such as the ability to see in darkness or note secret doors.

Merlyn's Gaseous Monster (Transmutation)

Level: Magic-User 6

Range: 30'

Duration: See below

This spell transforms a monster into vapor and then sucks them into an air-tight container, where they are trapped until the bottle is broken, uncorked, or after 1 day per magic-user level minus monster Hit Dice. Thus, an 11th level magic-user could keep an orc trapped in a bottle for 10 days, but could not keep a 12 HD monster in the bottle at all.

Focus: Bottle with cork

Methuselah Syndrome (Necromancy)

Level: Magic-User 4

Range: Touch or 30'

Duration: See below

A selected target must pass a saving throw or suffer from the *old age*. The condition lasts for 1 day if the target is touched, or for 1 minute if they are merely within 30' of the spell caster.

Mighty Mite (Transmutation)

Level: Magic-User 3

Range: Touch

Duration: 10 minutes

The subject is reduced in stature, per the *reduce person* spell, but their muscle density increases, granting them a +2 bonus to attack and damage.

Mindspy (Divination)

Level: Magic-User 2

Range: 90'

Duration: 1 hour

Your mind picks up on all telepathic communication that occurs within 90' of you for 1 hour. The communicators

are not aware of your spying unless they have innate magic resistance and roll d% below it.

Monstrous Mein (Transmutation)

Level: Magic-User 3

Range: Personal

Duration: 1 hour

The spell caster's creature type changes to "monster". They gain darkvision to a range of 60', are no longer affected by spells that only affect humanoids (such as *charm person*) and gain a +2 bonus on saving throws involving dodging, ducking and moving. In addition, their visage becomes monstrous and normal humans and men-at-arms must pass a saving throw upon seeing them or become frightened.

Multiply Food & Water (Evocation)

Level: Prophet 1

Range: Touch

Duration: Instantaneous

This miracle multiplies existing food and water, creating one extra portion per prophet level.

Musical Interlude (Enchantment)

Level: Charlatan 5, Magic-User 5

Range: 30'

Duration: 1 minute

This spell causes all creatures within 30' to break into a song and dance number, as though they were in an old musical film. Bards suffer a -2 penalty to save against this spell. The song lasts for 1 minute and leaves the participants fatigued. Any player whose character is drawn into the song and dance who actually sings a bit of the song is awarded 100 XP.

Mutation Ray (Transmutation)

Level: Magic-User 4

Range: 60'

Duration: 1 hour

A glowing green ray erupts from the palm of the magic-user's left hand. A creature struck suffers a random mutation (see *mutagen capsule* in *Blood & Treasure Rulebook* for a list of random mutations). There is a percentage chance equal to 20 minus the target's constitution score (or 10 minus their Hit Dice for monsters) that the mutation is permanent. Constructs, oozes, outsiders and elementals are unaffected by the ray and fey creatures receive a +2 bonus to save against it.

Mystic Fire of Phango (Evocation)

Level: Magic-User 4

Range: 30'

Duration: Instantaneous

Mystic fire reaches out from the spell caster's fingertips like hands of liquid white flame to caress the skull of the target. The spell erases from the target's mind their three highest level spells. If the target's highest level spells number more than three, then each spell is nominated by the target in turn and the spell caster decides if they wish to erase it. The target can choose to retain the spell and instead suffer 1d4 points of damage per level of the spell.

Odor of Sanctity (Conjuration)

Level: Cleric 1

Range: Personal

Duration: 1 minute

The spellcaster surrounds him or herself with a cloud of sacred odor 30' in diameter that forces creatures of the opposite alignment to pass a saving throw or become sickened for 1 minute.

Optogram (Divination)

Level: Magic-User 1

Duration: Instantaneous

By placing a corpse's eye in a vial of chemicals (worth 5 gp) and shining a bullseye lantern on the vial, the last image the corpse saw is projected on a wall.

Orbiting Orbs of Orvos (Abjuration)

Level: Magic-User 1

Range: Personal

Duration: 2 turns

You materialize a dozen adamantine orbs that revolve around your body in varying orbits at high speed. These orbs block attacks, giving you AC 13 against missile attacks and AC 15 against melee attacks. In addition, melee attacks that fail their attack roll by 3 or more force the attacker to pass a saving throw or be disarmed.

If your Armor Class is already better than the spell would grant, the spell has no effect in terms of Armor Class, but the orbs can still disarm opponents.

Passdoor (Transmutation)

Level: Magic-User 3

Range: Touch

Duration: 6 hours

This spell causes a door or gate to become ethereal. The spell works on wood doors for 5th level casters, wood and stone doors for 6th level casters and wood, stone and metal doors for 7th level casters. The spell affects up to 12" (thickness) of material for 6 hours.

Past Life (Transmutation, Temporal)

Level: Druid 5, Magic-User 5

Range: Personal

Duration: 1 hour

You call up a past life, gaining its skills, special abilities and personality for one hour. Roll on the table below, once for each column, to discover which life you call up.

D20	Race	Class	Level
1-6	Human	Fighter	3
7-9	Human	Thief	4
10-12	Human	Cleric	5
13	Human	Assassin	6
14	Human	Barbarian	7
15	Elf	Bard	8
16	Dwarf	Druid	9
17	Halfling	Duelist	10
18	Gnome	Monk	11
19	Half-Elf	Paladin	12
20	Half-Orc	Ranger	13

Another player, chosen at random, gets to choose the past life's name and minor details of its life.

Pearls into Swine (Conjuration)

Level: Magic-User 4

Range: 10'

Duration: 1 minute

Scattering pearls on the ground in front of her, a magic-user transforms them into orc warriors with this spell. The magic-user can create one orc per level. The orcs obey her commands. When the spell ends, any orcs left alive turn back into pearls. Dead orcs just disappear.

Component: Pearl

Phantom Banker (Transmutation)

Level: Magic-User 2

Range: 30'

Duration: Permanent

You change one form of currency into the next higher form of currency, thus copper pieces into silver pieces, silver pieces into gold pieces, or gold pieces into platinum pieces. The total value of the coins does not change,

so 100 cp is changed into 10 sp. A second use of the spell could then turn those 10 sp into 1 gp.

Phantom Foley (Illusion)

Level: Charlatan 1

Range: Personal

Duration: 1 hour

This spell creates comical sound effects based on the charlatan's movements. Falling on his butt might produce a loud honking sound, melee attacks might make the sound of a hollow clunk of a coconut, etc.

When the charlatan hits in combat, falls down or fails a saving throw, there is a 1% chance that any sentient creature present falls into a fit of laughter for 1 round. While laughing, they are unable to do anything but defend themselves in combat, and even then suffer a -1 AC.

Pocket Full of Rye (Transmutation)

Level: Charlatan 2, Magic-User 2

Range: 30'

Duration: 1 hour

For one hour, all of the money in the possession of a single target changes to an equal mass of grain. If the grain is eaten and changes back to metal while in somebody's stomach, it could be fatal.

Polymath I (Transmutation)

Level: Magic-User 3

Range: Personal

Duration: 1 hour per level

For the duration of this spell the magic-user becomes a cleric, fighter or thief of her same level. The magic-user loses all magic-user abilities and restrictions for the duration of the spell, and for this reason they cannot end the spell early. The spell's duration must be set when the spell is cast, and can be up to one hour per level. While in their new class, the magic-user gains its Hit Dice (and thus re-rolls hit points), saving throws, armor and weapon restrictions, special abilities, etc.

Polymath II (Transmutation)

Level: Magic-User 5

Range: Personal

Duration: 1 hour per level

As *polymath I*, except that the magic-user can become a multi-classed cleric/magic-user, fighter/magic-user or thief/magic-user of one level lower than their magic-user level (follow all normal multi-classing rules), or they

can become a bard, ranger, barbarian, druid, assassin, etc. of one level lower than their magic-user level.

Potent Potables (Transmutation)

Level: Magic-User 2

Range: 30'

Duration: 1 hour

All liquids within range of the magic-user take on the properties of alcohol for one hour. The liquids still taste the same, and potions still work as advertised, but the imbiber must pass a saving throw vs. poison or become drunk (treat as fatigued, but the player also has to slur their words when they speak and give out a loud, fake hiccup every so often - it's called verisimilitude!)

Prank (Illusion)

Level: Charlatan 1, Magic-User 1

Range: 30' (50' for gnomes)

Duration: See below

The *prank* spell permits the spell caster to carry out one of several classic pranks, as follows.

Blacken—Causes a black ring to appear around a person's eye when using a spyglass.

Blat—Causes a roar of flatulence to blast out when somebody within range sits down.

Burn—Causes a bite of food to become extremely spicy; the victim must pass a saving throw or spit the food out, drink lots of water and generally carry on for a round.

Dribble—Causes liquid to dribble from a vessel onto a person's clothes.

Kick—Causes an illusory "kick me" sign to appear on the person's back; the first person other than the spellcaster who sees it must pass a save to resist the temptation.

Mark—Causes an illusory mustache and goatee (and perhaps blackens a tooth) on the target.

The Fabric of Magic

For spellcasters like the sorcerer who do not use spellbooks, each new spell level they gain is tied to a garment, charm or fetish. They must possess this item to cast their spells from that level.

Over time, the device has a 1% chance per level of turning into a minor magic item.

Slip—Causes a banana to appear under a person's feet. They must pass a saving throw or fall prone.

Sneeze—Causes the victim to break into a sneezing fit for one round if they fail a saving throw.

Squirt—Permits any flower within range to squirt a person in the face with water

Tinkle—Causes a sensation of warm water on a sleeping person's hand; they must pass a save or have an accident

Some effects are instantaneous. Otherwise, the prank lasts for 1 minute per caster level. Once the spell is cast, the illusionist has 10 minutes to activate the effect. Only one effect can be created with each casting of the spell.

Presto Change-O (Conjuration)

Level: Magic-User 1

Range: 30'

Duration: Instantaneous

You can swap one item in a creature's hand for another item held on their person. For example, a creature holding a sword could have it instantly swapped for a potion that they have in their backpack.

Prism (Transmutation)

Level: Magic-User 3

Range: Personal (30' radius)

Duration: 1 minute

This spell creates an area 30' in radius around the spell caster that separates light into its constituent colors. This has the following strange effects: Prismatic spells do not function properly, creating nothing more than non-harmful (to most creatures) light. Light spells still work, but the light is in multiple colors and only half normal strength. Light rays are split into seven rays (red, orange, yellow, green, blue, indigo and violet) which strike randomly and which deal one-seventh normal damage.

Prismatic Eye (Transmutation)

Level: Magic-User 4

Range: 30' cone

Duration: Instantaneous

Upon casting this spell the magic-user's third eye opens and emits a cone (30' long, 10' wide) of undulating colors that tears through the minds of all targets within the area of effect. All affected creatures suffer damage equal to 1d6 + the spell caster's Intelligence bonus, as the prismatic eye sends their synapses firing and minds reeling



through a series of powerful emotions. No saving throw is permitted to avoid this damage.

All who are affected must also pass a saving throw or become fixated on one of the following mental states for one minute (roll d10):

1. Fear (as the *frightened* condition)
- 2-3. Apathy (as the *stunned* condition)
- 4-5. Anger (as *rage* spell, directed at an ally)
- 6-7. Sorrow (as *crushing despair* spell)
- 8-9. Joy (as *good hope* spell)
10. Love (as *charm person* spell; the object of their affection is the spell caster)

Purple Haze (Conjuration)

Level: Magic-User 2
Range: Personal
Duration: 1 minute

A purple haze surrounds you and is stationary once created. It obscures all sight, including darkvision, beyond 5'. A creature up to 5' away is -4 to be attacked. Crea-

tures farther away are -10 to be attacked. In addition, everyone within the haze must pass a saving throw or fall asleep. This spell does not function underwater.

Material Component: Silver pipe worth 10 gp

Pussycat! (Transmutation)

Level: Magic-User 5
Range: 30'
Duration: 1 minute

When the magic-user yells "Pussycat!", the most powerful creature (by Hit Dice) within range is *polymorphed* into a normal cat for one minute. It must pass a saving throw or be frightened for the duration of the spell.

Quid Pro Quo (Abjuration)

Level: Magic-User 6
Range: Personal
Duration: 24 hours

A magic-user declares a spell of her own that is triggered when another spell is cast in her presence, though not by her. For example, she might denote that her *shield* spell is triggered when *magic missile* is cast in her presence. The triggered spell's effects occur just before those of the spell that triggered it.

Quills of the Porcupine (Transmutation)

Level: Druid 3
Range: Personal
Duration: 1 hour

The druid grows quills from his body. When they make a successful bull rush attack, the quills deal an additional 1d6 points of damage. Creatures that miss them in melee combat by more than 4 points suffer 1 point of damage. The druid's clothing is ruined by this spell, and she cannot cast it while wearing armor.

Rain of Frogs (Conjuration)

Level: Magic-User 2
Range: 60'
Duration: 1 minute

For one minute frogs drop from the sky in an area 30' in radius centered on a point chosen by the magic-user within 60'. The frogs are not harmful, but the situation is confusing. Creatures attempting to perform tasks within the rain do so at a -4 penalty to their task checks. Creatures attempting to cast spells must roll 1d20 beneath their Wisdom score to do so. Note also that druids, who

may not step on the frogs, must move through the area at no more than 10' per round.

Raise Pillar (Evocation)

Level: Druid 3, Elementalist 3, Magic-User 4

Range: 30'

Duration: 1 hour

With the lifting of your arms, a pillar of solid rock rises from the ground. The pillar rises 5' plus 1' per level and is roughly 4' in diameter. The pillar can be raised under a creature's feet, in which case they must pass a saving throw to avoid being lifted. If they fail this saving throw, they are carried upwards and could potentially be crushed if the pillar's height would force them to violently contact the ceiling of a chamber or cavern. If they are crushed, they suffer 3d6 points of damage. After one hour, the pillar slides back into the ground.

Rant & Rave (Enchantment)

Level: Magic-User 3

Range: 30'

Duration: Instantaneous

This spell causes one creature to begin ranting and raving about another creature, listing everything about that creature that annoys or frustrates them. The rant should last one minute, but no more. The somatic component is the magic-user folding his arms and looking slyly away.

Recurring Image (Illusion)

Level: Magic-User 7

Range: 500'

Duration: Permanent

This spell works as the *programmed image* spell except it follows a predetermined script decided upon by the caster. The illusion follows that script without the caster having to concentrate on it and repeats it after a predetermined amount of time of up to 10 minutes per level or upon a triggering condition. The illusion created can include intelligible speech if the character wishes.

Repel Water (Evocation)

Level: Cleric 1, Elementalist 1, Magic-User 1

Range: Touch

Duration: 10 minutes

You keep up to twelve subjects dry when they are immersed in water. This spell does not allow creatures to breathe water, it only keeps them dry.

Nyarlathotep

1% of encounters with NPC magic-users and their ilk (sages, alchemists, madmen) are actually with Nyarlathotep in one of his many guises. Tread carefully.

Recharge (Evocation)

Level: Magic-User 3

Range: Touch

Duration: Instantaneous

The magician uses her own body as a battery to recharge a wand or staff. For each point of Constitution damage, or for every 1d6 points of hit point damage she is willing to accept, she adds one charge to a wand or staff.

Rewind I (Evocation)

Level: Magic-User 4

Range: 30' radius

Duration: Instant

When this spell is cast, the very next round of activity can be rewound and played over again. Make sure you note all activity and character record sheet changes on a separate piece of paper in case the magic-user decides to erase the round's activities.

Component: Gem worth 100 gp

Rewind II (Evocation)

Level: Magic-User 6

Range: 30' radius

Duration: Instant

When this spell is cast, the next minute (6 rounds) of activity can be rewound and played over again. Make sure you note all activity and character record sheet changes on a separate piece of paper, in case the magic-user decides to erase the minute's activities.

Component: Gem worth 500 gp

Rewind III (Evocation)

Level: Magic-User 8

Range: 30' radius

Duration: Instant

When this spell is cast, the next turn (60 rounds) of activity can be rewound and played over again. Make sure you note all activity and character record sheet changes on a separate piece of paper.

Component: Gem worth 5,000 gp

Revolve (Conjuration)

Level: Magic-User 4

Range: 10' radius

Duration: Instantaneous

This spell shuffles the position of all enemy creatures within range. They are moved clockwise (or left to right).

Ricochet (School)

Level: Magic-User 2

Range: Touch

Duration: 1 minute

A sword blade touched by the magic-user gains the ability to block unerringly rays and magic missiles.

Rival (Transmutation)

Level: Magic-User 2

Range: Personal

Duration: 3 rounds

While under the effect of this spell, the spell caster has the same attack bonus and size as whatever creature he is fighting in melee. For each size category increase, add +1 to the spell caster's melee damage, and for every decrease subtract -1. The magic-user gains no other special abilities from this spell (such as improved saves).

Road to Salvation/Road to Damnation (Divination)

Level: Cleric 1/Anti-Cleric 1

This spell shows the spell caster the way to the nearest temple, monastery, abbey or shrine dedicated to their alignment. While they remain on this path, they move at twice the normal overland rate.

Ruinous Rain (Evocation)

Level: Magic-User 4

Range: 60'

Duration: 1 minute

Drops of black rain fall from the sky or ceiling in a 20' radius centered on a point of the magician's choosing within the range of the spell. All non-magical equipment touched by the rain must pass an item saving throw or be ruined and made useless.

Rumor (Enchantment)

Level: Charlatan 1, Magic-User 1

Range: 1 mile

Duration: Instant

This spell implants one rumor in the mind of the biggest gossip in a settlement.

Saldali's Melting Time (Conjuration, Temporal)

Level: Magic-User 4

Range: Personal

Duration: See below

This spell stops time for one round in a 60' radius, during which time the magic-user can relax, drink a potion or do anything else that only affects himself. After that round, time begins slowly - all others within range are *slowed* for two rounds. Then time returns to normal.

Scramble Mind (Enchantment)

Level: Magic-User 4

Range: 60'

Duration: 1 minute

This spell targets a single magic-user, scrambling their mind. When they attempt to cast a spell, the TK determines the spell in their memory that they really cast by a random roll. The spell they actually cast, not the one they meant to cast, is removed from their memory.

Sea Vision (Transmutation)

Level: Cleric 2, Druid 1, Elementalist 1, Magic-User 2

Range: Touch

Duration: 1 hour

Any subject you touch has their vision completely unaffected by being underwater.

Sense Tremors (Divination)

Level: Druid 1, Magic-User 1

Range: Personal

Duration: 10 minutes

You sense the location of anything that is in contact with the ground and moving within 120', or moving through water in which you are completely submerged.

Sepulchral Power (Transmutation)

Level: Magic-User 5

Range: Personal

Duration: 10 minutes

The caster's type changes to "undead". They gain darkvision to a range of 60', are no longer affected by spells that only affect humanoids (such as *charm person*), and are immune to illusions and mind-affecting effects, poison, sleep effects, paralysis, disease and stunning attacks. They are still affected by death effects, but are now healed by negative energy and damaged by positive energy. Their appearance becomes gray and decayed, and normal humans and men-at-arms must pass a saving

throw upon seeing them or become frightened for 1d6 rounds. As undead, they are liable to be turned or rebuked (and thus destroyed or controlled).

Shadow's Helper (Illusion)

Level: Charlatan 1, Magic-User 1

Range: Personal

Duration: See below

When you follow a creature, your appearance changes each time it spots you. This functions as follows: Any time you fail a task check like move silently while shadowing a creature and you are spotted, your appearance magically changes. This works a number of times equal to your level. After that, your appearance changes back to normal when you are spotted.

Shaggy (Transmutation)

Level: Magic-User 2

Range: 20'

Duration: 1 minute

You cause the hair of one target per caster level to become instantly incredibly long. For medium-sized creatures, this hair blocks their vision, giving them a -2 penalty to hit in combat. For small and tiny creatures with beards, and any creature with hair covering their bodies, this hair gets underfoot. Each time they move at more than a rate of 5' they must roll 1d20 under their dexterity score or trip and fall prone. At the end of the spell's duration, the affected creatures' hair falls completely out. Dwarves get an additional saving throw against losing their beard. Dwarves who lose their beards in this manner have an effective -3 penalty to charisma when dealing with other (unaffected) dwarves.

Sheen (Illusion)

Level: Magic-User 1

Range: Touch

Duration: 1 minute

One shield or suit of platemail touched by the spell caster takes on a mirror-like sheen and can be used to reflect gaze attacks for the duration of the spell.

Shocking Lantern (Transmutation)

Level: Elemental 2, Magic-User 2

Range: See below

Duration: 1 minute

This spell transforms a normal lantern. The flame is replaced by a coruscating spark of energy that emits light equal to a torch. Anyone but the spell's caster touching

the lantern receives a shock. In addition, all vermin within 10' of the lantern are struck once per round by an arc of electricity that deals 1d4 points of damage.

Silky Smooth (Necromancy)

Level: Magic-User 1

Range: Touch

Duration: See below

At the magician's touch, the victim loses all of their hair or fur, being left with silky smooth skin. Creatures without hair are unaffected. High level NPC's affected by this spell have a 1% chance of treating the spell caster as their arch-enemy.

Sinister Suspicion (Illusion)

Level: Magic-User 2

Range: 120'

Duration: 24 hours

The target of this spell scans as evil to *detect evil* spells and similar effects for 24 hours.

Skyrocket (Illusion)

Level: Magic-User 1

Range: 250'

Duration: Instantaneous

This spell creates the illusion of a skyrocket which launches from the ground, flies up 250' and then explodes in a bright white light. The resulting light can be seen for 6 miles. The spell is an illusion, so it cannot harm anyone but may blind them if they are in the midst of the brilliant flash. If used in a confined area the rocket appears to fly through the ceiling.

Sleeve of Holding (Conjuration)

Level: Magic-User 3

Range: Personal

Duration: 8 hours

The magic-user can stuff 100 pounds per level of non-magical, non-living goods up his left sleeve. After 8 hours, the magic-user must dump the goods out of his sleeve or they disappear into dimensions unknown.

Slide (Evocation)

Level: Magic-User 2

Range: 30'

Duration: Instantaneous

The magic-user selects two points within 30' of him. The points must be on the ground and must not have a hard obstacle between them. The next creature that steps on

one of those points (assess a 1 in 6 chance during a melee of each creature involved in the melee stepping on the right spot) is whisked from one spot to the other at a speed of 60' per round. The person being whisked can do nothing to stop it. If they move within 5' of a creature that has not yet attacked during the round, they can be attacked by that creature at a +2 bonus to attack.

Solicit Ride (Transmutation)

Level: Magic-User 4

Range: Special

Duration: Special

The magic-user sends a signal out into the ether asking for a ride by tying a gold thread around his extended thumb. The magic-user gets a response in 1d4 turns, with a janni on a flying carpet arrives to give him and up to 5 others a lift. The ride is not free, of course - the janni expects 10 gp per mile flown (100 gp minimum). There is a 1% chance that the summons is instead answered by a monster of foul repute, such as a night hag.

Spikes (Transmutation)

Level: Druid 2, Magic-User 2

Range: Touch

Duration: 1 hour

Armor touched by the spellcaster gains armor spikes, per the normal rules for armor spikes. Druids can only cast this spell on leather armor.

Spiraling Failure (Enchantment)

Level: Magic-User 3

Range: 30'

Duration: 24 hours

The magic-user curses one dice-rolling aspect of her target such as attack rolls, saving throws against a general class of threat, a particular task check, etc. For 24 hours, every time the target fails one of those dice rolls, they suffer a cumulative -1 penalty on later rolls of that type.

Star-Crossed (Divination)

Level: Magic-User 3

Range: 30'

Duration: Permanent until removed

The magic-user causes two creatures to have their fates exchanged. The two creatures must be friends or allies. The spell exchanges the ability score modifiers, attack bonus and saving throw values between the two. The spell lasts until the two creatures make contact with one another while *remove curse* is cast on them.

Sticky Fingers (Conjuration)

Level: Magic-User 2

Range: 60'

Duration: Instant

This spell teleports one object (up to 1 pound in weight) from the pocket, pouch or pack of one creature (indicated by the spell caster) into the pocket, pouch or pack of another (also indicated by the caster). The victim gets a normal saving throw to resist.

Stimulate Gland (Necromancy)

Level: Magic-User 3

Range: Touch

Duration: 1 hour

With a touch, you can stimulate a gland in a humanoid creature with the following effect:

Pineal—Target must pass a saving throw or fall asleep. If this is done in a brightly lit area, the target gains a +2 bonus to this saving throw.

Adrenal—Target gets one additional attack per round.

Pituitary—Target gains a +1 bonus to attack and damage.

Thyroid—Target gains +1 hit point per Hit Dice and any fatigue they feel is dispelled.

Thymus—Target enjoys a +2 bonus on saving throws against disease while the spell is in effect.

For every five levels the magic-user has attained, they may stimulate one gland. At the end of the spell's duration, the target is fatigued.

Stun Ray (Necromancy)

Level: Magic-User 1

Range: 30'

Duration: Instantaneous

Upon casting this spell, the magic-user projects a white ray from his hand at a target, who can avoid the ray with a successful saving throw. If the target is hit, they are stunned for 1 round + 1 round for every level (or Hit Dice) the magic-user has more than them.

Sun Shower (Evocation)

Level: Cleric 3

Range: 240'

Duration: 1 round

Particles of light shower down on an area 40' long x 40' wide x 40' high. Creatures harmed by sunlight suffer 3d10 points of damage (no save) in the affected area.

Supercharge (Evocation)

Level: Magic-User 4

Range: Touch

Duration: Instantaneous

The magician supercharges a wand. On its next use (and only its next use), the wand can expend two charges to cast its spell at either double the range, double the duration or double the damage.

Supernumerary (Divination)

Level: Charlatan 1, Magic-User 1

Range: 30'

Duration: Instant

The magic-user instantly ascertains the quantity of one type of item within range, for example all the gold coins or spears within 30'.

Sustenance (Abjuration)

Level: Prophet 1

Range: Personal

Duration: Instantaneous

The prophet can go without food, drink and sleep for one day, but must sacrifice one point of constitution to do so. This constitution point cannot be healed while any casting of this spell is in effect. A prophet could, therefore, use *sustenance* for seven days straight, but would be without seven points of constitution on the seventh day and would suffer the normal effects of a lower constitution. Constitution points sacrificed for this spell return at the rate of one per day of rest.

Telecommunication (Transmutation)

Level: Magic-User 2

Range: Touch

Duration: 1 hour

The magic-user turns two cans, glasses or jars touched into a telephone. The objects are connected by an ethereal "wire" up to one mile long, and they work as though they were two tin cans connected by a string. There is some danger connected with this spell. When people communicate through it, they send out vibrations into the ethereal plane, and there is a 5% chance per conversation of attracting the attention of a wandering ethereal filcher and a 1% chance of attracting the attention of a wandering ethereal marauder.

Temporal Disjunction (Illusion)

Level: Magic-User 6

Range: 30'

Duration: Permanent

The perceptions of this spell's subject lag just behind actual events. The creature suffers a -2 penalty to AC, attack rolls and saving throws. Targeted spells he or she casts suffer a 50% chance of failure but area effect spells can be cast normally. The spell is permanent until removed with *dispel magic* or *remove curse*.

Terrible Obsession (Enchantment)

Level: Magic-User 2

Range: 30'

Duration: 10 minutes

The magic-user holds up an object and focuses on a single victim. If the victim fails a saving throw, they become obsessed with possessing the object for 10 minutes to the exclusion of all other goals. When they get the object, they crouch on the floor, petting it and proclaiming it their "precious".

Thin Air (Transmutation)

Level: Elementalist 2, Magic-User 3

Area: 1,000 cubic feet

Duration: 1 minute

You rob the air within the area of effect of oxygen. You can move the area of effect while the spell lasts by concentrating on it, and this concentration precludes other actions. Creatures within the thin air that engage in strenuous activity (running, climbing, fighting, etc.) must pass a saving throw each round or become fatigued. A fatigued creature must continue to attempt saving throws to avoid becoming dazed. Dazed creatures must continue to attempt saving throws to avoid falling unconscious. Unconsciousness lasts for as long as the creature remains in the thin air, and 1 minute after.

Throes of Pain (Necromancy)

Level: Magic-User 1

Range: 120'

Duration: Concentration

You inflict pain in a single creature. This paroxysm forces a saving throw each round. In each round after the first, this saving throw suffers a cumulative -1 penalty per round (thus no penalty in round 1, a -1 penalty in round 2, a -2 penalty in round 3, and so on). Each failure imposes a -1 penalty on attack rolls, task checks and saving

throws and every 3 failures inflicts a single point of damage on the target.

Time Trip (Evocation, Temporal)

Level: Magic-User 5

Range: 30' radius

Duration: Special

You cause time to split in a small area around you. Events during the next round are played twice, and you can choose which version of events become reality. For example, you could play out a full round of combat twice, and the spell caster chooses which of those rounds will officially have happened.

Focus: Gold watch set with diamonds (5,000 gp)

Transmute Arms to Tentacles (Transmutation)

Level: Magic-User 2

Range: Personal

Duration: 1 minute

The spellcaster's arms become tentacles. She can climb walls at a speed of 10' per round without fail. The tentacles can be used to make one grapple attack per round that deals 1d6 points of damage. These grapple attacks are made at a +3 bonus to attack.

Transmute Flesh to Robot (Transmutation)

Level: Magic-User 6

Range: 30'

Duration: 10 minutes

The target of this spell has their flesh and innards changed to metal and mechanisms for 10 minutes. This gives them the abilities of a construct and a natural AC of 15, but removes their emotions (and alignment becomes true neutral).

Transmute Flesh to Rubber (Transmutation)

Level: Magic-User 4

Range: Personal

Duration: 1 hour

The magic-user's flesh becomes like rubber. His AC improves by 3 points and he cannot be harmed by bludgeoning attacks, though he does bounce off of them. When a bludgeoning attack roll misses the magic-user by 3 or fewer points, roll damage and knock the magic-user back a number of feet equal to the damage roll. The magic-user always travels the entire distance rolls, even if some of that distance is after rebounding off of a solid surface.

The magic-user also doubles his normal jump distance while under the effect of this spell.

Transmute Food to Ash (Necromancy)

Level: Anti-Cleric 2, Druid 2, Magic-User 2

Range: 10'

Duration: Instantaneous

Up to 1 lb of food per level within view and no more than 10 feet away is turned to ashes.

Transmute Iron to Lead (Transmutation)

Level: Magic-User 2

Range: 30'

Duration: 1 minute

You transmute one iron or steel object (weapon, armor, etc.) into lead. This multiplies the weight of the object by 1.5, reduces the object's armor bonus to +1 (i.e. AC 11), permits bucklers and shields to deflect one attack and then become useless and weapons deal 1d4 points of damage and can deal damage once before becoming useless. Undamaged items are still usable when they turn back to iron/steel.

Transmute Matter (Transmutation)

Level: Prophet 7

Range: Touch

Duration: 24 hours

The prophet can transmute matter from one form to another, thus lead to gold or steel to adamantite. At the end of this time, the object must pass an item saving throw (as its original form) or disintegrate.

Transmute Skin to Tongue (Necromancy)

Level: Magic-User 7

Range: 30'

Duration: 1 hour

This bizarre curse changes a creature's skin to the texture, color and properties of a tongue. Their skin now tastes whatever it touches, a highly disconcerting sensation that requires a saving throw each turn to avoid becoming sickened (for sentient creatures) or frightened (for non-sentient creatures). Creatures without a skin (oozes, energy creatures) are unaffected. The affected creature's appearance is likewise disconcerting to others, who must pass a save to avoid reacting with revulsion.

Transmute Sound to Light (Illusion)

Level: Magic-User 4

Area of Effect: 30' radius

Duration: 1 minute

This spell converts all sound in the area of effect into light. The form of the light depends on the sound; singing, for example, might produce a lovely light show, while arguing would cast a harsh red light on the area.

Battles in particular create a vivid, violent strobe effect, with each clash of arms producing a flash of light. The effect is disorienting, and each creature in the area must pass a saving throw to avoid becoming dizzy (-1 to AC, -1 to hit, each miss in combat by 4 or more points resulting in the attacker falling prone). The dizziness ends when one leaves the area, for outside the area one hears the sounds and does not see the lights.

Transmute Water to Crystal (Transmutation)

Level: Elementalist 6, Magic-User 6

Range: 30'

Duration: 10 minutes

Up to 100 cubic feet of water is transformed into smooth, clear solid crystal.

Transmute Water to Poison (Necromancy)

Level: Anti-Cleric 2, Druid 2, Magic-User 2

Range: Touch

Duration: Permanent

The magic-user transmutes up to one gallon of water per level into Poison I or one quart of water per level to Poison II, one pint of water per level to Poison III and fluid ounce of water per level to Poison IV. If the magic-user attempts to transmute a larger portion of water than allowed by their level, the spell fails. The reverse of this spell changes poisons (in like quantities to above) to pure water.

Transmute Water to Slime (Transmutation)

Level: Elementalist 5, Magic-User 5

Range: 30'

Duration: See below

This spell transmutes up to one ounce of water into green slime. The alteration is permanent unless dispelled within 10 minutes of the spell's casting.

Transplant (Necromancy)

Level: Magic-User 6

Range: 30'

Duration: 1 hour (permanent thereafter)

If during the duration of this spell the magic-user is killed, his or her head immediately teleports to and is transplanted on the nearest humanoid creature within 30'. The target's head remains on the body as well.

The magic-user and his subject are dazed for 1 minute afterwards, and the magic-user is unable to cast spells until he takes control over the victim's body.

Each day, the magic-user can attempt a contest of wills against the victim. Each rolls a saving throw. If the magic-user succeeds at his save and succeeds by more than the victim, he gains control of one arm. Another success wins him the other arm, and a third the legs. A failure over the same period loses him an arm or the legs. When the magic-user has control of the arms, he can cast magic spells again as normal.

Turn Undead (Abjuration)

Level: Prophet 1

Range: See below

Duration: Instantaneous

This prophet miracle works as the cleric special ability. The prophet turns undead as a cleric of the same level.

Ultravision (Transmutation)

Level: Magic-User 1

Range: Personal

Duration: 1 hour

For one hour you can sense ultraviolet light with your eyes, permitting you to see perfectly well outside in darkness.

Unseen Clerk (Conjuration)

Level: Magic-User 1

Range: N/A

Duration: 1 hour

This spell creates something akin to an *unseen servant*. The unseen clerk does nothing but transcribe the activities of the magic-user and her associates for 1 hour, including drawing a map of where they have explored in a dungeon and taking down all conversations within 60' of the clerk. The magic-user can cause the clerk to strike things from the record as she desires. The magic-user must provide a pen and paper for the unseen clerk.

Unspeakable Conjunction (Conjuration)

Level: Anti-Cleric 3, Magic-User 3

Range: 30'

Duration: Permanent until dispelled

The *unspeakable conjunction* takes 10 minutes of chanting and gesticulating to cast, and puts the spell caster and his allies in terrible danger. The spell requires a human (not humanoid or demi-human) sacrifice, about 20 gp worth of precious stones, and a magic circle drawn on the floor in human blood.

Once these preparations are completed, and the spell cast, a single devil or demon that the spellcaster must know by name, is summoned into the magic circle. There, it engages in a battle of wills with the spellcaster. Each round, the spellcaster and the devil or demon must make a saving throw. If passed, calculate by how many points the roll was successful and keep a running total. The first combatant to reach 25 points wins. Any distraction, physical or mental, means defeat for the distracted.

If the spellcaster wins, the demon or devil is subdued and in his service for 666 days. During this time, the fiend may be released from the magic circle, and may not do anything to harm its master, or go beyond bounds set by the master. The fiend cannot summon other outsiders, nor can it teleport away, etc.

If the fiend wins, the summoner loses one level, 1d6 points of Wisdom and the fiend can choose to possess the summoner, sending its own body back to the plane from whence it was summoned and allowing its mind to take up residence in the summoner for 666 days. The fiend retains any spellcasting ability it had before, but otherwise is physically the same as the body it is possessing. The fiend can also simply choose to go back home and leave the summoner be.

Unwitting Ally (Enchantment)

Level: Magic-User 2

Range: 10' radius

Duration: 1 minute

When this spell is cast, one enemy within 10' chosen at random must pass a saving throw or become your unwitting, unwilling ally. Every move the creature makes has the possibility of helping you. For each action, roll 1d6.

D6	Effect
1-2	The creature's action proceeds as normal.
3-5	The creature's action proceeds as normal, but has a side effect useful to you.
6	The creature's action is twisted to your purpose entirely.

What qualifies as help in this case is up to the TK, but could include things like the monster accidentally tripping or running into one his allies, the monster making a wild attack that accidentally targets an ally as well, etc.

Venom Sacs (Transmutation)

Level: Druid 1

Range: Personal

Duration: See below

When this spell is cast, any poison or venom injected into the druid within one hour is stored in venom sacs that form on the sides of her throat. This venom/poison has no ill effect on the druid, who can within one hour after the sacs form spit the venom up to 10' at an opponent. This requires a ranged attack roll at a -4 penalty. If it succeeds, the victim must pass a save vs. poison or suffer the venom's effects.

Vermiform (Transmutation)

Level: Magic-User 3

Range: Personal

Duration: 1 hour

When the last syllable of this spell leaves the spell caster's lips, his body turns into something resembling a worm with a mottled magenta hide with the spell caster's face. In this form, the spell caster can burrow through solid stone (and looser stuff) at a rate of 20' per round. When the spell's duration ends, the caster bursts out of the worm body as though it was a cocoon, having had regenerated 1d6 hit points while transformed.

Wall of Crystal (Conjuration)

Level: Druid 5, Elementalist 4, Magic-User 4

Range: 120'

Duration: 1 hour

The wall of crystal conjured by this spell is 1' thick, with a surface area of up to 800 square feet. The crystal is faceted, making it difficult to see through. Sonic attacks and the *shatter* spell have a percentile chance to destroy the wall equal to the spellcaster's level x 5%. Magic rays are diffused by the wall and made useless.

Wall of Jelly I (Conjuration)

Level: Magic-User 4

Range: 60'

Duration: 10 minutes

The spell caster creates a wall of a jelly-like substance. The wall is 10' tall, 3' thick and has a length of 10' per

spell caster level. The jelly blocks normal sized missiles, including from firearms. Bludgeoning attacks bounce off the jelly, making it jiggle harmlessly. Slashing and piercing attacks affect the jelly, but quickly close up.

To get through the jelly, one must get a running start and roll 1d20 under their strength score. If successful, they push their way through the jelly, emerging on the other side. If they roll a "20", they become lodged in the jelly and may suffocate. Once inside the jelly, they cannot move without rolling 1d20 under their strength, and even then may only move 1' per round.

Wall of Jelly II (Conjuration)

Level: Magic-User 7

Range: 60'

Duration: 10 minutes

As *wall of jelly I*, except the jelly has the effect of a gelatinous cube on those who pass through it or who are lodged within it. The wall of jelly cannot move.

Water to Wine (Transmutation)

Level: Cleric 1

Range: 30'

Duration: Instant

This spell turns water into wine. Holy/unholy water is only affected 10% of the time. If the water is diseased, the wine it turns into is not. If the water is poisoned, the wine it is turned into remains poisoned.

Weakness (Transmutation)

Level: Cleric 2, Druid 2, Magic-User 2

Range: Touch

Duration: 1 hour

This spell reduces a creature's strength to 3.

Whirlwind Attack (Transmutation)

Level: Magic-User 3

Range: 30'

Duration: 1 round

You enable the target to attack every creature within reach of the target's melee weapon. Each creature requires a separate attack roll, and those attack rolls are made at a penalty equal to the number of creatures being attacked. A creature whirlwind attacking five orcs, for example, would need to make five melee attacks, each at a penalty of -5.

Whitefoot (Conjuration)

Level: Druid 2

Range: 30'

Duration: 1 hour

One creature within range leaves white tracks, as though it stepped in white paint, wherever it goes for one hour. This makes tracking very easy under most conditions.

Wildfire (Conjuration)

Level: Elementalist 5, Magic-User 5

Range: 30'

Duration: See below

This spell turns a fire or portion of a fire (campfire size minimum) into a swarm of tiny fire elementals that run wild and cause as much havoc as they can before they're destroyed. The swarm has the following statistics:

Fire Swarm, Tiny Elemental (Fire): HD 1+1; AC 17 [+1]; ATK swarm (1d3 fire); MV 20'; SV 16; XP/CL 500/3; SP—Immune to fire, vulnerable to cold.

The swarm moves and attacks as a single creature. It covers a 10' x 10' area, with all creatures in that area suffering an attack from the creature, and all inflammable items in the area are forced to make an item saving throw or catch fire.

Wind Tunnel (Evocation)

Level: Cleric 5, Druid 4, Elementalist 4, Magic-User 5

Range: See text

Duration: 1 minute

This spell creates a tunnel of powerful winds extending 10' per level ahead and behind the spell caster. The tunnel is large enough for the spell caster to walk through normally, though it obviously cannot be larger than the chamber or passage which the spellcaster currently occupies. Missile weapons, gases and breath weapons are deflected by the wind tunnel. Creatures outside the tunnel trying to force their way through suffer the effects of entering a huge air elemental's whirlwind.

The spell caster can decide if creatures grabbed by the wind tunnel are carried forward or backward and then deposited prone on the ground at the tunnel's end. If the tunnel is not created on solid ground, the spell caster's comrades (though not the spell caster, on whom the spell is centered) might fall into the winds themselves. In other words, the spell cannot be used to create a bridge across a chasm unless the spell caster's comrades want to ride the winds across and suffer the consequences.

Wormtongue (Transmutation)

Level: Magic-User 2

Range: Personal

Duration: 1 minute

You turn your tongue into a miniature purple worm that attacks each round at your attack bonus for 2d6 points of damage. While your tongue is so transformed, you cannot speak well enough to cast other spells.

*Focus: Purple worm tooth***X-Ray Vision** (Transmutation)

Level: Magic-User 3

Range: Personal

Duration: 1 minute

This spell gives you the ability to see into and through solid matter. Vision range is 20', with the viewer seeing as if she were looking at something in normal light even if there is no illumination. *X-ray vision* can penetrate 1' of stone, 1" of common metal or up to 3' of wood or dirt. A thin sheet of lead blocks the vision

Yawning Gulf (Illusion)

Level: Magic-User 3

Range: 120'

Duration: 10 minutes

This spell can target one creature per level of the caster. Creatures and objects seem to be further away than they really are, imposing a -4 penalty to attack them. Other effects of the spell must be adjudicated by the TK on the fly.

Zeta-Ray (Conjuration)

Level: Magic-User 3

Range: 90'

Duration: Instantaneous

You launch golden rays from your eyes at a single target. When they strike, you exchange places with the target.

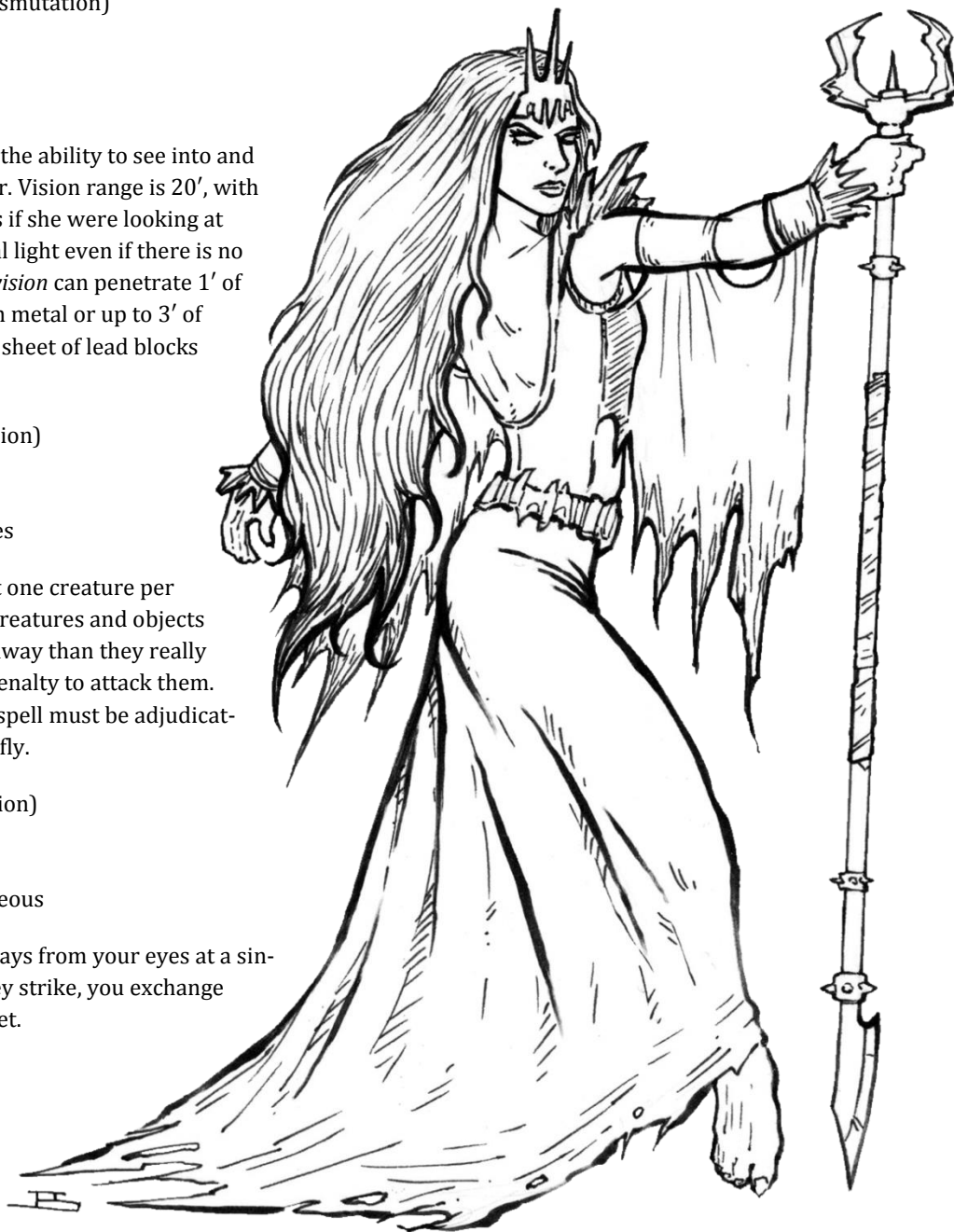
Zounds (Necromancy)

Level: Cleric 2

Range: 30'

Duration: 1 minute

One target has terrible wounds opened up on its palms and feet. The pain is terrible, leaving the creature crippled (see Conditions) and imposing a -3 penalty to attack and perform tasks involving holding tools or using their hands (pick pocket, open lock, etc.).



Optional Rules

This section of the book includes a few optional rules you may wish to include in your campaigns.

The first is a proficiency system that applies to weapons, tasks and spells, allowing characters to spend proficiency points to become better at these things as they advance in level.

The second is rules for psionic powers that apply to characters other than psychics. With these rules, any character has a chance to possess psychic abilities, making it a useful addition to campaigns in which psionics are meant to play a major role.

The fourth section covers the idea of playing 0-level characters in *Blood & Treasure*. These characters begin the game as fairly normal people with very limited abilities, but the ability to become first level characters in one of the established classes.

Proficiency System

The proficiency system is an optional way to simulate a character's skill at fighting with weapons, performing tasks and casting spells. It is designed to replace the normal task system, some weapon feats and to enhance the existing spell casting system.

If you use feats, you will want to remove a few of the feats normally available in the game to use this system.

Proficiency Points

In this system characters spend proficiency points (PP) to improve at tasks, fighting and casting spells. Characters begin at first level with 10 PP and gain 10 additional PP at each odd level (3rd, 5th, 7th, etc.).

Under the proficiency system, one advances through four levels of proficiency, Novice, Adept, Expert and Master, in a given weapon, task or spell. The PP cost to advance through these levels of proficiency differs depending on whether one is advancing in a weapon, task or spell.

Weapon Proficiency

To advance in weapon proficiency, a character spends proficiency points as follows:

Rank	Cost	Benefit
Novice	1 pp	No penalty to fight with the weapon
Adept	3 pp	+1 to attack with the weapon
Expert	6 pp	+1 to damage with the weapon
Master	10 pp	Damage + special effect

One cannot advance through more than one proficiency level with a weapon per level, thus a 1st level character could spend her 10 PP to become a novice with 10 different weapons, but could not spend all 10 PP to become first a novice, then an adept and finally an expert with a single weapon (1 PP + 3 PP + 6 PP = 10 PP). The character would have to wait until 3rd level to spend points to become an adept with a weapon they were already a novice in, and then 5th level to become an expert with a weapon they are already adept with, and 7th level to finally become a master with a weapon they are already an expert with.

Characters that are not proficient with a weapon suffer a -2 penalty to attack with that weapon. If using this system, one needs to remove the following feats from play: Improved Critical, Weapon Focus, Weapon Proficiency and Weapon Specialization.

Characters can gain proficiency in any weapon on their class's allowed weapons list. To gain proficiency with a weapon that is not on their list costs 1 additional PP.

The benefits of weapon mastery depend upon the type of weapon with which they have gained mastery. Each weapon has one or more special effects attached to it based on the weapon's type, as follows:

Bludgeoning—Weapons without edges or points, such as clubs, maces and mauls.

Chopping—Weapons with a cutting edge that are used to hack or chop an opponent, such as axes and falchions.

Piercing—Weapons with a sharp point that are used to stab foes, such as spears and most swords.

Slashing—Weapons with a long edge that is used to cut and slash, such as glaives and many swords.

As suggested above, some weapons count as more than one weapon type. While rapiers, for example, are piercing weapons, longswords are both piercing and slashing weapons. Halberds have an axe head and a spear point, so they are both chopping and piercing weapons.

When a master scores a hit on a natural '20', the weapon also scores a special effect. If the weapon counts as two

or more weapon types, the master can choose which type it counts as for this attack.

Roll 1d6 to determine the special effect:

Bludgeoning		Chopping	
1	Crush Armor	1	Bloody
2	Knock Back	2	Knock Prone
3	Knock Prone	3	Pierce Armor
4	Stagger	4	Stagger
5	Stun	5	Stun
6	Unbalance	6	Unbalance

Piercing		Slashing	
1	Bloody	1	Arrest Weapon
2	Embed	2	Bloody
3	Hold at Bay	3	Feint
4	Pierce Armor	4	Slash Armor
5	Riposte	5	Stagger
6	Stagger	6	Unbalance

Arrest Weapon—A skillful parry leaves the defender’s weapon (including natural weapons) unusable during the next round. The defender can attack, but must use a different weapon already in their hand.

Bloody—The defender is slashed and begins bleeding. They suffer 1 point of damage per round until their wounds are bound or magically healed.

Crush Armor—The defender’s armor is crushed or smashed. The opponent can choose to allow her shield (if she is wielding one) to be destroyed by the blow, leaving their armor undamaged. Padded and leather armor cannot be crushed. All other forms of armor lose one point of their armor bonus each time they are crushed. A character wearing crushed armor suffers a 5’ penalty to their speed. Armor that is reduced to an armor bonus of 0 is destroyed. An unarmored foe is instead staggered.

Embed—The attacker’s weapon is embedded in the foe or their armor. Against armor, this special effect is per the Pierce Armor effect, save that the attacker’s weapon cannot be removed with a Strength check. Against a creature, the effect is as the bloody effect and the weapon is likewise stuck in the creature. A creature with a weapon embedded in them loses 5’ from their movement rate until it is removed.

Feint—A skillful feint with the weapon forces the defender to roll a saving throw. If unsuccessful, the attacker can immediately make another attack against them.

Hold at Bay—The defender must leap back 5’ from the attacker’s weapon and cannot approach within melee range again until they pass a saving throw or sunder the weapon. The saving throw can be attempted on the defender’s move, while the sunder attempt can be attempted on the defender’s attack. Against a missile weapon, the defender is still forced to leap back 5’, but obviously has no particular problem closing for melee.

Knock Back—The defender is knocked back a number of feet equal to 3 plus the damage inflicted by the attack. If the defender is knocked 6 or more feet back, they must pass a saving throw or be knocked prone.

Knock Prone—The force of the attack, or an attack against the defender’s legs, knocks them prone.

Pierce Armor—The defender’s armor is pierced by the weapon. The opponent can choose to allow her shield (if she is wielding one) to be destroyed by the blow, leaving their armor undamaged. If armor is damaged, it loses one point of its armor bonus each time it is pierced. Armor that is reduced to an armor bonus of 0 is destroyed. An unarmored foe is instead bloodied.

Riposte—The next time the defender misses an attack against the attacker, the attacker can make a free attack against them.

Smash Armor—The defender’s armor is crushed or smashed. The opponent can choose to allow her shield to be destroyed by the blow, leaving her armor undamaged. Padded and leather armors lose one point of their armor bonus each time they are slashed. Chainmail and Gothic plate armor is unaffected by slashes. Other forms of armor have a 1 in 6 chance of having their leather straps slashed and thus lose one point of armor bonus. Armor that is reduced to an armor bonus of 0 is destroyed. An unarmored foe is instead bloodied (see above).

Stagger—A crushing blow leaves the defender staggered for one round. The defender can either move or attack on their next turn, but not both.

Stun—A shot to the head or stomach leaves the defender stunned for one round.

Unbalance—The defender must duck or leap to avoid a blow. During their next round, attackers enjoy a +2 bonus to attack against the defender.

Task Proficiency

To advance in task proficiency, a character spends proficiency points as follows:

Rank	Cost	Benefit
Novice	1 pp	Succeed on task check on roll of 15 or higher
Adept	2 pp	Succeed on task check on roll of 12 or higher
Expert	4 pp	Succeed on task check on roll of 9 or higher, and used improvised tools without a penalty
Master	8 pp	Succeed on task check on roll of 6 or higher, and mitigate failures (see below)

When a master fails a task check by no more than one point, they can mitigate the failure. In play, this means that the task is considered a success, but the Treasure Keeper is permitted to impose some form of problem with the success. If a master at moving silently, for example, rolls a “5” on his task check, he manages to move silently, but the TK rules that in the process he steps on something sharp and ends up with the crippled condition until he can spend a round to remove it from his foot.

Spell Proficiency

Spell proficiency works a little differently than weapon and task proficiency. Any spell caster who can cast a spell (i.e. a spell known for a sorcerer, a spell in a magic-user’s or bard’s spell book, or a spell from a level a cleric, druid, paladin or ranger can cast) is considered a novice with that spell without having to pay any Proficiency Points.

To advance in spell proficiency, a character spends proficiency points as follows:

Rank	Cost	Benefit
Adept	3 pp	Apply one modification to the spell, or inflict +1 point of damage per dice of damage; magic-users and bards can prepare the spell without studying their spell book
Expert	6 pp	Apply two modification to the spell or impose a -1 penalty to save against the spell
Master	10 pp	Apply three modifications to the spell or ignore the target’s magic resistance

The following modifications can be made to a spell:

Empower—All of the spell’s variables are doubled. This modification counts as two modifications and can only be used by a spell caster twice per day.

Enlarge—Double the spell’s range.

Extend—Double the spell’s duration.

Focus—Targets suffer -1 penalty to saving throws against the spell.

Heighten—Treat caster level of spell as one level higher.

Linger—An instantaneous spell’s effects linger for one round after the spell is cast.

Maximize—The spell’s variables are maximized. This actually counts as three modifications, and this modification can only be used by a spell caster once per day.

Persistent—Creatures must make two saving throws to avoid the effects of the spell.

Selective—You can excuse individual targets from a spell’s area of effect, for example leaving allies in the area of effect of a *fireball* spell unharmed by the blast.

Silence—Cast the spell without vocalizing it.

Still—Cast the spell without moving.

Widen—Double the spell’s area of effect.

Training under a Master

If an adventurer can find a master in a task, weapon or spell with which he wants to become more proficient, he can reduce the cost to become an adept, expert or master by 1 PP. Before the master will train the student, though, the student must pay cold, hard coin equal to 100 gp times the PP normally required to advance, and they must perform a quest for the master, the details of which are determined by the Treasure Keeper.



Psionic Powers

This book introduces the psychic as a playable class in *Blood & Treasure*. Some players and Treasure Keepers may enjoy playing in a campaign that is much more focused on psychic powers and makes them more widely available to characters. The following scheme is presented as an optional rule for the game.

Psionic Potential

In this scheme, all player characters and non-player characters have the potential to possess psionic powers. To determine the chance that a character has psionic powers, add together their Intelligence, Wisdom and Charisma and subtract 30. This equals the percentile chance the character is a psionic.

Example: Gorrax is a fighter with Intelligence 9, Wisdom 12 and Charisma 14. This totals 35. By subtracting 30, we see that Gorrax has a 5% chance of having powers.

Psionic Strength

Once it has been determined that a character has psionic powers, it must be determined how many psionic powers they can unlock. The character rolls D% and adds as a bonus their “chance of being psionic” to the roll, consulting the table below.

D%	Minor Powers	Intermediate Power	Major Powers
01-75	1	-	-
76-85	2	-	-
86-90	2	1	-
91-95	3	1	-
96-99	3	2	1
100 +	4	2	1

The character unlocks one minor power at 1st level, and an additional power at every odd level thereafter. When a character has unlocked all of her minor powers, she begins unlocking her intermediate powers. When all intermediate powers are unlocked, she begins unlocking major powers. Each power should be rolled as it is unlocked, with duplicates re-rolled.

Psionic powers are divided into minor, intermediate and major powers. A character’s psionic powers are rolled randomly using the tables below.

D%	Minor Power	PP
01-04	Biofeedback	3
05-06	Body Adaptation	5
07-08	Body Adjustment	5
09-12	Choke	3
13-14	Clairsentience	5
15-18	Cloud Minds	4
19	Dimension Door	5
20-27	Dowsing	1
28-31	Ego Whip	3
32-39	Empathic Projection	1
40-43	ESP	3
44-47	Id Insinuation	3
48	Illusion	5
49	Inertial Barrier	5
50	Intellect Fortress	5
51-58	Matter Agitation	1
59-60	Mental Barrier	5
61	Metamorphosis	5
62-69	Mindlink	1
70-77	Mind Thrust	1
78-85	Precognition	1
86-87	Psionic Blast	5
88	Schism	5
89-90	Telekinesis	5
91-94	Thought Shield	3
95-98	Transvection	3
99-00	Ubiquitous Vision	5

D%	Intermediate Power	PP
01-10	Aura Sight	7
11-15	Atomize	9
16-20	Catapsi	9
21-29	Dominate	7
30-38	Ectoplasm	7
39-48	Energy Adaptation	7
49-53	Energy Construct	9
54-62	Mesmerism	7
63-64	Mind Switch	11
65-69	Plane Shift	9
70-74	Psychic Crush	9
75-79	Psychofeedback	9
80-81	Psychometry	11
82-83	Suspend Life	11
84-88	Telepathy	9
89-90	Temporal Acceleration	11
91-95	Tower of Iron Will	9
96-00	True Seeing	9



D%	Major Power	PP
01-06	Apopsi	17
07-12	Astral Projection	17
13-38	Channeling	13
39-44	Etherealness	17
45-56	Matter Manipulation	15
57-62	Psychic Surgery	17
63-88	Reddopsi	13
89-00	Telportation	15

Each psionic character has a number of power points (PP) equal to the sum of their Intelligence, Wisdom and Charisma scores minus 30. Power points are spent by a psionic character to manifest their psionic powers. Each day, after a psionic character has had a full night's sleep (8 hours), they regain a number of power points equal to their character level times three.

You can find a description of the psionic powers under the psychic class description in this book.

Psionic Dangers

Psionics is not a free ride. Whenever a character (not including psychics) manifests a psionic power, there is a percentage chance equal to the number of Power Points spent that a psionic entity feels the vibrations on the Astral Plane and journeys to their location to attack them. Psionics are primarily the domain of aberrations and outsiders, and they guard access to these powers very jealously. If a psionic encounter is indicated, roll on the following table to discover what opponent shows up.

D%	Monster	D%	Monster
01-17	Brain Mole	63	Mind Blaster
18	Couatl	64	Neh-Thalggu
19-20	Crysmal	65	Neothelid
21-23	Demon, Shadow	66-67	Nightmare
24	Deva, Astral	68-70	Phase Spider
25	Dragon, Force	71-75	Shadow
26-27	Dragon Horse	76-80	Shadow Mastiff
28-30	Ethereal Filcher	81	Shedu
31-46	Ethereal Marauder	82-90	Thought Eater
47-55	Folugub	91-95	Unbodied
56-57	Intellect Devourer	96-97	Xaoc, Cerulean
58-62	Kith-Yin	98-100	Xill

Psionic Duels

Both psionic characters and psionic monsters are capable of engaging in psionic duels. Psionic duels can be extremely dangerous. At a minimum, one loses power points in one of these duels, but they might also lose their powers or minds.

During each round of a psionic duel, the attacker and defender each choose an attack and defense. The attacks and defenses are based upon the three psychic apparatus of the mind, those being the Id, Ego and Super Ego.

To attack or defend with one's Id costs 1 power point. Attacking and defending with one's Ego costs 3 power points. Attacking and defending with one's Super Ego costs 5 power points.

To resolve a round of psychic combat, find the number of power points possessed by the attacker (before paying for his attack mode), and then his mode of attack. Follow along to the current number of power points possessed by the defender (before paying for his defense mode) and defender's mode of defense.

If a number is indicated, it represents the number of power points of damage sustained by the defender. A letter represents one of the following conditions:

C = Confused; defender is confused for 1d6 minutes, per the magic-user spell *confusion*.

S = Comatose; defender is struck comatose for 1d6 hours, per the comatose condition. In addition, he suffers 1d4 points of Charisma damage.

M = Madness; defender's is struck mad for 1d6 days, per the madness condition. In addition, he suffers 1d4 points of Wisdom damage.

P = Power Loss; one random power of the defender is unavailable to them until they are restored to their full PP. He also suffers 1d4 points of Intelligence damage.

Psionic Powers

Apopsi (Psi-Gamma)

Rank: Major

Range: 30'

Duration: 24 hours

This power closes 1d4 psionic powers of a single oppo-

nent, who receives a saving throw for each of these powers to resist. The powers suppressed are chosen by the user of *apopsi*, who also learns what powers his target knows. The powers are closed for 24 hours.

Astral Projection (Psi-Gamma)

Rank: Major

Range: Personal

Duration: 6 hours

You can enter a trance and project your astral spirit from your physical body. This astral spirit is incorporeal and unable to interact with the physical world. Astral spirits can only communicate using the power of telepathy. An astral spirit can travel freely over the physical world, and can enter the ethereal and astral planes at will. The astral spirit can interact with objects and creatures on the ethereal and astral planes, and can communicate normally therein. If a psychic's spirit is killed, his physical body dies as well.

Atomize (Psi-Kappa)

Rank: Intermediate

Range: 60'

Duration: Instantaneous

DEFENDER >																				
ATTACKER	0-5 PP	ID	EGO	SUPEREGO	6-10 PP	ID	EGO	SUPEREGO	11-15 PP	ID	EGO	SUPEREGO	16-20 PP	ID	EGO	SUPEREGO	20-30 PP	ID	EGO	SUPEREGO
0-5 PP																				
ID		1	7	3		-	3	1		-	1	-		-	-	-		-	-	-
EGO		3	1	1		1	-	-		-	-	-		-	-	-		-	-	-
SUPER EGO		3	3	1		1	1	-		-	-	-		-	-	-		-	-	-
6-10 PP																				
ID		3	C	7		1	7	3		-	3	1		-	1	-		-	-	-
EGO		7	3	3		3	1	1		1	-	-		-	-	-		-	-	-
SUPER EGO		7	7	3		3	3	1		1	1	-		-	-	-		-	-	-
11-15 PP																				
ID		7	S	C		3	C	7		1	7	3		-	3	1		-	1	-
EGO		C	7	7		7	3	3		3	1	1		1	-	-		-	-	-
SUPER EGO		C	C	7		7	7	3		3	3	1		1	1	-		-	-	-
16-20 PP																				
ID		C	M	S		7	S	C		3	C	7		1	7	3		-	3	1
EGO		S	C	C		C	7	7		7	3	3		3	1	1		1	-	-
SUPER EGO		S	S	C		C	C	7		7	7	3		3	3	1		1	1	-
20-30 PP																				
ID		S	P	M		C	M	S		7	S	C		3	C	7		1	7	3
EGO		M	S	S		S	C	C		C	7	7		7	3	3		3	1	1
SUPER EGO		M	M	S		S	S	C		C	C	7		7	7	3		3	3	1

You emit a thin green ray from your forehead which requires a missile attack to hit a target. The target, if hit, suffers 1d6 points of damage per psychic level. If they are reduced to 0 hit points or below, their atoms are scattered (i.e. they are disintegrated).

Aura Sight (Psi-Gamma)

Rank: Intermediate

Range: 60'

Duration: 10 minutes

You can discern auras. Auras are invisible to the naked eye, but to a psychic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals information to the psychic. The amount of information revealed depends on how long you study a particular area. In the first round, you discern auras of Law and Chaos, even if the owner of the aura is invisible. In the second round, you discern the presence of magic. In the third round, you discern the target's Hit Dice or level, and whether or not they are near death (less than 10% of their hit points remaining).

Biofeedback (Psi-Kappa)

Rank: Minor

Range: Personal

Duration: 10 minutes

You toughen your body and ignore pain, reducing physical damage by 2 points per successful attack against you.

Body Adaptation (Psi-Kappa)

Rank: Minor

Range: Personal

Duration: 12 hours

Your body adapts to hostile environments, such as underwater, extreme heat or cold, and airless environments. You can survive as if you were a creature native to that environment. You can breathe and move, though environmental penalties to movement and attacks still apply, and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power. Extreme environments, such as acid, lava, fire and electricity, can be adapted to just enough to cut damage from them in half.

Body Adjustment (Psi-Kappa)

Rank: Minor

Range: Personal

Duration: Instantaneous

You adjust your body at the cellular level, healing yourself of 1d6+1 points of damage.

Catapsi (Psi-Gamma)

Rank: Intermediate

Range: 20' radius

Duration: 10 minutes

By activating this power you generate psychic static that interferes with the ability of other psionic characters to activate their powers. Psychic activation rolls within a 20' radius centered on you suffer a -15% penalty.

Channeling (Psi-Gamma)

Rank: Major

Range: Personal

Duration: 1 minute

By opening her mind to the cosmos, the psychic communes with a higher plane (as with the spell *contact other plane*). A failure to activate this power results in the psychic's personality (or alignment) changing in a way determined by the Treasure Keeper for 1d6 days.

Choke (Psi-Kappa)

Rank: Minor

Range: 30'

Duration: 10 rounds

You cause the victim's throat to tighten until he begins to choke. The victim must make an immediate saving throw in order to hold his breath. The save must be repeated each round, with the difficulty increasing by 1 for each previous success. When the character fails one of these saves, he begins to choke. A choking victim is stunned and suffers 1d3 points of damage per round.

Clairsentience (Psi-Gamma)

Rank: Minor

Range: See below

Duration: 10 minutes

You can see or hear things happening in a distant place, located anywhere on the same plane of existence as you. If you have never been in the place, or do not know somebody present in the place, your roll to activate this power is made at a -20% penalty.

Cloud Minds (Psi-Gamma)

Rank: Minor

Range: Personal

Duration: Until dispelled or attack is made

With this ability, a psychic clouds people's minds, making her invisible to them. Just as with the spell *invisibility*, an attack by the psychic spoils the effect. If used on multiple subjects, the psychic suffers a -5% penalty to her activation roll for each subject beyond the first.

Dimension Door (Psi-Kappa)

Rank: Minor

Range: 240'

Duration: Until dispelled or attack is made

Dimension door is a weak form of teleportation. Using this power, the psychic may teleport himself, an object or another person with perfect accuracy to the stated location as long as it is within 240'.

Dominate (Psi-Gamma)

Rank: Intermediate

Range: 240'

Duration: See below

With this power you control the actions of a humanoid creature through a telepathic link that you establish with them. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival. Subjects resist this control with a saving throw. Any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. Dominating non-humanoids is done at a 20% penalty to the psychic's activation roll.

Dowsing (Psi-Gamma)

Rank: Minor

Range: 6'

Duration: 1 hour

Using a dowsing rod, the psychic can find the nearest source of fresh water. He can also use this power to discover the location of precious metals and gems, but suffers a -20% penalty to his activation roll to do so.

Ectoplasm (Psi-Kappa)

Rank: Intermediate

Range: 10'

Duration: 10 minutes

You solidify spirit stuff from the Ethereal Plane to create a protective wall 10' tall and 10' wide per psychic level, or a protective sphere with a radius of 1' per psychic

level. Spells, powers, breath weapons and ethereal creatures cannot pass through the wall.

Ego Whip (Psi-Kappa)

Rank: Minor

Range: 120'

Duration: Instantaneous

You stun a sentient creature by causing terrible pain and trauma in their mind. A stunned creature remains stunned for a number of rounds equal to the psychic's level. An *ego whip* can only be used on a single target.

Empathic Projection (Psi-Gamma)

Rank: Minor

Range: 120'

Duration: 1 minute

This is the ability to project powerful emotions into the mind of a subject. It is up to the TK to determine the effects these emotions might have on a situation. A psychic who fails his activation roll must make a saving throw or be affected by the emotions herself.

Energy Adaptation (Psi-Kappa)

Rank: Intermediate

Range: 60' radius

Duration: 1 hour

The psychic converts up to one point of electricity and/or fire damage per psychic level into harmless light. This power can be activated when it is not the psychic's turn, but is then treated as a major power.

Energy Construct (Psi-Kappa)

Rank: Intermediate

Range: 10'

Duration: 1 hour

You create a solid object composed of emerald-colored energy that replicates objects of stone, metal or wood. The object can have moving parts if the psychic would reasonably be able to make the object themselves. If you're not sure, the psychic must roll 1d20 under their intelligence score to make the item.

E.S.P. (Psi-Gamma)

Rank: Minor

Range: 60'

Duration: 2 hours

You can read a subject's mind, but only current, surface thoughts. Probing into a person's memories or deeper secrets imposes a 25% penalty to your activation roll.

Etherealness (Psi-Kappa)

Rank: Major

Range: Personal

Duration: 10 minutes

This power functions like the spell *ethereal jaunt*, except that you and other willing creatures that are joined by linked hands become ethereal. Besides yourself, you can bring one creature per three levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the power expires, all affected creatures on the Ethereal Plane return to their material existence.

Id Insinuation (Psi-Gamma)

Rank: Minor

Range: 120'

Duration: 2 hours

By insinuating his own thoughts and memories in an opponent's mind, the psychic causes either *confusion* (as the spell of the same name) or *insanity* (as the spell of the same name). If the psychic is attempting to cause insanity, treat this as a major power. A failure to activate this power forces the psychic to pass a saving throw or suffer from *insanity* himself.

Illusion (Psi-Gamma)

Rank: Minor

Range: 240'

Duration: Concentration

The psychic can use this ability to plant powerful illusions inside a person's mind. In general, these illusions correspond to the following magic-user spells: *Phantasmal force*, *spectral force*, and *improved phantasmal force*. Activation rolls for this power suffer a penalty equal to the corresponding spell's level x 5%.

Inertial Barrier (Psi-Kappa)

Rank: Minor

Range: Personal

Duration: 1 hour

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes. You gain a +5 bonus to AC and suffer half damage from falls.

Intellect Fortress (Psi-Kappa)

Rank: Minor

Range: 20' radius centered on psychic

Duration: 1 round

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from mind-affecting effects, including those that deal charisma, intelligence or wisdom damage, is halved. You can activate this power when it is not your turn with a single thought, including just before an opponent attacks.

Matter Agitation (Psi-Kappa)

Rank: Minor

Range: 20' radius centered on psychic

Duration: 1 round

The psychic causes an inflammable object to burst into flames. The ability inflicts 1d4 points of fire damage per psychic level. Activating the power requires a full round of concentration on the part of the psychic. Failure to activate this power requires the psychic to make an additional saving throw to avoid being damaged himself.

Matter Manipulation (Psi-Kappa)

Rank: Major

Range: 30'

Duration: 1 round

With this power you weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance gives it a penalty of -3 on any item saving throw it is forced to make. The opposite is true if you fortify the object.

Mental Barrier (Psi-Gamma)

Rank: Minor

Range: Personal

Duration: 1 round

A mental barrier is a field of improbability that surrounds the psychic, creating a protective shell that increases your Armor Class by +4. You can use this power even when it's not your turn, but you must manifest it prior to an opponent's attack roll in order to gain the power's benefits against that attack.

Mesmerism (Psi-Gamma)

Rank: Intermediate

Range: 30'

Duration: 1 week

This is the ability to put others into a trance, thus gaining the ability to question them truthfully or implant suggestions in their mind. Implanting a suggestion works as with the *suggestion* spell of the same name and imposes a -25% penalty on the activation roll.

Metamorphosis (Psi-Kappa)

Rank: Minor

Range: Personal

Duration: 1 hour

You assume the form of a creature of the same type as your normal form, or any other type except construct, elemental, outsider, and undead or a form that is incorporeal or gaseous. You can also use this power to assume the form of an inanimate object, though not a complex mechanism unless you understand how such a mechanism functions. While in the form of an object, you retain your normal senses and your ability to speak, and can only activate other powers by accepting a -20% penalty on those rolls. Damage sustained while in object form is also sustained by your body.

Mindlink (Psi-Gamma)

Rank: Minor

Range: Touch

Duration: See below

You forge a telepathic mind link with a chosen target. This bond functions over any distance.

Mind Switch (Psi-Kappa)

Rank: Intermediate

Range: 10'

Duration: 8 hours

You can attempt to take control of a nearby living creature, forcing your mind and soul into its body, and its mind and soul into your body. You can target any creature whose Hit Dice are equal to or less than your level. If the target fails a saving throw, you possess their body, replacing its mentality (and mental ability scores) with your own, including your psionic powers. Its mind and mental ability scores are shifted to your body. This state lasts for one hour. While in the other body, you retain your own hit points, saves, skills and feats, and vice versa. If you fail an activation roll to use this power you are stunned for 10 minutes.

Mind Thrust (Psi-Gamma)

Rank: Minor

Range: 30'

Duration: Instantaneous

With a sharp thrust of your mental powers into the mind of one sentient opponent, you inflict 1d6 points of damage plus one point of damage for every point difference between your own and your target's intelligence scores.

If the target's intelligence score is unknown, assume that it is a 10. For sentient monsters, use the following:

Monster Intelligence Level	Intelligence Score
Low	5
Average	10
High	15
Super	20

Plane Shift (Psi-Kappa)

Rank: Intermediate

Range: Touch

Duration: Instantaneous

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5d20 x 5 miles from your intended destination.

Precognition (Psi-Gamma)

Rank: Minor

Range: Personal

Duration: 1 hour

Precognition allows the psychic to glimpse fragments of potential future events. What they see will probably happen if nobody takes action to change it, but the vision is incomplete and it makes no sense until the actual events glimpsed begin to unfold. In practice, activating this power grants a "precognitive edge" for one hour. During this period, you can apply a +1 bonus to any one attack roll, damage roll or saving throw. You can elect to apply the bonus to the roll after you determine that your roll is lower than desired.

Psionic Blast (Psi-Kappa)

Rank: Minor

Range: 30' cone

Duration: Instantaneous

A psionic blast works like an *ego whip*, but instead stuns creatures in cone emanating from the psychic's forehead.

Psychic Crush (Psi-Gamma)

Rank: Intermediate

Range: 30'

Duration: Instantaneous

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a saving throw with a +4 bonus or collapse unconscious at 0 hit points. If the target succeeds on the save, it takes 3d6 damage.

Psychic Surgery (Psi-Kappa)

Rank: Major

Range: Touch

Duration: Instantaneous

Psychic surgery can be used to double a creature's natural healing rate or to grant a subject a +1 bonus to save against diseases. It can also be used to cure/cause 1d6 points of damage. At 5th level, the psychic can cure/cause 2d6 damage and at 10th level, 3d6 damage.

Psychofeedback (Psi-Kappa)

Rank: Intermediate

Range: Personal

Duration: 1 minute

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. This boost lasts for one minute, but the lowered ability scores only regenerate at the natural rate of healing; i.e. one point per day.

Psychometry (Psi-Gamma)

Rank: Intermediate

Range: Personal

Duration: Instantaneous

This is the psychic's ability to read the vibrations given off by an object or place, allowing him to learn elements of its history such as who last held the object, how it is used or traumatic events that took place there. In effect, it works like the spell *legend lore*. The TK might impose penalties on the psychic's activation roll depending on the age and provenance of the object or place being read.

Reddopsi (Psi-Gamma)

Rank: Major

Range: Personal

Duration: Instantaneous

Psychic powers and mind-affecting spells used against you rebound on the activator if they fail a saving throw.

Schism (Psi-Kappa)

Rank: Major

Range: Personal

Duration: 1 hour

Your mind splits into two independent minds. Each mind functions in complete autonomy, like two characters in one body. Your new "second mind" does not control your body physically but is free to take one action in each round if the action is purely mental, such as activating a power. Your second mind does not gain any advantages if you are subject to a *haste* effect, although you gain the overall standard benefits.

Suspend Life (Psi-Kappa)

Rank: Intermediate

Range: Personal

Duration: 1 year

You can place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought are incapable of determining that you are alive. You can suspend life for up to one year. Regardless of how long you use this power, it feels like a short nap.

Sustenance (Psi-Gamma)

Rank: Minor

Range: Personal

Duration: 24 hours

The psychic can go without food and water for one day without suffering the consequences. This power can only be used for 7 days straight at the most, after which the psychic must eat and drink normally for two weeks before they can again use the power.

Telekinesis (Psi-Kappa)

Rank: Minor

Range: 30'

Duration: Concentration

This is the ability to move small objects with one's mind. For precise telekinetic control of a small object, a -20% penalty is imposed on the activation roll. Otherwise, impose a penalty of -10% per full 20 pounds of the object being moved.

Telepathy (Psi-Gamma)

Rank: Intermediate

Range: 120'

Duration: Concentration

With this ability the psychic can project his thoughts into the minds of other creatures. Penalties may be applied to this ability based on the distance of the psychic's target or when he tries to communicate with several people at once. If communicating with non-sentient creatures or alien minds, you suffer a -20% activation penalty.

Teleport (Psi-Kappa)

Rank: Major

Range: Personal and touch

Duration: Instantaneous

This power allows a psychic to *teleport* (as the magic-user spell) objects (no activation penalty) or creatures (-20% activation penalty). Teleporting multiple objects or creatures imposes a -10% penalty to his activation roll per creature or object beyond the first.

Temporal Acceleration (Psi-Kappa)

Rank: Intermediate

Range: Personal

Duration: Instantaneous

You enter another time frame, speeding up so greatly that all other creatures seem frozen even though they are actually still moving at normal speed. You are free to act for one free round of apparent time.

While you are temporally accelerated, other creatures are invulnerable to your attacks, powers and spells. This means that you cannot target a creature with any attack, spell or power. However, a power you activate that affects an area and has a duration longer than the remaining duration of your temporal acceleration has its normal effect on creatures in the area once this power ends.

While accelerated, you can affect an unattended object but not an object that is held, carried, or worn.

Thought Shield (Psi-Gamma)

Rank: Minor

Range: Personal

Duration: 1 round

You gain 25% magic resistance against spells and abilities that affect the mind. You can activate this power when it is not your turn, including just before an opponent attacks you, by activating it as a major power.

Tower of Iron Will (Psi-Gamma)

Rank: Intermediate

Range: 10' radius centered on psychic

Duration: 1 round

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all creatures in the spell's area gain magic resistance 45% against all mind-affecting spells and special abilities. You can activate this power when it is not your turn, including just before an opponent attacks you, by activating it as a major power.

Transvection (Psi-Kappa)

Rank: Minor

Range: Personal

Duration: 1d6 rounds plus 1 turn per level

A psychic can use *transvection* to *levitate* (as the spell), or to *fly* (as the spell) as an intermediate power.

True Seeing (Psi-Gamma)

Rank: Intermediate

Range: Touch

Duration: 1 minute per level

You gain the ability to see all things as they actually are, seeing through normal and magical darkness, noticing secret doors hidden by magic, seeing the exact locations of creatures or objects under *blur* or *displacement* effects, seeing invisible creatures or objects normally, seeing through illusions, and seeing the true form of polymorphed, changed, or transmuted things. You can focus your vision to see into the Ethereal Plane, but not into extra-dimensional spaces.

Ubiquitous Vision (Psi-Gamma)

Rank: Minor

Range: Personal

Duration: 1 hour

You have "eyes in the back of your head" while using this power. This power gives you have a 360-degree sphere of vision and cannot be back stabbed. You cannot be surprised, but you take a -2 penalty on saving throws against gaze attacks during the power's duration.

Zero-Level Characters

Every adventurer has to start out somewhere. Most player characters seem to enter the scene pre-trained and ready to delve into the unknown. Some Treasure Keepers and players, though, might want to try something different. The following rules guide the advancement of normal humans, so-called 0-level humans, from their non-descript lives to the lives of adventurers.

Be forewarned – if you do not allow players to arrange their ability scores as they like and if you force them to roll randomly for their starting occupation, you take away virtually all their control over what kind of character they create, and may force them into taking a non-optimal class for their ability scores. For some folks, this kind of mystery and challenge fun, while for others it is the most despicable tyranny. Get player buy-in before you begin a 0-level campaign!

Character Creation

Creating a 0-level character is not terribly different from creating any other character. First, ability scores are rolled using whatever method the TK prefers.

Based on the character's highest ability score, the player can either roll for a random occupation or choose one from the lists below.

Strength	Intelligence	Wisdom
1 Brawler	1 Apothecarist	1 Acolyte
2 Brigand	2 Apprentice	2 Aspirant
3 Executioner	3 Barber	3 Fortune Teller
4 Man-at-Arms	4 Dragoman	4 Initiate
5 Page	5 Engineer	5 Pilgrim
6 Thug	6 Nimgimmer	6 Seer
7 Watchman	7 Scribe	
8 Woodsman	8 Student	

Dexterity	Constitution	Charisma
1 Acrobat	1 Farmer	1 Aristocrat
2 Footpad	2 Flunkey	2 Exciseman
3 Hunter	3 Graverobber	3 Herald
4 Locksmith	4 Laborer	4 Minstrel
5 Rake	5 Miner	5 Pauper
6 Rat Catcher	6 Sailor	6 Peddler
7 Smuggler	7 Toad-Eater	7 Thespian
8 Urchin	8 Roll Again	

Based on the character's occupation, they roll 1d6 to determine their starting hit points. When (or if) the

character achieves 1st level and enters a class, they re-roll their hit points with their new hit dice. If this roll is higher than their existing hit points, they retain the new roll. If not, they retain their hit points from level 0.

While the character is too new to his occupation to have developed any true skills, they do gain a bonus to all task checks associated with a particular ability score. The occupation either grants a +2 bonus to tasks associated with one ability score, or a +1 bonus to tasks associated with two ability scores.

Each occupation also gives the character one "trump" they can use once per session. The trumps are the equivalent of the 1st level abilities of many normal classes or an automatic success at one task check. Once a trump is used during a gaming session, the character cannot use another trump until their next gaming session.

Zero-level characters begin the game with several pieces of equipment based on their occupation, and 2d6 gold pieces to spend on additional equipment.

Zero-level characters begin with negative 1,000 XP. When they have earned enough XP to break even, they may enter a normal character class as a 1st level character. Their occupation determines which classes they may choose from, though a TK may wish to offer some latitude on this matter. Naturally, the character must still be able to qualify for the class before he or she can enter it.

Acolyte

Acolytes are young initiates into clerical churches. Bright-eyed and eager to get along, many sneak out to have adventures in hopes of leading more interesting lives than they can expect as boring old temple priests.

Skills—Wisdom +1, Charisma +1

Trump—Cast a 1st level cleric spell or turn undead

Gear—Club, buckler, robes, wooden holy symbol

Exits—Cleric, Dervish or Prophet

Acrobat

Acrobats are entertainers, juggling, flipping and walking on their hands to delight crowds in inns and noble courts. Their abilities, however, lend themselves to greater things, and many get the courage to leave the stage to hit it big in the dungeon.

Skills—Dexterity +2

Trump—Acrobatics task or move silently task

Gear—Staff, colorful costume, leather balls

Exits—Assassin, Monk, Thief

Apothecarist

Where's the joy in spending all day cramped up in a small room over bubbling cauldrons filled with bitter herbs and counseling peasants and aristocrats on their complaints and diseases only to be ignored? Better to head to the dungeon and strike it rich.

Skills—Intelligence +2

Trump—Chirurgy as a leech or poison as an assassin

Gear—Mortar and pestle, 3 glass vials, sickle

Exits—Assassin, Leech, Magic-User

Apprentice

While many occupations have apprentices, it is the magic-user's apprentice we are referencing here. Every such apprentice is on his or her way to greater things if they study hard enough, but many grow impatient and strike out before they have completed their training.

Skills—Intelligence +2

Trump—Cast a 1st level magic-user spell

Gear—Leather pouch, dagger, quill and ink

Exits—Demonologist, Elementalist, Magic-User

Aristocrat

The aristocrat represents the son or daughter of a wealthy family with a hankering for adventure. They have to sneak out of their comfortable manor and operate incognito to quench their thirst.

Skills—Dexterity +1, Charisma +1

Trump—Fascinate as a bard or riding task

Gear—Leather doublet (AC 11), buckler, rapier, dagger

Exits—Chevalier, Duelist, Fighter



Aspirant

Aspirants are men and women just embarking on the path that leads to being a druid. Being naturally inquisitive and daring, many strike out to explore on their own.

Skills—Wisdom +2

Trump—Cast one 1st level druid spell

Gear—Robes, sickle, sling

Exits—Bard, Cleric, Druid

Barber

Trained to style the hair of clerics, nobles and the well-to-do, as well as work on teeth and cut out the odd tumor, barbers see enough blood in their daily work that a few buckets full in a dungeon in exchange for a chest of gold sounds like a good deal.

Skills—Charisma +2

Trump—Chirurgy as leech or backstab (+1d6) as thief

Gear—Shears, razor, needle and thread, pliers

Exits—Bard, Leech, Thief

Brawler

Brawlers come from all walks of life, large folk who know how to throw their weight around to get what they want and who always seem ready for a scrap.

Skills—Strength +2

Trump—Rage as a barbarian or stunning fist as monk

Gear—Knuckle-dusters, leather haubergeon (AC 11)

Exits—Barbarian, Fighter, Monk

Brigand

Most brigands are former men-at-arms or mercenaries cut loose by their employers and now doing their best to make a dishonest living by stealing from peasants.

Skills—Dexterity +2

Trump—Backstab (+1d6) as thief or move silently task

Gear—Studded leather haubergeon (AC 12), light cross-bow, 5 bolts, short sword, mask or hood

Exits—Fighter, Thief, Woodsman

Dragoman

Dragomen work as interpreters and arrangers in towns and cities, being paid by visitors to help them navigate the cityscape. Dragomen have plenty of contact with adventurers, traders and pilgrims, and many can't help but desire to see the wider world.

Skills—Charisma +2

Trump—Haggle as venturer or +2 to reaction roll

Gear—Dagger

Exits—Charlatan, Thief, Venturer

Engineer

Medieval technicians, engineers invented, operated and repaired machines of all sorts, including siege engines.

This makes them handy in a trap-filled dungeon, leading a few to take that plunge into the adventuring life.

Skills—Intelligence +2

Trump—Maximum damage against a construct, machine or other non-living item or find/remove traps task

Gear—Leather haubergeon (AC 11), tools, tool bag, hammer, 5 iron spikes, 50' of rope, hand axe

Exits—Saboteur, Scientist, Thief

Exciseman

Excisemen are in charge of collecting excise and preventing smuggling. As agents of the government and tax collectors, they live the lives of the despised, so it's no wonder they would like to find another way to get on in the world. Just wait until they bring their first big haul back to town and meet the new exciseman.

Skills—Charisma +2

Trump—Surprise (4 in 6) or backstab (+1d6) as thief

Gear—Leather haubergeon (AC 11), dagger, writing kit, abacus, coin sack

Exits—Fighter, Manhunter, Thief



Executioner

Also known as hangmen and headsmen, executioners work for the state carrying out sentences of death on those convicted of high crimes. Most work a circuit of towns and villages, so they spend enough time on the road to get to know adventurers and maybe pick up a desire to leave their rather infamous profession.

Skills—Strength +2

Trump—Backstab (+1d6) as thief

Gear—Hood or mask, battleaxe, leather haubergeon (AC 11), 50' of rope

Exits—Assassin, Fighter, Vigilante

Farmer

Farmers work all day and make little money. Many of their sons and daughters watch their parents slowly being broken by the land and decide to pursue a better life.

Skills—Strength +2

Trump—Common Sense (see below)

Gear—Pitchfork (1d4 damage), straw hat

Exits—Centurion, Fighter, Lucky Bastard

Flunkey

Flunkeys are professional servants, grooms, valets, footmen, forced to suffer every indignity by their masters, including running alongside carriages and doting on precious pets. It's no wonder they would find delving into a monster-filled dungeon a step up in the world.

Skills—Dexterity +1, Wisdom +1

Trump—Move silently task or hear noise task

Gear—Noble's livery, dagger

Exits—Jack-of-all-Trades, Lucky Bastard, Thief

Footpad

Footpads are sneak thieves, often serving as the foot soldiers of thieves' guilds, doing small jobs and working as lookouts and fences for the guild.

Skills—Dexterity +2

Trump—Open locks task or hide in shadows task

Gear—Lock picks, soft shoes, dagger, sap, mask

Exits—Assassin, Canting Crew, Thief

Fortune Teller

Fortune tellers are just as likely to be frauds as they are to be the genuine article in a fantasy world, and many of the latter mix in a bit of the former.

Skills—Wisdom +2

Trump—Cast one 1st level sorcerer spell

Gear—Tarot cards, dice, crystal pendant, dagger

Exits—Charlatan, Psychic, Sorcerer

Grave Robber

There are so many good reasons to rob a grave in a fantasy world; profit, specimens for inquisitive leeches, spare parts for necromancers. While a profitable career, it is also frowned upon and dangerous when you factor in the presence of the undead, so many grave robbers attempt to break into a new line of work.

Skills—Dexterity +1, Wisdom +1

Trump—Turn undead as cleric or hide in shadows task

Gear—Shovel, large sack, wooden holy symbol

Exits—Anti-Cleric, Leech, Thief

Herald

Heralds are educated men and women who work for the nobility, keeping catalogues of coat-of-arms and tracking family lineages. Spending as much time as they do around the wealthy, they might get the idea to go out and strike it rich themselves.

Skills—Charisma +2

Trump—Fascinate or legend lore as a bard

Gear—Brightly-colored tabard, brass horn, dagger

Exits—Bard, Duelist, Fighter

Hermit

Hermits are men and women who end their association with the rest of humanity, if only for a while. Many are either of a religious bent or seek solitude to develop or hide the powers that come to them naturally but might offend or frighten their fellow man. A few, when they have finished with their solitude and meditations strike out as adventurers.

Skills—Wisdom +2

Trump—Cast one 1st level cleric or druid spell or survival task

Gear—Tattered robes, staff, wooden holy symbol

Exits—Cleric, Druid, Monk

Hunter

Hunters and trappers work in the wilderness and trade in towns, villages and sometimes cities. While they may not appreciate civilized company, they do appreciate some of the comforts of civilization, and might take to hunting monsters or men to earn more money to afford those comforts.

Skills—Dexterity +1, Wisdom +1

Trump—Surprise (4 in 6) or tracking task

Gear—Shortbow, 6 arrows, hunting knife, leather haubergeon (AC 11)

Exits—Fighter, Ranger, Woodsman

Initiate

Initiates are young men and women that have been accepted into a monastery, to begin training as a monk. They usually have their heads shorn and wear simple robes.

Skills—Dexterity +1, Wisdom +1

Trump—Stunning attack as monk or acrobatics task

Gear—Simple robes, begging bowl, quarterstaff

Exits—Dervish, Fighter, Monk



Laborer

At the base of society are the laborers, generally unskilled folk who are paid for their muscle power, toting barges and lifting bales and whatnot.

Skills—Strength +2

Trump—Stunning attack as monk

Gear—Club, leather satchel

Exits—Fighter, Muscleman, Thief

Locksmith

Locksmiths are really a cross between the higher forms of smith and the engineer. After installing and opening enough locks, a few of them get the idea that there is more money to be made by opening the doors and chests in dungeons.

Skills—Dexterity +2

Trump—Find/remove traps task or open locks task

Gear—Lock picks, dagger, 3 locks

Exits—Saboteur, Thief, Tomb Robber

Man-At-Arms

The good old man-at-arms. Stalwart retainers of adventurers and guardians of city-bound treasures, men-at-arms are naturals for going into the adventurer business.

Skills—Strength +2

Trump—Extra attack vs. ½ HD monster or riding task

Gear—Leather armor (AC 12), shield, spear, light cross-bow, 5 bolts

Exits—Curmudgeon, Fighter, Landsknecht

Miner

Miners in fantasy worlds have way more to worry about than poisonous gasses and cave-ins. Since they're already spending so much time escaping death underground, they might as well do it for treasure.

Skills—Strength +1, Wisdom +1

Trump—Climb walls task or appraise value task

Gear—Pick, hammer, lantern, 5 iron spikes, 50' rope

Exits—Druid, Thief, Venturer

Minstrel

Minstrels are wandering musicians and singers, entertaining in taverns or at private residences, spending their off hours serenading lovelies and getting into trouble.

Skills—Charisma +2

Trump—Fascinate as bard or carouse task

Gear—Brightly-colored clothes, feathered hat, musical instrument

Exits—Bard, Charlatan, Thief

Nimgimmer

Nimgimmers are physicians. Spending as much time as they do patching up adventurers, a few might get it in their heads to do their work in the dungeon and earn some treasure.

Skills—Dexterity +1, Intelligence +1

Trump—Chirurgy as leech or backstab (+1d6) as thief

Gear—Dagger, jar of leeches, medical tools in satchel

Exits—Juggernaut, Leech, Magic-User

Page

Before a warrior can become a knight he must serve as a page. Pages are glorified servants, working with their master's horses and doing whatever odd jobs they require, and also learning a bit about armor and weapons. They live lives of drudgery, and might prefer adventure.

Skills—Dexterity +1, Charisma +1

Trump—Extra attack against a ½ HD monster as fighter or smite Chaotic creature (+1d6 damage) as paladin

Gear—Ring mail (AC 13), buckler, short sword, dagger

Exits—Chevalier, Fighter, Paladin

Pauper

Paupers and beggars have little to look forward to in life. With nothing to lose, many latch on to bands of adventurers as torch bearers and perhaps become adventurers themselves.

Skills—Dexterity +1, Charisma +1

Trump—Backstab (1d6) as thief or pick pockets task

Gear—Begging bowl, club, tattered clothes

Exits—Assassin, Lucky Bastard, Thief

Peddler

Peddlers are a fixture of every civilization, selling all sorts of little items or foodstuffs from trays. The peddler's life is a hard one, and a few begin to believe the life of an adventurer might not be so bad after seeing them spending gold in taverns.

Skills—Intelligence +1, Charisma +1

Trump—Haggle as venturer or backstab (+1d6) as thief

Gear—Sack of goods containing 6 items, each worth less than 1 sp, hooded lantern, club

Exits—Canting Crew, Thief, Venturer

Pilgrim

Pilgrims are men and women from all walks of life who embark on a journey to visit sacred sites in hopes of enlightenment and healing. In essence, they're the tourists of the Middle Ages. Some are so touched by faith that they go on to become adventurers.



Skills—Wisdom +2

Trump—Cast one 1st level cleric spell or turn undead

Gear—Rough clothing, quarterstaff, wooden holy symbol

Exits—Cleric, Paladin, Puritan

Rake

Rakes are libertines, men and women who think only of their own pleasures. Chaotic or neutral, there is every chance they will give up their dissolute ways and become lawful adventurers one day, but don't count on it.

Skills—Dexterity +1, Charisma +1

Trump—Spring into combat as duelist or carouse task

Gear—Rapier, dagger, cloak, feathered hat

Exits—Assassin, Duelist, Fighter

Rat Catcher

Rat catchers are employed to control rats and mice. Since they spend a lots of time crawling around in dark places, the leap into dungeon crawling is a small one.

Skills—Dexterity +1, Wisdom +1

Trump—Tracking task or +1 to attack and damage vs. rats and rat-like monsters

Gear—Rat traps (3), staff, small dog (0 HD)

Exits—Shadowdancer, Thief, Tomb Robber

Sailor

Sailors are the lifeblood of ports and the first line of defense for many cities, moving goods across the globe and striking out in their galleons and caravels to do battle.

Skills—Dexterity +1, Wisdom +1

Trump—Navigate task or climb walls task

Gear—Cutlass, bottle of rum, 50' rope, 25% chance of a pet parrot or monkey sitting on their shoulder

Exits—Barbarian, Duelist, Thief

Scribe

Sitting hunched over a desk all day copying papers or taking dictation is no life for a man or woman of action. Scribes are educated folks who either develop a severe hunch and bad eyesight or throw down their pens and take up the life of adventuring heroes.

Skills—Intelligence +2

Trump—Legend lore as bard or cast one 1st level magic-user spell

Gear—Papers, quill and ink, dagger

Exits—Elementalist, Magic-User, Scientist

Smuggler

Smugglers grease the wheels of illegal commerce, being a conduit between thieves and their customers. Smugglers may deal in all manner of illegal goods, and a life in the shadows often leads them to a life of adventure.

Skills—Dexterity +2

Trump—Hide in shadows or pick pockets task

Gear—Cloak with secret pockets, sack, dagger

Exits—Canting Crew, Thief, Venturer

Student

Officially, students are young men and women sent off to university at age thirteen to learn the seven liberal arts and the three philosophies (physics, metaphysics and moral philosophy). Unofficially, a bunch of teenagers far away from home do very little studying, and a great deal of drinking in taverns and getting into fights.

Skills—Intelligence +2

Trump—Legend lore as bard or rage as barbarian

Gear—Rapier, dagger, bottle of beer, cape

Exits—Duelist, Magic-User, Scientist

Thespian

Thespians sometimes tire of a life on the stage, a life of make-believe that often proves ultimately unsatisfying. A few, having learned a little about fencing and a great deal about trickery, become full-fledged adventurers, living out the lives they once portrayed on stage.

Skills—Charisma +2

Trump—Fascinate as bard or disguise task

Gear—Disguise kit, cloak, well-worn script

Exits—Bard, Charlatan, Thief

Thug

Thugs are killers, murdering for coin or for religious zealotry. Whatever their motivation, they hold human life cheap and thus are Chaotic in alignment.

Skills—Dexterity +1, Strength +1

Trump—Backstab (+1d6) as thief or stunning attack as monk

Gear—Sap, dagger, mask or hood

Exits—Anti-Cleric, Assassin, Thief

Toad-Eater

Toad-eaters, better known as toadies, are the erstwhile assistants of charlatans. They pose as members of the crowd to come forth and be amazed at the efficacy of their powders, potions and elixirs. It's not a wonderful life, and just about every toad-eater looks forward to striking off on his or her own to find their fortune.

Skills—Dexterity +1, Charisma +1

Trump—Fascinate as bard or automatic save vs. poison

Gear—Club, hood

Exits—Bard, Charlatan, Thief

Urchin

Urchins are young men and women who have been forced, for one reason or another, to live a life on the streets. Urchins make their way as petty thieves.

Skills—Dexterity +2

Trump—Move silently task or pick pockets task

Gear—Club, soiled clothes

Exits—Canting Crew, Jack-of-all-Trades, Thief

Watchman

The night watchmen (or tap-staffs) are integral to the maintenance of order and safety in a community, provided they aren't taking bribes or shaking down drunks on their way home from the tavern.

Skills—Wisdom +2

Trump—Hear noise task or surprised (1 in 6)

Gear—Lantern on a pole, footman's mace, leather armor (AC 12), small horn to sound alarm

Exits—Curmudgeon, Fighter, Vigilante

Woodcutter

Woodcutters work outside of villages and towns, cutting down trees and sending them downstream or on wagons into town to be processed in mills. A life in the great outdoors prepares them for the rigors of dungeon exploration and monster hunting.

Skills—Dexterity +1, Wisdom +1

Trump—Cleave (as feat) or survival task

Gear—Woodsmen's axe (1d6 damage)

Exits—Barbarian, Fighter, Ranger

Special Ability Descriptions

Common Sense—Rustic folks have an amazing ability to cut through the nonsense and see things logically. The common sense ability allows them to solve riddles and puzzles with a saving throw, after studying on the problem for at least ten minutes while rubbing their chin. If they have been watching other people argue over the solution, they receive a +2 bonus to their save.

Magic Items

The following are new magic items that can be added to your game, either in the hands of NPCs, or as treasure.

Magic Weapons

Blade of Avarice: This *+1 dagger*, when balanced on the left pointer finger (roll 4d6 under Dexterity score), points to the largest mass of gold within 500'.

Crusader's Blade: This *+2 dagger* practically leaps from one's hands in the presence of Chaotic creatures, it is so eager to attack them. The holder, if he or she does not wish to attack, must pass a saving throw each round to avoid giving into the dagger's wishes. If the dagger does kill a Chaotic creature, the creature is immediately resurrected with a Lawful alignment. Neutrals just stay dead. Lawful creatures killed by the dagger are not reborn, but the dagger's owner's alignment immediately changes to Chaotic (CE) and the dagger teleports away. The owner can only be changed back to their original alignment if they are slain by a *crusader's blade*.

Handaxe of Blustery Breezes: This *+1 handaxe* can be swung around by a leather tong attached to the handle to create a *wall of wind* (as the spell). When it is thrown, it is accompanied by a *gust of wind* (as the spell).

Knife of the Mason: This *+2 dagger* deals +1d6 points of damage against stone, whether it is ordinary or animated stone (such as a stone golem). Against flesh, wood or metal, it deals normal damage.

Resurrection Blade: When this *+1 dagger* kills a humanoid with a back attack, the humanoid is immediately animated as a zombie under the control of the dagger's owner. The dagger can only control one zombie at a time, and the animation lasts for only 24 hours.

Sapphire Net: This *+1 net* can be used to entrap air elementals and gaseous creatures.

White Javelin: When this *+2 javelin* strikes an undead creature, it absorbs their negative energy (up to 6 HD worth), turning the javelin black. The *black javelin* then absorbs the levels or HD of living creatures until it has enough to negate the absorbed negative energy and can turn back into a *white javelin*. While black, it can only be touched safely with a mithral gauntlet.



Magic Armor

+1 Banded Mail of Heat Resistance: This banded mail allows you to stay comfortable in hot weather by summoning cool winds from the elemental plane of air. The wearer of the armor suffers 1 less point of damage from each dice of fire damage she sustains.

Beetle Helm: This knightly helm has two large metal mandibles flanking the face plate. Once per day, it can be animated with a command word to attack in melee combat for rounds. The helm has a +6 attack bonus and deals 1d6+2 points of damage.

Gemini Helms: Gemini helms are a pair of identical magic helms. When activated, they allow the two wearers to swap their abilities. One category of ability can be swapped at a time for up to 1 hour in a 24 hour period. These categories are as follows: attack bonus, strength, intelligence, wisdom, constitution, dexterity, charisma, hit points, saving throws, prepared spells and spell casting ability and special class abilities.

Each time a pair of people uses the helms, there is a cumulative 1% chance of a feedback, up to a maximum chance of 12%. If feedback occurs, roll 1d10 and consult the following table:

D10	Effect
1-6	Memory Swap: Particular memories swap between the people - perhaps memories of their parents.
7-9	Personality Swap: This could also count as an alignment swap.
10	Combination: The pair average all of their ability scores and lose half of their class levels (-1), gaining half of their comrade's class levels +1. In other words, a 6th level fighter and 8th level combined would turn into two 4th/5th level fighter/thieves.

Hauberk of Revealing: Magical light reflected from this *+1 chainmail* dispels illusions and reveals hidden and secret things within a 30' radius.

Haunted Tower Shield: Once per day, this *+1 tower shield* can become a portal into the negative energy plane, releasing a single incorporeal spirit (HD no higher than users) to attack a foe.

Helm of the Black Swan: A character wearing this helmet can one time turn a natural roll “1” into a natural “20”. When this is done, the *helm of the black swan* vanishes from their head.

Helms of Summoning: This magic item consists of two helmets. The wearer of one helm can remove it, strike it with a small platinum rod, say “Come Hither!” and their comrade appears beneath the helm (and no, not if you’re holding it over the edge of a cliff or underwater). The other helm appears on the summoner’s head when his comrade appears. These helms can be used once per day, but with each use there is a cumulative 1% chance that the summoned comrade is actually their double from another reality. This chance re-sets at the next full moon. If an alternate comrade appears, use the following table to determine what shows up:

D6	Effect
1	Zombie Retains a feral intellect, but thoroughly Chaotic. Fights with as many Hit Dice as the person had levels, but loses any special abilities. Those who lose more than half their hit points to the zombie’s attacks must pass a saving throw or become a zombie themselves. <i>Remove disease</i> cures the condition.
2	Demonic Has the abilities of the person summoned (or the reverse, if they were a cleric or paladin), but with a demonic cast and a Chaotic alignment. The summoned person is immune to fire and mind reading and has bat wings with a flight speed of 30’ per round.
3	Hulk Summoned person is much larger than normal, with double the strength bonus and an intelligence score of 1d4+2. They might start calling the summoner “George” and develop an obsession with petting small mammals (including gnomes and halflings).
4	Reversed Sex Summoned person is of the opposite sex. All abilities stay the same, but their personality might be altered.
5	Evil Twin Appears to be the person summoned, but is secretly Chaotic and smart enough to realize the situation and use it to their advantage. If the summoned person was chaotic, the evil twin attempts to kill and replace them. If they are male, they begin growing a goatee.
6	Lycanthrope Summoned person is a lycanthrope (TK’s choice).

Puppet Helms: Each of these helms acts as a *helm of telepathy*. They also give the wearers the ability to impose their will on the wearer of the other *puppet helm*. When this battle of wills occurs, both players roll 1d20 and add their charisma score. Whoever rolls highest wins the battle and can force their companion to do or say one thing that takes no more than 10 minutes. The winner of the contest also suffers 1d3 Charisma damage.



Potions

Amazon’s Pill: As the *heroism* spell, but it only works on females. The pill is bright red.

Elixir of Blood Control: This elixir allows you to staunch bleeding wounds with your touch. This does not heal damage, but stops continued damage from bleeding.

Ethereal Brew: When this pale brew is poured from a container, it creates a whirlwind (as the air elemental effect) on the Ethereal Plane for 10 minutes.

Salve of Gold: This salve works like a *fool’s gold* spell. The tin holds enough for coating ten tiny items or five small items or two medium items or one large item.

Magic Rings

Ring of Knocking: This brass ring acts as the *knock* spell when the hand wearing it knocks on a door. The ring can be used three times per day.

Rings of Elemental Earth: This pair of magic rings is carved from citrines and is worth 500 gp each as jewelry. If one is worn on each hand and slammed together while chanting “*Res orbis operor vestri res*”, the wearer becomes a medium earth elemental for 10 minutes. This can be done once per day.

Rods, Staves and Wands

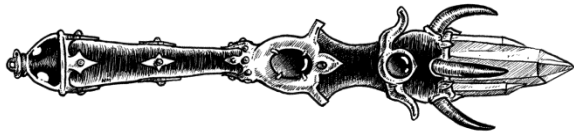
Staff of Shaping: The *staff of shaping* is composed of brass and topped with an omega shape. It allows use of the following spells:

Spell	Charges
Fabricate	2
Polymorph other	2
Polymorph self	2
Polymorph any object	2

Staff of Slime Absorption: This magic staff can absorb up to 12 HD worth of oozes. When the staff is broken or the oozes are purposely released, all of the oozes appear adjacent to the staff. The oozes can also be transmuted and ejected as a 30' cone of acid dealing damage equal to one dice per HD of oozes that were absorbed.

Titan's Wand: This wand can cast one 3rd level magic-user spell per day, but it is so large (50 lb.) it requires two magic-users to swoosh it.

Traveler's Stick: This walking stick increases the user's land movement rate by 10' per round. The user can also walk twice as far as usual without becoming fatigued.



Wondrous Items

Armlets of Devolution: These armlets, when placed around the biceps, hold tight and cannot be removed. The armlets act as a *ring of protection +1*. Each week, the wearer must pass a saving throw or their body and mind "devolves". Elves devolve initially into half-elves and then humans. Other demi-humans devolve into humans (of the same general height as their original race). Once human, or if they began as humans, they devolve into a Neanderthal and then into a carnivorous ape. Once the person has been changed into an ape, the armlets release from them. Changing back requires a *wish* or *miracle*.

Bag of Gravel: This leather bag of gravel looks at first blush to be completely useless. However, it releases a slow stream of pebbles as the bearer walks, leaving a trail to allow them to find their way out of whatever non-sense they have walked into. Of course, it also leaves a trail for others to follow.

Barrel of Monkeys: This barrel, which would be large enough to be worn by a man who has lost all of his clothes in a crooked poker game, can summon 3d4 monkeys, once per week, with a command word.

Beadle's Belt: This wide leather girdle is studded with 4" diameter medallions depicting in relief the faces of seven saints, spaced evenly around the belt. On a Neutral character, it provides a constant *protection from evil* effect, but also utters constant corrections for sinful behavior. On a Chaotic character, the belt constricts for 1d4 points of damage per round until it is removed, all while the faces issue forth howls of rage, potentially attracting wandering monsters. On a Lawful character, the belt acts as it does around the waist of a neutral, plus the faces *chant* (per the spell) during combat once per day.

Beggar's Sandals: The wearer of these sandals does not suffer from pangs of hunger or thirst as long as they eat and drink once per week.

Bento's Beneficent Box: This item appears as a simple wooden box 6" long, 4" wide and 3" tall. Each time it is opened, it is filled with one meal's worth of food. The exact contents are random:

D6 Meal

- | | |
|---|---|
| 1 | Human: Hard tack and salt pork |
| 2 | Dwarf: Gruel that tastes of dark, bitter ale and salty crackers |
| 3 | Elf: Thin wafers that taste of vanilla and a light salad |
| 4 | Halfling: Meat pie and honey cakes |
| 5 | Gnome: Mushroom stew and nutty cheese balls |
| 6 | Orc: Live grubs in bacon grease and pork rinds |

The food is healthful and free of disease, but those who partake of it must pass a saving throw vs. poison or suffer the following side effects for 24 hours:

Human Meal—+1 bonus to saving throws and an inability to run away from a challenge.

Dwarf Meal—Note odd stonework (35%) and become irascible and ill-tempered.

Elf Meals—Find secret doors (35%) and become intolerably arrogant and snobby.

Halfling Meal—Moving silently (35%) and consume double rations.

Gnome Meal—Gain the ability to speak with burrowing mammals and become an annoying practical joker.

Orc Meal—Survive outdoors (35%) and become incredibly reckless and stubborn.

Bodacious Bowler: This bowler, when set atop the head, casts an illusion over the wearer that makes them look like everything they have ever wanted to be. In return, the person loses their voice while they wear the hat.

Bracelets of Missile Deflection: These thick brass bracelets, when clasped around the wrists, grant a +2 bonus to Armor Class against missile attacks. Moreover, when the wearer is attacked by *magic missiles*, they can make a saving throw to avoid the attack and deflect those missiles back at their caster.

Bracelet of Reaching: This single bracelet is made of bronze and engraved with a triangle pattern. It is normally kept off of one's wrist, for when it is put on the wearer's hand disappears and can be projected from any similarly sized hole within their range of vision. This hole could be the top of a vase, another bracelet, a large key ring, a mouse hole, etc. The bracelet can be pushed up to the shoulder if the wearer wishes, with their projected hand (which is part of their body and can still be damaged normally) extending to the same length.

Bracers of Magnetism: These iron bracelets are set with large hematite stones. When clanged together, they can pull any small item composed of iron or steel to the wearer. If the item in question is held by somebody, the holder can roll 1d20 under their Strength score (or 1d10 under their Hit Dice) to retain possession of the item. If a sharp item is pulled to the wearer, they must roll 1d20 under their dexterity score to avoid being hit by it.

Cadogan of Holding: This wig is grandiose and ridiculous, woven from two different colors of hair and quite tall. The wearer can reach into the wig and pull out various items he has stored there, per a *bag of holding I*.

Candle of Thought: This item appears as a normal candle. When lit and held in one's hand it casts a soft, steady white light, never flickering, even in a breeze (although a strong wind will extinguish it.)

When the melting wax from the candle hits a creature's flesh (a painful experience), forgotten events in that person's past appear projected on the wall or floor within the area of the candle's light. The person holding the candle can summon up these memories if he is concentrating on them, otherwise they are random. The candle burns for one hour before it is used up, with each memory extraction taking 1 minute.

Cat's Cradle: This is a magic string with an amethyst gleam that can be turned into a cat's cradle by one deft with his hands. While held before a person, it catches any spell thrown at the person (force effects included, but not physical effects like fire or stones). The magical energies are held in the thread and can then be flung back at the caster (and only the caster) the next round. If these energies are not thrown back within 3 rounds, they ignite the string, which deals 1d4 points of the damage to the holder of the cat's cradle per spell level held.

Celestial Cube: When subjected to magic light, this cube produces a prismatic or rainbow spell of the same or lower level that is aimed by the holder of the cube.

Level	Spell
1-3	Color spray
4-6	Rainbow pattern
7	Prismatic spray
8	Prismatic wall
9	Prismatic sphere

Coat of Sludge Repulsion: The wearer of this oiled coat cannot be engulfed by oozes.

Coat of Slyness: The wearer of this leather coat gains a +2 bonus to pick pockets, and can hide stolen goods (and only stolen goods) in the pockets of the coat as though it were a *bag of holding I*.

Concubine's Wig: This Egyptian-style wig of perfumed black hair allows wearers to cast *charm person* three times per day and *charm monster* once per day. Charmed people must make additional saves each hour or be overcome by their passions.

Compacted Cubits: A compacted cubit is one ton (2,000 lb) of silver dust stuffed into an extra-dimensional space sealed inside a tiny coin-shaped cylinder of force. A compacted cubit looks like a grainy silver coin but feels perfectly smooth, and it appears to weigh as much as a normal silver coin. It would be a terrible thing to have one or more of these few of these in your backpack when somebody casts *dispel magic*. Depending on how you value coinage, a compacted cubit is worth 60,000 sp. Note: A cubit isn't a measure of weight, but it was the name of a denomination of money on a popular sci-fi show which the writer loved as a child.

Corn Belt: This belt consists of hundreds of colorful dried kernels of corn attached like beads to a leather belt. The wearer of the belt becomes as strong as an ox (i.e. Str 18), but also as intelligent as an ox (Int 3).

Corpse Coin: If one of these copper pieces is placed on the eye of a corpse, the corpse does not decay. If held over a single eye of a living creature, it makes them invisible to corporeal undead.

Crystal of Earth Elemental Detection: This 4" long copper-colored crystal vibrates in the presence of earth elemental creatures. The vibrations begin when you are within 100' x the Hit Dice of the creature and they intensify as you get closer. If you are within 1' x the Hit Dice of the creature, the crystal explodes, sending shards in a 10' radius and inflicting 1 point of damage per person minus their armor bonus.

Crystal of Intellect: This 1" blue gemstone, when affixed to a person's head, exudes a soft glow in a 10' radius and increases the subject's intelligence by 1 point. It also drains the wearer of 1d3 points of constitution. One might stud their head with these strange gems, gaining even godlike intelligence at the cost of their health or life. Once affixed, the crystal cannot be removed without burrowing into the person's skull.

Devious Daisy Chain: This item appears as a daisy chain that has been magically preserved. It is impossible to unravel the chain, and saves vs. damage as an adamantite item. The wearer of the daisy chain (helmets must be removed) gains magic resistance 5%, can discern creatures that have changed shape or that are capable of changing shape (such as lycanthropes or doppelgangers) and leaves no tracks in the wilderness.

If the wearer of the *devious daisy chain* engages in battle with animals, plant monsters or fey, the daisy chain animates and attacks the wearer. If fighting animals, the daisy chain becomes a constrictor snake. If fighting plants it becomes an assassin vine, and if fighting fey it becomes animated chains (as a medium animated object). In all cases, the monster gains a free attack due to surprise (unless this has happened before, of course) and attacks with a +2 bonus to hit in the first round of combat. After the monster has been defeated, or after it has killed its wearer, it turns back into a daisy chain.

Diadem Wig: This wig of tightly curled blond hair gives the wearer the ability to cast *command* three times per day, and improves their charisma by +2 while worn.

Dragon Bracers: These bracers are made from the hide of a blue dragon. Once per day, the bracers can cover the wearer's body with +1 *leather armor* and grants them resistance to electricity. The armor lasts for 10 rounds,

but if they suffer electricity damage the armor immediately retracts into the bracers.

Earrings of Dancer's Grace: These large gold earrings grant +1 to Armor Class and +1 to saving throws involving graceful movement. The wearer can also dance once per day and fascinate as a bard.

Elemental Gauntlet: This gauntlet can, once per day, turn into one of the following forms: (1) An elemental earth gauntlet that smashes stone (+2d6 damage to stone creatures or force an item saving throw) and grants a +5 bonus to saving throws vs. acid; (2) A white hot gauntlet of metal that deals +1d6 fire damage (even through hand-held metal weapons) and grants a +5 bonus to saving throws vs. fire; (3) A gauntlet of ice that deals +1d6 cold damage (even through hand-held metal weapons) and grants a +5 bonus to saving throws vs. cold; (4) A sphere of swirling air that grants +2 AC vs. missile attacks and a +5 bonus to save vs. electricity. The gauntlet remains in this form for 10 minutes.

Evil Drum: Goblinoids (goblins, hobgoblins, bugbears, orcs, etc.) gain a +1 bonus to attack and +1 bonus to morale checks when they hear the beating of this drum.

Feathered Cap: This tricorne of weathered blue-black velvet is elegant despite its age, but it lacks a jaunty feather. When a feather is inserted into the cap, it gives the wearer powers corresponding to the bird to which the feather belonged. An ostrich feather might increase one's running speed and kicking damage, a cockatrice feather might grant them the ability to turn people to stone with their bite, and a roc feather - well, that would probably just give them lots of shade and a stiff neck. The hat can be activated once per day for 10 minutes.

Flute of Ooze Alteration: The sound of this flute forces an ooze to pass a saving throw or begin vibrating, shifting around and, essentially, dancing. Bards can control the actions of oozes within range of the music.

Force Pebble: This pebble looks like a tiny river stone. When it is tossed into a room, it creates a bubble of force that shoves people and objects in the room violently against the walls (1d6 points of damage). The force is probably only enough to destroy fragile materials and objects. If a person holding the pebble is knocked around a bit, or falls to the ground, there is a 3 in 6 chance the pebble inadvertently "goes off".

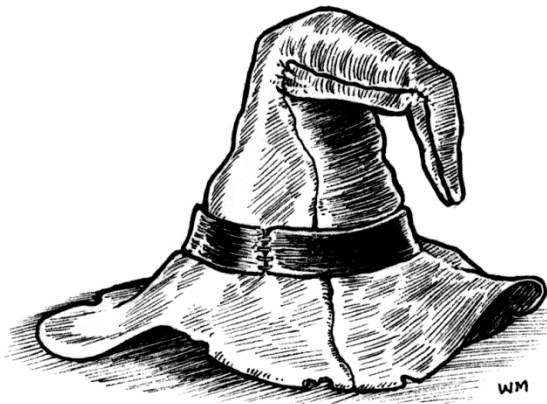
Fork of Time: When banged against metal, this fork forces all time displaced creatures within 100' to shift

into the present. Struck against adamantine or mithral, it shifts the adventurers ahead 1 hour in time.

Frost Belt: This belt is composed of interlocking hexagons of silver. When worn, the wearer emits a cone of cold (10' long by 5' wide at base) each time they open their mouth. Potential damage from the cone of cold accrues at the rate of 1d4 points of damage per day so long as the person keeps their mouth closed, to a maximum of 10d4 points of damage. As soon as they open it, the cone of cold bursts from their mouth, whether they want it to or not, and the potential damage resets to 1d4.

Gold Spiral: This gold coin bears a spiral design. It can absorb one *lightning bolt* (no save needed) and then discharge it one hour later. While the coin holds a charge, the holder is immune to electricity.

Hammer of Mining: This small hammer is highly prized by dwarves. Lost for several millennia, it has the ability to create a vein of metal of the user's choice when tapped against stone. The vein runs for 1 mile and must be refined to be of any use. The vein creates a triple strength earthquake on either end when created.



Hat of Many Surprises: This hat changes shape once per turn. The person wearing it does not realize this and cannot be made to believe it even if they are presented with a mirror, assuming instead that it takes the shape of their favorite style of hat. When removed, the hat assumes the wearer's preferred form and keeps it until it is worn by someone else. Aside from this quirk, the hat grants the wearer *protection from evil*.

Roll on the following table to determine the hat's current shape. The TK should make these rolls and everybody but the wearer of the hat should be told the result.

D30	Form
1	Viking helmet, wearer goes berserk in combat
2	Bicorn, bonus on finding direction using the stars and immune to sea sickness
3	Phrygian cap, <i>freedom of movement</i>
4	Busby, +2 damage on charge attacks
5	Propeller beanie, intelligence score cut in half
6	Stovepipe hat, cannot lie and can discern lies, but suffers +2 damage from back attacks
7	Bascinet, +1 to AC, surprise on roll of 1-4 on 1d6
8	Scottish bonnet, must pass a saving throw or begin dancing in the presence of drawn swords
9	Wool cap, head stays warm in cold weather
10	Dunce cap, struck with <i>confusion</i> when asked a question
11	Wizard's hat, cast spells as 1st level magic-user (roll the prepared spells randomly)
12	Jingasa, +1 to Armor Class, immune to surprise
13	Bearskin, immune to fear
14	Beret, acerbic personality, strong desire for a cigarette
15	Cowboy hat, +1 bonus to missile attacks
16	Cordobes, +1 bonus to attack with sword
17	British constable's hat, can summon 1d6 bobbies
18	Deerstalker, find secret doors as an elf, note odd stonework as a dwarf
19	Fedora, infravision 6'
20	Fez, you get to wear a fez - what more do you want?
21	Ghutrah, immune to the effects of heat and flame
22	Montera, +1 to attack and damage bulls and gorgons
23	Mortarboard, cast <i>legend lore</i> once during the turn
24	Panama hat, unaffected by hot weather
25	Pith helmet, can cast <i>locate object</i> once during the turn
26	Santa Claus hat, can command gnomes and elves
27	Sombrero, throw hat on ground to cast <i>irresistible dance</i>
28	Toque, immune to poison
29	Trucker hat, +1 to attack and damage unarmed
30	Turban, can <i>charm</i> snakes

Infernal Sitar: Playing this sitar causes the listeners shoes to heat up (as the *heat metal*).

Inky Balaclava: This black balaclava, when wrapped around the face, causes one's skin to take on an inky appearance giving them a +5 bonus to hide in shadows. Each turn spent this way drains the person of 1 point of constitution. These lost points of constitution can be restored only by eating, with one day's worth of rations or food required to restore one point of constitution. The lost constitution corresponds to lost body weight (i.e. losing 50% of one's constitution would correspond to losing 50% of one's body weight). A person that loses all of their constitution rises as a ghoul.

Instant Wall: This piece of masonry looks like a dull red brick. When tapped forcefully against the floor, it multiplies into a brick wall up to 30' long and high. The wall lasts for 1 hour (no more, no less) and is in all respects is

a normal brick wall. Consider it to be half as strong as a *wall of stone*.

Jar of Thought Absorption: One can hold a thought in this jar by putting it against the ear and thinking. The thought cannot be accessed by *E.S.P.* Magic-users can do this with spells. One can return the thought into their head in the same way. Others can try to steal another's thought, but must pass a saving throw or suffer 1d6 points of intelligence damage.

Jewel of Olfactory Excellence: This tiny jewel is bright green in color and seems to give off an electric charge when touched. If stuck in one's nose, it gives them the olfactory senses of a wolf. If placed in the ear, it gives one of the auditory abilities of an elf. If placed in the eye, it hurts. If swallowed, it takes about one week to move through the digestive system.

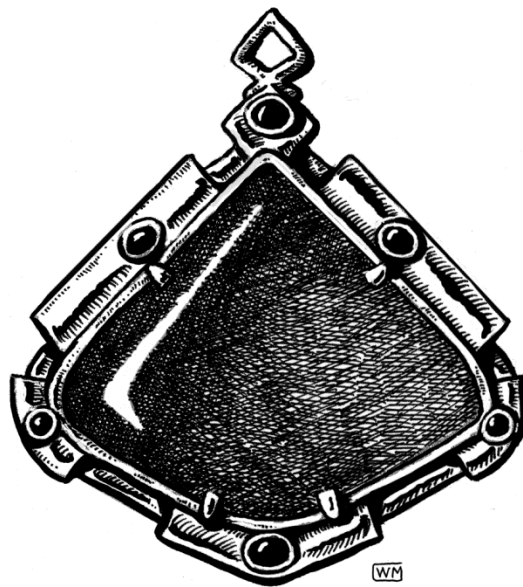
The jewel is actually an alien artifact that was miniaturized when it passed into our dimension. If the jewel is ever in the presence of an *enlargement* spell, it returns to its normal size as a geodesic domed vessel 40' in diameter carrying a crew of 10 star warriors, hairless humanoids with translucent, sapphire-colored skin and sapphire eyes. The star warriors are captained by a suave gentleman called Ufixya who fights as a 7th level fighter.

Star Warrior: HD 5, AC 15, ATK 2 warhammers (1d4+1), MV 30, SV 14, XP 500, Special—Immune to cold, spells (dimension door 1/day, ESP 3/day)

Kazoo of Power: This silver kazoo, when blown, produces no noise but causes all strings on bows or musical instruments to begin vibrating. This vibration renders an item useless for its owner, and also sets up a throbbing harmonic that causes 1 point of sonic damage per round (cumulative) to anyone within 10' of the item. Magic items get an item saving throw to resist the effect.

Lousy Wig: This wig of chestnut hair is crawling with nits and lice. Once per day, by shaking it vigorously, the wearer can summon an *insect plague* (as the spell), which arises from the wig.

Master's Hat: This top hat of felted beaver fur with a red satin lining gives the wearer the ability to *speak with animals*. Three times per day, the wearer can control one of the following animals: Elephant, lion, gorilla, black bear or dog. Once per day, the wearer can *polymorph* a person into one of the aforementioned animals.



Medallion of Heroism: This large medallion is made of a silvery metal as strong as steel. It is stamped with a symbol of four interlocking circles. When worn, it gives the wearer the abilities of six warriors (i.e. the abilities of a 6th level fighter), but only while rescuing an innocent.

Memory Thread: *Memory thread* is saffron-colored string. When it is tied to one's finger, it permits them to remember one thing perfectly without fail. Magic-users can use *memory string* to remember a single spell of up to 2nd level, essentially gaining an extra spell slot. If the string is removed, the memory (or spell) is lost.

Pendant of Magma: This pendant allows one to walk across magma and lava without sinking and without suffering any damage.

Pennywise: This copper coin bears the image of an owl. It increases one's Wisdom score by +3 (maximum 18), but makes that person terribly cheap.

Periwig of the Rake: This wig is highly valued by duelists. Examples are either stark white and tied in pony-tails or composed of a heap of black curls. The wig grants the wearer a +2 bonus to use special maneuvers, grants non-duelists the ability to riposte as a 1st level duelist and grants duelists a +2 bonus to attack and damage when they are riposting.

Puffer Cloak: This cloak is made of mottled grey and brown leather and covered in tiny spines. It provides a +1 AC bonus to the wearer. When a monster attempts to swallow the wearer whole, the cloak expands like a puff-

er fish, making the wearer impossible to swallow and dealing 1d4 points of damage to the monster.

Quantum Lens: A *quantum lens* looks like a monocle with a silvery sheen. When placed over the eye, it allows one to glimpse quantum strings that crisscross reality. The lens also allows one to pluck these strings to cause changes in the environment around them.

One must roll 1d20 under their intelligence score to pluck a string successfully. Different quantum effects carry with them different penalties to this intelligence check (see below). Only one event can be produced per day without attracting the attention of an astral deva, who materializes and attempts to seize the *quantum lens* from the character (with extreme prejudice).

Effect	Penalty to Intelligence
Call lightning	2
Control weather	8
Control winds	6
Earthquake	10
Firestorm	10
Fog cloud	0
Gust of wind	0
Ice storm	4
Planeshift	6
Reverse gravity	10
Sleet storm	2
Whirlwind	10

Rust Belt: This belt consists of multiple disks of rusted iron connected by a rusted chain. The character wearing the belt gains the special attack of a rust monster, a power they cannot turn off. In addition, the belt puts out sub-harmonic vibrations that serve as a mating call to rust monsters, increasing the likelihood of encountering them when underground.

Ruby Goblet of Abjuration: Drinking liquid from this goblet adds one abjuration spell to a magic-user's memory. The level of the spell depends on the liquid in the goblet: Water adds a 1st level spell, wine 2nd and a potion 3rd level spell (plus the benefits of the potion). The goblet is usable once per day and the spell remains in memory for 1 day or until cast.

Scarlet Capotain: This scarlet capotain (i.e. pilgrim's hat) with a gold buckle makes you look like whomever you are facing, assuming you are facing a human, demi-human or humanoid of roughly the same size. In addition to gaining the person's appearance, you gain some aspect of their knowledge (i.e. a random skill, class ability, spell or memory), retaining it for 6 hours.

Silver Scissors: This is a pair of scissors made from alchemical silver and engraved with glyphs and words of power. Silver scissors can be used to cut astral threads, those threads that connect a person on one plane with his material self on another after he has traveled through the Astral Plane. Astral creatures can also be affected by the scissors. Cutting their thread forces them back to the Astral Plane for 24 hours.

Finding a thread is the hard part, of course. Threads usually connect to a creature's back and random attacks at a person's back can be made with the scissors as though attacking Armor Class 22. If one can discern astral threads in some manner, they may attack them as though attacking Armor Class 12. Damage need not be rolled; a successful attack with the scissors cuts the thread.

Silver Sylph: This is a silver coin with a hole in the center. If one blows through the hole, the coin produces bubbles of perfume (99% of the time) or a sylph (1% chance). You have no special control over the sylph.

Soultaker: This item appears to be a smooth gold coin. When pressed on the forehead of a recently deceased body, it absorbs the person's soul and their image appears on the coin.

Sphere of Ursus: This item is a metal sphere embossed with a copper, silver and gold bear. Touching the copper bear summons a black bear, the silver a brown bear and the gold a polar bear. One bear can be summoned per week from a ray that fires from the sphere up to 30' away. The bear remains for 1 minute and is under the control of the sphere's user. Destroying the orb summons a cave bear. The cave bear does not disappear after one minute, and is not under the sphere user's control.

Spool of Recording: This is a well-worn mahogany spool without any thread wrapped around it. When held before a person and the command word ("*Victrola*") is uttered, it causes anything said in front of it to take the form of a silver thread which is pulled from their mouth and reeled onto the spool. The sound of what the person said is converted into the silver string, so no actual sound is heard while they speak. Spells uttered in this way are disrupted.

If this string is pulled through the eye of a crystal needle, the sound can be replayed. This can only be done once. If the sound is a spell, there is a chance it will go off based on the level of the spell, with the target chosen by the holder of the spool.

Spell Level	Chance of Casting
1	90%
2	80%
3	70%
4	60%
5	50%
6	40%
7	30%
8	20%
9	10%

Stone Cloak: This gray cloak, when thrown over the head of a crouching person, not only makes them look like a boulder, but is also as strong as stone.

String Snapper: A string snapper is a magical amulet of bronze embossed with the image of scissors. By rubbing the amulet and then snapping their fingers, the owner can cause all strings on non-magical objects within 30' to snap. This includes the strings of instruments, bow-strings and other taught strings. Each time the amulet is used there is a 1 in 6 chance that it dissipates into yellow smoke that smells of sulfur.

Sun Belt: The *sun belt* is a wide belt of polished brass. The surface of the belt writhes with red whorls like the Sun's surface. It grants the wearer immunity to fire and creates around them a zone of withering heat (5' radius) that inflicts 1d4 points of damage to plant and cold creatures and makes others uncomfortable (-1 penalty to hit and to AC). During combat, the surface of the belt roils and there is a 1 in 6 chance each round that it emits a solar flare in a 10' diameter arc in a random direction: 1) Front; 2) Back; 3) Left; 4) Right. The flare inflicts 3d6 points of damage to all creatures touched by it (saving throw negates damage). After the belt flares, it goes dormant for 1d6 hours, during which none of its powers are operative.

Swallow-Tail Cap: This long silk cap has two 3' long tails. The right tail is colored deep maroon while the other is beige. The embroidery on them seems to writhe and dance if one stares at it for a few moments (pass a saving throw or suffer from minor headache and the feeling of spiders running up and down your spine). The wearer of the cap can use it to jump between dimensions. Alone, he can use the equivalent of the *dimension door* spell a number of times per day equal to his charisma bonus (minimum once per day). With one person holding onto the cap, he may *teleport* once per day. With two people holding onto the cap, he can *plane shift* once per day.

Thread of Fate: This special thread is made from entwining gold and silver thread with a hair plucked from the head of a hag. When sewn into clothing using a gold needle, the thread permits the wearer of the garment to escape death. When faced with any event that would cause their death (hit point damage, a failed saving throw, etc.), the adventurer can ignore the event – i.e. the attack somehow misses, the saving throw is a success, etc. Once death has been escaped, the thread loses its magic unless the garment is subsequently washed in a *potion of restoration*.

Thread of Guiding: This magic thread, when its spool is dropped to the ground, traces the path of the person who dropped it, rolling along until it reaches its maximum distance of 300'. It can be re-rolled onto its spool while one follows it, but does not magically re-roll itself.

Token of Friendship: This tarnished brass coin creates a vague emotional connection between you and the person who presented it to you. You know when they are frightened, happy, etc. The coin can summon the person bodily to you if you call out their name while holding it. This ability of the token works three times; on the third use the *token of friendship* disappears.

Wig of Decay: This full, curled wig of auburn hair is cursed, making the wearer break out in sores and reducing their charisma to 3. While it is worn, the wearer also suffers a -2 penalty to saving throws vs. disease.

Wig of Glowering: This powdered magistrate's wig allows the wearer to *cause fear* once per day by scowling.

Wig of Insect Repulsion: These powdered wigs, when fluffed or shifted vigorously, produce a 15' radius cloud of white powder that forces vermin to save vs. poison to enter the cloud, and even then they suffer 1d4 points of damage each round they are in the cloud. The cloud persists for 1 minute, and can be created once per day.

Wig of the Medusa: This wig has long, red locks that hang down to the hips. They can be animated by the wig wearer, per the spell *animate hair* (q.v.).

Wig of Sneezing: Once per day this powdered wig can create a cloud of *powder of sneezing*.

Artifacts

The Abacus of St. John the Enumerator: This abacus is a simple instrument with an oak frame, copper shafts and glass beads. In the moonlight, a careful observer can make out tiny motes of dancing light within the beads. Each bead holds the soul of a young priest, an innocent true believer murdered by St. John's own hand.

The abacus has 10 rows divided into two sections. The larger section holds five beads on each row, the smaller section holds two beads in each row.

The abacus projects a *protection from evil II* effect that is ineffective against Chaotic creatures summoned by or connected to the abacus. It also creates a *sanctuary* effect in whatever building it is placed, an effect which is also ineffective against Chaotic creatures summoned by or connected with the abacus. Because of these effects, the abacus is believed to be a holy rather than unholy relic.

By touching a bead in the larger section and focusing on a person, their current whereabouts appear in the toucher's mind, per a *crystal ball*. If the person harbors ill feelings toward the person they are viewing, one of the following effects occurs, even if the user of the abacus does not knowingly wish it to occur.

Hate—The target is struck with mummy rot. As they slowly rot and die, the toucher suffers a discoloration of the skin, which first turns yellowish, then mottled black and purple and finally deathly white. When the target finally dies, the toucher returns to normal, but loses the ability to love or be loved.

Jealousy—The target's ability score most tied to the reason for jealousy is lowered by 1d4 points and those points are transferred to the toucher of the abacus. The feelings of jealousy are now transferred to the target in relation to the toucher.

Lust—The target is struck as though by a *suggestion* spell. They feel the same lust towards the toucher of the abacus and must go to them immediately to consummate their feelings. Once the act is consummated, this lust turns to *repulsion*.

The toucher of the abacus must then make their own saving throw or one of the following effects occurs:

D6	Effect
1	Lose one level or hit dice
2	Lose 1d4 points of charisma due to disfigurement
3	Lose 1d4 points of wisdom from madness
4	Lose 1d4 points of constitution from wasting away
5	The remains of the victim whose soul is encased in the bead is animated as a spectre and seeks the toucher out to destroy them.
6	The toucher is affected by the bead's curse instead of the target

If any of these effects kill the toucher, a pit fiend appears in a cloud of sulfur and blue fire and collects their soul.

The beads can also be used in another way. Touching a bead casts an anti-cleric spell of a level equal to the row number. In other words, beads in row one can be used to cast 1st level spells while beads in row 9 can be used to cast 9th level spells. Beads in row 10 can be used to cast 1st level magic-user spells.

When a bead is used to cast a cleric spell, the bead crumbles into dust and the soul imprisoned within it is released with a terrible shriek. The soul then returns to its remains and animates them as a spectre to hunt down the toucher of the bead.

A Lawful cleric using the abacus cannot remain Lawful. With the first use of the abacus, they become Neutral and with their second use Chaotic. A third use consigns their soul to Mammon, the arch-devil patron who helped St. John keep his church afloat all those years.

Bangles of Bakram: These two bangles are carved from wood and each has a small hole in it. The bangles were originally worn as earrings by Bakram, a highly skilled and deadly monk who weighed in the neighborhood of 350 lb. If worn as earrings again, these items grant the wearer the abilities of a monk five levels higher, or, if you have no levels as a monk, a 5th level monk.

Most folk make the mistake of wearing them as bracelets. When put on the wrists, the bangles grant the same ability, but also grant the wearer Bakram's weight. Ballooning to 350 pounds, the person suffers a -2 penalty to their constitution score and is treated as though they are carrying their extra weight as added encumbrance.



Hungry Blade of Inzo-Khan: This +3 *dagger* can absorb one spell of up to 6th level cast in its presence. When the dagger absorbs a spell, the pommel glows tepid pink as bright as a candle at first, and then 10 minutes later rosy red as bright as a torch, then an hour later brilliant yellow as bright as a lantern. The spell energy must be discharged from the blade to make the glow stop. The energy can either be channeled into a free spell (level one to three) if the dagger is wielded by a magic-user or sorcerer, or by making a successful attack with dagger. After 12 hours of glowing yellow, the dagger leaps from the wielder's hands and attacks them (attack bonus equal to 5 + the level of the absorbed spell) for 10 rounds.

Koroth's Crippling Blade: This +3 *dagger*, when a natural '20' is rolled to attack, buries itself in the victim's body. The dagger continues to deal 1 point of damage each round and the victim is crippled. The dagger can only be removed by its owner after a *remove curse* or *dispel magic* spell is cast, or by rolling 1d20 under their strength score. If the dagger is pulled out, it deals another 1d4 points of damage on the way out.

Thirteen Keys of Gallumar: These magic keys work in essentially the same way. Each one looks like a simple key composed of an interesting material. The key can open extra-dimensional doors. To work, the key's holder must close their eyes, hold their breath, push the key into a particular substance or situation (see below) and then turn it slowly. This causes an extra-dimensional door to appear and open on one of the following (roll 1d10):

D10	Destination
1-3	An ornate room with furnishings and decorations dependent on the material in which the door was situated, and attended by like creatures. Thus, a black key opening a room into shadows will open into a room of black marble with gauzy black curtains and thicker, black velvet curtains and dark wood furniture with cushions in shades of grey attended by shadows. The room is safe, and can be stayed in for 1 hour before it fades back into the plan of which it is composed and sends the occupants back from whence they came.
4-7	A long tunnel that leads to a second door which opens back into the material world. This second door appears in the same material as the first, so a door opened through fire can only lead to a second door situated in fire.
8	A long stair leading deep down into the plane (or a demi-plane) appropriate to the key that opened the door, thus opening a door in stone will lead to the elemental earth plane.
9	The door leads to the key-holder's childhood home, wherever it was (even if it is now a ruin, or just an open field).
10	A tunnel that leads back to the same door, but 1d6 hours later or 1d6 hours earlier. This means there are now two versions of the character, and if they meet only one may leave alive.

The material or situation of the key governs what they key will work on, as follows:

Gold	Natural stone
Amber	Trees, hedge rows, brambles and thickets
Meteoritic Iron	Shadows and the night air
Copper	Fire
Smoky Glass	Smoke
Silver	Water, fog and mist
Greenwood	Spring breezes
Bone	Mausoleums and tombstones
Tin	Laughter and thunderous applause
Porcelain	Weeping and wailing
Folded	Riotous anger and yelling
Tarnished brass	Hillsides
Twisted wood	Sand dunes

Ruby Ring: The *ruby ring* is made of adamantite and set with a highly polished ruby lens. It was forged as a weapon against Chaos and can only be used by benevolent creatures. The ring must be re-charged once every 24 hours at the altar of a benevolent deity.

When fully charged, the ring allows the caster to produce several spell-like effects by rolling 1d20 under their Wisdom score, for use of the ring requires an act of supreme will. The wisdom check must be made every round in combat or every ten minutes outside of combat to maintain willpower. Multiple effects can be manifested simultaneously, but the required wisdom checks are made at a -2 penalty for every effect beyond the first.

The ring can duplicate the following spells: *Crushing hand*, *fly*, *forcecage*, *forceful hand*, *grasping hand*, *interposing hand*, *magic missile* (1 missile), *shadow conjuration*, *shield* and *wall of force*. All spell effects manifest as a ruby-colored construction of pure force. If the ring bearer dies, the ring teleports to the nearest person that is worthy of wearing it.

Sugegasa of Fujin: This wide, conical straw hat creates cool, refreshing breezes for the person who wears it, allowing them to ignore heat up to 130-degrees Fahrenheit. If the wearer grasps the hat with both hands and whistles, the hat lifts off, giving them the ability to fly clumsily (as the spell) for 1 hour per day.

Zarmon's Hammer: Zarmon was a great smith, maybe the greatest in the world. This is a point of dispute among sages and was a point of honor to Zarmon while yet he still drew breath. One winter, in the depths of the twilight season and in the throes of a pernicious melancholy, Zarmon resolved to seal his fame and forge a magical sword. As a master smith in great demand, he had

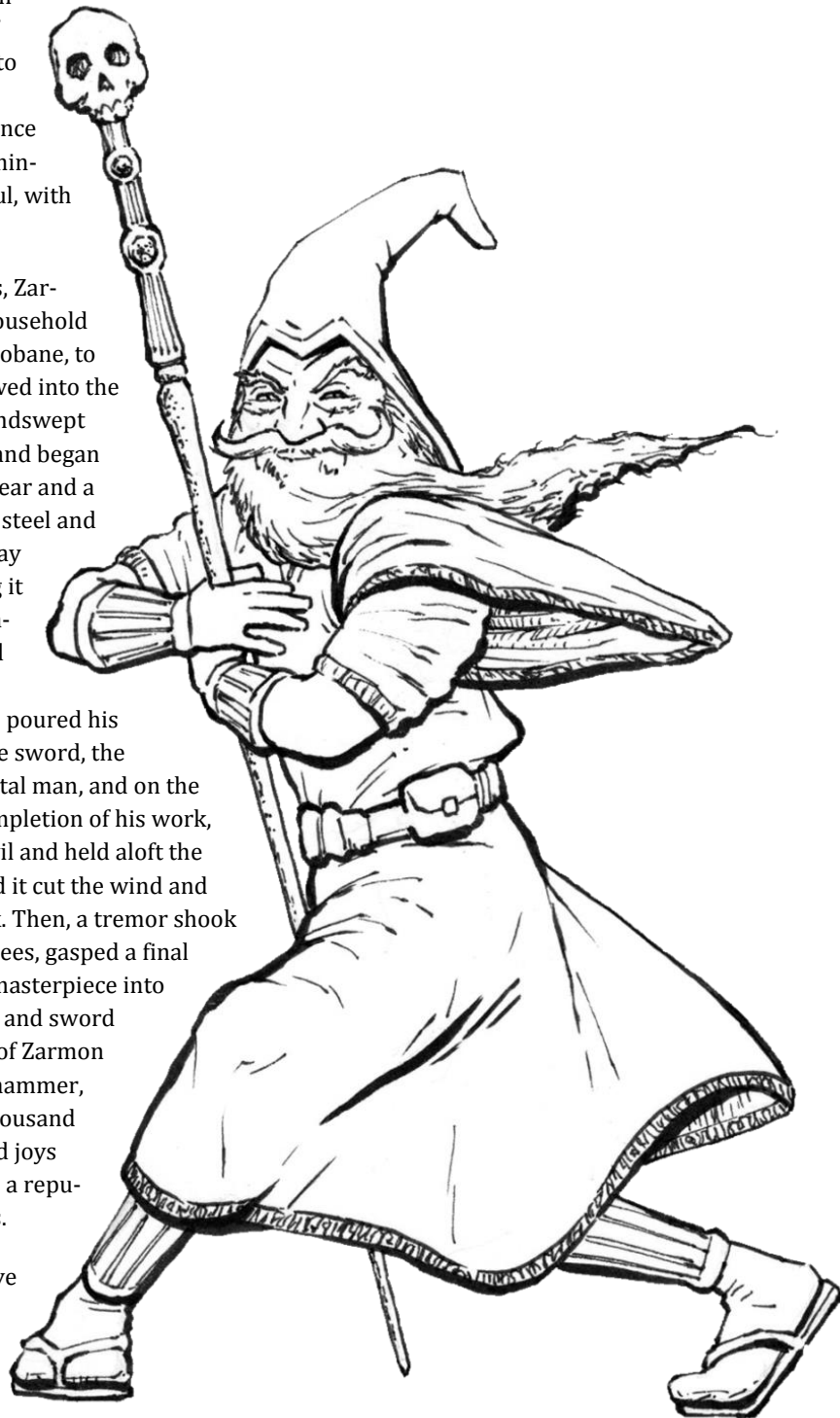
many opportunities to consult with wizards, and he peppered each one who walked into his workshop with questions about the forging of magical things. While most had not the skill or knowledge to help him, a few advised him that his endeavor must end in failure, for he had no command over arcane forces.

Finally, one wizard (possibly the magnificent Baloc) told him that an enchanted weapon was not beyond his abilities if he was completely dedicated to the task. He would have to forge the weapon in the presence of raw elemental power and mingle his own blood, his own soul, with the weapon.

Following Baloc's instructions, Zarmon moved his factory and household to the southern island of Taprobane, to a place where hot magma flowed into the pounding surf. There, on a windswept ridge, he constructed a forge and began working on his sword. For a year and a day he worked at refining the steel and folding it, pounding it every day with his trusty hammer, firing it in the flowing magma, quenching it in the pounding surf and anointing it with his very life-blood. For a year and a day he poured his every waking moment into the sword, the greatest sword forged by mortal man, and on the final day of his task, at the completion of his work, he laid his hammer on his anvil and held aloft the unadorned blade and watched it cut the wind and throw the sunlight off its back. Then, a tremor shook Zarmon. He dropped to his knees, gasped a final breath, and toppled with his masterpiece into the flowing magma and smith and sword ceased to be. All that was left of Zarmon the Smith was his old, trusty hammer, with which he had forged a thousand swords and known a thousand joys and sorrows and built for him a reputation as a worker of wonders.

Zarmon the Smith did not leave behind an enchanted sword for the ages, but he did leave an

hammer that passed into the hands of his sons and made them almost as great as their father, and then passed into the mists of time when their workshop on the shores of Taprobane was sacked by pirates. The hammer exists to this day, looking like nothing but an old smith's hammer and still working wonders in steel.



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