

Advanced Dungeons & Dragons® 1e Characters & Quick Rules

[OSRIC Link](#) (compiled 1e core rules)

OSRIC includes Assassin, Cleric, Druid, Fighter, Illusionist*, Magic-User*, Paladin, Ranger, and Thief

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[*Cantrips](#)

“Lost” Classes

[Acrobat](#) second-story burglar, freerunner, artful dodger

[Archer](#) peerless marksman/woman

[Bandit](#) evasive ambusher with wilderness skills

[Barbarian](#) superstitious tough tribal wilderness skirmisher

[Barbarian Cleric \(Shaman\)](#) tribal shaman using cleric and druid spells

[Bard](#) lorekeeper-musician dabbling in roguery, cantrips, and druid magic

[Berserker](#) frenzied unarmored warrior

[Bounty Hunter](#) relentless pursuer of their quarry

[Cavalier](#) noble mounted warrior par excellence

[Charlatan](#) purveyor of cheap tricks and dubious alchemy

[Cloistered Cleric](#) monastic sage-priest

[Death Master \(Necromancer\)](#) master of undead and dark alchemy

[Duelist](#) nimble lightly-armored warrior

[Healer](#) beneficent unarmored priest with more spells

[Hunter](#) tracker & snare-setter with an animal friend

[Jester](#) absurd jongleur with risky enchantments

[Merchant](#) fast-talking deal-maker and magic-peddler

[Monk](#) disciple of physical and mental perfection

[Oracle](#) seer, prophet, sometimes madman/woman

[Savant](#) well-traveled magical sage

[Sentinel](#) watchful warrior and scoundrel's bane

[Scout](#) explorer and recon expert above and below ground

[Smith](#) warrior crafting masterworks

[Witch](#) hedge enchanter with more spells both borrowed and new

Pregenerated Characters (choose or roll d20+d#)

1-7
Warriors (d20)

Name	Class description	Name	Class description
1 Amani	human sentinel* (shipwright)	11 Quintesst	half-elf fighter (2-weapon, roguish barber)
2 Baldric Ratcatcher	human fighter (watchman with crossbow)	12 Raern Rathborn	half-orc berserker* (drunk "Mad Martigan")
3 Dame Valentina	human cavalier (defender cavalry)	13 Rangvald	human hunter* (tracker & dog friend)
4 Frita Heffelveld	human fighter (greatsword mercenary)	14 Sir Roland	human cavalier (mounted charger)
5 Gweyvir	elf fighter ("Legolas")	15 Strorn Amberbeard	dwarf fighter (spear & shield, miner)
6 Jory the Giant	human fighter (buff dummy)	16 Sven Horsemasher	human barbarian (mounted "Conan")
7 Katerina the Just	human paladin ("Jean de Arc")	17 UMBERLUND	human fighter (fisherman-at-arms)
8 Lady Isvolde	human smith* (impersonating knight)	18 Vaint Cavendish	human bounty hunter*
9 Loghain	human duelist* (swashbuckler)	19 Vex	human ranger ("Zelda" with a bow)
10 Melgafortz	half-orc fighter (polearm, unlikely hero)	20 Ygritte Widowmaker	human archer* ("Atlanta")

11-13
Priests (d8)

Name	Class description	Name	Class description
1 August	human savant* (intuitive royal scribe)	6 Marlowe	human magic-user (gentleman explorer)
2 Gwendolyn	human witch* (infiltrator, familiar)	7 Morgara	human magic-user (enchantress, familiar)
3 Ildewith	elf savant* (scientific truth-seer)	8 Nelwyn Wormwood	human magic-user (tricksy, familiar, spell turning)
4 Liana Highcrescent	human magic-user (court wizard)	9 Wren	human illusionist (street urchin)
5 Magister Erhart	human magic-user (battle-mage, familiar)	10 Zaccheus Nox	human death master* (necromancer)

8-10
Mages (d10)

18-19
Multiclass (d8)

Name	Class description	Name	Class description
1 Anselm	human cleric (heal & detect)	5 Mother Maribel	human cloistered cleric* (technicolor robe)
2 Brom Amberbeard	dwarf cleric (heal & smite)	6 Odessa	human oracle* ("Pythia of Delphi")
3 Doroteja Elkmoon	human barbarian cleric (shaman)*	7 Sister Amelaide	human healer* (lots of spells)
3 Kiernan	half-elf druid (plants)	8 Watilda the Wild	human druid (animals)

14-17
Rogues (d12)

Name	Class description	Name	Class description
1 Cadwyn	human charlatan* (cook)	7 Harolt	human thief (young, pets, magic harp)
2 Clover Wobbletons	gnome thief (glow sword)	8 Lark	human jester* ("Triboulet")
3 Denae of Lendore	human scout* (soldier, storyteller)	9 Lorn	elf scout* (sneaky wood elf)
4 Fflard Flemming	human bandit* (with gambling problem)	10 Pisky Pennyroyal	halfling acrobat* (dodgy chimneysweep)
5 Friar Felipe	human monk ("Friar Tuck")	11 Safira Knifears	half-elf assassin (formerly evil)
7 Guy "Sideburns"	human thief (old, grubby, crossbow)	12 Theward, esq.	human merchant* (on the up and up)

20 Bards &
Dualclass (d6)

Name	Multi-Class description	Name	Multi-Class description
1 Branca	dwarf fighter/thief (criminal)	5 Sister Elaint	half-elf cleric/magic-user (chaplain)
2 Eloise D'Aramitz	half-elf fighter/magic-user (detective)	6 Talendrel	elf fighter/magic-user/thief (bladesinger)
3 Merimac Montbarrel	halfling acrobat/fighter (barrel-rider)	7 Tombell Bondibend	gnome illusionist/thief (trickster)
4 Nirael Dawntracker	half-elf ranger/cleric (sword+board)	8 Usha Bloodcoin	half-orc cleric/assassin (shady fixer)

Name	Dual-Class description	Name	Dual-Class description
1 Alain de Botom	human bard* (boisterous)	4 Halifax the Bastard	human ex-paladin > fighter (fallen noble)
2 Edith Evermore	human ex-fighter > cleric ("Batgirl")	5 Jenmae Paleblade	half-elf bard* (sly and sneaky)
3 Eldren Kaye	human ex-cleric > magic-user (gypsy midwife)	6 Kaldorn (Rickers)	human ex-thief > fighter (con-in-hiding)

Making Your Own Character

- **Ability Scores:** Choose your method:
 - Roll 4d6 drop lowest, six times, apply as desired
 - Roll 3d6 *twelve* times, take best scores, apply as desired.
 - Roll 3d6 in order: Str, Int, Wis, Dex, Con, Cha; but roll *six* times for each stat, taking the best.
 - Roll 3d6 in order: Str, Int, Wis, Dex, Con, Cha for *twelve* characters, then take the best.
 - If you're playing an especially young (teenage) character, you may take +1 Con, -1 Wis. If you're playing an especially old character, you may take +1 Int and Wis, and -1 Str and Con.
- **Race, Class, Alignment:** There are minimum stat requirements. Your race will determine which classes are available to you. Only demi-humans can multiclass. Only humans can dual-class.

Minimum/Maximum Stats (after adjustment) & Classes Allowed

	STR	INT	WIS	DEX	CON	CHA	Classes Allowed
Dwarf	8	-	-	-	12	-	- cleric (cloistered) acrobat, assassin, merchant, scout, thief bounty hunter, fighter, sentinel, smith cleric/fighter, cleric/smith, fighter/thief, smith/thief
+1 con, -1 cha	-	-	-	17	-	16	
Elf	-	8	-	7	8	8	magic-user, savant, witch cleric (cloistered), druid, healer, oracle archer, bounty hunter, cavalier, duelist, fighter, hunter acrobat, assassin, charlatan, merchant, thief, scout fighter/magic-user, fighter/thief, magic-user/thief, fighter/magic-user/thief
+1 dex, -1 con	-	-	-	-	17	-	
Halfling	6	6	-	8	10	-	druid, healer - acrobat, merchant, jester, scout, thief fighter, sentinel fighter/thief, fighter/acrobat
+1 dex, -1 str	17	-	17	-	-	-	
Half-Elf	-	4	-	6	6	-	death master, magic-user, savant, witch cleric (cloistered), druid, healer, oracle acrobat, assassin, bandit, bard, charlatan, jester, merchant, scout, thief archer, bounty hunter, cavalier, duelist, fighter, hunter, ranger, sentinel cleric/fighter, cleric/ranger, cleric/magic-user, fighter/magic-user, fighter/thief, magic-user/thief, cleric/fighter/magic-user, fighter/magic-user/thief
-	-	-	-	-	-	-	
Half-Orc	6	-	-	-	13	-	death master cleric acrobat, assassin, bandit, merchant, scout, thief archer, berserker, bounty hunter, hunter, fighter cleric/fighter, cleric/thief, cleric/assassin, fighter/thief, fighter/assassin
+1 str & con, -2 cha	-	17	14	17	-	12	
Gnome	6	7	-	-	8	-	illusionist cleric (cloistered), healer acrobat, assassin, charlatan, jester, merchant, scout, thief fighter, sentinel, smith fighter/illusionist, fighter/thief, illusionist/thief
-	-	-	-	-	-	-	
Human	-	-	-	-	-	-	any (and have access to human-only classes: barbarians, monks, paladins, shamans); dual-classing requires 15 in primary class stat and 17 in secondary class stat

	MAGES	STR	INT	WIS	DEX	CON	CHA	Other Requirements	Source
	Magic-User		9					-	OSRIC
<u>Necrom</u>	Death Master (Necromancer)	9	15	<13	12	14	<8	-	<u>Dragon #76</u>
	Illusionist		15		16			-	OSRIC
<u>Savant</u>	Savant		15	14	13			-	<u>Dragon #140</u>
<u>Witch</u>	Witch		13	13				-	<u>Dragon #114</u>

	PRIESTS	STR	INT	WIS	DEX	CON	CHA	Other	Source
	Cleric			9				cannot be neutral	OSRIC
Cloister	Cloistered Cleric		10	12				cannot be neutral	Dragon #68
Shaman	Barbarian Cleric (Shaman)	15	10	9	14	15		human only, non-lawful	Dragon #109
	Druid			9			15	must be true neutral	OSRIC
Healer	Healer		15	15	15			LG, LN, NG, N	Dragon #3
Oracle	Oracle		14	14				–	Dragon #53
	ROGUES	STR	INT	WIS	DEX	CON	CHA	Other	Source
	Thief				9			cannot be LG	OSRIC
Acrobat	Acrobat	15			16			–	Unearthed Arcana
	Assassin	12	11		12			any evil or true neutral	OSRIC
Bandit	Bandit	12	10		12	12		–	Dragon #63
Bard	Bard	15	12	15	15	10	15	NG, LN, CN, N, NE	PHB
Charlatan	Charlatan		12	9	13		14	–	Dragon #120
Jester	Jester		12	12	9		13	NG, CG, CN, N	Dragon #60
Merchant	Merchant		10	10	9		10	non-chaotic	Dragon #136
Monk	Monk	15	11	15	15			human only, lawful (any)	PHB & Dragon#53
Scout	Scout				9			–	Taxidermic Owlbear
	WARRIORS	STR	INT	WIS	DEX	CON	CHA	Other	Source
	Fighter	9%				7+		–	OSRIC
Archer	Archer	15%			15	9		–	Dragon #45
Barbarian	Barbarian	15%		<17	14*	15*		human-only, non-lawful	Unearthed Arcana
Berserker	Berserker	15%		<10		15+	<10	chaotic (any)	Dragon #133
Bounty	Bounty Hunter	9%	12	12	13	14+		–	Dragon #52
Cavalier	Cavalier	15%	10	10	15	15+		good (any), code of chivalry	Unearthed Arcana & Dragon#148
Duelist	Duelist	9	10		15	9+		–	Taxidermic Owlbear
Hunter	Hunter	15%	12	12	15	14+		–	Gygax-Dragonsfoot
	Paladin	12%	9	13		9+	17	human only, LG, tithe 10% gold	OSRIC
	Ranger	13%	13	14		14+		good (any), cannot use hirelings	OSRIC
Sentinel	Sentinel	9	13	14	12			lawful (any)	Dragon #89
Smith	Smith	12%	13			+		–	Dragon #70

% means the class rolls % for 18 strength + means the class gains the extra HP bonus for 17+ constitution

- **Experience Points/Level:** Each class has its own advancement table. *For UK4: When a Star Falls one-shot, start with 4,250 XP. If you get the 10% bonus XP for having high score(s) in your class' prime requisite stat(s), instead begin with 4,675.*
- **Secondary Skill (optional):** If you wish, you may give your character a secondary skill – tantamount to an occupational background. You can make one up or roll d100 below.

d100	Secondary Skill	d100	d100	Secondary Skill
1-2	Armorer	33-34	Jeweler	52-54 Tailor/Weaver
3-4	Bowyer/Fletcher	35-37	Leather-worker/Tanner	55-57 Teamster
5-10	Farmer	38-39	Limner/Painter	58-60 Trader
11-14	Fisher	40-42	Mason	61-64 Trapper/Furrier
15-20	Forester	43-44	Miner	65-67 Woodworker/Carpenter
21-23	Gambler	45-46	Navigator	68-85 <i>No skill of worth</i>
24-27	Hunter	47-49	Sailor	86-00 <i>Roll twice, ignoring this</i>
28-32	Animal Husbandry	50-51	Shipwright	<i>result hereafter</i>

- **Languages:** You automatically begin with Common and your alignment tongue – these are like sacramental languages (Latin), or secret languages used by resistance groups, with neutral being like a cockney used by commoners. A list of languages you can choose from, or roll on, is below.

d100	d100	d100	d100	d100
Bugbear	Giant (by type)	Kobold	Nixie	Orcish
Centaur	Goblin	Lammasu/Shedu	Ogrish/Ettin	Salamander
Dragon (by color)	Gnoll	Lizardfolk		Titan
Dryad	Gnomish	Manticore		Troll
Dwarvish	Halfling	Medusa		
Elvish	Harpy	Naga		Human language

- **Starting Equipment:** For starting equipment, **mages** get 2d4x10 gp, **priests** 3d6x10 gp, **rogues** 2d6x10 gp, and **warriors** 5d4x10 gp. *For UK4 one-shot, if you play a basic class (magic-user, cleric, thief, or fighter) or have very low stats, you also roll to see which magic item you start with.*

Item	Mages (d20)	Priests (d20)	Rogues (d20)	Warriors (d20)
Sword	–	–	1-3	1-4
Misc. Weapon	1-3	1-5	4-5	5-7
Armor / Shield	–	6-8	6-7	8-11
Potion	4-8	9-12	8-11	12-15
Scroll	9-13	13-15	12-14	16
Ring	14	16	15	17
Ward, Rod, Staff	15-16	17	–	–
Misc. Magic	17-20	18-20	16-20	18-20

Quick Rules Reference

AD&D 1e is a mishmash of modular ideas that encourages “horse trading” between players and the GM to fill in the blanks. Gary Gygax was an insurance actuary, so of course AD&D has lots of tables. While the adventures emphasized fighting in dungeons, 1st edition actually had modules spanning a few areas of play:

- **Ability checks & thief skills** – When actions can’t just be resolved through freeform roleplaying, % thief skills and X-in-6 rolls are used, and AD&D used a 1d20 ability “saving throw” that was a precursor to skills.
- **Exploration** – Wilderness travel and dungeon-delving are how AD&D manages pacing. They zoom in on scenes to build suspense or heighten tension by threatening resources. Discovering hidden treasures drives exploration.
- **Parley with NPCs** – NPC Reaction rolls often lead to “tipping point” situations where the players can defuse tense NPCs (or push them over the edge). Gaining allies like hirelings & henchmen is a cornerstone of AD&D; loyalty determines their response. Morale checks to determine commitment to a cause incorporate ideas like intimidation, deceit, or clever planning to avoid or end hostilities.
- **Combat** – Combat in AD&D is built around trying to gain surprise and assumes the party’s default is moving stealthily. Surprise also includes “outs” to combat through parley, fleeing, or trickery. Other ways to end combat (besides a race to 0 hit points) include forcing morale checks, unarmed combat (e.g. to knock unconscious, push past, or knock off cliffs), and running away.
- **Escape & pursuit** – Escaping dangerous enemies is a key part of AD&D with dedicated rules that also cover chase or race situations. % rolls are used alongside creatively flexible modifiers (this idea appears in many rules modules in AD&D).
- **Towns** – Originally, towns weren’t adventure sites in AD&D, rather they were where you recovered, shopped, recruited hirelings, crafted magic items, and managed your castle or guild. Occasionally, you’d need to defend the town from siege. Towns were also where you tallied XP and leveled up.

House Rules were commonly used with AD&D; here are the house rules I’m using for the one-shot:

- Max hit points at 1st level
- Cantrips from *Unearthed Arcana* for magic-users and illusionists in addition to spells
- No “XP pause” or need to train to level up; instead level up whenever you make camp
- Unarmed combat rules from Dragon #57 are simpler and better

Multiclass

A **demihuman** character may combine certain classes, as described under that race’s description, provided they meet the prerequisites of both classes. Their hit points are taken as an average of their classes (rounded down). They progress in both classes on separate tracks, dividing XP gained equally between their classes; it is entirely possible for a multiclass character to have different levels in their classes (e.g. rogue 2/magic-user 1). Class restrictions are still in place unless the race’s description says otherwise (e.g. elven and half-elven magic-users can cast in armor).

Dual-class

A **human** character may dual-class – give up their old class for a time to pursue a new class – if they have a **15 in the prime requisite(s)** of their original class and a **17 in the prime requisite(s)** of their new class. If a class has no prime requisite(s) (e.g. the assassin), the human just needs a 15 or 17 respectively in one stat important to the class (e.g. Dexterity). Alignment requirements remain for both classes (i.e. no paladin + rogue), as do armor and weapon restrictions for either class (e.g. clerics must use blunt weapons, magic-users cannot cast in armor). However, a dual-class character does not roll for extra hit points until the level of their new class exceeds the level of their old class. They are committed to their new class. Until their new class level exceeds their old one, the dual-class character loses any XP for an adventure in which they resort to using features of their old class. Once their new class exceeds that level, they may mix and match their features without penalty.

Ability Checks & Thief Skills

There is no true skill system in AD&D, outside of thief % skills and the X-in-6 roll to find secret doors or force open doors. When it is necessary to make a roll against an ability score, roll 1d20, where rolling equal to or below your ability score indicates success. If you have a relevant secondary skill, it may add a bonus at GM's discretion.

Climb Walls is not walls that anyone could climb – it's climbing sheer surfaces and overhanging ledges, clinging to ceilings, and performing other feats that would normally be impossible.

Find Traps involves thoroughly searching an area for a turn (10 minutes).

Hear Noise is not just putting your ear to a door, it's a chance to notice ambushers moving silently (e.g. bugbears and undead), distant sounds, faint noises like tumblers on a safe, and a chance to awaken from sleep before getting ambushed.

Hide in Shadows goes beyond the sort of stealth everyone can do (represented by the Surprise Check). Hide in Shadows works like a saving throw against being noticed at the start of an encounter. It can work to blend into a crowd. It also gives the thief a chance to hide during Pursuit & Evasion.

Move Silently allows a thief to reposition while remaining undetected. It can also work like a saving throw when an enemy focuses on listening or uses Hear Noise.

Open Locks is what it says, and also the thief's chance to disarm mechanism-based traps.

Pick Pockets is what it says. If the roll fails by 20% or more, they notice you.

Thief Skill Armor Adjustments: Dragon #103 Unearthed Arcana Errata

Armor Adjustments	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls
No Armor	+5%	–	–	+10%	+5%	–	+10%
Leather	–	–	–	–	–	–	–
Elven Chain	-20%	-5%	-5%	-10%	-10%	-5%	-20%
Studded or Padded	-30%	-10%	-10%	-20%	-20%	-10%	-30%
Ring or Chain	-40%	-15%	-15%	-40%	-30%	-20%	-40%

Exploration

Wilderness Travel

When traveling relatively safe wilderness, simply mark off rations. When focusing on wilderness travel in more detail, PCs travel ~30 miles per day, and the sequence is broken down into days:

1. **Setup & Route:** GM determines weather. Players choose their route.
2. **Navigation check:** A trail or river prevents getting lost, while in trackless wilderness there is a 10% to 25% chance of getting lost (barring exceptional abilities of the PCs).
3. **Wandering monster check:** In the wilderness, there's usually a 1-in-12 chance of a monster.
4. **Move and Act**
5. **Encounters** (if any)
6. **Camping/Resting:** A character recovers 1 hit point per complete night's rest. The GM makes a 2nd wandering monster check.

Dungeon Delving

When necessary to focus in on detail during dungeon-delving, the sequence becomes broken down into 10-minute long "turns" (PCs travel up to 10 x speed of their slowest member). Most actions without a defined time-period take 1 minute to perform while dungeon delving.

1. GM's wandering monster check
2. Players state their actions, which are resolved in this sequence...

- **Move:** Cautious stealthy movement is 120 feet per 10-minute turn, while normal pace (e.g. moving through a familiar area, not mapping, not attempting to hide) is 600 feet per turn.
 - **Listen for noise:** Three attempts are allowed per situation, relying on Hear Noise, a default 10% chance, or freeform roleplay.
 - **Open stuck/locked doors:** Determined by Strength-based X-in-d6, Open Locks, magic, breaking down the door, or freeform roleplay.
 - **Search for traps:** Determined by Find Traps, race (dwarves & gnomes), or freeform roleplay. Each object or location searched takes 1 minute.
 - **Casually examine (and map):** This requires 1 turn per 20x20 ft area.
 - **Thoroughly examine & Find Secret Doors:** This requires 1 turn per 10x10 ft area. Most PCs have a 1-in-6 chance of finding a secret door, but elves and half-elves have a 2-in-6 chance.
 - **Spellcasting**
 - **Other activities**
3. Encounters (if any)
 4. Marking of torches, spells, etc.

Parley with NPCs

Reaction Rolls

When the party parleys and the response of the NPC is in question, the speaking player rolls a % die to determine how the NPC reacts, adjusted by their Charisma (Reaction Adjustment) and modifiers determined by the GM.

Adjusted % Score	Reaction
1 or less – 5	Very hostile, immediately attack or test morale
6 – 25	Hostile, takes immediate action against PCs (not necessarily attack)
26 – 45	Uncertain, but has 55% chance tipping to negative if provoked
46 – 55	Neutral, uninterested, uncertain, or ambivalent
56 – 75	Uncertain, but has 55% chance tipping to positive with right approach
76 – 95	Friendly, immediate action to support or welcome the PCs
96 – 100 or higher	Very friendly, immediate acceptance of PC's proposition

Loyalty: Hirelings & Henchmen

A PC can recruit any number of hirelings they can afford, but with henchmen – more skilled NPCs with stories of their own and often personal connections to the party – the maximum number a PC may ever recruit over the length of their life is determined by Charisma. Most hirelings and henchmen start with a Loyalty score of **50%**, which is then adjusted by high/low Charisma, alignment/attitude, length of service, payment, treatment, and other circumstances. When a hireling or henchman's loyalty is tested – being asked to give up magic items, having an opportunity to steal unnoticed, being induced to act against the party's interests – roll a %, and if higher than Loyalty score, the hireling or henchman behaves disloyally.

Morale Checks

Most monsters/NPCs will not fight a hopeless battle (undead and constructs are exceptions). Commitment to their cause can be evaluated with a % Morale score which is **50%+5% per Hit Die** (i.e. a 4-HD ogre has 70% morale). Modifiers are applied to this roll (e.g. if greatly outnumbered a solitary ogre suffers -20% to its morale). When morale checks are rolled is up to the GM, but a general guideline is “whenever the monsters are totally outclassed, clearly losing a fight, or have taken unacceptable losses.” During combat, only two morale checks can be made. What happens when a morale check fails (is higher than the %)?

Roll exceeds Morale % by

≤ 25%	Seeks to make an intelligent / fighting withdrawal
26-50%	Turn and flee / seek escape
26 – 45	Surrender / capitulate

Combat Encounters

Initiative is like a coach's stop watch counting upward from zero (0). One-minute rounds are broken into 6-second "segments" that count up (with faster actions happening first). When a potentially dangerous encounter occurs, there is a procedure that's followed before resorting to violence.

1. **Determine Distance:** In the wilderness, starting distance is (15 * d6+4) feet. Indoors or in an urban environment, starting distance is (5 * d6+4) feet.
2. **Surprise Check:** Each side that has the potential of being surprised rolls a d6. Some PCs have *active* ambush abilities, so their d6 roll determines whether the monsters are surprised, while rogues with Hide in Shadows can attempt to individually surprise monsters at the start of combat. Typically a group is surprised 2-in-6. If the PCs exclusively surprise the monsters/NPCs, the PCs can automatically avoid engagement or attempt to parley.
3. **Surprise Round:** Surprise lasts for a number of "segments" equal to the difference of the die rolls.
Surprise Bonus: A PC's surprise bonus for high Dexterity negates surprise segments for that character (e.g. a PC with +2 surprise bonus whose party rolled a 2 for surprise is not surprised).

What sorts of things can be done in a segment?

- **Attack** – Each attack takes 1 segment.
 - **Charge** – Charging involves moving twice your speed toward a foe and attacking with a +2 bonus (lances deal double damage). Movement and attack are made in the same segment. However, if a defender wields a polearm or similar long weapon, the defender attacks first.
 - **Close into melee** – Cannot attack that round, but neither may the opponent.
 - **Flee** – Each enemy in melee gain one attack at +4, and then refer to Evasion and Pursuit rules.
 - **Fighting retreat** – Cannot attack that round, but can parry or switch places.
 - **Start a spell**
 - **Talk briefly** (as part of another action)
 - **Using a potion of magic item**
4. **(Special) Missile Specialists & Thieves:** If the PCs are not surprised, there are two things that can happen before rolling initiative. If there are warriors specialized in bows who have nocked/loaded missile weapons at the ready, they get a free shot. Similarly, if there are rogues with Hide in Shadows, they can roll to be hidden at the start of combat – this potentially removes them as a target (at first) and sets them up to Backstab.
 5. **Declare Actions:** Before rolling initiative, both sides declare their general actions, though spellcasters must state what spells they are casting that round.
 6. **Initiative (rolled each round):** Each side rolls a d6 where lower is better – the result indicating at which segment the PCs (and their opponents) act. Some PCs may modify this roll for themselves, such as **missile weapon** users subtracting their Dexterity's missile attack bonus from their initiative (not just adding it to attack). Ties are possibly, resulting in simultaneous action. Once the party with initiative has acted, the party that lost initiative may then take action.
 7. **Spellcasting:** Spells take time – you begin casting on your party's initiative segment, but then you add the casting time of your spell (its level) to determine when you finish casting. For example if your party's initiative is 3 and you cast *spiritual hammer* (2nd level), you finish casting in on segment 5. Spellcasters of the side that lost initiative are at risk of having their spells disrupted. If a spellcaster in process of casting a spell takes damage, their spell is lost.

Unarmed - Pummeling (#57)

When attempting to damage a creature with unarmed combat, these rules assume a humanoid opponent. Only a monk can harm a creature like a bear or a dragon with their fists. Only a barbarian (of sufficient level) can use unarmed combat to harm a monster only harmed by magical weapons. Attacks are rolled as normal, with damage determined according to the attacker's Strength. On a hit there is a % chance to daze the target for two rounds. While **dazed**, the target suffers -1 to attack, loses any Dexterity bonus to AC, and other creatures have +4 to hit the target.

Unarmed - Grappling

A character can only make one grappling attack per round, and must have both hands free. They choose one of the following, making an attack roll with the listed penalty to hit. The attacker gets +2 to hit if their opponent is half their size or smaller, while the attacker takes -2 to hit if their opponent is one and a half times larger.

A: **Pin One Arm and Hold (-2):** 1 damage, and 1 damage each round maintained. Opponent resists with Open Doors immediately and each round. May turn into B.

B: **Pin Both Arms and Hold (-4):** 1d2 damage, and 1d2 damage each round maintained. Opponent resists with Open Doors immediately and each round. May turn into B

C: **Bear Hug (-2):** 1d4+STR damage each round maintained. Hold lasts until grappler releases them, the grappler loses half their HP, or until opponent deals damage to the grappler.

D: **Overbear (Knock flat and hold down) (-4):** 1d6+STR damage each round. Opponent cannot move. Hold lasts until grappler releases them, the grappler loses half their HP, or until opponent deals damage to the grappler.

E: **Choke Hold (-4):** 1d6+STR damage each round. The opponent suffers -2 to hit the grappler and can only speak in hushed tones.

F: **Throw (-6):** 1d10+STR damage, opponent is moved 5 feet, and they are **dazed**: -1 to attack, loses any Dexterity bonus to AC, and other creatures have +4 to hit the target.

G: **Trip (-2):** Opponent must roll 3d6 below Dexterity or fall prone, taking 1d2+STR damage. If knocked prone, the opponent has a 50% chance of dropping items in their hands.

Attacker strength	"To hit" modifier	Pommel damage	Chance to stun
3	-3	1	0%
4-5	-2	1	0%
6-7	-1	1-2	0%
8-9	+0	1-2	01%
10-11	+0	1-2	02%
12-13	+0	1-2	04%
14-15	+0	1-2	07%
16	+0	1-3	10%
17	+1	1-3	13%
18	+1	1-4	16%
18/01-50	+1	2-5	20%
18/51-75	+2	2-5	25%
18/76-90	+2	3-6	30%
18/91-99	+2	4-7	35%
18/00	+3	5-8	40%
19	+3	6-9	50%
20	+3	7-10	60%
21	+4	8-11	70%

Disarming

Only warriors can attempt to disarm while wielding a one-handed weapon in which they are proficient; however a weapon cannot be used to disarm a weapon of greater length (e.g. a dagger could disarm a dagger but not a longsword). An opponent wielding a two-handed weapon cannot be disarmed. On a hit, the attack deals no damage but the opponent must save vs. petrification or be disarmed.

Subdual: Non-lethal Combat

Monsters of at least Low intelligence but no greater than Genius intelligence can be subdued, provided they can be hit by the characters. The characters use the flat, butt, haft, pommel, and other non-lethal parts of their weapons. Generally, damaging spells cannot be used non-lethally. Subdual damage is recorded separately from actual damage; only 1/4 of it is real, the rest only lasts for the duration of the combat. However, any real damage dealt to the monster immediately erases all subdual damage. If the monster is reduced to 0 hit points through subdual, it will not further attack the group and can be captured. The subdual will last as long as the characters have the clear upper hand.

Vanquishing: Non-lethal Honor Duels

Subdual damage dealt in a duel of honor is recorded separately from actual damage; only 1/4 of it is real, the rest only lasts for the duration of the duel. The loser is honorbound to perform a single service or give a single item to the victor. The service may include banishment from the area, carrying a message, doing a small favor, or merely singing the praises of the victor's prowess. An item may include any one weapon, armor, or shield, or treasure worth no more than 1,000 gp times the loser's level or Hit Dice. While Lawful characters must respect terms of an honor duel, chaotic characters are

free to do as they please. Duels are used by duelists, knights at tournaments, and sometimes by monks and druids seeking to advance to the next level through trial-by-combat.

Escape and Pursuit

Towns

Experience points are earned in three ways: (1) looting treasure from a dungeon or lair (including 1/10 the value of magic items), (2) defeating monsters, and (3) special rewards bestowed by the adventure or GM for accomplishing specific quests or for overcoming death / surviving resurrection.

Hirelings

Hirelings have extensive rules based around gold, loyalty, and morale which are in the DMG.

Training – taking weeks and plenty of gold – is technically required to level up in AD&D, though this often wasn't adhered to strictly in actual play.

Cantrips

Magic-users and **illusionists** gain access to cantrips from their respective lists – 2 at 1st level, 3 at 2nd level, 4 at 4th level, 5 at 7th level, and 6 at 11th level. **Bards** and **Merchants** gain access to magic-user cantrips, while **Charatans** gain access to both magic-user and illusionist cantrips. Cantrips can be cast at will and are described further in *Unearthed Arcana (1985)*.

Magic User Cantrips

Number	1 Useful	2 Reversed	3 Legerdemain	4 Person-Affecting	5 Personal	6 Haunting
1	Chi	Curdle	Change	Belch	Bee	Creak
2	Clean	Dirty	Distract	Blink	Bluelight	Footfall
3	Color	Dusty	Hide	Cough	Bug	Groan
4	Dampen	Hairy	Mute	Giggle	Firefinger	Moan
5	Dry	Knot	Palm	Nod	Gnats	Rattle
6	Dust	Ravel	Present	Scratch	Mouse	Tap
7	Exterminate	Sour		Sneeze	Smokepuff	Thump
8	Flavor	Spill		Twitch	Spider	Whistle
9	Freshen	Tangle		Wink	Tweak	
10	Gather	Tarnish		Yawn	Unlock	
11	Polish	Untie				
12	Salt	Wilt				
13	Shine					
14	Spice					
15	Sprout					
16	Stitch					
17	Sweeten					
18	Tie					
19	Warm					
20	Wrap					

Illusionist Cantrips

Number	Cantrip	Number	Cantrip
1	Colored Lights	5	Mirage
2	Dim	6	Noise
3	Haze	7	Rainbow
4	Mask	8	Two-D'lusion

“Lost” Classes

Acrobat (modified)

Minimum Scores: Str 15, Dex 16

Races: Any

XP bonus: None

Attack: as Thief

Hit Die: d6

Alignment: Any

Saving Throws: as Thief

Armor Permitted: Studded leather, padded, leather

Weapons Permitted: Blowgun, club, dagger, dart, lasso, oil, sling, staff, single-handed swords (except bastard swords)

Weapon Proficiencies: 2+1 every 4 levels

Penalty to hit for non-proficiency: -3

While many think of the acrobat as a court juggler or street performer, they are also known as cat burglars and second-story rogues among thieves' guilds. Moving unencumbered along parapets and across chasms, acrobats hone their prowess, coordination, and balance to reach places that seem beyond human ability. No citadel window is too high, no fall too perilous, for an acrobat.

Thief Abilities: Thieves Cant, Move Silently, Hide in Shadows, Hear Noise, Climb Walls, Read Languages

Tightrope Walking gives the % chance to move 60 feet per round along a tightrope (or balance on unstable surfaces). A balancing pole gives the acrobat a +10% bonus, while winds impose a penalty.

Jumping allows the acrobat to achieve greater than normal distances. When pole vaulting (requiring a pole of equal to the character's height, up to 10 feet maximum), the length of the pole is added to the jump's distance both horizontally and vertically.

Unarmed Bonus adds to the % chance to daze a creature when using unarmed combat to pummel. Additionally, the acrobat reduces the penalty on their Grappling rolls by their Dexterity reaction adjustment, in the same way that reaction adjustment mitigates the penalty for two-weapon fighting.

Evasion gives the acrobat a % chance to avoid all damage from a physical attack. However, you must have won initiative in order to benefit from it.

Momentum gives the acrobat a hit and damage bonus of +1 for every 10 feet they jump or fall prior to melee or unarmed attack, up to the maximum listed on the table. At 10th level, the acrobat has mastered momentum and can Charge as often as they like without sacrificing their Dexterity bonus to AC.

Breakfall indicates the height of a fall from which the acrobat takes no damage. This distance is deducted from the distance an acrobat falls when determining damage dice rolled for the fall.



Level	XP	Hit Dice (d6)	Tightrope Walking	Pole Vault	High Jump	Broad Jump	Unarmed Bonus	Evasion	Momentum	Breakfall
1	0	1	50%	9	4	9	6%	5%	+1	10
2	1,250	2	55%	9	4	9	7%	10%	+1	10
3	2,500	3	60%	10	4	10	8%	15%	+2	10
4	5,000	4	65%	10	4	10	9%	20%	+2	20
5	10,000	5	70%	11	5	11	10%	25%	+2	20
6	20,000	6	75%	11	5	11	11%	30%	+3	20
7	40,000	7	80%	12	5	12	12%	35%	+3	30
8	70,000	8	85%	12	5	12	13%	40%	+3	30
9	110,000	9	90%	13	5	13	14%	45%	+4	30
10	160,000	10	95%	13	6	13	15%	50%	+4	40
11	220,000	10+2	100%	14	6	14	16%	55%	+4	40
12	440,000	10+4	100%	14	6	14	17%	60%	+5	40
Racial Adjustments			Tightrope Walking	Pole Vault	High Jump	Broad Jump	Unarmed Bonus	Evasion	Momentum	Breakfall
	Dwarf	-5%	-2	-1	-3	+10%	+5%			
	Elf	+10%			-1		+5%			+5
	Gnome		-2	-1	-4	+5%	+5%			
	Half-elf	+5%				+5%				
	Halfling		-2	-1	-4	+5%	+10%			+5
	Half-orc									+10
Dexterity & Strength Adjustments			Tightrope Walking	Pole Vault	High Jump	Broad Jump	Unarmed Bonus	Evasion	Momentum	Breakfall
	16	+5%	-			-	+1%	+2%		-
	17	+10%	1			1	+2%	+3%		-
	18	+15%	2			2	+3%	+5%		+5
	19	+20%	3			3	+4%	+8%		+10
Armor Adjustments			Tightrope Walking	Pole Vault	High Jump	Broad Jump	Unarmed Bonus	Evasion	Momentum	Breakfall
	No Armor		+5%	+1	+1	+1	+2%	+4%		+5
	Elven Chain			-1	-1		-5%	-5%		
	Studded or Padded		-10%	-1	-1	-1	-10%	-10%		-5
	Ring or Chain		-40%	-4	-4	-5	-20%	-30%		-10

Archer (modified)

Minimum Scores: Str 15, Dex 15, Con 9

Races: Elf, half-elf, half-orc, human

XP bonus: 10% for Str 16+ and Dex 16+ **Attack:** as Fighter **Saving Throws:** as Fighter

Armor Permitted: All except plate and shield

Weapons Permitted: All bows, all crossbows, all swords, all axes, dagger, dart, javelin, spear

Weapon Proficiencies: 2+1 every 4 levels

Hit Die: d8

Alignment: Any

Penalty to hit for non-proficiency: -3

Raining death at foes from afar, the archer is an unparalleled master of the bow. Unlike a fighter, an archer doesn't benefit from weapon specialization and doesn't receive the special hit point bonus for high constitution, but they do roll for % strength.

Marksmanship: Archers double the range of their bow attacks, and gain bonuses to hit and damage at various ranges as they level (see chart). At 7th level, they also can make 3 bow attacks.

Critical Shot: On a natural 20 to hit with a bow, an archer scores a critical shot dealing an extra 1d6 damage. At 6th level, their critical shot damage increases to 2d6, and at 12th level to 3d6.

Craft Arrows: At 1st level, an archer can craft arrows – 12 per 8-hour day.

Craft Bows: At 4th level, an archer can craft a longbow or shortbow in one week. They can also craft a crude bow in one hour that suffers -2 to hit. Alternately, given 1d6+9 days, an archer can craft a composite bow.

Craft Magic Arrows: At 8th level, an archer can craft the following magic arrows:

- An *arrow of magic missile* in 1d4 days, emulating the spell, though this requires the archer to succeed a % chance to learn *magic missile* from a teacher or spellbook.
- An *arrow of slaying* in 2d4 days, though this requires blood of the creature type to be slain.
- 2 magic arrows, as per the *enchanted weapon* spell, in 2d4 days.
- 3 *flame arrows* in 3d4 days, emulating the spell, though this requires the archer to succeed a % chance to learn *magic missile* from a teacher or spellbook.

Level	XP	Hit Dice (d8)	#Melee Attacks	#Bow Attacks	Special	Point Blank ≤60' (hit / damage)	Short	Medium	Long
1	0	2	1	2	Marksmanship, Critical Shot, Craft Arrows	+1 / -			
2	2,500	3	1	2		+1 / +1	+1 / -		
3	5,000	4	1	2		+2 / +1	+1 / +1		
4	5,000	5	1	2	Craft Bows	+2 / +2	+1 / +1	+1 / -	
5	10,000	6	1	2		+3 / +2	+2 / +1	+1 / +1	
6	20,000	7	1	2	Critical Shot (2d6)	+3 / +3	+2 / +2	+1 / +1	+1 / -
7	40,000	8	1	3		+4 / +3	+3 / +2	+2 / +1	+1 / -
8	70,000	9	1	3	Craft Magic Arrows	+4 / +4	+3 / +3	+2 / +2	+1 / +1
9	110,000	10	3/2	3		+5 / +4	+4 / +3	+3 / +2	+2 / +1
10	160,000	10+2	3/2	3		+5 / +5	+4 / +4	+3 / +3	+2 / +2
11	220,000	10+4	3/2	3		+6 / +6	+5 / +4	+4 / +3	+2 / +2
12	440,000	10+6	3/2	3	Critical Shot (3d6)	+6 / +6	+5 / +5	+4 / +4	+3 / +2

Bandit (modified)

Minimum Scores: Str 12, Int 10, Dex 12, Con 12

Races: Half-elf, half-orc, human

XP bonus: 10% for Str 16+, Int 16+, Dex 16+

Armor Permitted: Leather, studded, padded, ring, scale, chain, shields.

Weapons Permitted: All axes, all one-handed swords (not bastard), club, dagger, hammer, mace, morning star, military pick, oil.

Weapon Proficiencies: 2+1 every 4 levels

Hit Die: d8

Alignment: Cannot be LG

Attack: as Thief

Saving Throws: as Thief

Penalty to hit for non-proficiency: -3

Highwayman, caravan raider, wanted fugitive, freedom fighter in tyrannized lands.

Ambush: Bandits surprise others on 4-in-6.

Awareness: Bandits themselves are surprised only on 1-in-6.

Tracking: They also can track in the wilderness with a 75% base chance (like a ranger).

Thief Abilities: Climb Walls

Hide in Nature: This functions as a thief's Hide in Shadows, except it only works when hiding in natural surroundings.

Find Pits & Snares: This functions as a thief's Find Traps, except it only works for pits, snares, and other deadfalls commonly used in the wilds.

Cover Tracks: This is the % chance to erase traces of the bandit's passage to all but magical means of being followed. When covering tracks for a group, divide this percentage by the number of individuals in the group to determine the % chance to cover the group's tracks.

Evade Pursuit Modifier: When the bandit seeks to evade pursuit (either solo or leading a small group whose numbers are \leq the bandit's % mod), they add this value to the % roll to evade pursuit.

Bonus Attacks: At 8th level, a bandit can attack three times in two rounds with melee weapons.

Level	XP	Hit Dice (d8)	Special	Climb Walls	Hide in Nature	Find Pits & Snares	Cover Tracks	Evade Pursuit Mod.
1	0	1	Ambush, Awareness, Tracking	80%	20%	25%	50%	1%
2	1,250	2		82%	25%	29%	53%	5%
3	2,500	3		84%	30%	33%	56%	10%
4	5,000	4		86%	35%	37%	59%	15%
5	10,000	5		88%	40%	41%	62%	20%
6	20,000	6		90%	45%	45%	65%	25%
7	40,000	7		91%	50%	49%	68%	30%
8	70,000	8	Bonus Attacks (3/2)	92%	55%	53%	71%	35%
9	110,000	9		93%	60%	57%	74%	40%
10	160,000	9+2		94%	65%	61%	77%	45%
11	220,000	9+4		95%	70%	65%	80%	50%
12	440,000	9+6		96%	75%	69%	83%	55%

Barbarian (modified)

Minimum Scores: Str 15, Dex 14, Con 15, Wis ≤16

Races: Human

XP bonus: 10% for Str 16+, Dex 16+, Con 16+

Armor Permitted: All

Weapon Proficiencies: hand axe, dagger, spear, and choose one + 1 every 3 levels

Penalty to hit for non-proficiency: -2

Hit Die: d12

Alignment: Non-lawful

Attack: as Fighter **Saving Throws:** as Fighter

Weapons Permitted: All

“Barbarians are tough and hardy fighters, hardened by the savage lands of their birth. [They] are adept at the many skills necessary for survival in a hostile wilderness. These skills include rapid movement, climbing, use of many weapons, certain “sixth senses”... Barbarians in general detest magic and those who use it... Many of a barbarian’s abilities depend on the native territory of the character. It is mandatory that barbarian characters come from some out-of-the-way barbaric state or area within the campaign. Typically they are cavemen, dervishes, nomads, or tribesmen.” (sic)

They roll for % strength, but do not benefit from weapon specialization.

Restrictions: Barbarians begin illiterate. They do not know any alignment tongues, and instead know their tribal language. Additionally, they are superstitious against magic and will not willingly benefit from a spell or activate a magic item. Activated magic items include potions, scrolls, command word activated items, or anything with more than a passive effect. If the barbarian violates this restriction, they lose their Anti-Magic ability until proving themselves without magical aid.

Ambush: A barbarian surprises opponents on a 3-in-6 (or 4-in-6 while in familiar terrain).

Awareness: A barbarian is only surprised on 1-in-6.

Barbarian Skills: A barbarian does not roll for a secondary skill; instead they begin with several secondary skills necessary for surviving a hostile wilderness including: First aid, Orienteering, Survival, Weather sense, and one of their choice: Animal calls, Animal handling, Boating (paddle/row), Horsemanship, Running, Signaling, or Snares.

Great Vigor: A barbarian gains special bonuses from having high Dexterity and Constitution that replace the normal Armor Adjustment and Hit Point Bonus Per Die. For every point of Dexterity over 14, the barbarian gains a +2 bonus to AC but only if no armor is worn (if leather armor is worn, the bonus decreases to +1). For every point of Constitution over 14, the barbarian gains 2 extra hit points per level instead of the usual amount for their Constitution.

Leaping and Springing: A barbarian’s movement is 150 feet, and they can make a running broad jump of 1d6+15 feet, and running high jump of 1d4+3 feet.

Anti-Magic: At 3rd level, a barbarian can hit creatures requiring a +1 magic weapon, and the barbarian gains a +1 bonus to save against spells. At 6th level, both increase to +2. At 9th level, both increase to +3. At 12th level, both increase to +4.

Bonus Attacks: At 8th level, a berserker can attack three times in two rounds with melee weapons.

Summon Horde: At 8th level, a barbarian can call upon a horde of barbarians that takes one week to gather in the barbarian’s home territory with a stated purpose. The horde may be kept together for a number of weeks equal to the barbarian’s level.



Level	XP	Hit Dice (d12)	Special	Anti-Magic	Climb Nature	Hide in Nature	Detect Illusion	Detect Magic	Avoid Backstab
1	0	1	Ambush, Awareness, Barbarian Skills, Great Vigor, Leaping and Springing	–	80%	35%	5%	5%	5%
2	6,000	2		–	82%	40%	10%	10%	10%
3	12,000	3	Anti-Magic	+1	84%	45%	15%	15%	15%
4	24,000	4		+1	86%	50%	20%	20%	20%
5	48,000	5		+1	88%	55%	25%	25%	25%
6	80,000	6		+2	90%	60%	30%	30%	30%
7	150,000	7		+2	91%	65%	35%	35%	35%
8	275,000	8	Bonus Attacks (3/2), Summon Horde	+2	92%	70%	40%	40%	40%
9	500,000	8+4		+3	93%	75%	45%	45%	45%
10	1,000,000	8+8		+3	94%	80%	50%	50%	50%
11	1,500,000	8+12		+3	95%	85%	55%	55%	55%
12	2,000,000	8+16		+4	96%	90%	60%	60%	60%

Barbarian Cleric “Shaman” (modified)

Minimum Scores: Str 15, Int 10, Wis 9, Dex 14, Con 15

Hit Die: d10

Race: Human

Alignment: Non-lawful

XP bonus: 10% for Wis 16+, Dex 16+, Con 16+

Attack: as Cleric

Saving Throws: as Cleric

Armor Permitted: leather, padded, studded leather

Weapons Permitted: varies by tribe

Weapon Proficiencies: choose 2 from hand axe, dagger, spear (other options available depending on the tribe) + 1 every 4 levels

Penalty to hit for non-proficiency: -3

Shamans are mystics and consorts of spirits, seeking their tribe’s safety and control of the world around them. Often, shamans revere an entire pantheon as opposed to a singular deity, and must mediate between competing divine and mortal interests.

They can select spells from both the cleric and druid lists, but have a slower progression. They gain bonus spells for high Wisdom as a cleric and access to a few unique spells. They also gain cantrips.

Restrictions: When a shaman would level up, they must perform a ritual that takes one day. The shaman falls into a death-like trance and is surrounded by a *sanctuary* spell, and then in the spirit world they face a nemesis spirit alone according to the level they seek to achieve. “Death” here does not translate to death in the real world. If the shaman is victorious, the spirit teaches the shaman new spells & the shaman may use *chattel spirit* to summon it. If the shaman loses, they do not gain new spells for that level (though they may retroactively get denied spells when they level up next time), and the spirit chooses one of the following: control the shaman as per *magic jar*, humiliate or injure the shaman, or hunt the shaman onto the Material Plane to kill them.

Awareness: A shaman is only surprised on 1-in-6.

Poisoncraft: A shaman is capable of creating and using poisons as an assassin.

Tribal Skills: A shaman does not roll for a secondary skill; instead they begin with several secondary skills necessary for surviving a hostile wilderness including: First aid, Orienteering, Survival, Weather

sense, and one of their choice: Animal calls, Animal handling, Boating (paddle/row), Horsemanship, Running, Signaling, or Snares.

Turn Undead: A shaman turns undead as a cleric.

Hide in Nature: This functions as a thief's Hide in Shadows, except it only works when hiding in natural surroundings.

Tribal Lore: The % chance for the shaman to recall local terrain, tribal history and customs, old legends, and similar information. This functions similarly to bardic lore.

Summon Horde: At 8th level, a shaman can call upon a horde of barbarians that takes one week to gather in the shaman's home territory with a stated purpose. The horde may be kept together for a number of weeks equal to the shaman's level.

Level	XP	Hit Dice (d10)	Special	Tribal Lore	Hide in Nature	Nemesis Spirit	Cleric and Druid Spells					
							Cantrips	1st	2nd	3rd	4th	5th
1	0	1	Awareness, Poisoncraft, Tribal Skills, Turn Undead	50%	35%	Manes	-	1	-	-	-	-
2	4,500	2		55%	40%	Lemure	1	1	-	-	-	-
3	9,000	3		60%	45%	Shadow Mastiff	2	2	-	-	-	-
4	18,000	4		65%	50%	Ildriss grue	3	2	1	-	-	-
5	36,000	5		70%	55%	Harginn grue	4	3	2	-	-	-
6	72,000	6		75%	60%	Chagrinn grue	4	3	3	1	-	-
7	144,000	7		80%	65%	Vardug grue	4	3	3	2	-	-
8	288,000	8	Summon Horde	85%	70%	Shadow demon	4	3	3	2	1	-
9	576,000	8+4		90%	75%	Red slaad	4	3	3	3	2	-
10	1,152,000	8+8		95%	80%	Blue slaad	4	4	4	3	2	1
11	2,304,000	8+12		100%	85%	Mezzodaemon	4	4	4	3	3	2
12	4,608,000	8+16		100%	90%	Green slaad	4	5	4	4	3	2

New Shaman Spells

Voodoo (1st): This spell requires 1 day to cast, an effigy of a target worth at least 500 gp, and a number of pins according to the caster level of the desired effect (3 gp copper pins harm, while 10 gp silver pins help). If the victim is unwilling, they receive a save vs. spells.

Caster Level	Effect	Caster Level	Effect
1	Curse/Bless	7	Bestow/remove curse, Cause/cure blindness, Cause/cure disease, Cause/cure paralysis, Charm person
3	Scare	9	
4	Cause/Cure Light Wounds, Portent (the caster is aware of the result)	9	Cause/cure serious wounds
		11	Quest, Cause/cure critical wounds

Amulet (2nd): This spell takes 1 hour, fashioning a minor magical amulet that will repel one individual being that is named or described in detail. It requires a 5 gp amulet and a token of the creature to be warded against (e.g. hair, clothing). Against that individual creature, the amulet's wearer gains +1 saves and -1 AC, and if the creature comes within 10 feet of the wearer the creature must make a save vs. spell or be afflicted by *cause fear*. The amulet retains its magic for 1 week per level of the caster.

Death Curse (2nd): This spell is cast in 1 round, requiring teeth of a large carnivore, but creates a permanent ward on the shaman to avenge their death. During casting, the shaman names an enemy and invents a curse as per *bestow curse*. If the shaman is killed by that enemy, the curse takes effect. Only one enemy may be held under threat of a *death curse* at a time. If the shaman is raised from the dead, the curse is broken.

Chattel Spirit (3rd): This spell takes 3 turns (30 minutes) to cast, consuming 100 gp worth of rare herbs which are burned while the shaman chants and dances with their holy symbol. Any one nemesis spirit that the shaman has defeated is summoned and must serve the shaman to the best of its ability for 2 turns per level. Only 3 services may be asked of any nemesis spirit, and if slain during its service it may never be called again.

Resist Injury (3rd): This spell takes 1 turn (10 minutes) to cast, requiring the shaman's holy symbol (which is not consumed). For 3 rounds/level thereafter, the shaman gains 2 temporary "buffer" hit points per level. Any damage dealt to the shaman during this time is deducted from this buffer first.

Bard (modified)

Minimum Scores: Str 15, Int 12, Wis 15, Dex 15, Con 10, Cha 15 **Hit Die:** d6

Races: Human, half-elf

Alignment: NG, LN, CN, N, NE

XP bonus: None

Attack: as Fighter

Saving Throws: as Thief

Armor Permitted: leather, padded, studded leather, elvish chain (not regular chain)

Weapons Permitted: club, dagger, dart, javelin, oil, sling, spear, staff, all swords except two-handed swords

Weapon Proficiencies: 2 + 1 every 4 levels

Penalty to hit for non-proficiency: -2

Bards are revered lorekeepers mastering stories both for performance and for maintaining secret lore passed down through generations. Rather than academics who record history from afar, bards venture forth into the heart of conflict to live it, a guiding hand through the ages.

They use magic-user cantrips and cast spells as druids (albeit with slower progression), but do not gain extra spells for high Wisdom.

Countersong: A bard's song and music negates the magical songs of harpies, the noise of shriekers, and similar musical monsters.

Poetic Inspiration: After a round of sharing poetry, the bard grants their allies +1 bonus to attack and +10% on morale checks for 1 turn (10 minutes). To maintain this effect, the bard cannot sing or cast spells, but they can fight.

Charm: The singing and playing of a bard has a % chance to induce a *suggestion* effect on creatures within 40 feet that can hear. Creatures make a save vs spell (-2) to resist, and if a creature succeeds its save it cannot be affected til the next day.

Bardic Lore: A bard knows of legendary items, and has a % chance to determine a magic item's properties without having to touch the item.

Read Languages: As a thief of two levels higher.

Bonus Languages: At 2nd level, the bard learns an extra language, and every even level thereafter the bard learns another language.

Level	XP	Hit Dice (d6)	Bonus Langs	Charm	Bardic Lore	Read Langs	Druid Spells & Magic-User Cantrips					
							cantrip	1st	2nd	3rd	4th	5th
1	0	1	–	15%	10%	10%	1	1	-	-	-	-
2	2,000	2	1	20%	13%	15%	1	2	-	-	-	-
3	4,000	3	1	22%	16%	20%	2	3	-	-	-	-
4	8,000	4	2	24%	19%	25%	2	3	1	-	-	-
5	16,000	5	2	30%	22%	30%	3	3	2	-	-	-
6	25,000	6	3	32%	25%	35%	3	3	3	-	-	-
7	40,000	7	3	34%	28%	40%	4	3	3	1	-	-
8	60,000	8	4	40%	31%	45%	4	3	3	2	-	-
9	85,000	9	4	42%	34%	50%	4	3	3	3	-	-
10	110,000	10	5	44%	37%	55%	4	4	4	3	1	-
11	150,000	10+1	5	50%	40%	60%	4	4	4	3	2	-
12	200,000	10+2	6	52%	43%	65%	4	5	4	4	3	-

Berserker (modified)

Minimum Scores: Str 15, Con 15, and Wis and Cha ≤9

Race Restriction: Human, half-orc

XP bonus: None

Attack: as Fighter

Armor Permitted: leather, padded, studded leather, shields

Weapons Permitted: all

Weapon Proficiencies: 2 + 1 every 4 levels

Hit Die: d12

Alignment: Chaotic (any)

Saving Throws: as Fighter

Penalty to hit for non-proficiency: -2

Mad men and women from the hinterlands, berserkers are known to city-dwellers as “beast-men” feared even by stalwart knights. Berserkers enter a fury when going into battle, the *berserker gang*, induced by dancing, growling like a bear and biting a shield, psychedelic mushroom ale, and a host of other practices. This state is unmistakable, with bloodshot eyes, frothing mouth, and swollen muscles.

Unlike a fighter, they cannot use weapon specialization, but they do roll for % strength and receive the special hit point bonus for high constitution.

Restrictions: Berserkers begin illiterate. They do not know any alignment tongues, and instead know their tribal language. Additionally, they will never use thrown weapons, missile weapons, oil, poisons, tricks, traps, or unfair magic as these things do not involve facing one’s enemy face to face as nature intended.

Berserk: When conditions are right – a direct threat, an extreme feeling, being targeted by a fear effect – the berserker can roll for % chance to go berserk. If successful, it takes one whole melee round to enter the “berserker gang.” While berserk, the berserker gains +2 to hit in melee, makes their attacks during the Movement Phase, subtracts 1 from any damage sustained from each attack made against them, and is immune to charm, fear, and pain.

However, while berserker, the berserker cannot withdraw from melee or parry blows. The “berserker gang” lasts for a number of rounds equal to the berserker’s Constitution – even after all opponents are defeated, there is a 10% chance the berserker continues to attack the nearest creature. After the “berserker gang” ends, the berserker is exhausted, suffering -4 to all checks, saving throws,

attack rolls, and damage rolls, and loses access to Leaping and Springing. An hour of complete rest removes this exhaustion.

Berserk Modifiers

	% Mod		% Mod
Each round of combat after first	+10%	Each previous berserk that day	-10%
Berserker or party is cornered	+20%	Berserker is alone	+10%
Each friend or follower killed	+10%	Each hit points berserker has left	+1%

Charger: A berserker's movement is 150 feet, and when charging they gain +3 to hit (instead of +2).

Fearless: A berserker is immune to fear.

Unarmored Defense: While wearing no armor (shields are acceptable), a berserker's AC is determined by the level advancement chart.

Climb Nature: This functions as a thief's Climb Walls, except it only works in natural surroundings.

Detect Hidden: This is a % chance to sense presence and location of invisible or hidden creatures within 30 feet.

Detect Magic: This is a % chance to sense the presence of magic, but not the type, within 30 feet.

Avoid Backstab: This is a % chance to avoid a thief's backstab or similar monstrous abilities.

Imbued Blows: At 3rd level, a berserker can hit creatures requiring a +1 magic weapon. At 6th level, this increases to +2. At 9th level, to +3. And at 12th level, to +4.

Bonus Attacks: At 8th level, a berserker can attack three times in two rounds with melee weapons.

Level	XP	Hit Dice (d12)	Special	AC	Climb Nature	Detect Hidden	Detect Magic	Avoid Backstab	Berserk
1	0	1	Berserk, Charger, Fearless, Unarmored Defense	9	80%	5%	5%	5%	5%
2	3,000	2		9	82%	10%	10%	10%	10%
3	6,000	3	Imbued Blows (+1)	8	84%	15%	15%	15%	15%
4	12,000	4		7	86%	20%	20%	20%	20%
5	24,000	5		6	88%	25%	25%	25%	25%
6	48,000	6	Imbued Blows (+2)	5	90%	30%	30%	30%	30%
7	150,000	7		4	91%	35%	35%	35%	35%
8	275,000	8	Bonus Attacks (3/2)	3	92%	40%	40%	40%	40%
9	500,000	8+4	Imbued Blows (+3)	2	93%	45%	45%	45%	45%
10	1,000,000	8+8		1	94%	50%	50%	50%	50%
11	1,600,000	8+12		0	95%	55%	55%	55%	55%
12	2,000,000	8+16	Imbued Blows (+4)	0	96%	60%	60%	60%	60%

Bounty Hunter (modified)

Minimum Scores: Str 9, Int 12, Wis 12, Dex 13, Con 14 **Hit Die:** d10
Races: Dwarf, elf, half-elf, half-orc, human **Alignment:** –
XP bonus: 10% for Str 16+, Dex 16+, Wis 16+ **Attack:** as Fighter **Saving Throws:** as Fighter
Armor Permitted: leather, studded leather, ring mail, scale, chain mail
Weapons Permitted: all **Penalty to hit for non-proficiency:** -2
Weapon Proficiencies: 4 (one of which must be a “capture” weapon)+ 1 every 2 levels

Bounty hunters are found in the wilds and large cities, usually contacted through the local Mercenaries Guild. Equipped to track fugitives of justice, the bounty hunter is an unrelenting force once they’ve caught their quarry’s scent.

Unlike a fighter, they cannot use weapon specialization, but they do roll for % strength and receive the special hit point bonus for high constitution.

Bounty Hunter “Capture” Weapons

Net: A net can be thrown with two hands (short 10 ft, medium 20 ft) or suspended as a trap. If it is thrown and hits, the target is entangled and immobile for 1d4 rounds. The target can roll Open Locks to burst free.

Lasso: A lasso can be thrown (short 10 ft, medium 20 ft, long 30 ft). If it hits, the target is entangled for 1d4 rounds and the bounty hunter can forcibly drag the target while entangled.

Bolas: Bolas can be thrown (short 20 ft, medium 30 ft, long 40 ft). If it hits, the target is entangled for 1d4 rounds. However, on a natural 20, the target must make a save vs. petrification. On a failure, they take 1d4 points of choking damage per round until disentangled.

Thief Abilities: Open Locks, Hear Noise, Move Silently, Hide in Shadows

Set Traps: This is similar to a rogue’s Find Traps, except it involves spending at least one turn (10 minutes) setting traps or fabricating snares.

Knockout: When a bounty hunter gains surprise, they can attempt to knock out a humanoid opponent. The bounty hunter must hit with a blunt weapon, pommel, or unarmed and deal damage. Then the % is rolled. The base % chance is modified, deducting 5 x the target’s level or Hit Dice.

Ambush: Bounty hunters surprise others on 3-in-6.

Gather Information: When asking about their quarry at taverns, inns, or other establishments, a bounty hunter gains a +10% bonus to reaction rolls.

Tracking: A bounty hunter can track in both wilderness and indoors with a 50% base chance (like a ranger, albeit at a lesser skill).

Level	XP	Hit Dice (d10)	Special	Open Locks	Set Traps	Hear Noise	Move Silently	Hide in Shadows	Knockout
1	0	1	Ambush, Gather Information, Tracking	30%	25%	10%	20%	20%	50%
2	2,250	2		34%	29%	13%	25%	25%	55%
3	4,500	3		38%	33%	16%	30%	30%	60%
4	9,500	4		42%	37%	19%	35%	35%	65%

Level	XP	Hit Dice (d10)	Special	Open Locks	Set Traps	Hear Noise	Move Silently	Hide in Shadows	Knockout
5	20,000	5		46%	41%	22%	40%	40%	70%
6	40,000	6		50%	45%	25%	45%	45%	75%
7	90,000	7		54%	49%	28%	50%	50%	80%
8	150,000	8		58%	53%	31%	55%	55%	85%
9	225,000	8		62%	57%	34%	60%	60%	90%
10	325,000	9		66%	61%	37%	65%	65%	95%
11	650,000	9+3		70%	65%	40%	70%	70%	100%
12	975,000	9+6		74%	69%	43%	75%	75%	100%

Cavalier (modified)

Minimum Scores: Str 15, Int 10, Wis 10, Dex 15, Con 15 **Hit Die:** d12

Races: Elf, half-elf, human

Alignment: Good (any)

XP bonus: None

Attack: as Fighter

Saving Throws: as Fighter

Armor Permitted: All (but will not wear leather, padded, or studded unless a last resort)

Weapons Permitted: longsword, broadsword, bastard sword, short sword, scimitar, horseman's mace, horseman's flail, horseman's military pick, dagger, javelin, shortbow

Penalty to hit for non-proficiency: -2

Weapon Proficiencies: 4+ 1 every 2 levels (the cavalier must begin with proficiency in the lance, one sword of their choice, and their choice of a mace, flail, or pick)

A mounted aristocratic knight, the cavalier is pledged to a code during sacred vigil.

Like a fighter, they roll for % strength and receive the special hit point bonus for high constitution, though they cannot use weapon specialization.

Restrictions: A cavalier is sworn to uphold the code of chivalry. Cavaliers must be in service to someone, usually a nobleman, but possibly a deity, order, or special cause. Regardless of alignment, a cavalier must seek to sustain the chivalric virtues of bravery, courtesy, faith, glory, honor, liberality, pride, and selflessness. A cavalier who violates these tenets suffers an XP penalty of at least 10% or more as determined by the GM.

Fearless: Cavaliers are immune to fear.

Enduring Valor: A cavalier can function at negative hit points up to the negative value of their hit points at 1st level. While in negative hit points, the cavalier cannot attack and moves at half their speed. However if their hit points fall lower than this value, the cavalier dies. Additionally, a cavalier heals an extra 1d4 hit points for each week of rest.

Horsemanship: A cavalier has deep knowledge of horses, and is able to evaluate a horse's quality; any steed selected by a cavalier has +2 hp per hit die. A cavalier gains +1 to hit when attacking from horseback and has a % chance to avoid being dismounted (see table). As a cavalier increases



in level, they improve further in handling other creatures as mounts:

- At 3rd level, the cavalier can leap into a saddle even while wearing bulky armor.
- A female elven or half-elven cavalier (and only such a character) at 4th level may handle and ride a unicorn.
- At 5th level, the cavalier can urge their mount to increase its speed by 20 feet for up to 1 hour. It requires an 8-hour rest before it can be urged on again.
- At 7th level, the cavalier can handle and ride a pegasus.
- At 9th level, the cavalier can handle and ride a hippogriff or griffon.
- At 11th level, the cavalier can handle and ride a dragon.

Parry: A cavalier can forgo attacking to instead parry, applying their “to hit” bonus (including the bonus from strength, weapon of choice, and magic) as a penalty to *one* enemy’s attack rolls. If the cavalier wields a shield, they can parry a second opponent but lose the AC benefit of their shield against all other opponents.

Weapons of Choice: The cavalier has 3 weapons of choice: the lance, a sword (the specific type is chosen by the cavalier), and a mace, flail, or pick (the specific type is chosen by the cavalier). When attacking with their weapons of choice, a cavalier gains +1 to hit. With the lance, the cavalier also gains a bonus to damage equal to their level. Additionally, when wielding their sword or mace/flail/pick of choice, the cavalier makes 3/2 attacks (three attacks every two rounds).

Level	XP	Hit Dice (d12)	Special	Lance Damage	Resist Dismount
1	0	1	Fearless, Enduring Valor, Horsemanship, Parry, Weapons of Choice	+1 damage	85%
2	2,500	2		+2 damage	86%
3	5,000	3	Horsemanship (vault saddle)	+3 damage	87%
4	10,000	4	Horsemanship (special)	+4 damage	88%
5	18,500	5	Horsemanship (surge)	+5 damage	89%
6	37,000	6		+6 damage	90%
7	85,000	7	Horsemanship (pegasus)	+7 damage	91%
8	140,000	8		+8 damage	92%
9	220,000	9	Horsemanship (hippogriff/griffon)	+9 damage	93%
10	300,000	10		+10 damage	94%
11	600,000	10+3	Horsemanship (dragon)	+11 damage	95%
12	900,000	10+6		+12 damage	96%

Charlatan

Minimum Scores: Int 12, Wis 9, Dex 13, Cha 14

Races: Elf, half-elf, gnome, human

XP bonus: 10% for Wis 16+, Dex 16+, Con 16+

Armor Permitted: leather, elven chain

Weapons Permitted: dagger, dart, garrote, oil, sap, sling, staff, short sword

Weapon Proficiencies: 2 + 1 every 4 levels

Hit Die: d4+1

Alignment: non-lawful

Attack: as Thief

Saving Throws: as Thief

Penalty to hit for non-proficiency: -3

Purveyors of cheap tricks, charlatans use a dash of magic, a touch of alchemy, and a whole lot of grift to cheat the gullible. They are able to cast magic-user and illusionist cantrips without a spellbook.

Quick Memorize: Charlatans can memorize cantrips quickly – one round per cantrip is all they need.

Alchemy: A charlatan can mix “potions”, though most of these are false elixirs that delude the imbiber into believing the potion has created the effect promised. This delusion lasts for 1d4 turns (10 minutes) per level of the charlatan. Three fake elixirs can be created per day.

Alternately, a charlatan can attempt to create a real potion (see DMG) or non-lethal poison, making one such potion or poison per day. A dose of a charlatan’s poison can affect 1d6 people, inflicting a condition (sickness, sleep, pain, indigestion) that lasts 1d2 hours per level of the charlatan.

Additionally, a charlatan can create pyrotechnics by throwing powders or liquids onto a fire, reproducing effects of the spells *affect normal fires* and *pyrotechnics*.

Lastly, a charlatan can identify the value and purpose of alchemical substances.

Disguises: At 5th level, a charlatan can create convincing disguises, making themselves appear slightly shorter or considerably taller, fatter or thinner, of a different gender, or even a different race. Anyone observing the disguised charlatan has a base 2% chance to see through the disguise. Each complex element of the disguise – class, race, gender – adds an additional 2% to the chance.

Beguilement: At 10th level, once per day a charlatan can imbue their words with beguiling power, causing intelligent creatures hearing the charlatan to treat them as a trusted friend and respected mage. Afflicted folks buy as much as they can afford from the charlatan. This lasts for one round per level of the charlatan. A character can roll 3d6+2 against their Wisdom as a saving throw, and they’re unaffected if the roll is less than their Wisdom.

Read Scrolls: At 10th level, the charlatan has become well-versed enough in training to cast spells from an arcane or phantasmal scroll (magic user or illusionist). However, this casting is not always successful. The charlatan should roll against his or her intelligence as a magic user or illusionist does, and if the score shown on the die is insufficient for the charlatan to cast the spell, then the casting will fail, possibly (at the GM’s option) having some entirely unexpected effect.

Level	XP	Hit Dice (d4+1)	Special	Cantrips	Pick Pockets	Move Silently	Hide in Shadows	Read Lairs	Fake Elixirs	Craft Potions & Poisons
1	0	1+1	Alchemy, Quick Memorize	3	35%	20%	20%	1%	40%	8%
2	1,700	2+2		4	39%	25%	25%	5%	45%	9%
3	3,400	3+3		5	43%	30%	30%	10%	50%	10%
4	6,800	4+4		6	47%	35%	35%	15%	55%	11%
5	13,500	5+5	Disguises	7	51%	40%	40%	20%	60%	12%
6	28,000	6+6		8	55%	45%	45%	25%	65%	13%
7	58,000	7+7		9	59%	50%	50%	30%	70%	14%
8	95,500	8+8		10	63%	55%	55%	35%	75%	15%
9	150,000	9+9		11	67%	60%	60%	40%	80%	16%
10	205,500	10+10	Beguilement, Read Scrolls	12	71%	65%	65%	45%	85%	17%
11	300,000	10+11		13	75%	70%	70%	50%	90%	18%
12	525,000	10+12		14	79%	75%	75%	55%	95%	19%

Cloistered Cleric (modified)

Minimum Scores: Wis 12, Int 10

Races: Dwarf, elf, half-elf, gnome, human

XP bonus: 10% for Wis 16+

Armor Permitted: none

Weapons Permitted: club, hammer, horseman's mace, staff

Weapon Proficiencies: 1 + 1 every 5 levels

Hit Die: d4+1

Alignment: cannot be true neutral

Attack: as Magic-User

Saving Throws: as Cleric

Penalty to hit for non-proficiency: -4

Some clerics eschew the battlefield in favor of the book, believing the pen of god mightier than the sword of the disbeliever.

The cloistered cleric gains bonus spells for high Wisdom, with a faster spell progression, but selects spells from a unique list (see below). They keep a prayerbook that's similar to a spellbook only it is written in their alignment tongue, memorizing spells like a magic-user.

Turn Undead: As per cleric.

Sage Fields: Accustomed to long hours in sacred libraries, the cloistered cleric gains the abilities of a sage, choosing two fields of study from the list below – one is their major field, the other their minor field. The tables indicates their % chance to answer a specific question. If the question is general add 10%. If the question is exacting subtract 10%. Sage fields include: Demi-Humankind, Fauna, Flora, Humankind, Humanoids & Giantkind, Physical Universe, and the Supernatural.

Level	XP	Hit Dice (d4+1)	Special	Sage Major	Sage Minor	Cloistered Cleric Spells					
						1st	2nd	3rd	4th	5th	6th
1	0	1+1	Sage Fields: Major (1), Minor (1), Turn Undead	35%	20%	2	-	-	-	-	-
2	2,000	2+2		36%	21%	2	1	-	-	-	-
3	4,000	3+3		37%	22%	3	2	-	-	-	-
4	8,000	4+4		38%	23%	3	3	1	-	-	-
5	16,000	5+5	Sage Minors (2)	39%	24%	3	3	2	-	-	-
6	25,000	6+6		40%	25%	3	3	2	1	-	-
7	40,000	7+7		41%	26%	3	3	3	2	-	-
8	60,000	8+8		42%	27%	4	4	3	2	1	-
9	85,000	9+9	Sage Minors (3)	43%	28%	4	4	3	3	2	-
10	110,000	10+10		44%	29%	5	4	4	3	2	1
11	150,000	10+11		45%	30%	6	5	5	3	2	2
12	200,000	10+12		46%	31%	6	6	6	4	2	2

Cloistered Cleric Spells		
1st Level	Light	Detect Lie
Ceremony (Burial, Coming of Age)	Slow Poison	Exorcise
Create Water	Speak with Animals	Neutralize Poison
Combine	<i>Translate</i>	Protection from Evil 10'
Cure Light Wounds	3rd Level	Speak with Plants
Detect Evil	Ceremony (Special Vows)	<i>Scroll</i>
Detect Magic	Create Food & Water	Tongues
<i>Hand Fire</i>	Cure Blindness	<i>Ward, minor</i>
Protection from Evil	Cure Disease	5th Level
Purify Food & Drink	<i>Detect Curse</i>	Atonement
Remove Fear	<i>Dismiss Undead</i>	Commune Cure Critical
Sanctuary	Dispel Magic	Wounds
<i>Scribe</i>	Enthrall	Dispel Evil
2nd Level	Glyph of Warding (paralysis)	Quest
Augury	Hold Person	Raise Dead
Ceremony (Dedication, Investiture, Consecrate Item, <i>Bless Newborn</i>)	Locate Object	True Seeing
Chant	Prayer	<i>Ward, major</i>
Death Prayer	Remove Curse	6th Level
Detect Charm	Remove Paralysis	<i>Communicate</i>
Detect Life	Speak with Dead	Heal
Holy Symbol	4th Level	Stone Tell
Know Alignment	Ceremony (Consecrate Ground)	Word of Recall
	Continual Light	

New Cloistered Cleric Spells

Hand Fire (1st): Create heatless flame in your cupped hand emitting light equivalent to a torch, that lasts until you cast another spell or use your hand to perform another task.

Scribe (1st): For up to 8 hours, write twice as fast with fine penmanship, including illuminated text, copying text, copying maps, and copying scrolls (reducing chance of error by 25%).

Ceremony - Bless Newborn (2nd): This variant of *Ceremony* requires a turn (10 minutes) to cast, giving a newborn +2 saves vs. possession, disease, fire and cold for 6 months.

Translate (2nd): You can read text written in a foreign tongue or alignment tongue, including secret languages like Druidic and Thieves' Cant for 3 turns per level. However, it does not allow the reading of magic, deciphering of a coded message, or translation of a recipe for a potion/powder.

Detect Curse (3rd): After casting this taxing spell you cannot cast spells or 4 hours. By touching an item for 6 rounds, you attempt to determine whether it is cursed. The item rolls a saving throw (typically it must roll 13+ on a d20, but more powerful items might have a better chance of resisting). Alternately, you can study a person for 6 rounds, and if they fail a save vs. spells, you determine if they are cursed. However, this does not reveal the nature of the curse.

Dismiss Undead (3rd): This spell is cast as part of using Turn Undead. If the undead would be automatically turned (T) or automatically destroyed (D), you can instead choose to not destroy it and not force it to flee. Instead, for 3d4 rounds the undead perform a mundane task for you, such as looking through a library for a book, playing a game of chess, or answering your questions. They cannot be directed to harm anyone. At the end of the spell, they resume their true natures.

Scroll (4th): After 1 hour of writing as part of this spell, you attempt to scribe a scroll of a spell you know, reducing the chance of error by 40%. Alternately, you can scribe the scroll in just 30 minutes, though you have the normal chance of error in that case.

Ward, Minor (4th): Casting this spell requires 3 rounds during which you place 7 pearls (worth at least 100 gp each) evenly on the ground in a circle that is 15-foot-radius or smaller. The pearls are consumed by the magic, and you create a magical barrier in a 15-foot-radius hemisphere which prevents all physical attacks and creatures from passing through. The ward does not cover the ground below you. The minor ward cannot be entered or exited by travelling astrally, *dimension door*, *passwall*, or *teleport*. Creatures inside the ward likewise cannot cast spells crossing the barrier. The minor ward, however, can be brought down by several spells: *dispel magic*, *disintegrate*, *limited wish*, *phase door*, *shadow door*, *plane shift*, or *wish*, or any spell that does at least 20 points of damage. *Dispel magic* has no effect on it. The ward lasts as long as you remain conscious, and you may spend a round dismissing it at any time.

Ward, Major (5th): This spell is identical to Minor Ward, except that the gems used must be worth at least 250 gp each, *dispel magic* has no effect on the ward, and it takes a spell that deals at least 50 points of damage to bring the barrier down.

Communicate (6th): Casting this spell requires 3 rounds and a mirror. You reach out to a creature you know anywhere on the Material Plane and you can communicate with that creature for one turn (10 minutes). If the creature is asleep it will awaken. If the creature is willing, you will see and hear what they can see and hear while in communication. The link is so strong that you can cast a curative spell on the creature, though doing so across distance is taxing and afterward you cannot cast spells for one day + one day for each level of the curative spell. Certain magic thwarts attempts to contact a creature, including *mind blank*, force fields (*cube of force*, *minor ward*, *major ward*, *major / minor globe of invulnerability*), and certain psionic defenses like *tower of iron will*.

Death Master “Necromancer”

Minimum Scores: Str 9, Int 15, Wis <13, Dex 12, Con 14, Cha <8

Hit Die: d4+1

Races: Half-elf, half-orc, human

Alignment: –

XP bonus: 10% for Int 16+

Attack: as Magic-User

Saving Throws: as Cleric

Armor Permitted: none

Weapons Permitted: dagger, scimitar, scythe, sickle

Weapon Proficiencies: 1 + 1 every 8 levels

Penalty to hit for non-proficiency: -4

A necromancer has a spellbook, memorizing spells like a magic-user, but they select spells from their own spell list which includes unique spells introduced in Dragon #76 (*), as well as spells that require necromantic concoctions (#).

Restrictions: Even the loftiest of necromancers feels the pull of darkness. When physically interacting with an evil relic or evil sentient item, a necromancer must make a save vs. spell or find their alignment shifting one step towards chaotic evil.

Necromancy: A necromancer automatically learns certain spells as they level (marked with an *), however some of their spells require certain concoctions (marked with a #).

Undead Bond: A necromancer’s deep familiarity with dark arts allows them to recognize the various types of undead after brief interaction or observation. This also allows them to identify magic items granting power over the undead just by interacting with it. Undead also feel an aversion to harming the necromancer, and must roll a 8 or lower on d20 to attack; however, if the necromancer attacks the undead, this aversion is overturned.

Sleep and Charm Resistance: A necromancer gains a % chance to resist *sleep* and *charm* spells.

Dark Alchemy: At 3rd level, the necromancer can create necromantic concoctions (see chart), which are used in their spellcasting (required for spells marked with a #).

Concoction											Cost	Time
	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th		(hours)
Animate Skeleton Dry Rub	80%	84%	88%	92%	96%	99%	100%	100%	100%	100%	10 gp/skeleton	1d6+1
Animate Zombie Bath	76%	80%	84%	88%	92%	96%	99%	100%	100%	100%	20 gp/zombie	1d6+1
Cause Light Wounds Potion	90%	93%	95%	97%	99%	100%	100%	100%	100%	100%	25 gp	1d4
Plant Death Spray	75%	79%	83%	87%	91%	94%	97%	100%	100%	100%	200 gp	1d6
Death Armor Cream			93%	95%	97%	98%	99%	100%	100%	100%	100 gp	1d4
Find Familiar Soup			88%	91%	94%	97%	98%	99%	100%	100%	250 gp	4d4
Ghast Infusion				77%	82%	87%	92%	96%	99%	100%	400 gp	6d6
Mummy Embalm Fluid					87%	91%	95%	97%	98%	99%	1,400 gp	3d4
Cause Serious Wounds Potion								95%	98%	100%	2,000 gp	5d4
Lichdom potion										90%	special	5d4
Undead Goop										93%	400 gp/HD	7d8
Vampire Eye Drops										94%	6,000 gp	8d10
Specter Gas										97%	4,500 gp	6d12

Speak with Undead: At 4th level, the necromancer can cast *Speak with Undead* at will. However, this does not create a compulsion to obey and cannot function on mindless undead.

Speak with Dead: At 7th level, the necromancer can cast *Speak with Dead* as a cleric of the same level once per day. This power may only be used once on any given corpse; thereafter, the corpse cannot be consulted by the necromancer.

Ghoulish Immunity: At 9th level, the necromancer is immune to *paralysis* and *hold* spells, including the touch of undead like ghouls.

Life Drain Immunity: At 11th level, the necromancer is immune to level draining and strength draining by the undead, though normal damage from such an attack still occurs.

Level	XP	Hit Dice (d4+1)	Special	Sleep and Charm Resist	Necromancer Spells					
					1st	2nd	3rd	4th	5th	6th
1	0	1+1	Necromancy, Undead Bond	5%	1	-	-	-	-	-
2	2,000	2+2		10%	2	-	-	-	-	-
3	4,000	3+3	Dark Alchemy	15%	2	1	-	-	-	-

Level	XP	Hit Dice (d4+1)	Special	Sleep and Charm Resist	Necromancer Spells					
					1st	2nd	3rd	4th	5th	6th
4	8,000	4+4	Speak with Undead	20%	3	2	-	-	-	-
5	16,000	5+5		25%	4	2	1	-	-	-
6	25,000	6+6		30%	4	3	2	-	-	-
7	40,000	7+7	Speak with Dead	35%	4	3	2	1	-	-
8	60,000	8+8		40%	4	3	3	2	-	-
9	85,000	9+9	Ghoulish Immunity	45%	4	4	3	2	1	-
10	110,000	9+10		50%	4	4	3	2	2	-
11	150,000	9+11	Life Drain Immunity	55%	4	4	4	3	3	-
12	200,000	9+12		60%	5	4	4	3	3	1

Necromancer Spells		
1st Level <i>Animate skeletons</i> * # <i>Animate zombies</i> * # Cause light wounds * # Comprehend languages Detect magic Feather fall Identify <i>Plant death</i> * # Protection from good Read magic Scare Shield Unseen servant Wizard mark Write #	Find familiar # Invisibility Knock Magic mouth Pyrotechnics Ray of enfeeblement Stinking cloud Wizard lock 3rd Level Dispel Magic Feign death * <i>Ghast production</i> * # <i>Hold undead</i> # <i>Ray of paralysis</i> * Tongues <i>Undead summoning</i> Wall of Ice	Ice storm <i>Mummy production</i> * # <i>Shadow summoning</i> * <i>Wight production</i> * <i>Wraith production</i> * 5th Level Animate dead Cloudkill Cause serious wounds # Cone of cold Finger of death <i>Ghost production</i> Teleport
2nd Level <i>Attract ghoul</i> Darkness Detect good/evil <i>Death armor</i> *	4th Level <i>Charm undead</i> * # Dig Fear	6th Level Death spell Energy drain Harm/heal <i>Lichdom</i> * # <i>Vampire or specter production</i> * #
* automatically learned spell	# spell requires a concoction	

New Necromancer Spell Descriptions

Animate skeletons (1st) produces 1 skeleton per level. Bones must be rubbed with a special salve, taking one round per skeleton. The skeletons may be animated any time within 24 hours after their rubdown, while the necromancer is within 30 feet + 10 feet per level of the bones.

Animate zombies (1st) produces 1 zombie per level. The corpses must be immersed in a salt bath for 1 turn prior to casting. The soaked corpses may be animated any time within 24 hours after their rubdown, while the necromancer is within 30 feet + 10 feet per level of the corpses.

Plant death (1st) unleashes a fine mist and upon utterance of a command word, the plants within 100 feet of the necromancer die. Trees and mobile plants (treants) get a save of 11.

Attract Ghoul (2nd) functions similar to *find familiar*, but calls a ghoul that is only “loyal” so long as it is fed. Obedience is gained 1% per day of feeding.

Death Armor (2nd) takes 2 rounds to cast, covering the necromancer in deadly salve. Anytime within the next hour per level of the necromancer, the necromancer can speak a command word to activate the salve’s magic. When activated, it becomes virulent for 1 round per level. Anyone touching the necromancer with exposed flesh while the salve is virulent must save vs. spell or take 2d6 damage.

Find Familiar (2nd): The necromancer uses this table (d20): 1-4 black cat, 5-8 weasel, 9 imp, 10 ghast, 11 mephit, 12 ghoul, 13-20 no reply but try again in one month. If an imp, ghast, ghoul, or mephit appears it does not add any hit points to the necromancer; if it is eliminated, however, the necromancer loses 1d6+1 hit points permanently.

Ghast production (3rd): While a ghoul is at hand, the necromancer may transform it into a servile ghast during a 1 hour process that involves infusing the ghoul with a 400 gp alchemical liquid.

Hold undead (3rd): Up to three undead get a save vs. spell or they stop moving and are unable to move or act for a number of minutes equal to 120 divided by the undead’s Hit Dice. If the undead is harmed in this state, the spell immediately ends.

Ray of paralysis (3rd): A thin ray emits from the necromancer’s hand out to 60 feet plus ten feet per level. A living target receives a save vs. spell to avoid being hit; if it misses, anyone in a line behind the target is at risk of being struck. If the ray hits, the target makes a save vs. paralysis -2, and if failed is paralyzed 3d4 rounds.

Undead summoning (3rd): 1d6+1 skeletons or zombies not already animated or controlled arrive to do the necromancer’s bidding, appearing in 1d4 rounds. They fight until destroyed or until the spell ends after 5d4 rounds.

Charm undead (4th): Works on one undead with Intelligence 9 or higher, which makes a save vs. spell -3 or must obey the necromancer and perform one specific mission of 12 words or less. A self-destructive command or unreasonable mission ends the charm.

Mummy production (4th): Wrapping the mummy takes 6 hours and consumes 1,400 worth of embalming fluid. Thereafter a command word must be uttered within 24 hours after the embalming is finished, animating one mummy that obeys the necromancer. However, each day the mummy rolls a saving throw to break free (17+ on d20).

Shadow summoning (4th): 1d6+1 shadows not already animated or controlled arrive in 1d8 rounds to do the necromancer’s bidding. They fight until destroyed or until the spell ends after 5d4 rounds.

Wight production (4th): A corpse and a wight bone (or connection to the Negative Material Plane) is required to cast this spell which takes only one round, creating one wight. However, the necromancer must make a save vs. death magic or lose 1 hit point permanently.

Wraith production (4th)

Ghost production (5th): This spell is cast on a victim that had Intelligence 14+ and was at least 9th level before it died. After 48 hours a ghost forms, though it remains completely free-willed (and unaware how it was created).

Lichdom (6th) can be cast on a willing cleric or magic-user of 18th+ level or a necromancer of 12th+ level, though it requires a unique potion costing 6,000 gp which must be consumed. The imbiber makes a save vs. death magic, dying on a failure, or turning into a lich after 24 hours on a success. A spellcaster who dies to this potion can be raised from death, though they lose one experience level.

Vampire or specter production (6th): The necromancer requires a corpse slain by a vampire or specter, but not in a manner that would cause the corpse to rise as undead normally. A special potion is poured into its mouth, costing 6,000 gp for a vampire or 4,500 gp for a specter. The corpse receives a save vs. spell, and if it fails it becomes a vampire or specter. The undead produced heeds the necromancer’s will for one year, but thereafter becomes free-willed, bearing no animosity toward the necromancer.

Duelist

Minimum Scores: Str 9, Int 10, Dex 15, Con 9

Races: Elf, half-elf, human

XP bonus: 10% for Dex 17+

Attack: as Fighter

Armor Permitted: leather, elven chain

Weapons Permitted: dagger, staff, bastard sword, broad sword, short sword, long sword, scimitar

Weapon Proficiencies: 3 + 1 every 3 levels

Hit Die: d10

Alignment: any

Saving Throws: as Fighter

Penalty to hit for non-proficiency: -2

A swift and dextrous swordsman/woman, a duelist relies on footwork and skill instead of brute force. They are individualists who challenge worthy foes, sometimes selling their services but never their honor.

Unlike a fighter, the duelist cannot use weapon specialization (training in a diversity of weapons) and does not roll for % strength, but they do receive the special hit point bonus for high constitution.

Limitations: A duelist considers it dishonorable to surprise an opponent, favoring challenging them to a duel instead. Similarly, reneging on terms of a duel is abhorrent to all but the most debased duelists.

Combat Expertise: The duelist gains a bonus to hit and damage when fighting an opponent wielding hand-held melee weapons (e.g. an orc with a sword as opposed to a troll's claws). This bonus is even greater if their opponent wields the same weapon as the duelist.

Danger Sense: A duelist is only surprised 1-in-6.

Fighting Spirit: When facing humanoids of human size or smaller, the duelist grants allies a 10% morale bonus (though the allies must be aware of the duelist).

Nimble Defense: While wearing armor that is not bulky, the duelist gains a bonus to AC (see table).

Parry: A duelist can forgo attacking to instead parry, applying their "to hit" bonus (including the bonus from strength, combat expertise, and magic) as a penalty to *one* enemy's attack rolls.

Two-Weapon Specialist: When fighting with two weapons, the duelist's attack roll penalty is reduced by one (in addition to any reduction due to high Dexterity).

Dodge: At 3rd level, once per fight, when a duelist would be hit by a melee attack, they may roll a saving throw vs. death. If the save succeeds, the duelist takes no damage.

Bonus Attacks: At 8th level, a duelist can attack three times in two rounds with melee weapons.

Level	XP	Hit Dice (d10)	Special	AC Bonus	Expertise (Hit/Damage)	Expertise vs. Same Weapon
1	0	1	Combat Expertise, Danger Sense, Fighting Spirit, Nimble Defense, Parry, Two-Weapon Specialist	-1	+1	+1
2	2,500	2		-1	+1	+1
3	5,000	3	Dodge	-1	+1	+1
4	10,000	4		-2	+1	+2
5	18,500	5		-2	+1	+2
6	37,000	6		-2	+1	+2
7	85,000	7		-3	+2	+3
8	140,000	8	Bonus Attacks	-3	+2	+3
9	220,000	9		-3	+2	+3
10	300,000	10		-4	+2	+4
11	600,000	10+3		-4	+2	+4
12	900,000	10+6		-4	+2	+4

Healer (modified)

Minimum Scores: Int 15, Wis 15, Dex 15

Races: Elf, half-elf, halfling, gnome, human

XP bonus: 10% for Wis 16+, Dex 16+, Con 16+

Armor Permitted: none

Weapons Permitted: any

Weapon Proficiencies: 2 + 1 every 3 levels

Hit Die: d8

Alignment: LG, LN, NG, or N

Attack: as Cleric

Saving Throws: as Cleric

Penalty to hit for non-proficiency: -3

A traveling priest outside the religious heterodoxy, the healer devotes themselves entirely to beneficent restorative magic and a gospel of peace, turning swords into ploughshares in their wake.

A healer casts spells in the manner of a cleric only with a faster progression, gaining bonus spells for high Wisdom, and they have a unique spell list.

Wound Tending: When a healer tends to the wounds of resting characters, the healer can bestow a number of extra healing dice each day – which must be divvied among patients as the healer sees fit. At 1st level the healer has 1d4. This increases to 2d4 at 5th level, and 3d4 at 10th level. When a character benefits from a healer's care, when they regain hit points during rest (usually 1), they roll the dice of healing as well.

Detect Filth: At 4th level, a healer can detect the presence and location of oozes, jellies, molds, and slimes within 40 feet.

Discern Potions: At 8th level, a healer can identify potions by taking a turn to examine them.

Read Magic: At 12th level, a healer can read druid and magic-user scrolls.

Level	XP	Hit Dice (d8)	Special	Healer Spells						
				1st	2nd	3rd	4th	5th	6th	7th
1	0	1	Wound tending (1d4)	2	-	-	-	-	-	-
2	2,000	2		2	1	-	-	-	-	-
3	4,000	3		3	2	1	-	-	-	-
4	8,000	4	Detect filth	4	2	2	-	-	-	-
5	16,000	5	Wound tending (2d4)	4	3	2	-	-	-	-
6	25,000	6		4	3	2	1	-	-	-
7	40,000	7		4	4	3	1	-	-	-
8	60,000	8	Discern potions	4	4	3	2	-	-	-
9	85,000	9		5	4	3	2	1	-	
10	110,000	9+2	Wound tending (3d4)	5	4	3	3	2	-	
11	150,000	9+4		5	5	3	3	2	1	
12	200,000	9+6	Read magic	5	5	4	4	3	2	1

Healer Spells		
1st Level	3rd Level	<i>Longevity</i>
Cure light wounds	Cure blindness	Raise dead fully
Detect disease	Cure deafness	<i>Size control</i>
Detect evil	Cure serious wounds	Teleport
Detect magic	Dispel magic	
Detect invisible	ESP	6th Level
Detect poison	Raise dead	Clone
<i>Detect phase</i>	Strength	Cure critical wounds
	4th Level	Speak with animals
2nd Level	Cure lycanthropy	Speak with monsters
Neutralize poison	<i>Energy</i>	Speak with plants
Cure disease	Fly	Water breathing
purify food & water	Mind blank	
Slow	Stone to flesh	7th Level
Haste	<i>Wake</i>	Blade barrier
Invisibility		<i>Neutralize gas</i>
	5th Level	Remove charm
	Cure insanity	Remove curse
	Cure paralysis	<i>Sterilize</i>

New Healer Spell Descriptions

Detect Phase (1st): For 6 turns, the healer spots ethereal or out-of-phase objects and creatures.

Energy (4th): Restore one life level to a character who has lost a level to undead life draining.

Wake (4th): Immediately awaken anyone put to sleep by magic.

Longevity (5th): Counters the magic aging effects of a ghost, staff of withering, etc. In a healthy creature, it reduces their age by 10 years, but a creature may only benefit from this once ever.

Size Control (5th): Negates the effects of growth and shriking potions and spells.

Cure Critical Wounds (6th): Heals 4d6+4 hit points.

Sterilize (7th): Cleanses a room, building no larger than a small keep, or one dungeon level of all oozes, jellies, molds, and slimes.

Neutralize Gas (7th): Causes any poison gas within 100 feet to become inert.

Hunter (modified)

Minimum Scores: Str 15, Int 12, Wis 12, Dex 15, Con 14 **Hit Die:** d12

Races: Dwarf, elf, half-elf, half-orc, human

Alignment: non-lawful

XP bonus: 10% for Str 16+, Dex 16+, Con 16+

Attack: as Fighter

Saving Throws: as Fighter

Armor Permitted: leather, padded, studded leather, elven chain

Weapons Permitted: dagger, staff, bastard sword, broad sword, short sword, long sword, scimitar

Weapon Proficiencies: 3 + 1 every 3 levels

Penalty to hit for non-proficiency: -2

“The hunter is one who was born in a wilderness area requiring a knowledge of woodcraft, fishing, trapping, tracking, knowing the flora and fauna for many reasons, and hunting to sustain life. There might be rare exceptions to this, but generally the hunter is one of savage, barbaric background. There are, of course, hunters from open plains areas, frozen tundra, and barrens. Such individuals are of more nomadic sort than the class considers, and in general these backgrounds are more akin to the barbarian class. The hunter class considers a wooded homeland as the principal training ground, and this should suit most campaign milieus. (sic)” -Gygax

Like a fighter, the hunter rolls for % strength and receives the special hit point bonus for high constitution, though they cannot use weapon specialization.

Animal Bond: The hunter has befriended a loyal animal that aids in hunting – typically a hound, fox, or falcon, but other possibilities exist so long as they do not have more Hit Dice than the hunter’s level.

The animal never needs to make morale checks. The animal typically knows how to track, hunt and chase, come back on command, sit/stay, go/fetch/retrieve, guard/watch, attack to subdue, and attack to kill. Though a highly intelligent animal like a raven might not attack and instead know how to carry small things to a place. If the hunter frees the animal, or the animal is killed, it takes one month to find and train a new bonded animal.

Beast Hunter: The hunter gains +2 saving throws against attacks from beasts and bestial monsters, +2 to hit beasts and bestial moonsters. A roll of 20 against a beast or bestial monster deals maximum damage. However, the hunter suffers -2 to hit humanoids.

Build Snares & Traps: The hunter can create the following snares and traps given sufficient time:

- Net trap (15 minutes, requires a net) roll to hit, restrained till Open Locks or cut free.
- Snare (30 minutes) a small roughly rabbit-sized creature must save vs death or killed.
- Deadfall (1 hour) roll to hit, 4d6 damage.
- Log Trap (2 hours, requires rope), roll to hit, 6d6 damage.
- Pit Tap (4 hours, requires a shovel), death save or 1d6 fall damage + 1d6 spike damage.

Tracking: The hunter can track in the wilderness with a 75% base chance (like a ranger).

Woodcraft: The hunter can identify plants, animals, and safe drinking water.

Climb Nature: This functions as a thief's Climb Walls, except it only works in natural surroundings.

Hide in Nature: This functions as a thief's Hide in Shadows, except in only works in natural surroundings.

Fashion Weapon: This is the % chance to fashion a primitive weapon like a club (1 turn), spear (3 turns), stone dagger (1 hour) stone axe (3 hours), or even a shortbow (6 hours, has -2 to hit, comes with 3 arrows, each additional arrow takes 1 hour). The chance of the weapon breaking on use is the inverse of the % value to craft it.

Know Direction: This is the % chance to know true north and avoid becoming lost.

Mimic Calls: This is the % chance to mimic the call of an animal.

Predict Weather: This is the % chance to predict the weather for the next 8-24 hours.

Level	XP	Hit Dice (d12)	Special	Climb Nature	Hide in Nature	Fashion Weapon	Know Direction	Mimic Calls	Predict Weather
1	0	1	Animal Bond, Beast Hunter, Build Snares & Traps, Tracking, Woodcraft	80%	20%	40%	31%	21%	21%
2	6,000	2		82%	25%	45%	33%	23%	23%
3	12,000	3		84%	30%	50%	36%	26%	26%
4	24,000	4		86%	35%	55%	40%	30%	30%
5	48,000	5		88%	40%	60%	45%	35%	35%
6	80,000	6		90%	45%	65%	51%	41%	41%
7	150,000	7		91%	50%	70%	58%	48%	48%
8	275,000	8		92%	55%	75%	64%	54%	54%
9	500,000	9		93%	60%	80%	69%	59%	59%
10	1,000,000	9+3		94%	65%	85%	71%	61%	61%
11	1,500,000	9+6		95%	70%	90%	73%	63%	63%
12	2,000,000	9+9		96%	75%	95%	75%	65%	65%

Jester (modified)

Minimum Scores: Int 12, Wis 12, Dex 9, Cha 13

Races: Halfling, half-elf, gnome, human

XP bonus: 10% for Int 16+, Wis 16+, Dex 16+

Armor Permitted: leather

Weapons Permitted: club, dagger, oil, sling, staff, scimitar, short sword, long sword, broad sword

Weapon Proficiencies: 2 + 1 every 4 levels

Hit Die: d6

Alignment: NG, CG, CN, N

Attack: as Thief

Saving Throws: as Thief

Penalty to hit for non-proficiency: -3

Roving storytellers and entertainers with an overwhelming sense of the absurd, jesters are a boon (nuisance) to any party. Once they run out of jokes, prank the wrong noble, or insult the most fearsome monsters, the jester travels on to weave their unique blend of magic and mayhem elsewhere.

The jester casts spells like a magic-user with a spellbook (a flipbook), only from a greatly reduced spell list. They memorize their spells faster, but risk miscasting.

Thief Skills: Pick Pockets, Climb Walls

Catch Objects: This is the % chance for the jester to catch any thrown object (weighing less than 10 pounds) near them, and then immediately throw the object back in the direction it came from. In order to catch objects, the jester must have at least one hand free and can catch up to 3 objects per round.

An 18 Dex grants a +5% bonus, and a 19 Dex grants a +15% bonus.

Fast Memorize: The jester can memorize their spells by spending one turn (10 minutes) per spell level rehearsing lines from their spellbook.

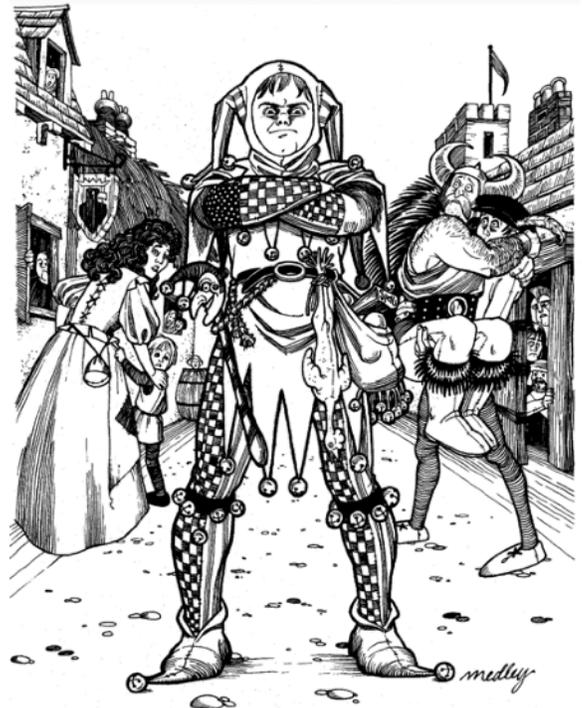
Fortune Favors: The jester's antics grant them a +1 bonus to initiative rolls, a +1 bonus to all saving throws, and immunity to madness.

Miscasting: Whenever the jester casts a spell, there is a % chance equal to the spell's level of the spell being miscast, with effects at the GM's discretion.

Ventriloquism: The jester can cast their voice as per the *ventriloquism* spell with set range of 30 feet.

Wit and Insult: The jester can alter morale in a 60-foot-radius, granting allies a +10% bonus and imposing a -10% penalty on enemies. Doing so requires the jester spend one round gesturing and speaking in a language the targets understand, with effects beginning after that. The effect lasts as long as the jester keeps up the action, for a maximum of 6 turns, plus 2d4 turns thereafter.

Bonus Languages: At 2nd level, the jester learns an extra language, and every even level thereafter they learn another language.



Level	XP	Hit Dice (d6)	Bonus Langs	Catch Object	Pick Pockets	Climb Walls	Jester Spells					
							1st	2nd	3rd	4th	5th	6th
1	0	1	-	35%	35%	80%	-	-	-	-	-	-
2	2,000	2	1	39%	39%	82%	1	-	-	-	-	-
3	4,000	3	1	43%	43%	84%	2	-	-	-	-	-
4	8,000	4	2	47%	47%	86%	2	1	-	-	-	-

Level	XP	Hit Dice (d6)	Bonus Langs	Catch Object	Pick Pockets	Climb Walls	Jester Spells					
							1st	2nd	3rd	4th	5th	6th
5	16,000	5	2	51%	51%	88%	3	2	-	-	-	-
6	25,000	6	3	55%	55%	90%	3	2	1	-	-	-
7	40,000	7	3	59%	59%	91%	4	3	2	-	-	-
8	60,000	8	4	63%	63%	92%	4	3	2	1	-	-
9	85,000	9	4	67%	67%	93%	4	4	3	2	-	-
10	110,000	10	5	71%	71%	94%	4	4	3	2	1	-
11	150,000	10+2	5	75%	75%	95%	4	4	4	3	2	-
12	200,000	10+4	6	79%	79%	96%	4	4	4	3	3	1

Jester Spells 1st Level Animal friendship Charm person Friends Hypnotism Sleep 2nd Level Forget Ray of enfeeblement Scare Trip	3rd Level Hold animal Hold person Suggestion 4th Level Charm monster Confusion Fumble	5th Level Feeblemind Hold monster 6th Level Mass suggestion 7th Level Mass charm 8th Level <i>Otto's irresistible dance</i>
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Merchant (modified)

Minimum Scores: Int 10, Dex 9, Wis 10, Cha 10

Races: Any

XP bonus: 10% for Cha 16+

Attack: as Thief

Hit Die: d6

Alignment: non-chaotic

Saving Throws: as Thief

Armor Permitted: leather

Weapons Permitted: club, dagger, dart, oil, staff, scimitar, broad sword, long sword, short sword, whip

Weapon Proficiencies: 2 + 1 every 4 levels

Penalty to hit for non-proficiency: -3

“Merchants are found in all sectors of any civilized area, serving as fences for the thieves guild in the lower-class part of town, as gem dealers who attend the queen, and as wool merchants who supply the tailors in the business district. These individuals form one of the most powerful groups in any realm. They control the money, and when money talks, many ears listen.”

The merchant casts spells like a magic-user with a spellbook and they learn magic-user cantrips. However, they have vastly reduced skill and their own spell list.

Cantrip Commodities: Merchant Guilds trade cantrips as minor magical charms – some may resemble scrolls, others teapots emitting cleansing steam, or any small charm imaginable – typically for 100 gp each. The merchant can sell off cantrips they know and purchase new cantrips from the guild. Alternately, the merchant can give a cantrip to an ally to use instead, though some form of trade

must be made in exchange. However, the total number of cantrips the merchant can know or have in circulation remains limited by how many cantrips they receive (see table).

Fast-talking: Once per day per level, the merchant can fast-talk a creature who can understand the merchant. When the merchant attempts to fast-talk someone into making a deal, the target is entitled to a save of Intelligence (1d20 to roll lower than their Intelligence), applying any Wisdom bonus/penalty to magical attack adjustment. On a failed save, the target is subject to *suggestion*, believing they got an incredible deal. However, on a successful save, the target may become irate or hostile.

At 9th level, the merchant can emulate *mass suggestion* with their fast-talking once per day.

Magic Item Versatility: The merchant can use all magic items, irrespective of the class the magic item is intended for.

Thief Skills: Find Traps, Read Languages

Appraise: This is the % chance to accurately evaluate the true value of an object, not just in terms of gold pieces, but also where it comes from and who might be willing to pay the most for it. While this won't reveal the properties of magic items, it may give hints about their origins and exceptional value.

Haggle: This is the % amount by which a merchant reduces what they pay for goods, so long as they are on fair terms with whoever they're dealing with.

Level	XP	Hit Dice (d6)	Special	Appraise	Haggle	Find Traps	Read Langs	Merchant Spells		
								Cantrip	1st	2nd
1	0	1	Cantrip Commodities, Fast-talking, Magic Item Versatility	80%	-10%	25%	1%	1	-	-
2	1,500	2		82%	-15%	29%	5%	2	-	-
3	3,000	3		84%	-15%	33%	10%	2	-	-
4	5,000	4		86%	-20%	37%	15%	3	-	-
5	10,000	5		88%	-20%	41%	20%	3	1	-
6	20,000	6		90%	-25%	45%	25%	4	2	-
7	40,000	7		91%	-25%	49%	30%	4	3	1
8	75,000	8		92%	-30%	53%	35%	4	3	2
9	135,000	9	Mass fast-talking	93%	-30%	57%	40%	4	4	3
10	220,000	10		94%	-35%	61%	45%	4	4	4
11	440,000	10+2		95%	-35%	65%	50%	4	4	4
12	660,000	10+4		96%	-40%	69%	55%	4	4	4

Merchant Spells		
1st Level	Identify	Detect evil/good
Alarm	Mending	Detect invisible
Comprehend languages	Message	ESP
Detect illusions	Nystul's magic aura	Fools gold
Detect magic	Read magic	Knock
Friends	Tenser's floating disk	Locate object
Hold portal		Magic mouth
	2nd Level	Preserve
	Audible glamer	Wizard lock

Monk (modified)

Minimum Scores: Str 15, Int 12, Wis 12, Dex 15, Con 14 **Hit Die:** d6

Races: Human

Alignment: lawful (any)

XP bonus: None

Attack: as Thief

Saving Throws: as Thief

Armor Permitted: none

Weapons Permitted: club, dagger, hand axe, javelin, spear, staff

Weapon Proficiencies: 3 + 1 every 3 levels

Penalty to hit for non-proficiency: -2

Monks are monastic aesthetes practicing rigorous mental and physical training to become a force of superior self-discipline, unarmed prowess, and deep peace.

Restrictions: The monk takes vows eschewing material possessions, and may only possess enough treasure necessary to survive, including 2 magic weapons, and 3 other magic items. All other treasure must be bestowed upon the needy or (non player) religious institutions. Additionally, the monk's lifestyle prevents them from gaining hirelings and henchmen until founding their own monastery. Finally, there are a limited number of higher level monks; when a monk would qualify for 8th level (and each level beyond), they must defeat a monk of that level in a trial in order to advance to that level. If the monk fails, their XP are reduced to one above the amount needed to maintain their current level.

Evasion: When a monk succeeds a saving throw against an effect that would deal half damage on a success (e.g. *fireball*), they take no damage.

Martial Arts: A monk gains several benefits from their training: Their base AC, movement, and unarmed combat damage are determined by their level (see chart). Additionally, a monk can damage a monstrous opponent using their unarmed attacks (a normal person can only damage a humanoid using unarmed attacks). The monk may apply any Strength bonus to hit as normal, but they do not apply any Strength bonus to damage to their unarmed attacks - only to their weapon attacks.

Stunning Strike: If a monk hits a target by 5 or more needed to hit their AC, the target is stunned for 1d6 rounds during which it cannot make attacks, cast spells, or use special abilities. Additionally, if the monk stuns a target, the monk may attempt a killing blow by rolling a % die; if the value is equal to or less than the target's AC, the target is killed outright.

Thief Skills: Move Silently, Hear Noise, Climb Walls

Resist ESP (& Charm): At 1st level this is the % chance to resist ESP or mind-reading. At 9th level, this also applies as a % chance to resist all charms.

Deflect Missiles: This is the % chance for the monk to dodge or knock aside physical missiles (arrows, bolts, sling stones, javelins, etc).

Breakfall indicates the height of a fall from which the monk takes no damage. This distance is deducted from the distance the monk falls when determining damage dice rolled for the fall.

Feign Death: At 2nd level, the monk can enter self-induced catalepsy to appear dead, lowering their temperature and heart rate for up to twice the number of turns equal to their level.

Speak with Animals: At 3rd level, the monk can speak with animals as a druid.

Self-Healing: At 4th level, the monk is able to repair their own body through force of will, making them immune to disease. Once per day, the monk can heal themselves for an amount equal to their unarmed combat damage.

Equilibrium: At 5th level, once per day the monk can adjust their body weight allowing them to walk on water, quicksand, or even a spider's web without sinking or breaking through for 1 round per level. If the monk falls while using this power, they descend 120 feet per round – slow enough to avoid injury. However, because of their lightness, the monk must be wary of gusts of wind.

Empathy: At 6th level, once per day the monk can sense the basic needs, drives, and emotions in a creature.

Invisibility: At 7th level, once per day the monk can become invisible for 1 turn per level. If the monk attacks or takes hostile action, the invisibility ends.

Break Object: At 8th level, once per day the monk can channel their inner energy into a strike that destroys a non-magical object up to the size of a portcullis.

Mental Discipline: At 9th level, the monk applies their Resist ESP % to Resist Charm as well. They become immune to mind blasts and both *geas* and *quest* spells.

Longevity: At 10th level, the monk slows down their metabolism, granting them immunity to poison, and they only age 1 year for every 10 years that pass.

Body Control: At 11th level, once per day the monk can adapt their body to environmental extremes – breathing water, enduring extreme heat or cold, surviving on an elemental plane, etc. – for one turn per level.

Quivering Palm: At 12th level, the monk masters the quivering palm attack which can only be attempted once per week against a living creature which does not require a “+1 or better magical weapon” to be hit. The monk declares their intention then rolls to attack – if any attack hits the target that round, the quivering palm activates. If the target has the same number of Hit Dice as the monk or fewer, deadly energy transfers into the target. At any time within one week, the monk can command the creature to die and it dies.

Level	XP	Hit Dice (d6)	Special	AC	Move	#Att	Dmg	Resist ESP & Charm	Deflect Missile	Move Silently	Hear Noise	Climb Walls	Breakfall (feet)
1	0	2	Evasion, Martial Arts, Stunning Strike	9	150	1	1d4	10%	35%	35%	10%	80%	10
2	2,250	3	Feign Death	8	160	1	1d6	15%	39%	39%	13%	82%	10
3	4,750	4	Speak w/ Animals	7	170	1	1d6+1	20%	43%	43%	16%	84%	10
4	10,00	5	Self-Healing, Immune to disease	6	180	3/2	1d6+1	25%	47%	47%	19%	86%	20
5	22,500	6	Equilibrium	5	190	3/2	2d4	30%	51%	51%	22%	88%	20
6	47,500	7	Empathy	4	200	3/2	2d4+1	35%	55%	55%	25%	90%	30
7	98,000	8	Invisibility	3	210	2	2d4+1	40%	59%	59%	28%	91%	30
8	200,000	9	Break Object	2	220	2	2d6	45%	63%	63%	31%	92%	40
9	350,000	10	Mental Discipline	1	230	2	3d4	50%	67%	67%	34%	93%	40
10	500,000	11	Longevity, Immune to poison	0	240	5/2	3d4	55%	71%	71%	37%	94%	50
11	700,000	12	Body control	-1	250	5/2	3d4+1	60%	75%	75%	40%	95%	50
12	950,000	13	Quivering palm	-2	260	5/2	4d4	65%	79%	79%	43%	96%	60

Oracle (modified)

Minimum Scores: Int 14, Wis 14

Races: Elf, half-elf, human

XP bonus: 10% Int 16+, Wis 16+

Armor Permitted: none

Weapons Permitted: club, dagger, dart, oil, staff

Weapon Proficiencies: 2 + 1 every 5 levels

Hit Die: d6

Alignment: Any

Attack: as Cleric **Saving Throws:** as Cleric

Penalty to hit for non-proficiency: -3

Oracles are legendary people surrounded by mystery for their powers of prophecy. They encompass figures from the Oracle at Delphi, to Romani (“gypsy”) fortunetellers, to wise men and women from a variety of cultures.

An oracle casts spells like a cleric, gaining bonus spells for high Wisdom, but has their own spell list.

Foretell: Once per adventure, the oracle can foretell something of consequence involving a specific character in a specific circumstance. This must involve overcoming a challenge or resolving a conflict. The character gains a +1 (or +5%) bonus on all rolls involving that specific circumstance, and if what the oracle foretold comes to pass, the character in question gain a +5% XP bonus.

Divination: An oracle has innate powers of telling the future, gaining **two** forms of divination at 1st level, and one form at each level gained. Using divination generally requires one turn (though it may be longer or shorter) and the % chance is to receive an accurate and useful reading. A high Intelligence confers a bonus to this % roll: 16 (+5%), 17 (+10%), 18 (+15%). However, a roll of 96-100 indicates that the oracle is stricken with minor madness and cannot make any more divinations that day/week/month (depending on how long their attempted divination took).

1. Arithomancy (Numerology) = Analyzing a name to determine whether the person, place, or thing is good or evil, whether it involves good fortune or bad.
2. Apantomancy = As part of casting *speak with animals*, this allows gaining information from the animals beyond what their intelligence level would otherwise allow.
3. Astromancy & Horoscopy = Studying stars and star charts during a full night to learn one specific event that will befall the individual being assessed within the next week.
4. Austromancy & Captptomancy = Studying winds, clouds, fog, and/or smoke to determine whether a party's fortune will be weal or woe over the next week. If there is specific information about how clouds, winds, fog, or smoke relates to the fortune, it is revealed on a successful divination.
5. Belomancy = Casting arrows with potential answers written upon them. If the divination is successful and one of the arrows holds the answer, then it points in the direction of that answer. Expending a magical arrow grants a +10% bonus.
6. Botanomancy = As part of casting *speak with plants*, this allows gaining information from the plants beyond what their intelligence level would otherwise allow, as well as information known by other plants in the area sharing a root system of ecology.
7. Capnomancy & Licanomancy = Divination by means of reflections in water and mirrors, this allows for witnessing events pertaining to the topic of inquiry in the past or future. Expending holy water or using a magic mirror grants a +10% bonus.
8. Cleromancy = Casting runes, dice, or bones to determine fortune of a proposed venture within the next week and gain a vague idea of threats the venture involves.
9. Coscionmancy = Determining guilt of a party by speaking names of suspected guilty person before a brass sieve, a feather on a scale, or the points of shears. If the divination is successful and the person is guilty, the sieve wobbles, the scale tips, or the shears snip.
10. Crysatlomancy = Gauging the success of a proposed future venture using a crystal, and the single most threatening obstacle to achieving success. If the crystal or gem is magical gain +10% bonus.
11. Dactylomancy = Consulting a ouija board with a question to which the answer is one word, but may involve a name or concise yes/no.
12. Haruspicy = Examining entrails of a recently killed beast/monster to determine the fortunes related to future encounters with that creature in the next week, in some detail. If the beast/monster was killed by the oracle themselves gain a +10% bonus.
13. Hieromancy = Learning whether a party holds the favor or disfavor of a god, and what form that god's omens will take. If the god is worshipped by the oracle, gain a +10% bonus.

14. Hydromancy = Studying water to determine whether a party's fortune will be weal or woe over the next week. If there is specific information about how water relates to the fortune, it is revealed on a successful divination. A body of water like a stream or ocean grants a +10% bonus.
15. Lithomancy & Geomancy = Reading pebbles or earth of a location to gain a sense of whether the place holds good or ill fortune for the party, particularly if it is cursed, desecrated, or haunted.
16. Meteromancy = Studying meteors during one week to foretell the occurrence of an important event.
17. Oneirocritica = Interpreting dreams and visions after a night's rest to predict one event that will happen in the next day. However, the oracle has no control over the nature of the event learned.
18. Ophiomancy = Studying reptiles or dragons to determine whether a party's fortune will be weal or woe over the next week. If there is specific information about how reptiles or dragons relate to the fortune, it is revealed on a successful divination.
19. Ornithomancy = Studying birds (avians) to determine whether a party's fortune will be weal or woe over the next week. If there is specific information about how birds (avians) relate to the fortune, it is revealed on a successful divination.
20. Pyromancy = Studying fire to determine whether a party's fortune will be weal or woe over the next week. If there is specific information about how fire relates to the fortune, it is revealed on a successful divination. A bonfire the size of a small building grants a +10% bonus.
21. Rhabdomancy = Dowsing for water, oil, metals, or minerals using a forked wooden stick. A hazelwood or magical dowsing rod grants a +10% bonus.
22. Sciomancy = As part of casting *speak with dead*, this allows gauging the truthfulness of any answers given by the dead, and even reading inbetween the lines to learn what they try to hide.

Level	XP	Hit Dice (d6)	Special	Divination	Oracle Spells					
					1st	2nd	3rd	4th	5th	6th
1	0	1	Divination, Foretell	20%	1	-	-	-	-	-
2	2,250	2		25%	2	-	-	-	-	-
3	4,500	3		30%	2	1	-	-	-	-
4	9,000	4		35%	3	2	-	-	-	-
5	17,500	5		40%	3	3	1	-	-	-
6	33,500	6		45%	3	3	2	-	-	-
7	60,000	7		50%	3	3	2	1	-	-
8	110,000	8		55%	3	3	3	2	-	-
9	200,000	9		60%	4	4	3	2	1	-
10	360,000	10		65%	4	4	3	3	2	-
11	630,000	11		70%	5	4	4	3	2	1
12	1,000,000	12		75%	6	5	5	3	2	2

New Oracle Spell Descriptions

Guidance (2nd): When cast, ask a general question and intuitively know the answer. The question should not be specific, but of the “Will we be alive tomorrow?” or “Will we be rich if we survive this adventure?” type. *Guidance* may only be cast once per day.

Know Intent (2nd): The oracle learns the intent of encountered individual or group, captured with just one word: friendly, neutral, hostile, etc.

Omen I (2nd): Cast as part of a Divination, it provides a +10% bonus to the Divination roll.

Divine Truth (3rd): This spell functions like *Guidance*, except it allows for a specific question. However, the more complex the question becomes, the more allegorical and cryptic the answer.

Metal and Mineral Detection (3rd): Like a *wand of metal and mineral detection*, one round per level.

Sympathetic Magic (3rd): This spell allows the oracle to make a divination about a specific person or thing, provided that some portion of that person or thing is available to the caster. This item, which could be a lock of hair or fingernail trimmings, is consumed when the spell is cast. The spell allows the caster to know the location and condition (dead or alive, good or evil, etc.) of that person or thing, although these are only roughly perceived. The spell has a duration of 1 round per level.

Divine Past (4th): This spell peers into an event that happened in the past. This event is specified by the caster, but the chance of seeing a random event instead is 100% minus 5% per level. The spell will fill in the details of a single event, and identify the characters in it, as well as the sequence of events. If the event is chosen by the oracle, oracles of 7th and 8th level may see only events happening within the past week; oracles of 9th to 11th level can see events a month old; and oracles of higher level can see any event less than a year old. After the oracle sees sufficient impressions (in the form of figures and depictions) to let them interpret the event, the spell dissipates.

Omen II (4th): Cast as part of a Divination, it provides a +20% bonus to the Divination roll.

Divine Present (5th): As *Divine Past*, but for an event occurring when the spell is cast or 1 turn ago. They may choose the event, but the chance of seeing it is the same as for the other “Divine” spells.

Proof Against Detection (5th): Like an *Amulet of Proof Against Detection and Location* for 2 turns per level, the oracle cannot be detected by any magical means and will not appear in divinations.

Divine Future (6th): As *Divine Past*, but for an event that will happen in 1 turn to 1 day. They may choose the event, but the chance of seeing it is the same as for the other “Divine” spells.

Memory (6th): This spell allows the oracle to absorb the memory of a person or thing by touch. If the thing touched is living, the touch causes its memory to be wiped blank; instincts, however, are not absorbed. However, there is a 20% chance that the spell will work in reverse, transferring to the person or thing the memory of the character, thus wiping out the oracle’s memory. In this case the oracle must make a system shock roll or become insane; the person (but not thing, obviously) receiving the memory must also do so. Once the memory has been absorbed, the oracle must decide what sorts of things they wish to remember, since most of the memory will vanish after 1 hour.

Omen III (6th): Cast as part of a Divination, it provides a +30% bonus to the Divination roll.

Oracle Spells		
1st Level	<i>Guidance</i>	Speak with plants
Detect evil	<i>Know intent</i>	Stone tell
Detect illusion	Locate object	Vision
Detect invisibility	Locate plants	Wizard eye
Detect lie	<i>Omen I</i>	
Detect magic	Slow poison	5th Level
Detect snares and pits		Commune
Identify	3rd Level	Cure serious wounds
Know alignment	Clairaudience	<i>Divine present</i>
Locate animals	Clairvoyance	Legend lore
Predict weather	<i>Divine truth</i>	<i>Proof against detection</i>
Read magic	Feign death	Speak with monsters
	<i>Metal and mineral detection</i>	True seeing
2nd Level	Speak with animals	
Augury	Speak with dead	6th Level
Cure light wounds	<i>Sympathetic magic</i>	Contact other plane
Detect charm	Tongues	Cure critical wounds
Detect poison		<i>Divine future</i>
ESP	4th Level	<i>Memory</i>
Find traps	Commune with nature	<i>Omen III</i>
	Divination	Raise dead
	<i>Divine past</i>	Reincarnate
	<i>Omen II</i>	Seek

Savant Fields & Specializations

Humankind

Art and music
Biology (+1 recovery)
Demography
History
Language, written (read all written human languages)
Law and customs
Linguistics, spoken (understand the gist)
Legends and folklore
Theology and myth

Demihumankind

same categories as Humankind, but for elves, dwarves, gnomes, halflings

Humanoids and giantkind

Biology (+1 recovery, +1 damage per level)
Demography
History
Linguistics, spoken (understand the gist)
Laws and customs

Legends and folklore

Fauna

(+1 damage per level against chosen type)
Amphibians
Arachnids
Avians
Cephalopods & Echinoderms
Ichthyoids (sahuagin, merfolk)
Insects
Mammals
Reptiles

Flora

Flowers
Fungi (differentiate poisonous and mushroom creatures)
Herbs (remedies and uses)

Supernatural

Astrology (perform *augury* spell 1/day for free)
Calligraphy (create scrolls)
Cryptography (decipher runes and symbols)
Dweomercraft (can use Lore to learn magic item properties)

Medicine (cure nonmagical disease and poison)
Planes

Physical Science

Alchemy (craft potions)
Astronomy (navigation)
Chemistry (identify and craft acids, smokepuff grenades, incendiary fluids, etc)
Geology and mineralogy (identify metals/minerals and familiar with underground hazards)
Meteorology and climatology (predict the weather for 24 hours, control air elemental)
Oceanography (handling ships, shallow-water monsters, control water elemental)
Topography and cartography (create maps)

Savant Spells

1st Level

Comprehend languages
Detect evil
Detect illusion
Detect invisibility
Erase
Identify
Penetrate disguise
Portent
Protection from energy drain
Read illusionist magic
Read magic
Write

2nd Level

Augury
ESP
Exorcism
Detect charm
Detect lie
Detect life

Find traps
Know alignment
Know languages
Misdirection

3rd Level

Call spirit
Clairaudience
Clairvoyance
Locate object
Material
Nondetection
Secret page
See hidden doors
Tongues

4th Level

Divination
Greater vision
Phase shift
Psychic impressions
Wizard eye

5th Level

Bestow hit points
Contact other plane
Hold undead
Life steal
True seeing

6th Level

Find the path
Legend lore
Recall spell
Stone tell
True name
True sight

7th Level

Dwarmij's instant summons
Duo-dimension
Mordenkainen's disjunction
Spell drain
Symbol

Savant (modified)

Minimum Scores: Int 15, Wis 14, Dex 13

Races: Elf, half-elf, human

XP bonus: 10% Int 16+, Wis 16+

Attack: as Magic-User

Hit Die: d4

Alignment: Any

Saving Throws: as Magic-User

Armor Permitted: none

Weapons Permitted: dagger, dart, oil, staff

Weapon Proficiencies: 1 + 1 every 5 levels

Penalty to hit for non-proficiency: -4

The savant is a well-traveled sage using magic and knowledge in equal measure.

They cast spells using a spellbook like a magic-user with their own spell list & unique spells.

Thief Skills: Read Languages, as thief of 6 levels higher.

Sage Fields: Accustomed to long hours in sacred libraries, the savant gains the abilities of a sage, choosing two fields of study from the list below – one is their major field, the other their minor field. The tables indicates their % chance to answer a specific question. If the question is general add 10%. If the question is exacting subtract 10%. Sage fields include: Demi-Humankind, Fauna, Flora, Humankind, Humanoids & Giantkind, Physical Universe, and the Supernatural.

The savant gains an additional minor field at 5th level and 10th level.

Lore: This is a % chance to recall lore about legendary objects, people, or places. However, this will not reveal a magic item's properties.

Bonus Languages: At 2nd level, the savant learns an extra language, and every even level thereafter the savant learns another language.

Specialization: At 3rd, 6th, 9th, and 12th levels, the savant chooses an area of specialization within one of their sage fields. They gain a +20% bonus when attempting to recall lore pertaining to one of their specializations.

Level	XP	Hit Dice (d4)	Special	Bonus Langs	Sage Major	Sage Minor	Lore	Read Langs	Savant Spells			
									1st	2nd	3rd	4th
1	0	1	Lore, Sage Fields: Major (1), Minor (1)	-	35%	20%	20%	30%	1			
2	2,500	2		1	36%	21%	20%	35%	1			
3	5,000	3	Specialization (1)	1	37%	22%	25%	40%	2			
4	10,000	4		2	38%	23%	25%	45%	2			
5	25,000	5	Sage Minors (2)	2	39%	24%	30%	50%	2	1		
6	50,000	6	Specialization (2)	3	40%	25%	30%	55%	2	1		
7	40,000	7		3	41%	26%	35%	60%	2	1	1	
8	60,000	8		4	42%	27%	35%	65%	2	2	1	
9	85,000	9	Specialization (3)	4	43%	28%	40%	70%	3	2	1	
10	110,000	10	Sage Minors (3)	5	44%	29%	40%	75%	3	2	1	1
11	150,000	10+1		5	45%	30%	45%	80%	3	2	2	1
12	200,000	10+2	Specialization (4)	6	46%	31%	45%	85%	4	3	2	1

New Savant Spells

Protection from Energy Drain (1st): This spell takes a full round to cast and consumes a vial of holy water, bestowing a creature touched with a death save against being undead energy drain for 1 turn.

Exorcism (2nd): This spell purges an object or area of an evil undead haunting it, during which time the savant benefits from *protection from evil 10' radius*; it takes one turn per Hit Die of the spirit. Material components include a book of prayers, a silver bell, and a blessed candle which must remain lit throughout the spell. Each turn the savant must roll 4d6 for a total below their constitution, subtracting 1 for every 3 levels of experience. Failure ends the spell. At the spell's completion, the spirit must make a save vs. spells or be forced back to the realm of the dead. If the save is successful, the spirit remains but loses 25% of its hit points. This spell does not work against an intelligent undead like liches or vampires within their lair.

Know Languages (2nd): This spell functions like *comprehend languages*, but allows the savant to understand the spoken language as well. However it does not allow the savant to speak the language.

Call Spirit (3rd): Requiring 2 turns (20 minutes), an iron censer filled with 50 gp of burning incense, and the skull of the deceased (which shatters upon completion), this spell summons the spirit of a dead human or demihuman. The spirit answers one question truthfully for each round the spell lasts (it lasts 1 round per level). If anyone speaks other than the savant or the dead spirit, the spell ends.

See Hidden Doors (3rd): For one round, the savant detects secret or concealed doors along one wall spanning no more than 50 feet long. The spell requires a polished glass lens which isn't consumed.

Greater Vision (4th): Requiring 2 turns (20 minutes) and naming an enemy, this spell grants the savant a momentary vision of the enemy if they fail a save vs. spell. However, if the target saves, they glimpse a momentary vision of the savant instead.

Phase Shift (4th): The savant shifts out of phase with their surroundings, becoming Ethereal for up to 1 turn. While out of phase, the savant is impervious to almost all attacks, though *phase door* forces them to become material again. At any time before the spell ends, the savant may return to the Material Plane in the space they vacated. For every 3 levels, they may shift to and from the Material Plane one extra time during their turn.

Psychic Impressions (4th): The savant touches an object for one round, gaining a glimpse of important happenings which befell its previous possessors.

Bestow Hit Points (5th): A creature touched gains up to 1 hit point per experience level of the savant, and the savant loses those hit points. This can increase the target's hit points above maximum; these additional hit points last until they are removed by damage, *dispel magic*, or the savant ends the spell. However, if the target is slain, the savant permanently loses the hit points bestowed. A creature may only benefit from one *Bestow Hit Points* spell at a time.

Hold Undead (5th): Up to three undead get a save vs. spell or they stop moving and are unable to move or act for a number of minutes equal to 120 divided by the undead's Hit Dice. If the undead is harmed in this state, the spell immediately ends.

Life Steal (5th): The savant leeches up to 1 hit point per experience level from a living humanoid they touch, bestowing it upon themselves or another touched creature. This can increase the recipient's hit points above maximum for up to 1 hour or until these additional hit points are removed by damage, *dispel magic*, or the savant ends the spell.

Recall Spell (6th): The savant recasts any previously cast savant spell.

True Name (6th): Requiring a full round and a consumed *potion of ESP*, this spell discovers the true name of a creature within 50 feet if it fails a save vs. spell. Alternately, it may be used to learn the command word of a magic item.

Spell Drain (7th): The savant touches a spellcasting creature and drains a spell from it, allowing the savant to cast that spell within 1 hour per level. Either this is the most recently memorized spell of the target's highest level, OR if the savant is aware of the spells known by the target, the savant chooses which spell to drain. The savant may not regain the 7th level spell slot until the stolen spell is cast or *Spell Drain* ends.

Sentinel (modified)

Minimum Scores: Str 9, Int 13, Wis 14, Dex 12

Races: Dwarf, halfling, half-elf, gnome, human

XP bonus: 10% for Int 16+, Wis 16+

Armor Permitted: all

Weapons Permitted: all

Weapon Proficiencies: 2 + 1 every 3 levels

Hit Die: d8

Alignment: non-chaotic

Attack: as Fighter **Saving Throws:** as Fighter

Penalty to hit for non-proficiency: -2

Sentinels encompass stalwart guardians, expert members of the city watch, and armed sleuths.

Unlike fighters, sentinels cannot use weapon specialization, do not roll for % strength, nor do they receive the special hit point bonus for high constitution.

Awareness: The sentinel is surprised on a 1-in-6.

Find Secret Doors: The sentinel will find secret doors on 2-in-6.

Parry: A sentinel can forgo attacking to instead parry, applying their “to hit” bonus (including the bonus from strength, weapon of choice, and magic) as a penalty to *one* enemy’s attack rolls. If the sentinel wields a shield, they can parry a second opponent but lose the AC benefit of their shield against all other opponents.

Weapon of Choice: The sentinel chooses one melee weapon they are proficient with as their “weapon of choice”, gaining +1 to hit, and making 3/2 attacks (three attacks every two rounds) with that weapon.

Thief Skills: Find Traps, Hear Noise

Detect Hidden: This is a % chance to sense and locate invisible or hidden creatures within 30 feet. A high Intelligence confers a bonus to this % roll: 16 (+5%), 17 (+10%), 18 (+15%).

Detect Lie: This is a % chance to sense when a creature is lying or being deceitful. A high Wisdom confers a bonus to this % roll: 16 (+5%), 17 (+10%), 18 (+15%).

Bonus Parry: At 7th level, when parrying, the sentinel can either double their parry bonus to AC or they can parry one additional opponent’s attacks.

Level	XP	Hit Dice (d8)	Special	Detect Hidden	Detect Lie	Find Traps	Hear Noise
1	0	1	Awareness, Find secret doors, Parry, Weapon of choice	1%	25%	25%	10%
2	6,000	2		5%	30%	29%	13%
3	12,000	3		10%	35%	33%	16%
4	24,000	4		15%	40%	37%	19%
5	48,000	5		20%	45%	41%	22%
6	80,000	6		25%	50%	45%	25%
7	150,000	7	Bonus Parry	30%	55%	49%	28%
8	275,000	8		35%	60%	53%	31%
9	500,000	9		40%	65%	57%	34%
10	1,000,000	9+2		45%	70%	61%	37%
11	1,500,000	9+4		50%	75%	65%	40%
12	2,000,000	9+6		55%	80%	69%	43%

Scout (modified)

Minimum Scores: Dex 9

Races: Any

XP bonus: 10% for Dex 16+

Attack: as Thief

Hit Die: d6

Alignment: any

Saving Throws: as Thief

Armor Permitted: leather, padded, studded leather, elven chain

Weapons Permitted: club, dagger, dart, hand axe, javelin, light flail, light mace, light hammer, sling, broad sword, long sword, short sword

Weapon Proficiencies: 2 + 1 every 4 levels

Penalty to hit for non-proficiency: -3

An expert at exploring vast wilderness and delving dungeons, the scout is as likely to serve as reconnaissance in an army as they are to be a treasure seeker or watchful eyes in elven woods.

Ambush: Scouts operating solo or away from their party surprise others on 4-in-6.

Awareness: Scouts themselves are surprised only on 1-in-6.

Tracking: Scouts track indoors and outdoors with a 40% base chance (like a ranger, just less skilled).

Thief Skills: Open Locks, Find Traps, Move Silently, Hide in Shadows, Hear Noise, Climb Walls

Avoid Backstab: As a barbarian. This is a % chance to avoid a thief's backstab or similar monstrous abilities.

Rope Walk: As an acrobat. Gives the % chance to move 60 feet per round along a tightrope (or balance on unstable surfaces). A pole gives the scout a +10% bonus, while winds impose a penalty.

Breakfall: As an acrobat. Breakfall indicates the height of a fall from which the scout takes no damage. This distance is deducted from the distance a scout falls when determining damage dice rolled for the fall.

Find Secret Doors: At 6th level, a scout finds secret doors on 2-in-6.

Detect Illusions: At 8th level, a scout can detect illusions using the same % chance to Hear Noise.

Level	XP	Hit Dice (d6)	Open Locks	Find Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Avoid Backstab	Rope Walk	Breakfall
1	0	1	30%	25%	20%	20%	10%	80%	5%	50%	10
2	1,250	2	34%	29%	25%	25%	13%	82%	10%	55%	10
3	2,500	3	38%	33%	30%	30%	16%	84%	15%	60%	10
4	5,000	4	42%	37%	35%	35%	19%	86%	20%	65%	20
5	10,000	5	46%	41%	40%	40%	22%	88%	25%	70%	20
6	20,000	6	50%	45%	45%	45%	25%	90%	30%	75%	20
7	40,000	7	54%	49%	50%	50%	28%	91%	35%	80%	30
8	70,000	8	58%	53%	55%	55%	31%	92%	40%	85%	30
9	110,000	9	62%	57%	60%	60%	34%	93%	45%	90%	30
10	160,000	10	66%	61%	65%	65%	37%	94%	50%	95%	40
11	220,000	10+3	70%	65%	70%	70%	40%	95%	55%	100%	40
12	440,000	10+6	74%	69%	75%	75%	43%	96%	60%	100%	40

Smith (modified)

A smith is in all respects the same as a Fighter, with just one difference. A smith gives up the “multiple attacks against weaker foes”, and instead gains:

- The smith can identify metals & ores, and recognize who crafted metalworks.
- When crafting, the smith has a 5% chance per level to create a masterwork which is suitable for enchantment. If the masterwork is a weapon it gains a +1 bonus to damage.

Witch (modified)

Minimum Scores: Int 13, Wis 13

Races: Elf, half-elf, human

XP bonus: 10% for Int 16+, Wis 16+

Armor Permitted: none

Weapons Permitted: dagger, dart, sling, staff

Weapon Proficiencies: 2 + 1 every 4 levels

Hit Die: d4

Alignment: Any

Attack: as Magic-User **Saving Throws:** as Magic-User

Penalty to hit for non-proficiency: -4

Worshippers of forgotten religions, and bargainers with forbidden powers, witches draw upon the magic of changing seasons, enchantment, and the bonds between things. They gain power through rituals honoring these entities, often power to manipulate and control other beings for woe or weal.

A witch learn spells like a magic-user (having to roll to learn spells & keeping a spellbook), and gains bonus spells (like a cleric) – only for having high Intelligence instead of Wisdom. However, they cannot record more spells in their spellbook than they can cast at that level. Witches use a unique spell list.

Familiar: A witch always knows the *find familiar* spell and automatically begins with an animal familiar of their choice without having to roll. The familiar adds its hit points to the witch's, but if the familiar dies the witch loses only the original hit points added (not double). Additionally, the witch can re-conjure the same familiar by casting *find familiar*, even if that familiar has died. A witch's familiar has an Intelligence score equal to the witch and is capable of speech. Familiars are usually given strange names such as puns (Mephisto-Fleas), nonsense words (Sybybala), and anagrams of famous names (Yaabagab).

Brew Poisons: At 3rd level a witch can brew one dose of poison each day. If the witch is evil or neutral, these are Type A ingestive poisons (DMG 20-21), and the witch learns to brew an additional ingested poison at 5th, 7th, 9th, and 11th levels (i.e. they can learn Type E poison at 11th level).

If the witch is good, they instead learn to brew a narcotic poison that affects humans, demihumans, and humanoids. This narcotic replicates the effects of a *sleep* spell on a victim with 8 hp or less if the saving throw is failed. A victim with 9-16 hp is reduced to half Dexterity and half speed for 12 turns. A victim with 17-24 hp loses one-third Dexterity and one-third speed for 12 turns. And a victim with 25+ hp loses one-fourth Dexterity and one-fourth speed for 12 turns. A successful save halves both effect and duration.

Brew Truth Serum: At 4th level, a witch can brew one dose of truth serum per week. A victim ingesting it who fails a save vs. poison falls into a stupor and is compelled to answer 1-4 questions truthfully. The truth drug can only affect an individual of an equal or lower experience level (or hit dice) than the witch. The stupor reduces speed and strength by half for 2d6 turns. A dose of truth serum is potent for only one day after being made. Only humans, demi-humans, and humanoids are affected.



Level	XP	Hit Dice (d4)	Special	Witch Spells					
				1st	2nd	3rd	4th	5th	6th
1	0	1	Familiar	1	-	-	-	-	-
2	2,250	2		2	-	-	-	-	-
3	4,500	3	Brew poisons	2	1	-	-	-	-
4	9,000	4	Brew truth serum	3	2	-	-	-	-
5	17,500	5	Brew love philter	4	2	1	-	-	-
6	33,500	6	Craft potions and scrolls	4	3	2	-	-	-
7	60,000	7	Candle magic	4	3	2	1	-	-
8	110,000	8		4	3	3	2	-	-
9	200,000	9	Read scrolls	4	4	3	2	1	-
10	360,000	10	Empowered familiar, High secret order	4	4	3	2	2	-
11	630,000	11		4	4	4	3	3	-
12	1,000,000	12	Craft magic items	5	4	4	3	3	1

Brew Love Philter: At 5th level, the witch can brew one love philter per week. The philter can affect a human, demihuman, or humanoid whose level/HD are equal to or less than the witch's level. When the creature imbibes the philter they must make a save vs. spell at -4 against being charmed by the witch. If failed, the victim is charmed by and enamored of the witch for 8+2d4 turns.

Craft Potions and Scrolls: At 6th level, the witch can create potions without the help of an alchemist (though an alchemist can cut compounding and infusing times by 50%). In addition, the witch can pen scrolls (DMG 116-118).

Candle Magic: At 7th level, the witch can create one magical candle per month. The witch must be of a certain level for each candle type. Burning the candle for at least a turn releases its magic when the candle is snuffed out (or burned down to nothing). Choose one of these candles:

- Red Candle (7th) – Victims exposed to the candle must make a save vs. spell or be affected as if by a *philter of love* lasting for 24 hours.
- Blue Candle (9th) – The candle creates *protection from evil/good*, 10' radius that lasts for one turn per turn of burning.
- Purple Candle (11th) – Victims exposed to the candle must make a save vs. spell or be affected as if by the witch's truth serum.

Read Scrolls: At 9th level, the witch can use scrolls written for clerics, druids, illusionists, magic-users and all classes with a 10% chance of spell failure.

Empowered Familiar: At 10th level, a witch's familiar increases its HD to 2 (i.e. 2d3+2 hp) and its AC to 5, and gains +1 to hit and damage. The witch's own hit points increase by a corresponding amount as per the *find familiar* spell. A telepathic bond links witch and familiar when within 120 feet of each other, and while within 120 feet the familiar functions as a *pearl of power* (allowing the witch to regain one spell they've cast once per day).

High Secret Order: At 10th level, a witch must decide whether to seek membership in a High Secret Order – organizations of the most powerful witches in a region. An applicant must have Intelligence and Wisdom of 16 or higher, as well as possess at least one of the following magic items: a *crystal ball*, a magical broom, a magical mirror, or one of these objects depending on alignment: *libram of*

Witch Spells

1st Level

Change self
Charm man I
Comprehend languages
Control vapor
Cure/cause light wounds
Darkness
Detect evil
Detect illusion
Detect poison
Faerie fire
Find familiar
Light
Magic disk
Mending
Minor quest
Reflected image
Sleep
Unseen servant

2nd Level

Bless
Charm man II
Detect invisibility
ESP
Find traps
Hold person
Hold portal
Identify
Knock
Locate object
Magic mouth
Nature call
Pacify
Pit
Purify food & drink
Pyrotechnics
Speak with animals
Speak with plants
Speak in tongues

3rd Level

Calm
Clairvoyance
Comfort
Continual light
Cure disease
Dissipate vapor
Invisibility
Lightning bolt
Mystic rope

Phantasmal force
Phantom light
Plant entrapment
Protection from missiles
Remove curse

4th Level

Charm monster
Control fluid TBD
Cure/cause serious wounds
Glyph of warding
Hallucinatory terrain
Infravision
Levitate
Mirror image
Neutralize poison
Plant growth
Polymorph other
Polymorph self
Shock TBD
Strength
Wall of water TBD

5th Level

Animal growth
Anti-magic shell
Charm animal
Immunity TBD
Insect plague
Monster summoning I
Oracle
Produce flame
Slow
Spirit TBD
Teleport
Transmute rock to mud
Water breathing
Weakness TBD
Wizard eye

6th Level

Animate dead
Cancel life level TBD
Exaporate fluids TBD
Haste
Leomund's secret chest
Lower water
Telekinesis
True sight
Vision crystal TBD
Wards of defense TBD
Worship TBD

7th Level

Astral projection
Call spirit TBD
Control lycanthrope TBD
Control undead TBD
Find the path
Geas
Legend lore
Love TBD
Stone to flesh/Flesh to stone
Wall of ice

8th Level

Charm man III TBD
Clone
Death TBD
Dispel enchantment TBD
Mass polymorph TBD
Reincarnation
Rusting touch TBD
Summon fiend TBD
Temporary resurrection TBD
Wasting TBD
Youth TBD

High Secret Order Spells

Banish TBD
Circle of blindness TBD
Combine
Control weather
Disintegrate
Earthquake
Guards and wards
Intensify TBD
Maze
Paralyzing pit TBD
Prismatic sphere
Prismatic spray
Reflection TBD
Seek TBD
Solidify air TBD
Transport via plants
Vaporize TBD
Volcanic circle TBD
Weight concentration TBD
Wind walk

silver magic (good), *libram of gainful conjuration* (neutral), *libram of ineffable damnation* (evil). Those who do not join retain their freedom but may only advance to 16th level. Joining tethers the witch to the demands of the order, but they can advance to 22nd level, and learn one High Secret Order spell for each level they belong to the order (e.g. 1 at 10th level, 2 at 11th level, 3 at 12th level).

Craft Magic Items: At 12th level, the witch can create one-shot items and items with charges (e.g. *quaal's feather token* or a *wand of magic missiles*) via the *enchant an item* spell.

New Witch Spells

Charm Man I (1st): This spell effects 1d4+4 men of 3rd level or lower in a 15-foot-radius around the witch. If there is a leader to the group, he may dispel the enchantment if his charisma is higher than the witch's charisma. Otherwise, each man must save vs. spell or be affected as *charm person*. The spell has no effect on a man who has taken damage from the witch during the same encounter.

Control Vapor (1st): Reaching out to 10 feet per level, the witch controls gas or vapor in a 30-foot-diameter sphere. The gas or vapor may be moved 60 feet per round. The spell lasts 1 turn, and no other spell may be cast while control is maintained.

Magic Disk (1st): This spell lasts for up to 10 rounds. The witch can throw a magical shimmering disk up to 20 feet with a +3 bonus to hit. The disk may be thrown around corners if the witch can see the corner and recently saw an enemy move behind it, but it is only +1 to hit around corners. The witch may either throw the disk once per round, in which case it deals 1 damage on a hit, or they may throw it forcefully just once and end the spell immediately, in which case it deals 4 damage (or 8 damage a 10th+ level, 12 damage for 17th+ level). The witch may choose to deal subdual damage instead.

Minor Quest (1st): Up to 12 levels of humanoids, or 6 HD of monsters, who can understand the witch and are within 20 feet are affected. The witch gives the creatures an imaginary errand, such as going to a nearby river to get water. If the creature fails a save vs. spell, it immediately is compelled to attempt the errand. There is a 20% + 1% per level of witch chance that the quested creatures forget about the witch after the spell wears off in 6 hours or the quest is completed, whichever comes first.

Reflected Image (1st): The witch forms a picture on a reflective surface within 20 feet of a single scene they have in mind; it lasts for 1 day per level or until dispelled.

Charm Man II (2nd): Same as *Charm Man I*, but it affects 1d6+6 men of 4th level or less for 1d6+4 turns.

Nature Call (2nd): Summons 1d10 small birds or mammals OR one animal the size of a wolf for one turn. The witch can communicate with the animal, either bidding it to fake an attack (imposing -2 to hit for duration) so long as the target is not something it would ordinarily flee from, OR to act as a messenger carrying an object for up to 3 days.

Pacify (2nd): 1d8 creatures of 6 HD or less within a 10-foot-radius area up to 60 feet away must save vs. spell or cease combat and leave the scene. This lasts for 4 turns. If a pacified creature is harmed by the witch or their party, the spell is broken.

Pit (2nd): A 20-foot wide, 20-foot deep pit is created in an outdoor area within 60 feet. If there are creatures in this area, they make a save vs. spell; a successful save by a stationary target indicates the witch misjudged the pit's location, while a moving target leaps aside. 2d6 damage for falling in the pit.

Speak in Tongues (2nd): For 2 turns + 1 turn per level, the witch can understand and speak one language of their choice. This does not grant the ability to read the language.

Calm (3rd): As *Pacify*, but the effects all hostile creatures of 6 HD or less in a 60-foot-radius area centered on the witch.

Comfort (3rd): Up to 10 creatures within 20 feet feel no pain, heat, cold, hunger, thirst, or exhaustion for 6 hours. The creatures need no food or rest, are immune to sleep magic, and gain +1 to saves.

Dissipate Vapor (3rd): Reaching out to 10 feet per level, the witch disperses gas or vapor in a 30-foot-diameter sphere for 2 turns. Intelligent gaseous creatures receive a save vs. spell or are dissipated.

Mystic Rope (3rd): A magical rope up to 100-feet long appears in the witch's hand, and can be commanded to move up to 90 feet, attach itself, or ensnare up to three man-sized-or-smaller creatures that fail a save vs. spell. Open Doors breaks free. The rope has 20 hp, AC 12, and 12 saves.

Phantom Light (3rd): A mobile *faerie fire* follows the witch or leads the way, up to 120 feet away.

Plant Entrapment (3rd): Plants in a 20-foot square area within 50 feet ensnare creatures that fail a save vs. spell. Ensnared creatures can't move until succeeding Open Doors roll or 2 turns (20 minutes) elapse. A failed Open Doors roll means it is disarmed or takes 1 point of damage from strangulation.