



Welcome to the backer-only playtest of the first set of expansion rules for the Myth & Magic Role Playing Game! This PDF booklet expands the core rules by adding six new core races, five new monstrous PC races and two new classes, the Runecaster and Witch! In short time, we will finalize the new expansion races and classes, and then layout art to bring them all to life. In the meantime, your suggestions will go a long way in making this expansion rock!

This chapter contains six new core races: aasimar, dark elf, eladrin, genasi, half-giant and tiefling.

Reading The Entries

Each racial entry contains several categories of information, such as physical and social traits, languages, attributes, combat speed, weapons and armor, special senses and proficiencies. The information is fairly straightforward; we provided some information to help roleplay the race and other information to help you build your character.

One tidbit is optional: Racial Weaponry. Check with your GM to see if he or she is allowing racial weapon proficiencies and/or bonuses. The use of racial proficiencies and bonuses can be viewed as campaign-specific and the allowance of them is discretionary.

Aasimar

Aasimar are mortal scions of a union between a greater celestial of the Upper Planes and a mortal human. As a result of this mixed heritage, aasimar are known as “plane-touched” and maintain some traits which hint at their divine lineage. They generally appear as extremely attractive, fair-skinned humans with flowing, golden hair and sharp, aquiline features; often, they are mistaken for half-elves. Although generally honest, courageous, and noble, like all races there is significant variance in attitudes and personalities. Unlike tieflings, aasimar progeny, although typically raised with their mortal parent, still maintain contact with their divine forbearer who guides and watches over them; they may even discipline a wayward aasimar who veers too far astray from the path of righteousness. Aasimar are rarely outsiders and prefer to integrate into the societies in which they live, often becoming paragons of the community.

Aasimars speak the language of their mortal parent, usually common, and some learn the celestial language as well.

Attributes & Speed

Aasimar are insightful and often quite beautiful or strong. They receive a +1 attribute bonus to Wisdom and one of the following (player’s choice): Strength or Charisma. They are also more fragile than other races in terms of natural fortitude and suffer a –2 penalty to Constitution. Their base movement speed is 30 feet.

Weapons & Armor

Aasimar may wield any weapons, wear any armor and use shields allowable by their class.

Aasimar Heritage [Optional]

Rare aasimar possess variant characteristics from their brethren. In order to represent this unique population, an aasimar PC at character creation may choose to roll randomly on the Aasimar Heritage Traits table below. This result replaces the Elemental Protection racial ability that a typical aasimar receives.

Aasimar Heritage Traits

01-03	<i>alter self</i> (1x/day)
04-06	<i>augury</i> (1x/week)
07-09	<i>blur</i> (1x/day)
10-12	<i>comprehend languages</i> (1x/day)
13-15	<i>detect alignment</i> (1x/day)
16-18	<i>detect evil</i> (1x/day)
19-21	<i>detect lies</i> (1x/day)
22-24	<i>detect magic</i> (1x/day)
25-27	<i>enthrall</i> (1x/week)
28-30	<i>enhance</i> (1x/day)
31-33	<i>feather fall</i> (1x/day)
34-36	<i>globe of evil</i> (1x/day)
37-39	<i>light</i> (1x/day)

Core Expansion Races: Dark Elf

40-42	<i>mirror image</i> (1x/day)
43-45	<i>protection from projectiles</i> (1x/week)
46-48	<i>read magic</i> (2x/day)
49-51	<i>Thermoc's shield</i> (1x/day)
52-54	<i>water breathing</i> (1x/week)
55-57	half damage from acid
58-60	half damage from cold
61-63	half damage from electricity
64-66	half damage from fire
67-69	+2 saving throw vs. poison
70-72	+2 saving throw vs. acid
73-75	+2 saving throw vs. cold
76-78	+2 saving throw vs. electricity
79-81	+2 saving throw vs. fire
82-84	+1 bonus to Fortitude saving throws
85-87	+1 bonus to Reflex saving throws
88-90	+1 bonus to Will saving throws
91-93	celestial aura (evil creatures' attacks are at -2)
94-96	immunity to nonmagical weapons
97	immunity to energy drain attacks
98-99	Roll twice, rerolling all results above 97
00	Roll three times, rerolling all results above 97

Class & Alignment Limitations

Aasimar may belong to any class. They may also multi-class to be fighter/cleric, fighter/wizard, fighter/bard, ranger/wizard, cleric/ranger, wizard/cleric, wizard/thief, wizard/bard and cleric/bard.

Aasimar must be a nonevil Alignment.

Aasimar Senses

Infravision: Aasimar can see into the ultraviolet and infrared spectrum, able to detect heat signatures from living creatures up to 60 feet away.

Danger Sense: Aasimar receive a +1 bonus on any roll to avoid being surprised or caught flat-footed.

Elemental Protection

Aasimar only suffer half damage from cold and heat attacks (including fire-based attacks).

Iron Will

Aasimar receive a +2 modifier on Will saves versus any mind-affecting spell or effect, such as any charm, fear, emotion, or domination effect. This racial bonus stacks with any bonus provided for high Wisdom.

Protection from Magic

Non-wizard and non-runecaster aasimar have an innate magic resistance of 10%.

Dark Elf

Dark elves are a sub-race of elves that long ago in the deep mists of history chose the path of evil over the worship of all things good, leading to an elven civil war that resulted in the expulsion of the dark elves from their sylvan homes and drove them deep into the bowels of the earth. These elven outcasts worship an evil goddess and a select subset of other evil deities. They maintain a strict hierarchical caste system, with a matriarchal noble house structure based on the strong dominating the weak. Dark elves live deep in the subterranean depths in disturbingly bizarre cities carved of stone and earthly minerals, where they hatch fiendishly evil plots against other denizens of both the subterranean earth and those above it.

Dark elves stand 5 feet or less in height, have purplish black skin and white hair, and purple to crimson eye coloration. Females weigh between 95-120 pounds and males weigh between 80-100 pounds. They have extremely fine, chiseled features and have long, lithe fingers and toes.

Dark elves prefer to wear dark black to grey clothing that is extremely functional; the exception to this are the priestesses, who wear much more finery, laden with jewels and other trinkets. They are known as master weavers and the material they use in creating their signature cloaks is extremely difficult to rip, is resistant to fire (treat as strong versus fire effects), and acts similarly as a *cloak of elvenkind* (although it only provides a 75% chance for total concealment in shadows and does not radiate a magical dweomer). Any attempt at altering the cloaks has a 75% likelihood of destroying the cloak's properties and making it useless.

Dark elves speak a variant of elvish, common, standard elvish, gnomish, the subterranean trade language, and a specialized, complex silent sign language that conveys information but not meaning or emotional content.

Attributes & Speed

Dark elves are insightful and agile. They receive a +2 attribute bonus to Dexterity and +1 attribute bonus to Intelligence. They are also slender and slightly more fragile than some races and almost universally despised, thus they suffer a -1 penalty to Constitution and a -2 penalty to Charisma. Their base movement speed is 35 feet.

Weapons & Armor

Dark elves may wield any weapons and wear any armor allowable by their class; however, they tend not to use axes or heavy armor. There is no restriction against the use of either axes or heavy armor, but their upbringing tends to focus them away from this gear.

Racial Weaponry [Optional]: Dark elves learn weapons training at a young age. All dark elf characters start with a free weapon proficiency in one of the following: dart, dagger, hand crossbow or short sword. Dark elves are known to carry small hand crossbows which shoot darts instead of quarrels; such darts do 1-3 points of damage and are usually coated with the infamous dark elf sleep poison.

Elven Senses

Dark Vision: Dark elves have enhanced sight. They can see up to 120 ft. in total darkness.

Eladrin

Stonecunning: Dark elves have a great sense of underground gradations and worked stone. If attempting to discern some interesting feature of a slope or section of worked stone within 20 feet, the dark elf rolls a Wisdom check (or Perception check, if trained) against a TC set by the GM. Common applications of stonecunning include: detecting grades or slopes; detecting new construction or secret walls and rooms; detecting stonework traps and hazards; and determining underground depth.

Superior Focus: Dark elves receive a +1 bonus on any checks to notice secret or otherwise concealed objects, such as a secret door or trap.

Danger Sense: Dark elves are better than most races at noticing nearby danger. They receive a +2 bonus on any roll to avoid being surprised or caught flat-footed.

Improved Initiative

Dark elves are agile, intuitive and insightful combatants. Their quicker set of combat reflexes reduces the dark elf's base initiative die type to d8.

Light Sensitivity

Living in the stygian subterranean environment, dark elf senses are attuned to darker places and they cannot see well in bright light. While light sources such as torches, *faerie fire*, lanterns, magical weapons and the like are not bright enough to affect dark elves, any exposure to bright light (such as that from a *light* or *continual light* spell, direct sunlight, etc.) causes a dark elf to suffer a -3 penalty on all d20 rolls as if trying to target anything that is 75% concealed.

Magical Aptitude

Dark elves also unanimously receive magical training, and all are able to use the following spells once per day: *dancing lights*, *darkness* and *faerie fire*. Dark elves at 4th-level and above can use *detect alignment*, *detect magic* and *levitate* once per day as well.

Poison Use

All dark elves have been trained in the art of poison, using many variations to great effect. They have access to the Poison Use Talent at 1st-level. One of the most common poisons they use is a unique sleep poison (Type II poison; causes unconsciousness on a failed Superior (TC 15) Fortitude save) which they coat on their darts, crossbow bolts, and javelins; this concoction is highly prized by surface merchants, but loses its potency instantly when exposed to sunlight and after 60 days once exposed to the air (it may keep its potency up to 1 year when kept sealed).

Protection from Magic

Dark elves have an innate magic resistance and have a +2 bonus on all saving throws

Eladrin are nigh-immortal celestial beings which are dedicated foes of evil in all its forms. They hail from a plane which is covered in mysterious wilderness and maintain a deep connection to the wilds in all its myriad forms on any plane on which they reside. Their natures and physical appearance are reflective of their native plane: exotically beautiful, deceptively delicate, ethereally graceful and innately magical. Beings of faerie, they resemble elves and, indeed, are often mistaken as a member of that race of fey. Eladrin age extremely slowly, so slowly, in fact, that their ages cannot be measured in as short a term as even centuries. Their personalities tend to reflect their outsider origins and their close affinity to the wilds: they are generally independent, kindly to those who are good, unrelenting in their pursuit of punishing the evil, and heroic defenders of those goodly beings of the planes. They are often guided more by their instincts than relying on any codified rules or laws, their impulsive natures more often than not do further the cause of good, although their belief that the ends justify the means when it comes to punishing the evil may actually put them at odds with others who are goodly-natured but not as zealous in their actions. They do not cheat, lie or steal as a general rule, unless their need is great and justified by their own moral code.

Eladrin speak, read and write eladrin and common and can spend bonus language slots as desired.

Attributes & Speed

Eladrin receive the following attribute adjustments at character creation: +1 Dexterity, +1 Intelligence, +1 Charisma, -1 Strength and -2 Constitution. Their base movement speed is 30 feet.

Weapons & Armor

Eladrin may wield any weapons, wear any armor and use shields allowable by their class.

Racial Weaponry [Optional]: Eladrin are natural swordsmen and all eladrin characters start with a free weapon proficiency in either the long sword or rapier.

Class Limitations

Eladrin are limited to the following classes: bard, cleric, druid, fighter, ranger, runecaster, thief and wizard. They may also multi-class to be cleric/bard, cleric/ranger, druid/bard, fighter/cleric, fighter/druid, fighter/thief, fighter/wizard, fighter/wizard/cleric, fighter/wizard/thief, wizard/cleric, and wizard/thief.

Eladrin Senses

Low-light Vision: Eladrin can see up to 60 feet in shadowy illumination (not quite total darkness) as if it were daylight.

Heritage Proficiencies

All eladrin receive Basic proficiency in either History or Planes and Spellcraft.

Core Expansion Races: Genasi

Protection from Evil

Eladrin have an innate resistance against evil beings which manifests an aura of radiant light which surrounds them at all times and acts as a continuous *protection from evil* effect.

Strong-Willed

An eladrin does not need sleep and may enter a meditative trance for 4 hours to gain the same benefits as other races in regards to sleeping.

Similar to elves, eladrin are also extremely strong-willed and receive a +2 modifier on Will saving throws versus any mind-affecting spell, including illusions and charms. This racial bonus stacks with any bonus provided for high Wisdom.

Twilight Court

At 13th-level, an eladrin can generate a personal twilight court in a private pocket dimension bordering the Ethereal Plane (this ability functions similarly to the mage's magnificent mansion spell). The court which is accessible only to other eladrins on a permanent basis (non-eladrin with a total experience level or HD no greater than the pocket dimension's creator may be granted access for no more than 2d20 rounds) and is otherwise invisible and insubstantial. The appearance of the court is shaped by the whim of the eladrin who creates it.

Their henchmen are eladrin attendants and servitors who maintain the court. A court's size may be increased by two eladrin mates who may choose to share a single court and combine their henchmen. The maximum total number of henchmen that are attracted is determined by the eladrin's Charisma score as usual. One such henchman will be a 6th-level cleric or wizard henchman and the player is encouraged to create this advanced henchman (essentially this henchman serves as the court's majordomo). The remaining attendants, servitors, and other followers or henchmen allowed per the eladrin's Charisma are all 2nd-level clerics or wizards. These eladrin attendants and servitors are valuable employees but are not slaves; if subjected to mistreatment or abuse, these followers will leave the eladrin lord or lady and find another master or mistress to serve (the exception is the majordomo).

Twilight Step

Eladrin have the innate ability to transport themselves instantaneously from one location to another as a secondary action, although this process is physically draining to them and therefore they are limited in how often they can utilize the ability. One time per encounter an eladrin may instantaneously teleport himself to another location within 30 feet on the same plane, with a similar chance for a successful teleportation as that of the *teleport without error* spell if the area of teleportation is not well-known (such as the other side of a wall or door which has not been explored). A failed result simply transports the eladrin back to their original location.

Weapon Protection and Vulnerability

Eladrin can only be damaged by magical weapons of +1 or better enchantment and suffer double damage from cold-iron weapons.

Genasi

Descendants of unions between humans and elemental creatures (usually djinn), the genasi are a rare and mysterious race inimically tied to their respective elements (air, earth, fire, and water) as much as to their own flesh and blood. This close tie inevitably expresses itself in some physical way (skin or hair color, particular aura, etc.) as well as in the temperament of each genasi (for example, fire genasi tend to be short-tempered and quick to act, while earth genasi are methodical and contemplative in thought and action), although each genasi is also as much an individual as any member of other races.

AIR GENASI

Air genasi are descendants of air and wind spirits and revel in their lineage, knowing they are descended from powerful beings; they can often appear arrogant and condescending as they expect a certain level of deference from commoners. Considering themselves children of the sky, they naturally possess a sense of wanderlust and find staying in one location confining, desiring to explore and experience the varieties of air in vastly different locales.

By nature they are arrogant, quick and spirited and as mercurial and the wind itself. The overt physical traits are often expressed subtly in air genasi and are often overlooked; these include such characteristics as light blue to pale white skin and hair, a constant breeze in the presence of the air genasi or a whistling wind when they move, cool skin, and a voice which can be heard regardless of any nonmagical wind. Those that do have distinguishing features tend to quickly learn to hide them in some manner in order to fit in better with the common population.

Few seek out the progenitor of their bloodline; most are long dead or banished back to the Elemental Plane of Air. Because djinn bloodlines are so old and inbred, it is virtually impossible to tell, short of specialized magical rituals not easy to come by, if two air genasi share a bloodline. Thus, air genasi treat others of their kind as close cousins, although this does not lessen their air of superiority nor their fierce competitive natures when around others of their ilk. Relations with other non-genasi races are impacted by the perceived arrogance of the air genasi. Since they do not breathe, they naturally feel that air breathers are wasting good, clean air and their attitudes certainly show this disdain. They somewhat respect elves (except dark elves) and half-elves, who they perceive as at least having an appreciation for open, airy spaces, and harbor slight good-will toward gnomes and halfling explorers who travel broadly. Other races are barely tolerated, with the most strained relations and greatest disdain usually reserved for dark elves, dwarves, goblins, kobolds and other subterranean dwellers who shun the open air.

Air genasi who are martially-oriented are more dexterous and agile and prefer to use lighter weapons, such as rapiers, over heavy weapons and armor. Those air genasi that are drawn to magic favor spells which involve air and electricity.

Air genasi have the same life expectancy and age similarly as humans.

Air genasi speak common and a language associated with their home region. They may also speak Auran.

Attributes & Speed

Air genasi receive the following attribute adjustments at character creation: +1 Dexterity, +1 Intelligence and -1 Charisma. Their base movement speed is 30 feet.

Weapons & Armor

Air genasi may wield any weapons, use shields and wear any armor as allowable by their class.

Class & Alignment Limitations

Given their elemental nature and focus on the air element, air genasi are limited to the following classes: cleric, fighter, monk, runecaster, and wizard. They may also multi-class to be cleric/fighters or fighter/wizards.

Clerics who choose a specific mythos to worship must worship a deity of the air/wind mythos or a deity of elemental air. Unlike standard clerics, air genasi clerics who choose to worship a specific mythos have major access to the air, electricity and weather spheres but no access to the creation sphere or spells dealing specifically with earth or earth effects. All other clerical sphere limitations are the same as the base cleric class.

Wizards who choose a specialization must specialize in Alteration or Illusion schools.

Air Genasi Senses

Dark Vision: Air genasi have enhanced sight. They can see up to 60 ft. in total darkness.

Breathless

Air genasi do not need to breathe and are immune to drowning, suffocation, and attacks which rely on inhalation (such as some poisons, etc.).

Mingling with the Wind

Once per day an air genasi may *levitate* as per the 2nd-level arcane spell.

Protection from Magic

All air genasi receive a +1 bonus to all saving throws versus air-based magic or spells for every five levels of experience (1st-level = +1, 5th-level = +2, 10th-level = +3, 15th-level = +4, and 20th-level = +5). This bonus stacks with any other saving throw bonuses due to other sources.

EARTH GENASI

Exhibiting the stereotypical qualities associated with the earth, earth genasi are patient and contemplative, unshakable in their convictions, immovable in their thoughts, and strong in their beliefs. Unlike air genasi who, for the most part, tend to show subtle hints of their heritage in their physique, earth genasi demonstrate obvious physical heritage traits, including a broadly squat physique, black or gem-like eyes, textured skin (ranging from earth-like with molten-looking veins running across it to a polished stone-like exterior), craggy and deep-pitted facial features, a grating and gravelly speech, metallic sheen to their skin or hair, or even perspiring mud in lieu of sweat.

Like their other genasi cousins, earth genasi are inherently proud of their elemental heritage and resultant abilities, but unlike more gregarious and

arrogant air genasi, their behavior is more quietly noble and reserved. Pragmatic and yet uninterested in searching out their forbears, earth genasi have no special relationship with others of their kind nor with their sires, although have a preference for socializing with other beings with physical differences like themselves, often forming strong social bonds with such individuals and groups. Unlike their air genasi cousins, earth genasi tend to not like to wander and will generally settle in one location as home, defending it vigorously if needed. Rare is the earth genasi which desires to wander the earth searching to visit every nation and sample its soil, but there are these notable exceptions. Relations with other races include good relations with subterranean-focused races, including dwarves, gnomes and even goblins, dark elves and kobolds to a degree, as well as a healthy respect for half-orcs, whose strength and ferocity are well-regarded. They have less use for surface elves, half-elves and halflings, whose physical nature tends to be less substantial and they are often deemed too fragile to be worthy allies, as well as no real understanding of the thri-kreen's nomadic tendencies. They also respect the stalwartness and strength of the half-giant, lizardfolk, and minotaur races, even if they do not always understand certain racial proclivities. Humans are well accepted for their often shared heritage.

Earth genasi favor martial classes that prefer wearing heavier armor and using larger weapons. Such classes make terrific use of the earth genasi's inherent toughness and strength to weather attacks and emerge stronger for the experience. Those who choose the path of the paladin are often rare ones that have rejected their links to their elemental heritage and forbearers and have instead chosen to be protectors and defenders of their mortal cousins. Those earth genasi that pursue magical endeavors find themselves drawn to runecasting and its inherent link to stone and earth, as well as to earth-based spells if the path of wizardry is chosen.

Earth genasi have the same life expectancy and age similarly as humans.

Earth genasi speak common and a language associated with their parents or home region. They may also speak Terran, although this is rare.

Attributes & Speed

Earth genasi receive the following adjustments at creation: +1 Strength, +1 Constitution and -1 Wisdom. Their base movement speed is 30 feet.

Weapons & Armor

Earth genasi may wield any weapons, use shields and wear any armor as allowable by their class.

Class Limitations

Given their elemental nature and focus on the earth element, earth genasi are limited to the following classes: barbarian, cleric, fighter, monk, paladin, ranger, runecaster, and wizard. They may not multi-class.

Clerics who choose a specific mythos to worship must worship a deity of the earth mythos, a deity of elemental earth, or a god of the forge. Unlike standard clerics, earth genasi clerics who choose to worship a specific mythos have major access to the earth sphere but no access to the sun sphere or spells dealing specifically with air/wind or air/wind effects. All other clerical sphere limitations are the same as the base cleric class.

Specialist wizards must choose either Alteration or Necromancy.

Core Expansion Races: Genasai

Earth Genasi Senses

Dark Vision: Earth genasi have enhanced sight. They can see up to 60 ft. in total darkness.

Stonecunning: Earth genasi have an innate sense of underground gradations and worked stone. If attempting to discern some interesting feature of a slope or section of worked stone within 20 feet, the earth genasi rolls a Wisdom check (or Perception check, if trained) against a TC set by the GM. Common applications of stonecunning include: detecting grades or slopes; detecting new construction or secret walls and rooms; detecting stonework traps and hazards; and determining underground depth.

Merging with the Stone

Once per day an earth genasi may *pass without trace* as per the 1st-level divine spell.

Natural Armor

Earth genasi have natural armor in the form of toughened skin. An earth genasi's base AC is equal to 12. Armors which offer better protection than AC 12 may be worn, but the earth genasi's natural armor only provides an additional +1 to AC above what the normal armor affords.

Protection from Earth Magic

All earth genasi receive a +1 bonus to all saving throws versus earth-based magic or spells for every five levels of experience (1st-level = +1, 5th-level = +2, 10th-level = +3, 15th-level = +4, and 20th-level = +5). This bonus stacks with any other saving throw bonuses due to other sources.

FIRE GENASI

In direct contrast to their more reserved earth genasi cousins, fire genasi are often high-strung and fiery in temperament, quick to anger and yet just as quick to befriend an ally, as well as proud and somewhat fearless. Similar to their earth genasi cousins, fire genasi often have more overt physical traits, such as skin tone—generally warm to the touch—ranging from dark crimson to charcoal gray, bright red to reddish-orange hair that waves like flickering flame, eyes which glow brightly red, especially when the fire genasi is angry, oversized red incisors, or a smoky body odor, which manifest from their heritage as scions of a liaison of a human with an efreet, causing them no end of headaches from others during their formative years. In fact, many fire genasi are subject to infanticide by either their parents or those who fear that they are the spawn of devils and demons. Fire genasi tend to form groups of their own kind, generally preferring their companionship to other races. They have even been known to adopt those fire genasi who have been shunned or abandoned by their own human parents.

Fire genasi are extremely proud of their heritage, reveling in their link to the great elemental efreet, and many consider themselves superior to normal humans, dubbing themselves as flame lords; in many cases this arrogance can cause friction with other races. Their clothing and jewelry tends to be flamboyant and elegant, with preferential coloring of reds and blacks, and tends to be designed to draw attention to themselves. Their natural arrogance tends to make them want to take control of any situation, making them have a tendency to take on leadership roles, even if that is not their natural inclination. They also tend to like to travel, whether out of a desire to explore and gain new experiences or to escape persecution. Relations with other races are typically strained due to the

natural arrogance of fire genasi; they only consider humans—and even then only a small minority of them—true equals. All other races have inherent flaws or failings which make them inferior to the obviously superior (in their own minds)—in both intellect and physical grace and acumen—fire genasi.

Fire genasi which choose to focus on martial endeavors have a penchant for keen-edged weapons such as scimitars, falchions, and bladed polearms. Fire genasi clerics who choose a specific mythos to worship must worship a deity of the fire mythos or a deity of elemental fire. Unlike standard clerics, fire genasi clerics who choose to worship a specific mythos have major access to the fire sphere but no access to the water sphere or spells dealing specifically with water or water effects. All other clerical sphere limitations are the same as the base cleric class. Fire genasi wizards who choose a specialization must specialize in Alteration or Evocation schools.

Fire genasi have the same life expectancy and age similarly as humans.

Fire genasi speak common and a language associated with their parents or home region. They may also speak Ignan, although this is rare.

Attributes & Speed

Fire genasi receive the following attribute adjustments at character creation: +1 Intelligence, +1 Constitution and –1 Charisma. Their base movement speed is 30 feet.

Weapons & Armor

Fire genasi may wield any weapons, use shields and wear any armor as allowable by their class.

Class Limitations

Given their elemental nature and focus on the fire element, fire genasi are limited to the following classes: cleric, fighter, monk, runecaster, and wizard. They may also multi-class to be fighter/wizards.

Clerics who choose a specific mythos to worship must worship a deity of the fire mythos or a deity of elemental fire. Unlike standard clerics, fire genasi clerics who choose to worship a specific mythos have major access to the fire sphere but no access to the water sphere or spells dealing specifically with water or water effects. All other clerical sphere limitations are the same as the base cleric class.

Wizards who choose a specialization must specialize in Alteration or Evocation schools.

Fire Genasi Senses

Infravision: Fire genasi can see into the ultraviolet and infrared spectrum, able to detect heat signatures from living creatures up to 60 feet away.

Immunity to Normal Flame

Fire genasi are immune to damage from normal flames and heat, although they can still be hurt by magical sources of fire, a dragon's breath weapon, and from some of the hottest areas on the Plane of Fire.

Protection from Fire Magic

All fire genasi receive a +1 bonus to all saving throws versus fire-based magic or spells for every five levels of experience (1st-level = +1, 5th-level = +2, 10th-level = +3, 15th-level = +4, and 20th-level = +5). This bonus stacks with any other saving throw bonuses due to other sources.

Reaching to the Blaze

Once per day a fire genasi may *manipulate flames* as per the 1st-level arcane spell.

WATER GENASI

More similar to their earth genasi cousins than they care to admit in their philosophical approach to thinking and problem-solving, water genasi are generally independent and extremely patient beings, the product of mating between a human and a water elemental being or servant of water gods. However, when riled, they have been known to exhibit a tempestuous nature that is as unbridled as a storm at sea. Water genasi, often abandoned by their human parent for a variety of reasons, have been known to be raised by a variety of aquatic creatures, including mermen, sea elves, dolphins, and even sahuagin; they generally leave home after reaching maturity, seeking adventure in exploring the mysteries of the sea.

Similar to their air genasi cousins, the outward appearance of water genasi is one where their water-based heritage is usually subdued and subtle, demonstrating one or two features, such as finely scaled skin or clammy flesh, blue-green skin or hair, excessive sweating, blue-black eyes, or muted voice which sounds as if one is speaking underwater. Similar to their air and fire genasi cousins, water genasi also maintain an air of superiority over other races and feel that they are unique beings; they have little or no interest in others genasi, whether sea king, fire lord, stone lord, or children of the sky. They believe that they are tougher than humans and many other land-based races and the fact that they can breathe both air and water lends to their belief that land-based races which ply the seas from merchants to raiders are fools which deserve whatever fate the sea throws their way. They are often loners, often going years without encountering another intelligent race, although they feel a kinship to other aquatic creatures and will often be found in their company. They do, however, tend to adopt traits of the people that raised them, since they do not maintain a society of their own. Water genasi raised in different cultures are often as different from one another as calm seas are to those found during raging typhoons. Their isolationist tendencies do not lend themselves to developing the necessary skills for leadership and they tend to be subordinate in most roles.

Water genasi feel the closest kinship to the race which raised them and indifferent to all others; in fact, despite expectations to the contrary, they hold no particular animosity toward fiery creatures or fire genasi and pity and ridicule those races which are not naturally water-gifted, such as dwarves.

Those water genasi that pursue more martial avenues of training and that live in the water tend to use items favored by other aquatic races, including nets, piercing weapons instead of slashing or bludgeoning ones, etc., as well as weapons and techniques that bind, unbalance, or disarm their foes. Clerics who choose a specific mythos to worship must worship a deity of the water mythos or a deity of elemental water. Unlike stan-

dard clerics, water genasi clerics who choose to worship a specific mythos have major access to the cold and water spheres but no access to the fire sphere or spells dealing specifically with fire or fire effects. All other clerical sphere limitations are the same as the base cleric class. Water genasi wizards who choose a specialization must specialize in Enchantment or Evocation schools. Water genasi prefer spells that produce cold, ice, snow, and water.

Water genasi have the same life expectancy and age similarly as humans.

Water genasi know common. They may also speak Aquan and, if they were raised by or live near sea elves they may know elven as well. Those raised by sahuagin learn sahuagin.

Attributes & Speed

Water genasi receive the following attribute adjustments at character creation: +1 Constitution, +1 Wisdom and -1 Charisma. Their base movement speed is 30 feet.

Weapons & Armor

Water genasi may wield any weapons, use shields and wear any armor as allowable by their class.

Racial Weaponry [Optional]: Water genasi are consummate underwater hunters and all water genasi characters start with a free weapon proficiency in either the trident or net [Damage: --; Damage vs. Large+: --; Initiative Penalty: +4; Range (ft.): 10; Size: M; Type: B; Weight (lb.): 3 lb. (Small), 6 lb. (Medium), 12 lb. (Large); Cost: 20 gp (Small/Medium), 40 gp (Large)]. Water genasi may throw these nets up to 30 feet underwater or 60 feet on land. Upon successfully striking a target after being thrown, the net entangles the target and imposes a -4 penalty on all attacks and Reflex saves by the target and allows +4 on all attacks against the entangled target. This entanglement deals no damage, but strongly grapples the creature, requiring an Exceptional (TC 20) Strength check to break. Nets are weak in regards to slashing damage but strong in regards to blunt damage.

Class Limitations

Water genasi are limited to the following classes: cleric, fighter, monk, runecaster, thief and wizard. They may also multi-class to be cleric/fighters and fighter/thieves.

Clerics who choose a specific mythos to worship must worship a deity of the water mythos or a deity of elemental water. Unlike standard clerics, water genasi clerics who choose to worship a specific mythos have major access to the cold and water spheres but no access to the fire sphere or spells dealing specifically with fire or fire effects. All other clerical sphere limitations are the same as the base cleric class.

Wizards who choose a specialization must specialize in Enchantment or Evocation schools.

Calling to the Water

Once per day a water genasi may *create water* as per the 1st-level divine spell.

Core Expansion Races: Half-Giant

Amphibious

Water genasi are amphibious and breathe water as easily as they do air. They cannot drown in water. In addition, they gain a swim speed of 30 feet and may initiate a burst of speed and swim up to four times their standard swim speed (120 feet) in one round while unarmored and unencumbered in the water.

Protection from Water Magic

All water genasi receive a +1 bonus to all saving throws versus water-based magic or spells for every five levels of experience (1st-level = +1, 5th-level = +2, 10th-level = +3, 15th-level = +4, and 20th-level = +5). This bonus stacks with any other saving throw bonuses due to other sources.

Water Genasi Senses

Aquatic Vision: Water genasi have an enhanced form of aquatic vision underwater that functions as a form of aquatic sonar, where they can detect movement and minute fluctuations of water currents to “see” underwater. This ability does not function in non-water-based environments.

Half-Giant

Half-giants are a race of enormous demihumans resulting from the union of a human and a giant, the union was almost certainly magically derived and the exact origins and purpose are unclear. Left to itself after its creation, the original half-giant race multiplied and prospered.

Standing 7-9 feet tall and weighing approximately 1,600 lbs, the half-giant is incredibly powerful, deriving both his immense size and marked stupidity from his giant forebears, yet not quite as agile as its human forebears but maintaining that lineage's interest in society, cooperation and communication. A half-giant's thick hair is generally either worn braided, especially among females, or worn in a single ponytail cascading behind the head and down the back.

Half-giants are extremely mercurial beings when it comes to attitudes and are subject to rather rapid and often inconvenient changes of attitude that affect any situation quickly and without warning. This tendency makes them very hard to deal with on any but the shortest term. A half-giant is naturally curious and gentle (though that attitude can swing back and forth with its alignment).

Half-giants are found virtually everywhere. Their massive size and strength ensure employment as mercenaries, guards and brute warriors. Although spread far and wide, they do develop communities of their own as well, often adopting the culture and customs of other nearby humanoids. Half-giants typically have little identifiably unique cultural identity, instead morphing their culture to suit the customs and lifestyles of other local races.

When encountered in a community, there will be one NPC leader for every 10 half-giants (round fractions down). NPC leaders have 5+20 HD, AC 12, and can make two bare-handed or weapon attacks per round. In communities where there are 30 or more half-giants, there are also one

chieftain and one bard; both have 7+28 HD, AC 12, and can make two attacks per round. The bard will be level 3-6 (1d4+2) and any abilities may be assigned by the GM.

Half-giants are capable of reproduction; a female can give birth to a single infant once per year; twins and triplets are rare. A half-giant's maximum lifespan is around 220 years.

Half-giants speak Common and Giant. No matter what the language they speak a half-giant's voice very low-pitched and sometimes hard to understand.

Attributes & Speed

Half-giant are Large-sized, tall, extremely strong bipedal demihumans representing a human and giant hybrid. They receive the following attribute adjustments at character creation: +4 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence, and -2 Charisma. Their base movement speed is 30 feet.

Weapons, Armor & More

Half-giants may wield any weapons, wear any armor allowable by their class and use shields. All personal items, such as clothes, armor, weapons, food, etc., cost double for half-giant characters. Transportation and lodging are also considerably more expensive when they are available at all. In areas not dominated by half-giants, things such as buildings, furniture, wagons, boats, etc. aren't made to support their weight. Even in cities, they tend to camp outside to avoid destroying things.

Class Limitation

Half-giants are limited to the following classes: barbarian, bard, cleric, fighter, monk, runecaster, thief and wizard.

Heritage Proficiencies

Half-giants are extremely strong and are naturally athletic. They receive Basic proficiency in Climbing free of charge.

Heritage Traits

Giant Lineage: All half-giants are immune to spells or effects that affect humanoids only, such as *charm person* or *dominate*.

Additionally, depending upon their giant lineage, half-giants have certain heritage abilities:

Fire Giant: Half-giants with fire giant lineage have a +2 modifier on Fortitude saving throws against all heat and fire effects, magical or otherwise, and reduce all heat or fire damage taken by 1d6.

Frost Giant: Half-giants with frost giant lineage have a +2 modifier on Fortitude saving throws against all cold and ice effects, magical or otherwise, and reduce all cold or ice damage taken by 1d6.

Hill Giant: Half-giants with hill giant lineage retain some of that races tremendous catching reflex. The half-giant catches any projectile hurled or shot at it on a Legendary (TC 25) Reflex save, as a non-action.

Stone Giant: Half-giants with stone giant lineage blend more easily into stone surroundings. Any attempt to notice a hidden half-giant with stone giant lineage is done at a -2 penalty.

Powerful Physique

Due to their larger size and giant lineage, half-giants add their Constitution modifier *twice* each level when calculating their total hit points, regardless of class.

Tiefling

Tieflings are mortal scions of a union between “something unknown” and a mortal human. As a result of this mixed heritage, tieflings are known as “plane-touched” and maintain some traits which hint at their unknown, and often assumed demonic or devilish, lineage. Their appearance is as varied and their personalities and virtually no two tieflings share identical features or characteristics. Due to their strange and varied appearances, tieflings are either loathed by humans or the subject of great fascination and intrigue. Unlike aasimar, tiefling progeny are most often orphans, abandoned by both parents, generally deemed to either be unfit to live or unfit to rule. Tieflings are almost always outsiders with no distinct cultural identity, preferring isolation and the protection it offers versus the scorn and derision inevitably encountered when within a community. Tieflings are often knowledgeable and worldly due to their extensive travels in search of a sense of home, the next job, or because they are on the lam.

Tieflings speak the language of their mortal parent, usually common, and some learn abyssal or infernal as well.

Attributes & Speed

All tieflings make the following attribute adjustments at character creation: -1 to Strength, +1 to Intelligence, +1 to Charisma and -1 to Wisdom. Their base movement speed is 30 feet.

Weapons & Armor

Tieflings may wield any weapons, wear any armor and use shields allowable by their class.

Class & Alignment Limitations

Tieflings are limited to the following classes: bard, cleric, fighter, ranger, runecaster, thief and wizard. They may also multi-class to be fighter/wizard, fighter/cleric, fighter/thief, wizard/thief, and cleric/thief.

Tieflings may be of any Alignment except lawful good.

Elemental Protection

Tieflings only suffer half damage from cold-based attacks and gain +2 to saving throws versus electricity, fire and poison.

Generate Darkness

Tieflings are able to cast the *darkness* spell once per day (caster level is equal to character level).

Tiefling Senses

Infravision: Tieflings can see into the ultraviolet and infrared spectrum, able to detect heat signatures from living creatures up to 60 feet away.

Tiefling Heritage [Optional]

Tieflings are as varied from their human heritage as they are from each other and each tiefling possesses unique and defining characteristics. In order to make each tiefling created feel unique, each tiefling PC at character creation may roll randomly on the Tiefling Heritage Traits and Tiefling Appearance tables below. A player rolls 5 times on the Tiefling Heritage Traits table and these results replace the Generate Darkness and Elemental Protection racial abilities that a typical tieflings receives. The player then rolls 1d4 times on the Tiefling Appearance table to generate the tiefling PC’s general appearance.

Tiefling Heritage Traits

01-03	<i>blur</i> (1x/day)
04-06	<i>charm person</i> (1x/day)
07-09	<i>chill touch</i> (1x/day)
10-12	<i>comprehend languages</i> (1x/day)
13-15	<i>darkness</i> (1x/day)
16-18	<i>detect good/evil</i> (2x/day)
19-21	<i>detect magic</i> (3x/day)
22-24	<i>detect thoughts</i> (1x/day)
25-27	<i>invisibility</i> (2x/week)
28-30	<i>know alignment</i> (1x/day)
31-33	<i>mirror image</i> (1x/day)
34-36	<i>misdirection</i> (1x/day)
37-39	<i>pyrotechnics</i> (3x/day)
40-42	<i>suggestion</i> (1x/week)
43-45	<i>summon swarm</i> (1x/week)
46-48	<i>vampiric touch</i> (1x/week)
49-51	<i>whispering wind</i> (1x/day)
52-55	half damage from fire
56-59	half damage from cold
60-63	half damage from electricity
64-67	half damage from acid
68-75	infravision, 120 feet
76-79	+2 saving throw vs. fire
80-83	+2 saving throw vs. cold
84-87	+2 saving throw vs. electricity
88-91	+2 saving throw vs. acid
92-95	+2 saving throw vs. poison
96	+1 bonus to Fortitude saving throws
97	+1 bonus to Reflex saving throws
98	+1 bonus to Will saving throws

Core Expansion Races: Tiefling

99	Roll twice, rerolling all results above 95
00	Roll three times, rerolling all results above 95

Tiefling Appearance

01-06	Small horns on forehead or temples
07	Single horn on forehead
08-09	Elongated, thin face
10	Enlarged Incisors (fangs)
11	Pointed teeth
12	Forked tongue
13-14	Pointed ears
15	Fanlike ears
16	Imperceptible nose
17	Extremely long nose
18	Extremely long eyelashes
19-21	Crimson eyes
22-23	Black eyes (no whites)
24	Feline eyes
25-26	Extremely deep-set eyes
27-29	Bright green or deep blue hair
30-31	Multi-hued hair
32-34	1d4+2 fingers per hand (including thumb)
35-37	Black or crimson elongated fingernails
40-41	Fingers have one more joint than normal
42	Arms are elongated six inches longer than normal
43	Legs are elongated six inches longer than normal
44-46	Horse-like legs
47-49	Goat-like legs
50-54	Cloven hooves for feet
55-57	Horse-like tail
58-59	Lizard-like tail
60-62	Spiny ridges along center of back
63-65	Spiny ridges covering entire body
66-68	Hairless body
69-71	Body covered in short fur/long hair
72-73	Body covered in striped markings
74-75	Extremely oily/greasy skin
76-78	Scaly skin
79-80	Leathery skin
81-83	Multi-faceted eyes
84	Feathers covering body instead of hair
85	Green-tinted skin
86	Blue-tinted skin
87	Crimson-tinted skin

88-89	Roll on Tiefling Drawback Traits table
90-94	Roll twice, ignoring rolls above 89
95-00	Roll three times, rerolling rolls above 89

Tiefling Drawback Traits

01-10	Ashy odor emanates from body
11-15	Sulfurous odor emanates from body
16-20	Putrid, rotting odor emanates from body
21-25	Skin exudes ashy grit
26-30	Body casts no shadow
31-33	Body casts no reflection in mirrored surfaces
34-40	Always affected as if of an evil Alignment by spells such as holy word and forbiddance
41-45	Unknown abyssal/infernal NPC's reactions always start at Friendly
46-50	May be affected as an abyssal/infernal being by spells such as binding, dismissal or ensnare planar being
51-60	Presence causes animals unease
61-65	Presence causes NPC reactions to be worsened by one attitude level
66-70	Touch instantly withers plantlife
71-75	Fingers treated as claws (1d4/1d3 slashing damage)
76-80	Permanent burning touch inflicts 1 hit point of heat damage
81-85	Permanent chilling touch inflicts 1 hit point of cold damage
86-90	Permanent acidic touch inflicts 1 hit point of acid damage
91	Sterile, cannot reproduce
92	Holy water inflicts 1d6 damage
93	Suffers 1 hit point of damage per round of exposure to direct sunlight
94	Cannot enter consecrated "holy" ground
95	Suffers double damage from cold-iron or silver weapons
96-00	Intuitive knowledge of either the Abyssal or Infernal language



This chapter presents five monsters as new, playable PC races: goblin, kobold, lizardfolk, minotaur and thri-kreen. While the standard “monster” in Myth & Magic plays by different design rules, the following were redesigned for balance and ease of play. The inconsistencies you may find between the monstrous PC races and the same monsters as presented in the Game Master’s Guide are intentional. PC monsters are different by default.

Reading The Entries

Similar to the previous chapter, each racial entry contains several categories of information, such as physical and social traits, languages, attributes, combat speed, weapons and armor, special senses and proficiencies. The information is fairly straight-forward; we provided some information to help roleplay the race and other information to help you build your character.

One tidbit is optional: Racial Weaponry. Check with your GM to see if he or she is allowing racial weapon proficiencies and/or bonuses. The use of racial proficiencies and bonuses can be viewed as campaign-specific and the allowance of them is discretionary.

Goblin

Goblins form the base of the goblinoid ranks. These creatures often live in a hive-like society underground, but masses of goblins can lair in any dank, dark areas above ground in places such as mountain holes, abandoned ruins, sewers, etc. They prefer to live and move about in large numbers.

Goblins are found in virtually every non-arctic environment, preferring subterranean locations or above ground ruins. They are primarily nocturnal, avoiding bright sunlight when possible, venturing out during the day only when extremely overcast. They are a cowardly lot by and large, easily subjugated by the stronger goblinoid races, orcs, gnolls, and the like, and they prefer attacking from ambush.

Goblins fight in numbers and, frankly, find it difficult to survive in small squads. As a result, goblins prefer surrounding one or two common enemies rather than spread to affect a larger group. Once the numbers of a goblin squad dwindle, goblins often flee unless something more awful than death awaits those that retreat.

Goblins are known to make use of large worgs as mounts. These cavalry units often comprise approximately 10% of any significantly-sized goblin tribe or war party (25% chance) and also contain 4-40 unmounted worgs as well. Goblin lairs have a 60% chance of being guarded by 5-30 worgs and a 20% chance of being guarded by 2-12 bugbears.

Goblins are also adept at slavery, using the chattel for both food and labor; numbers of slaves usually comprise 10-40% of the total tribe size. Slaves are treated harshly, reprimanded for slight infractions, and are always kept shackled and staked to a central common chain when sleeping in order to make guarding them easier. Goblins loathe most other humanoid, especially dwarves and gnomes, working to attack and kill or enslave them whenever possible.

Goblins live in large, communal colonies (leading to even more tendency for accumulation of filth for which they are known), usually 40-400 adult males strong, with females equal to 60% of the male number and children being equal to the total adults, both of which are noncombatants. For every 40 goblins there is a 1 HD leader and 4 guards, for every 200 goblins there is a 1+1 HD sub-chief and 2-8 bodyguards, and each tribe is led by a 2 HD tribal chief and 2-8 bodyguards. Goblin young reach maturity at age 5 and can live up to 50 years of age, although most do not come close to this span due to violent death.

Possessions are kept close at hand and most are stolen from other races, although leatherworking and weaving are usually done by the tribal clothiers and armorsmiths.

The goblin diet consists of virtually any meat source and ranges from rats, snakes, and lizards to humans and the occasional elf. They have even been known to consume carrion in times of famine. They will denude their local habitat of all food sources, including game, before moving on.

Tribes often have goblin shamans (that take levels of cleric) and warriors (that take levels of fighter). Shamans serve as spiritual leaders, while the warriors serve as leaders in war. Tribes usually name the strongest goblin as king. Religion generally consists of shamanistic rituals and ancestor worship, although some goblin tribes have been known to worship particularly powerful creatures who may dominate the tribe’s locality. NPC goblin shamans (clerics or druids) have been known to reach 7th level.

Goblins are also decent miners and wherever they reside you can be sure that the area will be riddled with warrens and tunnels as they delve into the earth to create room for their expanding communities.

Monstrous Races: Kobold

Goblins speak goblin. Those with Intelligence scores higher than 7 speak common.

Attributes & Speed

Goblins are ubiquitous humanoids that are naturally stealthy, obsequious, and cowardly yet show surprising ingenuity. They receive a +2 attribute bonus to Dexterity and a +1 bonus to Wisdom. They are neither the strongest nor the most charismatic creatures and thus they suffer a -1 penalty to Strength and Charisma. Their base movement speed is 30 feet.

Weapons & Armor

Goblins may wield any weapons and wear any armor allowable by their class. As a Small-sized race, they are limited to Small-sized weapons or smaller and may use Medium-sized weapons using two hands.

Racial Weaponry [Optional]: Goblins train with simple melee and ranged weapons from a very young age. Hence, all kobolds have a free weapon proficiency in either dagger or spear, and one of the following weapons: javelin or shortbow. Kobolds receive a +1 attack and damage bonus with one chosen weapon from the preceding group.

Class Availability

Goblins are limited to the following classes: cleric, druid, fighter, monk, runecaster, thief, witch and wizard.

Heritage Enemies

Goblins are naturally subterranean and come into contact with other humanoids such as dwarves and kobolds that often threaten them. Due to their frequent altercations with dwarves and kobolds, goblins train to defeat them in battle. Goblins receive a +1 bonus to attack rolls against dwarves and kobolds.

Heritage Proficiencies

Goblins are naturally stealthy and have an affinity for riding worgs and receive Basic proficiency in Riding (Land-Based) and Stealth free of charge.

Goblin Senses

Infravision: Goblins can see into the ultraviolet and infrared spectrum, able to detect heat signatures from living creatures up to 60 feet away.

Light Sensitivity

Living in the stygian subterranean environment, goblin senses are attuned to darker places and they cannot see well in bright light. While light sources such as torches, *faerie fire*, lanterns, magical weapons and the like are not bright enough to affect goblins, any exposure to bright light (such as that from a *light* or *continual light* spell, direct sunlight, etc.) causes a goblin to suffer a -1 penalty on all d20 rolls as if trying to target anything that is 25% concealed.

Swarm

Goblins are generally not as effective in direct combat given their small size and cowardly natures. However, when attacking a single target as part of a larger group (at least 4 or more allies surrounding a single tar-

get, including any relevant goblin PCs), goblins take advantage of their mobility and can harry an opponent, keeping them off balance as they strike quickly and in deadly fashion. In melee, opponents suffer a -2 to their Armor Class while goblins gain +2 to their Armor Class. This stacks with other conditional modifiers imposed by the GM based on circumstances.

Underground Survival

Long-time subterranean dwellers, goblins have honed an instinct of underground gradations and hazards. A goblin may attempt to discern an interesting feature of a natural passage or cavern within 20 feet by rolling a Wisdom check (or Perception proficiency check, if trained). The GM sets the TC based on how difficult the discernment is for the circumstance. Common applications include: detecting grade or slope; detecting an unsafe wall, ceiling or floor; discerning underground depth; and discerning true North when underground.

Kobold

Kobolds are short, scaly humanoids with beady red eyes, short horns, and a tail. They are sometimes referred to as “dogs”. This is a fitting reference since they have a pronounced jaw bone and ears that resemble a dog’s, they emit an odor of wet dog, and their own language sounds strangely like yapping hounds. Their scales range in color from dark red to black.

Kobolds usually belong to a larger tribe from an underground or deep forest location. Kobolds prefer living in darkened areas, such as deep subterranean caverns or old-growth forests with heavy, protective canopies which shut out most light. They can live in almost any climate and are excellent miners by nature; any location with the potential of housing a mine or serpentine system of interconnected warrens underground may house tribes of kobolds. These lairs are labyrinthine and trap-laden, almost impossible to navigate by anyone not familiar with them. Kobolds are often encountered wandering in parties of up to 20. These parties are charged with hunting and scavenging. Tribes usually have a chieftain (3 HD, AC 16) and several strong bodyguards (1 HD, AC 14). Some tribes have 1st-level wizards and clerics (called shaman).

Kobolds encountered in the wilderness prefer to use ranged weapons, such as spears and javelins, before engaging in melee combat. Kobolds encountered in their lair are heavily fortified with multiple traps and hiding places. They will hide in nooks and crannies, waiting with oil and flame and will usually set up an ambush point located in a place beyond many traps. They despise gnomes and are wary of casters, so will fight accordingly.

Their society revolves around survival. Kobolds do not see retreat as cowardice, but common sense. Living to fight another day is paramount. Thus, the leaders of kobold tribes are often the wildest and oldest members of their race; they have shown that they have what it takes to survive.

Kobold society, although tribal-based as a whole, is also segmented into war bands consisting of several allied clans, each of which may consist of up to 10 families; each clan patrols a 10-mile radius from the lair. Kobolds scavenge the loot off their enemies and bring it back to the lair. They may also take slaves of the defeated enemies, although most creatures would rather die than become a slave to a kobold; gnomes are always killed and devoured.

Kobolds typically do not mate for life, but pair purely for the sake of procreation. Females generally lay a single egg; they may repeat this process a half dozen times per year and remain fertile throughout their lives, as do males. Partially ovoviviparous, embryos develop in utero for inside their eggs 2 months prior to being laid, where they then continue to develop before hatching 2 months later. Kobolds maintain a central nursery where the eggs are kept safe, usually through a combination of guards and traps.

Kobolds rely on caretakers to rear their young. Newly-hatched younglings are almost entirely self-sufficient, resembling miniature versions of the adults and able to hunt and eat themselves, although they are extremely vulnerable to predators still. Kobolds reach maturity by age 10.

Kobolds are omnivorous and their diets consist of almost anything, including animals, plants, and intelligent humanoids. They lose and regrow their sharpened 54 teeth throughout their entire life, unlike many races who gain their adult teeth once. Many kobolds wear their displaced teeth as mementoes around their necks as a sign of their age.

Though a violent and premature death is quite common, kobolds can live as long as 135 years. Young kobolds mature by around 10 years of age. They are the target of predations from many humanoids, ranging from humans, to orcs, to dark elves, to other goblinoid races. Indeed, within the goblin and kobold communities, the tales of the many territorial wars fought between the two races are almost legendary, and the subject of many a fireside chat.

They speak their own language and most speak goblin and/or orc, as well.

Attributes & Speed

Kobolds are small, sneaky and perceptive humanoids. They receive a +2 attribute bonus to Dexterity and a +1 attribute bonus to Wisdom. They are not the strongest creatures and thus they suffer a -2 penalty to Strength. Their base movement speed is 30 feet.

Weapons & Armor

Kobolds may wield any weapons and wear any armor allowable by their class. As a Small-sized race, they are limited to Small-sized weapons or smaller and may use Medium-sized weapons using two hands.

Racial Weaponry [Optional]: Kobolds train with javelins and other ranged weapons from a very young age. Hence, all kobolds have a free weapon proficiency in javelins and one of the following weapons: sling or spear. Kobolds receive a +1 attack and damage bonus with javelins.

Class Availability

Kobolds are limited to the following classes: cleric, druid, fighter, monk, runcaster, thief, witch and wizard.

Heritage Enemies

Kobolds are naturally subterranean and come into contact with other humanoids such as gnomes and goblins that often threaten them. Due to their frequent altercations with gnomes and goblins, and their comparable sizes, kobolds train to defeat them in battle. Kobolds receive a +1 bonus to attack rolls against gnomes and goblins.

Heritage Proficiencies

Kobolds are natural miners and trap makers and receive Basic proficiency in Craft (Mining) and Trapworking free of charge.

Kobold Senses

Infravision: Kobolds can see into the ultraviolet and infrared spectrum, able to detect heat signatures from living creatures up to 60 feet away.

Light Sensitivity

Living in the stygian subterranean environment, kobold senses are attuned to darker places and they cannot see well in bright light. While light sources such as torches, *faerie fire*, lanterns, magical weapons and the like are not bright enough to affect kobolds, any exposure to bright light (such as that from a *light* or *continual light* spell, direct sunlight, etc.) causes a kobold to suffer a -1 penalty on all d20 rolls as if trying to target anything that is 25% concealed.

Natural Weapons

Kobolds have natural weaponry in the form of claws (+3 initiative modifier, 1 hp slashing damage).

Lizardfolk

Lizardfolk are bipedal lizards covered with thick scales ranging in color from green to brown. Their heads are not as prolonged as an average lizard, but their mouths are still wide and filled with short, jagged teeth. Each has a tail it uses for balance and support.

Lizardfolk live in large, tribal societies in the deep wet jungles, temperate swamps, bogs, marshes, and other similarly dank areas of the world. They make their homes in submerged air-filled caves of the realms or in old, abandoned villages or towns. Females act as gatherers, collecting plant life and other edibles, while males serve as scouts, hunters, and fighters. Oftentimes, disparate lizardfolk tribes will band together against a common enemy, putting aside tribal differences temporarily in the face of a greater threat. Once the enemy is dispatched, the tribes return to their communities and resume warring with their neighbors.

A common lizardfolk tribe consists of 150 individuals, including non-combatant females (50% of adult males in number) and hatchlings (half as many in number as the totality of adults), and led by the strongest and most powerful as its chieftain. Lizardfolk are primitives and have a shamanistic religion; these shamans, usually sterile hermaphrodites with silver tongues, typically act as advisors to the chieftains, interpreting the divine omens and advising on courses of action, as well as passing along the oral traditions of the tribe. Survival of the tribe is of paramount concern, and lizardfolk have been known to resort to cannibalism and other abominable and distasteful practices to provide for this.

Lizardfolk believe that intelligence is a wasted trait and that hunting, fighting, and breeding ensure the best survival and strengthen the tribes the most. Selective breeding is practiced in the hope of producing stronger progeny which are better suited than their forbearers for surviving.

Reproduction occurs sexually, with females laying clutches of 1-3 eggs several weeks after mating occurs. These eggs are buried in the mud of the

Monstrous Races: Minotaur

swamp, where water and plant matter are readily absorbed through their porous shells to provide nourishment. The environment also plays a role in the physical characteristics and coloring of the lizardfolk, with the pigmentation of the mud and earth determining the hatchling's coloration.

Omnivorous, lizardfolk will eat almost anything, but prefer human flesh if they can get it. They have few natural predators, preying themselves on nearby human, demihuman, or humanoid settlements. They rarely take slaves, preferring to take their scrumptious morsels back to their lairs and devour them in gruesome fashion.

Lizardfolk eggs are bitter and inedible, as is their meat, although their hides are sometimes used to fashion scale armor. Primitives, they do not produce anything resembling art, worked goods, or artifacts.

Most other races consider lizardfolk little better than primitive savages and do not see any reason to engage with a society who only views them as a source of food. Lizardfolk incursions are met with force and little in the way of quarter is given to the reptilian race.

Every lizardfolk society has a central shrine or temple in which they revere their deity, Isis, an aspect of a more prominent nature god, regardless of alignment.

Lizardfolk fight much like most humanoids in tribal societies. They use their surroundings to trap, surround, and attack their foes, while always having a leg toward a speedy retreat. They fight in numbers, often utilizing a barrage of ranged weaponry like shortbows and blowguns. They are generally not very intelligent, so collaborative attacks are often disjointed and a bit misplayed. Most lizardfolk know how to work with Type I (Basic (TC 5)) poisons and use them on their weapons.

Any lizardfolk with spellcasting levels usually takes an offensive stance in combat.

Lizardfolk speak Draconic and those with Intelligence scores of 7 or higher also speak Common.

Attributes & Speed

Lizardfolk are canny and relentless fighters. They receive a +1 attribute bonus to Constitution and Strength. They are not the brightest creatures and thus they suffer a -2 penalty to Intelligence. Their base movement speed is 30 feet.

Weapons & Armor

Lizardfolk may wield any weapons, wear any armor allowable by their class and use shields; however, they tend to use simple melee weapons and shortbows or light to medium armor. Although there is no restriction on weapons or armor, their upbringing tends to focus them away from more complicated weapons and heavier armor. Also, armor must be specially made to fit their unique anatomy and costs twice as much as normal due to customization requirements.

Amphibious

Lizardfolk are naturally aquatic and can hold their breath a number of minutes equal to 4 times their Constitution score. After that, they fall unconscious and begin to drown.

Class Availability

Lizardfolk are limited to the following classes: barbarian, cleric, druid, fighter, monk, runecaster, thief, witch and wizard.

Heritage Proficiencies

Lizardfolk are astoundingly athletic and receive Basic proficiency in Acrobatics, Climbing, and Swimming free of charge.

Lizardfolk Senses

Low-light Vision: Lizardfolk can see up to 60 feet in shadowy illumination (not quite total darkness) as if it were daylight.

Cold Blooded

Lizardfolk are cold-blooded beings. As a result, they suffer +1 damage from all cold-based attacks and if exposed to low temperatures (50 degrees Fahrenheit or lower) for longer than 1 hour, they become sluggish (movement rate is halved, -2 to all melee and ranged attacks, may not use the dodge defensive maneuver).

Natural Armor

Lizardfolk have natural armor in the form of tough scaled skin. A lizardfolk's base AC is equal to 15. Armors which offer better protection than AC 15 may be worn, but the lizardfolk's natural armor only provides an additional +1 to AC above what the normal armor affords.

Natural Weapons

Lizardfolk have natural weaponry in the form of claws (+3 initiative modifier, 1d3/1d2 vs. Large+ slashing damage) and a bite (+3 initiative modifier, 1d6/1d6 vs. Large+ piercing damage).

Regeneration

Lizardfolk have an amazing regenerative capacity. They regain 2 hit points per level per period of at least six hours of rest and have the capacity to regrow lost limbs; the time is reflective of the extent of the loss: it may take a month or two for a finger or toe and up to a year or longer to affect an entire limb or their tail.

Minotaur

Minotaurs are tall, strong representations of a human and ox hybrid. These bipedal behemoths stand on thick cloven feet, have coarse hair covering their body, and have a set of fiercely sharp and curved horns. Their natural underground direction sense seems to draw most minotaurs to underground lairs that remain hidden in labyrinthine passages.

Minotaurs live in tropical to temperate labyrinthine locations, often in subterranean terrain or in ancient, subsurface abandoned ruins. These labyrinths are often constructed by evil wizards or other wicked despots who use the minotaurs as guardians, buying the minotaur's service by providing regular sacrificial humans on which the clan feeds.

Minotaur culture is based on strength of might providing the necessary attributes for rule. They are rather primitive and bestial creatures, always ravenous and spoiling for a fight. Consummate hunters and fighters, they

have been known to accord particularly strong human fighters (usually barbarians) a measure of respect and even, in rare cases, almost subservience. In battle, they are fearless and will attack without hesitation, even in the face of greater numbers.

Their clannish communal structure consists of up to 8 members; if more than 6 are present in a clan, one is always a minotaur elder with heightened strength and endurance (+2 damage on attacks and 8+4 HD) who serves as clan chieftain. The chieftain always lives in the central portion of their labyrinthine homes, teaching and raising the young minotaurs, while the remainder of the adult clan members hunt and patrol their domain. They are carnivores, preferring a diet consisting of human flesh; able to survive for years at a time without eating, they are almost always hungry unless receiving a steady diet of human flesh, which is rare.

Minotaurs reproduce by breeding with human females; offspring from such brutal unions are always male minotaurs and gestation and maturation of minotaurs is similar to that of humans. Lifespans of minotaurs can reach up to 200 years of age.

Minotaurs have few natural enemies, except for gnolls. The two races will attack each other on sight and no quarter is given and the reason for such racial enmity is unknown.

Religious practices are shamanistic and revolve around worship of crude, bestial deities. A larger clan will generally have a shaman present (3rd-level cleric).

Minotaurs hoard the treasures of their defeated prey and occasionally utilize magical items, particularly weapons or other such devices, which focus on enhancing strength, misdirection, or location effects. Any other types of items are discarded or left with the corpse's remains.

Minotaurs deliver in battle exactly what one would expect from a human/ox hybrid - blunt force trauma. Most wield an oversized, huge maul (called a Minos bar, treat as a great hammer) to devastating ends. They rarely flee, and face death with courage.

Minotaurs speak Giant and those with Intelligence scores 7 or higher also speak Common.

Attributes & Speed

Minotaurs are large-sized tall, strong bipedal behemoths representing a human and ox hybrid. They receive the following attribute adjustments at character creation: +2 Strength, +1 Constitution, -1 Intelligence, -1 Charisma. Their base movement speed is 30 feet.

Weapons & Armor

Minotaurs may wield any weapons, wear any armor allowable by their class and use shields.

Racial Weaponry [Optional]: Minotaurs tend to use large, oversized melee weapons such as mauls and great axes. All minotaur characters start with a free weapon proficiency in one of the following: great axe, great club, or great hammer.

Class Availability

Minotaurs are limited to the following classes: barbarian, cleric, fighter, monk, runecaster, thief and wizard.

Charge

A minotaur can travel up to twice its movement speed and gore a target with its horns as a full round action. Treat this as an unarmed attack with a natural weapon (+3 initiative). If successful, the charge deals 2d8+6 points of piercing damage.

Heritage Enemies

Minotaurs have few natural enemies, except for gnolls. The two races will attack each other on sight and no quarter is given and the reason for such racial enmity is unknown. Minotaurs receive a +1 bonus to attack rolls against gnolls.

Heritage Proficiencies

Minotaurs are extremely strong, perceptive and are natural trackers. They receive Basic proficiency in Perception and Tracking free of charge.

Minotaur Senses

Danger and Direction Sense: Minotaurs have sharpened senses that allow them to track with scent and receive an additional +2 bonus on any check to avoid being surprised or flat-footed. Minotaurs have an uncanny direction sense and never get lost, which immunizes them from *maze*.

Infra-vision: Minotaurs can see into the ultraviolet and infrared spectrum, able to detect heat signatures from living creatures up to 60 feet away.

Low-light Vision: Minotaurs can see up to 60 feet in shadowy illumination (not quite total darkness) as if it were daylight.

Natural Weapons

Minotaurs have natural weaponry in the form of horns (+3 initiative modifier, 2d4/2d4 vs. Large+ piercing damage) and a bite (+3 initiative modifier, 1d4/1d4 vs. Large+ piercing damage).

Thri-Kreen

The insectoid thri-kreen on average stands 7 feet tall and have a body length of around 11 feet. Thri-kreen have six limbs, a sandy-yellow exoskeleton, large, multifaceted eyes, pincers for a mouth, and two antennae on their head, looking nothing more than like an overgrown, intelligent mantis. There are at least six known kreen subspecies. Male and female thri-kreen are physically indistinguishable.

A thri-kreen's uses its powerful two hind legs to move and leap at astounding speed, while its four forward limbs end in three-fingered hands that are agile enough to use tools and weapons as effectively as a human's hands.

Thri-kreen gather in nomadic packs that roam the desert wastes; there are no known permanent thri-kreen communities. This nomadic culture and pack mentality is so ingrained in their psyche that they apply it to every

Monstrous Races: Thri-Kreen

situation in which they find themselves and may account for why thri-kreen find human society or customs do alien. Thri-kreen hatch from eggs. All those who hatch at the same time form what is called a clutch. Clutches and packs are organized according to a strict order of dominance based on the strongest and toughest ruling the weaker individuals. A challenge may occur when a thri-kreen wishes to vie with a superior for dominance. The contestants fight until one surrenders or dies. Afterwards, the matter is considered settled with no lingering resentments; a thri-kreen views these challenges as the challenger acting to strengthen the pack and respect their efforts. A thri-kreen PC tends to adopt his companions as his pack, regardless race and will instinctively seek to protect his companions, regardless of personal danger. Once they are part of his pack, a thri-kreen will never turn on his humanoid friends.

Thri-kreen view other intelligent races not associated with their packs as sources of food, but generally only in extreme emergencies. Some thri-kreen have a particular taste for elves, straining relationships between these two races. However, no matter how desperate, thri-kreen won't resort to cannibalism.

Thri-kreen don't require sleep and are rarely stay complacent for long. Carnivores, most thri-kreen are nocturnal hunters, skilled and capable enough to stalk and catch their prey; their entire society is focused around this activity. Outsiders sometimes view this preoccupation with hunting and maintaining traveling supplies as odd, particularly since thri-kreen hunt nocturnally while other races sleep. Thri-kreen place no value on money or other items usually considered as treasure, owning only what he can carry on his person.

A thri-kreen is immune to spells which target humanoids exclusively, such as charm person and hold person spells. They have a base Armor Class of 15 due to their chitinous exoskeleton. Thri-kreen usually do not wear clothing, but wear some sort of harness to carry weapons and food; they never wear armor. Thri-kreen can use most magical items available to their character class, though items specifically designed for humanoids (such as rings, cloaks, girdles, bracers, armor, etc.) cannot be worn and so won't function for them.

Thri-kreen have no natural inclination towards magic; their natural lack of sleep and instinctual need to hunt do not lend themselves well to magical study. Thri-kreen wizards and runecasters are extremely rare, if not non-existent. Similarly, thri-kreen do not have the necessary proclivity to become thieves.

Thri-kreen have no devotion to any particular deity, but do hold nature and the elements in high regard. Ancestral memories are integral to their beliefs and serve as examples for their lives.

Thri-kreen live to a maximum age of 35 years.

Thri-kreen speak Kreen, a language consisting of clicks, pops, or grinding noises, and may not speak other languages due to their unique anatomy. They have no lips or tongues, and so cannot make the same sounds humanoids make.

Attributes & Speed

Thri-kreen are astoundingly fast and agile. They receive the following attribute adjustments at character creation: +2 Dexterity, +1 Wisdom, -1 Intelligence and -2 Charisma. Their base movement speed is 40 feet.

Weapons & Armor

Thri-kreen usually do not wear clothing, but wear some sort of harness to carry weapons and food; they never wear armor. They may wield any weapons allowable by their class and use shields.

Racial Weaponry [Optional]: The thri-kreen primarily fight with two types of weapons: the gythka (S-M Damage: 2d4; Large+ Damage: 1d10; Initiative Modifier: +8; Range: 20 ft.; Size: L; Type: P/B; Weight: 12; Cost: 65 gp), a two-headed spear, and the chatkcha (S-M Damage: 1d6+2; Large+ Damage: 1d4+1; Initiative Modifier: +4; Range: 270 ft. and due to its spin and effect upon the air, returns to the thrower if it misses the target; Size: S; Type: S; Weight: 1; Cost: 25 gp), a crystalline throwing wedge. All thri-kreen characters start with a free weapon proficiency in either the gythka or the chatkcha.

Class Availability

Thri-kreen are limited to the following classes: barbarian, druid, fighter, monk, ranger, runecaster (extremely rare), and wizard (extremely rare).

Alien Physiology

Thri-kreen do not sleep (although arcane casters still must have a period of downtime and meditation prior to preparing spells, regardless of whether they sleep or not). In addition to requiring no rest, thri-kreen are also immune to magical sleep effects and are immune to spells which target humanoids exclusively, such as charm person and hold person spells.

Dodge Missiles

Thri-kreen are so agile that they have the ability to dodge missiles (arrows, bolts, darts, etc.) on a roll of 9 or better on 1d20. Only physical missiles can be dodged, not magical effects (such as the magic missile spell). Enchanted physical missiles modify the dodge roll by their plus. Thus, a thri-kreen can dodge an arrow +3 on a roll of 12 or better on 1d20.

Heritage Proficiencies

Thri-kreen are consummate hunters and extremely agile and receive Basic proficiency in Athletics, Tracking and Wilderness Survival free of charge.

Natural Armor

Thri-kreen have natural armor in the form of a chitinous exoskeleton. A thri-kreen's base AC is equal to 15. Additional armor may not be worn due to the thri-kreen's unique anatomy.

Natural Weapons

Thri-kreen have natural weaponry in the form of claws (+3 initiative modifier, 1d3/1d2 vs. Large+ slashing damage) and a bite (+3 initiative modifier, 1d4/1d4 vs. Large+ piercing damage). If fighting without weapons, as a full round action, a thri-kreen may attack with their natural weapons at a 3/1 attack rate (any combination of 4 claw attacks and 1 bite attack may be chosen as part of the 3 attacks). If using a weapon, he can strike with the weapon and apply a bite in the same round.

Poisonous Bite

Once per day, a thri-kreen may deliver a Type II poison (Type: II/injury; Fortitude Save: Average (TC 10); Onset: immediate; Effect on a failed save: paralyzed for 2d6 rounds; Effect on a successful save: None) upon a successful bite attack.

Thri-Kreen Senses

Dark Vision: Thri-kreen have enhanced sight. They can see up to 120 ft. in total darkness.

Two-Weapon Style

Proficient in using their multiple-arms to make attacks, thri-kreen receive a free weapon proficiency in the two-weapon fighting style.



This chapter includes the characteristics and level-based abilities of the Runecaster and Witch classes.

Here are the various entries for the classes. This information is copied from the Player's Guide for your convenience:

Attribute Requirements (Optional): All classes have certain minimum attribute scores that must be attained. These are entirely optional, so check with your GM before play.

Race and Alignment: This entry details any race and/or alignment restrictions that must be followed.

Prime Example (Optional): Members of certain races, who also have certain minimum attribute scores, tend to excel faster in certain classes. The prime examples of each class are optional, so check with your GM before play.

Weapons & Armor: Here you will find information on the class's weapon proficiency availability and armor restrictions.

Nonweapon Proficiencies: Each class has access to one or more non-weapon proficiency groups. This entry lists such groups and any notes regarding the skills background of the class.

Magical Item Use: This entry lists the types of magical items the class may use (or of which they may simply enjoy the benefits).

Class Abilities: All the level-based abilities of the class are listed here.

There is also an easy-to-read level chart with important information pertinent to each level of play.

Here is a definition of each entry in the level charts:

XP: This is the number of experience points needed to attain the level. Note there is an optional, faster progression in the *Experience* chapter.

Base HP: This is the total number of base hit points the character has at any certain level. Bonus hit points may be provided at each level if the character's Constitution score is high enough. Note that after a certain level, characters do not roll any additional hit dice. They merely receive a few hit points.

Attack Rate: This is the number of attacks the player may take over the course of one or two rounds. A number such as 3/2 means three attacks may be taken over the course of two rounds. More information on multiple attacks can be found in the *Combat* chapter.

NWP Slots: This is the number of slots the character has to learn or enhance nonweapon proficiencies.

WP Slots: This is the number of weapon proficiency slots the character has to learn combat-oriented skills, such as weapon use, weapon specialization and fighting styles.

Saving Throws: A character's Fortitude, Reflex and Will saving throw bases are provided in these three columns. The base listed adds to any bonus provided by a high Constitution (Fort), Dexterity (Reflex) or Wisdom (Will).

Special: This column lists level benefits that require more discussion. All level-based class abilities are detailed within the class's entry.

Runecaster

Also known as rune mages, runecasters are specialist arcane casters who use their knowledge of the arcane underpinnings of the world to tap into this power and create runes that generate spell effects. Runecasters are found in virtually every society, but are most prevalent in dwarven clan homes and human enclaves. Indeed, dwarves are thought to have discovered the secrets to accessing runic magic and often dwarven runecasters are found in the thick of battle, smiting their enemies with runic weapons and powers. Rune magic, since it deals with inscribing focuses with the power of magic itself and not actually requiring the dwarf himself to act as the arcane conduit for the magic's release, is accessible to dwarves as arcane magic. Also activation of runes is not subject to the effects of dwarven natural magic disruption.

The majority of runecasters focus on implementing runic magic to enhance their combat capabilities. While not as robust in melee as a fighter or traditional subclasses like paladins and rangers, they make up for it in access to more powerful runic magic and the ability to integrate this magic with their chosen weapons. As the runecaster increases in level and power, he gains the ability to manipulate the runes inscribed on his chosen items to create varied effects on the magic released.

Attribute Requirements

The ability to carve runes of power is difficult and requires a minimum Dexterity and Intelligence of 13.

Race & Alignment

No restrictions here. All races and alignments are allowed.

Prime Example

Dwarf or human runecasters with Dexterity and Intelligence and scores of 16 or higher are considered prime examples of the runecaster class and earn a 10% bonus on all XP awards. Unlike wizards, runecasters may not multi-class.

Weapons & Armor

Similar to fighters, runecasters may become proficient in any weapon (but may not become proficient in any weapon group) and may wear any armor and use shields.

Nonweapon Proficiencies

Runecasters have access to the Academic and General lists.

Magical Item Use

Runecasters may use any magical item except scrolls.

Class Abilities

Runes: Runecasters call upon the innate power of transcribed runic symbols to produce magical effects; essentially, they are accessing arcane spells which are codified into symbols, called runes. Runecasters have access to all spells in the arcane spell list. Items on which runes are engraved are called a focus and are considered magical items as long as the rune is present, but are still subject to damage; the susceptibility to damage depends upon what item the rune is carved. All unattended runes make saving

Expansion Class: Runecaster

Table 1: Runecaster Level Chart

Level	XP	Base Hit Points	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d6 (max)	+0	1/1	3	2	+5	+5	+5	Craft (Runes), Level 1 Runes, Runes, Runic Weapon +1
2	2,500	2d6	+0	1/1	3	2	+5	+6	+5	
3	5,000	3d6	+1	1/1	3	2	+6	+6	+6	Alter Runic Elements, Level 2 Runes
4	10,000	4d6	+2	1/1	4	3	+6	+7	+6	
5	20,000	5d6	+2	1/1	4	3	+7	+7	+7	Level 3 Runes, Runic Weapon +2
6	40,000	6d6	+3	1/1	4	3	+7	+8	+7	
7	60,000	7d6	+4	1/1	4	3	+6	+7	+9	Level 4 Runes
8	90,000	8d6	+4	1/1	5	4	+6	+7	+10	
9	135,000	9d6	+5	1/1	5	4	+7	+7	+11	Level 5 Runes, Runic Susceptibility
10	250,000	9d6+2	+6	1/1	5	4	+7	+8	+11	Improved Runic Weapon
11	375,000	9d6+4	+6	1/1	5	4	+7	+8	+12	Level 6 Runes
12	750,000	9d6+6	+7	1/1	6	5	+8	+8	+12	
13	1,125,000	9d6+8	+8	1/1	6	5	+8	+9	+12	Level 7 Runes, Runic Weapon +4
14	1,500,000	9d6+10	+8	1/1	6	5	+8	+9	+13	
15	1,875,000	9d6+12	+9	1/1	6	5	+9	+9	+13	Level 8 Runes
16	2,250,000	9d6+14	+10	1/1	7	6	+9	+10	+14	
17	2,625,000	9d6+16	+10	1/1	7	6	+9	+11	+14	Level 9 Runes, Runic Weapon +5
18	3,000,000	9d6+18	+11	1/1	7	6	+10	+11	+14	
19	3,375,000	9d6+20	+12	1/1	7	6	+10	+11	+14	
20	3,750,000	9d6+22	+12	1/1	8	7	+10	+11	+14	Rune Master

throws as a +2 magical item. Runes may be carved upon any surface, including a runecaster's own body. If a runecaster uses his own body as the focus, he suffers 1d4 hit points of damage for each rune transcribed in his flesh. These hit points may not be recovered until the rune is cast or the mage decides to give up access to the rune's power. Even magical healing such as cure spells will not alleviate this hit point loss (an exception being limited wish or wish spells which may allow hit point recovery and still allow the runecaster to maintain the power of the runes). A runecaster who chooses to use his body repeatedly as the main source of his runic focus is known as a scar mage.

To access the power of his runes, a runecaster must have had a good night's rest and have spent the first hour after waking studying the runes he wishes to prepare. He then makes a Craft (Runes) check for each different rune transcribed; the TC for the Craft (Runes) check is based on the rune level transcribed (see below). On a successful check, the rune is successfully transcribed. On a failed check, the rune is transcribed incorrectly and the runecaster must spend additional time correcting the transcription (5-10 minutes per rune level being transcribed); after the additional time is complete, the runecaster may make another Craft (Rune) check. This process may be repeated as often as necessary, with additional time being spent for each failed check to ensure a properly transcribed rune.

Rune Level	Target Complexity
Levels 1 -2	Average (TC 10)
Levels 3-4	Superior (TC 15)
Levels 5-7	Exceptional (TC 20)
Levels 8-9	Legendary (TC 25)

As the runecaster's level chart indicates, they gain access to more powerful runes as they progress. Once they gain access to a higher rune level, they automatically receive knowledge of one rune from that new level. In essence, they need not roll to see whether or not they learn that rune. Subsequent runes learned require a roll to learn. (See the Intelligence attribute score entry for more information on the chance to learn new spells.) Failed attempts require the runecaster to seek out a different set of instructions. He simply cannot understand the way in which the specific author or teacher describes the rune.

Inscribing runes does not require speaking nor does it require consumable material components; instead, a specialized writing instrument must be used. The type of writing instrument used depends on the particular rune to be inscribed (i.e. a rune inscribed reproducing a fire effect would require an open flame and ash from something burned). The specific requirements may be adjudicated by the GM and the player.

Table 2: Runecaster Spells Per Day

Runecaster Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	--	--	--	--	--	--	--	--
2	2	--	--	--	--	--	--	--	--
3	2	1	--	--	--	--	--	--	--
4	3	2	--	--	--	--	--	--	--
5	3	2	1	--	--	--	--	--	--
6	3	3	2	--	--	--	--	--	--
7	4	3	2	1	--	--	--	--	--
8	4	3	3	2	--	--	--	--	--
9	4	4	3	2	1	--	--	--	--
10	4	4	3	3	2	--	--	--	--
11	4	4	4	3	2	1	--	--	--
12	4	4	4	3	3	2	--	--	--
13	4	4	4	4	3	2	1	--	--
14	4	4	4	4	3	3	2	--	--
15	4	4	4	4	4	3	2	1	--
16	4	4	4	4	4	3	3	2	--
17	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4

A runecaster requires at least one hand free in order to cast the runes and requires physical contact with the runic focus; a runecaster cannot access the power of a rune if he physically cannot touch it. On the plus side, because there is no verbal component to the casting of runes, runic magic may not be interrupted.

Runecasters may not learn to inscribe a rune by studying a scroll.

Starting Runes: Each runecaster starts out knowing a number of 1st-level runes equal to half his Intelligence attribute modifier, to a maximum of 3 at 1st-level. Adding a rune to his repertoire requires an Intelligence check. Remember that the runecaster gets one free rune of a new rune level once it is opened up.

Researching New Runes: Runecasters can create entirely new runes or modify existing runes. This is considered “spell research”. It takes a lot of time and money, but in the end, the runecaster imprints the magical world with his creation. The player provides the GM with the proposed name and parameters of the rune. The GM will consult the Myth & Magic Game Master’s Guide to help determine the appropriate level of the rune (and, whether the rune can even be created.)

A new rune takes a minimum of two weeks of full time research per rune level. It also requires an amount of material components costing a minimum of 100 gp per rune level. The GM will help determine the exact cost in time and materials before research begins.

Table 3: Runecaster Spells Known

Runecaster Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	3	--	--	--	--	--	--	--	--
2	3	--	--	--	--	--	--	--	--
3	4	1	--	--	--	--	--	--	--
4	4	2	--	--	--	--	--	--	--
5	5	2	1	--	--	--	--	--	--
6	5	3	2	--	--	--	--	--	--
7	6	3	2	1	--	--	--	--	--
8	6	4	3	2	--	--	--	--	--
9	6	4	3	2	1	--	--	--	--
10	6	5	4	3	2	--	--	--	--
11	6	5	4	3	2	1	--	--	--
12	6	5	4	3	3	2	--	--	--
13	6	5	4	4	3	2	1	--	--
14	6	5	5	5	4	3	2	--	--
15	6	5	5	5	4	3	2	1	--
16	6	5	5	5	5	4	3	2	--
17	6	5	5	5	5	4	3	2	1
18	6	5	5	5	5	4	4	3	2
19	6	5	5	5	5	4	4	3	3
20	6	5	5	5	5	4	4	4	4

Once the research is completed and the components have been expended, the runecaster rolls an Intelligence check based on the Learn New Spell column of the Intelligence chart with a penalty to the roll equal to the level of the rune he wishes to create. Failure results in the loss of all material components and the process must begin anew. The GM must approve the new rune and determine the relative level and costs before research begins.

Max Runes Remembered Per Day: There are only so many runes a runecaster can remember each day (See Table 2: Runecaster Runes Per Day). Bonus runes remembered per day may be granted for high Intelligence. The optional runic re-memorization rule can be implemented to provide for more runecasting throughout the day.

Max Runes Known: Runecasters are more limited in the number of arcane effects they know as compared to other arcane casters. They may only know a certain number of runes per level in total, regardless of the number of runes they may have access to – their minds can only retain so much runic knowledge (See Table 3: Runecaster Runes Known). Thus, at 1st-level, for instance, a runecaster may only ever know three 1st-level runes. A runecaster may decide at any time to forgo knowledge of a rune in order to replace it with a new rune of the same level which he wishes to learn. Once knowledge of a rune is lost, it may only be regained through the normal process of learning a new rune.

Expansion Class: Runecaster

Runic Rememorization [Optional]: Once a memorized rune is used and a slot opens up, the runecaster may attempt to fill the slot if he has ample time to study. An Intelligence check is rolled against an Exceptional (TC 20) task. Success indicates a new memorized rune. Failure removes the chance to fill that rune slot until the next day.

The runecaster is required to have absolute silence while he studies and prepares and performs his inscribing for a continuous, uninterrupted one hour. Any interruption, whether it is from loud noises or physical harm, removes the chance to correctly inscribe and rememorize the runes.

Craft (Runes): At 1st-level, runecasters receive Basic proficiency in Craft (Runes) free of charge.

Runic Weapon: At 1st-level, a runecaster may opt to inscribe any rune with a Range of Touch/ Personal or a Duration of Instantaneous onto a melee or ranged weapon or piece of ammunition and set it to activate with a command word; an inscribed weapon or ammunition is considered a +1 magical weapon for purposes of the purposes of striking creatures that can only be injured by magical weapons until its runic magic is released. This bonus increases to +2 at 5th-level, +3 at 9th-level, +4 at 13th-level, and +5 at 17th-level. Such an inscribed rune takes up a rune slot as normal for the runecaster and the default Range becomes Touch or Personal (if activated on oneself using the command word). Once inscribed, the rune remains dormant until activated by the command word. As a free action, the command word may be spoken and the power of the rune is released. This may be combined with using the weapon during an attack. A single melee, ranged weapon or piece of ammunition may be inscribed with one rune; no more than a single rune may be activated at a time, although multiple runes may be inscribed on a target weapon or ammunition at a time; each transcribed rune must be activated with a different command word. Inscribed ranged weapons grant the benefit of the rune for only a single piece of ammunition. Once a rune is activated, the power of that rune fades from whatever weapon or ammunition on which it was inscribed, as well as from the memory of the runecaster. If a command word cannot be spoken, the runic power cannot be activated.

Alter Runic Elements [Optional]: Some runecasters study an ancient subset of the art that focuses on the synthesis of runecasting and the elements. At 3rd-level, such runecasters gain access to a special class talent, Alter Runic Elements. This class talent allows a runecaster to attempt to use his Craft (Runes) proficiency to alter certain aspects of an existing arcane spell that draws from one or more elements. Many times, such spells hail from the school of evocation, but the runecaster is not so limited. While the GM determines the boundaries on a case-by-case basis, common examples of Alter Runic Elements include the interchanging of elements involved in a spell (*fireball* to *frostball*), or the inclusion of an element in a spell that normally draws from a different source (*frost arrow* instead of *acid arrow*). Any damage noted in a spell's description thus changes to that of the element used; for example, a *frost arrow* would deal 2d4 points of cold damage instead of acid damage. In some cases, the element induces secondary effects, as is often the case with fire. If a runecaster attempts to use Alter Runic Elements and fails his associated Craft (Runes) proficiency check, he cannot try again and loses the spell slot until the next day. Note that the GM has discretion to require a higher TC for the runecaster's Craft (Runes) check if necessary.

Runic Susceptibility: At 8th-level, once per target per encounter, when the runecaster hits a target with a runic weapon, the target suffers a penalty equal to half the runecaster's level (rounded down) on the target's next saving throw versus a runic effect.

Improved Runic Weapon: At 10th-level, a runecaster may opt to permanently transcribe a rune onto one of his (and only his) melee or ranged weapons. The rune is subject to all the normal runic weapon limitations (see Runic Weapon), with the following caveats: 1) the rune slot is permanently fixed and tied directly to the rune which is transcribed on it; the rune mage may never exchange this slot for a new rune unless the weapon is destroyed; 2) there is no need to make a Craft (Runes) check when rememorizing the inscribed rune—the runecaster is considered to have automatically crafted the rune correctly and the time to commit the rune's power to memory each day is halved (30 minutes); and 3) the command word for the rune may be given telepathically by the runecaster exclusively and may not be activated by anyone else. Additionally, the magical bonus that the weapon has when a rune is attached for the purposes of overcoming vulnerability to magic now also adds to attack and damage rolls.

Rune Master: At 20th-level, the runecaster becomes a Rune Master. His knowledge of the underpinnings of the arcane world and the power of the runes are unparalleled. He no longer requires sustenance or sleep when conducting runic research and the time required to create new runes is halved. Furthermore, the Rune Master never fails to create a new rune of Levels 1-6 and the rune-level-based penalty that applies to runes created of Levels 7-9 is halved.

Runecaster Class Talents

Runecasters have access to the following Talents:

Runecaster Class Talents: Allied Fighting, Alter Runic Elements (optional; see class notes above); Attribute Training, Blind Fighting, Fighter's Mark, Item Lore, Knowledge of Weapons & Armor, Leadership, Manipulate Field, Morph Radius, Mounted Combat, Power Attack, Ranged Mastery, Rapid Shot, Theology, Versatile Casting

Witch

The witch (or warlock, if male) is a powerful spell-caster which is based upon the witches of fairy tales, myths, and fantasy. Though similar to the wizard and cleric in that the witch has certain abilities and powers normally associated with other spell-casting classes, the witch class maintains a distinctive flavor and its own unique abilities. Witches concoct herbal remedies for healing and to deliver magical effects, akin to druids (to which witches are distantly related). Witches combine divine and arcane forms of magic and are worshipers of forbidden, and often dark, religions or beings. They specialize in spells involving nature, the changing seasons, and sympathetic magic (i.e., magic based upon the similarities between a smaller-scale spellcasting ritual and a larger scale spell effect), are extremely knowledgeable regarding enchantment/charm spells involving humans and humanoids, and (if evil) may involve darker aspects of their art related to curses and more destructive spells. In fact, control and manipulation of other beings is one of the hallmarks of witchery.

Attribute Requirements

The ability to make beneficial pacts with infernal or deific beings in exchange for power requires a minimum Intelligence and Wisdom of 13 to become a witch (or a warlock).

Race & Alignment

Only aasimar, dark elves, elves, half-elves, goblins, humans, kobolds and lizardfolk can be witches.

Witches can be of any alignment, though they tend towards evil ones due to the nature of their abilities. Most witches tend to be female, with male examples being called warlocks.

Prime Example

Dark elf or human witches with Intelligence and Wisdom scores of 16 or higher are considered prime examples of the witch class and earn a 10% bonus on all XP awards. Witches may not multi-class.

Weapons & Armor

Similar to wizards, witches may not become proficient in any weapon group, but may become proficient in daggers, darts, knives, slings and staves. Use of any nonproficient weapon imposes a –5 attack penalty.

Similar to wizards, witches cannot wear armor nor use shields.

Nonweapon Proficiencies

Witches have access to the Academic, General and Nature lists.

Magical Item Use

Witches may use any magical item and wield any permitted magic weapon.

Coven

In the beginning of their adventuring careers, witches may choose to join a particular coven. Each coven is centralized around the worship of a particular deity or infernal being and strife among covens with opposed

Expansion Class: Witch

Table 4: Witch Level Chart

Level	XP	Base Hit Points	Base to Hit	Attack Rate	NWP Slots	WP Slots	Fort Save	Reflex Save	Will Save	Special
1	0	1d4 (max)	+0	1/1	3	1	+6	+5	+6	Craft (Runes), Level 1 Runes, Runes, Runic Weapon +1
2	2,500	2d4	+0	1/1	3	1	+7	+5	+7	
3	5,000	3d4	+0	1/1	4	1	+7	+5	+7	Brew Poison or Sedative, Level 2 Spells
4	10,000	4d4	+1	1/1	4	1	+7	+6	+8	Brew Sincerity Potion
5	20,000	5d4	+1	1/1	4	1	+8	+6	+9	Brew Love Potion, Level 3 Spells
6	35,000	6d4	+1	1/1	5	2	+8	+6	+9	Witchcraft
7	50,000	7d4	+2	1/1	5	2	+9	+7	+9	Candle Magic (Red), Level 4 Spells
8	75,000	8d4	+2	1/1	5	2	+9	+7	+10	
9	100,000	9d4	+2	1/1	6	2	+10	+7	+11	Candle Magic (Blue), Magical Scrolls, Level 5 Spells
10	200,000	10d4	+3	1/1	6	2	+10	+8	+11	Acquire Familiar
11	350,000	11d4	+3	1/1	6	2	+10	+8	+12	Candle Magic (Purple), Level 6 Spells
12	600,000	11d4+1	+3	1/1	7	3	+11	+8	+12	Renown
13	900,000	11d4+2	+4	1/1	7	3	+11	+9	+12	Brew Flying Ointment, Candle Magic (Yellow) Level 7 Spells
14	1,200,000	11d4+3	+4	1/1	7	3	+11	+9	+13	
15	1,500,000	11d4+4	+4	1/1	8	3	+12	+9	+13	Candle Magic (Gold), Fetish Doll, Level 8 Spells
16	1,800,000	11d4+5	+5	1/1	8	3	+12	+10	+14	
17	2,100,000	11d4+6	+5	1/1	8	3	+12	+11	+14	Level 9 Spells
18	2,400,000	11d4+7	+5	1/1	9	4	+13	+11	+14	Candle Magic (Black), Fascination
19	2,700,000	11d4+8	+6	1/1	9	4	+13	+11	+14	
20	3,000,000	11d4+9	+6	1/1	9	4	+13	+11	+14	Witch Queen/Warlock King

agendas is commonplace. While witches who choose not to join a coven have more options available in terms of magical spells available, those who choose to join a coven and accept the restrictions associated with such a membership find their magical abilities in certain areas enhanced, similar to those wizards who specialize.

Coven Specialty: A coven witch must choose two of the following nine arcane schools as areas of coven specialization to which she has major access (this is often determined by the nature of the deity or extraplanar being worshipped by the coven): Abjuration, Alteration/Transmutation, Conjunction/Summoning, Divination, Enchantment/Charm, Evocation/Invocation, Illusion, Necromancy, and Universal. All other schools grant minor access (only spells of Level 3 or lower on Table 6: Witch's Spell List may be learned) to the witch; these minor areas of focus are not deemed areas of coven specialization. Additionally, the witch must also choose one school from which she is forbidden to access spells (again, this is often determined by the focus of the coven's worship).

Restricted Spell List: Although capable of casting both arcane and divine spells, witches are limited to the spells listed on Table 6: Witch's Spell List. Additionally, the arcane and divine spells listed on Table 6: Witch's Spell List do not always correspond to the levels listed in the Myth & Magic Player's Guide for a particular spell. The spell level is considered that as listed on the Table 6: Witch's Spell List for the purposes of a witch's access.

Additional Spells: The coven witch may cast one additional spell per day chosen from one of her coven specialties. This additional spell may be of any level the witch can cast. In addition, upon attaining a new level of experience, the coven witch receives two spells from her coven specialty without requiring a roll to learn them.

Spell Focus: By focusing on one specialty area, the coven witch may more effectively casts spells within her specialty and can defend better against them. Anyone attempting to save versus a coven spell receives a -1 penalty on the roll. The coven witch, on the other hand, receives a +1 save bonus versus any spell of her coven specialty that could affect her.

Table 5: Witch Spells Per Day

Witch Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	--	--	--	--	--	--	--	--
2	2	--	--	--	--	--	--	--	--
3	2	1	--	--	--	--	--	--	--
4	3	2	--	--	--	--	--	--	--
5	4	2	1	--	--	--	--	--	--
6	4	3	2	--	--	--	--	--	--
7	5	3	2	1	--	--	--	--	--
8	5	4	3	2	--	--	--	--	--
9	5	5	3	2	1	--	--	--	--
10	5	5	4	3	2	--	--	--	--
11	6	5	4	3	2	1	--	--	--
12	6	6	5	3	3	1	--	--	--
13	6	6	6	4	3	2	1	--	--
14	6	6	6	5	3	2	1	--	--
15	6	6	6	6	4	3	2	1	--
16	6	6	6	6	5	3	2	1	--
17	6	6	6	6	5	4	3	2	1
18	6	6	6	6	6	4	3	3	2
19	6	6	6	6	6	5	4	3	2
20	7	6	6	6	6	6	5	4	3

Learn New Spell: The coven witch receives a +2 bonus on the associated Intelligence check to learn a spell of her coven specialties. A -2 penalty to the roll is applied when learning a spell of any other coven specialties.

Spell Research: Researching the creation of a new spell that belongs to a coven specialty is faster and less costly. Witches gain access to new spells through ritual sacrifices and prayers to deities or other infernal sources—usually demon princes, arch devils and the like—and also may learn them through reading arcane or divine texts or scrolls. If the deity or extraplanar being is pleased with the witch's offerings, it sends forth a servant to instruct the witch in learning the new spell. During this learning process, the coven witch expends 50% less raw materials and time to properly research the new spell. The coven witch is still required to perform a Learn a New Spell roll upon the completion of the research period, even if the spell is divinely inspired.

Witchcraft: At 9th-level, the coven witch receives a +2 bonus on any Witchcraft checks (see below) when making a scroll or potion that belongs to her coven specialties and suffers a -2 penalty to create those items which are outside her specialties.

Class Abilities

Spellbook: A spellbook is a collection of arcane and divine spells, in literary and architectural form, which aids the memorization of spells. A spellbook contains spells known by the witch and may also contain blank pages for future needs. Witches keep spellbooks from their benefactor's

tutelage and use them to relearn their spells as desired. Each spell requires a number of pages equal to the spell's level, so most witches have multiple spellbooks in their library to accommodate a large store of knowledge. Spellbooks usually contain 100 pages and are very expensive. Each page is magically enhanced to better withstand age and damage, so a spellbook generally costs 50 gold pieces per page. It is good practice to have at least one "traveling" book with the witch's most useful and commonly cast spells, so as not to require her to drag around several large tomes.

Each spellbook is drafted by an individual witch and there are slight differences in the forms used by various witches to catalogue the necessary components of the spell. Picking up a fellow witch's spellbook is not an absolute assurance that one will be able to easily transcribe new spells. As the section below indicates, there is always a chance the witch will fail to learn a new spell, even one of a level she currently casts. Although it is not essential to carry one's spell book into a dungeon or while traveling the multiverse, most witches prefer to have at one traveling tome with them. Witches rarely leave their library unguarded and do try to keep their books safe at all costs. Spellbooks are magical items, but are still subject to damage, especially by an opponent's fireball spell. All unattended spell books make saving throws as a +2 magical item.

Spells: Witches cast spells that produce magical effects. To cast a spell, a witch must have recently reviewed her spellbook to recall the intricate components required to create that specific magical effect. Witches usually study their spellbook at some point during the day in preparation of casting in that day, though witches can retain a memorized spell for days before casting. The length of time required to memorize a collection of spells depends on the amount of spells the witch is attempting to retain. Each spell usually takes 5 - 10 minutes per level to memorize. This sort of studying is akin to "test-cramming"; once the witch has cast the memorized spell, she fails to remember each intricate detail of the casting process. She must go back to her spell book and spend some time re-memorizing the spell if she wishes to cast that spell again that day. At the beginning of the day, the witch may memorize the same spell more than once, each earmarking one spell slot. The witch may also leave a certain amount of slots open to fill later in the day.

As the witch's level chart indicates, they gain access to higher levels of spells as they progress. Once they gain access to a higher spell level, they automatically receive one spell from that new level. (Coven specialists receive two spells.) In essence, they need not roll to see whether or not they learn that spell. Subsequent spells from that level require a roll to learn. (See the Intelligence attribute score entry for more information on the chance to learn new spells.) Failed attempts require the witch to seek out a different set of instructions. She simply cannot understand the way in which the specific author or teacher describes the spell.

Witches require less time to memorize spells once they have studied those spells a sufficient number of times. All spells of a level four below the maximum spell level usable by the witch only require 1 min/level to memorize. For example, once the witch can cast 6th-level spells, 2nd-level spells take only 2 minutes to memorize.

Unlike wizards, witches may learn a spell by studying a scroll. The process of learning a spell from a scroll is the same as that of learning any other spell.

Starting Spells: Each witch starts out knowing a number of 1st-level spells equal to half her Intelligence score; one of these spells known must

Expansion Class: Witch

always be read magic, as learning from magical texts is a primary way a witch may learn new spells and this is always the first spell a witch's instructor will teach her. Adding a spell to her spell book requires an Intelligence check. Remember that the witch gets one free spell (two spells from their coven specializations if the witch is a member of a coven) of a new spell level once it is opened up.

Max Spells Remembered Per Day: There are only so many spells a witch can memorize each day (See Table 5: Witch Spells Per Day). Bonus spells remembered per day may be granted for high Intelligence. The optional spell re-memorization rule can be implemented to provide for more spell-casting power throughout the day.

Spell Rememorization [Optional]: Once a memorized spell is cast and a slot opens up, the witch may attempt to fill the slot if she has her spellbook and ample time to study. An Intelligence check is rolled against an Exceptional (TC 20) task. Success indicates a new memorized spell. Failure removes the chance to fill that spell slot until the next day.

The witch is required to have absolute silence while she studies and prepares and performs her rituals for a continuous, uninterrupted 10 minutes per spell level. Any interruption, whether it is from loud noises or physical harm, removes the chance to rememorize the spell slot.

Dark Arts: At 1st-level, witches receive Basic proficiency in Dark Arts free of charge.

Brew Poison or Sedative: At 3rd-level, a witch of evil Alignment can brew one dose of either a Type A/Class I poison or a sedative each day, as long as she has the necessary ingredients on hand (this typically requires an Average Wilderness Survival (TC 10) check, although the difficulty may be modified depending on circumstances and location by the GM). The poison or sedative must be ingested by the target and only remains viable for one day after brewing.

The witch learns how to brew an additional Type/Class of poison for every 3 levels she progresses after 3rd-level (the difficulty to create more advanced poisons is similar to that listed in the Poison Use Talent in the Myth & Magic Player's Guide). A Fortitude saving throw is required to avoid the effects of the poison (see the section on Poisons in the Myth & Magic Game Master's Guide).

The brewed sedative has the effect of a sleep spell on its target; the only differences are area of effect if limited to targets that ingest the narcotic, the saving throw is based on Fortitude rather than Will to resist the effects, and only humans, demi-humans, and humanoids may be affected by the narcotic. Witches of any alignment may brew sedatives.

Brew Sincerity Potion: At 4th-level, once per week, a witch may brew one dose of sincerity potion which is only deliverable through ingestion and remains potent for one day after brewing. On a failed Superior (TC 15) Fortitude save, a target which is equal to or lower in experience level (or has equal to or lower Hit Dice) than the witch languishes in a stupor (reducing movement and Strength by half, rounded down) lasting 2d6 rounds and is forced to truthfully answer 1d4 questions. Only humans, demi-humans, and humanoids may be affected by the sincerity serum.

Brew Love Potion: At 5th-level, Once per week, the witch may brew one dose of love potion which is only deliverable through ingestion and remains potent for one day after brewing. On a failed Exceptional (TC

20) Fortitude save, a target which is equal to or lower in experience level (or has equal to or lower Hit Dice) than the witch is affected as if by a *charm person* spell, except that the duration is 2d4+8 rounds and there is no chance for shaking off the effects prior to the allotted time. Only humans, demi-humans, and humanoids may be affected by the love potion.

Witchcraft: Upon attaining 6th-level, the witch has accumulated enough experience in researching and casting spells that she is now ready to attempt to create magical scrolls and potions. The witch must have the required spell in her spellbook to craft a scroll or potion that invokes the specific spell's energy. To prepare a potion, the witch must have an alchemical lab and the required magical reagents and reactors. To prepare a scroll, special inks and paper are required. The cost of creating a potion or scroll equals 50 gp per level, and it takes 8 hours of uninterrupted work per day per level to complete the job.

Once the time is spent and the materials properly prepared, the witch rolls a level check versus an Exceptional (TC 20) task. A failed attempt destroys whatever material components were used and the process must be started anew.

Candle Magic: Once per week, a witch may make one magical candle. Manufacturing a candle requires no interruptions (or else the candle is ruined). For every three days (to a maximum of twenty-seven days) spent in making a candle, the candle burns for one round, up to a maximum of 9 rounds. A candle must burn for at least one complete round for its magic to take effect. In order to work its magic, a candle must burn within 10 feet of the intended target(s) (where appropriate) for the entire time it burns. Any candle that does not burn continuously for at least one full round for any reason has no effect that round, although the time is counted towards the maximum burning time of the candle. For example, if a candle created with 5 rounds of maximum burning time is extinguished half-way through its 3rd round of burning, its effects are treated as if it had burned for 2 rounds. If the candle is lit again later, it is only considered to have 2 rounds of burning time left within it.

At 7th-level, a witch may make red candles; the ability to make other colored candles is gained as the witch gains experience levels. An Exceptional (TC 20) Will save is necessary to ignore the effects of all candles. Targets which are equal to or lower in experience level (or has equal to or lower Hit Dice) than the witch suffer a -4 penalty to their save and any who fail their Will save are affected by the candle. Targets which are of greater experience level (or have higher Hit Dice) than the witch can also be affected; although suffering no saving throw penalty, failure on their Will save means the targets are affected by the candle.

Red Candle: The target is affected as if by the effects of a love potion (see above), except that the duration is one day (24 hours) per complete round of burning and there is no chance for shaking off the effects prior to the allotted time if the saving throw is failed. Only humans, demi-humans, and humanoids may be affected by the candle.

Blue Candle: At 9th-level, the witch may create blue candles. For one round per each complete round the blue candle is burned, the effects of a *globe of protection* spell may be created, centered on the witch. The effects are doubled against good targets if the candle is burned by an evil witch and vice versa.

Purple Candle: At 11th-level, the witch may create purple candles. The target is affected as if by the effects of a sincerity potion (see above) except that the witch may ask two questions for each complete round the candle is burned. Only humans, demi-humans, and humanoids may be affected by the candle.

Yellow Candle: At 13th-level, the witch may create yellow candles. The witch gains the ability to *detect thoughts* and *discern lies*, as per the spells, and may communicate with the target telepathically as if under the effects of the *tongues* spell.

Gold Candle: At 15th-level, the witch may create gold candles. All targets within the candle's burn radius of 10 feet when it is extinguished are affected as if by a cure light wounds spell for each complete round the candle burned. If only a single target is within the radius, they are affected as if by a cure serious wounds spell for each complete round the candle burned.

Black Candle: At 18th-level, the witch may create black candles. The target is affected as if by a *curse* spell (reversed form of *remove curse*) for each complete round the candle burned, up to a maximum of six rounds and six curses. Each curse is considered a separate casting and must be resisted with a separate Exceptional (TC 20) Will saving throw (instead of a Fortitude saving throw as per the spell). Each curse can only be removed by the use of separate casting of either a *remove curse* (cast by at least a 9th-level cleric) or *wish* spell for each curse.

Acquire Familiar: At 10th-level, the witch gains the ability to cast the spell summon familiar, except that there is no chance of not acquiring a familiar. A witch's familiar is particularly powerful. In addition to the familiar effects as listed in the summon familiar spell, the familiar adds its hit points to the witch's total as well; if the familiar dies, the witch loses these hit points. Additionally, unlike a typical familiar, a witch's familiar is capable of human speech, has an Intelligence of 10, and adds +1 to its attack and damage rolls compared to normal animals of its kind. Such familiars do not appear physically atypical of their kind, however. Familiars as tough as a witch's are difficult to locate; if her familiar dies, a witch must wait for 3d6 years to acquire another.

Renown: At 12th-level, the witch's reputation extends throughout her domain and, provided she has established a suitable place of worship and her Charisma score permits, she attracts up to three henchmen (witch initiates of levels 1 through 9, based on availability).

Brew Flying Ointment: At 13th-level, once per week, a witch may brew one dose of flying ointment which remains potent for one day after brewing and, when slathered over the target's bare skin (a majority of the target's body must be covered in this fashion) allows one Medium-sized target to fly, as per the *fly* spell, except the duration is 1d4 hours + a number of rounds equal to the witch's level.

Make Fetish Doll: At 15th-level, once per week, the witch may make one clay or wax doll which she can use to control one humanoid or creature. Dolls are made to fit general categories of humanoids or creatures (e.g. a human man, an elven woman, a troll, a dragon) and each doll must contain a part of the specific target (a nail clipping, a lock of hair, a bit of outer skin or scales, etc.). Once the doll is shown to the specific target, the target must make an Exceptional (TC 20) Will save or suffer the effects of either the *charm person* or *charm monster* spells, depending on the target; the only difference in the effects is that the duration of the effects last as long as the doll is intact and in the witch's possession. If the witch loses the doll, or if the doll is destroyed or damaged, the charm effects cease immediately.

Fascination: At 18th-level, once per day, if a target viewing the witch fails an Exceptional (TC 20) Will save, the witch may enforce an effect similar to the *dominate* spell; the duration of the dominate effect is equal to a number of rounds equal to the witch's level.

Witch Queen: At 20th-level, the witch becomes a Witch Queen. There is only one Witch Queen per a particular coven's area of worship. Her magic literally courses through her veins and her rituals are almost second nature. She no longer requires sustenance or sleep when conducting her rituals or conducting spell research and the time required to conduct Witchcraft is halved. Additionally, the Witch Queen only ages at one-tenth the normal rate for her race; magical effects (e.g. limited wish or wish spell effects) increase or decrease the Witch Queen's biological age as normal. Finally, once per day, the Witch Queen may cast shape change; the effects are identical to the spell, except the duration is limited to 2 rounds per use.

Witch Class Talents

Witches have access to the following Talents:

Attribute Training, Cast Nature, Companion Training (affects the witch's familiar), Devout Healer, Disciple, Druid's Mark, Light Armor Use, Morph Radius, Mounted Combat, Somatic Casting, Spell Mastery, Storm Mastery, Versatile Casting, Wandcraft

Table 6: Witch Spell List

First Level:

Audible Illusion (Ill)
 Change Self (Ill)
 Charm Person (En/Ch)
 Chill Touch (Nec)
 Command (En/Ch)
 Cure Light Wounds (Nec)
 Detect Alignment (Div)
 Detect Magic (Uni)
 Detect Poison (Div)
 Faerie Fire (Alt)
 Floating Disk (Evo)
 Hypnotism (En/Ch)
 Light (Evo/Alt)
 Mending (Alt)
 Minor Cantrips (Uni)
 Obscuring Fog (Evo/Alt)
 Purify Food & Drink (Alt)
 Read Magic (Uni)
 Sleep (En/Ch)
 Unseen Servant (Conj)

Second Level:

Alter Self (Alt)
 Darkness (Alt)
 Detect Evil (Div)
 Enthrall (En/Ch)
 Misdirection (Ill)
 Bless (Uni)
 Find Traps (Div)
 Hold Person (En/Ch)
 Hold Portal (Uni)
 Identify (Div)
 Knock (Uni)
 Locate Object (Div)
 Magic Mouth (Alt)
 Summon Animals (Conj/Summ)
 Calming Ray (En/Ch)
 Pyrotechnics (Alt)
 See Invisibility (Div)
 Speak With Animal (Alt)
 Speak With Plants (Alt)
 Tongues (Alt)

Third Level:

Deflate (En/Ch)
 Clairvoyance (Div)
 Control Winds (Alt)
 Elemental Immunity (Abj)
 Continual Light (Alt)
 Fireball (Evo)
 Illusory Trap (Ill)
 Invisibility (Ill)
 Lightning Bolt (Evo)
 Entangle (Alt)

Protection from Projectiles (Abj)

Ray of Blessed Light (Nec)
 Remove Curse (Abj)
 Remove Disease (Nec)
 Rope Trick (Alt)
 Suggestion (En/Ch)

Fourth Level:

Call Lightning (Alt)
 Charm Monster (En/Ch)
 Control Water (Alt)
 Cure Serious Wounds (Nec)
 Dwarven Eyes (Alt)
 Enhance (Alt)
 Enlarge Insect (Alt)
 Glyph of Warding (Abj/Evo)
 Hallucinatory Terrain (Ill)
 Levitate (Alt)
 Mirror Image (Ill)
 Neutralize Poison (Nec)
 Plant Growth (Alt)
 Polymorph (Alt)
 Sheer Courage (En/Ch)
 Wall of Thorns (Conj/Summ)

Fifth Level:

Animal Growth (Alt)
 Anti-magic Shell (Abj)
 Arcane Eye (Div)
 Attraction (En/Ch)
 Dispel Evil (Prot)
 Monster Summoning I (Conj/Summ)
 Divination (Div)
 Enervation (Nec)
 Insect Plague (Conj)
 Mass Suggestion (En/Ch)
 Quench or Enhance Flames (Alt)
 Sending (Div)
 Slow (Alt)
 Teleport (Uni)
 Transmute Rock to Mud (Alt)
 Water Breathing (Alt)

Sixth Level:

Animate Dead (Nec)
 Dream (Ill)
 Energy Drain (Nec)
 Glass (Alt)
 Globe of Invulnerability (Abj)
 Haste (Alt)
 Lower Water (Alt)
 Move Earth (Alt)
 Secret Chest (Conj/Summ)
 Telekinesis (Alt)
 True Seeing (Div)

Seventh Level:

Astral Projection (Uni)
 Attraction (En/Ch)
 Confusion (En/Ch)
 Control Undead (Nec)
 Feeblemind (En/Ch)
 Find the Path (Div)
 Fire Storm (Evo)
 Flesh to Stone (Alt)
 Geas/Quest (En/Ch)
 Legend Lore (Div)
 Speak with Monster (Div)
 Wall of Ice (Evo)

Eighth Level:

Binding (En/Ch)
 Demand (En/Ch)
 Clone (Nec)
 Death Circle (Nec)
 Dispel Magic (Uni)
 Finger of Death (Nec)
 Polymorph Any Object (Alt)
 Reincarnate (Nec)
 Monster Summoning VI (Conj)
 Resurrection (Nec)
 Transformation (Alt)

Ninth level:

Banishment (Abj)
 Power Word (Blind) (Conj/Summ)
 Control Weather (Alt)
 Disintegrate (Alt)
 Earthquake (Alt)
 Foresight (Div)
 Guards and Wards (Alt)
 Mage's Lucubration (Alt)
 Maze (Conj/Summ)
 Meteor Swarm (Evo)
 Power Word (Stun) (Conj/Summ)
 Prismatic Sphere (Conj)
 Prismatic Spray (Conj/Summ)
 Reverse Gravity (Alt)
 Spell Turning (Abj)
 Statue (Alt)
 Summon Weather (Conj/Summ)
 Tree Stride (Conj)
 Vision (Div)
 Wind Walk (Alt)



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