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## Cleric

**Requirements:** None

**Prime Requisite:** WIS

**Hit Dice:** 1d6

**Maximum Level:** 14

**Allowed Armor:** Any, including shields

**Allowed Weapons:** Limited

The gods of Absalom are, for the most part, the small gods of Terry Pratchett. Human faith gives divinity to local spirits, elementals, and eidolons, and over time that the nascent god grows strong from the accumulated faith of mankind.

There are very few deities whose worship spans a continent, or even a single domain. Most domains have a primary deity, a god that the ruler venerates, and a number of other smaller, local deities that are worshipped day to day.

The more worshippers a deity has the more potent that god is; conversely, a god with no worshippers dwindles slowly away over the period of decades, or even centuries, becoming a shadow of their former glory.

Absalom is also a land where the gods themselves are very present, especially the local gods. Everyone knows that on the night of a full moon Hethi, the patron goddess of the village of Strom, visits the faithful in the form of cat, which is why saucers of milk are left outside for her on these nights. When the villagers at the base of Mount Draxca hear an avalanche, it is the eponymous god of the mountain making his displeasure known.

Clerics in Absalom can wear any armor, can carry shields, and are somewhat limited in their selection of weapons. At creation pick three weapon types the character can use (sword, dagger, and short bow, for instance, or club, crossbow, and spear). The weapons chosen should be thematically tied in with the character's deity of choice. At 5<sup>th</sup>, 9<sup>th</sup>, and 13<sup>th</sup> levels the character can select an additional type of weapon they can use.

Any cleric can request a miracle from their god, albeit with a small chance of success. When in dire straits the cleric may call upon their god to intercede with a 1% chance of success. If this succeeds the miracle is granted, which functions as a *wish* spell. The Referee adjudicates the miracle as appropriate, with the caveat that it should be designed to benefit the deity first and the cleric second. Once a miracle has been granted the cleric must gain a level before requesting another miracle. Deities do not take kindly to requests for frivolous miracles, and clerics abusing this power may find them cut off from spell-casting or other abilities until they atone for their greed.

Starting at 2<sup>nd</sup> level, when a cleric kills an enemy with a physical attack, they may attack another enemy within striking distance. Provided that each blow kills an enemy, they may attack a number of targets equal to half their hit dice (to a

Cleric								
Level	HD	XP	Att	Spells per Day				
				1	2	3	4	5
1	1d6	0	19(+0)	--	--	--	--	--
2	2d6	1500	19(+0)	1	--	--	--	--
3	3d6	3000	19(+0)	2	--	--	--	--
4	4d6	6000	18(+1)	2	1	--	--	--
5	5d6	12000	17 (+2)	2	2	--	--	--
6	6d6	25000	17 (+2)	2	2	1	1	--
7	7d6	50000	16 (+3)	2	2	2	1	1
8	8d6	100000	15 (+4)	3	3	2	2	1
9	9d6	200000	14 (+5)	3	3	3	2	2
10	+1 hp	300000	14 (+5)	4	4	3	3	2
11	+2 hp	400000	14 (+5)	4	4	4	3	3
12	+3 hp	500000	13 (+6)	5	5	4	4	3
13	+4 hp	600000	12 (+7)	5	5	5	4	4
14	+5 hp	700000	12 (+7)	6	5	5	5	4

maximum of 4 additional targets at level 9).

The Saving Throw table has been altered slightly, providing a smoother transition through the levels.

Cleric Saving Throws					
Level	DR	Wand	P/P	DB	R/S/S
1	11	12	14	16	15
2	11	12	14	16	15
3	10	11	13	15	14
4	10	11	13	15	13
5	9	10	12	14	12
6	9	10	12	14	12
7	8	9	11	13	11
8	7	8	10	12	10
9	6	7	9	11	9
10	6	7	9	11	9
11	5	6	8	10	8
12	4	6	8	9	8
13	3	5	7	8	7
14	3	5	7	8	7

Cleric Turning								
Level	Undead HD							
	1	2	3	4	5	6	7	8*
1	7	9	11	--	--	--	--	--
2	T	7	9	11	--	--	--	--
3	T	T	7	9	11	--	--	--
4	D	T	T	7	9	11	--	--
5	D	D	T	T	7	9	11	--
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D+	D	D	D	D	T	T	7
9	D+	D+	D	D	D	D	T	T
10	D+	D+	D+	D	D	D	D	T
11	D+	D+	D+	D+	D	D	D	D
12	D#	D+	D+	D+	D+	D	D	D
13	D#	D#	D+	D+	D+	D+	D	D
14	D#	D#	D#	D+	D+	D+	D+	D

\*Spellcasting undead or those with 8 or more HD may make a Save v. Spells to avoid being turned or destroyed.

+The cleric turns a total of 3d6 HD of undead.

#The cleric turns a total of 4d6 HD of undead.

Starting at 5<sup>th</sup> level the cleric may create potions associated with clerical magic. At 9<sup>th</sup> level they may create magical items that are associated with clerical magic.

Upon reaching 9<sup>th</sup> level the cleric has the choice of founding either a temple or a stronghold (as a fighter). They have the choice, therefore, to become either spiritual or temporal leaders. Assuming the cleric is in the good graces of their deity the construction costs ½ the normal price (or costs half the normal price to purchase). Note that

a cleric that assumes control of a temporal domain \*cannot\* also be the head of a temple, although they can decree that the cleric's faith is the official religion of the land.

The following rules may be supplemented by the free guidebook to Domain Building. Clerics can found domains or churches prior to reaching 9<sup>th</sup> level. If this is the case, they do not attract the followers listed below. The followers join the cleric once 9<sup>th</sup> level is reached.

If a temple is founded and built the following are attracted over the period of three months:

- **1d6** clerics of levels 1-2
- **2d6** acolytes (0-level humans)
- **3d6** mercenaries of a random type, who have heard the cleric's message and felt called to protect them. The mercenaries are paid half normal wages and never have to check morale.
- A number of worshippers equal to 1 for every 1,000 gp in value of the temple (actual value, not the discount the cleric receives) or 5% of the population within a 3-mile radius.
- If the church is recognized by and in good standing with the domain in which it is founded it will begin to receive tithes equal to 1% of the domain's monthly income. This may set the new temple into conflict with existing temples in the area.

Rules for running a temple will be found later in this section.

If the cleric instead finds a stronghold they attract the following:

- **1d4** 1<sup>st</sup> level followers, each of a randomly determined class, that have felt the call to serve the character. They do so asking only for room and board and never check morale.
- **1d4+1 x 5** mercenaries. Each group of five will be the same type, they will serve for half pay, and never have to check morale.

- A number of peasant families equal to 1 per 2000 gp value of the stronghold (actual value, not the discount the cleric receives).

All followers, whether for the temple or stronghold, arrive over a period of three months, with one quarter arriving during the first month, one half during the second, and the final quarter during the third.

### **Alternate Rules**

If playing with skills (see Hex 18.23) clerics begin with one skill at 1<sup>st</sup> level (plus an additional skill per point of Intelligence bonus) and they gain an additional skill at levels 3, 5, 7, 9, 11, and 13.

If playing with Knacks the character may choose one of the following at 1<sup>st</sup> level plus an additional Knack at levels 5, 9, and 13. Unless otherwise stated Knacks can be chosen at any point and multiple times.

**Blessed by the Gods.** The character's saving throws improve by one each. This may only be selected once.

**Divine Grace.** Once per day the cleric may reroll a single roll they make, taking the better of the two results. At 7<sup>th</sup> level they may do this twice per day and at 11<sup>th</sup> level three times per day. This Knack can only be selected once.

**Heresy.** The character may add one spell from another list (druid, magic-user, illusionist, etc.) to their spell list for each level they can cast. The spell is cast at one level higher, however. For instance, if a cleric adds *sleep* to their spell-list it would be considered a 2<sup>nd</sup> level clerical spell. This may only be selected once.

**Improved Turning.** The character adds 1 to their 2d6 roll when attempting to turn undead, and if successful may roll twice to determine the number of HD turned, taking the better result. This may only be selected once.

**Lay on Hands.** By touching another creature the character is able to heal damage equal to their Hit

Dice times two per day. This damage may be divided up between targets. Therefore, an 8<sup>th</sup> level cleric can lay on hands to heal 16 points of damage. The cleric can do this once per round without using an attack, provided they do not use their full movement.

**Leader of the Flock.** The cleric is exceptional at converting non-believers to her faith. When rolling monthly to determine the number of followers attracted roll twice each time, taking the better of the two results, and when rolling to determine the number lost roll twice, taking the lesser of the two results. An additional 10% of the cleric's flock are considered to be true believers. See the following text

**Lord of the Land.** The cleric proves to be an exceptional leader. If using the Domain Building supplement, the character gains the following benefits:

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the cleric may govern by themselves is increased by one.
- When followers are attracted upon reaching name level roll twice and take the better result for each category.

This Knack must be selected at level 9 or 13.

**Prodigy.** The character is infused with divine energy and can tap into it to cast additional spells. At 2<sup>nd</sup>-5<sup>th</sup> level they may cast an additional 1<sup>st</sup> level spell, at 6<sup>th</sup>-9<sup>th</sup> an additional 1<sup>st</sup> and 2<sup>nd</sup> level spell, at 10<sup>th</sup>-14<sup>th</sup> an additional 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> level spell.

**Self-improvement, primary.** The cleric can increase their Wisdom, Constitution, or Charisma score by two. This may only be selected at 5<sup>th</sup>, 9<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The cleric may increase her Dexterity, Strength, or Intelligence by two. This may only be selected at 9<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Skillful.** The character gains two additional skills.

**Spontaneous Casting.** Pick one of the following spells at each level:

1<sup>st</sup>. *command, cure light wounds, light, protection from evil, sanctuary*

2<sup>nd</sup>. *augury, bless, delay poison, find traps, holy chant.*

3<sup>rd</sup>. *cure blindness, cure disease, dispel magic, remove curse.*

The character can cast these spells without prepare them in advance, simply by expending a currently memorizing spell slot. This may be selected multiple times, but with each selection a different spell at each level must be selected.

**Toughness.** The character uses 1d8 for their HD instead of 1d6. Can only be selected once.

**Weapon Mastery.** The character can use three combat maneuvers, as described in Hex 17.22.

## Founding a Temple

Once a temple is founded the cleric begins the process of attracting worshippers and converting unbelievers to their deity.

As stated above, the construction and founding of a temple is inviting to the curious, and over a three-month span after the completion of the temple a number of worshippers are drawn to the new church. These worshippers are equal to one individual for every 1000 gp in value of the temple or a maximum of 5% of the population within a 3-mile radius (within the 6-mile hex containing the temple).

There can be a maximum of one temple per 6-mile hex, and each temple draws on the population within its hex. A temple can sustain a number of worshippers equal to the value of the temple in gold divided by 100. Therefore, a temple that costs 3000 gp to build can sustain the worship of 30 individuals. If there are more worshippers than can be sustained by the temple 1d10 worshippers leave the temple each month until the maximum is achieved, and it cannot be

increased above this number until the temple is expanded.

Each temple has a head priest, and as it grows in size additional priests (clerics) and acolytes (0-level humans) are attracted to the temple. They are not paid, but they cost the temple an amount per month equal to their cost of living (see Hex 16.24).

It costs 1 gp per month to maintain each worshipper. This assumes direct costs – sacraments, prayer books, etc., as well as maintenance costs for the temple itself and miscellaneous costs.

Once every three months the temple can request a tithe of its members, requesting donations averaging a number of gp equal to the Market Class of the settlement the temple is in. A temple in a Class 10 city, therefore, once every three months, could demand tithes from its worshippers equal to 10 gp per individual. This is an average, and not what each individual is able to maintain.

Over time the temple is able to attract more worshippers. These numbers are calculated on a monthly basis, at the end of each month.

- For every 100 gp invested in the community one individual is attracted to the temple. This is largely a sunk cost with no tangible mechanical benefits and can be flavored as desired.
- For every 500 gp invested in the temple one individual is attracted.
- Every time the head of the temple gains a level 1d10 worshippers per level are attracted to the temple.
- If the head priest is present at the temple for at least two weeks per month another 1d10 individuals are attracted.

Worshippers are lost in the following ways:

- 1d4 per level of the head priest are lost per month if the head priest is absent for more than two weeks per month. Therefore, if the head priest is 5<sup>th</sup> level

and is absent for more than two weeks in a month 5d4 worshippers drift away.

- If the maintenance cost of 1 gp per worshipper is not paid, 1d10 per 100 worshippers are lost per month.
- Every time the church demands a tithe of its worshippers, followers are lost as follows:
  - 25% of maximum. No loss.
  - 50% of maximum. 1d4 per 100 worshippers.
  - 75% of maximum. 1d6 per 100 followers.
  - 100% of maximum. 1d10 per 100 followers.

A cleric wants followers because they are able to siphon off a fraction of the divine energy generated by the belief of so many people. This energy can be used to create magical items or cast powerful spells not usually available to mere mortals.

Any congregation generates spiritual energy. For convenience sake this magical energy is measured in gold pieces. Each devout worshipper generates 1 gp of divine energy per month. However, not all worshippers of a deity will be devout; many are just going through the motions, paying lip service to the church's tenets. The number of true believers is equal to 5 plus the head priests combined Wisdom and Charisma modifiers, times ten, in percent.

Add or subtract 5% for every degree of domain morale above or below Content (see the Domain Building Guide). A domain that is Loyal has the percentage increased by 10%, a domain that is Belligerent decrease it by 5%.

*Argos the Avowed is the head priest at a small temple. His Charisma modifier is +1 and his Wisdom modifier is +2, for a total of 8. 80% of his congregation are true believers.*

If the faith is the official religion of the domain subtract 10% from the percentage of true believers.

## Temple Hierarchy

As a religion expands and grows that new temples are founded for the faith to spread. If a temple is founded by the character it is assumed that they will appoint their clerical retainers to run these additional temples, who in turn will appoint their own retainers to run their temples. In this way the network of temples resembles the hierarchical structure of a temporal domain.

## Using Magical Energy

Divine energy generated by a congregation can only be used by the head priest of the temple or a higher-ranking priest of the same order that resides at the temple for at least two continuous weeks.

The energy is generated monthly, but the entire total can be used at any point during the month. Divine energy cannot usually be stored unless a divine relic is on hand (see below).

Every gp worth of magical energy collected can be used by the temple's head priest to do one of the following:

- Create holy water.
- Enchant magical items.
- Cast spells.

**Creating Holy Water.** The head priest can spend 25 gp of magical energy to create a vial of holy water.

**Enchanting magical items.** Divine energy can be used in one of the three following ways when crafting a magical item. Each gp must be designated towards a specific goal; it's possible to spend some energy towards special components, some towards the regular cost, etc.

1. Each gp of divine energy is equal to 1 gp of special components.
2. Each gp of divine energy is equal to 5 gp of normal construction cost.
3. 50 gp of magical energy can be spent to lower the level required for magical item creation by one level. Therefore, a 4<sup>th</sup>

level cleric could spend 50 gp of magical energy to create a potion (usually reserved for 5<sup>th</sup> level clerics) or 200 gp to create a magical item (usually reserved for 9<sup>th</sup> level clerics).

**Casting Spells.** Since clerics are limited to level 14, and the ability to cast 5<sup>th</sup> level spells, they are normally unable to cast spells of 6<sup>th</sup> or 7<sup>th</sup> level. Divine energy may be spent to enable the casting of said spells, as follows. This is referred to as ritual magic.

## Fighter

**Requirements:** None

**Prime Requisite:** STR

**Hit Dice:** 1d8

**Maximum Level:** 14

**Allowed Armor:** Any, including shields

**Allowed Weapons:** Any

Fighter				
Level	XP	HD	Attack	Damage
1	0	1d8	19 (+0)	+1
2	2,000	2d8	19 (+0)	+1
3	4,000	3d8	18 (+1)	+1
4	8,000	4d8	17 (+2)	+1
5	16,000	5d8	16 (+3)	+2
6	32,000	6d8	15 (+4)	+2
7	64,000	7d8	14 (+5)	+2
8	120,000	8d8	14 (+5)	+2
9	240,000	9d8	13 (+6)	+3
10	360,000	+2*	12 (+7)	+3
11	480,000	+4*	12 (+7)	+3
12	600,000	+6*	11 (+8)	+3
13	720,000	+8*	10 (+9)	+4
14	840,000	+10*	9 (+10)	+4

\*do not include Con modifier for levels 10-14.

Fighter Saving Throws					
Level	D	W	P/P	B	R/S/S
1	12	13	14	15	16
2	12	13	14	15	16
3	11	12	13	14	15
4	10	11	12	13	14
5	10	11	12	12	14
6	9	10	11	11	13
7	8	9	10	10	12
8	8	9	10	10	12
9	7	8	9	9	11
10	6	7	8	8	10
11	6	7	8	7	10
12	5	6	7	6	9
13	4	5	6	5	8
14	4	5	6	5	8

Fighters gain the following benefits:

At 1<sup>st</sup> level they can fight with any weapons and use any armor. They deal an extra +1 point of

damage with any physical attack they make. This damage increases to +2 at 5<sup>th</sup> level, +3 at 9<sup>th</sup> level, and +4 at 13<sup>th</sup> level.

If the fighter slays a target they may make an immediate additional attack against another target within 5'. They may do this a maximum number of times equal to their hit dice, provided each attack kills the opponent.

Once per day a fighter can automatically negate a single physical attack that would otherwise successfully hit them. Any effect that is contingent upon the hit – such as paralysis or poison – is also negated.

At 1<sup>st</sup> level the fighter may also choose one of the following fighter styles, gaining the listed benefits:

### Fighting Styles

Martial characters have the option of selecting a fighting style as one of their Knacks. The Fighting styles are as follows. When fighting with their chosen styles all weapon maneuvers they attempt gain a +2 bonus to succeed.

**Dual-weapon.** The character fights with a weapon in each hand, with either both being the size of a short sword/scimitar or one being sword-sized and the other dagger sized. Only one weapon die is rolled – the largest of the two – although magical bonuses from both can be applied to the to-hit and damage rolls. If the attack hits roll the damage die twice, taking the best result.

**One weapon.** Trained in fighting with a single one-handed weapon, leaving their off-hand free, characters skilled in this fighting style gain a +1 bonus to attack.

**Ranged.** The character gains a +1 bonus to hit when using ranged attacks and may fire into melee with no penalty.

**Sword and shield.** The characters gains a +1 bonus to AC (in addition to the +1 bonus granted by the shield).

**Two-handed.** The character gains a +1 bonus to damage when striking with a two-handed weapon and is scores a critical hit on a roll of 19 or 20.

**Unarmed.** The character can attack twice per round when fighting unarmed, with each blow inflicting 1d2 points of damage plus Strength modifier. They gain a +1 bonus to initiative, as well.

At 7<sup>th</sup> level they may choose an additional fighting style.

The fighter may claim land and build a stronghold at any level, but upon reaching 9<sup>th</sup> level – assuming they have built a stronghold – they attract followers and settlers as per the rules in the free Domain Building supplement.

### Optional Rules

The following optional rules can be used for the fighter class.

At first level the character knows how to use three combat maneuvers from the list in Hex 17.23. They may select an additional maneuver at levels 5, 9, and 13.

At first level the character knows two skills, plus any bonus skills from a high Intelligence. They gain a new skill at levels 3, 5, 7, 9, 11, and 13.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, 10, and 13.

Unless otherwise stated Knacks can be selected at any level and multiple times.

**Alertness.** The character gains a +1 bonus to initiative and is surprised on a roll of 1 in 6.

**Arcane Dabbler.** The character can cast spells as a magic-user with the following spell progression. They must still learn and memorize spells as a magic-user but can cast spells while wearing metal armor. The character’s spellcaster level is considered to be ½ their actual level.

Arcane Dabbler Spell Progression			
Level	Spell Level		
	1	2	3
<b>1-3</b>	1	--	--
<b>4-6</b>	2	1	--
<b>7-9</b>	2	2	--
<b>10-12</b>	2	2	1
<b>13</b>	3	2	1
<b>14</b>	3	3	1

**Heirloom.** The character gains a masterwork weapon or suit of armor that has been in the family for generations. If it is a weapon it possesses either a non-magical +1 bonus to hit or damage. If armor it either provides a +1 bonus to AC or weighs half as much as a similar non-masterwork suit of armor.

The heirloom item is of suitable quality to be enchanted and become a magical item.

**Improved Critical.** The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

**Lord of the Land.** The fighter proves to be an exceptional leader. If using the Domain Building supplement the character gains the following benefits:

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the knight may govern by themselves is increased by one.
- When followers are attracted upon reaching name level roll twice and take the better result for each category.

This Knack can be selected at any level but may only be selected once.

**Lucky.** The character can reroll any attack, damage, or saving throw they make twice per day. This may only be selected once.

**Porter.** The character can carry an additional two readied items and four stowed items. This Knack can only be selected once. The character may also exert themselves twice as long as normal before risking exhaustion.

**Resilient.** Pick three saving throw categories. The character gains a +1 bonus when making saves in these three categories. This can only be selected once.

**Self-improvement, primary.** The fighter can increase their Strength, Constitution, or Dexterity score by two or two of the above scores by 1 each. This may only be selected at 4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The fighter may increase her Intelligence, Wisdom, or Charisma by two, or two of the above scores by 1 each. This may only be selected at 7<sup>th</sup>, 10<sup>th</sup>, and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Skillful.** The character gains two additional skills.

**Thievery.** Select three of the following: Climb, Disable, Hear Noises, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1<sup>st</sup> level thief. They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances.

**Toughness.** The fighter rolls **1d10** for her HD, rather than **1d8**. This Knack can only be selected once, but it can be selected at any level, provided character reroll their hit points at each level.

**Weapon Specialization.** Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

**Wilderness Scout.** The character is at home in the wilderness. They become Proficient in Tracking, have half the normal chance of getting lost in the wilderness, and have a 1-3 in 6 chance per day of foraging enough food for 1d6 individuals while on the move. If they spend the entire day foraging for food without traveling

they have a 1-5 in 6 chance of finding enough food for 2d6 individuals.

## Magic-User

**Requirements:** None

**Prime Requisite:** Int

**Hit Dice:** 1d4

**Maximum Level:** 14

**Allowed Armor:** None

**Allowed Weapons:** Limited (see below)

Magic-user			
Level	Hit Dice	XP	Attack
1	1d4	0	19 (+0)
2	2d4	2,500	19 (+0)
3	3d4	5,000	19 (+0)
4	4d4	10,000	18 (+1)
5	5d4	20,000	18 (+1)
6	6d4	40,000	17 (+2)
7	7d4	80,000	17 (+2)
8	8d4	150,000	16 (+3)
9	9d4	300,000	16 (+3)
10	+1*	450,000	15 (+4)
11	+2	600,000	15 (+4)
12	+3*	750,000	14 (+5)
13	+4*	900,000	14 (+5)
14	+5*	1,050,000	14 (+5)

Magic-user Saving Throws					
Level	D	W	P	B	S
1	13	14	13	16	15
2	13	14	13	16	15
3	13	14	13	16	14
4	12	13	12	15	14
5	12	13	12	15	13
6	11	12	11	14	12
7	11	12	11	14	12
8	10	11	10	13	11
9	10	11	10	13	10
10	9	10	9	12	9
11	8	9	8	11	8
12	8	9	8	11	8
13	8	9	8	11	8
14	8	9	8	11	8

Magic-user Spells per Day						
Level	1	2	3	4	5	6
1	1	--	--	--	--	--
2	2	--	--	--	--	--
3	2	1	--	--	--	--
4	2	2	--	--	--	--
5	2	2	1	--	--	--
6	2	2	2	--	--	--
7	3	2	2	1	--	--
8	3	3	2	2	--	--
9	3	3	3	2	1	--
10	3	3	3	3	2	--
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

Magic-users cannot wear any armor and they can use any weapons. However, at 1<sup>st</sup> level they only know how to use one weapon (short sword, long bow, etc.). They learn how to use a second weapon at 7<sup>th</sup> level and a third weapon at 14<sup>th</sup>.

Upon reaching 5<sup>th</sup> level magic-users can create magical potions. At 9<sup>th</sup> level magic-users can create magical items.

When the magic-user reaches 11<sup>th</sup> level they attract a number of apprentices. 1d6 magic-users, each between level 1-3, and 3d4 normal humans arrive at the magic-user's sanctum over a period of three months, seeking instruction in the magical arts. Only 2 in 6 of the normal humans will have the aptitude for magical studies; the rest will leave, frustrated, after 3d4 months.

As described in Hex 14.22, magic-users in Absalom rarely rely on a single spellbook, instead building libraries of rare books, many of which may contain only a spell or two. Provided a magic-user can read the language a spell is written in – and they are of a high enough level to cast it – they may memorize any spell. Magic-users often transcribe their most frequently cast spells into traveling spellbooks.

Instead of founding a school the magic-user may instead decide to rule over a domain. Use the same rules for a fighter, except upon founding their domain they attract half the number of normal followers and settlers. In addition, domain morale checks made by domains ruled by magic-users have a -1 penalty applied to the roll.

The table of magic-user spells per day gives the number of spells per level that may be cast.

Rules for magical item creation and spell research are described below.

### Optional Rules

The character begins play knowing one skill, in addition to bonus skills equal to their Intelligence modifier. The character gains a new skill at levels 4, 7, 10, and 13.

The character begins play with one Knack, selected from the below list. They gain an additional Knack at levels 5, 9, and 13.

**Additional Spell.** The character can cast an additional spell per day. The character can decide if it is a 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> level spell, and it can change daily.

**Combat Mage.** The character can wear armor and cast spells. Leather armor applies no penalties. If wearing chain there's a **1-2 in 6** chance that any given spell fails to go off (but is not lost), and if wearing plate armor the chance increases to **1-3 in 6**.

Additionally, the mage learns to use two additional weapons.

**Cantrip.** The character can expend small amounts of magical energy to accomplish basic tasks. The character may do so as often as desired and can produce the following general effects: shed light in a 5' radius or extinguish a fire no larger than a torch or lantern, as a candle, clean or dry a 25 sq. ft area, produce small gusts of wind, indistinct sounds, open or close unlocked and unbarred doors and windows, create a minor illusion no larger than man-size, change one's basic appearance, etc. Generally, cantrips have a

maximum range of 45', and last for no more than one hour. It takes one round to cast a cantrip.

The caster can cast offensive cantrips as well. These minor spells can take any form, but all inflict untyped magical damage; a caster who tosses small balls of fire isn't actually doing fire damage. Such spells have a range of 25 feet and do **1d4** points of damage or 60 feet and **1d2** points of damage. Both require a successful attack roll and the target does not get to make a save.

**Concentration.** The character has practiced casting spells during combat. If she suffers damage while casting a spell she can make attempt to roll under her Constitution on **3d6** to continue to cast the spell. Add **1d6** to the roll for every 10 points of damage she takes (4d6 for 11 points, 5d6 for 21 points, etc.). If the roll fails the spell is not cast but is also not lost.

**Familiar.** The character gains a familiar, an animal companion bonded magically to the magic-user. When bonded to a familiar the magic-user gains one more Hit Dice (a 1<sup>st</sup> level magic-user would have 2d4 hp, and increasing their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Dice and must make a Death Save. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Dice is permanent, the additional damage can be recovered as normal.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's senses. The spellcaster is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

Familiars can be any small, 1 HD creature. When the caster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger

and smarter each time. When the caster reaches level 7 the two are capable of understanding each other; prior to that each is only aware when the other is experiencing strong emotions.

**Lucky.** The character can reroll any attack, damage, or saving throw they make once per day. This may only be selected once.

**Master Crafter.** When rolling to create potions or magical items roll twice, taking the better result. Rules for magical item creation can be found in Hexes 17.23 and 17.22.

**Prodigal Caster.** The magic-user's caster level is considered to be two higher than their actual level for determining spell effects, durations, damage, etc. This Knack can only be selected once and can only be selected at levels 5, 9, or 13.

**Resilient.** Pick three saving throw categories. The character gains a +1 bonus when making saves in these three categories. This can only be selected once.

**Self-improvement, primary.** The magic-user can increase their Intelligence, Dexterity, or Charisma score by two or two of the above scores by 1 each. This may only be selected at 5<sup>th</sup>, 9<sup>th</sup>, and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The magic-user may increase her Wisdom, Constitution, or Strength by two, or two of the above scores by 1 each. This may only be selected at 9<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Skilled.** The character gains an additional two skills.

**Shapechange.** The spellcaster can, once per day, change shape into a specific, fixed form and back again. The form to be changed into must be a non-magical animal or plant of no more than half the caster's Hit Dice.

While in animal shape the caster retains their intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every continuous day past the first spent in their chosen form the spellcaster must roll under their Intelligence using 3d6 plus 1 per additional day. Failure indicates they're unable to change back to human form. If the character remains in their alternate form for four days, for instance, they must roll under their Intelligence on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

This Knack can only be selected at levels 9 and 13. If selected more than once a different form must be chosen.

**Thievery.** Select three of the following: Climb, Disable, Hear Noises, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1<sup>st</sup> level thief. Every second level allows the character to improve their chances by 1.

**Toughness.** The magic-user has 1d6 hit points per Hit Dice instead of 1d4.

## Thief

**Requirements:** None

**Prime Requisite:** Dex

**Hit Dice:** 1d6

**Maximum Level:** 14

**Allowed Armor:** Leather, no shields

**Allowed Weapons:** Any

Thief				
Level	HD	XP	Attack	Backstab
1	1d6	0	19 (+0)	+1d6
2	2d6	1500	19 (+0)	+1d6
3	3d6	3000	18 (+1)	+1d6
4	4d6	6000	18 (+1)	+1d6
5	5d6	12000	17 (+2)	+2d6
6	6d6	25000	17 (+2)	+2d6
7	7d6	50000	16 (+3)	+2d6
8	8d6	100000	15 (+4)	+2d6
9	9d6	200000	14 (+5)	+3d6
10	+1 hp	300000	14 (+5)	+3d6
11	+2 hp	400000	13 (+6)	+3d6
12	+3 hp	500000	13 (+6)	+3d6
13	+4 hp	600000	12 (+7)	+4d6
14	+5 hp	700000	12 (+7)	+4d6

Thief Saving Throws					
Level	D	W	P/P	B	R/S/S
1	13	14	13	16	15
2	13	14	13	16	15
3	13	14	12	15	14
4	13	14	12	15	14
5	12	13	11	14	13
6	12	13	11	14	13
7	11	12	10	13	12
8	11	12	10	13	12
9	10	11	9	12	10
10	10	11	9	12	10
11	9	10	8	11	9
12	9	10	8	11	9
13	8	9	7	10	8
14	8	9	7	10	8

At first level thieves have the following abilities.

When attacking with surprise (the target is not aware of them) the thief inflicts an extra 1d6 points of damage. This damage increases as shown in the above table. It applies to all of the attacks made by the thief in a round.

Thieves can use any weapons but are limited to leather armor and cannot use shields.

If a thief is able to kill a target with their blow they may attack another target within a reasonable distance. They may continue to do this a number of times equal to their Hit Dice, provided each blow kills the target.

Thieves also begin play being able to perform the following abilities. Each is considered successful if rolling a 14 or higher on 1d20. The character can attempt the task in half the time but must roll twice and take the lower of the two rolls. They may also attempt it taking twice the time, which allows them to roll twice and take the higher of the two rolls.

**Climb.** The character is able to automatically scale easy surfaces; trees with an abundance of branches, rough rock walls, etc. It should only be made when climbing difficult surfaces. The character climbs at a speed of 10' per round.

**Disable.** This ability is used to pick locks, bypass traps, or figure out how to work complicated mechanical devices. It typically takes one minute to perform.

**Hear Noise.** The character is able to hear and discern sounds, whether trying to pick up a conversation in a crowded room or listening at a dungeon door to determine what is on the other side.

**Read Languages.** The character has a chance to interpret ciphers, codes, foreign languages, etc. The character must be able to read. Complex codes, obscure languages, etc. may impose a penalty to the roll. It typically takes three turns to try and interpret unknown writing.

**Sleight of Hand.** The character can perform acts of trickery and sleight of hand. It can be used to pick pockets, to conceal or palm objects, or to attempt to misdirect a target's attention.

**Sneak.** This ability combines Move Silently and Hide in Shadows. When using it the character can move no faster than 1/3 their normal speed.

**Spot.** This gives the character the ability to spot traps or secret passages. It requires one turn to search a 10' x 10' area.

Every level a thief gains gives them 5 points. They may distribute these points amongst the seven thief abilities, as long as no more than one point is devoted to each ability per level.

At 9<sup>th</sup> level the thief has the option of founding a hideout or a domain. If they found a domain use the same rules for a fighter, except upon founding their domain they attract half the number of normal followers and settlers.

If the character decides to found a hideout they must construct a secret lair, a warren of hidden passages, traps, regular businesses that function as fronts, etc. Hideout construction costs are detailed later.

Upon completing the hideout the thief attracts followers: 1d3 1<sup>st</sup> level fighters, 1d6 1<sup>st</sup> level thieves, and 2d6 0-level humans who wish to learn the art of roguery.

At 10<sup>th</sup> level the character is able to cast spells from scrolls, succeeding on a roll of 3 or higher. If the result is a 2 the scroll fails to go off; if a 1 it goes off with negative or unforeseen results.

### Optional Rules

If using the alternate rules presented throughout this series thieves get the following:

Thieves start knowing two skills, plus additional skills for each point of Intelligence modifier. They gain additional skills at levels 3, 5, 7, 9, 11, and 13.

At 2<sup>nd</sup> level thieves learn how to use one combat maneuver from Hex 17.22. They gain an additional maneuver at levels 8 and 13.

At 3<sup>rd</sup> level the thief may choose a fighting style as described in the section on fighters.

Thieves begin play with a single Knack, selected from the below list. They may choose an additional Knack at levels 4, 7, 10, and 13.

**Alertness.** The character gains a +1 bonus to initiative and is surprised on a roll of 1 in 6.

**Arcane Dabbler.** The character can cast spells as a magic-user with the following spell progression. They must still learn and memorize spells as a magic-user but can cast spells while wearing metal armor.

Arcane Dabbler Spell Progression			
Level	Spell Level		
	1	2	3
1-3	1	--	--
4-6	2	1	--
7-9	2	2	--
10-12	2	2	1
13	3	2	1
14	3	3	1

**Haggler.** When attempting to sell or buy goods for speculative trade roll twice, taking whichever result is better for the character. This may only be selected once.

**Lucky.** The character can reroll any attack, damage or saving throw they make three times per day. This may only be selected once.

**Merchant Prince.** The character is able to treat an urban center as being one Market Class higher (a class 3 village would be treated as a class 4 small town, for instance). It takes a number of days equal to the Market Class in order to familiarize oneself with the community, after which point the character gains the benefit of this Knack. This may only be selected once.

**Rogue's Luck.** All of the character's saving throws are improved by 1. This may only be selected once.

**Self-improvement, primary.** The thief can increase their Strength, Constitution, or Dexterity score by two or two of the above scores by 1 each. This may only be selected at 4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The thief may increase her Intelligence, Wisdom, or Charisma by two, or two of the above scores by 1 each. This

may only be selected at 7<sup>th</sup>, 10<sup>th</sup>, and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Silvertongue.** When a reaction roll is made and the thief is the primary negotiator they may roll twice, taking the better result. This applies to all forms of reaction rolls and morale checks that their followers/retainers make, provided the thief is present.

**Skillful.** The character gains three additional skills.

**Skirmisher.** The character is able to break up their movement to move, attack, and then move at their full movement rate without their opponent gaining a bonus to hit them (as per p. 53 of LL Basic).

**Thievery.** The character gets an additional 5 points to spend to improve their thief abilities. They may be distributed as desired, except on more than one point can be spent on any one ability (although you can double up with points gained through leveling)

**Toughness.** The thief rolls **1d8** for her HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided character reroll their hit points at each level.

**Weapon Specialization.** Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

### **Thief Hideouts**

A hideout is less expensive than a stronghold to construct, but it is still price, largely due to the need to bribe craftsmen, import specialized goods, purchase legitimate items to sell as a front, etc.

The size of a stronghold is based upon the size of the character's Guild. The base cost – the minimum required to attract the followers listed above – is 10,000 gp. This

## Assassin

**Requirements:** None

**Prime Requisite:** Str and Dex

**Hit Dice:** 1d6

**Maximum Level:** 14

**Allowed Armor:** Any

**Allowed Weapons:** Any

Assassin				
Level	HD	XP	Attack	Backstab
1	1d6	0	19 (+0)	+1d6
2	2d6	2000	19 (+0)	+1d6
3	3d6	4000	18 (+1)	+1d6
4	4d6	8000	17 (+2)	+1d6
5	5d6	16000	16 (+3)	+2d6
6	6d6	32000	15 (+4)	+2d6
7	7d6	64000	14 (+5)	+2d6
8	8d6	120000	14 (+5)	+2d6
9	9d6	240000	13 (+6)	+3d6
10	+1 hp	360000	12 (+7)	+3d6
11	+2 hp	480000	12 (+7)	+3d6
12	+3 hp	600000	11 (+8)	+3d6
13	+4 hp	720000	10 (+9)	+4d6
14	+5 hp	840000	10 (+9)	+4d6

Assassin Saving Throws					
Level	D	W	P/P	B	R/S/S
1	13	14	13	16	15
2	13	14	13	16	15
3	13	14	12	15	14
4	13	14	12	15	14
5	12	13	11	14	13
6	12	13	11	14	13
7	11	12	10	13	12
8	11	12	10	13	12
9	10	11	9	12	10
10	10	11	9	12	10
11	9	10	8	11	9
12	9	10	8	11	9
13	8	9	7	10	8
14	8	9	7	10	8

At first level assassins have the following abilities.

When attacking with surprise (the target is not aware of them) the assassin inflicts an extra 1d6 points of damage. This damage increases as

shown in the above table. It applies to all of the attacks made by the thief in a round.

Assassins can use any weapons and wear any armor. However, if they wear armor heavier than leather they lose their thief abilities (described below).

If an assassin is able to kill a target they may attack another target within a reasonable distance. They may continue to do this a number of times equal to their Hit Dice, provided each blow kills the target.

Assassins also begin play being able to perform the following abilities. Each is considered successful if rolling a 14 or higher on 1d20. The character can attempt the task in half the time but must roll twice and take the lower of the two rolls. They may also attempt it taking twice the time, which allows them to roll twice and take the higher of the two rolls.

**Climb.** The character is able to automatically scale easy surfaces; trees with an abundance of branches, rough rock walls, etc. It should only be made when climbing difficult surfaces. The character climbs at a speed of 10' per round.

**Hear Noise.** The character is able to hear and discern sounds, whether trying to pick up a conversation in a crowded room or listening at a dungeon door to determine what is on the other side.

**Sleight of Hand.** The character can perform acts of trickery and sleight of hand. It can be used to pick pockets, to conceal or palm objects, or to attempt to misdirect a target's attention.

**Sneak.** This ability combines Move Silently and Hide in Shadows. When using it the character can move no faster than 1/3 their normal speed.

**Spot.** This gives the character the ability to spot traps or secret passages. It requires one turn to search a 10' x 10' area.

Every level an assassin gains gives them 2 points. They may distribute these points amongst the five

abilities, as long as no more than one point is devoted to each ability per level.

At 1<sup>st</sup> level the assassin can select one of the combat styles described in the fighter section. They may select another combat style at 7<sup>th</sup> level.

At 9<sup>th</sup> level the assassin has the option of founding a Guild or a domain. If they found a domain use the same rules for a fighter, except upon founding their domain they attract half the number of normal followers and settlers.

If the character decides to found a Guild they must find a suitable location and construct a building large enough to house students and members, with plenty of room for training grounds, weapons halls, etc. In most civilized societies such a Guildhall is located in remote areas, away from prying eyes, but in other areas the assassin's Guild may actually be state sanctioned.

Upon completing the Guild the assassin attracts followers: 1d3 1<sup>st</sup> level fighters, 1d3 1<sup>st</sup> level thieves, 1d6 1<sup>st</sup> level assassins, and 2d6 0-level humans who wish to learn the art of death.

### Optional Rules

If using the alternate rules presented throughout this series thieves get the following:

Assassins are trained in the art of alchemy, to aid in the handling of poisons and the synthesis of chemical compounds. They begin play Proficient in Alchemy.

Assassins start knowing two additional skills, plus additional skills for each point of Intelligence modifier. They gain additional skills at levels 3, 5, 7, 9, 11, and 13.

At 2<sup>nd</sup> level assassins learn how to use one combat maneuver from Hex 17.22. They gain an additional maneuver at levels 8 and 13.

Assassins begin play with a single Knack, selected from the below list. They may chose an additional Knack at levels 4, 7, 10, and 13.

**Alertness.** The character gains a +1 bonus to initiative and is surprised on a roll of 1 in 6.

**Arcane Dabbler.** The character can cast spells as a magic-user with the following spell progression. They must still learn and memorize spells as a magic-user but can cast spells while wearing metal armor.

Arcane Dabbler Spell Progression			
Level	Spell Level		
	1	2	3
1-3	1	--	--
4-6	2	1	--
7-9	2	2	--
10-12	2	2	1
13	3	2	1
14	3	3	1

**Combat Trickery.** The character learns an additional two combat maneuvers.

**Improved Critical.** The character inflicts maximum damage on a roll of 19 or 20. Additionally, as a critical hit, a roll of 19 or 20 automatically hits the target regardless of modifiers.

**Lucky.** The character can reroll any attack, damage or saving throw they make twice times per day. This may only be selected once.

**Poison Resistance.** The character has built up a resistance to poison due to their constant exposure to these dangerous substances. Whenever they make a saving throw v. poison they can roll twice, taking the better result.

**Rogue.** The character gains the ability to perform the remainder of the thief abilities in addition to the ones they gain as an assassin. They gain an additional two points (for a total of 4) to distribute at each level.

**Self-improvement, primary.** The thief can increase their Strength, Constitution, or Dexterity score by two or two of the above scores by 1 each. This may only be selected at 4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The thief may increase her Intelligence, Wisdom, or Charisma by two, or two of the above scores by 1 each. This may only be selected at 7<sup>th</sup>, 10<sup>th</sup>, and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Skillful.** The character gains three additional skills.

**Skirmisher.** The character is able to break up their movement to move, attack, and then move at their full movement rate without their opponent gaining a bonus to hit them (as per p. 53 of LL Basic).

**Thievery.** The character gets an additional 4 points to spend to improve their assassin abilities. They may be distributed as desired, except on more than one point can be spent on any one ability (although you can double up with points gained through leveling).

**Toughness.** The thief rolls **1d8** for her HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided character reroll their hit points at each level.

**Weapon Specialization.** Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

## Scout

**Requirements:** None

**Prime Requisite:** STR and CON

**Hit Dice:** 1d6

**Maximum Level:** 14

**Allowed Armor:** Leather armor, no shields

**Allowed Weapons:** Any

Scout				
Level	XP	HD	Attack	Damage
1	0	1d6	19 (+0)	+1
2	2,000	2d6	19 (+0)	+1
3	4,000	3d6	18 (+1)	+1
4	8,000	4d6	17 (+2)	+1
5	16,000	5d6	16 (+3)	+1
6	32,000	6d6	15 (+4)	+2
7	64,000	7d6	14 (+5)	+2
8	120,000	8d6	14 (+5)	+2
9	240,000	9d6	13 (+6)	+2
10	360,000	+2*	12 (+7)	+2
11	480,000	+4*	12 (+7)	+3
12	600,000	+6*	11 (+8)	+3
13	720,000	+8*	10 (+9)	+3
14	840,000	+10*	9 (+10)	+3

\*do not include Con modifier for levels 10-14.

Scout Saving Throws					
Level	D	W	P/P	B	R/S/S
1	12	13	14	15	16
2	12	13	14	15	16
3	11	12	13	14	15
4	10	11	12	13	14
5	10	11	12	12	14
6	9	10	11	11	13
7	8	9	10	10	12
8	8	9	10	10	12
9	7	8	9	9	11
10	6	7	8	8	10
11	6	7	8	7	10
12	5	6	7	6	9
13	4	5	6	5	8
14	4	5	6	5	8

Scouts gain the following benefits:

At 1<sup>st</sup> level they can fight with any weapons and wear chain or lighter armor. They are not trained to use shields, as they are too bulky and unwieldy.

They deal an extra +1 point of damage with any physical attack they make. This damage increases to +2 at 6<sup>th</sup> level, and +3 at 11<sup>th</sup> level.

If the scout slays a target they may make an immediate additional attack against another target within 5'. They may do this a maximum number of times equal to their hit dice, provided each attack kills the opponent.

At 1<sup>st</sup> level the scout may also choose one of the following fighter styles, gaining the listed benefits: dual-weapon, one-weapon, or ranged.

A 1<sup>st</sup> level scout is Skilled in the following skills: Naturalist, Tracking, Wilderness Survival. Every four levels (5<sup>th</sup>, 9<sup>th</sup>, 13<sup>th</sup>) they can improve one to Expert, outside of any other skill benefits they may gain.

At 1<sup>st</sup> level scouts can Climb, Hear Noise, and Sneak as a 1<sup>st</sup> level thief, succeeding on a roll of 14 or higher. Every level they gain grants them two points to spend that can improve their chances. The two points cannot be spent on the same ability.

At 4<sup>th</sup> level when they are in the wilderness they may roll twice to avoid being lost, taking the better result. If leading a party trying to evade an encounter (p. 52 LL Basic) they can roll twice, taking the better result.

At 7<sup>th</sup> level they may choose an additional fighting style.

Upon reaching 9<sup>th</sup> level the scout can found a lodge, a fortified dwelling in the wilderness that serves as a safehouse against the forces of Chaos for those who wander in the wilds.

The lodge requires an investment of 20,000 gp. Once built a number of like-minded individuals will be attracted to enter the scout's service. Over the period of four months the following will track down, find the lodge, and pledge themselves to the scout's service. They expect normal pay.

\*1d6 scouts of levels 1-3.

\*2d6 1<sup>st</sup> level fighters.

\*3d6 Normal Men, seeking employment and training as scouts.

\*1d4x10 mercenaries, of the following types (in groups of 10 of the same type): light infantry (1-2), bowmen (3-4), longbowmen (5), mounted bowmen (6), light mounted (7), or medium mounted (8).

The lodge must be located in the Wilderness.

The scout can also rule a domain with half the efficacy of a fighter.

### Optional Rules

The following optional rules can be used for the scout class.

At first level the character knows how to use one combat maneuvers from the list in Hex 17.22. They may select an additional maneuver at levels 5, 9, and 13.

At first level the character knows one skill, plus any bonus skills from a high Intelligence. They gain a new skill at levels 3, 5, 7, 9, 11, and 13.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, 10, and 13.

Unless otherwise stated Knacks can be selected at any level and multiple times.

**Alertness.** The character gains a +1 bonus to initiative and is surprised on a roll of 1 in 6. When outdoors this chance of being surprised is increased to 1 in 8.

**Animal Companion.** The character gains an animal companion, a normal animal they have bonded with in a manner that borders on the supernatural. They cannot understand their companion without magical means, but the companion will remain loyal to the character as long as they are treated well. The companion is considered to be a retainer, although it does not count towards the character's maximum number, but it does gain XP as a retainer. This Knack can be selected multiple times. The companion cannot have more than twice the character's Hit

Dice upon the selection of this Knack and must be a normal animal, dire animal, or giant animal.

**Arcane Dabbler.** The character can cast spells as a magic-user with the following spell progression. They must still learn and memorize spells as a magic-user but can cast spells while wearing metal armor.

Arcane Dabbler Spell Progression			
Level	Spell Level		
	1	2	3
1-3	1	--	--
4-6	2	1	--
7-9	2	2	--
10-12	2	2	1
13	3	2	1
14	3	3	1

**Endurance.** The scout has trained to exert themselves over extended periods of time. They only need half the amount of food and water to survive and can force march for a number of additional days equal to their Hit Dice. When leading a party in the wilderness those under their command gain a +1 bonus to morale checks. This can only be selected once.

**Improved Critical.** The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

**Linguist.** The scout can speak an additional two languages and, given an hour or so, can figure out the rudiments of communication with most intelligent races to allow for the exchange of basic concepts.

**Lucky.** The character can reroll any attack, damage, or saving throw they make twice per day. This may only be selected once.

**Nature's Ally.** The character gains the ability to cast druidic spells (as per LL Advanced). They gain spells at the following rate:

Nature's Spell Progression			
Level	Spell Level		
	1	2	3
2-4	1	--	--
5-7	2	1	--
8-10	2	2	1
11-12	3	2	1
13	3	3	1
14	3	3	2

**Porter.** The character can carry an additional two readied items and four stowed items. This Knack can only be selected once. The character may also exert themselves twice as long as normal before risking exhaustion.

**Resilient.** Pick three saving throw categories. The character gains a +1 bonus when making saves in these three categories. This can only be selected once.

**Self-improvement, primary.** The fighter can increase their Strength, Constitution, or Dexterity score by two or two of the above scores by 1 each. This may only be selected at 4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The fighter may increase her Intelligence, Wisdom, or Charisma by two, or two of the above scores by 1 each. This may only be selected at 7<sup>th</sup>, 10<sup>th</sup>, and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Skillful.** The character gains two additional skills.

**Toughness.** The scout rolls **1d8** for her HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided character reroll their hit points at each level.

**Weapon Specialization.** Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

## Dervish

**Requirements:** None

**Prime Requisite:** Wis and Dex

**Hit Dice:** 1d6

**Maximum Level:** 14

**Allowed Armor:** Leather, no shield

**Allowed Weapons:** Any melee

Clerics are the shepherds of the faithful, concerned with the spiritual wellbeing and the spread of their deity's worship. Many temples have, in addition to clerics, holy warriors whose purpose is not to convert but to protect, to eliminate threats, whether reactively or proactively. These warriors usually train in remote monasteries and temples combining religious fervor with the skills of war.

One such type of protector is the dervish. Lightly armored, mobile, and capable of entering a battle trance, dervishes are the elite of their god's warriors.

Dervishes are restricted to leather armor and cannot use shields. They can use any melee weapons, but not missile weapons, as their fighting styles focus on close combat and quickness of movement.

Starting at 1st level, when a dervish kills an enemy with a physical attack, they may attack another enemy within striking distance. Provided that each blow kills an enemy, they may attack a number of targets equal to their Hit Dice.

The Saving Throw table has been altered slightly, providing a smoother transition through the levels.

At 2<sup>nd</sup> level the dervish is able to enter a holy trance once per day, gaining the effects of the *bless* spell for 6 rounds. This is a non-magical effect and only affects the dervish. If the dervish is a PC the +1 bonus to morale translates to a +1 bonus against magical fear. The dervish may enter this trance twice per day at 5<sup>th</sup> level, three times per day at 8<sup>th</sup> level, and four times per day at 11<sup>th</sup> level.

At 3<sup>rd</sup> level they may select from one of the following fighter combat styles: dual-weapon, one weapon, two-handed, unarmed.

Starting at 5<sup>th</sup> level the dervish may create potions or scrolls associated with clerical magic. At 9<sup>th</sup> level they may create magical items that are associated with dervish magic.

Dervishes turn undead as a cleric of the same level. They gain the ability to cast spells as well, although their spellcasting rate is slightly slowed. Dervishes gain a +1 bonus to Initiative. They may add their Wisdom bonus to their AC. Both of these bonuses only apply when they're wearing leather armor or lighter.

Dervish								
Level	HD	XP	Att	Spells per Day				
				1	2	3	4	5
1	1d6	0	19(+0)	--	--	--	--	--
2	2d6	1500	19(+0)	1	--	--	--	--
3	3d6	3000	19(+0)	2	--	--	--	--
4	4d6	6000	18(+1)	2	1	--	--	--
5	5d6	12000	17 (+2)	2	2	--	--	--
6	6d6	25000	17 (+2)	2	2	1	--	--
7	7d6	50000	16 (+3)	2	2	1	1	--
8	8d6	100000	15 (+4)	3	3	2	1	--
9	9d6	200000	14 (+5)	3	3	2	2	1
10	+1 hp	300000	14 (+5)	4	3	2	2	2
11	+2 hp	400000	14 (+5)	4	4	3	3	2
12	+3 hp	500000	13 (+6)	5	4	4	3	3
13	+4 hp	600000	12 (+7)	5	5	4	4	3
14	+5 hp	700000	12 (+7)	6	5	5	4	4

Dervish Turning								
	Undead HD							
Level	1	2	3	4	5	6	7	8*
1	7	9	11	--	--	--	--	--
2	T	7	9	11	--	--	--	--
3	T	T	7	9	11	--	--	--
4	D	T	T	7	9	11	--	--
5	D	D	T	T	7	9	11	--
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D+	D	D	D	D	T	T	7
9	D+	D+	D	D	D	D	T	T
10	D+	D+	D+	D	D	D	D	T
11	D+	D+	D+	D+	D	D	D	D
12	D#	D+	D+	D+	D+	D	D	D
13	D#	D#	D+	D+	D+	D+	D	D
14	D#	D#	D#	D+	D+	D+	D+	D

\*Spellcasting undead or those with 8 or more HD may make a Save v. Spells to avoid being turned or destroyed.  
+The dervish turns a total of 3d6 HD of undead.  
#The dervish turns a total of 4d6 HD of undead.

Upon reaching 9<sup>th</sup> level the dervish can found a monastery. This building costs half what it would normally cost, as a cleric, due to their deity's intercession. When this monastery is complete a number of followers will be attracted to come and serve the dervish, appearing over a period of 3 months.

- 1d6 dervishes of levels 1-3
- 10d10 mercenaries

Dervish Saving Throws					
Level	DR	Wand	P/P	DB	R/S/S
1	11	12	14	16	15
2	11	12	14	16	15
3	10	11	13	15	14
4	10	11	13	15	13
5	9	10	12	14	12
6	9	10	12	14	12
7	8	9	11	13	11
8	7	8	10	12	10
9	6	7	9	11	9
10	6	7	9	11	9
11	5	6	8	10	8
12	4	6	8	9	8
13	3	5	7	8	7
14	3	5	7	8	7

Both followers are fanatical, needing to never check morale. They also need no pay outside of food and lodging.

Dervishes have slightly different spell lists than clerics, as follows. Spells with a single asterisk are from the LL Advanced cleric list. Spells with two asterisks are from the LL Advanced druid list; those with three asterisks are magic-user spells.

**1<sup>st</sup> level.** Command, cure light wounds, detect evil, light, protection from evil, remove fear, resist cold, shillelagh\*\*.

**2<sup>nd</sup> level.** Barkskin\*\*, bless, detect magic, know alignment, hold person, holy chant, resist fire, spiritual weapon.

**3<sup>rd</sup> level.** Cure blindness, cure disease, detect invisible\*\*\*, dispel magic, locate object, mirror image\*\*\*, remove curse (reversible), striking,

**4<sup>th</sup> level.** Cure serious wounds, detect lie, exorcise, neutralize poison, protection from evil 10' radius,

**5<sup>th</sup> level.** Atonement, commune, cure critical wounds, divination, flame strike, insect plague, quest.

### Alternate Rules

If playing with skills (see Hex 18.23) dervishes begin with one skill at 1<sup>st</sup> level (plus an additional skill per point of Intelligence bonus) and they gain an additional skill at levels 3, 5, 7, 9, 11, and 13.

If playing with Knacks the character may choose one of the following at 1<sup>st</sup> level plus an additional Knack at levels 5, 9, and 13. Unless otherwise stated Knacks can be chosen at any point and multiple times.

**Alacrity.** Once per day the character can automatically go first during combat, regardless of initiative rolls, \*or\* they can decide to negate the effects of a failed surprise roll and roll initiative as normal. This Knack can be selected

more than once. Each selection allows them this option an additional time per day.

**Blessed by the Gods.** The character's saving throws improve by one each. This may only be selected once.

**Divine Grace.** Once per day the cleric may reroll a single roll they make, taking the better of the two results. At 7<sup>th</sup> level they may do this twice per day and at 11<sup>th</sup> level three times per day. This Knack can only be selected once.

**Get Back Up.** Once per day the dervish instantly regains 1d4 hp after being reduced to 0 hp. At 6<sup>th</sup> level they regain 2d4 hp, and at 11<sup>th</sup> level they regain 3d4. This Knack can be purchased once.

**Lay on Hands.** By touching another creature the character is able to heal damage equal to their Hit Dice times two per day. This damage may be divided up between targets. Therefore, an 8<sup>th</sup> level cleric can lay on hands to heal 18 points of damage. The cleric can do this once per round without using an attack, provided they do not use their full movement.

**Meditative Trance.** The character can trance for one hour and regain the ability to cast one spell. It can be of any level, but must be one the character had prayed for at the beginning of the day and already cast.

**Prodigy.** The character is infused with divine energy and can tap into it to cast additional spells. At 2<sup>nd</sup>-5<sup>th</sup> level they may cast an additional 1<sup>st</sup> level spell, at 6<sup>th</sup>-9<sup>th</sup> an additional 1<sup>st</sup> and 2<sup>nd</sup> level spell, at 10<sup>th</sup>-14<sup>th</sup> an additional 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> level spell.

**Self-improvement, primary.** The knight can increase their Wisdom, Constitution, or Charisma score by two. This may only be selected at 5<sup>th</sup>, 9<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The cleric may increase her Dexterity, Strength, or Intelligence by two. This may only be selected at 9<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Skillful.** The character gains two additional skills.

**Spontaneous Casting.** Pick one of the following spells at each level:

1<sup>st</sup>. *command, cure light wounds, light, protection from evil, sanctuary*

2<sup>nd</sup>. *augury, bless, delay poison, find traps, holy chant.*

3<sup>rd</sup>. *cure blindness, cure disease, dispel magic, remove curse.*

The character can cast these spells without prepare them in advance, simply by expending a currently memorizing spell slot. This may be selected multiple times, but with each selection a different spell at each level must be selected.

**Toughness.** The character uses 1d8 for their HD instead of 1d6. Can only be selected once.

**Weapon Mastery.** The character can use three combat maneuvers, as described in Hex 17.22.

**Whirlwind.** Once per day the dervish may make a second melee attack during a round. If their opponent is slain with the second attack they may cleave through their opponents, but they may only cleave once per round, even if both primary attacks kill. They can do this twice per day at level 7 and thrice per day at level 13. This can only be selected once.

## Berserker

**Requirements:** Str 12, Con 12

**Prime Requisite:** Str, Con

**Hit Dice:** 1d8

**Maximum Level:** 14

**Allowed Armor:** Any, including shields

**Allowed Weapons:** Limited

Berserkers are warriors that have the ability – or curse – to become overcome with a bloodlust fury, during which time they are resistant to damage and attack with a terrible ferocity. They are not as skilled in battle as a fighter, relying instead on their ability to overwhelm foes with sheer fury.

Berserker Levels					
Level	XP	HD	Attack		
1	0	1d8	19 (+0)		
2	2,000	2d8	19 (+0)		
3	4,000	3d8	18 (+1)		
4	8,000	4d8	17 (+2)		
5	16,000	5d8	16 (+3)		
6	32,000	6d8	15 (+4)		
7	64,000	7d8	14 (+5)		
8	120,000	8d8	14 (+5)		
9	240,000	9d8	13 (+6)		
10	360,000	+2*	12 (+7)		
11	480,000	+4*	12 (+7)		
12	600,000	+6*	11 (+8)		
13	720,000	+8*	10 (+9)		
14	840,000	+10*	9 (+10)		

  

Berserker Saving Throws					
Level	D	W	P/P	B	R/S/S
1	12	13	14	15	16
2	12	13	14	15	16
3	11	12	13	14	15
4	10	11	12	13	14
5	10	11	12	12	14
6	9	10	11	11	13
7	8	9	10	10	12
8	8	9	10	10	12
9	7	8	9	9	11
10	6	7	8	8	10
11	6	7	8	7	10
12	5	6	7	6	9
13	4	5	6	5	8
14	4	5	6	5	8

Berserkers gain the following benefits:

At 1<sup>st</sup> level they can use any armor and may select four weapons that they can use without penalty. Berserkers tend to prefer close quarters combat, so any missile weapons selected take up two choices. In other words, a berserker could use four melee weapons, two melee weapons and a ranged weapon, or two ranged weapons. Weapons such as hand axes or spears – that can be used either in melee or thrown – cost the same as melee weapons. They can learn to use an additional weapon at 6<sup>th</sup> and 11<sup>th</sup> level.

If the berserker slays a target they may make an immediate additional attack against another target within 5'. They may do this a maximum number of times equal to their hit dice, provided each attack kills the opponent.

A berserker may enter a rage, during which point they gain the following benefits:

- They take ½ damage (rounded down) from physical attacks.
- If subjected to fear or mind-affecting spells they may roll twice for the saving throw, taking the better result. Berserker NPCs roll twice for morale checks, again taking the better result.
- Each blow they hit inflicts extra damage equal to the berserker's Hit Dice.
- The character ignores one level of encumbrance, moving at the next highest movement rate: a character with a move of 60' (20') would instead move at 90' (30'). If they're movement is already 120' it increases to 150'.

There are drawbacks to the berserker fury, as well:

- The character must continue to attack while they are raging, even if there are no foes left (see below).
- Attacks made against the berserker gain a +2 bonus as in the fury they no longer try to actively avoid blows.

- The raging character cannot cast spells, activate items, drink a potion, etc. They also cannot coordinate with their companions.

Typically, a berserker is not able to enter their fury at will. There's a base 1 in 6 chance when a berserker enters combat that they will enter their rage. This increases by 1 for every additional round they remain in combat. If they are wounded during combat the chance increases by 1. Make the roll at the beginning of the berserker's turn. At 7<sup>th</sup> level the berserker may roll twice when checking to enter or leave a rage, taking the better of the two results.

*A berserker enters battle. During the first round her player rolls a 2, so she does not enter a rage. At the beginning of the second round, before her turn, she is wounded, increasing the chance by 1, in addition to the +1 for entering the second round of combat. The chance of entering a rage is now 3 in 6. She rolls a 4 and does not enter a rage. She is wounded again, and in the 3<sup>rd</sup> round has a 5 in 6 chance of entering the rage. She rolls a 1 and begins to rage.*

A character can rage for no more than a turn, and upon leaving their fury must rest for one turn for every round they spent raging or suffer a -2 penalty to all attack rolls and saving throws until they can rest. This penalty is cumulative.

The berserker typically cannot easily exit a rage, either. Once all of their foes are slain they must roll equal to or under their Wisdom score on 3d6 to leave the rage. This check is made once every round. Otherwise they will continue to attack those nearby.

The berserker may claim land and build a stronghold as a fighter at any level, but upon reaching 9<sup>th</sup> level – assuming they have built a stronghold – they attract followers and settlers as per the rules in the free Domain Building supplement, but their tempers tend to put off their subjects, and all morale rolls for their domain are made at a -1 penalty.

Berserkers may, instead, found a *hall*. This must be in a wilderness hex, similar to a scout's lodge. The lodge can be of any value but is most often large and secure enough to withstand the travails of living in remote and dangerous territories. Once the lodge is founded 2d4 berserkers of levels 1-3 will arrive to serve the character over a period of four months, as will 1d4 fighters of levels 1-3 and 3d4 normal men.

## Optional Rules

The following optional rules can be used for the berserker class

At first level the character knows how to use one of the following combat maneuvers from the list in Hex 17.22: Force Back, Grapple, Overrun, Trip. They may select an additional maneuver at levels 7 and 13.

At first level the character knows two skills, plus any bonus skills from a high Intelligence. They gain a new skill at levels 3, 5, 7, 9, 11, and 13.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, 10, and 13.

Unless otherwise stated Knacks can be selected at any level and multiple times.

**Alertness.** The character gains a +1 bonus to initiative and is surprised on a roll of 1 in 6.

**Animal Companion.** The character gains an animal companion, a normal animal they have bonded with in a manner that borders on the supernatural. They cannot understand their companion without magical means, but the companion will remain loyal to the character as long as they are treated well. The companion is considered to be a retainer, although it does not count towards the character's maximum number, but it does gain XP as a retainer. This Knack can be selected multiple times. The companion cannot have more than twice the character's Hit Dice upon the selection of this Knack and must be a normal animal, dire animal, or giant animal.

**Combat Mastery.** The character can select an additional two combat maneuvers and can select any from the list, not just the ones listed above.

**Controlled Rage.** When rolling to determine if the character enters or exits a rage they may roll twice, selecting the more favorable result. At 7<sup>th</sup> level they may enter and leave their rage at will.

**Fighting Style.** The character can select one of the fighting styles available to fighters.

**Get Back Up.** Once per day the berserker instantly regains 1d4 hp after being reduced to 0 hp. At 6<sup>th</sup> level they regain 2d4 hp, and at 11<sup>th</sup> level they regain 3d4. This Knack can be purchased once.

**Improved Critical.** The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

**Lucky.** The character can reroll any attack, damage, or saving throw they make twice per day. This may only be selected once.

**Porter.** The character can carry an additional two readied items and four stowed items. This Knack can only be selected once. The character may also exert themselves twice as long as normal before risking exhaustion.

**Resilient.** All of the character's saving throws gain a +1 bonus.

**Self-improvement, primary.** The berserker can increase their Strength, Constitution, or Dexterity score by two or two of the above scores by 1 each. This may only be selected at 4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The berserker may increase her Intelligence, Wisdom, or Charisma by two, or two of the above scores by 1 each. This may only be selected at 7<sup>th</sup>, 10<sup>th</sup>, and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Shapechange.** The berserker can, once per day, change shape into a specific, fixed form and back again. The form to be changed into must be a large animal of prey (a lion, bear, wolf, or similar) \*or\* an herbivore known for size and temper, such as an elk, mountain goat, etc. They are limited to a creature with no more than 6 HD and one they are familiar with. The berserker cannot wear armor when shapechanging.

While in animal shape the caster retains their intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every continuous day past the first spent in their chosen form the spellcaster must roll under their Intelligence using 3d6 plus 1 per additional day. Failure indicates they're unable to change back to human form. If the character remains in their alternate form for four days, for instance, they must roll under their Intelligence on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

This Knack can only be selected at levels 9 and 13. If selected more than once a different form must be chosen.

**Skillful.** The character gains two additional skills.

**Toughness.** The berserker rolls **1d10** for her HD, rather than **1d8**. This Knack can only be selected once, but it can be selected at any level, provided character reroll their hit points at each level.

**Unarmored Combat.** The character is practiced in the art of fighting without armor. They gain a +1 bonus to AC at levels 1, 4, 7, 10, and 13.

**Weapon Specialization.** Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

## Cervess Brave

**Requirements:** Dex 9, Str 9, Con 12

**Prime Requisite:** Str, Con

**Hit Dice:** 1d6

**Maximum Level:** 14

**Allowed Armor:** Hide or leather

**Allowed Weapons:** Limited, see below.

The *cervess*, or deer-folk, are a race of humanoids greatly resembling Men; they are taller, men and women both averaging over six feet in height, and long of limb, with long faces and large, brown eyes. They are a nomadic race, roaming the plains and hills of Absalom. They dislike close, enclosed spaces, sleeping in great collapsible tents of hide that are dragged behind them by the strongest members of the tribe when it comes time to move, which they do on a monthly basis.

Cervess Brave				
Level	HD	XP	Attack	Damage
1	1d6	0	19 (+0)	--
2	2d6	1800	19 (+0)	--
3	3d6	3600	18 (+1)	+1
4	4d6	7200	18 (+1)	+1
5	5d6	14400	17 (+2)	+1
6	6d6	29000	17 (+2)	+1
7	7d6	58000	16 (+3)	+2
8	8d6	120000	15 (+4)	+2
9	9d6	240000	14 (+5)	+2
10	+1 hp	360000	14 (+5)	+2
11	+2 hp	480000	13 (+6)	+3
12	+3 hp	600000	13 (+6)	+3
13	+4 hp	700000	12 (+7)	+3
14	+5 hp	800000	12 (+7)	+3

Cervess Brave Saving Throws					
Level	D	W	P/P	B	R/S/S
1	13	14	13	16	15
2	13	14	13	16	15
3	13	14	12	15	14
4	13	14	12	15	14
5	12	13	11	14	13
6	12	13	11	14	13
7	11	12	10	13	12
8	11	12	10	13	12
9	10	11	9	12	10

<b>10</b>	10	11	9	12	10
<b>11</b>	9	10	8	11	9
<b>12</b>	9	10	8	11	9
<b>13</b>	8	9	7	10	8
<b>14</b>	8	9	7	10	8

Braves are limited to wearing leather armor or lighter. They are limited to the knowledge of how to use four weapons at first level, gaining the ability to learn an additional weapon at level 6 and 11.

If a brave is able to kill a target with their blow they may attack another target within a reasonable distance. They may continue to do this a number of times equal to their Hit Dice, provided each blow kills the target.

Braves are difficult to surprise and are only done so on a roll of 1 on 1d6. Additionally, if they are surprised, they may still move – but take no other actions – during that round. Braves also gain a +1 to initiative, as long as they are out of doors.

*Cervess* are faster than Men, having a base unencumbered speed of 150' (50'). Their speed is reduced as normal via encumbrance (from 150' to 120', then down to 90', etc.). They do not need to rest as often as Men, either, when traveling outdoors; they need only rest once every two weeks when traveling at a normal pace, or they can force march for two days before needing to rest.

They can Hear Noise and Sneak as thief. At 1<sup>st</sup> level they succeed in both with a roll of 14 or better. At every level they get one point to spend to increase the chance of success of one of the abilities.

As a species *cervess* are unused to being in confined spaces. When indoors, or underground areas, or in thick woods, they suffer a -1 penalty to all rolls.

At 9<sup>th</sup> level the *cervess* may strike out on their own and found a herd. 5d6 *cervess*, including 2d4 braves of levels 1-2, are attracted over a period of three months. The herd leader must claim a tract

of land as their range. They may also found a domain as a fighter, but do so at 1/3 efficiency, or found a lodge as a scout, but at 1/2 efficiency.

### Optional Rules

If using the optional rules the following are applied to the *cerves* brave.

The brave begins play being Proficient in Naturalism and Expert in Wilderness Survival in their natural range. They also start with a third skill of their choosing at Proficient (plus any from a high Intelligence. Braves gain an additional skill at levels 3, 5, 7, 9, 11, and 13.

At level 3 they may select a fighting style as described in the Fighter section. They may choose an additional fighting style at level 9.

At 1<sup>st</sup> level they may chose one Knack from the below list. They can choose an additional Knack at levels 4, 7, 10, and 13.

**Animal Companion.** The character gains an animal companion, a normal animal they have bonded with in a manner that borders on the supernatural. They cannot understand their companion without magical means, but the companion will remain loyal to the character as long as they are treated well. The companion is considered to be a retainer, although it does not count towards the character's maximum number, but it does gain XP as a retainer. This Knack can be selected multiple times. The companion cannot have more than twice the character's Hit Dice upon the selection of this Knack and must be a normal animal, dire animal, or giant animal.

**Combat Maneuvers.** The brave is able to learn three combat maneuvers from hex 17.22.

**Nature's Ally.** The character gains the ability to cast druidic spells (as per LL Advanced). They gain spells at the following rate:

Nature's Spell Progression			
Level	Spell Level		
	1	2	3
2-4	1	--	--
5-7	2	1	--
8-10	2	2	1
11-12	3	2	1
13	3	3	1
14	3	3	2

**Porter.** The character can carry an additional two readied items and four stowed items. This Knack can only be selected once. The character may also exert themselves twice as long as normal before risking exhaustion.

**Self-improvement, primary.** The brave can increase their Strength, Constitution, or Dexterity score by two or two of the above scores by 1 each. This may only be selected at 4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The brave may increase her Intelligence, Wisdom, or Charisma by two, or two of the above scores by 1 each. This may only be selected at 7<sup>th</sup>, 10<sup>th</sup>, and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Skillful.** The character gains two additional skills.

**Skirmisher.** The character is able to break up their movement to move, attack, and then move at their full movement rate without their opponent gaining a bonus to hit them (as per p. 53 of LL Basic).

**Toughness.** The brave rolls **1d8** for her HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided character reroll their hit points at each level.

**Weapon Specialization.** Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

## Witch

**Requirements:** Charisma 9, Wisdom 11

**Prime Requisite:** Cha and Wis

**Hit Dice:** 1d4

**Maximum Level:** 14

**Allowed Armor:** None

**Allowed Weapons:** Limited, see below.

Witches are similar to clerics; they serve the divine, but do so at a personal level. They follow patrons of great power and mystery, but preach to no flocks, nor evangelize for their beliefs. While clerics often worship tangible gods the witch follows the path of more abstract, unknowable powers; those that dwell beyond the visible world.

Members of this class are most often found in small, isolated communities, or even dwelling by themselves in remote areas. They can be hated or loved by those around them – often both by the same people!

Witch			
Level	Hit Dice	XP	Attack
1	1d4	0	19 (+0)
2	2d4	2,000	19 (+0)
3	3d4	4,000	19 (+0)
4	4d4	8,000	18 (+1)
5	5d4	16,000	18 (+1)
6	6d4	32,000	17 (+2)
7	7d4	64,000	17 (+2)
8	8d4	120,000	16 (+3)
9	9d4	240,000	16 (+3)
10	+1*	360,000	15 (+4)
11	+2	480,000	15 (+4)
12	+3*	600,000	14 (+5)
13	+4*	720,000	14 (+5)
14	+5*	840,000	14 (+5)

Level	1	2	3	4	5
1	1	--	--	--	--
2	2	1	--	--	--
3	2	2	--	--	--
4	2	2	1	--	--
5	3	2	2	--	--
6	3	3	2	1	--
7	3	3	2	2	--
8	4	3	3	2	1
9	4	4	3	2	2
10	4	4	3	3	2
11	5	4	4	3	2
12	5	5	4	3	3
13	5	5	4	4	3
14	6	5	5	4	3

Witch Saving Throws					
Level	DR	Wand	P/P	DB	R/S/S
1	11	12	14	16	15
2	11	12	14	16	15
3	10	11	13	15	14
4	10	11	13	15	13
5	9	10	12	14	12
6	9	10	12	14	12
7	8	9	11	13	11
8	7	8	10	12	10
9	6	7	9	11	9
10	6	7	9	11	9
11	5	6	8	10	8
12	4	6	8	9	8
13	3	5	7	8	7
14	3	5	7	8	7

Witches cannot wear armor and are limited in their selections of weapons. At 1<sup>st</sup> level they know how to use two weapons; either one-handed melee weapons, staves, or short bows or slings. They learn how to use a third weapon at level 6 and a fourth at level 12.

Witches can recruit animals to serve as henchmen. In order to do so they must be Proficient in Animal Handling with the given animal. The animal does not require a share of treasure but does get a 50% share of experience. The animal's cost of living is based upon their base HD (equivalent to their level). See supplemental rules for advancing animals in level.

At 1<sup>st</sup> level the witch may place the curse of the evil eye upon a single humanoid target within 60'. The target must save v spells. If they fail the save the target's next roll is made twice, taking the lower of the two results. The roll is the next one the target makes, regardless of what it is for. They may do this once per day at 1<sup>st</sup> level, twice per day at 5<sup>th</sup>, thrice per day at 9<sup>th</sup>, and four times per day at 13<sup>th</sup>. Witches can use this ability and move in a round but can take no other actions (such as casting a spell or attacking with a weapon).

At 2<sup>nd</sup> level a witch can steal the senses of a normal animal they can see within 60'. The target animal must save v spells. If the roll is failed the witch is able to perceive the world through the animal's senses but cannot otherwise control or influence the animal. If the animal moves out of range \*after\* this power is used the witch maintains the connection, up to a number of miles away equal to their Charisma modifier. It takes one round to use this ability, and the witch cannot see or hear with their own senses while using this ability.

It lasts for as long as the witch can maintain concentration – if unmolested they may do so for a number of turns equal to their Wisdom score. If exceeding this time limit they must roll their Wisdom or lower on 3d6 for every additional time period. Failure indicates the character has become trapped within the body of the animal and cannot be returned to their body save through powerful magics. They can use an animal's sense three times per day.

At 3<sup>rd</sup> level witches may brew potions, at 5<sup>th</sup> level craft fetishes. At 9<sup>th</sup> level they may scribe scrolls, and at 11<sup>th</sup> level they may create magical items. While their spell list and method of casting spells is more divine in origin their item crafting abilities are more in line with those of arcane practitioners.

At 7<sup>th</sup> level they can choose to dominate the chosen animal. The target animal still rolls a save v spell, but with a +2 bonus. If failed, the witch may control the target's actions as well as using their senses. The rules for distance and length of

time still apply. If the animal is forced to act against its nature it can make an additional save v spells to break the domination.

At 9<sup>th</sup> level the witch may found a coven, usually in a remote location. Over a period of three months after the founding 2d4 witches of levels 1-2 are attracted, with one quarter arriving during the first month, half during the second, and the remaining quarter (rounded down) arriving in the last month. The younger witches study under the more experienced witch's tutelage. 1d2-1 witches leave every 6 months, their studies complete, and 1d2-1 witches arrive during the same time period.

Additionally, at 9<sup>th</sup> level the witch can lay a curse or blessing upon a single target once per week. The effects are somewhat difficult to model; they can have a mechanical effect or a more abstract one: a witch could curse a farmer's fields to produce stunted, inferior crops or bless them to produce a bountiful harvest. If the target is a living creature it is allowed a saving throw, albeit with a -2 penalty to the roll.

It takes one round to pronounce a curse, during which time the witch may take no other action. A witch may have no more than three curses/boons active at any one time. They may not target themselves with a curse or boon.

The duration of the effect is based upon the severity, and can be one of the following:

- A year and a day. Includes general effects like souring the milk from a farmer's cow, encouraging the growth in a field of no more than 1 acres, fecundity in a single cow, or imposing a mechanical modifier of +/- 1.
- Until the next full (or new) moon. Approx. one month. Affects either approx. 10 acres or a mechanical modifier of no greater than +/- 3
- A week and a day. Affects approx. 50 acres, a mechanical modifier of +/- 5, or an effect such as:
  - Target cannot lie/tell the truth.

- Target is polymorphed into a normal animal.
- Target is affected by illusions, nightmares, etc.
- Target is rendered insane
- Target falls into a deep sleep.
- From dusk 'til dawn (or reversed). Major effect lasting no more than a day, or see below:
  - Target dies, but instead of a -2 penalty gains a +2 bonus to the roll. If the target succeeds the witch automatically takes 6d6 points of damage, plus one for every HD of the intended victim.
  - Can be resurrected, provided the target has not been dead for more than a day.
  - Suffer a -7 penalty to rolls.
  - Becomes vulnerable/immune to one kind of damage

At 12<sup>th</sup> level the witch may have an additional curse/boon active at one time. At 14<sup>th</sup> level they may choose to extend the duration of a curse/boon. The target is entitled to a new save, and if they fail the effect continues for an additional period.

The witch draws their spells from a limited number, described below. Like other spellcasters, they must rest for 8 hours before regaining spent slots. The witch's spell slots are chosen at the beginning of each day, like a magic-user. The manner of learning spells varies from witch to witch; some do so by casting runes, or reading cards, while others must read the entrails of animals, enter a sacred trance by breathing the smoke of a specific wood, and so forth. This method of regaining their spells should be designated upon creating the character, and if the witch finds themselves unable to practice their chosen method they cannot regain spells until they are able to do so.

Witches use all magical items allowed to clerics, unless otherwise stated in the description. Spells labeled with a D are druid spells, those with an I

are illusionist spells (both from the OSE druid Advanced Fantasy rules), those with an M are magic-users and those with a C are cleric spells. Spells with an asterisk are found in the Labyrinth Lord AEC. A # indicates a divination spell (see Knacks)

### Level One.

1. Animal Friendship (D)
2. Auditory Illusion (I)
3. Dancing Lights (I)
4. Detect Illusion (I#)
5. Glamour (I)
6. Hypnotism (I)
7. Locate Plant/Animal (D#)
8. Predict Weather (D#)
9. Speak with Animals (D)
10. Spook (I)

The witch may also add one of the following spells to the above list:

1. Allure (M\*)
2. Enlarge (M\*)
3. Spider Climb (M\*)
4. Unseen Servant (M\*)

### Second Level

1. Augury (C\*#)
2. Command (C\*)
3. Cure Light Wounds C
4. Detect Magic (I#)
5. False Aura (I)
6. Fascinate (I)
7. Obscuring Mist (D)
8. Produce Flame (D)
9. Quasi-morph (I)
10. Slow Poison (D)

The witch may also add one of the following spells to the above list:

1. Charm Person (M)
2. Magic Missile (M)
3. Sleep (M)
4. Web (M)

### Third Level

1. Cure Blindness (C\*)
2. Cure Disease (C\*)
3. Dispel Illusion (I)
4. Fear (I)
5. Growth of Nature (D)
6. Invisibility (I)

7. Phantom Steed (I)
8. Protection from Poison (D)
9. Suggestion (I)
10. Tree Shape (D)

The witch may also add one of the following spells to the above list:

1. Clairvoyance or Clairaudience (M\*#)
2. Dispel Magic (M)
3. Fly (M)
4. Hold Person (M)

#### Fourth Level

1. Animate Dead C
2. Confusion (I)
3. Divination (C\*#)
4. Emotion (I)
5. Hallucinatory Terrain (I)
6. Massmorph (I)
7. Phantasmal Killer (I)
8. Polymorph Other (M)
9. Solid Fog (I)
10. Speak with Plants (D#)

The witch may add one of the following to the above list:

1. Charm Monster (M)
2. Fear (M\*)
3. Shadow Monsters (I)
4. Remove Curse C

#### Fifth Level

1. Commune (C#)
2. Cure Critical Wounds (D)
3. Illusion (I)
4. Insect Plague (D)
5. Looking Glass (I#)
6. Seeming (I)
7. Visitation (I)
8. Wall of Thorns (D)

The witch may add one of the following to the above list:

1. Cloudkill (M)
2. Magic Jar (M)
3. Contact Higher Plane (M#)
4. Lightning Bolt (M)

#### Optional Rules

The character begins play knowing one skill, in addition to bonus skills equal to their Intelligence modifier. The character gains a new skill at levels 4, 7, 10, and 13.

Additionally, all first level witches may choose one of the following skills that they begin play proficient in: Alchemy, Animal Handling, Healing, Herbalism, or Magical Engineering.

The character begins play with one Knack, selected from the below list. They gain an additional Knack at levels 5, 9, and 13.

**Blood of the Ancestors.** The memories of the witch's ancestors flows through their veins, allowing the character to enter a trance once per week and *commune*, as per the spell. It takes one turn to use this ability. Additionally, when attempting a skill use they are untrained in the character is successful on a total of 19 or 20, not just 20.

**Cauldron Witch.** When conducting spell research or crafting magical items the character's class level is considered to be two levels higher than it actually is. In addition, an automatic failure occurs on a roll of a 1-10, not 1-15.

**Diviner.** When casting a divination spell the witch can chose to extend either the duration or range of divination spells (indicated with a "#", above). Note that this Knack allows the character to ask an additional question with *commune*, not to cast it more often.

**Fae-blooded.** One of the witch's ancestors was a Faery, and as such they gain the following abilities:

- The character's lifespan is double that of a normal human.
- The character has a 1-2 in 6 chance of sensing the presence of fey creatures or portals to Faerie when with 10'.
- The character gains a +2 bonus to saving throws to resist the effects of Faerie magic.

**Familiar.** The character gains a familiar, an animal companion bonded magically to the witch. When bonded to a familiar the witch gains one more Hit Dice (a 1<sup>st</sup> level witch would have 2d4 hp, and increasing their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Dice and must make a Death Save. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Dice is permanent, the additional damage can be recovered as normal.

The witch may steal the senses of their familiar, as per their class ability, but may do so up to any range, as long as the two remain on the same plane of existence. They may do so for double the length of time as allowed by their class ability.

Familiars can be any small, 1 HD creature. When the caster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger and smarter each time.

Witches can communicate with their familiar as if they each understand the other's speech, although the familiar is limited by their intelligence to what they can comprehend.

**Prodigy.** The character is infused with the divine energy of their patron and can tap into it to cast additional spells. At 2<sup>nd</sup>-5<sup>th</sup> level they may cast an additional 1<sup>st</sup> level spell, at 6<sup>th</sup>-9<sup>th</sup> an additional 1<sup>st</sup> and 2<sup>nd</sup> level spell, at 10<sup>th</sup>-14<sup>th</sup> an additional 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> level spell.

**Self-improvement, primary.** The witch can increase their Wisdom, Dexterity, or Charisma score by two or two of the above scores by 1 each. This may only be selected at 5<sup>th</sup>, 9<sup>th</sup>, and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The witch may increase her Intelligence, Constitution, or Strength by two, or two of the above scores by 1 each. This may only be selected at 9<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Skilled.** The character gains an additional two skills.

**Shapechange.** The witch can change shape a number of times per day equal to half her Hit Dice, rounding up. They may remain in a given shape indefinitely (see below) but changing back into their natural form counts as one use. The witch can change form into a normal animal with 3 or fewer HD. Ravens, wolves, cats, bats, and so forth are all typical forms. The witch must have seen the animal into which form they are transforming.

While in animal shape the caster retains their intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every continuous day past the first spent in their chosen form the spellcaster must roll under their Charisma using 3d6 plus 1 per additional day. Failure indicates they're unable to change back to human form. If the character remains in their alternate form for four days, for instance, they must roll under their Intelligence on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

This Knack can only be selected at levels 5, 9 and 13. If selected more than once a different form must be chosen.

**Thievery.** Select three of the following: Climb, Disable, Hear Noises, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1<sup>st</sup> level thief. Every second level allows the character to improve their chances in both abilities by 1.

**Toughness.** The witch has 1d6 hit points per Hit Dice instead of 1d4.

## Ironskin (*Siderenos*)

**Requirements:** Con 9, Str 9

**Prime Requisite:** Con and Str

**Hit Dice:** 1d10

**Maximum Level:** 13

**Allowed Armor:** Shields only

**Allowed Weapons:** Any

**Restrictions:** Max Charisma, Dexterity 16

<i>Siderenos</i>				
Level	XP	HD	Attack	AC
1	0	1d10	19 (+0)	5
2	2,500	2d10	19 (+0)	5
3	5,000	3d10	18 (+1)	5
4	10,000	4d10	17 (+2)	5
5	20,000	5d10	16 (+3)	4
6	40,000	6d10	15 (+4)	4
7	80,000	7d10	14 (+5)	4
8	160,000	8d10	14 (+5)	4
9	320,000	9d10	13 (+6)	3
10	480,000	+2*	12 (+7)	3
11	640,000	+4*	12 (+7)	3
12	800,000	+6*	11 (+8)	3

\*do not include Con modifier for levels 10-14.

<i>Siderenos</i> Saving Throws					
Level	D	W	P/P	B	R/S/S
1	10	11	12	13	14
2	10	11	13	13	14
3	9	10	11	12	13
4	8	9	10	11	12
5	8	9	10	10	12
6	7	8	9	9	11
7	6	7	8	8	11
8	6	7	8	8	10
9	5	6	7	7	9
10	4	5	6	6	8
11	4	5	6	5	8
12	3	4	5	4	7
13	4	5	6	5	8
14	4	5	6	5	8

Men with skin and hair of flexible iron, the *siderenos* are a rare race with origins lost to time. They are a martial race, excelling in war and

combat, but limited in the magical arts, as only a small number of their kind are called and the are limited to divine magic. They possess a somewhat alien mindset and can have difficulty relating to others, and therefore can have a Charisma no higher than 16.

As a race they are both physically strong and durable and must have minimum Strength and Constitution scores of 9 or higher. If both Strength and Constitution are 13 or higher they gain a +5% bonus to XP; if Constitution is 16 or higher with a Strength of 14 or higher they gain a +10% bonus.

Ironskins can use any weapons but cannot wear armor, although they can use shields. The skin of *siderenos* is hard enough that it provides its own protection, though. 1<sup>st</sup> level warriors have an AC of 5, and it hardens over time, becoming 4 at 5<sup>th</sup> level and 3 at 9<sup>th</sup>. Additional armor proves to be too bulky and heavy to wear.

The *siderenos* are heavier than normal Men, averaging around 300 pounds, and they are a little slower, with a normal movement base movement of 90 feet instead of 120. However, their armor-like skin does not slow them any further. Due to their weight they cannot use riding horses, but are instead limited to draft or warhorses, or other mounts accustomed to carrying great weight.

They are immune to the paralyzing touch of ghouls and are able to work for longer periods of time than Man; while exploring dungeons they only need to rest every 12 turns, rather than every 6, and if force marching can do so for 2 days before tiring.

They are also incredibly durable. Once per day, when damage would reduce them to 0 hp, it instead reduces them to 1. However, the ironskins are vulnerable to lightning and electricity. When subjected to electrical attacks they roll any saves twice, taking the lower of the two results. If no save is allowed they automatically take maximum damage.

In addition, the touch of the rust monster is deadly to the *siderenos*, with each hit by a feeler draining

one level (as if they were hit by a wight or spectre). Ironskins killed by rust monsters disintegrate into rust. These monsters are feared and hated by ironskin communities and hunted down and slain where possible. The *heat metal* spell inflicts damage upon them as if they were wearing metal armor.

### Optional Rules

The following optional rules can be used for the fighter class.

At first level the character knows how to use two combat maneuvers from the list in Hex 17.22. They may select an additional maneuver at levels 5 and 10.

At first level the character knows two skills, plus any bonus skills from a high Intelligence. They gain a new skill at levels 4, 6, 8, 10, and 12.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, and 10.

Unless otherwise stated Knacks can be selected at any level and multiple times.

**Alertness.** The character gains a +1 bonus to initiative and is surprised on a roll of 1 in 6. Can only be selected once.

**Fighter's Edge.** The character gains the damage bonus enjoyed by the fighter class. Can only be selected once, but functions at the character's actual level.

**Heirloom.** The character gains a masterwork weapon or suit of armor that has been in the family for generations. If it is a weapon it possesses either a non-magical +1 bonus to hit or damage. If armor it either provides a +1 bonus to AC or weighs half as much as a similar non-masterwork suit of armor.

The heirloom item is of suitable quality to be enchanted and become a magical item.

**Improved Critical.** The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically

hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

**Lord of the Land.** The *siderenos* proves to be an exceptional leader. If using the Domain Building supplement the character gains the following benefits:

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the character may govern by themselves is increased by one.
- When followers are attracted upon reaching name level roll twice and take the better result for each category.

This Knack can be selected at any level but may only be selected once.

**Lucky.** The character can reroll any attack, damage, or saving throw they make twice per day. This may only be selected once.

**Magic Resistance.** The ironskin is resistant to arcane magic. When making Saving throws against Spells they may roll twice, taking the better result. This Knack only functions against arcane effects that allow a Save v Spells.

**Porter.** The character can carry an additional two readied items and four stowed items. This Knack can only be selected once. The character may also exert themselves twice as long as normal before risking exhaustion.

**Self-improvement, primary.** The character can increase their Strength or Constitution score by two or two of the above scores by 1 each. This may only be selected at 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> levels. An improved score cannot exceed 18.

**Self-improvement, secondary.** The character may increase her Intelligence or Wisdom by two, or two of the above scores by 1 each. This may only be selected at 7<sup>th</sup> and 10<sup>th</sup> levels. An improved score cannot exceed 18.

**Skillful.** The character gains two additional skills.

**Toughness.** The ironskin rolls **1d12** for her HD, rather than **1d10**. This Knack can only be selected once, but it can be selected at any level, provided character reroll their hit points at each level.

**Weapon Specialization.** Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Ironskins are built as follows:

- Fighter Attack +2
- Fighter Save +1
- HD 1d10 +2.5
  - +2 per level +1
- Any weapon +2
- Only shields -.5
- Hardy +1.5
- AC improvement +4
- Vulnerability to lightning, rust attacks. -1
- Maximum Charisma and Dexterity 16 -1
- Immunity to ghoulish paralysis +.5
- Tireless. +.5
- Indomitable. +1

## The Sorcerer

**Requirements:** Charisma 9, Constitution 11

**Prime Requisite:** Cha and Con

**Hit Dice:** 1d6

**Maximum Level:** 14

**Allowed Armor:** None

**Allowed Weapons:** Limited, see below.

The sorcerer is a spontaneous arcane caster, able to cast spells without study or preparation through a genetic mutation, distant kinship with eldritch beings, exposure to Chaos storms as an infant, or other bizarre energies.

Sorcerer			
Level	Hit Dice	XP	Attack
1	1d6	0	19 (+0)
2	2d6	2,500	19 (+0)
3	3d6	5,000	19 (+0)
4	4d6	10,000	18 (+1)
5	5d6	20,000	18 (+1)
6	6d6	40,000	17 (+2)
7	7d6	80,000	17 (+2)
8	8d6	150,000	16 (+3)
9	9d6	300,000	16 (+3)
10	+1*	450,000	15 (+4)
11	+2*	600,000	15 (+4)
12	+3*	750,000	14 (+5)
13	+4*	900,000	14 (+5)
14	+5*	1,050,000	14 (+5)

Sorcerer Saving Throws					
Level	D	W	P	B	S
1	13	14	13	16	15
2	13	14	13	16	15
3	13	14	13	16	14
4	12	13	12	15	14
5	12	13	12	15	13
6	11	12	11	14	12
7	11	12	11	14	12
8	10	11	10	13	11
9	10	11	10	13	10
10	9	10	9	12	9
11	8	9	8	11	8
12	8	9	8	11	8
13	8	9	8	11	8
14	8	9	8	11	8

Sorcerer Spells per Day						
Level	1	2	3	4	5	6
1	2	--	--	--	--	--
2	3	--	--	--	--	--
3	3	1	--	--	--	--
4	4	2	--	--	--	--
5	4	2	1	--	--	--
6	4	3	2	--	--	--
7	5	3	2	1	--	--
8	5	4	2	2	--	--
9	5	4	3	2	1	--
10	6	5	3	3	2	--
11	6	5	4	3	2	1

<b>12</b>	6	5	4	4	3	2
<b>13</b>	7	6	4	4	3	3
<b>14</b>	7	6	5	5	4	3

Sorcerers cannot wear any armor and they can use any weapons. However, at 1<sup>st</sup> level they only know how to use one weapon (short sword, long bow, etc.). They learn how to use a second weapon at 7<sup>th</sup> level and a third weapon at 14<sup>th</sup>.

Unlike magic-users, who can memorize and cast virtually any spell, limited only by their access to arcane materials, sorcerers only possess the ability to cast a given number of spells, albeit at a higher daily rate than magic-users. **A sorcerer has the ability to cast a number of unique spells equal to their class level plus the highest level spell they can cast plus their Constitution modifier.** A first-level sorcerer with a Con of 14 (+1 bonus) has can cast three spells; at fourth level they can cast 7 spells.

At each level the caster has the ability to “learn” a new spell of a level equal to or lower than the maximum level they can cast. Once learned, spells can be cast spontaneously, with no need to study or prepare, provided they have the available spell slot.

Every time a sorcerer reaches a new level they also have the option to switch out a spell they know for a new one. This can be done once per level, but for any one spell the sorcerer can cast.

At 7<sup>th</sup> level the sorcerer gains the ability to brew potions, as a magic-user, and at 11<sup>th</sup> level they gain the ability to craft magical items as a magic-user.

Upon reaching 9<sup>th</sup> level a sorcerer can found a sanctum. Once built, over a period of 6 months 2d6 1<sup>st</sup> level sorcerers will appear, seeking instruction on how to control their newly emerged powers.

### Optional Rules

The character begins play knowing one skill, in addition to bonus skills equal to their Intelligence

modifier. The character gains a new skill at levels 4, 7, 10, and 13.

The character begins play with one Knack, selected from the below list. They gain an additional Knack at levels 5, 9, and 13.

**Combat Sorcerer.** The character can wear armor and cast spells. Leather armor applies no penalties. If wearing chain there’s a **1-2 in 6** chance that any given spell fails to go off (but is not lost), and if wearing plate armor the chance increases to **1-3 in 6**.

Additionally, the sorcerer learns to use two additional weapons.

**Cantrip.** The character can expend small amounts of magical energy to accomplish basic tasks. The character may do so as often as desired and can produce the following general effects: shed light in a 5’ radius or extinguish a fire no larger than a torch or lantern, as a candle, clean or dry a 25 sq. ft area, produce small gusts of wind, indistinct sounds, open or close unlocked and unbarred doors and windows, create a minor illusion no larger than man-size, change one’s basic appearance, etc. Generally, cantrips have a maximum range of 45’, and last for no more than one hour. It takes one round to cast a cantrip.

The caster can cast offensive cantrips as well. These minor spells can take any form, but all inflict untyped magical damage; a caster who tosses small balls of fire isn’t actually doing fire damage. Such spells have a range of 25 feet and do **1d4** points of damage or 60 feet and **1d2** points of damage. Both require a successful attack roll and the target does not get to make a save.

**Concentration.** The character has practiced casting spells during combat. If she suffers damage while casting a spell she can make attempt to roll under her Constitution on **3d6** to continue to cast the spell. Add **1d6** to the roll for every 10 points of damage she takes (4d6 for 11 points, 5d6 for 21 points, etc.). If the roll fails the spell is not cast but is also not lost.

**Expanded Repertoire.** The sorcerer increases the number of spells they know by three. This Knack can be selected multiple times.

**Familiar.** The character gains a familiar, an animal companion bonded magically to the sorcerer. When bonded to a familiar the sorcerer gains one more Hit Dice (a 1<sup>st</sup> level sorcerer would have 2d4 hp, and increasing their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Dice and must make a Death Save. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Dice is permanent, the additional damage can be recovered as normal.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's senses. The spellcaster is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

Familiars can be any small, 1 HD creature. When the caster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster reaches level 7 the two are capable of understanding each other; prior to that each is only aware when the other is experiencing strong emotions.

**Metamagic.** The caster gains a number of points equal to half their caster level (rounding up) that can be used to do the following. The points regenerate after a full night's sleep.

- **Careful Spell** (1 point). Designate a number of targets equal to the number of points spent within the area of effect of a spell. These creatures automatically succeed on any require saving throws.

- **Distant Spell** (1 point). Double the range of a cast spell, or, if the range is touch, increase the range to 20'
- **Empowered Spell** (1 point). Reroll a number of damage dice, taking the new result. Each dice reroll costs 1 point.
- **Extended Spell** (2 points). Spells with a duration of longer than Instant have their duration doubled to a maximum duration of 24 hours.
- **Heightened Spell** (3 points). The target of a heightened spell rolls a save twice, taking the lower of the two results.
- **Quickened Spell** (4 points). The character casts this spell quickly. They may cast an additional spell in the same round, provided the second spell is no higher than 2<sup>nd</sup> level.
- **Subtle Spell** (2 points). Can be cast without verbal or somatic components.
- **Twinned Spell** (variable). When casting a spell that affects a single individual and doesn't have a range of self the sorcerer can affect another target within 5' of the original by spending one point per spell level.

**Prodigal Caster.** The magic-user's caster level is considered to be two higher than their actual level for determining spell effects, durations, damage, etc. This Knack can only be selected once and can only be selected at levels 5, 9, or 13.

**Resilient.** Pick three saving throw categories. The character gains a +1 bonus when making saves in these three categories. This can only be selected once.

**Self-improvement, primary.** The sorcerer can increase their Constitution, Dexterity, or Charisma score by two or two of the above scores by 1 each. This may only be selected at 5<sup>th</sup>, 9<sup>th</sup>, and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Self-improvement, secondary.** The sorcerer may increase her Intelligence, Wisdom, or Strength by two, or two of the above scores by 1

each. This may only be selected at 9<sup>th</sup> and 13<sup>th</sup> level. An improved score cannot exceed 18.

**Skilled.** The character gains an additional two skills.

**Shapechange.** The spellcaster can, once per day, change shape into a specific, fixed form and back again. The form to be changed into must be a non-magical animal or plant of no more than half the caster's Hit Dice.

While in animal shape the caster retains their intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every continuous day past the first spent in their chosen form the spellcaster must roll under their Intelligence using 3d6 plus 1 per additional day. Failure indicates they're unable to change back to human form. If the character remains in their alternate form for four days, for instance, they must roll under their Intelligence on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

This Knack can only be selected at levels 9 and 13. If selected more than once a different form must be chosen.

**Thievery.** Select three of the following: Climb, Disable, Hear Noises, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1<sup>st</sup> level thief. Every second level allows the character to improve their chances by 1.

**Toughness.** The sorcerer has 1d8 hit points per Hit Dice instead of 1d6.

Sorcerers are built as follows:

- Attack as magic-user. -1
- Save as magic-user. -1
- HD 1d6. +.5
- HD bonus. 0
- Weapons 1. -1
- Armor 1. -1

- Spellcasting, arcane 125% progression. +20
- Delayed magic item creation. -1
- Limited spell selection. -3