

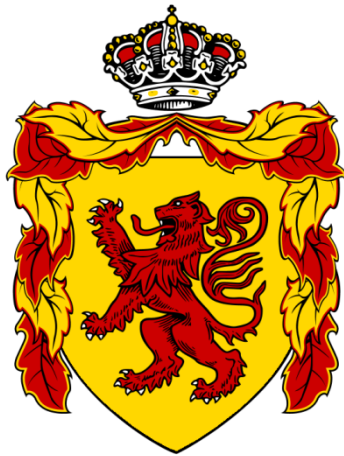
BLOOD & TREASURE

FANTASY ROLE PLAYING GAME

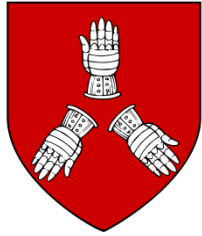


THE NOD COMPANION

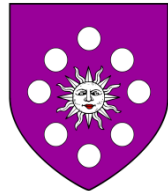
BY JOHN M. STATER



THE AULD EMPIRE OF NOMO



TREMAYNE



YUN-BAI-DU



SAGUINAY



LYONESSE



GUELPH

THE NOD COMPANION

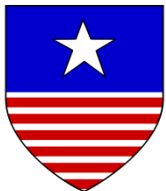
By John M. Stater

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IBIS



DWEOMER BAY



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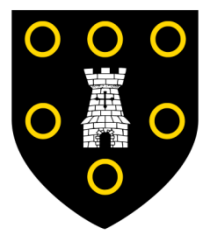
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ZINJ



BLACKPOORT

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SECTION ONE

WHAT IS NOD?

It's a make-believe world that I designed to play games in. Just as simple as that!

I needed a good place to set my games – a more solid foundation so that the players could feel they were doing more than bouncing around some modules (yeah, I sometimes call them modules even when they're not modules – I'm old, sue me). So, I decided to make a campaign world. Here's how I did it ...

First, I needed a map. I had a vague idea about doing something akin to the Dreamlands, a place where all manner of fantasy and fairy tale stories could find a place to dwell, with a smattering of my own creativity as well. I happened to have seen a projection of what Earth's continents and oceans will look like millions of years from now, and figured that was a good place to go, especially because all of the continents were mashed together. Why was this important? Because it would make it easier for the

adventurers to explore the place – after all, what's the point of designing all sorts of interesting places if the chance of the players ever discovering them is slight?

The map being designed, I needed to start dropping a few ideas on to the map. I didn't want to carve the world up into nation states and empires for a few reasons. First, I think worlds like that suck up a lot of creativity to design those nations, their rulers, their histories, etc. without that information ever being used in the game. When it comes to gaming, my maxim is that everything – everything you create – should have an application in play. If you don't specifically come up with the genealogy of a royal family for a game, don't. And go easy on the history and languages – there's a really good chance that the people you're playing with (especially if they're my age) don't want to spend their leisure time learning about your make-believe world's



history and cultures – they want to spend time playing the game!

This leads me to my next point – I try, as much as possible, to use bits and pieces from our own world. I like to dig up a few things people have never heard of and invent new details or mash up cultures to make sure there is something new to discover, but I like to use the real world as a foundation so that the players can jump right in with a general idea of what’s going on. If they wander into a city-state that appears to be based on ancient Egypt, most players know what to expect. You can then throw in a few of your own ideas, maybe combine ancient Egypt with Renaissance Europe to keep your players guessing.

This is also why I primarily use real world mythologies in my game. After all, my “dreamlands” scenario posits that Nod contains all the things dreamers have ever dreamed, so it makes sense that the various gods and goddesses that people have dreamed and written about would be present as well. Again, now the players can be enmeshed in the game world without having to spend time learning the names of a bunch of made-up gods and goddesses. It still leaves room for a few made up deities, or some obscure ones, but most folks know Thor and Athena and Zeus and can navigate the game world with a minimum of prep.

In short – spend your time and creative energy on the things your players will see, not the things they will not. It’s like the street sets in movies and television – if the camera isn’t going to go through the front door of the building, then there doesn’t need to be a building behind the front door. The carpenters and set designers have better things to do with their time, and I suspect you do as well.

Now that you know how it all got started, you probably want to know what NOD looks like. NOD consists of two landmasses, the larger of the two being divided into several subcontinents.

The southern continent is the Antipodes. The northern continent doesn’t have a name since it is always referred to as the subcontinents that make it up: the Motherlands, Thule, Mu-Pan and Lemuria on the eastern half, and Antilia and Hybrasil on the western half.

So far, most of the hex crawls that have appeared in NOD have been located in and around the Motherlands (Nabu, Wyvern Coast, Venatia, Golden Coast), the Virgin Woode in Antilia, and in the central portion of Mu-Pan.

THULE

Thule contains several great kingdoms – Azsor of the dwarves and men, Azdak of the steppe people, Yore of the halflings, evil

Pohiola and Mab of the fey folk. It has a Norse/Finnish feel, with a soft Celtic influence as well. The Golden Steppes are home to horse nomads based on the Scythians and Sarmatians in the north, and the Mongols and Huns in the south. The White Mountains are among the tallest peaks in NOD, and are home not only to the fierce mountain dwarves, but also to the giants of Ut.

LEMURIA

Lemuria stretches from the Motherlands to Thule, and includes Cush and Pwenet, with their African feel, Ende, the Kingdoms of Philosophy in Terra Obscura, the dragon kingdoms of Mu-Pan and the vast Golden Steppe, though the northern steppe is arguable part of Thule rather than Lemuria.

THE MOTHERLANDS

The Motherlands are NOD’s fantasy Europe. The southern portion, which contains the city-states of Antigoon, Blackpoort and Lyonesse have been covered in the pages of NOD. The northern portions contain the abominable Klarkash Mountains, the Elizabethan island nation of Brigandy, the pseudo-Rome called Nomo, the militaristic Guelph. On the fringes lie the bloody plain of Kalam and its jewel, the city of Ishkabibel, the desert of Irem, the Golden Coast (also covered in the pages of NOD) and so much more. Between the Motherlands, Antilia and Thule is the Sea of Devils and the wondrous people who dwell on the shores of the Pearl Coast, as well as the barbarians of the Wolfensteppe.

ANTILIA

Antilia is NOD’s fantasy North America, with pseudo-American colonists in the Virgin Woode, great and powerful Saguinary in the far north (imagine Native Americans with the technology of Renaissance Europe) and the Black Gulph, where a great hole was torn in space and time.

HYBRASIL

Hybrasil is NOD’s fantasy South America, wherein the last great city of the ancient elves, Tara-Tilal, hides in the steamy jungle basin of Amazonia (once a sea, drained by the ancient elves by forcing open a portal to Neptunus, the Elemental Plane of Water). Hybrasil also contains the Plains of the Emu Riders and the ancient temple of Asur in the mountains that bear his name.

ANTIPODES

This is the real mystery spot – even to me. Let’s call it Lovecraft’s Mountains of Madness meets the Dreamtime.

SECTION TWO

RACES OF NOD

This was the part of the *NOD Companion* that was supposed to contain all the wonderfully creative races that have been published in NOD over the years. As I reviewed those issues, though, I discovered something unexpected, namely that I hadn't created many. Classes – plenty (in fact, flip ahead a few pages and you'll see what I mean). But not so many races.

Before I get to those new races, though, I want to spend some time with the standard races. A few people have requested a bit more information on the history of NOD. I've generally resisted releasing the history because I wanted to keep NOD open enough that Treasure Keepers could make it their own. I try to write hex crawls as "moments in time" that do not require a person to memorize an invented history to enjoy and utilize them. I do make mention of historical figures, but I mostly keep them shrouded in the mists of time (i.e. they're just evocative names, not fully fleshed out personalities lodged in a time line.)

Still, NOD does have a fictional history, and I'm going to use this section on the races to fill in a few gaps for people, detailing the primordial and ancient history of the world and the history of the standard races in NOD. Remember, though, that all of this information can be modified and ignored as you like in your own NOD campaign. NOD may have all sorts of weird creatures and weirder classes, but it doesn't have purists!

Since I published several variant classes in *Blood & Treasure*, I'm including a few racial variant classes in this book.

PRIMORDIAL HISTORY

I first conceived of NOD as a campaign setting about 5 years ago. It had two key sources of inspiration. The first was a map that depicted what some folks believed would be the layout of the continents on Earth millions of years from now. Is NOD meant to be set in Earth's far future? No. I just liked the map.

The second bit of inspiration came from the fiction of Dunsany and Lovecraft, specifically the Dreamlands. Having grown up on more Tolkienesque fantasy, they were both a revelation and a welcome shot in the arm to my imagination. I had created worlds

that were little more than fantasy versions of the CIA's World Factbook – collections of make-believe countries and currencies and languages, etc. - tons of background that would rarely come up when a motley band of tomb robbers, religious zealots, scoundrels and necromancers were descending into the unlit depths of the world in search of experience points.

NOD, therefore, was conceived as a dream world, birthed by the imaginations of everyone who ever lived into a plane of Chaos. Floating in this sea of Chaos, NOD was beset by demons and other things born in nightmares. Those organisms that tried to eke out a life on the little planet had a tough time of it. Fortunately, what exists on the Material Plane of NOD has a soul in the Ethereal Plane. Souls that share similar outlooks and behaviors are drawn to one another in the Ethereal Plane, and form spiritual eddies. These collections of souls, united as they are by common purpose, gain sentience. It was thus that Ka, the first deity of NOD, was born.

Ka is composed of the souls or spirits of everything alive. In those primordial days, though, Ka was mostly composed of the spirits of simple organisms and beasts (as they outnumbered sentient beings by a significant margin), and these souls were united by their common will to survive and propagate.

Seeing its subjects beset by the creatures of Chaos, Ka injected bits of itself into the Material Plane – like sticking one's fingers into the bowl of jelly. These protrusions of Ka took material form in the Material Plane, and they were called the Kabir. The Kabir might be considered the first of the fey, though in game terms they would be considered outsiders. Their shapes were variable, but primarily humanoid, for humans, the most advanced animals on NOD, gave them the benefit of their own advanced minds.

The surviving Kabir are:

ASUR: Kabir of the Sun; ruler of The Noble Procession (the aristocratic and beautiful, chivalrous and vain, especially the ancient elves)

BEL: Kabir of death and rebirth; rules the Mourners (fey concerned with the dead, such as banshees)

GHOB: Kabir of the earth; rules the Keepers of Kitchen and Pantry (the household fairies, the useful folk of the fairy world such as leprechauns and brownies)

KARN: Kabir of the hunt; rules the Bloody-Minded Lot (mean-spirited killers and torturers, such as red caps and trolls)

NUDD: Kabir of the oceans, the “ancient mariner”, who went to sea and never again set foot on land

TUT: Kabir of mischief; rules the Merrie-Met (tricksters, dancers, and makers of mischief like satyrs and sprites)

YS: Kabir of fertility; rules the Painters of Flowers and Dappers of Dew (the fey that make the world go ‘round, the nature-workers of Nod such as the nymphs and dryads)

The Kabir went to war with the demons and other chaos creatures. In this war, they created soldiers from the stock of creatures already living on NOD, and in this way gave birth to the fey, the giants and the dragons. In time, they achieved a sort of victory, and life flourished on NOD.

As time progressed and humans multiplied and developed philosophies of their own, new powerful eddies formed within Ka. These were the Igigi, entities composed of the souls of sentient beings united by their dedication to philosophical concepts like Law, Chaos, Good and Evil. The space occupied by these entities in the Ethereal Plane are occupied by the planets that orbit NOD in the Material Plane.

Like Ka, these entities could also project pieces of themselves into the Material Plane, appearing as devils, angels, demons, polyhedroids and others. It is worth noting here that when an Igigi interposes a piece of itself in the Material Plane, this new outsider becomes an individual being in its own right. While it initially thinks of itself as the entity it once belonged to, it eventually gains a sense of self. These outsiders can be drawn back into the Ethereal Plane by their parent Igigi, and the longer they live in the Material Plane, the less they want to return and the more the Igigi wants them back.

The structure of the Nodian cosmos was the product of ZID, the Igigi of Logic, through the workings of the polyhedroids, who were his manifestations in the Material Plane. They imagined the crystal spheres that guide the movement of the planets and conceived the Firmament, which holds the undiluted chaos

beyond the cosmos at bay, the churning of this chaos serving as the motivating force that keeps the cosmos moving.

The major Igigi are ALAD, who is benevolence and the will to defend (Neutral Good), AZAG, who is morbidity and entropy and obsession with decay (Neutral Evil), AZUR, the virtuous, who was destroyed by ZID during its crusade in the Material Plane against evil and was divided into seven solars, the Seven Virtues, who usually work in concert (Lawful Good), GUZU, who is rage and bloodlust and vengeance (Chaotic Evil), NIM, who is love, lust and passion (Chaotic Good), SUUL, who is madness (Chaotic Neutral) and the aforementioned ZID, who is logic and the need for order (Lawful Neutral).

The Kabir eventually retired from the Material Plane to the pocket dimension of Fairyland, leaving their fey children behind to serve as nature’s agents on NOD. Since NOD has no innate physical laws to govern it, all that happens in NOD must happen through an intelligent agent. The polyhedroids are in charge of the big things, like gravity and the conservation of matter and energy, while the natural flourishes like the seasons and winds are overseen by the various fey courts.

GNOMES & ELVES

The gnomes and elves are offshoots of the fey, the elves being descended from the fey and dragons and the gnomes descending from the brownies, pixies and sprites, probably from congress with more mundane humanoid.

Though the elves are actually a younger race than human beings, they are longer lived, and they fancy themselves the senior partners in the firm – wiser, more beautiful, more graceful, etc. The ancient elves, being only a few generations removed from the Kabir, were virtual demi-gods. In no time, they spread their influence and their kingdoms across the face of the world, and their general lack of morality and compassion for lesser creatures drove them to enslave other folk. True, their influence did not spread to Mu-Pan, where their dragon sires held sway, but the rest of NOD was theirs to do with as they pleased.

The power of the ancient elves was staggering, but not without limits. Their magic flowed from the Kabir via elven druids, and the dictates of the Kabir irritated the arrogant elves. They raged against their ancestor gods, and in time they were heard by the demons that still haunted NOD, and the fallen angels who now inhabited Hell at the center of NOD. These agents of Chaos and Evil reached out to the ancient elves with promises of power unlimited, asking nothing in return, for they knew the elves, unhampered by compassion or morality, would do exactly what their new tutors would like to be done to the world. They taught

the elves to use arcane magic to warp the very fabric of reality. No longer would the elves obey the dictates of the Kabir.

The elves demanded tribute from the dwarves (more on them later) and drove them to construct a network of towering standing stones that formed the natural flow of magic on NOD into a network they could tap to work wonders. This network also denied magical access to most other folks. With this magical power, the elves constructed impossible cities and walked the planes of reality. They were the greatest explorers of their age, mapping the cosmos and making enemies far and wide.

DWARVES

The ancient elves, being fey creatures, were physically malleable. Not to the extent of the Kabir, of course, who could assume any shape they pleased. The elves were humanoid in shape, and humanoid they would stay. But when they were angry, their faces twisted and their bodies distorted, and when they were happy, they almost glowed with joy.

An elf's children were born as a duplicate of their parent's souls. As the ancient elves grew darker, their children grew uglier. Thus were born the orcs, goblins, bugbears, hobgoblins and dwarves. These waifs were turned out into the wilderness by their disgusted parents to die, but many were rescued by entities who saw them either as useful pawns in their own sinister games, or in the case of the dwarves, who were born of greed, by the compassion of Ys, who believed they might be brought up to do good in the world despite their parentage.

Ys was correct about the dwarves, hiding them in the mountains and under the hills, and shepherding their development until they were honorable, industrious, clever and just. Of course, they were also greedy, besotted by the treasures within the earth, and stubborn as all get out, but nobody is perfect.

As was mentioned before, the dwarves were no match for the ancient elves, and were forced to pay tribute to them. The dwarves cultivated an abiding hatred for the elves, and they bent their minds to one day getting even. They were a patient folk, the dwarves. They forged weapons of power and hid them away, and watched as the debauched elves grew insular and petty and mixed with their human slaves. Slowly, the ancient elves diluted their godly blood, until, one day, the dwarves found their opportunity.

In this time, the disparate elven kingdoms had come under the control of a king-of-kings, an elf called Vinrix. Vinrix was the most powerful elf of her age, and nobody to be trifled with. When her people came to the high king of the dwarves, Dvalinn, with

demands that a hundred-thousand of his people be delivered into slavery, he declined, and sent back from his halls a few bloodied and blinded survivors carrying the heads of their comrades.

The resulting war between the elves and dwarves centered around the dwarven holds in the Bleeding Mountains, which in those days were known as the Golden Mountains. The elves besieged the dwarves in their mountain holds, as Dvalinn had desired, and slowly but surely the dwarves chipped away at the strength of the elven armies, slaying their great wizard-lords with such mundane things as rockets and cannon. More importantly, they undermined the positions of the elves, and bypassing their enemy's lines bribed the human slaves that formed the bulk of the elves' vitality. Before the elves knew it, their human subjects were in open revolt, and they were forced to divide their armies again and again until they were spread thin across the globe.

It finally came about that the dwarves left their strongholds to challenge the army of Vinrix in the field. The elves had made camp around the base of the Crown Stone, the keystone of their network of standing stones. There the dwarves went with humans and others in tow, and there the battle was joined. Eventually, it was a matter of High King against Empress, and finally, her back against the very Crown Stone, the dwarf made a last mighty swing with his hammer and missed. The hammer, forged in the fires of the deep earth, cracked the stone his people had raised, and everything was cast in a brilliant white light.

Those who were far enough away to have seen the event and survived tell of a great white light that lasted but an instant and then disappeared, followed by a great rush of wind. The empress and the high king and their armies were gone, as was the Crown Stone and, with it, the network of standing stones. Some toppled physically, others remained standing but inert, but the great network that channeled magical energy was gone. Where once there stood the Crown Stone on a lush prairie, there was now a great gulf in space and time – a chunk of reality torn from the Material Plane. A few bits of land floated in this black gulf, this void-scar on the landscape, but the rest was gone.

When the magic dissipated across the globe, the impossible cities of the elves toppled and those elves who were left found themselves the inheritors of wrack and ruin. Needless to say, the elves were none too happy about this. To be sure, the greatest of their cities, fabled Tara Tilal, still stood, but most of the others were gone. The elves were now weakened, and they were forced into the wilderness by their former slaves. They had revenge on their minds, and magical communications sent a great many of the surviving warriors and wizards marching to the Pillars of Asur in the west, where his temple stood. They gathered in the foothills and swore oaths and forged weapons and summoned

demons, and then marched up those slopes to topple their ancestor's house of worship.

They did not get far, though, before the old god himself, lord of light, did appear and whisper a curse. The sun would be denied these elves for all eternity, a hateful thing of pain. The elves turned and fled from their god and the sun and hid themselves in the dark places under the earth, and would come to be known as the drow. They would eventually get their revenge on the dwarves, though, as they excited the fires that burned beneath the Golden Mountains and gathered the foul goblin folk who dwelled therein. As hundreds of volcanoes exploded simultaneously, the skies were blackened and the holds of the dwarves were cracked and destroyed. The goblins swarmed these strongholds and the dwarves were forced to flee. The Golden Mountains had become the Bleeding Mountains, so named for the red rivers of lava that now flowed there and for the copious amounts of dwarf blood spilled by the goblins.

HUMANS, HALFLINGS AND HALF-ORCS

With the power of the elves and dwarves broken, the world was left to the humans and their ilk. We now reach a time a scant five thousand years ago.

As the dragons of Mu-Pan slowly retired into secret places, they left their scions in charge of the warring Dragon Kingdoms. In time, these kingdoms would be united in an empire that would have to tolerate numerous dynastic changes and revolutions and stand against the machinations of the weird lords of the blasted plateau of Tsanjan within the Great Yamas.

Thule harbored a rogue elven land called Pohlola. This nightmare kingdom would slowly give way to the invasions of the horsemen of the steppe, as they laid the foundations for such kingdoms as Mab, Luhan and Azsor.

Antilia and Hybresail would remain largely wild places, home as they were to the shattered homeland of elves and dwarves, its human and demi-human populations reduced to barbarism.

In the Motherlands and Lemuria, the human populations learned well from their former elven masters, and founded sorcerous empires founded on demon worship. In time, such empires as Irem, Nabu and Kolos would fall in spectacular fashion. From their ashes, a new empire was born that would rule much of the Motherlands – Nomo.

Nomo was founded when a band of elven adventurers led by Prince Partholon left the shores of Antilia in a dozen longships and made their way to the Motherlands. Finding themselves

among a tribe of human barbarians, they soon asserted themselves as their masters, founding the city-state of Nomo and eventually extending their control over much of the sub-continent. Under Nomo's emperors and empresses a 2,000 year empire was begun which would end only with the disappearance of the Emperor during his adventures in the mysterious West.

With the emperor's disappearance, Nomo fell into factional fighting, with each faction supporting its own candidate for emperor. The former tributary kings and queens in the empire also staked their claims on the throne.

Thus it is in today's land of NOD. City-states built on the ruins of kingdoms built on the ruins of empires, all threatened by encroaching chaos.

RACIAL CLASS VARIANTS

In *Blood & Treasure*, I introduced the notion of variant classes. These were meant to illustrate the way one might create new classes using old classes as a base, with fairly minor changes. Here, I present a few variant classes that are only open to members of one race or another. Racial variant classes are an easy way to further distinguish the different races.

BARBARIAN VARIANT: HALF-ORC THUG

Half-orcs often grow up on the mean streets, learning to excel not as trained fighters but as street brawlers. These half-orc thugs advance as barbarians, except as follows: They may only use padded or leather armor and bucklers, they have the following skills: Bend Bars, Break Down Doors, Climb Sheer Surfaces, Gather Rumors, Hide in Shadows, Jump, Move Silently and Pick Pockets.

PALADIN VARIANT: ELVEN GALLANT

Gallants are elven paladins as dedicated to romance and the wooing of lovers as they are to righting wrongs and protecting the weak. While most paladins can be a bit stodgy, elven gallants are rather dashing and devil-may-care. In a three-fold alignment system, gallants must be Lawful. In a nine-fold system, though, they need only be Good. Gallants cast spells from the bard spell list rather than the paladin spell list.

THIEF VARIANT: DWARF PROSPECTOR

As adventurous as dwarves can be, their first loves are always gold, gems and silver. Many, if not most, dwarves get their first taste of adventure as prospectors, heading into the hills or depths in search of metals or stones to mine.

Dwarf prospectors have the following skills: Climb Sheer Surfaces, Find Traps, Hide in Shadows, Listen at Doors, Move Silently, Notice Unusual Stonework, Open Locks, Remove Traps and Spelunking. In addition, they can wield picks and hammers.

THIEF VARIANT: GNOME PRANKSTER

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

In place of a gnome’s normal innate spells, a prankster can cast the following spells: *Mage hand*, *open/closer* and *ventriloquism*. In addition, they can pick pockets and open locks while using the *mage hand* spell. A task check is still required to do this.

THIEF VARIANT: HALFLING GYPSY

Many of the halflings that people meet in NOD originate on the Golden Steppe. These wanderers are known as the pikey. They travel in small bands in bright wagons making a living telling fortunes, picking pockets, stealing pies and bilking the naive.

Gypsies have the abilities of thieves, save they replace the backstab ability with the bard’s ability to fascinate. Their skills are as follows: Balance, Climb Sheer Surfaces, Escape Bonds, Gather Rumors, Hide in Shadows, Move Silently, Pick Pockets, Train Animals and Trickery.

NEW RACES

For as many new classes as I have published in NOD, I have actually published very few new races. Many of the races I did publish found their way into *Blood & Treasure* in the Monster Chapter. Three new races that have been introduced in NOD, though, are the spooky macabre, the utu dwarves and the strange subterranean insect folk called the notac-ichat.

THE MACABRE

Once upon a time, the story goes, the fey retreated before the unstoppable spread humanity into the kingdom of Fairy, rarely to be seen again. This, of course, is utter rot. Oh, the elves sometimes slip between the dimensions and travel through time as their magic allows, but most of the fey stayed put, learning to blend in and live among, though usually separate from, humans. The elves remained beautiful, of course, and the goblins weird and macabre, and they can be found today as members of a few weird families throughout the world, rarely intermarrying with

humankind and otherwise enjoying themselves as best they can in a world that fears them.

The macabre are humanoids (well, mostly) who are, to a man and woman, unwholesome or at least odd, in appearance. They are possessed of a dark humor that is sometimes deadly.

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

The macabre are possessed of strange powers. All of them have rather special powers of regeneration, healing at double the normal human rate. Macabres can see in the dark up to 120 feet. Each macabre has a special ability that is rolled randomly on the table below:

D20	EXTRAORDINARY POWER
1	Can boost strength once per day per the <i>strength</i> spell
2	Resistance to fire
3	Resistance to acid
4	Resistance to electricity
5	+3 bonus to save vs. poison
6	+3 bonus to save vs. disease
7	Menagerie (commands a swarm of spiders, a giant rat or a vulture)
8	Cast <i>prestidigitation</i> three times per day
9	Has an assassin vine (2 HD) as a boon companion
10	Has an old crawler (a disembodied human hand) as a boon companion
11	Swordsman (+1 to hit with swords and +1 Armor Class while fighting with a sword)
12	Explosives (can mix and set off alchemist’s fire)
13	Inhumanly tall (-1 to dexterity, +2 to strength)
14	Inhumanly short (-3 to movement, +2 to strength)
15	Inhumanly fat (-3 to movement, +2 to constitution)
16	Inhumanly thin (-1 to constitution, +2 to dexterity)
17	Raucous cackle (once per day, all within earshot must save vs. fear or be frightened for 1d6 rounds)
18	Regenerate 1 hit point per round up to half normal hit points unless reduced to 0 hit points
19	Covered in thick hair (+2 to Armor Class)
20	Has a burrowing speed of 6

Macabres can advance as assassin/fighters, assassin/clerics or assassin/magic-users, or they can pursue a single class.

THE NOTAC-ICHAT

The notac-ichat dwell in the Underworld. They look like humanoid insects with blue chitin covered in bristly “fur” – not unlike the furry protrusions on some breeds of crab. They have long, bony, five-knuckled fingers that, when rubbed against their shanks, create stunning vibrations.

The notac-ichat were seeded on Nod by the extra-dimensional folk that once dominated Nod and forced, by their depredations of its native species. Though the Kabir destroyed or imprisoned most of the great primordial horrors, their lesser spawn were often overlooked or ignored.

The notac-ichat are no less bound to sin as the dark fey peoples, though, and in truth their origin might make them even more chaotic. Their sin, however, is the sin of apathy and inaction, a sin related to sloth. A notac-ichat simply does not care about anything but itself. What is good for a notac-ichat, personally, is by definition good. What is not good for them is not good. It is this apathy that keeps the notac-ichat in check, for they produce hundreds of eggs and young each year. Most of the young end up as food or cannon fodder, and those that do survive have little impetus to help their fellows.

Notac-ichat can, in place of moving and attacking, rub their fingers against their shanks, creating vibrations that force creatures within 20 feet to pass a Fortitude saving throw or be stunned for as long as they continue to make the vibrations.

Like many folk of the underworld, the notac-ichat have darkvision to a range of 120 feet.

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

Notac-ichat may multi-class as fighter/thieves, cleric/thieves and magic-user/thieves. What-ever class they take, their advancement is limited to a maximum of 6th level.

THE UTU

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

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

The utu are learned in the art of conjuring spirits. Once each century, a lucky utu cleric is able to

make contact with Khnum himself to deliver a great prophecy. On these occasions the utu sound their drums and blow long horns to call all the tribes to hear the prophecy. All the great chiefs of Pwenet heed this call and travel to the appointed place with their retainers, sworn by tradition to observe a full week of peace while the ceremonial dances are performed, lineages are recited and finally the prophecy is pronounced. You can read more about their latest prophecy in NOD 16.

Utu characters enjoy a +1 bonus to their starting constitution, but suffer a -1 penalty to their starting intelligence. They have the natural Armor Class of 14 and ability to see through darkness described above.

Utu can multi-class as cleric/fighters, cleric/magic-users and cleric/thieves. Whatever class they take, they are limited to a maximum of 8th level.



SECTION THREE

CLASSES OF NOD

Two things inspired me to write the *NOD Companion*. The first, of course, is filthy lucre. The second was all those requests I've had over the last few years for a collection of all the character classes I've published on the blog.

I admit that I have a character class addiction. I know, technically, you don't need more than the basic classes – they cover the bases and we can just imagine that our fighters are really barbarians, knights, swordsmen, etc. On the other hand, why not invent dozens of new classes with all sorts of cool level titles.

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

1) I read something and think that a particular fictional character would make a good class. I usually look for something from classic fantasy literature, folklore or fairy tales, and a character type which spans a few different sources, even though one in particular might be the original or best known (i.e. there are lots of barbarians in fantasy stories, but Conan is the best known).

It's quite fun and "old school" to base a character class on a particular character from fantasy, including adding in quirks about that character. These specific in-jokes add a bit of flavor to the class – remember, the game is intended to be a fun simulation of all the cool books and movies you know.

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

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

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

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

XP REQUIREMENTS

As with the base classes in *Blood & Treasure*, this new crop of classes uses the following XP advancement schemes:

LVL	A	B	C
1	0	0	0
2	1,500	2,000	2,500
3	3,000	4,000	5,000
4	6,000	8,000	10,000
5	12,000	16,000	20,000
6	24,000	32,000	40,000
7	48,000	64,000	80,000
8	96,000	128,000	160,000
9	200,000	250,000	300,000
10	400,000	500,000	600,000
11	600,000	750,000	900,000
12	800,000	1,000,000	1,100,000
13	1,000,000	1,250,000	1,400,000
14	1,200,000	1,500,000	1,700,000
15	1,400,000	1,750,000	2,000,000
16	1,600,000	2,000,000	2,300,000
17	1,800,000	2,250,000	2,600,000
18	2,000,000	2,500,000	2,900,000
19	2,200,000	2,750,000	3,200,000
20	2,400,000	3,000,000	3,500,000
21+	+ 200,000	+ 250,000	+ 300,000

A – Anarchist, Jack-of-all-Trades, Leech, Slave Girl, Tomb Raider, Traveler, Venturer

B – Beastmaster, Charlatan, Curmudgeon, Demonologist, Diablo, Elementalist, Gourmand, Leech, Psychic, Puritan, Scientist, Shadowdancer, Vigilante

C – Chevalier, Demoniac, She-Devil, Soul Knife, Valkyrie, Vampire, Wushen

THE ANARCHIST



There are anarchists, the garden variety of folks who talk about toppling governments in the name of ultimate freedom, and back it up with a bomb or two, and then there are the true anarchists, who look to a higher form of anarchy that cannot exist within the human (or, in fantasy terms, the humanoid) community. These fellows seek not the toppling of governments, but the toppling of humanity (including demi-humanity and humanoidity) itself.

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

REQUIREMENTS

- Charisma and Intelligence of 11+
- Chaotic (Chaotic Neutral)

ARMOR ALLOWED

- Padded (under their expansive black cloaks), no shields

WEAPONS ALLOWED

- Dagger, hand crossbow, pistol and sword-cane

SKILLS

- Hide in Shadows, Listen at Doors, Move Silently, Trickery

CLASS ABILITIES

■ Anarchists bring many special abilities to the table in their fight against Law (especially the likes of vigilantes and paladins – yuck!), but among the most important is their ability to concoct explosives. A 1st level anarchist can concoct normal explosives that become more powerful as they advance in level. In addition, they gradually learn to concoct different forms of explosives, per the following table:

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

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

■ Anarchists have their own secret language, in the manner of the thieves' cant. Called the "black tongue", it is, more than anything else, a gobbledygook of quotations and dialectics.

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

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

D6	MISSION
1	Must befriend and protect the first, second or third (roll 1d3) NPC he meets during the adventure
2	Must kill the first to third (1d3) NPC he meets
3	Must claim the first to third (1d3) magic item he encounters, whether he can use it or not
4	Must dispose of the first to third (1d3) magic item he encounters (i.e. get rid of it)
5	Must betray (at all costs) a random comrade
6	Must support (at all costs) a random comrade

■ A 3rd level anarchist is capable of unleashing a raging oratory that works in some ways as a bard’s ability to fascinate sentient creatures with his music. Those within the sound of the anarchist’s voice must pass a Will saving throw or suffer under the effects of the *rage* spell and vent their spleen upon the nearby symbols and agents of authority. Lawful individuals enjoy a +4 bonus to save vs. this effect, while chaotic creatures suffer a -2 penalty to save against it.

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

■ A 9th level anarchist may build a hideout beneath the streets of a major city, hiding within it a vast armory of weapons and bombs, and attracting to him or her 1d6 rogues per level, 1d6 first level anarchists who wish to learn from the master and a 3rd level anarchist to serve as his or her lieutenant.

Once an anarchist has a hideout, he or she is eligible to be elected to the central council, gaining a random name from Monday to Saturday. Each game month, there is a 1 in 20 chance that a sitting member will die and must be replaced, and the anarchist has a percentage chance equal to his level of being named to the position (with bonuses for any clever campaigning the anarchist does). A similar chance exists for anarchists already on the council to assuming the presidency of the council and take the name Sunday.

ANARCHIST CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d6	+0	15	13	13	Intellectual
2	2d6	+1	15	12	12	Provocateur
3	3d6	+1	14	12	12	Rabble Rouser
4	4d6	+2	14	11	11	Agitator
5	5d6	+3	13	11	11	Mad Bomber
6	6d6	+3	13	10	10	Terrorist
7	7d6	+4	13	10	10	Conspirator
8	8d6	+5	12	9	9	Nihilist
9	9d6	+6	12	9	9	Anarchist
10	10d6	+6	12	8	8	Anarchist
11	+2 hp	+7	11	8	8	Anarchist
12	+2 hp	+8	11	7	7	Anarchist
13	+2 hp	+8	11	7	7	Anarchist
14	+2 hp	+9	10	6	6	Anarchist
15	+2 hp	+10	10	6	6	Anarchist
16	+2 hp	+10	10	5	5	Anarchist
17	+2 hp	+11	9	5	5	Anarchist
18	+2 hp	+12	9	4	4	Anarchist
19	+2 hp	+12	9	4	4	Anarchist
20	+2 hp	+13	8	3	3	Anarchist

THE BEASTMASTER



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

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

A female beastmaster appeared in 1904 in the form of Rima the Bird Girl in W. H. Hudson's novel *Green Mansions: A Romance of the Tropical Forest*. Rima lived in South America, and was feared by the natives for her "magical" powers, which included talking to the birds, befriending animals and plucking poisoned darts from

mid-air. Unfortunately, Rima's story ended in tragedy, as she was burned alive by the native tribesmen.

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

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

REQUIREMENTS

- Dexterity, Constitution and Wisdom of 13+

ARMOR ALLOWED

- Bucklers and shields, no other armor

WEAPONS ALLOWED

- Any

SKILLS

- Balance, Climb Sheer Surfaces, Hide in Shadows, Jump, Move Silently, Survival, Swimming, Tracking

CLASS ABILITIES

- Beastmasters cannot speak anything but the language of animals at 1st level (per *Speak with Animals*, only this is a non-magical effect). They can pick up a few words of common (or some other language) by 2nd and speak that language competently, though haltingly, by 3rd level.

- The beastmaster can move as silently as a panther in the wilderness, and surprises opponents on a roll of 1-2 on 1d6 when acting alone or with other beastmasters. His own senses, made keen by a life in the wild, mean he is surprised less often than normal men. Beastmasters are surprised on a roll of 1 on 1d8.

- The beastmaster is as swift as the animals that raised him. He increases his base speed by 10.

- Since they are used to fighting without the benefit of armor, beastmasters develop a fluid, mobile fighting style that grants them a monk's natural bonus to Armor Class.

- Beastmasters can banish or control animals (but not magical beasts) in the same way a Chaotic (Evil) cleric can rebuke or command the undead. The beastmaster uses the same Turn Undead table as clerics.

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

BEASTMASTER CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d8	+1	13	13	15	Jungle Boy/Girl
2	2d8	+2	12	12	15	Beastfriend
3	3d8	+3	12	12	14	Stalker
4	4d8	+3	11	11	14	Beastbrother
5	5d8	+4	11	11	13	Hunter
6	6d8	+5	10	10	13	Bwana
7	7d8	+6	10	10	13	Great Hunter
8	8d8	+6	9	9	12	Beastmaster
9	9d8	+7	9	9	12	Beastlord
10	10d8	+8	8	8	12	Beastlord
11	+3 hp	+9	8	8	11	Beastlord
12	+3 hp	+9	7	7	11	Beastlord
13	+3 hp	+10	7	7	11	Beastlord
14	+3 hp	+11	6	6	10	Beastlord
15	+3 hp	+12	6	6	10	Beastlord
16	+3 hp	+12	5	5	10	Beastlord
17	+3 hp	+13	5	5	9	Beastlord
18	+3 hp	+14	4	4	9	Beastlord
19	+3 hp	+15	4	4	9	Beastlord
20	+3 hp	+15	3	3	8	Beastlord

THE CHARLATAN



The charlatan was originally written as the illusionist class in NOD, when the magazine used a different set of rules. Even then, I tried to make the class a little more than just a magic-user who specialized in illusion spells. I wanted the charlatan to be a bit of a trickster, and since I didn't want them to be as scholarly as the magic-user, I opted to use a spell point system for their spell casting. I think this makes the class appropriately flexible for such tricky devils.

REQUIREMENTS

- Intelligence and Charisma of 13+
- Not lawful in alignment. If you are using a three-fold alignment scheme, that means they can be Neutral or Chaotic. If you are using a nine-fold scheme, it means they cannot be of any alignment with a lawful component

ARMOR ALLOWED

- No armor and no shields

WEAPONS ALLOWED

- Club, dagger, quarterstaff and darts

SKILLS

■ Decipher Codes, Hide in Shadows, Listen at Doors, Move Silently, Pick Pockets, Trickery

CLASS ABILITIES

■ A charlatan casts spells drawn from their own spell list. He can cast any spell he knows without preparing it ahead of time. Like other spell casters, a charlatan can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the table below.

A charlatan's selection of spells is limited. A charlatan begins play knowing four 0-level spells and two 1st-level spells. At each new charlatan level, he gains one or more new spells, as indicated on the table below. The charlatan cannot use magic research to learn spells at a faster rate than normal, though he can still use the spell research rules to invent new spells.

Unlike a magic-user or a cleric, a charlatan does not prepare his spells in advance. He can cast any spell he knows at any time by spending his spell points (SP), which are given on the table below. A charlatan adds their charisma bonus or penalty to their total number of spell points. Spell points used during the day are renewed after a full night's sleep. A spell costs a number of spell points equal to its level.

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

■ A 5th level charlatan can imbue false properties in powders, elixirs, tinctures, unguents, salves and the like. These powers are illusory, and can be "disbelieved" by those who use them, just as they can disbelieve normal illusions, provided they have some reason to doubt, or are simply apt to doubt. The following false powers can be so imbued: Love philtres, cure-alls, potions to restore hair and bodily vigor, potions to make one smarter or to help one study for exams, etc.

■ A 9th level charlatan can choose to establish a traveling show that travels from settlement to settlement through the wilderness, entertaining folks and perhaps robbing them or helping them with their problems. A charlatan who runs a show gains followers. The charlatan attracts 1d6 1st level fighters or thieves (50% chance of each) per level to serve as bodyguards, 1d6 first level charlatans who wish to train under the master and one 3rd level charlatan to serve as an apprentice. In addition, the charlatan gains one show person per level for his band; these are usually rogues skilled in acrobatics, trickery, pick pocketing and

the like. These NPCs should be generated as characters under control of the player.

CHARLATAN CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	SP	TITLE
1	1d4	+0	15	13	13	2	Quacksalver
2	2d4	+0	15	12	12	4	Humbug
3	3d4	+1	14	12	12	5	Prestidigitator
4	4d4	+1	14	11	11	8	Mountebank
5	5d4	+1	13	11	11	11	Pharisee
6	6d4	+2	13	10	10	15	Tregatour
7	7d4	+2	13	10	10	20	Trickster
8	8d4	+3	12	9	9	26	Virtuoso
9	9d4	+3	12	9	9	32	Charlatan
10	10d4	+3	12	8	8	41	Charlatan
11	+1 hp	+4	11	8	8	49	Charlatan
12	+1 hp	+4	11	7	7	59	Charlatan
13	+1 hp	+5	11	7	7	68	Charlatan
14	+1 hp	+5	10	6	6	80	Charlatan
15	+1 hp	+5	10	6	6	92	Charlatan
16	+1 hp	+6	10	5	5	98	Charlatan
17	+1 hp	+6	9	5	5	119	Charlatan
18	+1 hp	+7	9	4	4	134	Charlatan
19	+1 hp	+7	9	4	4	149	Charlatan
20	+1 hp	+7	8	3	3	164	Charlatan

CHARLATAN SPELLS KNOWN PER LEVEL

LVL	0	1	2	3	4	5	6	7	8	9
1	4	2	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	3	—	—	—	—	—	—	—	—
4	6	3	1	—	—	—	—	—	—	—
5	6	4	2	—	—	—	—	—	—	—
6	7	4	2	1	—	—	—	—	—	—
7	7	5	3	2	—	—	—	—	—	—
8	8	5	3	2	1	—	—	—	—	—
9	8	5	4	3	2	—	—	—	—	—
10	9	5	4	3	2	1	—	—	—	—
11	9	5	5	4	3	2	—	—	—	—
12	9	5	5	4	3	2	1	—	—	—
13	9	5	5	4	4	3	2	—	—	—
14	9	5	5	4	4	3	2	1	—	—
15	9	5	5	4	4	4	3	2	—	—
16	9	5	5	4	4	4	3	2	1	—
17	9	5	5	4	4	4	3	3	2	—
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

0-LEVEL CHARLATAN SPELLS

1. Audible Glamer
2. Dancing Lights
3. Daze
4. Dazzling Lights *
5. Detect Magic
6. Flare
7. Fool's Coin *
8. Light
9. Mage Hand
10. Message
11. Prestidigitation
12. Read Magic
13. Smoke Image
14. Wizard Mark

1ST-LEVEL CHARLATAN SPELLS

1. Change Self
2. Charm Person
3. Color Spray
4. Distracting Pattern *
5. Fool's Gold
6. Gaze Reflector *
7. Ghost Combatant *
8. Grease
9. Hypnotism
10. Indescribable Creep *
11. Magic Aura
12. Moment's Pause *
13. Obscuring Mist
14. Phantasmal Force
15. Shadow Stitch *
16. Sleep
17. Umbral Fortification, Minor *
18. Ventriloquism

2ND-LEVEL CHARLATAN SPELLS

1. Blindness/Deafness
2. Blur
3. Compel Parley *
4. Darkness [EV]
5. Daze, Greater *
6. Daze Monster
7. Detect Illusion
8. Detect Invisibility
9. Find Familiar
10. Fog Cloud
11. Hideous Laughter
12. Hypnotic Pattern
13. Improved Phantasmal Force
14. Invisibility
15. Magic Mouth
16. Mirror Image
17. Misdirection
18. Phantom Trap
19. Piercing Gaze *
20. Plausible Excuse *
21. Seductive Smile *
22. Touch of Idiocy
23. Umbral Aura *
24. Unbalancing Pattern *

3RD-LEVEL CHARLATAN SPELLS

1. Cone of Nausea *
2. Deep Slumber
3. Dispel Illusions *
4. Displacement
5. Frightful Presence *
6. Garble *
7. Hold Person
8. Illusory Script
9. Invisibility Sphere
10. Malicious Image *
11. Rage
12. Spectral Force
13. Suggestion
14. Umbral Fortification *
15. Wave of Hesitation *

4TH-LEVEL CHARLATAN SPELLS

1. Blinding Pattern *
2. Charm Monster
3. Confusion
4. Crushing Despair
5. Dolorous Touch *
6. Echoes of the Past *
7. False Forest
8. Fool's Trove *
9. Fumble *
10. Hallucinatory Terrain
11. Illusory Wall
12. Improved Invisibility
13. Phantasmal Killer
14. Rainbow Pattern
15. Shadow Conjunction

5TH-LEVEL CHARLATAN SPELLS

1. Animate Shadow *
2. Bewildering Aura *
3. Dazing Aura *
4. Destroy Memory *
5. Dominate Person
6. Dream
7. False Vision
8. Feeblemind
9. Hold Monster
10. Mind Fog
11. Mirage Arcana
12. Nightmare
13. Permanency
14. Persistent Illusion
15. Seeming
16. Shadow Evocation
17. Umbral Fortification, Greater *
18. Wall of Fear *

6TH-LEVEL CHARLATAN SPELLS

1. Cone of Paralysis
2. Dragon's Awe *
3. Eerie *
4. Enamoring Touch *
5. Friendship *
6. Geas
7. Misdemeanor
8. Permanent Illusion
9. Programmed Illusion
10. Shadow Walk
11. Skittering Darkness *
12. Suggestion, Mass
13. Temporal Disjunction *
14. Veil

7TH-LEVEL CHARLATAN SPELLS

1. Déjà Vu *
2. Dream Thief
3. Mass Invisibility
4. Power Word Blind
5. Prismatic Spray
6. Project Image
7. Recurring Image *
8. Shadow Conjunction, Greater
9. Simulacrum
10. Stream of Unconsciousness *

8TH-LEVEL CHARLATAN SPELLS

1. Antipathy
2. Demand
3. Endless Daze *
4. Irresistible Dance
5. Mass Charm
6. Power Word Rage *
7. Power Word Stun
8. Prismatic Wall
9. Scintillating Pattern
10. Screen
11. Shadow Beast *
12. Shadow Evocation, Greater
13. Sympathy

9TH-LEVEL CHARLATAN SPELLS

1. Dominate Monster
2. Power Word Kill
3. Prismatic Sphere
4. Shades
5. Wall of Patterns *
6. Weird

* Denotes a new spell detailed in this volume

THE CHEVALIER



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

At the heart of a chevalier’s pride (or arrogance), is his coat of arms, a symbol of his puissance at arms and place in the great chain of being. From a chevalier’s blazonry, he draws powers beyond the simple hack and slash of the fighter. The chevalier gains special abilities from the invocation of his coat of arms, in particular from the tincture of the field (or main tincture of the field, since some are divided) and from the charge.

REQUIREMENTS

- Strength 9+, Charisma 13+
- A character that does not have a Charisma of 13 or higher can still enter the class, but does so as a 0-level character called a squire (see below)

ARMOR ALLOWED

- Any armor except padded, leather, studded, ring (i.e. scale or better), and bucklers and shields

WEAPONS ALLOWED

- All weapons

SKILLS

- Attend Court, Riding

CLASS ABILITIES

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

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

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

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

TINCTURE	COLOR	BENEFIT
Argent	Silver	Gain use of Fast feat
Azure	Blue	Gains the use of Expertise feat
Ermine/Vair	Furs	Gains the use of Alertness feat
Gules	Red	Gains the use of Power Attack feat
Or	Gold	Gains the use of Iron Will feat
Purpure	Purple	Gains the use of Great Fortitude feat
Sable	Black	Gains the Trickery skill
Vert	Green	Gains the Tracking skill

- A 3rd level chevalier can invoke the charge on his coat of arms to gain a special attack or defense, most of them the equivalent of a spell. A 3rd level chevalier can invoke his charge once per

day, a 6th level chevalier twice per day and a 9th level chevalier three times per day.

CHEVALIER CLASS ADVANCEMENT

CHARGE	BENEFIT	LVL	HD	ATK	F	R	W	TITLE
		0	1d6	+1	13	16	16	Squire
Angel	<i>Cure serious wounds</i> (per the spell)	1	1d8	+1	13	15	15	Armiger
Arm	<i>Strength</i> (per the spell)	2	2d8	+2	12	15	15	Scutifer
Bear	Grapple as though with Improved Grapple feat for 1d8 points of damage	3	3d8	+3	12	14	14	Cavalier
Bee	Summon a giant bee (per <i>summon monster IV</i>)	4	4d8	+3	11	14	14	Knight Errant
Boar	Continue to fight for 1d6 rounds after reaching 0 hit points, as a boar	5	5d8	+4	11	13	13	Lionheart
Bull	<i>Forceful hand</i> (as the spell, attack bonus +8)	6	6d8	+5	10	13	13	Knight Bachelor
Castle	<i>Stoneskin</i> (per the spell)	7	7d8	+6	10	13	13	Knight Banneret
Cross	<i>Holy smite</i> (per the spell)	8	8d8	+6	9	12	12	Worthy
Deer	<i>Haste</i> (per the spell)	9	9d8	+7	9	12	12	Worthy
Devil	<i>Inflict serious wounds</i> (per the spell)	10	10d8	+8	8	12	12	Worthy
Dolphin	Swim at a speed of 80 even when armored	11	+3 hp	+9	8	11	11	Worthy
Dragon	Dragon charge on shield releases a breath weapon (15-ft. cone) that deals 3d6 points of damage of an energy type associated with the color of the chevalier's dragon charge	12	+3 hp	+9	7	11	11	Worthy
Eagle	<i>Fly</i> (per the spell)	13	+3 hp	+10	7	11	11	Worthy
Fleur-de-lis	<i>Magic vestment</i> (per the spell)	14	+3 hp	+11	6	10	10	Worthy
Fox	<i>Charm monster</i> (per the spell)	15	+3 hp	+12	6	10	10	Worthy
Griffin	<i>Magic circle against evil</i> (per the spell)	16	+3 hp	+12	5	10	10	Worthy
Harp	Fascinate as a bard of the chevalier's level	17	+3 hp	+13	5	9	9	Worthy
Harpy	Captivate per the special attack of the harpy	18	+3 hp	+14	4	9	9	Worthy
Heart	Immune to fear	19	+3 hp	+15	4	9	9	Worthy
Leopard	<i>Invisibility</i> (per the spell)	20	+3 hp	+15	3	8	8	Worthy
Lion	<i>Heroism</i> (per the spell)							
Mermaid	<i>Water breathing</i> (per the spell), and swim without penalty in armor							
Owl	<i>Dispel magic</i> (per the spell)							
Phoenix	<i>Continual flame</i> (per the spell)							
Raven	<i>Deeper darkness</i> (per the spell)							
Rose	<i>Suggestion</i> (per the spell)							
Salamander	<i>Protection from energy (fire)</i> (per the spell)							
Serpent	<i>Sticks to snakes</i> (per the spell)							
Sphinx	<i>Confusion</i> (per the spell)							
Spur	<i>Phantom steed</i> (per the spell)							
Star	<i>Psionic blast</i> (per the spell)							
Sun	<i>Searing light</i> (per the spell)							
Tree	<i>Barkskin</i> (per the spell)							
Weapon	Keen edge on a weapon of the same general type as the charge (per the spell)							
Wolf	Summon 1d4 wolves (per <i>summon monster IV</i>)							
Wyvern	<i>Poison</i> (per the spell)							

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

■ An 8th level chevalier earns the right to build a castle and either start an order of chivalry (becoming a “knight commander”) or swear fealty to a royal personage (becoming a “baronet”). A chevalier with a castle attracts 1d6 men-at-arms per level, 1d6 first level chevaliers who wish to train under him and one 3rd level chevalier to serve as his castellan. These chevaliers should be generated as characters under control of the chevalier's player.

THE CURMUDGEON



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

Curmudgeons are a bit different than most starting PC's. For one thing, they begin the game in their old age, and suffering the penalties of old age. For another, while they're not any more experienced as adventurers than the young folks, they are more experienced than the young ones in other ways.

REQUIREMENTS

- A curmudgeon must be old
- Strength 9+, Wisdom 13+

ARMOR ALLOWED

- Any armor and all shields

WEAPONS ALLOWED

- Any weapon

SKILLS

- Bend Bars, Break Down Doors, Find Secret Doors, Trickery

CLASS ABILITIES

- Curmudgeons are men and women who have put in many years of service as men-at-arms, caravan guards, town guards, etc. As such, they aren't as green as the average 1st level character, and therefore begin the game with 2 Hit Dice.
- Curmudgeons tend to be a bit on the grumpy side, and thus suffer a -1 penalty on reaction checks. They don't scare easily, and enjoy a +1 bonus on saves vs. fear, but they also suffer a -1 penalty on saves vs. fatigue.
- Curmudgeons have been around the block a few times, and as such, they can use the legend lore ability of a bard of equal level.
- Curmudgeons are famous for their stubbornness and their "old man strength". Curmudgeons can continue fighting until they have reached -5 hit points, provided they have something worth fighting for. Once per day, they can boost their strength score by 1d6 points for 1 round per level (max. 6 rounds).
- When adventuring with characters of 1st to 3rd level, they can, once per day, lend them a bonus equal to their own Wisdom bonus on a single attack roll or saving throw.
- At 9th level, a curmudgeon can retire to a favorite tavern, attracting a retinue of 1d4 men-at-arms per level as flunkies and admirers. The curmudgeon gets free room and board at the tavern, and receives 1d3 free rumors each month concerning possible adventures or opportunities.

CURMUDGEON CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	2d6	+1	12	15	15	Old Soldier
2	3d6	+2	12	14	14	Grizzled Veteran
3	4d6	+3	11	14	14	Grumbler
4	5d6	+4	11	13	13	Greybeard/Greyhair
5	6d6	+5	10	13	13	Crosspatch
6	7d6	+5	10	13	13	Curmudgeon
7	8d6	+6	9	12	12	Gaffer/Gammer
8	9d6	+7	9	12	12	Senex
9	10d6	+8	8	12	12	Methuselah
10	+2 hp	+9	8	11	11	Methuselah
11	+2 hp	+10	7	11	11	Methuselah
12	+2 hp	+10	7	11	11	Methuselah
13	+2 hp	+11	6	10	10	Methuselah
14	+2 hp	+12	6	10	10	Methuselah
15	+2 hp	+13	5	10	10	Methuselah
16	+2 hp	+14	5	9	9	Methuselah
17	+2 hp	+15	4	9	9	Methuselah
18	+2 hp	+15	4	9	9	Methuselah
19	+2 hp	+16	3	8	8	Methuselah
20	+2 hp	+17	3	8	8	Methuselah

THE DEMONIAC



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

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

REQUIREMENTS

- Strength and Constitution 13+
- Intelligence 9+
- Chaotic (NE, CE) or Neutral (CN, N)

ARMOR ALLOWED

■ Padded, leather, studded leather, ring mail, scale mail, chainmail shirt, chainmail; no shields

WEAPONS ALLOWED

■ All weapons

SKILLS

■ Bend Bars, Break Down Doors, Escape Bonds, Jump, Trickery

CLASS ABILITIES

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

■ If without weapons, demoniacs fight with tooth and claw, scoring 1d4 points of damage per round when they do so.

■ Demons are also quite tough. A 1st level demon enjoys a +2 bonus to save vs. poison.

■ Once per day, a demon can smite Lawful (Good) creatures, scoring double damage if they hit in combat. The demon's player must declare they are attempting a smite before they attack; whether they hit or miss, the smite is used for the day.

■ At 4th level, a demon gains resistance to electricity damage (i.e. half damage).

■ At 8th level, a demon gains resistance to acid damage.

■ At 9th level, a demon takes on the title of "demon lord" and earns the right to construct a fortress. If he does so, he attracts 3d6 men-at-arms of an evil disposition, a bodyguard of 1d6 3rd level Chaotic (Evil) fighters in platemail (spiky and black, of course) or 1d6 Chaotic (Evil) barbarians and a servitor quasit. If the quasit is ever killed, the demon immediately loses one level and will not receive a new quasit until he completes a quest on behalf of a major power of the Abyss. While the quasit serves him, he gains a +2 bonus to trickery task checks.

■ At 12th level, a demon gains resistance to fire damage.

■ At 16th level, a demon gains resistance to cold damage.

DEMONIAC CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d8	+1	13	15	15	Malignancy
2	2d8	+2	12	15	15	Brute
3	3d8	+3	12	14	14	Beast
4	4d8	+3	11	14	14	Degenerate
5	5d8	+4	11	13	13	Fiend
6	6d8	+5	10	13	13	Dastard
7	7d8	+6	10	13	13	Slaughterer
8	8d8	+6	9	12	12	Archfiend
9	9d8	+7	9	12	12	Demon Lord
10	10d8	+8	8	12	12	Demon Lord
11	+3 hp	+9	8	11	11	Demon Lord
12	+3 hp	+9	7	11	11	Demon Lord
13	+3 hp	+10	7	11	11	Demon Lord
14	+3 hp	+11	6	10	10	Demon Lord
15	+3 hp	+12	6	10	10	Demon Lord
16	+3 hp	+12	5	10	10	Demon Lord
17	+3 hp	+13	5	9	9	Demon Lord
18	+3 hp	+14	4	9	9	Demon Lord
19	+3 hp	+15	4	9	9	Demon Lord
20	+3 hp	+15	3	8	8	Demon Lord

THE DEMONOLOGIST



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

Conjunction creates a connection to a demon lord's psyche, which

appears in a mirror or crystal ball. This allows the demonologist to question the demon lord to learn vital information about the past, present and future. Conjunction is the easiest and safest practice of the demonologist.

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

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

REQUIREMENTS

- Charisma of 13+

ARMOR ALLOWED

- None

WEAPONS ALLOWED

- Club, dagger, dart, hand crossbow, light crossbow, quarterstaff

SKILLS

- Decipher Codes, Hide in Shadows, Move Silently, Trickery

CLASS ABILITIES

- Demonologists must be completely lacking in the ability to feel fear. In dealing with demons and devils, they are embarking on an activity more foolhardy than dragon-slaying. For this reason,

RANK	TITLE (CL)	DEMONOLOGIST LEVEL											
		1	2	3	4	5	6	7	8	9-13	14-18	19+	
I	GREATER*	55%	70%	85%	95%	96%	97%	98%	99%	100%	100%	100%	
II	KNIGHT (CL 13-16)	25%	40%	55%	70%	85%	95%	96%	97%	98%	99%	100%	
III	PRESIDENT (CL 17-20)	-	5%	25%	40%	55%	70%	85%	94%	96%	98%	99%	
IV	COUNT (CL 21-24)	-	-	5%	25%	40%	55%	70%	85%	95%	97%	98%	
V	MARQUIS (CL 25-28)	-	-	-	5%	10%	25%	40%	55%	70%	95%	97%	
VI	DUKE (CL 29-32)	-	-	-	-	5%	10%	25%	40%	55%	85%	90%	
VII	PRINCE (CL 33-36)	-	-	-	-	-	5%	10%	25%	40%	55%	85%	
VIII	KING (CL 36-39)	-	-	-	-	-	-	5%	10%	25%	55%	70%	
IX	EMPEROR (CL 40)	-	-	-	-	-	-	-	5%	10%	40%	55%	

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

they are immune to fear effects of all kinds.

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

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

- An 11th level demonologist can choose to establish a stronghold in the wilderness and gain followers. A demonologist who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level demonologists who wish to train under them and one 3rd level demonologist to serve as a lieutenant.

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

CONJURARE

Conjurare is the ability to conjure the psyche of a demon, along with an image of the demon’s choosing, into a mirror or crystal ball (literally a sphere made of crystal, not the magic item of the same name) in order to ask it questions. In essence, this works like the spell legend lore. The demonologist must roll on the table above to conjure the wicked spirit. Demons always have a 5% chance of answering the question dishonestly.

The more powerful demons have access to more powerful divinations that can be accessed with this ability.

AUGURY: Auguries (per the spell *augury*) can be told by the presidents and counts of Hell.

DIVINATION: A divination (per the spell) can be granted by a marquis or duke of Hell.

VISION: A vision (per the spell) can be granted by a prince, king or emperor of Hell.

EVOCATIO

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

To seal this deal, the demonologist traces the demon’s seal on his palm and channels the spells through that seal. A demonologist can evoke as many demons as it has palms, though the more demons one attempts to evoke, the more difficult it is to succeed. An evocation roll suffers a -10% chance of success on the table above, with an extra -4% for each demon beyond the first to be evoked simultaneously. A demonologist can improve his chances by promising the demon a soul (i.e. a life), gaining a +3% bonus to his roll per Hit Dice of the victim. This bonus is doubled for lawful or innocent creatures. The soul must be delivered within one day or the demonologist suffers a consequence based on the power of the soul promised.

HD	CONSEQUENCE
1-2	The demonologist suffers a -2 penalty to all saving throws for the next 24 hours.
3-4	As above, plus a -2 penalty to Armor Class and attack rolls.
5-6	As above, plus the demonologist is always surprised in combat.
7-8	The demonologist is fatigued for the next 24 hours, suffering a -4 penalty on all d20 rolls. He is incapable of running.
9-10	The demonologist is blinded for the next 24 hours. There is a 1% chance the blinding is permanent.
11-13	Random physical ability score is drained of 1d4 points, permanently. The demonologist’s body is twisted or stunted in a manner fitting to the ability score drained.
14-16	Random mental ability score is drained of 1d4 points, permanently.
17-19	Drained of 1 level
20+	Drained of 1d4 levels

INVOCARE

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

The demon can only possess the demonologist for 1d6 turns, and during each turn demon and demonologist are pitted in a contest of wills for control of the vessel (i.e. the demonologist’s body).

Each turn, the demonologist must roll 1d20 under a score equal to his charisma score minus the demon's rank. Each time the demonologist fails this roll, the demon gets to call the shots for that turn and it drains one of the demonologist's levels.

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

An invocation is made using the same rules as an evocation except the penalty is -25%. Only one demon can be invoked at a time.

DEMONOLOGIST CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d4	+0	15	15	13	Occultist
2	2d4	+0	15	15	12	Medium
3	3d4	+1	14	14	12	Augur
4	4d4	+1	14	14	11	Necromancer
5	5d4	+1	13	13	11	Warlock
6	6d4	+2	13	13	10	Sorcerer
7	7d4	+2	13	13	10	Thaumaturge
8	8d4	+3	12	12	9	Diabolist
9	9d4	+3	12	12	9	Demonologist
10	10d4	+3	12	12	8	Demonologist
11	+1 hp	+4	11	11	8	Demonologist
12	+1 hp	+4	11	11	7	Demonologist
13	+1 hp	+5	11	11	7	Demonologist
14	+1 hp	+5	10	10	6	Demonologist
15	+1 hp	+5	10	10	6	Demonologist
16	+1 hp	+6	10	10	5	Demonologist
17	+1 hp	+6	9	9	5	Demonologist
18	+1 hp	+7	9	9	4	Demonologist
19	+1 hp	+7	9	9	4	Demonologist
20	+1 hp	+7	8	8	3	Demonologist

THE DIABLO



Devils of a minor sort are often sent as emissaries to the Material Plane that they may tempt mortals into wickedness, sow the seeds of mayhem and generally make a nuisance of themselves on behalf of the diabolical powers. On the Material Plane, these diablos appear as handsome men or beautiful women, with angular, graceful faces and bodies, swarthy skin and black hair, with a prominent widow's peak and arched eyebrows. Their ears are sometimes pointed.

REQUIREMENTS

- Dexterity and Charisma 13+
- Intelligence 9+
- Chaotic (LE, NE) alignment

ARMOR ALLOWED

- Padded, leather, studded leather or ring mail; no shields

WEAPONS ALLOWED

- Club, crossbow (any), dagger, dart, javelin, mace, morningstar, punching dagger, quarterstaff, rapier, sap, shortbow, short sword, sickle, sling and spear

SKILLS

■ Appraise Value, Attend Court, Disguise, Hide in Shadows, Listen at Doors, Move Silently, Pick Pockets, Trickery

CLASS ABILITIES

■ Diablos are natural tricksters, akin to bards in a way, but not as skilled with magic and their antics are rarely harmless. They enjoy a +2 bonus to saves vs. poison and against illusions and are only surprised on a roll of 1 on 1d8.

■ Diablos are capable of detecting Lawful (Good) creatures at will, and *detect lie* spells only work on them 50% of the time.

■ Diablos can backstab as well as thieves. If a diablo can backstab an opponent he deals double damage. From 6th to 10th level this increases to triple damage. From 11th to 15th level this increases to quadruple damage. At 16th level and higher this increases to quintuple damage. Ranged attacks can count as backstabs if the target is within 30 feet. This attack does not work on non-living creatures such as undead and constructs, or on creatures without a discernible anatomy, such as plants and oozes.

■ As a diablo gains levels, he gains the ability to use a number of spell-like abilities, as follows:

A 1st level diablo can cast *darkness* once per day. This increases to three times per day at 4th level.

A 3rd level diablo can cast *charm person* once per day. This increases to three times per day at 6th level.

A 4th level diablo can cast *deeper darkness* once per day.

A 5th level diablo can cast *suggestion* once per day. This increases to three times per day at 8th level.

A 6th level diablo can cast *charm monster* once per day.

A 7th level diablo can cast *invisibility* once per day. This increases to three times per day at 10th level.

An 8th level diablo can cast *command* once per day.

A 9th level diablo can cast *deeper slumber* once per day. This increases to three times per day at 12th level.

A 10th level diablo can cast *improved invisibility* once per day.

■ At 9th level, a diablo takes on the title of “archdevil” and earns the right to construct a fortress in the wilderness or a fortified manse in town. If he does so, he attracts 3d6 rogues, a bodyguard

of 1d6 1st level chaotic fighters or assassins and a servitor imp. If the imp is killed, the diablo loses one level and will not receive a new imp until he completes a quest on behalf of a major power of Hell.

DIABLO CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d6	+0	15	13	13	Creep
2	2d6	+1	15	12	12	Evildoer
3	3d6	+1	14	12	12	Miscreant
4	4d6	+2	14	11	11	Profligate
5	5d6	+3	13	11	11	Cad
6	6d6	+3	13	10	10	Inveigler
7	7d6	+4	13	10	10	Hellion
8	8d6	+5	12	9	9	Villain
9	9d6	+5	12	9	9	Archdevil
10	10d6	+6	12	8	8	Archdevil
11	+2 hp	+7	11	8	8	Archdevil
12	+2 hp	+7	11	7	7	Archdevil
13	+2 hp	+8	11	7	7	Archdevil
14	+2 hp	+9	10	6	6	Archdevil
15	+2 hp	+9	10	6	6	Archdevil
16	+2 hp	+10	10	5	5	Archdevil
17	+2 hp	+11	9	5	5	Archdevil
18	+2 hp	+11	9	4	4	Archdevil
19	+2 hp	+12	9	4	4	Archdevil
20	+2 hp	+13	8	3	3	Archdevil

THE ELEMENTALIST



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

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

The elementalist is an attempt to depict this form of magic, in which one is not so much limited by what spells they know, as by how capable they are of commanding spirits to perform supernatural tasks. In the case of the elementalist class, the command of spirits is limited to elemental spirits, including the so-called “elementals” of fire, earth, water and air as well as djinn and efreet. The concept could, of course, be expanded to all manner of spirits and thus the list of possible spell effects expanded as well, though an almost limitless command of effects

could make such a magician overly powerful within the scope of the game.

REQUIREMENTS

- Charisma and Wisdom of 13+

ARMOR ALLOWED

- None

WEAPONS ALLOWED

- Club, dagger, dart, hand crossbow, light crossbow, quarterstaff

SKILLS

- Decipher Codes, Find Secret Doors

CLASS ABILITIES

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

An elementalist can attempt to command the spirits a number of times each day equal to his Charisma score divided by 3, rounding down. At 6th level, this increases to his Charisma score divided by 2, rounding down. Note that this is the number of attempts that may be made, not the number of spells that can be cast. It is possible that an unlucky elementalist could fail on all of his attempts to cast a spell during a 24 hour period.

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

An elementalist is a ritual caster. Each day, he chooses to focus on a particular element (Air, Earth, Fire or Water) and in turn must wear an appropriately colored robe and carry a ritual tool (see below). Without the robe and the tool, he cannot command elemental spirits, and thus may not use his class abilities.

ELEMENT	COLOR	TOOL	OPPOSED TO
Air	White	Wand	Earth
Earth	Yellow	Pentacle	Air
Fire	Red	Arthame	Water
Water	Blue	Chalice	Fire

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

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

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

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

ELEMENTALIST CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d4	+0	15	15	13	Abecedarian
2	2d4	+0	15	15	12	Grammarians
3	3d4	+1	14	14	12	Reciter
4	4d4	+1	14	14	11	Incantator
5	5d4	+1	13	13	11	Lector
6	6d4	+2	13	13	10	Dracunulus
7	7d4	+2	13	13	10	Elementalist
8	8d4	+3	12	12	9	Pentalpha
9	9d4	+3	12	12	9	Solomon
10	10d4	+3	12	12	8	Solomon
11	+1 hp	+4	11	11	8	Solomon
12	+1 hp	+4	11	11	7	Solomon
13	+1 hp	+5	11	11	7	Solomon
14	+1 hp	+5	10	10	6	Solomon
15	+1 hp	+5	10	10	6	Solomon
16	+1 hp	+6	10	10	5	Solomon
17	+1 hp	+6	9	9	5	Solomon
18	+1 hp	+7	9	9	4	Solomon
19	+1 hp	+7	9	9	4	Solomon
20	+1 hp	+7	8	8	3	Solomon

ELEMENTALIST SPELLS

The elementalists has four spell lists, each tied to a different element (with a few spells appearing on all four lists). Spells marked with an asterisk (*) are described below.

A = Air Spell
 F = Fire Spell
 W = Water Spell
 E = Earth Spell
 U = Universal Spell
 *= New spell described below

1ST-LEVEL ELEMENTALIST SPELLS

- | | |
|-------------------------|-----------------------------|
| 1. Acid Splash (E) | 11. Magic Stone (E) |
| 2. Burning Hands (F) | 12. Mending (E) |
| 3. Create Water (W) | 13. Obscuring Mist (W) |
| 4. Elemental Weapon (U) | 14. Produce Flame (F) |
| 5. Endure Elements (U) | 15. Purify Food & Drink (W) |
| 6. Energy Missile (U) | 16. Ray of Frost (W) |
| 7. Feather Fall (A) | 17. Repel Water (W) * |
| 8. Flare (F) | 18. Seavision (W) * |
| 9. Fool's Gold (E) | 19. Shocking Grasp (A) |
| 10. Ground Trap (E) * | 20. Smoke Image (F) |

2ND-LEVEL ELEMENTALIST SPELLS

- | | |
|------------------------------|---|
| 1. Acid Arrow (E) | 12. Protection from Normal Missiles (A) |
| 2. Chill Metal (W) | 13. Pyrotechnics (F) |
| 3. Continual Flame (F) | 14. Resist Energy (U) |
| 4. Fire Trap (F) | 15. Scorching Ray (F) |
| 5. Flame Blade (F) | 16. Shatter (E) |
| 6. Flaming Sphere (F) | 17. Soften Earth and Stone (E) |
| 7. Fog Cloud (A) | 18. Stomp (E) |
| 8. Gust of Wind (A) | 19. Warp Wood (W) |
| 9. Heat Metal (F) | 20. Whispering Wind (A) |
| 10. Levitate (A) | |
| 11. Pass Through Element (U) | |

3RD-LEVEL ELEMENTALIST SPELLS

- | | |
|-------------------------|--------------------------------|
| 1. Awaken Element (U) * | 9. Meld Into Stone (E) |
| 2. Call Lightning (A) | 10. Protection from Energy (U) |
| 3. Explosive Runes (F) | 11. Quench (W) |
| 4. Fireball (F) | 12. Sleet Storm (A, W) |
| 5. Flame Arrow (F) | 13. Stinking Cloud (A) |
| 6. Fly (A) | 14. Stone Shape (E) |
| 7. Keen Edge (E) | 15. Water Breathing (W) |
| 8. Lightning Bolt (A) | 16. Wind Wall (A) |

4TH-LEVEL ELEMENTALIST SPELLS

- | | |
|----------------------|-----------------------|
| 1. Air Walk (A) | 8. Minor Creation (E) |
| 2. Blight (W) | 9. Rusting Grasp (W) |
| 3. Control Water (W) | 10. Solid Fog (A) |
| 4. Fire Shield (F) | 11. Spike Stones (E) |
| 5. Fire Trap (F) | 12. Stoneskin (E) |
| 6. Flame Strike (F) | 13. Wall of Fire (F) |
| 7. Ice Storm (W) | 14. Wall of Ice (W) |

5TH-LEVEL ELEMENTALIST SPELLS

- | | |
|--------------------------------------|-------------------------------|
| 1. Call Lightning Storm (A) | 7. Magma Pit (E, F) * |
| 2. Cloudkill (A) | 8. Overland Flight (A) |
| 3. Cone of Cold (W) | 9. Passwall (E) |
| 4. Control Winds (A) | 10. Transmute Mud to Rock (E) |
| 5. Drown (W) * | 11. Transmute Rock to Mud (E) |
| 6. Magic Circle Against Energy (U) * | 12. Wall of Stone (E) |

6TH-LEVEL ELEMENTALIST SPELLS

- | | |
|----------------------------|-----------------------|
| 1. Fiery Constrictor (F) * | 5. Stone Tell (E) |
| 2. Find the Path (E) | 6. Stone to Flesh (E) |
| 3. Invisible Stalker (A) | 7. Suffocate (A) * |
| 4. Move Earth (E) | |

7TH-LEVEL ELEMENTALIST SPELLS

- | | |
|-------------------------------|------------------------|
| 1. Aerial Servant (A) | 5. Firestorm (F) |
| 2. Control Weather (A) | 6. Reverse Gravity (E) |
| 3. Delayed Blast Fireball (F) | 7. Wind Walk (A) |
| 4. Earthquake (E) | |

8TH-LEVEL ELEMENTALIST SPELLS

- | | |
|-------------------------|------------------------------|
| 1. Acid Geysers (E) * | 10. Lava Wurm (F) * |
| 2. Body of Fire (F) * | 11. Repel Metal or Stone (E) |
| 3. Incendiary Cloud (F) | 12. Whirlwind (A) |

9TH-LEVEL ELEMENTALIST SPELLS

- | | |
|---------------------------|---------------------|
| 1. Elemental Swarm (U) | 3. Imprisonment (E) |
| 2. Immunity to Energy (U) | 4. Meteor Swarm (F) |

THE GOURMAND

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

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

REQUIREMENTS

- Constitution of 15+ (i.e. an iron stomach)

ARMOR ALLOWED

- Any but plate armor, any shield

WEAPONS ALLOWED

- Gourmands can use all weapons but swords and bows

SKILLS

- Gather Rumors, Identify Specimen



CLASS ABILITIES

■ Gourmands specialize in eating, in both quantity and variety. A gourmand's goal is to taste everything that is edible and non-poisonous in the cosmos at least once. They are neither fools nor cannibals; they are not going to nibble a zombie or give green slime a try. They are, however, intrigued by owlbear steaks or a tossed salad of assassin vine leaves and treant nuts (they're flora, not fauna; get your mind out of the gutter). To succeed and survive at this quest, a gourmand must have an iron stomach. Their training grants them a +2 bonus on saving throws against poison. Their enhanced search for caloric satisfaction, however, requires them to consume double the normal amount of food for members of their species.

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

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

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

Restore Vigor: Restores 1d8 hit points plus one hit point per gourmand level.

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

Soothe Mind: Frees the eater's mind from any curse or enchantment/charm.

Revitalize: Restores 3d8 hit points plus one hit point per gourmand level and removes all ability score damage.

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

LEVEL	RESTORE VIGOR	CURE WHAT		SOOTHE MIND	REVITALIZE	RESTORE SPIRIT
		AILS YOU				
1	65%	50%		-	-	-
2	70%	54%		-	-	-
3	75%	58%		50%	-	-
4	80%	62%		53%	-	-
5	85%	66%		56%	50%	-
6	90%	70%		59%	52%	-
7	95%	74%		62%	54%	50%
8	96%	78%		65%	56%	51%
9	97%	82%		68%	58%	52%
10	98%	86%		71%	60%	53%
11	99%	90%		74%	62%	54%
12	100%	94%		77%	64%	55%
13	100%	95%		80%	66%	56%
14	100%	96%		83%	68%	57%
15	100%	97%		86%	70%	58%
16	100%	98%		89%	72%	59%
17	100%	99%		92%	74%	60%
18	100%	100%		95%	76%	62%
19	100%	100%		96%	78%	63%
20	100%	100%		97%	80%	64%

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

■ A gourmand's fame often precedes her, and can be a curse as well as a blessing. Gourmands of 1st to 4th level never have trouble finding an invitation to dinner in their home town and have a 10% chance of an invitation by a local aristocrat. Gourmands of 5th to 8th level enjoy such invitations within their home kingdom or country, gourmands from 9th to 10th level in their home region and gourmands of 11th to 12th level throughout the world and gourmands of 13th level or higher anywhere in the cosmos. These invitations come at a price, of course, for the host expects to impress the gourmand and receive a hearty endorsement of their table. The gourmand, however, becomes increasingly picky as they grow older, and their dedication to their art and philosophy requires them to render an honest verdict of the sampled fare.

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

companions of a gourmand are also invited to these repasts, and they must suffer the same consequences as the gourmand.

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

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

GOURMAND CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d8	+0	13	15	15	Nibbler
2	2d8	+0	12	15	15	Cooke
3	3d8	+1	12	14	14	Bon Vivant
4	4d8	+1	11	14	14	Gastronome
5	5d8	+1	11	13	13	Chef
6	6d8	+2	10	13	13	Connoisseur
7	7d8	+2	10	13	13	Gourmet
8	8d8	+3	9	12	12	Epicurean
9	9d8	+3	9	12	12	Gourmand
10	10d8	+3	8	12	12	Gourmand
11	+3	+4	8	11	11	Gourmand
12	+3	+4	7	11	11	Gourmand
13	+3	+5	7	11	11	Gourmand
14	+3	+5	6	10	10	Gourmand
15	+3	+5	6	10	10	Gourmand
16	+3	+6	5	10	10	Gourmand
17	+3	+6	5	9	9	Gourmand
18	+3	+7	4	9	9	Gourmand
19	+3	+7	4	9	9	Gourmand
20	+3	+7	3	8	8	Gourmand

THE JACK-OF-ALL-TRADES



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

The jack-of-all-trades has the enviable ability to imitate other classes of fantasy adventurer. Although they do their best work at emulating the thief, in a sticky situation a jack might recall the way that wizard once levitated himself out of a pit – he said something like “Abra Kadabra” and then set a feather atop his head – or maybe when presented by a clutch of angry kobolds, he recalls the way that fighting-man held off a whole gang by himself using only the pieces of a broken chair.

REQUIREMENTS

- Charisma of 13+

ARMOR ALLOWED

- Padded and leather armor; bucklers and shields

WEAPONS ALLOWED

- All weapons

SKILLS

- Any eight tasks can be taken as skills by the jack-of-all-trades

CLASS ABILITIES

The jack-of-all-trades gets around, and he knows how to work a crowd. Most jacks can play an instrument, dance, sing, tell stories and do minor tricks. They receive a +1 bonus on reaction checks (+2 with dragons) and always leave a tavern having learned at least one rumor.

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

ACOLYTE: He was thrown out of the seminary or temple school for unworthy behavior, possibly for consorting women of ill repute or for stealing the holy wine. He has a +5% chance to emulate cleric abilities and is literate.

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

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

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

Cleric abilities usable by the jack-of-all-trades include turning undead, casting cleric spells and using cleric scrolls. When attempting to cast a cleric spell, divide the jack’s percentage chance of success by the level. Fouling up a clerical ability carries with it a 1% chance of divine retribution, the exact form of which is up to the TK.

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

Magic-User abilities include casting magic-user spells and the use of staves, wands and magic-user scrolls. As with casting cleric spells, you must divide the jack’s chance of success by the level of the magic-user spell he is attempting. Fouling up a magical ability

carries with it a 1% chance of ill consequences (roll 1d6 on the table below).

D6	CONSEQUENCES
1	Spell triggers on yourself
2-3	Spell triggers on a random person in range of the spell
4-5	Spell triggers on everyone in range of the spell
6	Spell has the opposite desired effect (if applicable) or the jack-of-all-trades suffers from a disability (Roll 1d6: 1-3 = assumes gaseous form of 1 hour; 4-5 = feebleminded for 1 day; 6 = confusion for 10 rounds).

Thief abilities include speaking the cant and back stabbing. The jack-of-all-trades also has a percentage chance to successfully emulate a thief’s skills, though a successful emulation still requires the jack-of-all-trades to make the task check.

Whether the jack’s ability to ape these classes applies to “sub-classes” (the monk, druid, etc), is up to the TK. Perhaps the jack’s player might have to choose whether he can emulate the class or one of the sub-classes, just to keep things even.

JACK-OF-ALL-TRADES CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d6	+0	13	13	13	Gamin
2	2d6	+1	12	12	12	Punk
3	3d6	+1	12	12	12	Buck
4	4d6	+2	11	11	11	Lad
5	5d6	+3	11	11	11	Sonny Jim
6	6d6	+3	10	10	10	Bloke
7	7d6	+4	10	10	10	Chap
8	8d6	+5	9	9	9	Gent
9	9d6	+6	9	9	9	Jack-of-all
10	10d6	+6	8	8	8	Jack-of-all
11	+2 hp	+7	8	8	8	Jack-of-all
12	+2 hp	+8	7	7	7	Jack-of-all
13	+2 hp	+8	7	7	7	Jack-of-all
14	+2 hp	+9	6	6	6	Jack-of-all
15	+2 hp	+10	6	6	6	Jack-of-all
16	+2 hp	+10	5	5	5	Jack-of-all
17	+2 hp	+11	5	5	5	Jack-of-all
18	+2 hp	+12	4	4	4	Jack-of-all
19	+2 hp	+12	4	4	4	Jack-of-all
20	+2 hp	+13	3	3	3	Jack-of-all

LVL	CLERIC	FIGHTER	MAGE	THIEF
1	1%	25%	5%	25%
2	2%	30%	7%	32%
3	3%	35%	9%	39%
4	4%	40%	11%	46%
5	5%	45%	13%	53%
6	6%	50%	15%	60%
7	7%	55%	17%	67%
8	8%	60%	19%	74%
9	9%	65%	21%	81%
10	10%	70%	23%	88%
11	11%	75%	25%	95%
12	12%	80%	27%	99%

THE LEECH



Though steeped as it is in the magical arts, NOD is no stranger to the hard sciences. Just as the astronomer tracks the movement of heavenly bodies around Nod in their crystal spheres, the physician plumbs the depths of the inner universe of the human body, always in search of more effective treatments to the aches, pains, disorders and illnesses that befall mankind. Clerics, after all, are expensive, dogmatic and generally ill-disposed toward wasting their god given gifts on folks without influence or who do not fit into the category of charity cases (i.e. the poor). This leaves the artisan and burgher, the so-called middle classes, out in the cold but for the leech.

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

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

the successful leech must beware, for clerics often view healing as a monopoly of the gods, and often seek petty vengeance upon their less-than-holy competition.

The leech is an admittedly odd character class. They are not frontline fighters, but can fight about as well as thieves – remember, these aren't dusty little sages we're talking about. Just as a magic-user relies around his grimoire or spellbook, the leech relies around a leechbook, recording all of his findings there as he learns to conquer injury, poison and disease.

Leeches are close kin to scientists (q.v.), and the two classes should get along well enough. Most leeches, as students, did their turn at grave robbing, so they share a bit in common with thieves – though a leech cleanses his conscience with the notion that he did his robbing for the betterment of mankind (those gold fillings were just icing on the cake). Fighters and warriors produce much for leeches to study, but the two professions are ultimately at odds with their ultimate goals. Venturers and leeches both share a love for exploration. It is with clerics that leeches run into trouble, for clerics (and to a lesser extend druids) feel they are horning in on their territory – the healing of wounds and ills. Leeches often remind those clerics that they would not be able to horn in on anything if the priestly set was doing an adequate job of healing.

REQUIREMENTS

- Intelligence of 13+

ARMOR ALLOWED

- Padded and leather armor and bucklers

WEAPONS ALLOWED

- Club, dagger, hammer, handaxe, sap and sickle

SKILLS

- Decipher Codes, Identify Specimens

CLASS ABILITIES

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

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

BARBER'S APPRENTICE: A barber's apprentice is skilled at Gathering Rumors and cutting hair.

HERBALIST'S APPRENTICE: The herbalist's apprentice is skilled at "Identifying Specimens".

MEDICAL STUDENT: The medical student spends time robbing graves and dissecting corpses to learn of their anatomy. They have a knack at Hiding in Shadows and Moving Silently.

■ All leech's keep a leechbook, where he records his observations on medicinal herbs, diseases, poisons, animal and weapon wounds and anatomy. A leechbook is as vital to a leech as a spellbook is to a magic-user. Without his leechbook, a leech can only use his background abilities and leechcraft ability (see below). The book is usually a leather-bound volume with a common lock and 100 pages to be filled with notes, articles and dissertations.

Each level a leech gains requires him to fill one page per level of his leechbook with notes. A 1st level leech begins his career with one page of notes. When he reaches 2nd level, he will have filled another two pages, for a total of three, and so on.

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

Writing a scholarly article takes one week of undisturbed work in a comfortable environment, and fills five pages of the leechbook. A dissertation fills fifteen pages and requires 1 month of undisturbed writing in a comfortable environment.

SCHOLARLY ARTICLE: A scholarly tract covers a type of ailments from the following list: Disease, poison, wounds from animals (or monsters) and wounds from weapons. The percentile chance to write an insightful article is equal to five times the leech's level (maximum 95%). If successful, the leech gains a +2 bonus on surgery rolls to treat wounds of the appropriate type or his patients get an additional +2 bonus to save vs. poisons or diseases. If unsuccessful, the leech suffers the opposite until he gains an additional level, at which time he can tear up his old article and, at some point, attempt to write a new one.

DISSERTATION: Where an article covers a whole range of ailment, a dissertation is more specific. For example, a scholarly article might cover disease in general, while a dissertation covers mummy rot in particular, or axe wounds or the wound patterns of an owlbear, the poison of a wyvern or the leech can write

about a specific piece of anatomy, such as the human eye or ear. For a leech to write a dissertation, it must have encountered and studied his subject first hand.

The percentile chance to write a successful dissertation is equal to the leech's level. If successful, the leech gains a +3 bonus to treat the condition covered by the dissertation. If unsuccessful, he suffers the opposite until he gains an additional level, at which time he can tear up his old dissertation and attempt to write a new one.

■ The leech is studied and practiced in "leechcraft", i.e. first aid and general medicine. Provided he has a supply of bandages (costs 5 gp per adventure), a few unguents and tonics (cost 10 gp per adventure) and his tools (leech's tools cost 30 gp), he doubles the normal rate of healing for his comrades and allows them a +1 bonus on saving throws against poison and disease. Supernatural diseases (such as lycanthropy and mummy rot) can only be treated with gold-coated pills which cost 1 gp each.

■ When an injury is severe, the leech must turn to surgery. A surgery roll is made on the turn undead chart, though instead of rolling against the Hit Dice of the undead to be turned, the surgeon is rolling against the number of six-sided dice of healing he is trying to impart to his patient. If the roll is unsuccessful, the leech instead inflicts 1d6 points of additional damage to the patient. Surgery takes 1 turn per dice of healing and requires the use of leech's tools.

■ A leech armed with a dagger can make precise strikes against an opponent's anatomy, provided he has studied that anatomy. Assume that all leeches are familiar with the anatomy of their own race plus two other humanoid races at first level. A leech activates this ability by accepting a -3 penalty to hit in combat in exchange for dealing double damage with a successful hit. In essence, the leech has to wait longer for an opening because he is looking to strike a few specific spots. When he does, the damage is more devastating. In a game that doubles damage for a "critical hit", the leech using his precise strike ability gets to triple his damage on a critical hit.

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

LEECH CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d6	+0	13	13	13	Hospitaler
2	2d6	+1	12	12	12	Sawbones
3	3d6	+1	12	12	12	Healer
4	4d6	+2	11	11	11	Medicus
5	5d6	+3	11	11	11	Chirurgion
6	6d6	+3	10	10	10	Archiater
7	7d6	+4	10	10	10	Physicus
8	8d6	+5	9	9	9	Doctor
9	9d6	+6	9	9	9	Royal Physician
10	10d6	+6	8	8	8	Royal Physician
11	+2 hp	+7	8	8	8	Royal Physician
12	+2 hp	+8	7	7	7	Royal Physician
13	+2 hp	+8	7	7	7	Royal Physician
14	+2 hp	+9	6	6	6	Royal Physician
15	+2 hp	+10	6	6	6	Royal Physician
16	+2 hp	+10	5	5	5	Royal Physician
17	+2 hp	+11	5	5	5	Royal Physician
18	+2 hp	+12	4	4	4	Royal Physician
19	+2 hp	+12	4	4	4	Royal Physician
20	+2 hp	+13	3	3	3	Royal Physician

THE PSYCHIC



The inclusion of a psychic character class is often a controversial one in fantasy role-playing. Magic-users who command several spells based on psychic phenomenon make sense, but psychics are often viewed as a distraction, something more fit to science fantasy than the traditional fantasy genre. Of course, if you are like me, your campaign is already as much sword and planet as it is sword and sorcery, so the inclusion of psychics makes sense. If not, though, consider the psychic as a mystic from exotic lands, maybe even restricting the psychic to NPC status and making them a dangerous and misunderstood foe for your players.

The psychic learns to focus her innate mental powers to create astounding psychic phenomena. Psychics must go through a training regimen not dissimilar to monks. But where monks train their bodies, psychics train their minds.

REQUIREMENTS

- Intelligence, Wisdom and Charisma must total at least 35

ARMOR ALLOWED

- Padded and leather armor, bucklers and shields

WEAPONS ALLOWED

- Club, dagger, dart, hand axe, light crossbow, quarterstaff, short bow, sling, spear

SKILLS

- Find Secret Doors, Trickery

CLASS ABILITIES

- The most basic ability a psychic has is her sixth sense, which warns her of danger. Because of their sixth sense, psychics are only surprised on a roll of 1 on 1d8. Psychics receive a +1 bonus on saving throws made to avoid traps.
- Psychics train their minds to be veritable fortresses. This gives them a +1 bonus on saving throws against mental magic and the powers of other psychics. At 6th level, this bonus improves to +2.
- Psionic powers are divided into two types, Psi-Gamma and Psi-Kappa. Psi-Gamma powers are telepathic, and mostly associated with knowledge and the senses. Psi-Kappa powers are telekinetic and have an impact on the physical world.

At each level, the psychic opens the door to a new psionic power. The psychic can choose any minor power from the psi-kappa or psi-gamma list. The psychic can only have one major power for every three minor powers she has from a list (i.e. a psychic with six minor psi-kappa powers is permitted to know two major psi-kappa powers).

To use a minor psychic power, the psychic must succeed at a Will saving throw, and her subject (if there is a subject) must fail a saving throw, the type varies. The subject of a psychic power must be within the psychic's field of vision unless the power's description says otherwise. Activating major powers uses the same rules, but the psychic must succeed at two checks.

If a psychic fails a saving throw to activate a power, that power closes to her for 24 hours and until she spends one hour in meditation the next day.

- A 9th level psychic can choose to establish a stronghold in the wilderness and gain followers. A psychic who becomes a psi-lord or psi-lady attracts 1d6 men-at-arms per level, 1d6 first level psychics who wish to train under them and one 3rd level psychic to serve as a lieutenant.

MINOR PSIONIC POWERS

PSI-GAMMA	PSI-KAPPA
Aura Sight	Biofeedback
Clairsentience	Body Adaptation
Cloud Minds	Body Adjustment
Dominate	Choke
Dowsing	Dimension Door
Empathic Projection	Ego Whip
ESP	Inertial Barrier
Id Insinuation	Intellect Fortress
Illusion	Matter Agitation
Mental Barrier	Metamorphosis
Mesmerism	Psionic Blast
Mindlink	Schism
Mind Thrust	Telekinesis
Precognition	Transvection
Thought Shield	
Ubiquitous Vision	

MAJOR PSIONIC POWERS

PSI-GAMMA	PSI-KAPPA
Astral Projection	Apopsi
Channeling	Catapsi
Psychic Crush	Etherealness
Psychometry	Matter Manipulation
Telepathy	Mind Switch
Tower of Iron Will	Plane Shift
True Seeing	Psychic Surgery
	Psychofeedback
	Reddopsi
	Suspend Life
	Teleportation
	Temporal Acceleration

Apopsi: Activating this power is done at a -10 penalty. It completely suppresses 1d4 psionic powers of a single opponent, who receives a Will saving throw for each of these powers to resist. The powers suppressed are chosen by the user of *apopsi*, who also learns of his opponent's full complement of powers. The powers are all suppressed for the next 24 hours.

Astral Projection: The psychic can enter a trance and project his astral spirit from his physical body. This astral spirit is incorporeal and unable to interact with the physical world. Astral spirits can only communicate using the power of telepathy. An astral spirit can travel freely over the physical world, and can enter the ethereal and astral planes at will. The astral spirit can interact with objects and creatures on the ethereal and astral planes, and can communicate normally therein. If a psychic's astral spirit is killed, his physical body dies as well.

Aura Sight: This power allows you to discern auras. Auras are invisible to the naked eye, but to a psychic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals

information to the psychic. The amount of information revealed depends on how long you study a particular area. In the first round, you discern auras of Law (Good) and Chaos (Evil), even if the owner of the aura is otherwise invisible. In the second round, you discern magical auras. In the third round, you discern how powerful (hit dice or level) individuals are, and if they are near death (less than 10% of their hit points remaining).

Biofeedback: With biofeedback, you toughen your body and ignore pain, reducing physical damage by 2 points per hit for 1 minute per psychic level.

Body Adaptation: With this power, your body adapts to hostile environments: Underwater, extremely hot or cold, or airless environments. You can survive as if you were a creature native to that environment. You can breathe and move (though environmental penalties to movement and attacks still apply) and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power. Extreme environments: Acid, lava, fire and electricity, can be adapted to enough to halve damage from the environment by half.

Body Adjustment: This power allows you to adjust your body at the cellular level, healing yourself of 1d6 points of damage.

Catapsi: By activating this power you generate psychic static that infers with the ability of other psionic characters to activate their powers. All psionic activation rolls within a 20-ft. radius centered on you suffer a -4 penalty.

Channeling: By opening his mind to the cosmos, the psychic can commune with higher planes (as the magic-user spell *contact other plane*). Channeling is a difficult power to control, and imposes a -5 penalty on the psychic's activation saving throw. A failure to activate this power results in the psychic's personality (or alignment) changing (as determined by the TK) for 1d6 days.

Choke: You cause the victim's throat to tighten until he begins to choke. The victim must make an immediate Fortitude save in order to hold his breath. The save must be repeated each round, with the difficulty increasing by 1 for each previous success. When the character fails one of these saves, he begins to choke. A choking victim is stunned and suffers 1d3 points of damage per round.

Clairsentience: A psychic with these abilities can see or hear the going's on in a distant place. If the psychic has never been in this place, or does not know somebody present, his activation roll to activate this ability is made at a -5 penalty.

Cloud Minds: With this ability, a psychic can cloud people's minds, making him invisible to them. Just as with the magic-user spell *invisibility*, an attack by the psychic spoils the effect. If used on multiple subjects, the psychic suffers a -1 penalty to his roll to activate the power for each subject beyond the first.

Dimension Door: Dimension door is a weak form of teleportation. Using this power, the psychic may teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

Dominate: With this power, you can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival. Subjects resist this control with a Will save, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. Dominating non-humanoids is done with a -5 penalty to the psychic's activation roll.

Dowsing: Using a dowsing rod, the psychic can find the nearest source of fresh water. He can also use this power to discover the location of precious metals and gems, but suffers a -3 penalty to his activation roll to do so.

Ego Whip: This is the psychic's ability to stun another sentient creature by causing terrible pain and trauma in their mind. A stunned creature remains stunned for a number of rounds equal to the psychic's level. An *ego whip* can only be used on a single creature.

Empathic Projection: This is the ability to project powerful emotions (anger, joy, sorrow, fear) in the mind of a subject. It is up to the TK to determine the effects these emotions might have on a situation. A psychic who fails his roll to activate this power must make an additional activation roll or be struck with the emotions himself.

ESP: With this ability, the psychic can read a subject's mind, as with the magic-user spell *detect thoughts*.

Etherealness: This power functions like the spell *ethereal jaunt*, except that you and other willing creatures that are joined by linked hands become ethereal. Besides yourself, you can bring one creature per three levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the spell

expires, all affected creatures on the Ethereal Plane return to their material existence.

Id Insinuation: By insinuating his own thoughts and memories in an opponent's mind, the psychic causes either *confusion* (per the magic-user spell) or *insanity* (likewise). Attempting to cause insanity imposes a -10 penalty on the psychic's activation roll. A failure to activate this power forces the psychic to pass a saving throw or suffer from *insanity* himself.

Illusion: The psychic can use this ability to plant powerful illusions inside a person's mind. In general, these illusions correspond to the following magic-user spells: *Phantasmal force*, *spectral force*, and *improved phantasmal force*. Activation rolls for this power suffer a penalty equal to the spell's level.

Inertial Barrier: You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain a +5 bonus to AC and suffer half damage from falls.

Intellect Fortress: You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from mind-affecting effects, including those that deal charisma, intelligence or wisdom damage, is halved. You can activate this power when it is not your turn with a single thought, including just before an opponent attacks you.

Matter Agitation: This is the ability to cause objects to burst into flames. The ability can only be used on flammable objects, and inflicts 1d4 points of damage per psychic level. Activating the power requires a full round of concentration on the part of the psychic. Failure to activate this power requires the psychic to make an additional Will save to avoid being damaged himself.

Matter Manipulation: With this power, you can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance gives it a penalty of -3 on any item saving throw it is forced to make. Naturally, the opposite is true if you fortify the object.

Mental Barrier: A mental barrier is a field of improbability that surrounds you (and you alone), creating a fleeting protective shell that increases your Armor Class by +4. You can activate this power instantly, quickly enough to gain its benefits in an emergency. You can use this power even when it's not your turn; however, you must manifest it prior to an opponent's attack roll in order to gain this power's benefit against that attack.

Mesmerism: This is the ability to put others into a trance, thus gaining the ability to question them truthfully or implant suggestions in their mind. Implanting a suggestion works as the magic-user spell of the same name and imposes a -5 penalty on the psychic's activation roll.

Metamorphosis: With metamorphosis, you assume the form of a creature of the same type as your normal form, or any other type except construct, elemental, outsider, and undead or a form that is incorporeal or gaseous. In all other respects, this power works like the spell *polymorph self*. You can also use this power to assume the form of an inanimate object, though not a complex mechanism unless you understand how such a mechanism functions. While in the form of an object, you retain your normal senses and your ability to speak, and can only activate other powers by accepting a -5 penalty on those rolls. Damage sustained while in object form is also sustained by your body.

Mindlink: You forge a telepathic mind link with a chosen target. This bond functions over any distance.

Mind Switch: You can attempt to take control of a nearby living creature, forcing your mind and soul into its body, and its mind and soul into your body. You can target any creature whose Hit Dice are equal to or less than your level. If the target fails a Will saving throw, you possess their body, essentially replacing its mentality (and mental ability scores) with your own, including your psionic powers. Its mind and mental ability scores are shifted to your body. This state lasts for 1 turn per level. While in the other body, you retain your own hit points, saves, skills and feats, and vice versa. If you fail an activation roll to use this power you are stunned for 1d6 rounds.

Mind Thrust: With a sharp thrust of his mental powers into the mind of one sentient opponent, the psychic inflicts 1d6 points of damage plus one point of damage for every point difference between his own and his opponent's intelligence scores. If an opponent's intelligence score is unknown, assume that it is a 10. For sentient monsters, use the following intelligence scores:

MONSTER INTELLIGENCE	INTELLIGENCE SCORE
Low	5
Average	10
High	15
Super	20

Plane Shift: You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other

plane, though you appear 5 to 500 miles (1d100 x 5) from your intended destination.

Precognition: Precognition allows your mind to glimpse fragments of potential future events. What you see will probably happen if no one takes action to change it, but your vision is incomplete and it makes no real sense until the actual events you glimpsed begin to unfold. In practice, activating this power grants you a “precognitive edge” for 10 minutes per level. During this period, you can apply a +1 bonus to any one attack roll, damage roll or saving throw. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

Psionic Blast: A psionic blast works like an *ego whip*, but instead stuns creatures in 30-ft cone emanating from the psychic’s forehead. A psychic suffers a -5 penalty to activate a psionic blast.

Psychic Crush: Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will saving throw with a +4 bonus or collapse unconscious at 0 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

Psychic Surgery: Psychic surgery can be used to double a creature’s natural healing or to grant a subject a +1 bonus to save against diseases. It can also be used to heal or inflict 1d6 points of damage. This requires the psychic to physically touch the subject, and the psychic’s saving throw to activate the power is made at a -5 penalty. At 5th level, the psychic can heal or inflict 2d6 points of damage. At 10th level, 3d6 points of damage.

Psychofeedback: You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. This boost lasts for 1 minute, but the lowered ability scores only regenerate at the natural rate of healing; i.e. one point per day.

Psychometry: This is the psychic’s ability to read the vibrations given off by an object or place, allowing him to learn elements of its history such as who last held the device, how it is used or traumatic events that took place there. In effect, it works like the magic-user spell *legend lore*. The TK might impose penalties on the psychic’s saving throw to activate this power depending on the age and provenance of the object or place being read.

Reddopsi: Activating this power is at a -5 penalty on the activation roll. With *reddopsi*, powers used against you rebound on the activator if they fail a Will saving throw.

Schism: Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. Your new “second mind” does not control your body physically but is free to take one action in each round if the action is purely mental, such as activating a power. Your second mind does not gain any advantages if you are subject to a *haste* effect, although you gain the overall standard benefits.

Suspend Life: You can place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought are incapable of determining that you are alive. While you are suspended, a year feels as though it were a day.

Telekinesis: This is the ability to move small objects with one’s mind. For precise telekinetic control of a small object, a -5 penalty is imposed on the psychic’s saving throw to activate this power. Otherwise, impose a penalty of -2 per 20 pounds of the object being moved.

Telepathy: With this ability the psychic can project his thoughts into the minds of other creatures. Penalties may be applied to this ability based on the distance of the psychic’s target or when he tries to communicate with several people at once. If communicating with non-sentient creatures, the psychic suffers a -5 penalty. A like penalty is suffered when communicating with the alien minds of aberrations.

Teleportation: This power allows a psychic to *teleport* (as the magic-user spell) objects. The psychic can teleport creatures, but suffers a -5 penalty to his saving throw to activate the power. Teleporting multiple objects or creatures imposes a -1 penalty to his activation roll per creature or object beyond the first.

Temporal Acceleration: You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can activate powers, cast spells, move, etc. While your temporal acceleration is in effect, other creatures are invulnerable to your attacks and powers. This means you cannot target a creature with any attack or power. However, a power you activate that affects an area and has a duration longer than the remaining duration of your temporal acceleration has its normal effect on creatures in the area once this power ends. You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while *temporal acceleration* lasts.

Thought Shield: You fortify your mind against intrusions, gaining magic resistance 15% against all mind-affecting spells and special abilities. You can activate this power when it is not your turn, including just before an opponent attacks you.

Tower of Iron Will: You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all creatures in the spell's area gain magic resistance 45% against all mind-affecting spells and special abilities. You can activate this power when it is not your turn, including just before an opponent attacks you.

Transvection: A psychic can use *transvection* to cause himself to *levitate* (as the magic-user spell). It can also be used to *fly* (as the magic-user spell), but such use imposes a -5 penalty to the psychic's activation saving throw.

True Seeing: You gain the ability to see all things as they actually are, seeing through normal and magical darkness, noticing secret doors hidden by magic, seeing the exact locations of creatures or objects under *blur* or *displacement* effects, seeing invisible creatures or objects normally, seeing through illusions, and seeing the true form of polymorphed, changed, or transmuted things. You can focus your vision to see into the Ethereal Plane, but not into extra-dimensional spaces.

Ubiquitous Vision: You have metaphoric "eyes in the back of your head" for 1 hour after activating this power. In effect, you have a 360-degree sphere of sight and cannot be back stabbed. You are only surprised on a roll of 1 on 1d10, but you take a -2 penalty on saves against all gaze attacks during the power's duration.

PSYCHIC CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d6	+0	15	15	13	Learner
2	2d6	+1	15	15	12	Mentalist
3	3d6	+1	14	14	12	Sensitive
4	4d6	+2	14	14	11	Channeler
5	5d6	+3	13	13	11	Esper
6	6d6	+3	13	13	10	Savant
7	7d6	+4	13	13	10	Yogi
8	8d6	+5	12	12	9	Guru
9	9d6	+6	12	12	9	Psi-Lord
10	10d6	+6	12	12	8	Psi-Lord
11	+2 hp	+7	11	11	8	Psi-Lord
12	+2 hp	+8	11	11	7	Psi-Lord
13	+2 hp	+8	11	11	7	Psi-Lord
14	+2 hp	+9	10	10	6	Psi-Lord
15	+2 hp	+10	10	10	6	Psi-Lord
16	+2 hp	+10	10	10	5	Psi-Lord
17	+2 hp	+11	9	9	5	Psi-Lord
18	+2 hp	+12	9	9	4	Psi-Lord
19	+2 hp	+12	9	9	4	Psi-Lord
20	+2 hp	+13	8	8	3	Psi-Lord

THE PURITAN



Historically, the puritans were an English religious sect that operated in the 16th and 17th centuries. The terms "puritan" and "preciseman" were coined as insults; the people called themselves "the godly". The puritans, by and large, were interested in returning Christian worship to what they believed was a purer form. In general, this involved problems they had with the trappings and rituals of the Catholic Church and its progeny, the Anglican Church. In England and the United States, puritans are often associated with strict moral guidelines, religious zealotry and witch hunts.

Religious reformers offer little grist for the mill when creating a new character class, unless Robert E. Howard enters the picture. In 1928, Howard introduced a very famous puritan adventurer in the story "Red Shadows".

REQUIREMENTS

- Strength and Wisdom of 13+
- Lawful (Good)

ARMOR ALLOWED

- Padded armor, leather armor, studded leather armor, ring mail, breastplates and bucklers

WEAPONS ALLOWED

- Any

SKILLS

- Decipher Codes, Jump, Trickery (consider it a form of hearty, fire-and-brimstone persuasion for the conversion of fools)

CLASS ABILITIES

- Puritans are bolstered by their faith, and thus are immune to fear. Their single-minded devotion to their ways gives them a +2 bonus to save vs. mind control and alignment change.

- Puritans enjoy a +2 bonus on saving throws made against the spells and magical effects of creatures of Chaos (Evil).

- A puritan's zealous fervor for destroying the greater powers of wickedness lets them to score double damage against creatures of Chaos (Evil) with more Hit Dice than the puritan has levels.

- Moreover, a melee weapon wielded by a puritan is capable of damaging creatures normally only damaged by silver weapons. A 3rd level puritan's melee weapon can over-come the damage resistance of monsters only hit by a +1 or better weapon. This improves to +2 or better weapons at 5th level, and +3 or better weapons at 8th level.

- When a puritan turns his gaze on a creature for at least one minute, he can determine that creature's alignment. This cold stare is unnerving to those of a Chaotic (Evil) disposition, forcing them to succeed at a Will saving throw or hurry away. Even if a creature does not turn and flee, they will find it impossible to tell lies while in the puritan's presence.

- At 2nd level, a puritan's devotion to godliness gives him the ability to turn undead and Chaotic (Evil) outsiders as though he were a cleric one level lower.

- A puritan can call down one minor miracle (i.e. a 0- or 1st level cleric spell) each day by grasping a holy symbol or prayer book and invoking the name of his Creator. The puritan does not have to memorize or prepare this spell in advance. At every odd level, the puritan gains the ability to call down one additional cleric spell per day, thus two cleric spells at 3rd level, three at 5th level, four at 7th level, and so on.

- A 9th level puritan can settle near a village or town and construct a fortified meeting house. The church should be made of stone and should be large enough to house the puritan and his followers. A puritan who becomes an elder attracts 1d6 men-at-arms per level, 1d6 first level clerics (1 in 6 chance per person of being a puritan instead of a cleric) who wish to serve and train under them and one 3rd level puritan to serve as a lieutenant. These puritans should be generated as characters under the control of the puritan's player.

EX-PURITANS

A puritan who ceases to be Lawful (Good) loses all special abilities. He may not progress any further in levels as a puritan until he atones for his violations (see the *atonement* spell description), as appropriate.

PURITAN CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d8	+1	13	15	13	Confessor
2	2d8	+2	12	15	12	Penitent
3	3d8	+3	12	14	12	Pilgrim
4	4d8	+3	11	14	11	Preciseman
5	5d8	+4	11	13	11	Firebrand
6	6d8	+5	10	13	10	Hexenhammer
7	7d8	+6	10	13	10	Shepherd
8	8d8	+6	9	12	9	Zealot
9	9d8	+7	9	12	9	Puritan
10	10d8	+8	8	12	8	Puritan
11	+3 hp	+9	8	11	8	Puritan
12	+3 hp	+9	7	11	7	Puritan
13	+3 hp	+10	7	11	7	Puritan
14	+3 hp	+11	6	10	6	Puritan
15	+3 hp	+12	6	10	6	Puritan
16	+3 hp	+12	5	10	5	Puritan
17	+3 hp	+13	5	9	5	Puritan
18	+3 hp	+14	4	9	4	Puritan
19	+3 hp	+15	4	9	4	Puritan
20	+3 hp	+15	3	8	3	Puritan



THE SCIENTIST



The scientist is a character dedicated to understanding the Land of NOD and its bizarre, supernatural physics and applying this knowledge to the discovery and creation of new inventions. In laymen's terms, what the magic-user does with spells, the scientist does with gadgets, gizmos and chemical formulas.

Scientists have been a staple of pulp fiction for a century, though they are most often encountered in sword & planet and sciencefiction, as it was once called. The archetypal scientist is an older man with a brilliant mind and a collection of fantastic inventions that help the hero of the story overcome obstacles. Just as wizards often play the role of villain in "Sword & Sorcery" stories, the mad scientist is often the antagonist to the swordsman's protagonist.

Although one could draw inspiration from any number of the natural philosophers of the Middle Ages and Renaissance, no person better exemplifies the scientist we are seeking to create than Leonardo Da Vinci. Had he only lived in a fictional, fantastic

world such as NOD, Da Vinci might have invented any number of mechanical contrivances.

Benjamin Franklin is the next major inspiration for our scientific adventurers, not the least of which because he "discovered" electricity (or "electrical fluid" as it was called in the 18th century) and invented and named the battery which serves as the foundation for our scientist's make-believe inventions.

The original mad scientist in literature was Victor Frankenstein from Mary Shelley's 1818 novel *Frankenstein; or, The Modern Prometheus*. Victor Frankenstein discovers the ability to return life to dead tissue and in the process creates the first flesh golem, though rather than being a mindless automaton, Frankenstein's creature is quite intelligent.

REQUIREMENTS

- Intelligence of 13+

ARMOR ALLOWED

- None

WEAPONS ALLOWED

- Club, dagger, dart, hand crossbow, light crossbow, quarterstaff

SKILLS

- Communication, Decipher Codes, Find Secret Doors, Find Traps, Identify Specimens, Open Locks, Remove Traps

CLASS ABILITIES

- Scientists begin play with one small invention or three formulas (see below) and only 1d6 x 10 gp to spend on equipment. They must own a journal, their equivalent to the magic-user's spell book.
- Scientists spend most of their lives reading books and absorbing all sorts of knowledge and wisdom. Scientists can use the legend lore ability as bards of half their scientist level.
- A scientist's fascination with minutia makes them more likely to be surprised than others. They are surprised on 1 to 2 on 1d6.
- A scientist is capable of brewing formulas (i.e. potions) and discovering and creating new inventions (see below).
- When a scientist reaches 9th level (genius), he can build a laboratory overlooking a city or town. If he does so, he attracts 1d4 men-at-arms per level, 1d6 first level scientists who wish to

train under him, and one third level scientist to act as his lab assistant. These scientists should be rolled up as characters under the control of the scientist PC.

FORMULAS AND INVENTIONS

Scientists are capable of building machines and brewing chemical formulas that duplicate the effect of magic-user spells. Formulas are single-use items that work like potions. Inventions are multiple use items that must be powered by "batteries" of the sort Ben Franklin invented (or miniature versions of the same). An invention can be used 1 time plus 1 time per scientist level minus the level of the duplicated spell before it must be recharged overnight.

Before a scientist can brew a formula or build an invention, he must discover how to do it. This process of discovery costs 1,000 gp per spell level to be duplicated for standard spells, and 2,000 gp per spell level for entirely new creations. One week is required per spell level, with a chance of success equal to 25% plus 5% per level of the scientist minus 10% per level of the spell. The maximum chance of success is 95%.

Inventions and formulas must be discovered separately, even if they have the same effect.

Inventions come in three sizes: Small, Medium and Large. Small inventions can be held in one hand and rarely weigh more than 10 pounds. Medium sized inventions can be moved about clumsily by man-sized creatures using both their hands. A medium-sized invention uses 10 times the materials of a small invention, and costs 10 times as much to build. A large invention will fit (or nearly fit) inside a 10' x 10' room. Large inventions use 100 times the materials of small inventions, and cost 100 times as much to build. Formulas are treated as small inventions and weigh as much a standard coin or gem.

The level of spell a scientist can "fit" into an invention of a given size is as follows:

Scientists of level one to three can fit level one spells into small inventions, level two spells into medium inventions and level three spells into large inventions.

Scientists of level four to six can fit level one and two spells into small inventions, level three spells into medium inventions and level four spells into large inventions.

Scientists of level seven to nine can fit level one to three spells into small inventions, level four spells into medium inventions and level five spells into large inventions.

Scientist of level ten to twelve can fit level one to four spells into small inventions, level five spells into medium inventions and level six spells into large inventions.

Brewing a formula costs 25 gp times the spell level times the level of the scientist. A level one formula brewed by a level three scientist, for example, costs 25 x 1 x 3 gp, or 75 gp, to concoct. A level four formula brewed by a level nine scientist costs 25 x 4 x 9 gp, or 900 gp, to concoct. The Referee may want to create a list of rare ingredients for each formula the scientist discovers in lieu of the scientist just making a check.

Inventions cost 500 gp per spell level to create, and their manufacture requires five days plus two days per spell level. Thus, an invention that duplicates the level two spell acid arrow would cost 1,000 gp and require nine days of work to realize.

Players and TKs should come up with fantastic, quasi-scientific names for a scientist's inventions, whether they are inspired by the natural philosophers of the Renaissance or the mad scientists from pulp fiction.

TABLE: SCIENTIST CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d4	+0	15	15	13	Tinkerer
2	2d4	+0	15	15	12	Chemist
3	3d4	+1	14	14	12	Scholar
4	4d4	+1	14	14	11	Philosopher
5	5d4	+1	13	13	11	Sage
6	6d4	+2	13	13	10	Professor
7	7d4	+2	13	13	10	Polymath
8	8d4	+3	12	12	9	Doctor
9	9d4	+3	12	12	9	Genius
10	10d4	+3	12	12	8	Genius
11	+1 hp	+4	11	11	8	Genius
12	+1 hp	+4	11	11	7	Genius
13	+1 hp	+5	11	11	7	Genius
14	+1 hp	+5	10	10	6	Genius
15	+1 hp	+5	10	10	6	Genius
16	+1 hp	+6	10	10	5	Genius
17	+1 hp	+6	9	9	5	Genius
18	+1 hp	+7	9	9	4	Genius
19	+1 hp	+7	9	9	4	Genius
20	+1 hp	+7	8	8	3	Super-Genius

THE SHADOWDANCER



Shadowdancers are characters akin to thieves and assassins, with mystic powers related to the mysterious Shadow Plane. As children, shadowdancers have an unhealthy fascination with the dark, peering for hours on end into the shadows and claiming to see things moving and living there. These tales they tell, of course, are the truth, for these children have a strange link to the Plane of Shadows, a link they learn to harness as they age.

REQUIREMENTS

- Dexterity and Charisma of 13+

ARMOR ALLOWED

- Padded and leather armor; bucklers

WEAPONS ALLOWED

- Club, crossbow (any), dagger, dart, light mace, morningstar, punching dagger, quarterstaff, rapier, sap, shortbow and short sword.

SKILLS

- Balance, Escape Bonds, Hide in Shadows, Jump, Listen at Doors, Move Silently, Pick Pockets, Trickery.

CLASS ABILITIES

- Shadowdancers are so at home in the darkness that they gain darkvision to a range of 60 feet. They are so skilled at hiding in shadows that, as long as there are shadows within 10 feet, they gain a +3 bonus to all hide attempts as the shadows seem to flow over their bodies. Furthermore, a shadowdancer can use the spell deeper darkness three times per day.

- At 2nd level, a shadowdancer can create visual illusions per the spell *phantasmal force* once per day, but only in shadows.

- At 3rd level a shadowdancer learns to separate her shadow into an independent entity. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD to her shadow companion.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

- At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This

amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

- Starting at 6th level, once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll.

- At 8th level, the shadowdancer can cast the *blacklight* spell once per day.

- When a shadowdancer reaches 9th level, she can build a tower in the wilderness or a hall of shadows in a town or city. If she does so, she attracts 1d4 rogues per level, 1d6 first level shadowdancers who wish to train under her, and one third level shadowdancer to act as her lab assistant. These shadowdancers should be rolled up as characters under the control of the PC.

- At 10th level, the shadowdancer can cast the *shadow conjuration* spell once per day. Their use of the *blacklight* spell increases to three per day, and they can use *deeper darkness* and *silent image* five times per day.

- At 12th level, the shadowdancer can cast the *shadow evocation* spell once per day. Their use of *shadow conjuration* increases to three times per day, they can use *blacklight* and *silent image* five times per day and cast *deeper darkness* at will.

SHADOWDANCER CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d6	+0	15	13	15	Penumbra
2	2d6	+1	15	12	15	Duskwalker
3	3d6	+1	14	12	14	Umbr
4	4d6	+2	14	11	14	Gloomwalker
5	5d6	+3	13	11	13	Phantom
6	6d6	+3	13	10	13	Shadowwalker
7	7d6	+4	13	10	13	Shadowdancer
8	8d6	+5	12	9	12	Shadowbender
9	9d6	+5	12	9	12	Shadowmaster
10	10d6	+6	12	8	12	Shadowlord
11	+2 hp	+7	11	8	11	Shadowlord
12	+2 hp	+7	11	7	11	Shadowlord
13	+2 hp	+8	11	7	11	Shadowlord
14	+2 hp	+9	10	6	10	Shadowlord
15	+2 hp	+9	10	6	10	Shadowlord
16	+2 hp	+10	10	5	10	Shadowlord
17	+2 hp	+11	9	5	9	Shadowlord
18	+2 hp	+11	9	4	9	Shadowlord
19	+2 hp	+12	9	4	9	Shadowlord
20	+2 hp	+13	8	3	8	Shadowlord

THE SHE-DEVIL



She-devils are females possessed not only of a righteous rage towards oppressors - especially male oppressors - but also the gift of puissance at arms from the goddess Scathach (or whatever war goddess best fits your milieu). Although she-devils often look the part of barbarians for their lack of armor (they consider armor cowardly) and lack of covering (they have no shame in showing their bodies), they should not be confused for simple berserkers. She-devils are peerless swordswomen who draw their power from their vows of purity and dedication.

REQUIREMENTS

- Strength and Wisdom of 11+
- Dexterity and Charisma of 14+

ARMOR ALLOWED

- Mail shirts (or shirts of leather, scale or ringmail), shields and bucklers

WEAPONS ALLOWED

- Any

SKILLS

- Bend Bars, Break Down Doors, Jump, Survival

CLASS ABILITIES

■ She-devils must make a vow of chastity that can only be broken for a lover who has first defeated them in combat. If this vow is not upheld, the she-devil loses her special abilities. Her attack bonuses are reduced to that of a thief of the same level. She must atone to regain her abilities and must kill the person for whom she broke her vow. In addition, she-devils may not hire male henchmen, though they may use male hirelings and may adventure with male characters.

■ A she-devil enjoys a blanket +2 bonus to Armor Class due to her fluid fighting style and the blessings of her goddess. When armed with a medium or larger weapon can deflect missiles, as a monk.

■ Although they balk at intimate human contact, a she-devil has a particular ability to affect the emotions of men. Once per day per level, a she-devil can exude an aura (30-ft. radius) that affects all men within the aura as either a *crushing despair* or *cause fear* spell. They can alternatively use this aura to inspire women as though using either the good hope or rage spell.

■ A she-devil can fly into a righteous rage under the following conditions: If she sees the weak being threatened or harmed by the powerful, if she sees a female humanoid being threatened or harmed, or if she is reduced to less than half her normal hit point total by a male humanoid (or monstrous humanoid). A raging she-devil enjoys a bonus to all saving throws, Armor Class and attack rolls equal to her charisma modifier. This rage lasts for 6 rounds. When it is over, the she-devil is fatigued (see conditions) for 1 hour. A she-devil can fly into this rage no more than three times per day.

■ A 6th level she-devil attacks twice per round when using a melee weapon.

■ A 9th level she-devil may establish a stronghold. She attracts a sisterhood of 2d6 amazons (of an alignment comparable to her own) and 4d6 commoners, all women and children, seeking shelter and safety.

■ A 12th level she-devil may invoke her righteous rage against male (or masculine) outsiders. In addition, the she-devil

generates an effect equivalent to the protection from evil spell against these outsiders.

SHE-DEVIL CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d8	+1	13	13	13	Amazon
2	2d8	+2	12	12	12	Hell-Cat
3	3d8	+3	12	12	12	Virago
4	4d8	+3	11	11	11	Fury
5	5d8	+4	11	11	11	Termagant
6	6d8	+5	10	10	10	Hellion
7	7d8	+6	10	10	10	Tigress
8	8d8	+6	9	9	9	Harridan
9	9d8	+7	9	9	9	She-Devil
10	10d8	+8	8	8	8	She-Devil
11	+3 hp	+9	8	8	8	She-Devil
12	+3 hp	+9	7	7	7	She-Devil
13	+3 hp	+10	7	7	7	She-Devil
14	+3 hp	+11	6	6	6	She-Devil
15	+3 hp	+12	6	6	6	She-Devil
16	+3 hp	+12	5	5	5	She-Devil
17	+3 hp	+13	5	5	5	She-Devil
18	+3 hp	+14	4	4	4	She-Devil
19	+3 hp	+15	4	4	4	She-Devil
20	+3 hp	+15	3	3	3	She-Devil

THE SLAVE GIRL



“No longer was she merely the dancing-girl who extorts a cry of lust and concupiscence from an old man by the lascivious contortions of her body; who breaks the will, masters the mind of a King by the spectacle of her quivering bosoms, heaving belly and tossing thighs; she was now revealed in a sense as the symbolic incarnation of world-old Vice, the goddess of immortal Hysteria, the Curse of Beauty supreme above all other beauties by the cataleptic spasm that stirs her flesh and steels her muscles, – a monstrous Beast of the Apocalypse, indifferent, irresponsible, insensible, poisoning.” – Joris-Karl Huysmans, Sisters of Salome

We’ve all seen them in fantasy art, literature and gaming – the damsel in distress, clinging to a heroic warrior. Are they helpless women, depending on men, or very shrewd women who have wrapped gullible or chivalrous men around their fingers? Not every woman can be a wise cleric, brilliant magic-user or doughty warrior, after all, but lacking those skills doesn’t mean that woman doesn’t have the same desire for respect and power that all those other women have. The slave girl uses her charisma-derived skills and abilities to get what she wants. All slave girls are accompanied by a protector, a man who, motivated by a

desire to protect the weak or to woo the lovely, is willing to lay down his life for her.

REQUIREMENTS

- Intelligence of 13+
- Charisma of 15+

ARMOR ALLOWED

- None

WEAPONS ALLOWED

- Daggers and darts

SKILLS

- Attend Court, Communicate, Find Secret Doors, Listen at Doors, Move Silently, Trickery

CLASS ABILITIES

■ Behind that pretty face and those soft, often tearing eyes, the slave girl has a shrewd, cunning mind and a surprising amount of moxie. For this reason, a 3rd level slave girl is immune to charms, enchantments and fear.

■ A 1st level slave girl can rely on three things. The first is her beauty. The second is her drive and ambition. The third is her defender. Every slave girl has a defender, a man or woman who loves (or thinks he or she loves) her and wants more than anything else to protect her. The motivations of the defender vary and are a matter for the Treasure Keeper to work out. Whatever their motivation, the defender is a constant companion to the slave girl and is willing to fight to the death for her. Because the slave girl relies on her seeming helplessness to attract these defenders, she cannot hire henchmen (though she can adventure with other people’s henchmen).

The slave girl’s defender should be determined randomly. All are considered to be NPC’s under the control of the slave girl player.

D6 DEFENDER

- 1 **BARBARIAN WARRIOR (HD 1+1)**
The stereotypical barbarian with bulging muscles, a mail shirt (AC 14), loin cloth, horned helmet and two-handed sword. Barbarian warriors can go berserk (as a berserker). Barbarian warriors are usually Neutral. Their motivation for protecting the slave girl is a combination of lust and a primitive sense of duty to protect women.
- 2 **DASHING SWASHBUCKLER (HD 1)**
These dashing rogues wear leather armor (probably a bit on the tight side; AC 13) and swirling capes and wield rapier and dagger. They are skilled at balance, jumping, swinging on ropes and chandeliers and trickery. They are usually Neutral, and are primarily motivated by lust.
- 3 **HANDSOME PRINCE (HD 1)**
Handsome princes (or princesses) are actually young members of the aristocracy. They are usually crusaders for truth and beauty, and are immune to fear and able to smite evil (as a paladin). Princes wear plate mail and carry longswords. They are usually motivated by chivalrous love for the slave girl, and a desire to protect the weak and innocent.
- 4 **AGED SAGE (HD 0)**
The aged sage is a doddering old fool who perhaps thinks he has a shot at the beautiful young lady or maybe sees her as a daughter he or she never had. Either way, they are dedicated to her. Aged sages have the normal sage abilities, and can cast one spell per day of a spell level (maximum) equal to their own Hit Dice. Aged sages wear robes (or some other form of nerdy clothing) and carry daggers and darts.
- 5 **BEWITCHED MINSTREL (HD 0)**
The slave girl is the minstrel's muse and inspiration, their reason for life, the source of their art. Yeah, they're a bit dramatic. Minstrels wear ring mail and carry short sword and short bow, as well as some form of musical instrument (probably a lute – medieval ladies love lutes!). They are capable of fascinating (as a bard).
- 6 **KNIGHT ERRANT (HD 1)**
The errant knight fights for love, lust and the chance to show off. They wear chainmail and carry longsword and shield. Puissant warriors, knight errants can make two attacks per round in combat.

Besides the special abilities noted above, the defender can always choose to absorb 1d6 points of damage suffered by the slave girl, so long as they are within 3 feet of her.

The defender is usually of the same race as the slave girl, though this need not necessarily be.

A 1st level slave girl's defender can use his special ability one time per day. As the slave girl advances in level, though, her defender becomes more powerful (if they are still alive) or she attracts more powerful defenders (the more likely option).

LEVEL	BONUS HIT DICE	SPECIAL ABILITY USES
1st-2nd	+0	1/day
3rd-5th	+2	2/day
6th-8th	+4	3/day
9th-11th	+6	4/day
12th-14th	+8	5/day
15th-17th	+10	6/day
18th-20th	+12	7/day

If (when) a defender dies, the slave girl attracts a new defender on her next visit to a settlement of at least village size. To do this, she must spend time away from the other adventurers (not far away, mind you) in a tavern, looking vulnerable. It will take her at least one day to wrap them around her finger, after which they become her official defender until death do them part.

- Slave girls are especially charismatic and comely, and more importantly, they know how to use this beauty to get what they want. Slave girls gain the following abilities as they advance in level.

- 1st level – Hesitant Caress: The slave girl, upon touching a target, forces them to pass a Will save or be affected as per the *slow* spell for 1 round per 4 levels of the slave girl. The slave girl can use this ability once per day at 1st level and three times per day at 4th level.

- 3rd level – Seductive Smile: The slave girl's smile enamors a single target, who receives a Will save to resist the effect. The target suffers a -1 penalty to attacks, damage and saving throws. Against the slave girl, this worsens to a -2 penalty. If the target can be physically attracted to the slave girl, its attacks against her will always be non-lethal. The enamor effect lasts indefinitely unless the slave girl is killed, becomes invisible or is otherwise imperceptible to the target. The slave girl can use her seductive smile once per day at 3rd level, and three times per day at 6th.

- 5th level – False Love's Kiss: With a kiss (how the kiss is delivered is a matter for the slave girl to figure out), the slave girl places a *charm person* effect on the target, who receives a Will save to resist the kiss. The duration is 24 hours, but can be extended for an additional 24 hours each day by the slave girl making a successful Trickery task check. The slave girl can use false love's kiss once per day at 5th level, and three times per day at 8th level.

- 7th level – Piercing Gaze: The slave girl's piercing gaze deals actual psychic damage to a target, as she forces several conflicting urges and emotions on it at the same time. The target must meet her gaze for this to have an effect; if this happens, the target suffers 5d4 points of damage (which can be nonlethal if the slave girl wishes). A Will save is permitted to cut this damage

in half. If more than 15 points of damage are dealt, the target must pass an additional Will save or be stunned for one round. The slave girl can use piercing gaze once per day.

■ A 9th level slave girl that has amassed enough treasure can establish a tavern, inn or road house of her own. Once she establishes herself as a landlady, she attracts a staff, one 1st level fighter per level to serve as guards and a plucky 3rd level slave girl with her own defender to serve as an apprentice. From here, the former slave girl can weave her webs among aristocrats and other high-level adventurers in a bid to enter the aristocracy herself and complete her “rags to riches” story.

SLAVE GIRL CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d4	+0	15	15	13	Slave Girl
2	2d4	+0	15	15	12	Ingénue
3	3d4	+1	14	14	12	Damsel-in-distress
4	4d4	+1	14	14	11	Nymph
5	5d4	+1	13	13	11	Houri
6	6d4	+2	13	13	10	Lamia
7	7d4	+2	13	13	10	Vamp
8	8d4	+3	12	12	9	Femme fatale
9	9d4	+3	12	12	9	La belle dame sans merci
10	10d4	+3	12	12	8	La belle dame sans merci
11	+1 hp	+4	11	11	8	La belle dame sans merci
12	+1 hp	+4	11	11	7	La belle dame sans merci
13	+1 hp	+5	11	11	7	La belle dame sans merci
14	+1 hp	+5	10	10	6	La belle dame sans merci
15	+1 hp	+5	10	10	6	La belle dame sans merci
16	+1 hp	+6	10	10	5	La belle dame sans merci
17	+1 hp	+6	9	9	5	La belle dame sans merci
18	+1 hp	+7	9	9	4	La belle dame sans merci
19	+1 hp	+7	9	9	4	La belle dame sans merci
20	+1 hp	+7	8	8	3	La belle dame sans merci

THE SOULKNIFE



Soulknives are men and women with a natural surplus of psychic energy but no ability to manifest it in the form of psychic powers. Instead, they learn through rigorous training and meditation to unlock their chakras and focus their psychic energy into a blade-shaped construct called a mind blade.

Soulknives follow a strict warrior code called the Kshatriya Dharma. This states, “Stand straight and never bow down, for this alone is manliness. Rather break at the knots than bend!”

REQUIREMENTS

- Dexterity and Wisdom of 13+

ARMOR ALLOWED

- Padded, leather, ring mail, studded leather and all shields

WEAPONS ALLOWED

- Club, crossbows (any), dagger, dart, javelin, mace, morningstar, punching dagger, quarterstaff, rapier, sap, shortbow, short sword, sickle, sling and spear

SKILLS

■ Climb Sheer Surfaces, Find Secret Doors, Hide in Shadows, Jump, Listen at Doors and Move Silently.

CLASS ABILITIES

■ A soulknife can create a semisolid blade composed of psychic energy distilled from his own mind. The blade is identical in all ways (except visually) to a short sword (for medium-sized soulknives), dagger (for small soulknives) or longsword (for large soulknives). The wielder of a mind blade gains the usual modifiers to his attack roll and damage roll from their strength score.

The blade can be broken, but instead of an item saving throw resists breaking with a Will save by its owner. However, a soulknife can simply create another mind blade on his next turn. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of hitting monsters only hit by magic weapons.

■ A soulknife's mind blade improves as the character gains higher levels. A soul knife of 2nd level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet. Whether or not the attack hits, a thrown mind blade then dissipates. A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade and can use the blade in conjunction with other special abilities.

A soulknife of 3rd level or higher can spend one round of combat imbuing his mind blade with destructive psychic energy. This effect deals an extra 1d6 points of damage to the next living, non-mindless target he successfully attacks with his mind blade. Creatures immune to mind effects are immune to this damage.

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another round to imbue it with destructive psychic energy.

Once a soulknife has prepared his blade for a psychic strike it holds the extra energy until it is used. Even if he drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At every four levels beyond 3rd (7th, 11th, 15th, and 19th), the extra damage from a soulknife's psychic strike increases by 1d6.

■ At 5th level, a soulknife gains the ability to change the shape of his mind blade. This one full round; he can change his mind blade

to replicate a blade one size larger (i.e. dagger to short sword, short sword to longsword or longsword to bastard sword) or smaller. Alternatively, a soulknife can split his mindblade into two identical blades, suitable for fighting with a weapon in each hand.

■ At 6th level, a soulknife gains the ability to enhance his mind blade. He can add any one of the Class A weapon special abilities on the table below. At 10th level the soulknife can add a Class B ability to his mindblade. At 14th level, the soulknife can add Class C abilities to his mindblade. At 18th level, the soulknife can add two Class B abilities or three Class A abilities to his mindblade.

SPECIAL QUALITIES OF MIND BLADE

Class A	Defending, keen, lucky, mighty cleaving, psychokinetic, sundering, vicious
Class B	Collision, mindcrusher, psychokinetic burst, suppression, wounding
Class C	Bodyfeeder, soulbreaker

Bodyfeeder: Weapon grants the wielder temporary hit points equal to the damage inflicted on a natural attack roll of '20'.

Collision: Weapon increases own mass at end of swing, inflicting damage and affecting the target as per the bull rush maneuver.

Lucky: Once per day, the wielder can re-roll a missed attack.

Mindcrusher: Spellcasting or spell-using creatures hit by this weapon lose a random ability or spell slot.

Psychokinetic: Weapon deals +1d4 points of ectoplasmic damage to those it hits.

Psychokinetic Burst: As psychokinetic, plus, on a natural attack roll of '20' it deals an additional 1d6 points of damage.

Soulbreaker: On a natural attack roll of '20', the victim loses one level (per a life drain). One day after losing the level, the victim can attempt a Fortitude saving throw to regain the lost level.

Sundering: Weapon provides a +2 bonus to sundering attacks.

Suppression: Creatures hit by this weapon suffer from a targeted *dispel magic* effect. The wielder makes a dispel check (i.e. Will save with a penalty equal to the level of the spell to be dispelled).

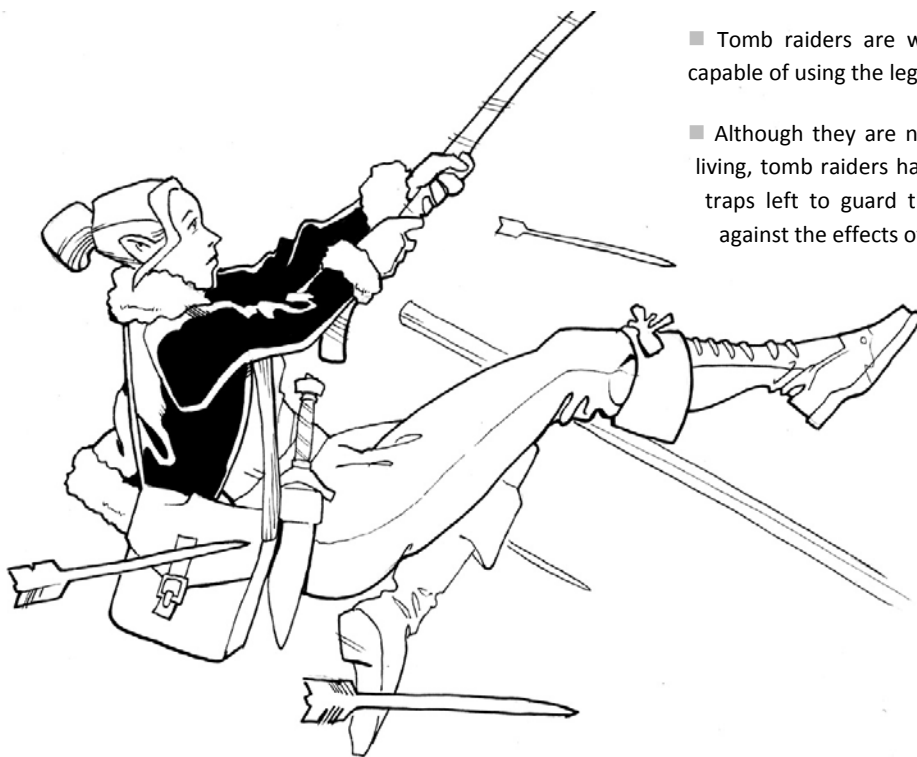
The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the mind blade takes. A soulknife can reassign the ability or abilities he has added to his mind blade. To do so, he

must first spend 8 hours in concentration. After that period, the mind blade materializes with the new ability.

■ At 13th level, when a soulknife executes a psychic strike, he can choose to substitute intelligence, wisdom or charisma damage for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses.

SOULKNIFE CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d8	+1	15	13	13	Naya
2	2d8	+2	15	12	12	Yod'dha
3	3d8	+3	14	12	12	Bagha
4	4d8	+3	14	11	11	Senapti
5	5d8	+4	13	11	11	Bhalu
6	6d8	+5	13	10	10	Raksaka
7	7d8	+6	13	10	10	Shere
8	8d8	+6	12	9	9	Nayaka
9	9d8	+7	12	9	9	Maha
10	10d8	+8	12	8	8	Kshatriya
11	+3 hp	+9	11	8	8	Kshatriya
12	+3 hp	+9	11	7	7	Kshatriya
13	+3 hp	+10	11	7	7	Kshatriya
14	+3 hp	+11	10	6	6	Kshatriya
15	+3 hp	+12	10	6	6	Kshatriya
16	+3 hp	+12	10	5	5	Kshatriya
17	+3 hp	+13	9	5	5	Kshatriya
18	+3 hp	+14	9	4	4	Kshatriya
19	+3 hp	+15	9	4	4	Kshatriya
20	+3 hp	+15	8	3	3	Kshatriya



THE TOMB RAIDER

Tomb raiders distinguish themselves from common thieves and plunderers by their mental faculties. In many ways, they are sages who have abandoned the staid and safe halls of learning for the field, venturing into the wilderness to discover firsthand the secrets of the ancients.

REQUIREMENTS

■ Dexterity and Intelligence of 13+

ARMOR ALLOWED

■ Padded armor and leather armor; no shields or bucklers

WEAPONS ALLOWED

■ Club, crossbow (hand or light), dagger, dart, light mace, light pick, pistol, quarterstaff, short sword, whip

SKILLS

■ Bend Bars, Break Down Doors, Decipher Codes, Escape Bonds, Find Secret Doors, Find Traps, Jump, Note Unusual Stonework, Open Locks, Remove Traps

CLASS ABILITIES

■ Tomb raiders are well-educated men and women, and are capable of using the legend lore ability of bards.

■ Although they are not as practiced as thieves at robbing the living, tomb raiders have a great deal of experience at avoiding traps left to guard the dead, and enjoy a +2 bonus to save against the effects of traps, mundane and magical.

■ Tomb raiders have learned from experience the value of two particular weapons/tools to their chosen profession, the whip and the quarterstaff. When employing these weapons, a tomb raider enjoys not only a +1 bonus to attack, but also a +2 bonus on task checks using these weapons, such as attempting to vault over a chasm using a quarterstaff or slam a door closed using a whip to grab the handle.

■ Tomb raiders may attempt to activate magic items, including scrolls,

wands and staves, not normally open to their class. This requires a Will saving throw modified by their intelligence, with a penalty equal to the level of the spell being activated (if a spell is being activated) or a flat -4 penalty for other magic items, or a flat -8 penalty to activate artifacts and relics.

■ Tomb raiders have to finance their activities, but they shy away from selling objects of historical value. Such items, they believe, belong in libraries, museums or universities. A tomb raider that allows such an important item to be sold or kept for private use is immediately cursed by a *quest* spell to retrieve that item and see it placed in the hands of the proper academic authorities.

TOMB RAIDER CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d6	+0	13	13	15	Digger
2	2d6	+1	12	12	15	Excavator
3	3d6	+1	12	12	14	Delver
4	4d6	+2	11	11	14	Tomb Robber
5	5d6	+3	11	11	13	Historian
6	6d6	+3	10	10	13	Antiquarian
7	7d6	+4	10	10	13	Archaeologist
8	8d6	+5	9	9	12	Relic Hunter
9	9d6	+5	9	9	12	Tomb Raider
10	10d6	+6	8	8	12	Tomb Raider
11	+2 hp	+7	8	8	11	Tomb Raider
12	+2 hp	+7	7	7	11	Tomb Raider
13	+2 hp	+8	7	7	11	Tomb Raider
14	+2 hp	+9	6	6	10	Tomb Raider
15	+2 hp	+9	6	6	10	Tomb Raider
16	+2 hp	+10	5	5	10	Tomb Raider
17	+2 hp	+11	5	5	9	Tomb Raider
18	+2 hp	+11	4	4	9	Tomb Raider
19	+2 hp	+12	4	4	9	Tomb Raider
20	+2 hp	+13	3	3	8	Tomb Raider

THE TRAVELER



An astounding array of creatures passes through NOD, from elves to native-born humans to ambulatory fungi and floating brains. But among the more interesting are the so-called travelers. Travelers are human beings, often from our own waking world, who navigate the Land of Nod with the power of their dreaming mind. Although seemingly awake and aware, all travelers actually exist in a state of semi-consciousness, living out their fancies thanks to the shaky fabric of reality that makes up the nonsensical tapestry called NOD.

Travelers are adventurers first and foremost, with a thirst for new and strange vistas. Travelers are imaginative and creative and often impulsive, for they are used to reality shifting to please them and sometimes taken back when events do not comply with their wishes.

REQUIREMENTS

■ Charisma and Wisdom of 13+

ARMOR ALLOWED

■ Padded, leather, ring, mail shirt, chainmail and bucklers

WEAPONS ALLOWED

- Any

SKILLS

- Communicate, Decipher Codes, Find Secret Doors, Find Traps, Identify Specimen, Listen at Doors, Remove Traps

CLASS ABILITIES

■ To use his special abilities, a traveler must possess a focus object and must be holding it in his hand. To use his abilities, the traveler must activate them with a successful Will saving throw. He must then remain in a somewhat calm reverie; emotional and physical disruptions can stop the traveler in his tracks and necessitate further saving throws to maintain the reverie.

From 1st to 4th level, a traveler can impose his will upon his immediate surroundings. To use these abilities, he must be grasping a walking stick with a silver tip. Such a stick can be obtained for 30 gp, and can be used as a club in combat.

From 5th to 8th level, a traveler can use his powers to explore on a global scale. To use abilities gained from 4th to 6th level, the traveler must possess a golden compass. Such a compass can be constructed by an expert jeweler at a cost of 500 gp.

From 9th on, the traveler learns to pierce the veil of time itself. In order to use his new abilities, he must possess a pocket watch made of gold and studded with diamonds. Such a device can be constructed by an expert jeweler at a cost of 3,000 gp.

Creatures wishing to accompany the traveler on his extra-dimensional trips must take care. The traveler can travel with one person per two levels. These hangers-on must keep their eyes closed tight while traveling or go mad. Even with their eyes closed, they are ripped from their own sense of dimension and time, and thus must pass a saving throw or become nauseous for 1d4 rounds after they finish their trip.

■ Although not immune to sleep, travelers enjoy a +2 bonus to save against *sleep* spells and effects. Strangely, when knocked into unconsciousness by a sleep spell a traveler still perceives the world around him, and can act on it by animating inanimate objects. The traveler can animate one small object at 1st level, one man-sized object at 4th level and one large object at 7th level. The object acts with the traveler's will. If destroyed in combat, the traveler loses 1d6 hit points for a small object, 2d6 for a man-sized object and 3d6 for a large object.

■ The traveler's ability to perceive the spaces between dimensions gives them a slightly alien mindset that reveals itself in their eccentricities. At each level beyond 1st, a traveler must roll on the following table. The term "unnerved" indicates that the traveler suffers a -1 penalty to all d20 rolls while in the presence of the thing that unnerves him. Rolling an eccentricity a second time makes it more intense (i.e. being unnerved imposes a -2 penalty, etc).

D20	ECCENTRICITY
1	Unnerved by a certain color
2	Unnerved by small animals or children
3	Must stand next to the tallest or shortest or fattest or thinnest person in a room
4	Frightened by gourds and melons
5	Can only eat or never eat with his fingers
6	Accidentally reverses the meanings of words
7	Becomes unnerved, morose, angry or giddy when traveling in one of the cardinal directions
8	Suffers from agoraphobia
9	Stares at people and takes long pauses before he speaks
10	Will not drink water, only wine
11	Unnerved by sea creatures and seafood
12	Laughs at inappropriate moments
13	Unnerved (or even frightened) by an innocuous word or phrase
14	Never calls people by their names, only nicknames that change from day to day
15	Only walks backwards across bridges or under arches
16	Feels the need to touch people while talking to them
17	Unnatural fear of cabbages and other leafy vegetables – this becomes panic at the sight of leafy plant monsters
18	Will not willingly get on a boat – mumbles something about the stars when asked to
19	Talks to himself, often in the middle of the night, increasing the chance of wandering monsters by 1
20	Super fastidious and clean

■ A 1st level traveler perceives that the shortest route between two points is a non-Euclidian curve and increases his speed by 5.

■ For exactly one minute per day, the 2nd level traveler can operate under the effects of a *haste* spell. The traveler must take care not to exceed one minute of hastened movement, for beyond this he begins aging 1 year for every minute of hastened activity.

■ The 3rd level traveler's inherent perception of the space between dimensions allows him to slide between them, duplicating the effects of the *dimension door* spell. He can do this once per day without incident, but additional uses carry with them an increasing chance of attracting the attention of an inter-dimensional being such as a demon or ethereal marauder. The second time in a day that a traveler uses dimension door carries a 1 in 6 chance of a weird encounter. Each additional use of this special ability increases the chances by 1.

■ At 4th level, a traveler always knows which direction is north and can duplicate the effects of a *find the path* spell by making a

successful saving throw. A failed saving throw gives the traveler false information, usually sending him in the opposite direction that he desired.

- The 6th level traveler learns the true nature of shadows, and gains the ability to step into them and emerge many miles away as though using the spell *teleport*. The journey through the shadows seems to take a normal amount of time to the traveler (i.e. covering 6 miles on foot in 8 hours of travel), but in fact takes only 1 minute per mile traveled. The traveler suffers the same possibility of error while navigating the shadow realm, but does not run the risk of teleporting low or high, though their soul can be lost in the spaces between realities.

- At 8th level, the traveler can fall into a deep sleep and travel in astral form, per the *astral projection*. If awakened while so travelling, the shock of returning to his senses robs the traveler of half his hit points (they heal naturally) and his bloodcurdling scream may attract wandering monsters.

- The 10th level traveler can use his ability to slide between dimensions to visit other planes and realities. Traveling to another reality does not necessarily mean the traveler has the ability to survive in that reality, so care must be taken not to visit a place hostile to life.

- The 12th level traveler reaches the pinnacle of his art and learns to move frictionless between the falling sands of time, effectively stopping time around himself, per the spell *time stop*.

TRAVELER CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d6	+0	15	15	13	Rover
2	2d6	+1	15	15	12	Wanderer
3	3d6	+1	14	14	12	Vagabond
4	4d6	+2	14	14	11	Navigator
5	5d6	+3	13	13	11	Explorer
6	6d6	+3	13	13	10	Discoverer
7	7d6	+4	13	13	10	Psychopomp
8	8d6	+5	12	12	9	Imaginant
9	9d6	+5	12	12	9	Traveler
10	10d6	+6	12	12	8	Traveler
11	+2 hp	+7	11	11	8	Traveler
12	+2 hp	+7	11	11	7	Traveler
13	+2 hp	+8	11	11	7	Traveler
14	+2 hp	+9	10	10	6	Traveler
15	+2 hp	+9	10	10	6	Traveler
16	+2 hp	+10	10	10	5	Traveler
17	+2 hp	+11	9	9	5	Traveler
18	+2 hp	+11	9	9	4	Traveler
19	+2 hp	+12	9	9	4	Traveler
20	+2 hp	+13	8	8	3	Time Lord

THE VALKYRIE



The Valkyries are Odin’s and Freya’s choosers of the slain, who visit battlefields on winged steeds to escort the souls of the dead to their reward in the afterlife. Before they get their jobs working for the All-Father and the Lady (which, by the way, would be a great title for a detective show), they begin life as warrior-priests in service to their deities.

Valkyries resemble paladins in many respects. Trained for war, they also gain powers and abilities from their faith in the warrior gods. While the class is explicitly modeled on the myths of the Norse, a canny Treasure Keeper should be able to make cosmetic changes to the class to make it work for adherents of other warrior pantheons.

REQUIREMENTS

- Strength and Charisma of 13+
- Cannot be Chaotic (Evil) in alignment
- Must be female
- TK’s may restrict this class to humans if they wish, but dwarven Valkyries mounted on giant, gleaming white beetles and elven Valkyries mounted on battle swans would be pretty cool – just use your best judgment

ARMOR ALLOWED

- Any

WEAPONS ALLOWED

- Any

SKILLS

- Attend Court, Bend Bars, Break Down Doors, Riding

CLASS ABILITIES

■ Being servants of a psychopomp, Valkyries are intimately attuned to death, and possess the ability to see a dark halo around the heads of those who are about to die. A Valkyrie can use the *deathwatch* spell at will. In addition to its normal effects, a deathwatch spell used by a Valkyrie also communicates to them when a creature has less than half its normal total of hit points.

■ A Valkyrie has a slaying strike. Three times per day, she can invoke this ability against an opponent who has already lost half its starting hit points. The Valkyrie may attempt to smite this weakened foe with one normal melee attack. If successful, the attack deals double damage.

■ A 2nd level Valkyrie can heal wounds (hers or others) by touch. This is called the “laying on of hands”. Each day she can heal a total number of hit points of damage equal to her Valkyrie level. A Valkyrie may choose to divide her healing among multiple recipients and she does not have to use it all at once.

■ A 3rd level Valkyrie is immune to fear. Each ally within 10 feet of her gains a +2 bonus on saving throws against fear. In addition, the Valkyrie gains immunity to all diseases, including supernatural and magical diseases.

■ A 4th level Valkyrie gains the ability to turn undead as a cleric three levels lower. In addition, she can, once per day, summon a flock of ravens. These ravens can be used to attack enemies (the equivalent of the *summon swarm* spell) or as spies, for the Valkyrie can communicate with them telepathically (range 10'). The ravens serve her for one hour and then depart.

■ A 6th level Valkyrie learns to cast divine spells called runes using the same rules as a cleric. These rune spells are drawn from the Valkyrie spell list (see below). A Valkyrie has the same number of spells per day as a paladin of equal level.

■ A 7th level Valkyrie can undertake a quest, guided by an odic vision, to find and gain the service of a pegasus, the traditional

mount of the Valkyries. If the Valkyrie’s mount is slain in battle or otherwise dies, she must atone (per the atonement spell) and then wait until gaining another level of Valkyrie to undertake the quest again.

■ An 11th level Valkyrie can choose to establish a stronghold in the wilderness and gain followers. A Valkyrie who becomes a lord or lady attracts 1d6 female men-at-arms per level, 1d6 first level Valkyries who wish to train under them and one 3rd level Valkyrie to serve as a lieutenant. These Valkyries should be generated as characters under control of the player.

VALKYRIE SPELLS

1ST-LEVEL VALKYRIE SPELLS

- | | |
|--------------------|--------------------------|
| 1. Bless | 8. Foretelling |
| 2. Calm Animal | 9. Magic Weapon |
| 3. Charm Person | 10. Protection from Evil |
| 4. Detect Poison | 11. Read Magic |
| 5. Detect Undead | 12. Resistance |
| 6. Divine Favor | 13. Shield of Faith |
| 7. Endure Elements | 14. True Strike |

2ND-LEVEL VALKYRIE SPELLS

- | | |
|-------------------|---------------------------|
| 1. Augury | 6. Resist Energy |
| 2. Chant | 7. Shield Other |
| 3. Charisma | 8. Strength |
| 4. Command Undead | 9. Undetectable Alignment |
| 5. Heroism | 10. Wisdom |

3RD-LEVEL VALKYRIE SPELLS

- | | |
|------------------------------|-----------------|
| 1. Daylight | 6. Prayer |
| 2. Dispel Magic | 7. Remove Curse |
| 3. Heal Mount | 8. Sleet Storm |
| 4. Hold Person | 9. Slow |
| 5. Magic Circle against Evil | |

4TH-LEVEL VALKYRIE SPELLS

- | | |
|----------------------|-------------------------------|
| 1. Air Walk | 6. Free Action |
| 2. Break Enchantment | 7. Negative Energy Protection |
| 3. Charm Monster | 8. Scrying |
| 4. Dispel Evil | 9. Shout |
| 5. Divination | |

VALKYRIE CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d8	+1	13	13	13	Shieldmaiden
2	2d8	+2	12	12	12	Wish Maiden
3	3d8	+3	12	12	12	Od's-Maiden
4	4d8	+3	11	11	11	Warmaiden
5	5d8	+4	11	11	11	Spearwoman
6	6d8	+5	10	10	10	Swanmay
7	7d8	+6	10	10	10	Norn
8	8d8	+6	9	9	9	All-Wise
9	9d8	+7	9	9	9	Valravn
10	10d8	+8	8	8	8	Valravn
11	+3 hp	+9	8	8	8	Valravn
12	+3 hp	+9	7	7	7	Valravn
13	+3 hp	+10	7	7	7	Valravn
14	+3 hp	+11	6	6	6	Valravn
15	+3 hp	+12	6	6	6	Valravn
16	+3 hp	+12	5	5	5	Valravn
17	+3 hp	+13	5	5	5	Valravn
18	+3 hp	+14	4	4	4	Valravn
19	+3 hp	+15	4	4	4	Valravn
20	+3 hp	+15	3	3	3	Valravn



THE VAMPYRE



Vampires are consummate hunters who on occasion leave behind a spawn with a mind of his or her own. These vampyres do not serve their creators, but rather serve themselves, hunting mortals and collecting treasures that might allow them to found strongholds of their own. Vampyres are powerful combatants, but they suffer many weaknesses.

Vampyre characters are a bit different from vampire monsters. Characters do not gain the ability to regenerate, nor the security of a coffin (such a thing would be a bit inconvenient for a globetrotting character). A vampyre character exposed to the sun is disoriented, and can only take a move or attack action each round. In addition, they suffer 1 point of constitution damage per round in sunlight, turning to ash when their constitution drops to zero. When a vampyre character is reduced to 0 hit points, they are destroyed and stay destroyed; one need not drive a stake through their heart or cut off their head (though they may, if that sort of thing turns them on). Vampyre characters can cross running water, but they still need permission to cross a threshold into a private residence or chamber. They do recoil from the

smell of garlic, and they can be turned, though not instantly destroyed, by a Lawful (Good) cleric. They can be controlled by Chaotic (Evil) clerics, but receive a Will saving throw each round to throw off the control.

REQUIREMENTS

- Strength and Charisma of 13+, Dexterity of 9+
- Cannot be of Lawful (Good) alignment

ARMOR ALLOWED

- Padded, leather, ring, scale, chain shirt, chainmail

WEAPONS ALLOWED

- Any
- Climb Sheer Surface, Hide in Shadows, Jump, Move Silently, Trickery

SPECIAL ABILITIES

■ First level vampires are capable of sucking blood. They must first make a successful grapple attack against a living creature. If they remain in the grapple the next round, they may make a bite attack. If successful, this deals 1d4 points of hit point damage and 1d4 points of constitution damage (or 1d2 points of hit dice damage to monsters). Each round that the grapple is maintained, the victim suffers additional constitution/hit dice damage.

■ At 4th level, a vampire gains resistance to cold damage.

■ A 7th level vampire can assume *gaseous form* once per day.

■ At 8th level, a vampire gains the ability to crush a victim’s will by gazing into their eyes. This gaze attack has a range of 30 feet and works as the *dominate person* spell. The 8th level vampire also gains resistance to electricity.

■ A 9th level vampire takes on the title of vampire count, and earns the right to build a stronghold (a creepy one, of course). The vampire count attracts a corps of followers by rolling 4 times on the following table.

D6	Minions
1	1d8 skeletons
2	1d6 zombies
3	1d4 ghouls
4	1d2 ghasts
5	1 wight
6	1 vampire bride or groom (a vampire of 4th level)

■ At 10th level, a vampire’s touch can be used to drain one level/hit dice from an enemy.

VAMPYRE CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d8	+0	13	13	13	Bloodsucker
2	2d8	+1	12	12	12	Sanguisage
3	3d8	+1	12	12	12	Revenant
4	4d8	+2	11	11	11	Moroi
5	5d8	+3	11	11	11	Varkolak
6	6d8	+3	10	10	10	Strigoï
7	7d8	+4	10	10	10	Nosferatu
8	8d8	+5	9	9	9	Dracula
9	9d8	+5	9	9	9	Vampyre Count
10	10d8	+6	8	8	8	Vampyre Count
11	+3 hp	+7	8	8	8	Vampyre Count
12	+3 hp	+7	7	7	7	Vampyre Count
13	+3 hp	+8	7	7	7	Vampyre Count
14	+3 hp	+9	6	6	6	Vampyre Count
15	+3 hp	+9	6	6	6	Vampyre Count
16	+3 hp	+10	5	5	5	Vampyre Count
17	+3 hp	+11	5	5	5	Vampyre Count
18	+3 hp	+11	4	4	4	Vampyre Count
19	+3 hp	+12	4	4	4	Vampyre Count
20	+3 hp	+13	3	3	3	Vampyre Count

THE VENTURER



Many of the real adventurers of the Middle Ages and Age of Discovery were merchant-adventurers, with Marco Polo being perhaps the most famous of them. The venturer is a roguish explorer intent not on broadening his horizons as much as increasing the weight of his purse. Naturally, this makes the venturer an apt fellow to have along when traversing the wilderness or venturing into a strange city, but consider also his value in the underworld – not just dusty tombs full of plunder, but the unexplored vaults deep beneath the earth, peopled by the vril-ya or lost worlds of dinosaurs, and possessing wonders for which the surface world would pay dearly.

REQUIREMENTS:

- Charisma of 11+

ARMOR ALLOWED

- Any

WEAPONS ALLOWED

- Any

SKILLS

- Appraise Value, Communicate, Decipher Codes, Find Traps, Gather Rumors, Listen at Doors, Move Silently, Open Locks, Pick Pockets, Trickery

CLASS ABILITIES

- Venturers aren't born, they are made, and even a first level venture has some seed money. Venturers roll 4d6 x 10 to determine starting gold, but may not use their haggling ability (see below) when buying their starting equipment.

- As venturers advance in level, they are required to show their wealth by retaining or purchasing at least 100 gp worth of jewelry or finery per level. A venturer only wearing enough wealth to qualify for a lower level is treated as though he was that level.

In addition, a venturer must maintain at least one servant, including a scribe and valet and bodyguard, for every three levels he achieves. A venturer who is not allowed to take on an additional henchman due to his Charisma score cannot continue to advance in levels as a venturer.

- Any sly operator knows to keep an eye out for trouble, and venturers always try to stay one step ahead of their competition, (and sometimes ahead of the law). This gives them a well-honed danger sense. Venturers are only surprised on a roll of 1 on 1d8. A venturer enjoys a +1 bonus to saving throws vs. traps. When a venturer is being lied to, the TK can make a secret Will saving throw on his behalf to discover whether he catches on. The venturer will not necessarily know the truth, or the extent of the lie, but will know that a person is not being honest with them.

- Venturers are expert hagglers. Whenever a venturer is making a purchase he can choose to haggle. He and the seller each make a Will saving throw. If the both are successful, the venturer gets a 10% discount off the normal price. If only the venturer is successful, he gets a 25% discount. If only the seller is successful, the venturer is charged twice the normal price – when a venture is fooled, he is fooled big time!

- Venturers are natural leaders and their gregarious manner goes over well with most strangers. They enjoy a +1 bonus to reaction checks and can employ 1 henchman more than their Charisma would normally allow.

- Whenever visiting a town or city and in need of assistance, there is a chance equal to the venturer's level on 1d20 that they have a contact in that place that might prove useful. The contact does not exist solely for the purpose of solving the venturer's

problems, but rather should be a fully realized NPC with his or her own agenda that is willing to render assistance for a price.

A venturer who finds himself in need of horses, for example, might remember that his old friend the horse trader lives in the town he is visiting. A venturer who runs into trouble with the watch might remember his old school chum, who became a lawyer. This ability should be used to move events forward and lend a minor helping hand, not to resolve events with the mere roll of the dice.

- While every venturer wants to make an honest living, there are times when unreasonable authorities make this impossible. Venturers are capable of secreting items on their person using the Pick Pockets task.

- A 9th level venturer can choose to establish a caravan or buy a ship. A venturer who does so attracts 1d6 first level venturers as apprentices and a 3rd level venturer to serve as his protégé. These venturers should be generated as characters under control of the PC venturer.

VENTURER CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d6	+0	15	13	13	Higgler
2	2d6	+1	15	12	12	Monger
3	3d6	+1	14	12	12	Cadger
4	4d6	+2	14	11	11	Peddler
5	5d6	+3	13	11	11	Chapman
6	6d6	+3	13	10	10	Burgher
7	7d6	+4	13	10	10	Factor
8	8d6	+5	12	9	9	Merchant
9	9d6	+5	12	9	9	Merchant Prince
10	10d6	+6	12	8	8	Merchant Prince
11	+2 hp	+7	11	8	8	Merchant Prince
12	+2 hp	+7	11	7	7	Merchant Prince
13	+2 hp	+8	11	7	7	Merchant Prince
14	+2 hp	+9	10	6	6	Merchant Prince
15	+2 hp	+9	10	6	6	Merchant Prince
16	+2 hp	+10	10	5	5	Merchant Prince
17	+2 hp	+11	9	5	5	Merchant Prince
18	+2 hp	+11	9	4	4	Merchant Prince
19	+2 hp	+12	9	4	4	Merchant Prince
20	+2 hp	+13	8	3	3	Merchant Prince

THE VIGILANTE



The war on chaos cannot be won in the streets alone, for beneath those streets, in hidden places, the lords of chaos lurk and plot the destruction of all that is lawful and good. The vigilante is a warrior against chaos who isn't afraid to get his hands dirty. He's not a shining knight, like the paladin, or a beacon of hope like the cleric, but rather a rugged street warrior on par with the thief, but playing for the other side.

The vigilante really doesn't belong in medieval European fantasy. He is a creature of the lurid "penny dreadfuls", dime novels and pulp magazines of the late 19th and early 20th centuries. The Shadow is one of the more famous of these dark avengers, but he is not alone and the stock type survives to this day. Vigilantes are expected to be resourceful, cunning, handy with their fists (and whatever else they can find to bash in their opponent's head) and sneaky. They employ many of the techniques and skills of their less exotic foes, thieves and assassins, and thus also dress and arm themselves much like these rogues.

REQUIREMENTS

- Strength, Dexterity and Intelligence of 13+
- Lawful / Any Good

ARMOR ALLOWED

- Padded armor, leather armor, studded leather armor, ring mail, mithral chainmail and bucklers

WEAPONS ALLOWED

- Crossbows (any) and all light melee weapons

SKILLS

- Balance, Climb Sheer Surfaces, Escape Bonds, Hide in Shadows, Jump, Listen at Doors, Move Silently, Open Lock, Tracking, Trickery

CLASS ABILITIES

- Vigilantes must hide their true identity, lest their value as a crime fighter be negatively impacted. While wearing their mask, the vigilante enjoys a +2 bonus to save vs. fear and other mind affects, including mind control. In addition, they can attempt to cause fear (per the spell) in humanoid creatures with no more than half the vigilante's hit dice. Thus, a 1st level vigilante can *cause fear* in 0 hit dice creatures, while a 10th level vigilante can *cause fear* in creatures with 0 to 5 hit dice. If unmasked, the vigilante loses these bonuses and abilities.

- Vigilantes have the same need to disable foes quickly that thieves and assassins have, but are often bound by their code of conduct not to kill their victims. A vigilante has the same skill at backstabs as thieves, but any time they would normally kill their target and are employing a bludgeoning weapon, they can instead choose to knock them unconscious for 1d6 turns. The victim can attempt a Fortitude saving throw to cut this time in half, but make sure the vigilante is unaware of whether this saving throw is successful or unsuccessful.

- Vigilantes are known for their resourcefulness, often having just the piece of equipment they need to beat any situation. As long as a vigilante has at least ten pockets, pouches or sacks (or their equivalent) on their person, they can spend 50 gp to fill them with "miscellaneous gear". When, during an adventure, a vigilante suddenly needs something that is not on their equipment list other than a weapon, armor, money or magic item, they can attempt a Will saving throw modified by Intelligence to find that item in one of their pouches. If the item

costs less than 10 gold pieces, there is no modifier to this saving throw. For every 10 gp of value an item has, this roll is modified by -2. If the roll is successful, the contents of one pouch are now known (i.e. the vigilante can only do this as many times as they have pouches or sacks) and the item is added to the vigilante's equipment list.

- At 6th level, a vigilante can choose an arch-nemesis for himself. If this is a unique creature (i.e. Gork, the Guildmaster of Assassins in the city of Yorok), the vigilante enjoys a +2 bonus to hit and damage them, a +2 bonus on task checks made to find or defeat them, and a +2 bonus to save vs. their special abilities (if any). Once this unique arch-nemesis is defeated, the vigilante may choose a new arch-nemesis.

The vigilante can, instead of choosing a unique arch-nemesis, choose an entire class of creatures as his arch-enemies. Sample arch-enemies could be goblins, thieves, chaotic magic-users, green dragons or devils. Against his arch-enemies, the vigilante enjoys a +1 bonus to hit and damage them, a +1 bonus on task checks made to find or defeat them, and a +1 bonus to save vs. their special abilities (if any).

- A 9th level vigilante can establish a hideout to serve as his secret base of operations within a settlement or in the wilderness near a settlement. This signifies that the settlement is under the vigilante's protection. The vigilante attracts a 3rd level vigilante to serve as his sidekick and apprentice, and earns one contact per level within the city-state. Use the following table to determine the general occupation of these contacts.

D%	CONTACT
01-15	ARTISAN: An artisan of some sort, probably a master. Can be of any alignment.
16-30	LABORER: Could be a servant in a wealthy house or a dock worker. Can be of any alignment.
31-45	MAN-AT-ARMS: Maybe a mercenary, but probably a member of the city guard. Can be of any alignment.
46-50	SERGEANT-AT-ARMS: Sergeant of the city guard. Can be of any alignment.
51-52	CAPTAIN: Captain of the city guard. Can be of any alignment.
53-62	PRIEST: This is a 0-level adept who belongs to a Lawful (Good) temple.
63-64	CLERIC: This is a 1st level cleric who belongs to a Lawful (Good) temple.
65-74	ARISTOCRAT: This is a local minor aristocrat, usually a son or daughter of a prominent local nobleman or merchant prince. They can be of any alignment.
75-76	COURTIER: As aristocrat, save they have a place in the royal or ducal court. They can be of any alignment.

- 77-86 SAGE: A local sage (see Hirelings). They can be of any alignment.
- 87-96 ROGUE: This is a 0-level rogue (see Hirelings) and a member or associate of the local thieves' guild. They are always Neutral or Chaotic (Evil).
- 97-98 THIEF: This is a 1st level thief and a member of the local thieves' guild if such a thing exists. They are always Neutral or Chaotic (Evil).
- 99-100 ASSASSIN: This is a 1st level assassin and a member of the local assassin's guild if such a thing exists. They are always Chaotic (Evil).

Contacts are a source of information and adventures, and have varying amounts of loyalty to the vigilante they serve based on their alignment:

ALIGNMENT (3-FOLD)	ALIGNMENT (9-FOLD)	LOYALTY
Lawful	Lawful Good	90%
	Chaotic Good, Neutral Good	75%
Neutral	Lawful Neutral, Neutral	60%
	Chaotic Neutral	50%
Chaotic	Lawful Evil, Neutral Evil	30%
	Chaotic Evil	20%

This loyalty is the percentage chance they will cooperate with the vigilante and do special (though not overtly dangerous favors) for the vigilante. Dangerous favors, or resisting torture to protect the vigilante, are made at half normal loyalty.

VIGILANTE CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	1d8	+1	13	13	13	Mystery Man
2	2d8	+2	12	12	12	Thief-Taker
3	3d8	+3	12	12	12	Manhunter
4	4d8	+3	11	11	11	Marvel
5	5d8	+4	11	11	11	Justicar
6	6d8	+5	10	10	10	Sentinel
7	7d8	+6	10	10	10	Avenger
8	8d8	+6	9	9	9	Crusader
9	9d8	+7	9	9	9	Vigilante
10	10d8	+8	8	8	8	Vigilante
11	+3 hp	+9	8	8	8	Vigilante
12	+3 hp	+9	7	7	7	Vigilante
13	+3 hp	+10	7	7	7	Vigilante
14	+3 hp	+11	6	6	6	Vigilante
15	+3 hp	+12	6	6	6	Vigilante
16	+3 hp	+12	5	5	5	Vigilante
17	+3 hp	+13	5	5	5	Vigilante
18	+3 hp	+14	4	4	4	Vigilante
19	+3 hp	+15	4	4	4	Vigilante
20	+3 hp	+15	3	3	3	Vigilante

WUSHEN



The wushen is an elemental priest based on the Taoist monks of Chinese legend. They are exorcists (pitting their kung-fu against hopping vampires and evil spirits), diviners, and spell casters commanding elemental forces. The greatest of the wushen strive to reach immortality and take their place among the gods.

The wushen is a fighting priest, not unlike a cleric, but they worship elemental deities and spirits, including dragons and the fey, rather than the conceptual deities of most clerics, making them more akin to druids. They use no armor, relying on their fists, quick reflexes and wits.

Wushen believe in living in harmony with "the way". To the wushen, the way is both the source of all that exists, and the vital force that keeps things alive and moving. In essence, they are the worshippers of Ka, through her intermediaries on NOD. In most things, the wushen believes in passive resistance, simplicity, moderation, humility and compassion. When necessary, though, they can really kick some ass!

REQUIREMENTS

- Constitution and Wisdom of 13+
- Neutral (NG, N, NE)

ARMOR ALLOWED

- None

WEAPONS ALLOWED

- Any

SKILLS

- Balance, Climb Sheer Surfaces, Identify Specimen, Jump, Listen at Doors, Move Silently, Swimming

CLASS ABILITIES

- As the wushen advances in levels, they improve their Armor Class, number of attacks per round, unarmed damage and speed as per the monk class (see below).

LEVEL	ARMOR CLASS	UNARMED ATTACKS	UNARMED DAMAGE	BASE SPEED
1	+0	1	1d4	+0 ft.
2	+1	1	1d4	+10 ft.
3	+1	1	1d6	+10 ft.
4	+2	1	1d6	+10 ft.
5	+2	1	1d6	+10 ft.
6	+3	1	2d4	+20 ft.
7	+3	1	2d4	+20 ft.
8	+4	1	2d4	+20 ft.
9	+4	2	2d6	+20 ft.
10	+5	2	2d6	+30 ft.
11	+5	2	2d6	+30 ft.
12	+6	2	3d4	+30 ft.
13	+6	2	3d4	+30 ft.
14	+7	2	3d4	+40 ft.
15	+7	2	3d6	+40 ft.
16	+8	2	3d6	+40 ft.
17	+8	3	3d6	+40 ft.
18	+9	3	4d4	+50 ft.
19	+9	3	4d4	+50 ft.
20	+10	3	4d6	+50 ft.

- Wushen are capable of casting spells from the elemental spell list, and use the bard's "spells per day" table to determine how many spells they may cast per day. Wushen otherwise follow the same rules for casting spells as clerics.

- A wushen can turn elementals and the undead as a cleric of half their wushen level.

- A 9th level wushen takes the title Celestial Master and is capable of drawing elemental spirits into his body. Once per day for four rounds a Celestial Master can imbue himself with the powers of an air, earth, fire or water elemental. The Celestial Master still looks like a humanoid, but his outer appearance (skin, hair, eye color) changes to reflect the elemental spirit within. The Celestial Master gains the special abilities of the elemental, including movement, but not its Hit Dice, Armor Class, Saving Throws or Attacks and Damage.

- A 9th level wushen can choose to establish a pagoda in the wilderness. A wushen who becomes the master of a pagoda attracts 1d6 men-at-arms per level, 1d6 first level wushen who wish to train under them and one 3rd level wushen to serve as a lieutenant. These lesser wushen should be generated as characters controlled by the PC.

WUSHEN CLASS ADVANCEMENT

LVL	HD	ATK	F	R	W	TITLE
1	2d6	+0	13	13	13	Daoshi
2	3d6	+1	12	12	12	Youxia
3	4d6	+1	12	12	12	Vampire Hunter
4	5d6	+2	11	11	11	Air Master
5	6d6	+3	11	11	11	Water Master
6	7d6	+3	10	10	10	Earth Master
7	8d6	+4	10	10	10	Fire Master
8	9d6	+5	9	9	9	Wuxian
9	10d6	+5	9	9	9	Celestial Master
10	+2 hp	+6	8	8	8	Celestial Master
11	+2 hp	+7	8	8	8	Celestial Master
12	+2 hp	+7	7	7	7	Celestial Master
13	+2 hp	+8	7	7	7	Celestial Master
14	+2 hp	+9	6	6	6	Celestial Master
15	+2 hp	+9	6	6	6	Celestial Master
16	+2 hp	+10	5	5	5	Celestial Master
17	+2 hp	+11	5	5	5	Celestial Master
18	+2 hp	+11	4	4	4	Celestial Master
19	+2 hp	+12	4	4	4	Celestial Master
20	+2 hp	+13	3	3	3	Celestial Master

SECTION FOUR

EQUIPMENT

This section presents some new weapons and armor for your game, as well as some variations on weapons presented in the main set of rules.

MELEE WEAPONS

LIGHT WEAPON	COST	DAMAGE	RANGE	WEIGHT
Butterfly sword %	5 gp	1d4+1	—	2 lb
Cat o' nine tails	2 gp	1d3	—	½ lb
Cestus	5 sp	+1	—	½ lb
Cestus – myrmex	1 gp	+3	—	1 lb
Cestus, studded	1 gp	+2	—	1 lb
Deer horn knife %	4 gp	1d3	—	1 lb
Emeici %	3 gp	1d3	—	½ lb
Falcata	15 gp	1d4+1	—	2 lb
Hook sword # %	3 gp	1d4	—	2 lb
Jitte ^	2 gp	1d3+1	—	2 lb
Khopesh	10 gp	1d6	—	2 lb
Knout	3 gp	1d4	—	3 lb
Knuckle dusters	5 sp	+1	—	½ lb
Pata, short	10 gp	1d4+1	—	2 lb
Scissor	10 gp	1d4+1	—	3 lb
Tekko %	1 gp	1d3	—	½ lb
Tessen war fan' %	2 gp	1d3	—	1 lb
Tiger claws ^ %	5 gp	1d3	—	1 lb
Tonfa ^ %	3 gp	1d4	—	½ lb

MEDIUM WEAPON	COST	DAMAGE	RANGE	WEIGHT
Fire lance	5 gp	1d8+1	—	6 lb
Kusarigama @ %	10 gp	1d4	10	4 lb
Maduvu %	5 gp	1d4	—	2 lb
Pata, long	15 gp	1d6+1	—	4 lb
Tepoztopilli †	5 gp	1d4+1	—	5 lb
Urumi %	28 gp	1d6+1	—	6 lb

HEAVY WEAPON	COST	DAMAGE	RANGE	WEIGHT
Bec de corbin	10 gp	1d6	—	4 lb
Blood dripper %	40 gp	2d4+1	10	6 lb
Brandistock	20 gp	1d6+1	—	5 lb
Man catcher	30 gp	1d6	—	10 lb
Sasumata	10 gp	1d6	—	9 lb
Spetum † #	10 gp	2d4	—	12 lb
Tsukubō # &	10 gp	1d6	—	9 lb
Voulge #	8 gp	1d8	—	8 lb
War scythe	15 gp	1d8+1	—	7 lb

* Weapon is wielded with two hands, despite being a medium weapon

** Weapon does +1 damage when wielded with two hands

*** Weapon does double damage on a charge attack

† Weapon does double damage when set to receive a charge

& Weapon is +2 on attacks made to bull rush

^ Weapon is +2 on attacks made to disarm

Weapon is +2 on attacks made to trip

@ Weapon ignores AC bonus from bucklers

% Weapon should be added to the monk's weapon list

THROWN WEAPONS

WEAPON	COST	DAMAGE	RELOAD	RANGE	WEIGHT
Hunga munga	10 gp	1d6	—	20/40	1 lb
Grenade	20 gp	1d6	—	30	1 lb
Lasso	10 gp	*	—	15/30	2 lb
Plumbata	5 sp	1d4	—	10/20	½ lb

GUNPOWDER WEAPONS

WEAPON	COST	DAMAGE	RELOAD	RANGE	WEIGHT
Axe Pistol	200 gp	1d6	2 in 6	30/60	3 lb
In Melee		1d4+1			
Blunderbuss	300 gp	1d8	1 in 6	*	10 lb
Falconet	500 gp	3d6+1	1 in 6	50/150	40 lb
Hackbut	350 gp	2d6+1	1 in 6	200/600	25 lb
Hand mortar	200 gp	*	2 in 6	30/60	8 lb
Pepperbox	300 gp	1d6	1 in 8	30/60	5 lb

NEW WEAPONS

Axe Pistol: An axe pistol is essentially a long pistol with a light axe head attached to the barrel. Variations include mace-pistols, morningstar-pistols and sword-pistols, all of which have the same basic statistics as the axe pistol.

Bec de Corbin: The bec de corbin is a European pole arm similar to the Lucerne hammer. It consists of a hammer head and spike mounted on a long pole. Opposite the hammer head, there is a curved 'beak' (the source of its name, which is French for "crow's beak"), which was used for tearing armor.

Blood Dripper: Also called a flying guillotine, this is a legendary weapon from China. The weapon consists of a bladed ring attached to a 10-ft. long chain. The blade could be hurled and then be pulled back with the chain in the manner of a yo-yo. Characters with an attack bonus lower than +5 who attempt to use this weapon must pass a Reflex saving throw with each attack to avoid damaging themselves.

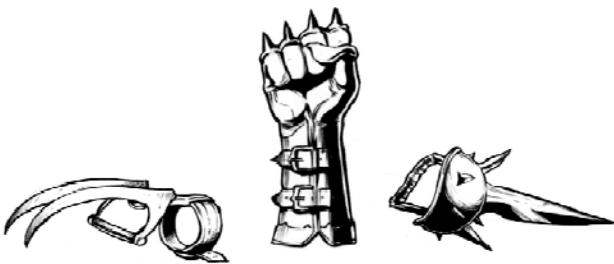
Blunderbuss: The blunderbuss is a firearm with a trumpet-like barrel. It is loaded with grape shot, which it distributes in a 30-foot cone from its tip when fired. All creatures within the cone suffer the weapon's damage, but are permitted to roll a Reflex saving throw to halve that damage.

Brandistock: A brandistock is a 5-ft long shaft with a hollow tip. Within the tip there are either one or three thin blades which are sprung from the tip of the weapon. They were also called feather staves or buttafuore.

Butterfly Sword: These single-edged blades are usually used in concert by monks. They are easily concealed and have cross guards that grant the user a +1 bonus to save vs. disarm attacks.

Cat o' Nine Tails: The cat o' nine tails is a small, multi-pronged whip used as a means of punishment and torture. Also known as a scourge, the weapon might be found in the hands of both Chaotic cultists and Lawful flagellants.

Cestus: The cestus is a sort of ancient boxing glove. It consists of leather strips wound around the forearm and hand. Some are studded or lined with metal plates, while the Roman *myrmex* and Greek *sphaerae* were fitted with cutting blades. A character cannot wield a weapon or shield in a hand holding a cestus.



Deer Horn Knife: The deer horn knife is a martial arts weapon from China. It consists of two small crescent blades crossing. One of the blades is wrapped in leather, allowing it to be held. Normally used in pairs, the weapon's four curved, claw-like points are used in combat. The weapon gives the wielder a +1 bonus to disarm and sunder attacks. They are easy to conceal.

Emeici: Emeici are a pair of arrow-shaped metal rods. They are usually attached to a central ring, allowing them to be spun that they may distract an opponent. They are easy to conceal.

Falcata: Falcatas were short, sickle-shaped swords common to the pre-Roman Iberian Peninsula.

Falconet: The falconet is an oversized musket with a 4 ft. long barrel. It was typically mounted on a swivel, either on a wall, a ship or even on a camel or elephant. Large creatures, such as ogres, can use the falconet as a musket.

Fire Lance: Fire lances were early gunpowder weapons developed in China. They are spear-like weapons with hollow tubes near the tip containing gunpowder and projectiles that could be fired, along with a poisoned dart if one chooses, at an opponent.

Grenade: Grenades are small iron spheres packed with gunpowder and equipped with a fuse. They must be lit before they are thrown. A grenade is usually thrown at a place, rather than a creature, and so attacks are made against an AC 10. A failed attack roll indicates that the grenade landed 10 feet away in a random direction. The grenade then explodes, inflicting damage on all within 10 feet. A Reflex saving throw is permitted by each target to halve the damage. And if grenades aren't awesome enough for you, the Chinese originally called them "sky-shaking thunder" and "flying-cloud thunderclap cannon". So now you have to use them.

Hackbut: Also called wall guns, they were heavy, smooth-bore muskets used to break enemy formations. Hackbuts were balanced on walls or specially designed poles.

Hand Mortar: Hand mortars are firearms used to throw grenades. In a fantasy setting, they could be used to throw other splash weapons, such as holy water or flaming oil. The damage caused by the weapon depends on the projectile thrown.

Hook Sword: Hook swords are usually wielded in pairs. As the name suggests, they have hooked tips which grant the user a +1 bonus to trip attacks. The prominent hand guards give one a +1 bonus to save vs. disarm attacks.

Hunga Munga: These African throwing irons have many different names, but hunga munga is the most fun! They are, essentially, curved throwing daggers, but many are multi-pronged. Difficult to forge, they are rare weapons and status symbols.

Jitte: The jitte is an iron bar with a flat tip and a hooked guard placed just above the handle. The weapon was primarily used for disarming suspects by the Japanese police.

Khopesh: The khopesh is an Egyptian sickle-sword derived from the battleaxe, and thus primarily useful as a slashing and chopping weapon. The weapon is especially useful at hooking an opponent's shield to disarm him of it. They are typically two-feet in length, and thus rate as short swords. The shotel is a similar curved sword from Abyssinia.

Knout: The knout is a whip-like weapon made of a bunch of rawhide thongs attached to a long handle. The knout consists of a 16 inch lash of rawhide attached to a wooden handle and ending in a metal ring. A second 16-inch lash is attached to this ring, which also ends in a ring. A few inches of hard leather ending in a hook or several loose wired ends are attached to this second ring. Knouts are used for corporal punishment.

Knuckle Dusters: Also known as brass knuckles, this metal weapon fits over one's knuckles, making their punches hurt more.

Kusarigama: The kusari-gama, or "chain-sickle" is a Japanese weapon that consists of a kama attached to a heavy iron rod by a chain. A warrior would use the weighted rod and chain to entangle an opponent's weapon and then charge forward to finish them off with the kama.

Lasso: The lasso is a length of rope formed into a loop that can be thrown over a target and pulled tight. Lassos do not inflict damage, but instead entangle with ranged grapple attacks.

Maduvu: The maduvu is a unique Indian weapon used by the martial artists (i.e. monks) of India. Made from deer horns, it is treated as a double-bladed dagger. Monks using a maduvu keep a low profile, and use it more as a defensive weapon than offensive. Monks armed with maduvu can treat it as a shield rather than weapon during each round of combat.

Man Catcher: Also called catchpoles, these weapons were designed with two semi-circular, spring-loaded prongs that would snap closed around a foe, holding them in place. Attacks with man-catchers gain a +2 bonus on grapple attacks. The Japanese sodegarami was a similar weapon, but without a spring-loaded head.

Pata: The pata is a very unique Indian straight-bladed sword that incorporates a gauntlet as the hand guard. The wielder places his hand in the gauntlet and the sword is held rigid pointing straight out from the wielder's lower arm. Pata were most often wielded one in each hand, or a pata was wielded in one hand and a javelin, whip or axe in the other. Pata could be from 1 to 4 feet in length, so we can assume that dual-wielders probably used one long pata and one short pata. The gauntlet guard gives the wielder a +2 bonus to save vs. disarm attacks.

Pepperbox: A pepperbox is a rather unwieldy-looking pistol with six barrels. The barrels rotate, allowing the wielder to fire six times before reloading.

Sasumata: The sasumata, or spear-fork, is a Japanese pole arm used by the police to aid in the capture of criminals. The weapon has a forked head that can be used to catch a suspect by the neck, arms, legs or joints and hold him (i.e. grapple attacks). In this regard, it is a sort of non-mechanical man-catcher. The sasumata is about 5 to 6 feet long.

Scissor: Yes, you can run with this. The scissor is a "maybe" weapon, about which very little is known. It might have consisted of a hollow, metal tube that was worn over the arm. The tube closes over the fist, and projected from this there is a semicircular blade. There was probably a crossbar in the end to assist in a gladiator controlling the weapon. The tube makes it useful as both a buckler and as a weapon.

Spetum: Spetums are pole arms that consist of 6 to 8-foot long poles tipped with spear heads and two projections at the base of the head shaped like a crescent. The main blade is about 1 foot long, the side blades about 6 inches long each. The side blades make the main blade stronger and provide a means of tripping and knocking aside shields, as well as be used to chop.

Tekko: The tekko is a fist weapon consisting of a small wooden rod, which is held in one's fist, and a curved blade that encloses the knuckles. One might consider it a bladed knuckleduster.

Tepoztopilli: The tepoztopilli is an Aztec weapon resembling a spear. They are about 5 feet long and end in a very broad head lined with obsidian blades.



Tessen: The tessen is a Japanese 'war fan'. Often used as a signaling device, they have outer spokes made of iron, allowing them to be used as clubbing weapons. With training, they could also fend off arrows and darts and could be thrown. Monks using these weapons can deflect one additional missile per round.

Tiger Claws: The famous tiger claws, or *bagh nakh*, consist of four or five short, curved, claw-like blades affixed to a metal cross-bar or a glove. Bagh nakh grant the user a +1 bonus to Climb Walls task checks.

Tonfa: Tonfa are wooden clubs with handles. They are usually wielded in pairs.

Tsukubō: The tsukubō is Japanese pole arm used by their police to aid in capturing criminals. The weapon is a 5-ft. long wooden pole with a t-shaped head. The head of the weapon is reinforced with metal and has metal teeth. The weapon was useful for pushing, pulling and tripping suspects.

Urumi: The urumi is a long sword with a flexible blade. The blade is sturdy enough to slice through flesh, but flexible enough to be rolled into a coil. The urumi is almost as dangerous to the wielder as it is to the target, and any time an urumi-wielder rolls an attack roll that is less than 20 - his attack bonus, he must pass a Reflex save or suffer 1d4 points of damage. Wielders with an attack bonus of at least +3 (and the Weapon Focus feat if this feat is used in your game) can choose to brandish the weapon, swinging it back and forth before them in arcs. When doing so, any creature attacking them in melee combat with a weapon less than 4 feet long must pass a Reflex save each round or suffer 1d4 points of damage.

Voulge: The voulge, or pole cleaver, was similar to the glaive, but had a broader head meant for hacking rather than cutting. Most had a pointed head for stabbing and many, sometimes called voulge-guisarmes, had hooks for tripping.

War Scythe: War scythes are similar to fauchards, and are usually forged from scythes, the blade being attached upright to a pole. They could be used for slashing and chopping attacks.

WEAPON VARIANTS

BASTARD SWORD

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Tuck	25 gp	1d6+1	—	3 lb

Tuck: Also called an estoc, the tuck was a European bastard sword designed for fighting opponents in chainmail and platemail. The weapon has no cutting edge, just a point, with a blade usually between 3 and 4 feet long. Tucks provide a +1 bonus to hit opponents in armor.

BATTLEAXE

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Bearded axe	10 gp	1d8+1	—	6 lb
Bipennis	10 gp	1d8+1	—	7 lb

Bearded Axe: The bearded axe, or long-bearded axe or Danish axe, is a battleaxe with a head that curves down significantly, forming a sort of “beard”.

Bipennis: The bipennis or labrys is a double-headed axe from the Minoan civilization that served as a symbol of female divinities as well as such sky gods as Zeus, Hurrian and Teshub.

BILLHOOK

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Aruval	8 gp	1d4+1	—	2 lb

Aruval: The aruval is an Indian machete-like weapon, not unlike the billhook. The top section is curved and comes to a point, and gives wielders a +1 bonus to grapple attacks. The base is often kept razor sharp so it can be used for slashing.

CLUB

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Muchan	1 gp	1d3	—	1 lb

Muchan: The muchan is a 2-½ foot long wooden stick that is used as a practice weapon by young warriors learning dagger fighting. It is also used as a weapon in its own right. It is usually made from the wood of the tamarind tree.

DAGGER

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Bichawa	2 gp	1d4	—	1 lb
Cinquedea	3 gp	1d4+1	—	1 lb
Dirk	2 gp	1d4	—	½ lb
Kris	4 gp	1d3+1	—	½ lb
Main-gauche	4 gp	1d4	—	1 lb
Malappuram kathi	2 gp	1d3+1	—	2 lb
Misericorde	2 gp	1d3	—	½ lb
Trident dagger ^	10 gp	1d3	—	1 lb

Bichawa: The bichawa or scorpion knife is a loop-hilted dagger with a narrow, undulating blade. Based on the maru, or horn dagger, of southern India, it is often used as an ornamental weapon. The loop hilt sometimes serves as a knuckle-guard. The weapons are about 1 foot long.

Cinquedea: The cinquedea was a short sword or long dagger (measuring between 10 and 28 inches) that had an especially broad blade at the base. The guard is curved towards the point, and the dagger is primarily used for thrusting in combat.

Dirk: The dirk is a long, thrusting dagger from Scotland.

Kris: The kris is a wavy-bladed dagger used throughout Indonesia, Malaysia, Thailand and Brunei.

Main-gauche: The main-gauche is the parrying dagger of the Renaissance. It has a hand guard which provides the wielder a +1 bonus to save against disarm attacks.

Malappuram Kathi: The malappuram kathi was an ancient form of dagger used in Kerala. The blade is about 2 feet long and thicker at the top than at the base. The hilt was made from deer horn. It is said that wounds from a malappuram kathi were difficult to heal and often became infected. This was owed either to the unique construction of the weapon or the metals used by the very few Keralan blacksmiths who knew the secret of forging the weapon.

Misericorde: These long, narrow knives were known for delivering the death stroke, or “mercy-stroke” to the seriously wounded. The blade is thin enough to strike through gaps in armor. In close combat, misericordes have a +1 bonus to hit armored opponents. The stiletto is a very similar dagger.

Trident Dagger: The trident dagger looks like a slim-bladed dagger. When a catch is depressed, the sides of the blade spring out to form trapping blades that aid in sundering weapons and disarming opponents.

FALCHION

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Cutlass	12 gp	1d6+1	—	3 lb
Khanda (Medium)	30 gp	1d6+2	—	4 lb
Machete	4 gp	1d4+1	—	1 lb
Moplah	5 gp	1d6	—	2 lb

Cutlass: The cutlass is a thick, stout blade with a slight curve favored by sailors. The weapons usually have a basket-hilt that provides the wielder a +1 bonus to save vs. disarm attacks.

Khanda: The khanda is a broad, straight-bladed sword with very little point. A spike projects from the hilt. The khanda, having virtually no point, is not used for thrusting, but for hacking and slashing, somewhat like an axe. The sword is double-edged and quite heavy.

Machete: Machetes (or matchets) are heavy, cleaver-like blades that measure about 2 feet in length. Machetes are useful in agriculture and in war. There are many variants from around the world, including the tapanga of Africa, the Filipino bolo and the Malaysian parang.

Moplah: Moplah are very short swords with wide blades that are wider at the tip than the base. Moplah were worn on the back, using special belts.

GREATSWORD

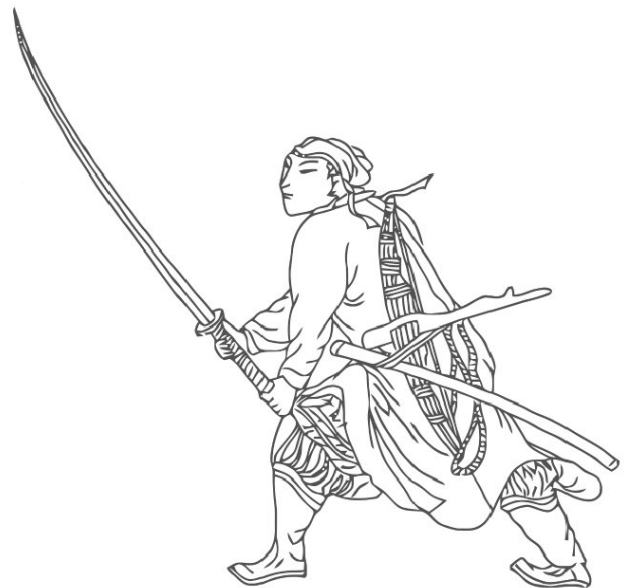
WEAPON	COST	DAMAGE	RANGE	WEIGHT
Changdao	40 gp	1d10	—	8 lb
Claymore (Medium)	35 gp	1d8	—	6 lb
Executioner Sword (M)	40 gp	1d4+2	—	6 lb
Flambard	60 gp	1d8+1	—	8 lb

Changdao: The changdao is an anti-cavalry sword used during the Ming Dynasty in China. The Japanese ōdachi is a very similar sword, and both might have been developed from the Chinese “horse-slayer” zhanmadaō. Whatever the precise form, the sword was intended to slice the legs out from under a horse.

Claymore: Claymores are the famous Scottish greatswords that had forward-sloping quillons. Most were about 4’6” in length, with 13” grips.

Executioner Sword: The executioner’s sword is specially designed for beheading condemned criminals. Most are round on the end, and are thus useless as thrusting weapons. While designed for two-handed use, they are rarely longer than single-handed swords, and their quillons are usually quite short.

Flambard: The flambard, or flame-bladed sword, was a variation on the European greatsword. Parrying with these weapons causes unpleasant vibrations in one’s opponent’s blade. The unusual cross-section of the flambard is said to have also caused wider and thus more damaging wounds.



HANDAXE

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Francisca	6 gp	1d6	20/30	1 lb

Francisca: The francisca is a throwing axe used by the Franks in the Early Middle Ages.

JAVELIN

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Vel	2 gp	1d6	40/80	3 lb

Vel: The vel is a broad-bladed spear used primarily by the Tamils. The weapon's name is derived from the divine weapon of the Hindu deity Murugan.

LONGSWORD

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Backsword	8 gp	1d6	—	4 lb
Firangi	20 gp	1d8	—	5 lb
Spatha	13 gp	1d8	—	4 lb

Backsword: The backsword is a longsword with only a single edge. Backswords were cheaper to make than double-edged long-swords, and thus were favored by the common soldiery. Backswords usually had basket hilts, giving their wielders a +1 bonus to save against disarm attacks.

Firangi: The firangi is a long, straight-bladed sword imported into India from Portugal. The blades were manufactured in Europe, and the name of the sword is derived from the Arabic term for Europeans, al-faranji (i.e. Frank). Blades were usually 3 feet long, and either of the broadsword (double-edge) or backsword (single-edge) variety. Firangi had basket-hilts that provide the wielder a +1 bonus to save vs. disarm attacks. Because of its length, it was traditionally used as a cavalry weapon.

Spatha: The spatha was the Roman long sword, from which the medieval European longsword was developed. Measuring about 3 feet in length, it was used in war and gladiatorial fights in first millennium AD Europe. Used primarily by the Germans, it replaced the gladius as the primary Roman infantry weapon. Like the gladius, the spatha has no hand guard, so wielders of the spatha suffer a -1 penalty to save against disarm attacks.

MACE, HEAVY

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Gada	13 gp	1d4+2	—	9 lb

Gada: The gada is a bludgeoning weapon that originates in India. It is not terribly different from a heavy mace. It has a large, heavy metal head in the shape of a ball on a thick, short shaft. It is often used as physical training equipment, and Hanuman favored it as a weapon. Because of the thickness of the shaft, it must be wielded with two hands unless the wielder has a Strength of 16 or higher.

PICK, LIGHT

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Bhuj	4 gp	1d4+1	—	2 lb

Bhuj: The bhuj (or gandasa, axe-dagger or elephant knife) is a dagger blade affixed to an axe-like haft. The blade is short (7 to 10 inches) and broad, with a gentle curve. The haft is usually hollow and hides another slim, stiletto-like blade.

QUARTERSTAFF

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Lathi	5 sp	1d4+1	—	5 lb

Lathi: The lathi is a long bamboo staff, about 6 to 8 feet in length and bound at short intervals with iron rings to make it heavier. The lathi is a weapon of Indian monks.

RAPIER

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Bilbo	20 gp	1d6	—	2 lb
Flamberge	20 gp	1d4+2	—	2 lb
Smallsword (Light)	10 gp	1d4+1	—	2 lb
Spadroon (Light)	8 gp	1d4+1	—	1 lb

Bilbo: The bilbo is a small rapier, meant for cut-and-thrust. The name is probably derived from Bilbao, a Spanish city where many of these weapons were forged.

Flamberge: The flamberge is a wavy-bladed rapier that provides the same benefits as a flambard.

Smallsword: Smallswords are smaller versions of the rapier.

Spadroon: Spadroons were light, single-edged rapiers of the cut-and-thrust variety, favored by naval officers. Hilts were often of the five-ball type with a stirrup guard.

SCIMITAR

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Sabre (Light)	13 gp	1d6	—	4 lb
Talwar	15 gp	1d6+1	—	5 lb
Zulfiqar (Heavy)	25 gp	1d8+1	—	7 lb

Note: The curved sword is a fairly common weapon in Asia. The scimitar is the Arab version. Equivalent swords include the shamshir of Persia, Talwar of the Turks and the dao of China.

Sabre: The sabre is a curved backsword (see above) developed from Eastern European curved swords. Sabres are known for their large hand guards, which give their wielders a +1 bonus to save against disarm attacks.

Talwar: The talwar is a curved sword that originated with the Turkic peoples of Central Asia. Wider than similar Middle Eastern swords, it usually had a disc hilt. Because the blade is not too tilted, it is useful for slashing and thrusting, and because the tip of the blade is especially heavy it was quite useful for amputating and decapitating opponents.

Zulfiqar: The zulfiqar is a two-handed version of the scimitar.

SHORT SWORD

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Akrafena (Medium)	15 gp	1d6+1	—	2 lb
Gladius	10 gp	1d6	—	2 lb
Sword-breaker	15 gp	1d6	—	2 lb

Akrafena: The akrafena is a sword of the Akan people of West Africa. It has ritual importance for the Akan people, but is also a weapon of war. It is a short sword with a broad blade that is wider at the point than the hilt. Warriors who specialize in the akrafena are called Akofo. They proceed through the following titles as they master the weapon: Afenasoafo (sword-bearer, trainee), Adumfoo (executioner, apprentice), Akofo Abrafoo (guardsman), Akofo Asafo (warrior) and Akofo Ankobia (elite).

Gladius: The gladius is the classic short, thrusting sword of the Roman legions. These weapons had a two-foot-long blade and almost no guard to protect a soldier's hand. Like the spatha, the gladius has no hand guard, so wielders of the spatha suffer a -1 penalty to save against disarm attacks.

Sword-breaker: Sword-breakers are short swords with a slotted blade for catching an opponent's blade and breaking it. Swords suffer a -1 penalty to save against sundering attacks from a sword-breaker.

SICKLE

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Falx ^	8 gp	1d8	—	8 lb

Falx: Also called the *falx supina*, this two-handed weapon is a large sickle used in Dacia. The weapon consists of a 3-ft. long

wooden pole with a long, curved iron blade attached. They can be used to pull away shields or smash through them. The weapon's bonus to disarm attacks only counts against shields.

SPEAR

WEAPON	COST	DAMAGE	RANGE	WEIGHT
Boar spear †	4 gp	1d8	—	6 lb
Hasta †	2 gp	1d6	—	6 lb

Boar Spear: Boar spears were designed for hunting boars, which were reputed, when impaled on a spear, to continue impaling themselves until they could reach and gore the spear's wielder. The boar spear looks like a normal spear with two lugs or wings on the socket behind the blade, which were apparently designed to stop the progress of an angry boar. A longer variant, the *chiavarina*, was used in warfare.

Hasta: The hasta was a Roman spear, the original armament of its fighting legions. Unlike the pilum, the hasta was not meant for throwing, only thrusting. It was about 5 to 6 feet long.

ARMOR

ARMOR	COST	AC BONUS	WEIGHT
Buff coat	5 gp	+1	10 lb
Linothorax	5 gp	+1	10 lb
Jack-of-plate	25 gp	+3	15 lb
Dō-maru	30 gp	+3	25 lb
Lorica plumata	200 gp	+3	25 lb
Heroic cuirass	300 gp	+5	35 lb
Half armor	300 gp	+6	25 lb
Mirror armor	250 gp	+6	40 lb
Three-quarter armor	450 gp	+7	40 lb
Kastenbrust	1,500 gp	+8	60 lb
Maximilian armor	3,000 gp	+9	65 lb

Buff Coat: Named for their yellowish color, buff coats are long, leather coats usually worn under a breastplate, half armor or three-quarter armor.

Dō-maru: The Japanese dō-maru is a form of armor worn by the samurai class. The dō-maru is splint armor that wraps around the chest. Laced on the right side, it is distinguished in this respect from the haramaki-dō, which is laced on the back. For our purpose, both forms of armor provide the same amount of protection. Dō-maru is either made of leather and metal scales laced into plates with cord and lacquered. These plates are then laced together to form the armor. To save on weight, metal is used only in the most vital parts of the armor.

Half Armor: Half armor consists of breastplate, backplate and tassets to cover the upper thighs.

Heroic Cuirass: A heroic cuirass is a cuirass molded to depict powerful musculature. It provides a +1 bonus to reaction checks when worn by a warrior.

Jack of Plates: A jack of plates consists of small iron plates sewn between layers of cloth or leather.

Kastenbrust: Kastenbrust armor was a style of Gothic plate armor with a bascinet helm, box-shaped cuirass, gauntlets and a long, metal skirt.

Linothorax: Linothorax armor was a stiff linen breastplate used by the ancient Greeks.

Lorica Plumata: An impressive piece of armor manufactured by the Romans and worn by military leaders, the lorica plumata is ring mail armor with metal scales attached to the rings. Like the heroic cuirass, it is intended to impress, and permits a +1 bonus to reaction checks when worn by a warrior.

Maximilian Armor: Maximilian armor is named for the Emperor Maximilian I. It is full plate armor decorated with a myriad of flutings which help deflect the points of blades and arrows.

Mirror Armor: Also referred to as disc armor, or Chahar-Ainé, was used in Asia and Europe. Technically four-mirror armor, the name refers to the appearance of the armor, which consists of four rectangular or oblong plates riveted together to form a box surrounding the wearer's torso. To this mirror cuirass is added helmet, greaves, bracers and a mail coat. Discs could be added to provide additional protection.

Three-Quarters Armor: Similar to half armor, three-quarter armor adds armor that covers the legs to the knees.

PARTIAL ARMOR

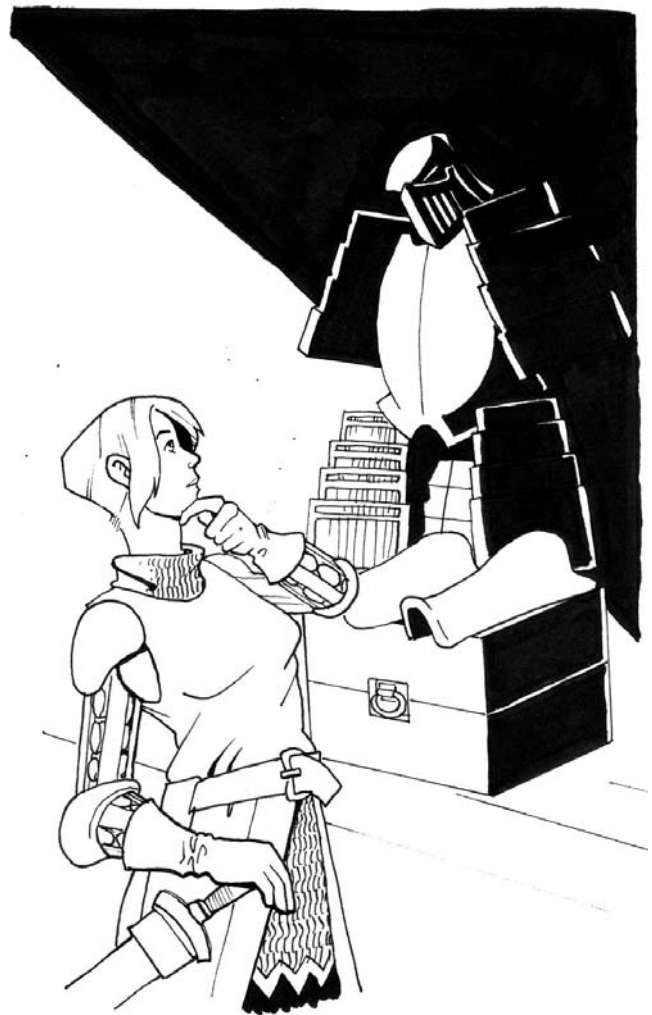
Most of the armors above represent full, or nearly full, body suits of a particular composition. The chainmail shirt represents the concept of wearing a partial suit of armor, and this concept can be extended to other forms of armor.

There are different terms for different lengths of partial armor.

Hauberk: A hauberk is an armor tunic that reaches to the knees and includes full sleeves. In Japan, chainmail hauberks were called *kusari katabira*. In the *Bible*, King Uzziah provides his soldiers with hauberks called *shiryon*. Because the hauberk covers nearly the entire body, the hauberk is considered a full suit of armor, and provides the full AC bonus at the full weight.

Haubergeon: A haubergeon is an armor shirt that reaches to mid-thigh and has partial sleeves. A haubergeon weighs and costs two-thirds as much as a full suit of armor and provides an AC bonus that is one point less than a full suit of armor. A *chainmail haubergeon*, therefore, provides a +4 AC bonus, weighs 26 lb. and costs 100 gp (i.e. a chainmail shirt). A *ring mail haubergeon* provides a +2 AC bonus, weighs 18 lb. and costs 13 gp.

Byrnie: A byrnie is partial armor that reaches the waist and has very short sleeves; essentially an armor t-shirt. A byrnie weighs and costs half as much as a full suit of armor and provides an AC bonus 2 points lower than a full suit of armor. A *chainmail byrnie*, therefore, provides a +3 AC bonus, weighs 20 lb. and costs 75 gp. A *scale mail byrnie* provides a +2 AC bonus, weighs 15 lb. and costs 25 gp. A padded byrnie would provide no bonus to AC, would weigh 5 lb. and cost 2 gp and 5 sp (and be pointless).



USED ARMOR

The difference between life and death for a low level warrior can turn out to be the difference between chainmail and platemail. The problem for the novice adventurer, of course, is a lack of funds. Platemail is expensive. In order to earn enough coin to buy it, a warrior has to stick his neck out enough that he might lose it.

Another option for that armor-conscious warrior might be used armor at a cut-rate price. Many warriors kick the bucket every year, thus many suits of old armor are dragged out of dungeons, making used armor widely available and cheaper than a new suit.

Unfortunately, any purchaser of a used car knows well the dangers in buying used. Maybe that suit of used platemail you just bought for a song is a lemon; maybe it is way more trouble than it is worth.

The following tables are a way to determine just what is wrong with that cheap suit of armor a character just bought. Every used suit of armor comes with 1d4-1 defects. In this system, a used suit of armor sells for a base 10% discount, +10% per defect. This represents the lowest price the salesman will accept. Naturally, the salesman is going to try to get more than that for the armor.

LEATHER-BASED ARMOR

Leather, studded leather, ring mail, scale mail, buff coat, linothorax, jack-of-plate, lorica plumata

- 1 | LOOSE STUDS: Studs, bolts, rivets or scales on the armor are loose; every hit you suffer in combat has a 1 in 6 chance of reducing the armor bonus by 1 as several pieces fall off.
- 2 | LOOSE FIT: The armor rides down with wear, imposing a -1 penalty to Reflex saves and reducing movement by 5 feet
- 3 | POOR WORKMANSHIP: AC bonus is one lower than normal
- 4 | SQUEAKY: Armor squeaks in a cool environment (like most dungeons), imposing a -2 penalty to move silently checks
- 5 | STENCH: The armor just don't smell right, especially once it's been on for a while and warmed up imposes a 1 point penalty to surprise foes (or a 2 point penalty if those foes have sensitive noses)
- 6 | TIGHT FIT: The more you wear it, the more it chafes, imposing a -1 penalty to hit in combat and reducing movement by 5 feet
- 7 | WEAK BUCKLE: Every time you're in a fight there is a 1 in 6 chance per round that it snaps or falls apart, imposing a -1 penalty to the armor's armor class bonus and a -1 penalty to hit
- 8 | CURSED: Suit is actually -1 *cursed armor*

LINK-BASED ARMORS

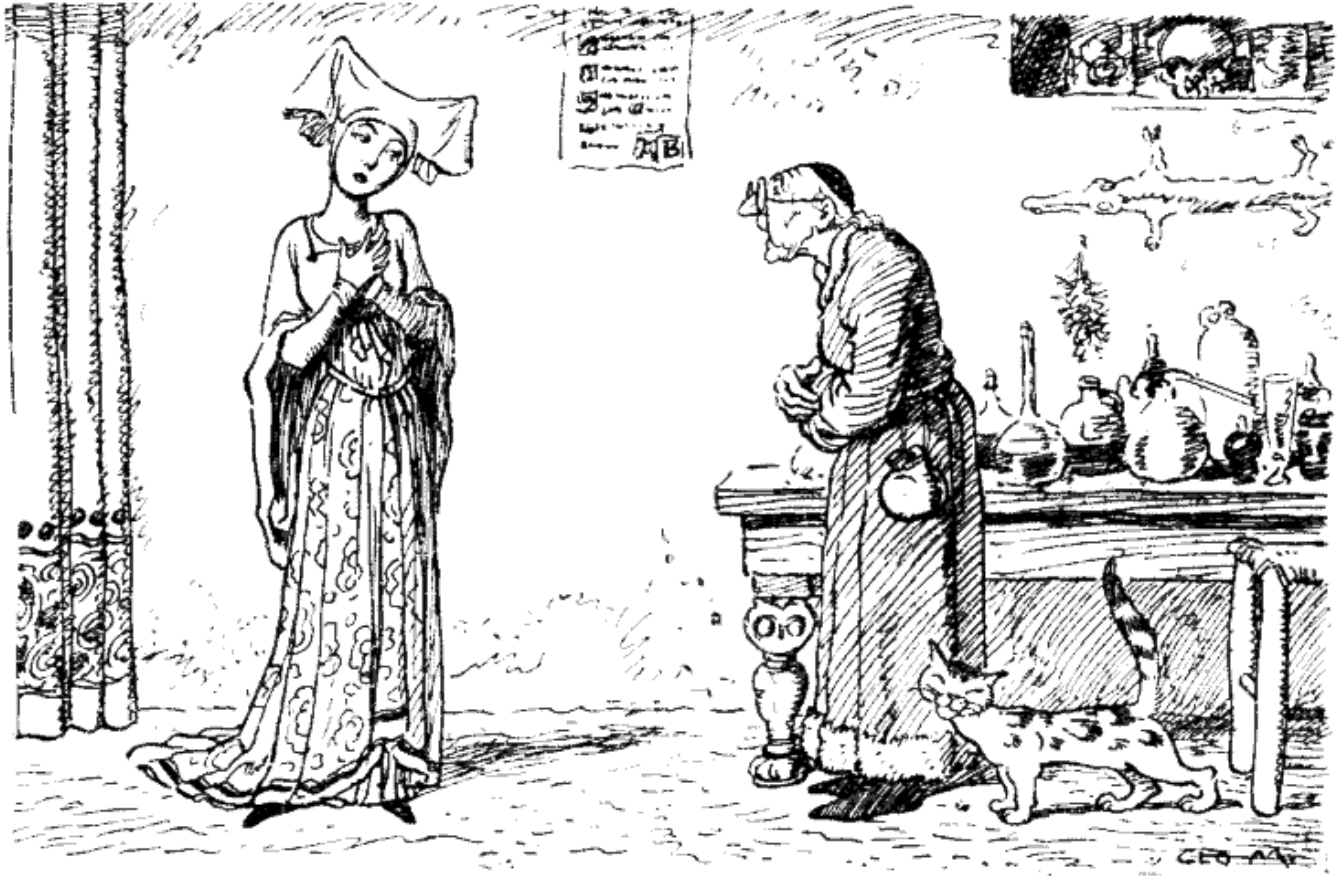
Mail shirt, chainmail

- 1 | JINGLE: Armor jingles and rattles, imposing a -2 penalty to move silently checks
- 2 | LOOSE FIT: The armor rides down with wear, imposing a -1 penalty to Reflex saves and reducing movement by 5 feet
- 3 | LOOSE RIVETS: Every hit you suffer in combat has a 1 in 6 chance of reducing the armor bonus by 1
- 4 | POOR WORKMANSHIP: AC bonus is one lower than normal
- 5 | TIGHT FIT: The armor just doesn't let you breath, imposing a -1 penalty to hit in combat and reducing movement by 5 feet
- 6 | WEAK BACKING: Any hit with a weapon that deals more than 3 points of damage causes links to break and stick in your flesh, causing you to lose 5 feet of movement until removed
- 7 | WEAK BUCKLE: Every time you're in a fight there is a 1 in 6 chance per round that it snaps or falls apart, imposing a -1 penalty to the armor's armor class bonus and a -1 penalty to hit
- 8 | CURSED: Suit is actually -1 *cursed armor*

PLATE-BASED ARMORS

Banded mail, breastplate, splint mail, platemail, plate armor, domaruru, heroic cuirass, half-armor, mirror armor, three-quarter armor, Kastenbrust and Maximilian armor

- 1 | CREAK AND GROAN: Armor creaks and groans, imposing a difficulty on move silently task checks
- 2 | LOOSE FIT: The armor rides down with wear, imposing a -1 penalty to Reflex saves and reducing movement by 5 feet
- 3 | LOOSE RIVETS: Every hit you suffer in combat has a 1 in 6 chance of reducing the AC bonus by 1 as several bits of metal are dislodged from the suit
- 4 | POOR WORKMANSHIP: AC bonus is one lower than normal
- 5 | TIGHT FIT: The armor does not let you breath, imposing a -1 penalty to attack and reducing movement by 5 feet
- 6 | WEAK BUCKLE: Every time you're in a fight there is a 1 in 6 chance per round that it snaps or falls apart, imposing a -1 penalty to the armor's armor class bonus and a -1 penalty to hit
- 7 | LOOSE VISOR: The visor on the helm has a tendency to slam shut. Whenever you attempt a task check or saving throw outside of combat there is a 1 in 6 chance that this happens, imposing a -1 penalty to the roll
- 8 | CURSED: The suit is actually -1 *cursed armor*



HENCHMEN AND HIRELINGS

Blood & Treasure includes a multitude of henchmen and hirelings to aid adventurers in their quest for fame and fortune. Here are a few additional hirelings to make life easier for adventurers:

ACROBAT: While generally working as entertainers, most acrobats are itinerants and in need of work, and might therefore accept weirder offers of employment. An acrobat is unlikely to delve into a dungeon without a serious financial consideration, but they may do work of an unethical nature in towns and cities. An acrobat has a knack for balancing, climbing sheer surfaces and jumping, not to mention other acrobatic activities. Hiring an acrobat for a mission costs 25 gp.

APOTHECARIST/HERBALIST: An apothecarist or herbalist has knowledge of plants (5 in 6 chance of answering questions regarding plants) and how to compound them into medicines. A character under the treatment of an apothecarist in town receives a +2 bonus to save against the effects of disease and poison, and heals at double the normal rate.

ARCHITECT: Architects are men or women skilled at designing and overseeing the construction of buildings of all types. Stronghold construction is covered in *Blood & Treasure*, and architects are required to design these structures and guide the work of construction crews. An architect and his construction crew are paid 50 gp per month.

BARRISTER: Barristers and lawyers are men and women that are knowledgeable about the law (can always answer questions regarding the law in their own settlement, in nearby settlements on a roll of 1-5 on 1d6 and in more distant settlements on a roll of 1-2 on 1d6). They have a knack at attending court.

DRAGOMAN: If you don't have a spell caster who knows the *comprehend languages* spell, your next best bet is a dragoman. Each dragoman knows the common tongue and 1d6 additional random languages (or non-random, if the TK chooses). In addition they have a knack for communication. Interpreters demand 1 sp per day in town, 1 gp per day for entering the wilderness and 10 gp per delve into a dungeon. They fight as 0 HD humans.

FORTUNE TELLER: Fortune tellers use cards, entrails, tea leaves and a variety of other methods to tell the future for their clients.

Most are charlatans, with no special abilities at all other than a knack for trickery. About one in six is an adept with a very constrained spell list:

1st level—*Detect evil/good, detect magic, detect secret doors, detect undead, foretelling, know direction, read magic*

2nd level—*Augury, detect invisibility, find traps, know alignment*

3rd level—*Clairaudience/clairvoyance, scrying, speak with dead*

4th level—*Detect scrying, divination, locate creature*

GRAVEROBBER: These unsavory folk are not much more skilled than bearers, but they are bold rascals. Most have a knack at identifying specimens (undead only), and are happy to advise adventurers in need of such information for the consideration of a gold coin. They are equipped with shovels and daggers.

GUIDE: A guide might be a forester, barbarian, hunter or trader with knowledge of the wilderness between two settlements, or in a 20 mile radius around a settlement. Guides have a knack at survival and tracking. They expect 1 sp per day plus expenses.

HERALD: Heralds are a must for any adventurer's retinue who expects to rub elbows with the noble set. A herald can be hired to draw and record the adventurer's coat of arms (although he or she must first be granted the right to have arms) and announce his or her coming and tell of his or her deeds. They have a knack for attending court and grant the adventurer a +1 bonus to reaction checks as members of their retinue. Heralds expect 1 sp per day and a suit of fine clothes in their master's colors.

JESTER: Jesters are men and women skilled at tomfoolery, japes, juggling and the like. They enjoy a special privilege at court; that of speaking their mind and insulting kings and queens. They are often hired by adventurers to serve in their retinues as a means of enhancing their own prestige. In this capacity, they grant a +1 bonus to reaction checks when attending court. Jesters expect to be paid 1 sp per day.

LOCKSMITH: Locksmiths are artisans who specialize in crafting locks and keys. As a result, they have a knack for opening locks. Locksmiths are paid 1 sp per day, or 5 gp to open locks when they believe doing so might land them in the stocks (or worse!)

MINER: A miner has a knack for noticing unusual stonework when underground and many have a sense for the presence of precious metals and stones in their raw form (1 in 6 chance of detecting them within 60 feet). Miners are rough and tumble sorts (1 HD) armed with light picks. They're so used to operating underground that they have darkvision to a range of 30 feet.

Miners can be hired for 1 sp per day, and might be induced to venture into dungeons for 1 gp per day, with one week's salary paid in advance to their families.

MINSTREL: Minstrels are musicians and singers, and might be hired by an adventurer to enhance their prestige or even to pass coded messages in song to compatriots. Minstrels carry some form of portable instrument (lute, mandolin, pipes, etc.). As part of a retinue, they grant their employers a +1 bonus to reaction checks when attending court. Minstrels expect 1 sp per day.

RAT CATCHER: Rat catchers are men and women who have their work cut out for them in pre-modern settings. Heck, let's be honest – they're pretty darn busy in modern times. Rat catchers are skilled at tracking and trapping rats, including giant rats. Rat catchers have 1 Hit Dice and enjoy a +1 bonus to hit and damage rats, giant rats and even wererats in hybrid and rat form (assuming they have a weapon that can harm the wererat). Wererats carry clubs, daggers, several rat traps, a bag of cheese or biscuits (bait) and are assisted by a small, but vicious, dog called a ratter (per the dog stats in *Blood & Treasure*).

SAILOR: Sailors are fighting-men (1 HD) who are trained to serve aboard ship. They have a knack at climbing ropes and sheer surfaces, tying knots, shifting cargo, predicting weather, communicating with foreigners and navigating by the stars.

SCRIBE: Scribes and copyists are literate men and women. While the ability to read and write seems rather commonplace to many modern people, it was a rare skill in days of yore and worth paying for. Scribes will work for 1 sp per day (8 hours) of reading or copying. A scribe cannot copy spells from scrolls or spells into a magic-users spellbook.

SHIPWRIGHT: Shipwrights are men or women skilled at designing and overseeing the construction of ships of all sizes. It takes a shipwright one month per 100 gp of the price of a ship to build it (assuming he is managing a normally sized crew). A shipwright and his crew are paid 50 gp per month.

SPY: Spies are a specific brand of rogue hired to discover secrets and communicate them to their masters through codes. Spies are among the most skilled of all rogues, possessing a knack for the following tasks: Decipher Codes, Escape Bonds, Find Secret Doors, Hide in Shadows, Move Silently, Open Locks and Trickery. Spies are also capable of using poison without poisoning themselves. Spies charge a base of 20 gp per mission to snoop, 50 gp per mission to steal and 100 gp per mission to kill. Multiply this value by the level of the target (see table below).

While it is generally preferable to play out spy missions, there may come times when a TK or player wishes to gloss over the activities of their spies. In these cases, the following table can be used to determine success or failure:

TARGET RANK	TARGET LEVEL	SNOOP	STEAL	MURDER
1. Peasant	0-2	80%	70%	60%
2. Burgher	3-4	70%	60%	50%
3. Aristocrat	5-7	60%	50%	40%
4. Noble	8-9	50%	40%	30%
5. Royal	10-12	40%	30%	20%
6. Imperial	13+	30%	20%	10%

Consider guild masters and merchant princes to be aristocrats. Most priests are burghers, high priests are aristocrats, bishops are nobles and popes might be royals or imperials.

When a spy's mission fails, there is a 50% chance that the spy is captured and a 10% chance they are killed.

CLOTHES MAKE THE ADVENTURER

In the real world, people dress for success. In most fantasy worlds, players put little more thought into their character's garb than buying the heaviest armor allowed by their character class. This is not surprising, considering the rules as written impose no penalties for an appalling lack of hygiene, or grant any bonuses for getting all dolled up before trying to convince a bunch of yokels to follow you into certain death far from home.

Blood & Treasure provides a key measurement of one's ability to hire hirelings and influence people: Charisma. As I do not wish to introduce complicated rules or additional entries on one's character sheet, these rules will focus on how one's hygiene and appearance influence their charisma score.

THE SWEET SMELL OF SUCCESS

While there is clearly some controversy over just how clean our ancestors were, we do know that people in ancient and medieval times bathed and wore scents to make them more pleasant to others. Common sense and this knowledge of hygienic history suggest that smelling awful does nothing to improve one's chances of impressing the locals.

Most towns and a few specialized villages will have laundries and baths of some sort, and most hostels and inns will have the ability to fill a tub with hot water for bathing. Characters that choose not to bathe after spending time in the wilderness or below ground have their charisma halved for the purpose of attracting hirelings and influencing NPC reactions.

To return one's effective charisma to its potential they must bathe and have their clothing laundered. The services of a washer woman cost 5 cp in a small village, or 5 sp in a larger community. Their clothing will be scrubbed and scented (probably with lavender, the name of which shares a root with the word laundry), mended with thread and hung out to dry. The kind of baths one is likely to find in a city varies widely. For 1 sp, any hostel or inn can provide a tub with hot (or at least warm water) and a bit of soap. Semi-liquid soap was available by the 9th century AD and hard soap by the 12th century. Medieval soap was made with wood ashes, beef tallow, lime, olive oil and flour.

Roman and Greek baths did not use soap. Rather, people were anointed in olive oil and then engaged in heavy exercise to work up a sweat. The accumulation of sweat, oil and dust was then scraped off, the body rinsed in warm water, and the process repeated until one was clean. The clean body was then anointed with scented oils.

Medieval baths (not to be confused with stews, which combined bathing with prostitution) descended from the Roman baths described above, though with soap and without exercise. Some medieval baths are heated, especially if they were converted Roman baths, but there's a good chance that they will not be heated. As with Roman baths, visitors can buy soap, robes and towels for a few pieces of silver. In all, a visit to the baths should not run more than a single gold piece.

Once properly bathed, one can opt to spend a little extra for fragrant oils or perfumes. A barber can be visited for a trim (and a bleeding or dental work, if that goblin's mace knocked something loose or that bite from a giant rat left you feeling poorly) and a curl. One can increase their effective Charisma by +2 if they're willing to spend a measly 10 gp on the extras.

DRESSING FOR SUCCESS

While personal hygiene can provide a small bonus or severe penalty to one's effective charisma, one's clothing really makes the man or woman. Clothing and jewelry are a way to show off one's wealth, and thus one's success. The more wealth one displays in their accoutrements, the greater the bonus to their effective charisma.

VALUE OF ACCOUTREMENTS	CHARISMA BONUS
Less than 1 gold piece	-1
From 1 to 10 gold pieces	0
From 11 to 100 gold pieces	+1
From 101 to 500 gold pieces	+2
From 501 to 1,000 gold pieces	+3
From 1,001 to 5,000 gold pieces	+4
More than 5,001 gold pieces	+5

For our purposes, one's effective charisma can be higher than 18.

The basic peasant's dress consists of a shirt, breeches, cap and shoes for a man and gown, coif and shoes for a woman. Such an outfit costs a single gold piece. The value of one's outfit can be increased in two different ways; by adding additional pieces of clothing and jewelry, and having one's basic pieces of clothing made from more expensive textiles.

FASHION THROUGH THE AGES

Each of the following sections describes the additional pieces of clothing that can be added to one's basic outfit, depending on the era in which they find themselves. The basic price of these objects assumes they are manufactured from wool or, less commonly, linen. Platemail armor can add to the value of one's outfit, but covers most clothing. It can be accessorized with a surcoat and cloak.



LOW MIDDLE AGES (1100-1200)

MEN'S CLOTHING	BASE VALUE
Bliaut	10 gp
Cap, conical	1 gp
Chausses/hose	3 gp
Chaperon (hat)	1 gp
Cloak	4 gp
Cape/Cyclas/Mantle	2 gp
Girdle	3 gp
Gloves	8 gp
Surcoat	3 gp
Tunic	4 gp

WOMEN'S CLOTHING	BASE VALUE
Bliaut	10 gp
Cincture	3 gp
Cote	5 gp
False hair	10 gp
Girdle	3 gp
Veil	1 gp
Wimple	1 gp

Bliaut: A women's and men's over-garment with voluminous skirts. The bliaut was fit snugly to the abdomen and pleated horizontally. The sleeves are tight from shoulder to elbow, and then flare from elbow to wrist.

Cincture: The cincture is now a liturgical vestment, but it used to worn as an exceedingly long belt with metal clasps or tassels at either end. The cincture would reach to the ground.

Cote: The cote is a tunic with long sleeves that might be worn by men or women. It was worn over a chemise (shirt) and a sleeveless surcoat might be worn over it.

Girdle: In the Middle Ages, a girdle was a belt.

Tunic: The tunic is worn over a shirt and drawers, and could reach as low as the knees or ankles.

Wimple: A headcloth worn over the head, neck and chin, that might be worn either loosely or with a wire or wicker support or simply with heavy starch to create a desired shape.

HIGH MIDDLE AGES (1300-1400)

MEN'S CLOTHING	BASE VALUE
Chausses/hose	3 gp
Chaperon/hood	1 gp
Cloak	4 gp
Doublet	20 gp
Girdle	5 gp
Gown/kirtle	5 gp
Surcoat	3 gp
Tunic	4 gp

WOMEN'S CLOTHING	BASE VALUE
Caul/coif	1 gp
Cloak	4 gp
Cote/kirtle	5 gp
Crespine	10 gp
Hose/stockings	3 gp
Houppelande	4 gp
Mantle	2 gp
Skirt	3 gp

Caul & Coif: A caul is a small headdress that covers tied-up hair. A coif is a tight-fitting cap that covers most of the head.



Crespine: The crespine is a hair net, often made of precious metals. It could be worn over a caul to keep it fixed in place.

Doublet: Doublets are snug jackets with long sleeves that button up the front. It was worn over a shirt and drawers and itself was covered by a gown, houppelande or mantle. Padded doublets were often worn under armor to prevent chaffing.

Houppelande: This is a flowing gown worn by men and women. It had a long, full body and flaring sleeves. The houppelande evolved into the legal and academic robes still worn today.

Tabard: Tabards are short coats, sometimes sleeveless, worn outdoors worn as overgarments. Originally worn by peasants, they were eventually adopted as knights and worn over their armor and emblazoned with their arms.

RENAISSANCE (1500-1600)

MEN'S CLOTHING	BASE VALUE
Codpiece	1 gp
Doublet	20 gp
Flat hat	2 gp
Gown/kirtle	5 gp
Hose	3 gp
Jerkin	10 gp
Nether-hose	2 gp
Ruffle	4 gp
Slops	6 gp

WOMEN'S CLOTHING	BASE VALUE
Corset	50 gp
Crespine/caul	10 gp
Farthingale	40 gp
Gown, long	10 gp
Hat	1 gp
Hood, French	1 gp
Hood, gable	1 gp
Stomacher	2 gp

Farthingale: This was a hoop skirt, stiffened with osiers, rope or whalebone.

Hood: A French hood is a rounded hood worn over a coif with black velvet attached to the back. A gable hood is angular, as opposed to rounded, and covers more of the head.

Jerkin: The jerkin is like a sleeveless doublet. It is usually made from leather and worn over the doublet.

Nether-hose: By the Renaissance, the traditional chausses, or hose, had turned into the nether-hose, which extended from knee to foot and were worn beneath slops.

Stomacher: A stomacher is a decorated, triangular panel that fills the front opening a woman's gown or bodice. It may be worn over a corset or in place of a corset.

Slops: Slops were baggy trousers.



THE FABRIC OF SOCIETY

The basic textiles used by medieval man were wool and linen, but many more, some quite expensive, were available for use. Wool, of course, is produced by sheep, but also angora from rabbits, cashmere and mohair from goats, qiviut from muskoxen, vicuna, alpaca and camels. Linen comes from flax or linseed.

Each of the cloths or ornaments below multiplies the value of an article of clothing. If a cloth is combined with an ornament, for example a doublet of velvet bedecked with pearls, take the largest value multiplier and increase the multiple by one for each additional ornament. The example above would therefore have a multiplier of x5.

CLOTH	MULTIPLIER
Brocade	x4
Bokeram	x1.5
Bombast	x1.5
Cloth of gold	x5
Cloth of silver	x4
Cotton/Hemp/Jute	x1.5
Fur lining	x3
Pearls/small gems	x3
Sea silk	x4
Silk	x3
Silk, Damask	x4
Silk Embroidery	x2
Velvet	x4

Bombast: Also called fustian, it is a variety of heavy cloth of cotton and linen. It is stout and respectable.

Brocade: Brocade is made from colored silks and, sometimes, with gold and silver thread. Brocade is woven on a draw loom.

Bokeram: Bokeram is fine cotton cloth that might have originally come from Bokhara, now the capital of Uzbekistan.

Cloth of Gold / Silver: Cloth of gold is woven with silk wrapped with a band of gold or silver file', though it can also be fine linen or wool wrapped with a band of gold or silver file'.

Fur Lining: Any sort of fur can be used in clothing, but ermine, lynx, marten, rabbit and vair (from squirrels) were common.

Jute: Jute is a coarse fabric spun from the shiny vegetable fibres from plants of the corchorus family.

Sea Silk: Sea silk is harvested from the long, silky filaments of a species of bivalve molluscs native to the Mediterranean Sea. The cloth produced from sea silk is finer than silk and very valuable.

Silk: Silk comes from the cocoons of the larvae of the mulberry silkworm. Damask is a reversible figured fabric of silk with a

pattern formed by weaving. Damasks were woven by the Byzantines and Arabs.

Velvet: Velvet is woven on a special loom. It is a tufted fabric made of silk in which cut threads are evenly distributed. Velvet originated in Kashmir and is traditionally associated with nobility.

BEWARE THE FASHION POLICE

Now that the adventurers have visited the baths, given custom to the local milliners, haberdashers, tailors and cobblers, and are all ready to hire themselves an army of henchmen, it is time for the local constabulary to make an example of them.

As useful as showing off is, the nobility and royalty are not inclined to allow just anybody, especially a bunch of upstart adventurers, to get in on the act. It was common in medieval times for kings to pass sumptuary laws. Sumptuary laws governed what classes could wear what textiles, furs, colors and jewelry. To add yet another wrinkle in the lives of your players, consider applying such laws to the cities they visit. For simplicity's sake, consider any material with a value multiplier of x3 is restricted to men and women of knightly rank, x4 for those of noble rank and x5 for those of royal rank. Likewise, the use of gold is restricted to nobles and royals, and only royals can wear more than 500 gp worth of jewelry.

SECTION FIVE

NEW SPELLS

The following new spells appear on the spell lists for the new classes in this volume.

ACID GEYSERS

Level: Elementalist 8, Magic-User 8

Range: Medium (150 ft.)

Duration: 6 rounds

At your direction, geysers of magical acid erupt from mystical portals created by this spell. When the spell is cast, you select a number of targets equal to your level that are within the spell's range. Any targeted creature that fails its Reflex saving throw suffers 4d8 points of acid damage. The corrosive action of the acid also damages the creature's armor.

The caster may choose new targets each round until the spell's duration expires. Note that no creature may be targeted by this spell in two consecutive rounds.

Material Components: A diamond vial (worth at least 800 gp) filled with acid.

ANIMATE SHADOW

Level: Charlatan 5, Magic-User 5

Range: Touch

Duration: Instantaneous

This spell turns the caster's shadow into a quasi-real creature that follows the character's spoken commands. The shadow created can follow the caster, or can remain in an area and attack any creature entering the place. The shadow remains animated until it is destroyed.

The shadow creature possesses the same statistics as the caster except it has only has one-fifth the hit points and knowledge (including level, class abilities, skills and vocabulary) of the caster.

At all times the shadow remains under the character's absolute command. No special telepathic link exists, so command must be exercised in some other manner. The shadow has no ability to become more powerful. It cannot increase its level or abilities. If

destroyed, the shadow instantly dissipates and returns to the caster. While the spell is in effect, the caster casts no shadow.

The caster must be casting a shadow to cast this spell.

AWAKEN ELEMENT

Level: Druid 3, Elementalist 3, Magic-User 3

Range: Close (30 ft.)

Duration: 5 minutes

You give an element human-like sentience. You target a volume of air, earth, fire or water no bigger than a 5-foot cube per four caster levels and it awakens as if becoming an elemental. It has all the statistics of a small elemental of its type, except that it has average intelligence and can speak the common tongue.

The creature is friendly towards you and, although it is not bound to you, will perform any reasonable task you ask of it until the spell's duration ends and it collapses or disperses back into its material. An intelligent element remembers what happened around it for one week per caster level before it was awakened and can answer questions about that.

BLINDING/DEAFENING PATTERN

Level: Bard 4, Charlatan 4, Magic-User 4

Range: Medium (150 ft.)

Duration: Concentration + 1 round per level

This pattern of lights and sounds blinds or deafens (the caster's choice) all creatures in its area of effect. Those who move out of the area remain blinded or deafened for 1d4 rounds afterward.

BODY OF FIRE

Level: Druid 8, Elementalist 8, Magic-User 8

Range: Personal

Duration: 10 minutes

You transform your body into elemental fire. You gain immunity to poison, sleep, paralysis, stunning, critical hits, fire immunity, cold vulnerability and backstabs. Anyone whom you touch, or

who touches you, suffers 1d4 points of fire damage. Flammable objects ignite at your touch, though equipment you wear or carry when initiating the transformation is unaffected. Your spell-casting abilities are unaffected.

Material Component: Ash from a dead fire elemental creature.

COMPEL PARLEY

Level: Bard 1, Charlatan 2, Cleric 2, Magic-User 2

Range: Close (30 ft.)

Duration: 1 hour

This spell compels those affected to bring the caster and up to six companions to the target's leader. The targets are permitted to

take whatever precautions they choose, so long as they do not kill the caster or his companions. They may strip the protected characters of weapons, bind and gag a spellcaster, even target them with spells, so long as the characters are brought before the target's leader alive and given a chance to speak.

The targets bring the protected characters to the nearest authority figure – a guard affected by this spell would not bring the characters to his king, but to his commander.

CONE OF NAUSEA

Level: Bard 3, Charlatan 3, Magic-User 3

Range: 30 ft.

Duration: Instantaneous

This pattern uses a mixture of visual, audio and olfactory elements to sicken all creatures in its area of effect for 1d4 rounds + 1 round/level.

DAZE, GREATER

Level: Charlatan 2, Magic-User 2

Range: Close (30 ft.)

Duration: 1 round

This is identical to *daze* except that it has no limit on the Hit Dice or level that can be affected. Otherwise, the limitations of *daze* apply, including appropriate targets.

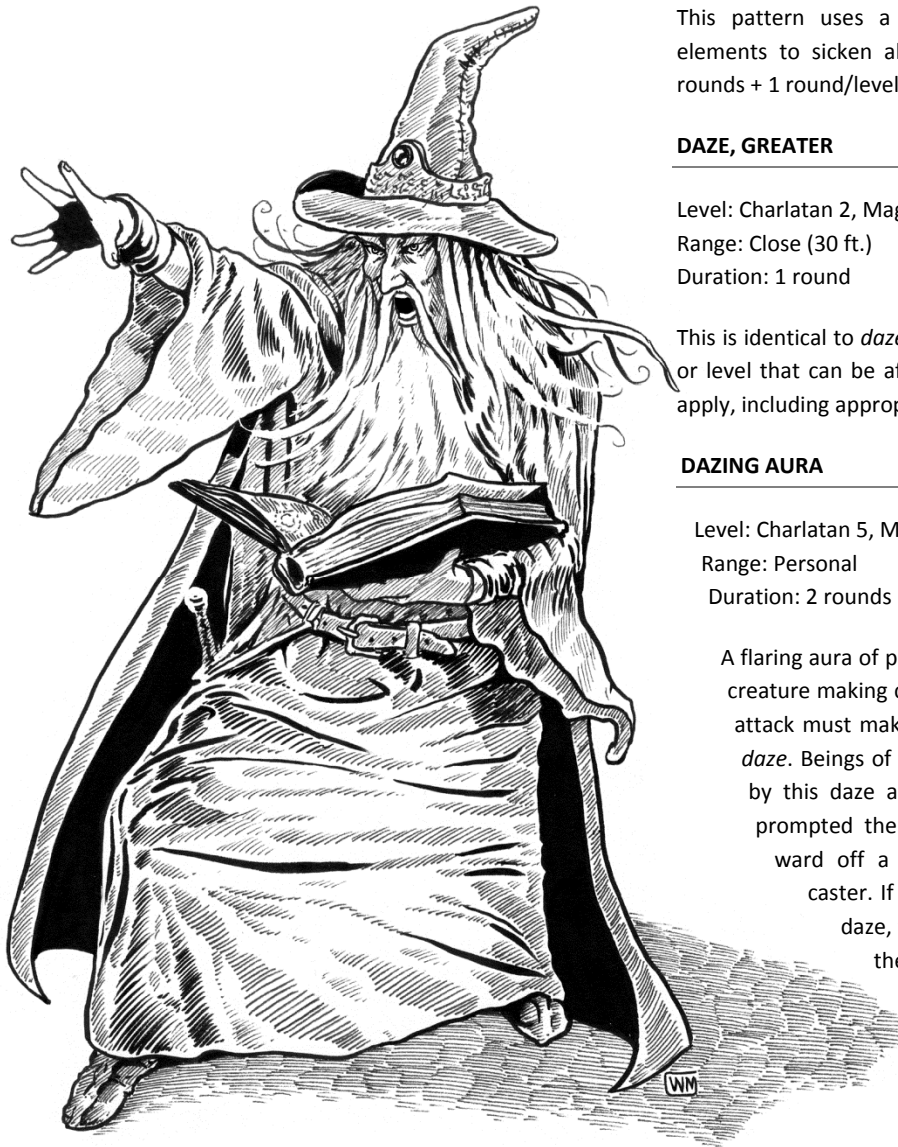
DAZING AURA

Level: Charlatan 5, Magic-User 5

Range: Personal

Duration: 2 rounds per level

A flaring aura of pale white energy surrounds the caster. Any creature making contact with this aura by means of a melee attack must make a Will save or be dazed as per the spell *daze*. Beings of up to the caster's Hit Dice can be affected by this daze and, if it succeeds, the melee attack that prompted the Will save is negated. The aura can also ward off a spell attack that specifically targets the caster. If the attacker fails the Will save against the daze, the spell is wasted and the attacker suffers the daze's effect. If the dazing aura successfully wards off a spell, it instantly ends as well.



DAZZLING LIGHTS

Level: Bard 0, Charlatan 0, Magic-User 0
Range: 10 ft. cone
Duration: Instantaneous

This pattern dazzles all creatures of 1 or less HD in its area of effect for one round. This spell has no effect on creatures of higher HD.

DÉJA VU

Level: Charlatan 7, Magic-User 7
Range: Close (30 ft.)
Duration: Instantaneous

In an instant, the subject of this spell experiences the ravages of the previous round over again. Only forces that directly deal hit point damage are experienced again. The character receives, in an instant, all the damage he received in the previous round. For example, if the character receives 20 points of fire damage after successfully saving from a fireball and 8 points from a dagger attack, he receives 20 points of fire damage and 8 points of dagger damage when this spell is cast.

DESTROY MEMORY

Level: Bard 5, Charlatan 5, Magic-User 5
Range: See text
Duration: Permanent

This insidious spell permanently erases a single memory from the victim's mind. The spell can erase either the memory of one event, person, object or idea. For example, you could erase the victim's memory of a specific battle, his memory of a childhood friend or of his prized sword.

In order to cast this spell, you must have some knowledge of the memory to be erased, from firsthand experience, from an account given to you by someone with first-hand knowledge or from a written account, tapestry or legend.

Destroy memory can be cast on any being which is currently on the same plane of existence as you. Should the intended target leave the plane before the casting is complete, the spell has no effect. Only a *miracle*, a *wish* or direct deity level intervention can reverse the effects of a *destroy memory* spell.

DETECT ILLUSION

Level: Bard 2, Charlatan 2, Magic-User 2
Range: 60 ft.
Duration: 20 minutes

You detect illusions cast by someone with a lower caster level than you. If the caster level is equal to your own, you must make a Will save to detect the spell.

DISTRACTING PATTERN

Level: Bard 1, Charlatan 1, Magic-User 1
Range: Medium (150 ft.)
Duration: Concentration + 1 round per level

This pattern distracts all creatures in its area of effect. Those who move out of the area of effect are no longer distracted by the pattern and may perform skills and cast spells normally.

DOLOROUS TOUCH

Level: Charlatan 4, Magic-User 4
Range: Touch
Duration: 6 hours

This spell requires a melee attack to be successful. If the target is hit and fails a Will save, it falls into a deep slumber and cannot be awakened until the duration of *dolorous touch* ends. In addition, this spell has a lingering effect. While it is in effect, any appropriate target that touches a sleeping victim of this spell must also make a Will save or fall unconscious. This new target is now also considered to be affected by *dolorous touch*. No matter how many targets succumb to this spell, they all awaken when the original duration ends or when the caster dispels the effect. The caster can choose to selectively end the spell on any secondary target but, if the original target is released, the entire spell ends.

DREAM THIEF

Level: Charlatan 7, Magic-User
Range: Medium (150 ft.)
Duration: 1 week

This spell steals the dreams from the subject's mind each time he sleeps. So long as the subject is affected by this spell, it does not gain the benefits of a good night's sleep. That is, the subject does not regain hit points or heal ability damage, does not regain lost spells and functions as if fatigued. Creatures that do not sleep (such as undead and constructs) cannot be affected by this spell.

DROWN

Level: Cleric 5, Druid 5, Elementalist 5, Magic-User 5

Range: Medium (150 ft.)

Duration: 5 rounds

You create a volume of water around your target's head or other respiratory organs. The creature must hold its breath or begin to drown. You can dispel the effect at any time. Creatures that do not breathe or that can breathe water are completely unaffected.

ECHOES OF THE PAST

Level: Charlatan 4, Magic-User 4

Range: Personal

Duration: 10 minutes

With the casting of this spell, you bring to life spectral images and sounds which re-enact events of the recent past. At the time of the spell's casting, you decide how far back in time you wish the spell to reach, to a maximum of one hour per caster level. The round after the casting is complete, phantasms appear and begin exactly re-enacting the events that unfolded from the chosen time on.

EERIE

Level: Bard 6, Charlatan 6, Magic-User 6

Range: Medium (150 ft.)

Duration: See text

When a creature is first affected by this spell, it sees an eerie shape in its peripheral vision. The subject then gets a Will save to recognize the image as being unreal. If the subject fails, the eerie fills its vision with strange and confusing images. At this point, the creature must succeed at a Fortitude save or collapse helpless on the ground for 1 round per caster level of the spell. If the creature succeeds at its Fortitude save, it is instead *confused* (as the spell) for 3d6 rounds.

If the subject of an *eerie* spell succeeds in disbelieving and is wearing a *helm of telepathy*, the eerie can be turned upon the caster. The caster must then disbelieve it or suffer its effects.

ENAMOURING TOUCH

Level: Charlatan 6, Magic-User 6

Range: Personal

Duration: 1 minute

By touching a target, the caster can affect it per an *elixir of love* for 1d3 hours. The caster may, at his option, transmit jealousy

with some or all of these touches. If this is done, those affected by the spell will be hostile towards each other and require little provocation to fight. The jealousy will not make targets murderous if that is not in their nature, but nonlethal combat is likely. Although the enamouring effect of this spell is permanent, the jealousy fades when the charm does.

Material Component: An elixir of love, which is consumed without effect just before the spell is cast. (If the spell is interrupted during casting, the potion immediately has its normal effect.)

ENDLESS DAZE

Level: Charlatan 8

Range: Close (30 ft.)

Duration: Permanent

This is identical to *daze*, except the duration of the effect is permanent and there is no limitation to the number of Hit Dice that can be affected.

FIERY CONSTRICTOR

Level: Elementalist 6, Magic-User 6

Range: Close (30 ft.)

Duration: 10 rounds

You create a tendril of flame from an existing fire source that lashes out at any foe that you designate within 20 feet. It attacks as a monster with a number of hit dice equal to your level. If the tendril hits a foe, it constricts, dealing 3d6 points of fire damage each round the hold is maintained. The elementalist can re-direct the spell to a new target on his turn.

The tendril can be attacked. If reduced to 0 or less hit points, it dissipates and the spell ends. The tendril is AC 20 and has hit points equal to yours. The tendril suffers only half damage from non-magic weapons.

Material Component: A fragment of a red dragon scale.

FOOL'S COIN

Level: Bard 0, Charlatan 0, Magic-User 0

Range: Touch

Duration: See text

With this spell, you can make a single metallic disk appear to be a precious coin of some type for a short time. The metal affected by this spell takes on all of the properties of the metal being mimicked, including weight. The duration of the spell depends on

the metal being mimicked: Copper lasts for 2 minutes, silver for 1 minute, gold for 5 rounds and platinum for 1 round.

FOOL'S TROVE

Level: Bard 4, Charlatan 4, Magic-User 4

Range: Close (30 ft.)

Duration: 6 hours

As *fool's coin* except that the caster can affect all types of objects in a certain locale. The object or objects affected by this spell take on the appearance of extraordinary value to those who behold them. A wooden practice sword could be made to appear as an enchanted blade. A granite pillar could be made to appear encrusted in gems and gilded in silver. Each item in the fool's trove requires its own separate Will save to disbelieve. Note that this spell can be cast to make valuable objects appear almost worthless.

Material Component: A pouch of platinum dust worth 100 gold pieces or 10 platinum pieces.

FUMBLE

Level: Bard 4, Charlatan 4, Magic-User 4

Range: Touch

Duration: 1 minute

The subjects of this spell become so clumsy and oafish they find it exceedingly difficult to undertake most actions without error, taking a –5 penalty on all attack rolls and task checks. Whenever an affected creature fails an attack or check that involves a manufactured weapon or tool, it must pass a Reflex saving throw or drop that weapon or tool.

An affected creature can move at only up to one-half its normal speed without having to make a Reflex save to avoid falling prone. If a creature falls prone for any reason while affected by this spell, it must make a Reflex save to get up again. An affected creature must make a Reflex save to draw a weapon, pick up a dropped item, retrieve a stored item, etc. If the save fails, the creature drops the item at its feet.

To cast a spell or use a special ability that requires any action, an affected creature must succeed on a Fortitude saving throw. If the check fails, the creature loses the spell or expends a use of the special ability with no effect. Whenever *fumble* prevents a creature from completing an action, the creature's turn ends.

FRIENDSHIP

Level: Charlatan 6, Magic-User 6

Range: Touch

Duration: Instantaneous

Essential to good relations with those the caster charms, this spell makes the friendship effect of a charm spell (assuming it has one) permanent and non-magical. This amiability becomes a natural part of the creature but it is not enforced in any way. Thus, actions by the caster can easily disrupt or undo the fragile bonds of this new friendship. Likewise, if the caster takes steps to strengthen the relationship, the target is likely to remain friendly indefinitely.

FRIGHTFUL PRESENCE

Level: Bard 3, Charlatan 3, Magic-User 3

Range: Close (30 ft.)

Duration: Instantaneous

This spell makes the caster's very presence unsettling to foes. Opponents within 30 feet who can see the spellcaster must make a Will save or become frightened for 3d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the caster has.

GARBLE

Level: Bard 3, Charlatan 3, Magic-User 3

Range: Close (30 ft.)

Duration: 3 hours

This curse disguises the target's speech, which is useful for ending arguments and squelching well-spoken agitators. Whatever she says sounds completely normal to her, but is incomprehensible gibberish to everyone else. The target's ability to cast spells with verbal components is unaffected.

GAZE REFLECTOR

Level: Charlatan 1, Magic-User 1

Range: Personal

Duration: 1 round per level

This spell creates a shimmering veil, akin to a mirror, in the area in front of your face. The veil moves with you and you can see normally through it. Any gaze attack requiring that you meet the opponent's eyes (such as that of a medusa or basilisk) is reflected back upon the opponent and affects it normally unless the creature is immune to its own gaze attack (the creature gets a save to avoid the effects if its gaze normally allows one).

GHOST COMBATANT

Level: Bard 1, Charlatan 1, Cleric 2, Magic-User 1

Range: Close (30 ft.)

Duration: 1 round per level

You can make spirits whisper, make noises and create false movements behind a creature to make it believe it is surrounded. If the target fails its saving throw, it believes that there is another attacker behind it, giving other combatants a +2 bonus to hit them.

GROUND TRAP

Level: Bard 1, Elementalist 1, Magic-User 1

Range: Medium (150 ft.)

Duration: 1 minute

The ground beneath one of the target's feet rises up to envelop its foot and leg up to the knee, effectively trapping the target. The target receives a Reflex saving throw to avoid the ground's grasp. Failure means that the target is trapped and unable to move from its spot for the duration of the spell while success means that the target has avoided or twisted free of the ground's grasp and the spell fails.

A trapped target cannot free itself with a Bend Bars or Escape Bonds check, but it and its friends can try to break him out of the ground by striking at it. The trapped target is still free to take actions, including casting spells, while its foot is trapped.

INDESCRIBABLE CREEP

Level: Bard 1, Charlatan 1, Magic-User 1

Range: Medium (150 ft.)

Duration: Instantaneous

This spell creates a creeping sensation over the target's body that can cause it to become frightened for a short amount of time (1d4 rounds). With a successful disbelief check, the target is instead shaken for 1d4 rounds. A shaken character suffers a -2 penalty on attack rolls, saving throws and task checks.

LAVA WYRM

Level: Elementalist 8, Magic-User 8

Range: Long (500 ft.)

Duration: Concentration, up to one round per level

This spell creates a serpentine flow of lava emerging from the earth at a spot designated by the caster. The wurm is 20 feet long, with a flexible body. As a move, the caster may direct the

wurm to move up to 30 feet, measured from the wurm's head. If any portion of the wurm's body passes within 5 feet of a creature, that creature suffers 10d6 points of fire damage unless a successful Reflex save is made.

Material Component: Three small rubies strung along a golden wire (value of 600 gp).

MAGMA PIT

Level: Elementalist 5, Magic-User 5

Range: Long (500 ft.)

Duration: 10 rounds

The very earth boils in response to this spell, transforming into seething magma that sears flesh and can destroy flammable materials and metals with a low melting point such as lead, gold, copper, silver or bronze. Creatures in the area of effect suffer 2d6 points of damage plus an additional 1d4 per level (Fortitude save for half damage), move at half normal speed and may not run as their lower legs become mired in magma. Huge creatures do not suffer the reduction in speed or prohibition against running, but take damage as normal. Cold creatures and water elementals suffer double normal damage and must immediately begin moving out of the area of effect if possible. When the area of effect is moved, the ground immediately cools and any creatures caught in the original area of effect stop suffering damage.

Material Components: A chunk of igneous rock rolled in ruby dust (200 gp value).

MALICIOUS IMAGE

Level: Bard 3, Charlatan 3, Magic-User 3

Range: Medium (150 ft.)

Duration: See text

This spell causes a target under the effect of a *mirror image* spell to be attacked by his images. A successful Will save by the targeted caster negates the spell, and his mirror images continue to function as normal.

Should the target fail his Will save, a deadly transformation occurs. Each mirror image becomes a hostile shadow-creature, with hit points equal to those of the target, divided by the number of images remaining when malicious image was cast. Their AC remains 10 + the dexterity modifier of target. They attack once per round with the caster's attack bonus, dealing 1d6 points of damage per hit. The target loses the benefit of the *mirror image* spell while his images are attacking him. The images do not disappear when struck, but must be reduced to 0 hit

points to be destroyed. They continue to attack until the *mirror image* spell ends.

MOMENT'S PAUSE

Level: Charlatan 1, Magic-User 1

Range: Close (30 ft.)

Duration: 1 round

Moment's pause is an improved form of *daze*, causing the affected target to be completely immobile for 1 full round. In all respects except duration, this effect is identical to *hold person*.

PLAUSIBLE EXCUSE

Level: Bard 2, Charlatan 2, Magic-User 2

Range: Close (30 ft.)

Duration: 1 day per level

Upon casting this spell, those affected by it will believe that you were in their company for a period of time equal to your level in hours (or less, if you so desire at the time of casting). These vague memories will last for a period of days equal to your level. After this time passes, the false memories will fade, as minor details often do. Those individuals unaffected by the spell will have no idea that the spell was cast, but their memories of your presence will conflict with those you've enchanted.

RECURRING IMAGE

Level: Charlatan 7, Magic-User 7

Range: Long (500 ft.)

Duration: Permanent

As *programmed image*, except *recurring image* follows a predetermined script decided upon by the caster. The illusion then follows that script without the caster having to concentrate on it and repeats it after a predetermined amount of time (maximum of 10 minutes per caster level) or upon a specific triggering condition. The illusion created can include intelligible speech if the character wishes.

REPEL WATER

Level: Cleric 1, Elementalist 1, Magic-User 1

Range: Touch

Duration: 10 minutes

You are able to keep a number of subjects completely dry when immersed in water. Divide the duration evenly amongst all the creatures you touch. This spell does not allow creatures to breathe water, only keep them and any possessions they carry perfectly

dry when immersed. If used against an aquatic creature, it suffocates them for the duration of the spell.

SEAVISION

Level: Cleric 2, Druid 1, Elementalist 1, Magic-User 2

Range: Touch

Duration: 1 hour

Any subject you touch will have their vision completely unaffected by being underwater. Gloomy water and darkness affect the subject as normal, however.

SHADOW BEAST

Level: Charlatan 8

Range: Close (30 ft.)

Duration: 12 hours

This spell creates a quasi-real beast that serves as both a protector and a mount for the caster or for one person whom the caster specified during the casting. The beast formed by this spell is 50% real and inky black from head to foot, with insubstantial hooves that make no sound. Those attacked by the beast get a Will disbelief saving throw. If they succeed, they only take half damage from the beast's bite attack and are not affected by its frightful presence. The shadow beast serves the caster or the person specified by the caster unwaveringly.

Material Component: A masterwork carving of a shadow beast made from obsidian.

SKITTERING DARKNESS

Level: Cleric 5, Charlatan 6, Magic-User 6

Range: Close (30 ft.)

Duration: 3 rounds

Upon casting this spell, the caster causes shadow and darkness to writhe and crawl like a wave of spiders, striking at those who oppose him and gnawing at their flesh and sanity. Those who are within the initial area of effect must attempt a Will save; if they fail, they are subject to attack from any shadow or area of darkness they enter, whether it be of natural or magical origin. At the beginning of each round they remain in darkness, shadows coalesce and attack with an attack bonus of a fighter equal to the caster's level. On a successful strike, the claws deal 1d6 points of damage. This effect follows each victim for the duration of the spell, so that even characters that flee the initial area of effect are subject to attack from creatures of shadow and night.

In addition to suffering physical injury, victims of this spell are subject to terrifying psychological assault as well. The shadow shapes which appear to gnaw at their bodies are horrific in appearance. For the duration of the spell effect, all those who were within the radius of effect of the spell when it was cast suffer a -2 penalty to attack rolls and to task checks.

STREAM OF UNCONSCIOUSNESS

Level: Bard 6, Charlatan 7, Magic-User 7

Range: Close (30 ft.)

Duration: 2 rounds

This pattern causes the creatures caught in its area of effect to fall unconscious for a number of rounds depending upon their HD. Creatures with 3 HD or less are knocked unconscious for 4d4 rounds. Creatures with 4 to 6 HD are knocked unconscious for 2d4 rounds. Creatures with 7 to 9 HD are knocked unconscious for 1d4 rounds. Creatures with 10 to 12 HD are knocked unconscious for 1 round. Creatures with 13 or more HD are unaffected.

SUFFOCATE

Level: Cleric 6, Druid 6, Elementalist 6, Magic-User 6

As *drown*, except that you suck the air from the target's lungs or other respiratory system. In addition to the danger of dying, every round that the target succeeds its Fortitude save, it suffers 1d6 points of nonlethal damage.

TEMPORAL DISJUNCTION

Level: Charlatan 6, Magic-User 6

Range: Close (30 ft.)

Duration: Permanent

Temporal disjunction causes the subject's own perceptions to lag moments behind actual events. The creature suffers a -2 penalty to his AC, attack rolls and saving throws. Targeted spells he casts suffer a 50% chance of failure but area effect spells can be cast normally.

This spell may be removed with a successful *dispel magic* or *remove curse* but it is otherwise permanent. As a side effect, the creature will always be moments late. There is no way to adjust for the lag in this spell as it fluctuates randomly.

SHADOW BEAST

Large Outsider, Neutral, Animal Intelligence; Solitary

HD	8
AC	19 [+1]
ATK	Bite (1d10)
MV	60
SV	F 8, R 8, W 12
XP	800 (CL 9)

There is no true shadow beast creature; it is simply a creature of shadow magic given some rudimentary intellect. The shadow beast follows the telepathic commands of the person who created it. When a shadow beast charges, attacks or even snarls at a person, opponents with fewer than 8 HD who are within 30 feet must pass a Will save or be frightened for 5d6 rounds.

A shadow beast can move over sandy, muddy or even swampy ground without difficulty or decrease in speed. It can also move over water as if it were firm, dry ground. The beast can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The beast cannot simply take off and fly. It can only ride horizontally across the air. After 1 round in the air, the mount descends as per the end of a *levitate* spell.

UMBRAL AURA

Level: Charlatan 2, Magic-User 2

Range: Touch

Duration: 3 hours

Shadow energies wreath the subject of this spell in a protective aura that stretches one foot from the subject's body. This protective aura grants the subject the following benefits:

While under the effect of an *umbral aura*, the subject of the spell gets a +4 bonus to AC and a +4 bonus to hide in shadows. The umbral aura does not interfere with the subject's sight.

If an opponent's attack misses by two or less, the umbral aura is hit instead and takes damage from the weapon used in the attack. Area of effect spells also damage the aura, but as long as the subject succeeds at his saving throw by more than one, the aura only takes half-damage. When created the umbral aura has an amount of hit points equal to the caster's hit points at the time of casting.

UMBRAL FORTIFICATION

Level: Charlatan 3, Magic-User 3

Range: Touch

Duration: 6 rounds

As *minor umbral fortification*, except that *umbral fortification* grants 2d8 temporary hit points or it can be used to grant +4 points of temporary strength, dexterity or constitution to the subject of the spell, caster's choice.

UMBRAL FORTIFICATION, MINOR

Level: Charlatan 1, Magic-User 1

Range: Touch

Duration: 3 rounds

By instilling shadow energy into the subject of this spell, you grant them 1d8 temporary hit points for the duration of the spell. This spell works on both living and non-living creatures.

UMBRAL FORTIFICATION, GREATER

Level: Charlatan 5, Magic-User 5

Range: Touch

Duration: 6 rounds

As *minor umbral fortification*, except that *greater umbral fortification* grants 3d8 temporary hit points or it can be used to grant +4 points of temporary ability enhancement to two of strength, dexterity or constitution to the subject of the spell, at the caster's choice.

UNBALANCED PATTERN

Level: Bard 2, Charlatan 2, Magic-User 2

Range: Medium (150 ft.)

Duration: Concentration + 1 round

This pattern unbalances all creatures in its area of effect. Those who leave the area of effect are unbalanced for one round afterwards and then return to normal. A character that is unbalanced suffers a -1 penalty to attack, loses their dexterity bonus to AC, moves at half normal speed and suffers a -1 penalty to Fortitude and Reflex saves.

WALL OF PATTERNS

Level: Charlatan 9

Range: Close (30 ft.)

Duration: 90 minutes

This spell creates an immobile and insubstantial wall of patterns that has adverse effects on those who attempt to pass through it. One side of the wall, selected by the caster, sends forth waves of patterns to dazzle, unbalance, stun and confuse his foes. Those on the side not chosen to emanate patterns can walk up to the very edge of the wall without ill effect. The caster is immune to the *wall of patterns*'s affects and may pass through and remain near the wall with no ill effect.

Any creature with fewer than 9 HD that is within 40 feet of the wall is dazzled* for 2d4 rounds with no saving throw. Those who have 9 or more HD receive a Will saving throw to negate. Those who come within 30 feet of the wall must make a Will save or become unbalanced (see *unbalanced pattern* above) for 2d4 rounds. At 20 feet away from the wall, one must make a Will save or suffer one of the following effects:

D10	EFFECT
1-2	Blinded for 2d4 rounds
3-5	Dazed for 2d4 rounds
6-7	Sickened for 2d4 rounds
8-9	Deafened for 2d4 rounds
10	Stunned for 2d4 rounds

When a creature pushes forward to 10 feet, he must make another Will save or be confused for 2d4 rounds. Those who continue to 5 feet must make a Will save or be paralyzed for 2d4 rounds. Finally those who reach the wall itself must make one last Will save. If they fail this save, they fall unconscious for 2d4 rounds, but if they succeed, they may continue to the other side.

A *wall of patterns* spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

* Dazzled creatures are partially blinded, and suffer a -1 penalty on attack rolls and task checks that rely on sight.

WAVE OF HESITATION

Level: Charlatan 3, Magic-User 3

Range: Close (30 ft.)

Duration: Instantaneous

Casting *wave of hesitation* causes a cone of shimmering lights and pale white mist to erupt from the caster's outstretched hands. Every creature in this 30-ft. cone must succeed at a Will save or be stunned for 1d4 rounds. On a successful save, the targets are affected by a *daze* spell if they are of the appropriate type and Hit Dice. Otherwise, there is no additional effect.

SECTION SIX

OPTIONAL RULES

This section of the book includes a few optional rules you may wish to include in your *Blood & Treasure* campaigns.

The first is a proficiency system that applies to weapons, tasks and spells, allowing characters to spend proficiency points to become better at these things as they advance in level.

The second is rules for psionic powers that apply to characters other than psychics. With these rules, any character has a chance to possess psychic abilities, making it a useful addition to campaigns in which psionics are meant to play a major role.

The third section covers a few additional heroic tasks for your game, including make some tasks associated with dwarves into tasks any character can attempt.

Finally, the fourth section covers the idea of playing 0-level characters in *Blood & Treasure*. These characters begin the game as fairly normal people with very limited abilities, but the ability to become first level characters in one of the established classes.

PROFICIENCIES

The proficiency system is an optional way to simulate a character's skill at fighting with weapons, performing tasks and casting spells. It is designed to replace the normal skill system and some weapon feats and to enhance the existing spell casting system.

If you use feats, you will want to remove a few of the feats normally available in the game.

PROFICIENCY POINTS

The proficiency system is based on characters spending proficiency points (PP) to become more skilled at tasks and at weapons. Characters begin at first level with 10 PP and gain 10 additional PP at each odd level (3rd, 5th, 7th, etc.).

Under the proficiency system, one advances through four levels of proficiency, Novice, Adept, Expert and Master, in a given weapon, task or spell. The PP cost to advance through these

levels of proficiency differs depending on whether one is advancing in a weapon, task or spell.

WEAPON PROFICIENCY

To advance in weapon proficiency, one spends proficiency points as follows:

Novice	1 point
Adept	3 points
Expert	6 points
Master	10 points

One cannot advance through more than one proficiency level with a weapon per level, thus a 1st level character could spend her 10 PP to become a novice with 10 different weapons, but could not spend all 10 PP to become first a novice, then an adept and finally an expert with a single weapon (1 PP + 3 PP + 6 PP = 10 PP). The character would have to wait until 3rd level to spend points to become an adept with a weapon they were already a novice in, and then 5th level to become an expert with a weapon they are already adept with, and 7th level to finally become a master with a weapon they are already an expert with.

The benefits of weapon proficiency are as follows:

Novice	No penalty to fight with the weapon
Adept	+1 to hit with weapon
Expert	+1 to damage with weapon
Master	Normal damage plus special effect

Characters with no proficiency with a weapon suffer a -2 penalty to attack with that weapon. If using this system, one needs to remove the following feats from play: Improved Critical, Weapon Focus, Weapon Proficiency and Weapon Specialization.

Characters can gain proficiency in any weapon on their class's allowed weapons list. To gain proficiency with a weapon that is not on their list costs 1 additional PP.

The benefits of weapon mastery depend upon the type of weapon with which they have gained mastery. Each weapon has one or more special effects attached to it based on the weapon's type, as follows:

BLUDGEONING: Weapons without edges or points, such as clubs, maces and mauls.

CHOPPING: Weapons with a cutting edge that are used to hack or chop an opponent, such as axes and falchions.

PIERCING: Weapons with a sharp point that are used to stab foes, such as spears and most swords.

SLASHING: Weapons with a long edge that is used to cut and slash, such as glaives and most swords.

As suggested above, some weapons count as more than one weapon type. While rapiers, for example, are piercing weapons, longswords are both piercing and slashing weapons. Halberds have an axe head and a spear point, so they are both chopping and piercing weapons.

When a master scores a hit, the weapon also scores a special effect. If the weapon counts as two or more weapon types, the master can choose which type it counts as for this attack.

The master has a chance to choose which special effect to use. The master must roll their attack bonus or lower on 1d20. If this roll fails, the special effect is rolled randomly on 1d6. Otherwise, the effect is chosen by the attacker.

The special effects are as follows:

BLUDGEONING		CHOPPING	
1	Crush Armor	1	Bloody
2	Knock Back	2	Knock Prone
3	Knock Prone	3	Pierce Armor
4	Stagger	4	Stagger
5	Stun	5	Stun
6	Unbalance	6	Unbalance
PIERCING		SLASHING	
1	Bloody	1	Arrest Weapon
2	Embed	2	Bloody
3	Hold at Bay	3	Feint
4	Pierce Armor	4	Slash Armor
5	Riposte	5	Stagger
6	Stagger	6	Unbalance

ARREST WEAPON: A skillful parry leaves the defender's weapon (including natural weapons) unusable during the next round. The defender can attack, but must use a different weapon already in their hand.

BLOODY: The defender is slashed and begins bleeding. They suffer 1 point of damage per round until their wounds are bound or magically healed.

CRUSH ARMOR: The defender's armor is crushed or smashed. The opponent can choose to allow her shield (if she is wielding one) to be destroyed by the blow, leaving their armor undamaged. Padded and leather armor cannot be crushed. All other forms of armor lose one point of their armor bonus each time they are crushed. A character wearing crushed armor suffers a 5 point penalty to their speed. Armor that is reduced to an armor bonus of 0 is destroyed. An unarmored foe is instead staggered.

EMBED: The attacker's weapon is embedded in the foe or their armor. Against armor, this special effect is per the Pierce Armor effect, save that the attacker's weapon cannot be removed with a bend bars task check. Against a creature, the effect is as the Bloody effect and the weapon is likewise stuck in the creature. A creature with a weapon embedded in them loses 5 points of their speed until it is removed.

FEINT: A skillful feint with the weapon forces the defender to roll a Will saving throw. If unsuccessful, the attacker can immediately make another attack against them.

HOLD AT BAY: The defender must leap back 5 feet from the attacker's weapon and cannot approach within melee range again until they pass a Reflex saving throw or sunder the weapon. The Reflex save can be attempted on the defender's move, while the sunder attempt can be attempted on the defender's attack. Against a missile weapon, the defender is still forced to leap back 5 feet, but obviously has no particular problem closing for melee.

KNOCK BACK: The defender is knocked back a number of feet equal to 3 plus the damage inflicted by the attack. If the defender is knocked 6 or more feet back, they must pass a Reflex save or be knocked prone.

KNOCK PRONE: The force of the attack, or an attack against the defender's legs, knocks them prone.

PIERCE ARMOR: The defender's armor is pierced by the weapon. The opponent can choose to allow her shield (if she is wielding one) to be destroyed by the blow, leaving their armor undamaged. If armor is damaged, it loses one point of its armor bonus each time it is pierced. Armor that is reduced to an armor bonus of 0 is destroyed. An unarmored foe is instead bloodied.

RIPOSTE: The next time the defender misses an attack against the attacker, the attacker can make a free attack against them.

SLASH ARMOR: The defender's armor is crushed or smashed. The opponent can choose to allow her shield to be destroyed by the blow, leaving her armor undamaged. Padded and leather armors lose one point of their armor bonus each time they are slashed.

Chainmail and Gothic plate armor is unaffected by slashes. Other forms of armor have a 1 in 6 chance of having their leather straps slashed and thus lose one point of armor bonus. Armor that is reduced to an armor bonus of 0 is destroyed. An unarmored foe is instead bloodied (see above).

STAGGER: A crushing blow leaves the defender staggered for one round. The defender can either move or attack on their next turn, but not both.

STUN: A shot to the head or stomach leaves the defender stunned for one round.

UNBALANCE: The defender must duck or leap to avoid a blow. During their next round, attackers enjoy a tactical advantage against the defender.

TASK PROFICIENCY

To advance in task proficiency, one spends PP as follows:

Novice	1 point
Adept	2 points
Expert	4 points
Master	8 points

The benefits of task proficiency are as follows:

Novice	Succeed on skill on roll of 15-20 on 1d20
Adept	Succeed on skill on roll of 12-20 on 1d20
Expert	Succeed on skill on roll 9-20 on 1d20 and use improvised tools without penalty
Master	Succeed on skill on roll of 6-20 on 1d6 and mitigate failures

Characters add the normal ability score modifier to a task check as described in the *Blood & Treasure* rules.

Characters with no proficiency with a task succeed on a roll of 18-20 on 1d20, just as they do using the normal *Blood & Treasure* rules for task checks.

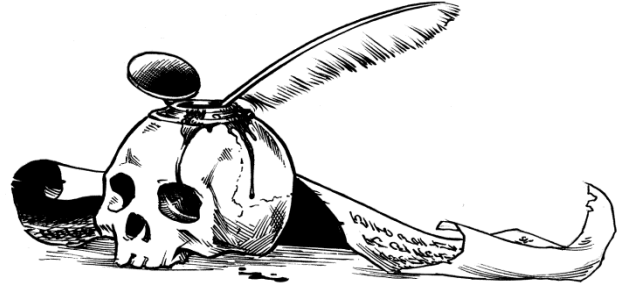
IMPROVISED TOOLS

Usually, improvised tools impose a single difficulty (i.e. -2 penalty) on the attempted task. An expert, however, suffers no such penalty when performing a task.

MITIGATE FAILURES

When a master fails a task check by no more than one point, they are capable of mitigating the failure. In play, this means that the task is considered a success, but the Treasure Keeper is permitted to impose some form of problem with the success. If a master at

breaking down doors, for example, rolls a 5 on his task check, he manages to break down the door, but the TK rules that in the process he rushes into the room and falls prone, or perhaps he sprains his ankle in the process and is crippled for 24 hours.



SPELL PROFICIENCY

Spell proficiency works a little different than weapon and task proficiency. Any spell caster who can cast a spell (i.e. a spell known for a sorcerer, a spell in a magic-user's or bard's spell book, or a spell from a level a cleric, druid, paladin or ranger can cast) is considered a novice with that spell without having to pay any PP to become a novice.

To advance in spell proficiency, one spends PP as follows:

Adept	3 points
Expert	6 points
Master	10 points

The benefits of spell proficiency are as follows:

Adept	Apply one modification to the spell or +1 damage per damage dice to the spell; magic-users and bards can prepare the spell without their spell book
Expert	Apply two modifications to a spell or impose a -1 penalty to save against the spell
Master	Apply three modifications to a spell or ignore the target's magic resistance

The following modifications can be made to a spell:

Empower: All of the spell's variables are doubled. This modification actually counts as two modifications and this modification can only be used by a spell caster twice per day.

Enlarge: Double the spell's range.

Extend: Double the spell's duration.

Focus: Targets suffer a -1 penalty to save against the spell.

Heighten: Treat caster level of spell as one level higher.

Linger: Instantaneous spell's effects linger for one round.

Maximize: All of the spell's variables are maximized. This actually counts as three modifications, and this modification can only be used by a spell caster once per day.

Persistent: Creatures must make two saving throws to avoid the effects of the spell.

Selective: You can excuse individual targets from a spell's area of effect, for example leaving allies in the area of effect of a *fireball* unharmed by the blast.

Silence: Cast the spell without vocalizing it.

Still: Cast the spell without moving.

Widen: Double the spell's area of effect.

TRAINING UNDER A MASTER

If an adventurer can find a master in a task, weapon or spell with which he wants to become more proficient, he can reduce the cost to become an adept, expert or master by 1 PP. Before the master will train the student, though, the student must pay cold, hard coin equal to 100 gp times the PP required to advance, and they must perform a quest for the master, the details of which are determined by the Treasure Keeper.



PSIONIC POWERS

This book introduces the psychic as a playable class in *Blood & Treasure*. Some players and Treasure Keepers may enjoy playing in a campaign that is much more focused on psychic powers and makes them more widely available to characters. The following scheme is presented as an optional rule for the game.

PSIONIC POTENTIAL

In this scheme, all player characters and non-player characters have the potential to possess psionic powers. To determine the chance that a character has psionic powers, add together their Intelligence, Wisdom and Charisma and subtract 30. This equals the percentile chance the character is a psionic.

Example: Gorvax the mighty is a fighter with an Intelligence of 9, Wisdom of 12 and Charisma of 14. This totals 35. By subtracting 30, we see that Gorvax has a 5% chance of having powers.

PSIONIC STRENGTH

Once it has been determined that a character has psionic powers, it must be determined how many psionic powers they can unlock. The character rolls D% and adds as a bonus their "chance of being psionic" to the roll, consulting the table below.

D%	MINOR POWERS	MAJOR POWERS
01-75	1	0
76-85	2	0
86-90	2	1
91-95	3	1
96-99	3	2
100 +	4	2

The character unlocks one minor power at 1st level, and an additional power at every odd level thereafter. When a character has unlocked all of her minor powers, she begins unlocking her major powers. Each power should be rolled as it is unlocked, with duplicates being re-rolled.

Psionic powers are divided into minor and major disciplines. The disciplines a character possesses are rolled randomly.

D%	MINOR DISCIPLINE	PP
01	Aura Sight	7
02-05	Biofeedback	3
06-07	Body Adaptation	5
08-09	Body Adjustment	5
10-13	Choke	3
14-15	Clairsentience	5
16-19	Cloud Minds	4
20	Dimension Door	7
21	Dominate	7

22-28	Dowsing	1
29-32	Ego Whip	3
33-39	Empathic Projection	1
40-43	ESP	3
44-47	Id Insinuation	3
48	Illusion	7
49	Inertial Barrier	7
50	Intellect Fortress	7
51-56	Matter Agitation	1
57-58	Mental Barrier	5
59-60	Mesmerism	5
61	Metamorphosis	7
62-68	Mindlink	1
69-74	Mind Thrust	1
75-81	Precognition	1
82-83	Psionic Blast	5
84	Schism	7
85-86	Telekinesis	5
87-90	Thought Shield	3
91-94	Transvection	3
95-96	Ubiquitous Vision	5
97-00	ROLL AGAIN	

D%	MAJOR DISCIPLINE	PP
01	Apopsi	17
02	Astral Projection	17
03-11	Catapsi	9
12-20	Channeling	9
21	Etherealness	17
22-23	Matter Manipulation	15
24-28	Mind Switch	11
29-36	Plane Shift	9
37-44	Psychic Crush	9
45	Psychic Surgery	17
46-53	Psychofeedback	9
54-58	Psychometry	11
59-62	Reddopsi	13
63-67	Suspend Life	11
68-76	Telepathy	9
77-78	Telportation	15
79-83	Temporal Acceleration	11
84-91	Tower of Iron Will	9
92-00	True Seeing	9

Each psionic character has a number of power points (PP) equal to the sum of their Intelligence, Wisdom and Charisma scores minus 30. Power points are spent by a psionic character to manifest their psionic powers. Each day, after a psionic character has had a full night's sleep (8 hours), they regain a number of power points equal to their character level times three.

You can find a description of the psionic powers under the class description of the psychic presented in this book.

PSIONIC DANGERS

Psionics are not a free ride. Whenever a character (not including psychics) manifests a psionic power, there is a percentage chance equal to the number of Power Points spent that a psionic entity

feels the vibrations on the Astral Plane and journeys to their location to attack them. Psionics are primarily the domain of aberrations and outsiders, and they guard access to these powers very jealously. If a psionic encounter is indicated, roll on the following table to discover what opponent shows up.

D%	MONSTER	D%	MONSTER
01-17	Brain Mole	63	Mind Eater
18	Couatl	64	Neh-Thalggu
19-20	Crysmal	65	Neothelid
21	Demon, Cerebrilith	66-67	Nightmare
22-23	Demon, Shadow	68-70	Phase Spider
24	Deva, Astral	71-75	Shadow
25	Dragon, Force	76-80	Shadow Mastiff
26-27	Dragon Horse	81	Shedu
28-30	Ethereal Filcher	82-90	Thought Eater
31-46	Ethereal Marauder	91-95	Unbodied
47-55	Folugub	96-97	Xaoc, Cerulean
56-57	Intellect Devourer	98-100	Xill
58-62	Kith-Yin		

PSIONIC DUELS

Both psionic characters and psionic monsters are capable of engaging in psionic duels. Psionic duels can be extremely dangerous. At a minimum, one loses power points in one of these duels, but they might also lose their powers or minds.

During each round of a psionic duel, the attacker and defender each choose an attack and defense. The attacks and defenses are based upon the three psychic apparatus of the mind, those being the Id, Ego and Super Ego.

To attack or defend with one's Id costs 1 power point. Attacking and defending with one's Ego costs 3 power points. Attacking and defending with one's Super Ego costs 5 power points.

To resolve a round of psychic combat, find the number of power points possessed by the attacker (before paying for his attack mode), and then his mode of attack. Follow along to the current number of power points possessed by the defender (before paying for his defense mode) and defender's mode of defense.

If a number is indicated, it represents the number of power points of damage sustained by the defender. A letter represents one of the following conditions:

C = Confused; defender is confused for 1d6 minutes, per the magic-user spell *confusion*.

S = Comatose; defender is struck comatose for 1d6 hours, per the comatose condition. In addition, he suffers 1d4 points of Charisma damage.

DEFENDER >	0-5 PP				6-10 PP				11-15 PP				16-20 PP				20-30 PP			
ATTACKER	ID	EGO	SUPER EGO		ID	EGO	SUPER EGO		ID	EGO	SUPER EGO		ID	EGO	SUPER EGO		ID	EGO	SUPER EGO	
0-5 PP																				
ID	1	7	3		-	3	1		-	1	-		-	-	-		-	-	-	
EGO	3	1	1		1	-	-		-	-	-		-	-	-		-	-	-	
SUPER EGO	3	3	1		1	1	-		-	-	-		-	-	-		-	-	-	
6-10 PP																				
ID	3	C	7		1	7	3		-	3	1		-	1	-		-	-	-	
EGO	7	3	3		3	1	1		1	-	-		-	-	-		-	-	-	
SUPER EGO	7	7	3		3	3	1		1	1	-		-	-	-		-	-	-	
11-15 PP																				
ID	7	S	C		3	C	7		1	7	3		-	3	1		-	1	-	
EGO	C	7	7		7	3	3		3	1	1		1	-	-		-	-	-	
SUPER EGO	C	C	7		7	7	3		3	3	1		1	1	-		-	-	-	
16-20 PP																				
ID	C	M	S		7	S	C		3	C	7		1	7	3		-	3	1	
EGO	S	C	C		C	7	7		7	3	3		3	1	1		1	-	-	
SUPER EGO	S	S	C		C	C	7		7	7	3		3	3	1		1	1	-	
20-30 PP																				
ID	S	P	M		C	M	S		7	S	C		3	C	7		1	7	3	
EGO	M	S	S		S	C	C		C	7	7		7	3	3		3	1	1	
SUPER EGO	M	M	S		S	S	C		C	C	7		7	7	3		3	3	1	

M = Madness; defender's is struck mad for 1d6 days, per the madness condition. In addition, he suffers 1d4 points of Wisdom damage.

P = Power Loss; one random power of the defender is locked and unavailable to them until they are restored to their full PP total. In addition, he suffers 1d4 points of Intelligence damage.

HEROIC TASKS

While *Blood & Treasure* does not necessarily need additional tasks, some players and Treasure Keepers might find the ones included here useful. The tasks here involve areas of knowledge, and thus represent answering questions on the subjects below and performing minor tasks associated with these areas of knowledge. While Treasure Keepers are the final arbiters in their games, I would suggest not allowing a "knowledge" task check to replace another task in the game, such as using a seafaring task check to replace a climb walls task check.

It is worth noting that if the Note Unusual Stonework and Spelunking tasks are used, they should replace the similar racial abilities of the dwarf. The dwarf will instead have a knack in these tasks. Where established classes and races should have one of these tasks as a knack or skill, it will be noted in the task's description.

A complete list of tasks and the races and classes that are skilled in them or have a knack for them is presented on the next page.

APPRAISE VALUE (WILL + INT MODIFIER)

The appraise value task involves discerning the value of art objects, gemstones and other items.

DIFFICULTIES: Appraising alien objects, appraising magical items, appraising items without a scale or magnifying lense.

FAILURE: The item is appraised at either half or double its actual value (roll 1d6; 1-3 = half actual value, 4-6 = twice actual value).

ATTEND COURT (WILL + CHA MODIFIER)

This task involves speaking and interacting at magisterial, ecclesiastical, noble and royal courts. This involves issues of correct protocol, address, gift giving, asking favors and swaying people with one's arguments.

DIFFICULTIES: Not being a member of the nobility or royalty or from the same religion/church/cult in an ecclesiastical setting, being a member of a different culture, lack of fancy clothes.

FAILURE: A faux pas has been committed; the adventurer not only loses face, but may be escorted from court and never invited back again. If arguing in a debate, the adventurer loses.

SKILLED: Bard, Chevalier, Cleric (ecclesiastic courts only), Paladin

COMMUNICATE (WILL + INT / CHA MODIFIER)

This task involves communicating with sentient creatures with which you do not share a common language. When attempting to understand such a creature, you make a Will saving throw modified by your Intelligence modifier. When trying to make yourself understood, you make a Will saving throw modified by your Charisma modifier. Communication of this sort must be short and simple – no deep philosophical discussions are possible.

Note, this task could also be used for charades and other forms of silent communication.

DIFFICULTIES: Communicating with a non-humanoid creature.

FAILURE: A failure to communicate usually results in neither side comprehending what the other side is attempting to convey. A spectacular failure (rolling a “1” on 1d20) could result in a miscommunication (i.e. believing you understood the creature, but actually getting their message very wrong.)

KNACK: Half-Elves

SKILLED: Bards

DISGUISE (WILL + CHA MODIFIER)

When you need to acquire information or clues and do not have the option of fighting your way in, a disguise is just the thing. A successful disguise fools people into thinking you are who you claim to be. When disguising yourself, you need to make a separate roll to trick each person or group you run into.

DIFFICULTIES: Donning a disguise without using a disguise kit or costume, fooling somebody close to the person being impersonated, trying to pass yourself as an expert in a field you know nothing about to an expert in that field, disguising yourself as a different gender, impersonating a person with a very different build than yourself.

FAILURE: The disguise is seen through.

SKILLED: Assassin

DRIVE WAGON (REFLEX + DEX MODIFIER)

The olden days may not have had amazing car chases that ended in fiery explosions, but it did have wagons and teams of horses, and a roaring clatter of hooves on cobblestones can get the blood pumping just as well as the screech of tires on asphalt.

Driving a wagon on a normal street is considered an easy task. Urging horses on to run while pulling a wagon, driving a wagon over uneven ground and making very sharp turns without overturning a wagon requires a task check.

DIFFICULTIES: Slick surfaces, heavy crowds, frightened animals.

FAILURE: The effects of a failure depend on what one is attempting to do when they fail. If making a sharp turn or over uneven ground, the wagon overturns, causing falling damage to the horses, the passengers and driver and the wagon. If made when urging horses to run, the horses refuse to run. On a spectacular failure (roll of “1”), the horses refuse to move.

GATHER RUMORS (WILL + CHA MODIFIER)

This task involves gathering rumors in cities, towns and villages about the settlement, the surrounding wilderness and potential opportunities for adventure.

DIFFICULTIES: Small settlement (towns count as one difficulty, villages and strongholds as two difficulties), xenophobic people, attempting to gather rumors in a place other than a tavern or the like, attempting to gather rumors without spending a few gold pieces for drinks and bribes.

FAILURE: No rumors are obtained. The adventurer can try again the next day, though after three unsuccessful attempts it should be apparent that either nobody knows anything of value, or that the locals simply are not interested in talking.

KNACK: Half-Elves

SKILLED: Bard, Venturer

IDENTIFY SPECIMEN (WILL + INT MODIFIER)

This task covers a general knowledge of animal and plant life, including monsters. An identify specimen check permits a character to recall one specific fact about a creature or plant they have encountered. If seeking information about a monster, the player must specifically request one of the following data points: Hit Dice, Armor Class, Movement Rate, Attacks and Damage, Special Attacks, Special Defenses or Special Abilities (each ability counting as a separate fact).

FAILURE: The adventurer does not know the information, and any additional task check they wish to make to recall different information about the same specimen is made at a -2 penalty.



NOTE UNUSUAL STONEWORK (WILL + INT MODIFIER)

This task includes noting unusual stonework, including secret and concealed portals and detecting and removing traps that are constructed primarily of stonework.

FAILURE: The stonework is not noticed.

NOTE: The use of this task to detect and remove certain traps is intended to overlap with the find traps and remove traps tasks in the *Blood & Treasure* rules.

KNACK: Dwarves

SEAFARING (WILL + WIS MODIFIER)

Seafaring encompasses general knowledge of ships and their operation, navigation by the stars, tying knots, singing sea shanties and ship repairs (though one might need special facilities to actually affect the repairs).

DIFFICULTIES: Depend on the specific task the adventurer is engaged in, for example heavy cloud cover when navigating.

FAILURE: While most failures are simply a matter of making an error or failing to affect repairs (in which case one must try again), failing a seafaring check to navigate results in the ship being off-course by $1d6 \times 10$ degrees until the adventurer succeeds at a new seafaring task check.

NOTE: The Balance, Climb Sheer Surfaces and Swimming tasks should be used in place of Seafaring at all times.

SPELUNKING (WILL + INT MODIFIER)

Spelunking covers knowledge of natural underground caverns and tunnels, and can be used to find one's way, note the slope of

passages, noting dangerous gasses and identifying likely places for ambushes (i.e. avoiding surprise).

DIFFICULTIES: Operating in the dark (without darkvision).

FAILURE: The attempted task is not performed successfully; any penalty is the Treasure Keeper's to apply.

KNACK: Dwarves

SKILLED: Ranger

TRAIN ANIMAL (WILL + CHA MODIFIER)

Animals (and magical beasts and dragons) are trained in one trick at a time. If a creature is wild, the first "trick" is to tame them. Each task check requires a week of training.

DIFFICULTIES: Training a creature carries a penalty equal to the creature's Hit Dice; dragons are twice as difficult to train.

FAILURE: The creature does not learn the trick, and another week is required. After three failures, the animal cannot learn the trick. A spectacular failure (a roll of "1" on d20) causes the animal to attack the trainer.

TUMBLE (REFLEX + DEX MODIFIER)

Tumbling includes back flips, somersaults and other such movements. In combat, tumbling can be used to maneuver oneself behind an opponent.

DIFFICULTIES: Slippery surfaces, moving surfaces, obstructions.

FAILURE: The tumbler fails, leaving the tumbler prone (or worse, depending on the situation).

ZERO-LEVEL CHARACTERS

Every adventurer has to start out somewhere. Most player characters seem to enter the scene pre-trained and ready to delve into the unknown. Some Treasure Keepers and players, though, might want to try something different. The following rules guide the advancement of normal humans, so-called 0-level humans, from their nondescript lives to the lives of adventurers.

Be forewarned – if you do not allow players to arrange their ability scores as they like and if you force them to roll randomly for their starting occupation, you take away virtually all their control over what kind of character they create, and may force them into taking a non-optimal class for their ability scores. For some folks, this kind of mystery and challenge fun, while for others it is the most despicable tyranny. Get player buy-in before you begin a 0-level campaign!

CHARACTER CREATION

Creating a 0-level character is not terribly different from creating any other character. First, ability scores are rolled using whatever method the Treasure Keeper prefers.

Based on the character's highest ability score, they can either roll for a random occupation or choose one from the lists below.

Based on the character's occupation, they roll 1d6 to determine their starting hit points. When (or if) the character achieves 1st level and enters a class, they re-roll their hit points with their new hit dice. If this roll is higher than their existing hit points, they retain the new roll. If not, they retain their hit points from level 0.

The occupation gives them three knacks, which they retain after entering a normal character class.

Each occupation also gives the character one "trump" they can use once per session. The trumps are the equivalent of the first level abilities of many normal classes. Once a trump is used during a session, it cannot be used again until another session.

Zero-level characters begin the game with several pieces of equipment based on their occupation, and gold pieces equal to their charisma score to spend on additional equipment.

Zero-level characters begin the game with negative 1,000 XP. When they have earned enough XP to break even, they may enter a normal character class as a 1st level character. Their occupation determines which classes they may choose from, though a TK may wish to offer some latitude on this matter.

Naturally, the character must still be able to qualify for the class before he or she can enter it.

STRENGTH		INTELLIGENCE	
1	Brawler	1	Apothecarist
2	Brigand	2	Apprentice
3	Executioner	3	Barber
4	Man-at-Arms	4	Dragoman
5	Page	5	Engineer
6	Thug	6	Nimgimmer
7	Watchman	7	Scribe
8	Woodsman	8	Student

DEXTERITY		CHARISMA	
1	Acrobat	1	Aristocrat
2	Footpad	2	Exciseman
3	Hunter	3	Herald
4	Locksmith	4	Minstrel
5	Rake	5	Pauper
6	Rat Catcher	6	Peddler
7	Smuggler	7	Thespian
8	Urchin	8	Toad-Eater

CONSTITUTION		WISDOM	
1	Farmer	1	Acolyte
2	Flunkey	2	Aspirant
3	Graverobber	3	Fortune Teller
4	Laborer	4	Initiate
5	Miner	5	Pilgrim
6	Sailor	6	Seer

ACOLYTE

Acolytes are young initiates into clerical churches. Bright-eyed and eager to get along, many sneak out to have adventures in hopes of leading more interesting lives than they can expect as boring old temple priests.

- Knacks: Communication, Identify Specimen, Trickery
- Gear: Club, buckler, robes, wooden holy symbol
- Trump: Cast first level spell [cleric] or turn undead [cleric]
- Exits: Cleric, Fighter, Paladin, Puritan

ACROBAT

Acrobats are entertainers, juggling, flipping and walking on their hands to delight crowds in inns and noble courts. Their abilities, however, lend themselves to greater things, and many get the courage to leave the stage to hit it big in the dungeon.

- Knacks: Balance, Jump, Tumble

- Gear: Quarterstaff, colorful costume, leather balls for juggling
- Trump: *Jump* (as spell) or *expeditious retreat* (as spell) as non-magical effect
- Exits: Assassin, Monk, Thief, Vigilante

APOTHECARIST

Where's the joy in spending all day cramped up in a small room over bubbling cauldrons filled with bitter herbs, with counseling stupid peasants and obnoxious aristocrats on their complaints and diseases only to be ignored?

- Knacks: Communication, Decipher Codes, Identify Specimen
- Gear: Mortar and pestle, glass vials (3), sickle
- Trump: Chirurgery [leech] or poison use [assassin]
- Exits: Anarchist, Assassin, Leech, Magic-User, Scientist

APPRENTICE

While there are many apprentices in a medieval society, it is the magic-user's apprentices we are referencing here. Every such apprentice is on his or her way to greater things if they study hard enough, but many grow impatient and strike out before they have completed their training.

- Knacks: Communication, Decipher Codes, Identify Specimens
- Gear: Leather pouch, dagger, quill and ink
- Trump: Cast one first level spell [mage] or legend lore [bard]
- Exits: Charlatan, Demonologist, Elementalist, Magic-User, Sorcerer

ARISTOCRAT

The aristocrat represents the son or daughter of a wealthy family, possibly noble, who has a hankering for adventure. They have to sneak out of their comfortable manor and operate incognito.

- Knacks: Attend Court, Communicate, Riding
- Gear: Leather doublet (AC +1), buckler, longsword, dagger
- Trump: Fascinate [bard]
- Exits: Bard, Chevalier, Duelist, Paladin, Scientist, Venturer

ASPIRANT

Aspirants are men and women just embarking on the path that leads to being a druid. Being naturally inquisitive and daring, many strike out to adventure on their own.

- Knacks: Identify Specimen, Survival, Train Animal
- Gear: Sickle, sling, robes
- Trump: Cast one first level spell [druid]
- Exits: Bard, Beastmaster, Druid, Ranger, Wushen

BARBER

Trained to style the hair of clerics, nobles and the well-to-do, as well as work on teeth and cut out the odd tumor, barbers see enough blood in their daily work that a few buckets full in a dungeon in exchange for a chest of gold sounds like a good deal.

- Knacks: Communication, Gather Rumors, Trickery
- Gear: Dagger, shears, razor, needle and thread, pliers
- Trump: Chirurgery [leech] or backstab [thief]
- Exits: Assassin, Bard, Charlatan, Leech, Thief

BRAWLER

Brawlers come from all walks of life, large men and women who know how to throw their weight around to get what they want and who always seem ready for a scrap.

- Knacks: Bend Bars, Break Down Doors, Jump
- Gear: Knuckle-dusters, leather mug, leather tunic (+1 AC)
- Trump: Rage [barbarian] or tenacity [curmudgeon]
- Exits: Barbarian, Fighter, Monk, She-Devil

BRIGAND

Most brigands are former men-at-arms or mercenaries, cut loose by their employers and now doing their best to make a dishonest living by stealing from the peasants.

- Knacks: Move Silently, Survival, Train Animals
- Gear: Studded leather tunic (+2 AC), light crossbow, 5 bolts, short sword, mask or hood

- Trump: Backstab [thief] or intimidating gaze [puritan]
- Exits: Curmudgeon, Duelist, Fighter, Ranger, Thief

DRAGOMAN

Dragomen work as interpreters and arrangers in towns and cities, being paid by visitors to help them navigate the cityscape. Dragomen have plenty of contact with adventurers, traders and pilgrims, and many can't help but desire to see the wider world.

- Knacks: Communication, Gather Rumors, Trickery
- Gear: Dagger
- Trump: Haggle [venturer] or contact [venturer]
- Exits: Bard, Magic-User, Thief, Venturer



ENGINEER

The technicians of the Middle Ages, engineers invented, operated and repaired machines of all sorts, including siege engines. This makes them handy in a trap-filled dungeon, leading a few to take that plunge into the adventuring life.

- Knacks: Find Traps, Notice Unusual Stonework, Remove Traps
- Gear: Leather tunic (+1 AC), tools and tool bag, hammer, iron spikes (5), rope, hand axe
- Trump: Double damage against a construct, machine or other non-living item
- Exits: Jack-of-all-Trades, Scientist, Thief, Tomb Robber

EXCISEMAN

Excisemen are in charge of collecting excise and preventing smuggling. As agents of the government and tax collectors, they live the lives of the despised, so it's no wonder they would like to find another way to get on in the world. Just wait until they bring their first big haul back to town and meet the new exciseman.

- Knacks: Attend Court, Break Down Doors, Trickery
- Gear: Leather tunic (+1 AC), short sword, writing kit, abacus
- Trump: Backstab [thief] or cause fear [puritan]
- Exits: Anarchist, Fighter, Venturer, Thief

EXECUTIONER

Also known as hangmen and headsmen, executioners work for the state, carrying out sentences of death on those convicted of high crimes. Most are travelers, working a circuit of towns and villages, so they spend enough time on the road to get to know adventurers and maybe pick up a desire to leave their rather infamous profession.

- Knacks: Bend Bars, Break Down Door, Escape Bonds
- Gear: Hood, battleaxe, dagger, leather tunic (+1 AC), rope
- Trump: Backstab [assassin] or cleave as feat
- Exits: Assassin, Curmudgeon, Fighter, Vigilante

FARMER

Farmers work all day and make little money unless they own large tracts of land and really know their stuff. Many of their sons and daughters watch their parents slowly being broken by the land and decide they're meant for something better.

- Knacks: Bend Bars, Break Down Doors, Survival
- Gear: Pitchfork (trident), straw hat, rough clothes
- Trump: *Strength* as spell (non-magical effect) or common sense (see below)
- Exits: Druid, Fighter, Monk, Ranger, Venturer

FLUNKEY

Flunkeys are professional servants, grooms, valets, footmen, forced to suffer every indignity by their masters, including running alongside carriages and doting on precious pets. It's no wonder they would find delving into a monster-filled dungeon a step up in the world.

- Knacks: Find Secret Doors, Listen at Doors, Move Silently
- Gear: Noble's livery
- Trump: Backstab [assassin] or danger sense [venturer]
- Exits: Anarchist, Assassin, Jack-of-All-Trades, Thief

FOOTPAD

Footpads are sneak thieves, often serving as the foot soldiers of thieves' guilds, doing small jobs and serving as lookouts and fences for the more experienced thieves in the guild.

- Knacks: Hide in Shadows, Move Silently, Open Locks
- Gear: Lock picks, dagger, sap, mask
- Trump: Backstab [thief] or poison use [assassin]
- Exits: Anarchist, Assassin, Charlatan, Thief, Tomb Robber

FORTUNE TELLER

Fortune tellers are just as likely to be frauds as they are to be the genuine article in a fantasy world, and many of the latter mix in a bit of the former as well.

- Knacks: Communication, Listen at Doors, Trickery

- Gear: Tarot cards, dice, crystal pendant, dagger
- Trump: Cast first level divination spell [magic-user]
- Exits: Charlatan, Magic-User, Psychic, Sorcerer

GRAVE ROBBER

There are so many good reasons to rob a grave in a fantasy world; profit, specimens for inquisitive leeches, spare parts for necromancers. While a profitable career, it is also frowned upon and dangerous when you factor in the presence of the undead, so many grave robbers attempt to break into a new line of work.

- Knacks: Bend Bars, Hide in Shadows, Move Silently
- Gear: Shovel, black clothes, large sack, wooden holy symbol
- Trump: Turn undead [cleric] or backstab [thief]
- Exits: Cleric, Leech, Shadowdancer, Thief



HERALD

Heralds are educated men and women who work for the nobility, keeping catalogues of coat-of-arms and tracking family lineages. Spending as much time as they do around the wealthy, they might get the idea to go out and strike it rich themselves.

- Knacks: Attend Court, Communicate, Trickery
- Gear: Brightly colored tabard, brass horn, dagger
- Trump: Fascinate [bard] or legend lore [bard]
- Exits: Bard, Chevalier, Duelist, Fighter

HERMIT

Hermits are men and women who, for want of patience, end their association with the rest of humanity, if only for a while. Many are of a religious bent or seek solitude to develop or hide the powers that come to them naturally but might offend or frighten their fellow man. A few, when they have finished with their solitude and meditations strike out as adventurers.

- Knacks: Climb Sheer Surfaces, Survival, Trickery
- Gear: Robes, quarterstaff, wooden holy symbol
- Trump: Minor power [psychic] or cast first level spell [cleric]
- Exits: Cleric, Druid, Monk, Psychic, Sorcerer, Soulnife

HUNTER

Hunters and trappers work in the wilderness and trade in towns, villages and sometimes cities. While they may not appreciate civilized company, they do appreciate some of the comforts of civilization, and might take to hunting monsters or men to earn more money to afford those comforts.

- Knacks: Move Silently, Survival, Tracking
- Gear: Shortbow and 10 arrows, dagger, leather tunic (+1 AC)
- Trump: Sworn enemy [ranger] or surprise [beastmaster]
- Exits: Assassin, Fighter, Ranger, Thief

INITIATE

Initiates are young men and women that have been accepted into a monastery, to begin training as a monk. They usually have their heads shorn and wear simple robes.

- Knacks: Balance, Break Down Doors, Jump
- Gear: Quarterstaff, simple robes, begging bowl
- Trump: Stunning attack [monk] or cleave as feat
- Exits: Cleric, Duelist, Monk, Psychic, Soulnife, Wushen

LABORER

At the base of society are the laborers, generally unskilled folk who are paid for their muscle power, toting barges and lifting bales and whatnot. While they are mostly known for their muscle, they are also privy to all the scuttlebutt.

- Knacks: Bend Bars, Break Down Doors, Gather Rumors
- Gear: Club, leather satchel, simple clothes
- Trump: *Strength* as the spell (non-magical effect) or stunning attack [monk]
- Exits: Barbarian, Fighter, Monk, She-Devil

LOCKSMITH

Locksmiths are really a cross between the higher forms of smith and the engineer. After installing and opening enough locks, a few of them get the idea that there might be even more money to be made by opening the doors and chests in dungeons.

- Knacks: Escape Bonds, Open Lock, Remove Traps
- Gear: Lock picks and skeleton keys, dagger, locks (3)
- Trump: Can re-roll a failed Open Lock task check
- Exits: Jack-of-all-Trades, Scientist, Thief, Tomb Robber

MAN-AT-ARMS

Ah, the good old man-at-arms. Stalwart retainers of adventurers and guardians of city-bound treasures, men-at-arms are naturals for going into the adventurer business.

- Knacks: Break Down Doors, Gather Rumors, Ride
- Gear: Leather armor, shield, spear, light crossbow, 5 bolts
- Trump: Two attacks against a 0 HD monster [fighter]
- Exits: Curmudgeon, Duelist, Fighter, Paladin

MINER

Miners in fantasy worlds have way more to worry about than poisonous gasses and cave-ins. Since they're already spending so much time escaping death underground, they might as well do it for treasure.

- Knacks: Notice Unusual Stonework, Spelunking, Survival
- Gear: Light pick, hammer, lantern, iron spikes (5), rope
- Trump: Darkvision as dwarf (for one minute) or detect treasure (as paladin *detects evil*)
- Exits: Fighter, Ranger, Thief, Tomb Robber, Venturer

MINSTREL

Minstrels are wandering musicians and singers, entertaining in taverns or at private residences, spending their off hours serenading lovelies and getting into trouble.

- Knacks: Communications, Gather Rumors, Trickery
- Gear: Brightly colored clothes, feathered hat, lute, horn or harp (or some other similar instrument)
- Trump: Fascinate [bard] or entertain [jack-of-all-trades]
- Exits: Anarchist, Bard, Charlatan, Thief

NIMGIMMER

Nimgimmers are physicians. I could have called them physicians, but nimgimmer is such a better name! Spending as much time as they do patching up adventurers, a few might get it in their heads to do their work in the dungeon and earn a share of the treasure.

- Knacks: Communication, Identify Specimen, Remove Traps
- Gear: Dagger, mask filled with herbs, jar of leeches, medical instruments, leather satchel
- Trump: Chirurgery [leech] or backstab [assassin]
- Exits: Assassin, Cleric, Gourmand, Leech, Scientist

PAGE

Before a warrior can become a knight or even a squire, they must serve as a page. Pages are glorified servants, working with their masters horses and doing whatever odd jobs they require, and also learning a bit about armor and weapons. Their lives are lives of drudgery, and well worth escaping into lives of adventure.

- Knacks: Attend Court, Ride, Train Animal
- Gear: Ring mail, buckler, short sword, dagger
- Trump: Two attacks against 0 HD foe or smite [paladin]
- Exits: Chevalier, Cleric, Fighter, Paladin

PAUPER

Paupers and beggars have little to look forward to in life. With nothing to lose, many latch on to bands of adventurers as torch bearers and perhaps become adventurers themselves.

- Knacks: Gather Rumors, Pick Pockets, Trickery
- Gear: Begging bowl, club, tattered clothes
- Trump: Backstab [thief] or save vs. poison [gourmand]
- Exits: Assassin, Gourmand, Jack-of-all-Trades, Monk, Thief

PEDDLER

Peddlers are a fixture of every civilization, men and women selling all sorts of items from trays. The peddler's life is a hard one, and a few begin to believe the life of an adventurer might not be so bad after seeing adventurers spending gold in taverns.

- Knacks: Appraise Value, Drive Wagon, Trickery
- Gear: Sack of goods (10 items, worth less than one silver piece each), lantern, club
- Trump: Haggle [venturer] or backstab [thief]
- Exits: Jack-of-all-trades, Ranger, Thief, Venturer

PILGRIM

Pilgrims are men and women from all walks of life who embark on a journey to visit sacred sites in hopes of enlightenment and healing. In essence, they're the tourists of the Middle Ages. Some are so touched by faith that they go on to become adventurers.

- Knacks: Communicate, Gather Rumors, Survival
- Gear: Rough clothing, quarterstaff, wooden holy symbol
- Trump: Cast first level spell [cleric] or turn undead [cleric]
- Exits: Cleric, Druid, Paladin, Puritan, Venturer

RAKE

Rakes are libertines, men and women who think only of their own pleasures. Chaotic or neutral, there is every chance they will give up their dissolute ways and become lawful adventurers one day, though don't count on it.

- Knacks: Attend Court, Move Silently, Trickery
- Gear: Rapier, dagger, cloak, bottle of wine, feathered hat
- Trump: Spring into combat [duelist] or backstab [thief]
- Exits: Assassin, Bard, Duelist, Fighter, Thief

RAT CATCHER

Rat catchers, or rattoners, are employed to control pests, mostly rats and mice. Since they spend a good deal of time crawling around in dark, awful places, the leap into dungeon crawling is a small one.

- Knacks: Identify Specimen, Move Silently, Tracking
- Gear: Rat traps (3), quarterstaff, small dog (0 HD)
- Trump: Sworn enemy [ranger] or backstab [thief]
- Exits: Ranger, Shadowdancer, Thief, Tomb Robber

SAILOR

Sailors are the lifeblood of ports and the first line of defense for many cities, moving goods across the globe and striking out in their galleons and caravels to do battle.

- Knacks: Balance, Climb Sheer Surfaces, Seafaring
- Gear: Cutlass, rum, rope, 25% chance of parrot or monkey
- Trump: Stun attack [monk] or spring into combat [duelist]
- Exits: Barbarian, Curmudgeon, Duelist, Monk, Thief

SCRIBE

Sitting hunched over a desk all day copying papers or taking dictation is no life for a man or woman of action. Scribes are educated folks (though not over educated) who either develop a severe hunch or throw down their pens and take up the life of adventuring heroes – well, theoretically.

- Knacks: Communicate, Decipher Codes, Gather Rumors
- Gear: Papers, quill and ink, dagger
- Trump: Legend lore [bard] or cast first level spell [mage]
- Exits: Anarchist, Cleric, Magic-User, Scientist, Venturer

SMUGGLER

Smugglers grease the wheels of illegal commerce, being the conduit between thieves and their customers. Smugglers may deal in all manner of illegal goods, and a life in the shadows often leads them to a life of adventure.

- Knacks: Hide in Shadows, Move Silently, Pick Pockets

- Gear: Black clothes, large sack, dagger
- Trump: Backstab [thief] or knock out [vigilante]
- Exits: Assassin, Charlatan, Shadowdancer, Thief, Venturer

STUDENT

Officially, students are studious young men and women, sent off to university at age thirteen to learn the seven liberal arts (arithmetic, geometry, astronomy, music theory, grammar, logic and rhetoric) and the three philosophies (physics, metaphysics and moral philosophy). Unofficially, a bunch of teenagers far away from home do very little studying, and a great deal of drinking in taverns and getting into fights.

- Knacks: Communicate, Decipher Code, Identify Specimen
- Gear: Rapier, dagger, bottle of beer, cloak
- Trump: Legend lore [bard] or rage [barbarian]
- Exits: Anarchist, Cleric, Duelist, Scientist, Venturer

THESPIAN

Thespians sometimes tire of a life on the stage, a life of make-believe that proves ultimately unsatisfying. A few, having learned a little about fencing and a great deal about trickery, become full-fledged adventurers, living out the lives they once only portrayed.

- Knacks: Communicate, Disguise, Trickery
- Gear: Disguise kit, cloak with pockets, well-worn script
- Trump: Fascinate [bard] or entertainment [jack-of-all-trades]
- Exits: Bard, Charlatan, Duelist, Thief, Venturer

THUG

Thugs are killers, murdering for coin or for religious zealotry. Whatever their motivation, they hold human life cheap, and are thus chaotic (evil) in alignment.

- Knacks: Hide in Shadows, Move Silently, Trickery
- Gear: Sap, dagger, mask or hood
- Trump: Backstab [thief] or stunning attack [monk]
- Exits: Assassin, Barbarian, Fighter, Monk

TOAD-EATER

Toad-eaters, better known as toadies, are the erstwhile assistants of mountebanks and charlatans, posing as members of the crowd to come forth and amaze at the efficacy of their powders, potions and elixirs. It's not a wonderful life, though, and just about every toad-eater looks forward to striking off on his or her own to find their fortune (and never eat toad again!)

- Knacks: Disguise, Pick Pockets, Trickery
- Gear: Club
- Trump: Cast a first level spell [charlatan] or fascinate [bard]
- Exits: Assassin, Bard, Charlatan, Gourmand, Thief

URCHIN

Urchins are young men and women who have been forced, for one reason or another, to live a life on the streets. Urchins make their way in the world as pick pockets and petty thieves.

- Knacks: Hide In Shadows, Move Silently, Pick Pockets
- Gear: Club, soiled clothes
- Trump: Backstab [thief] or immune to fear [paladin]
- Exits: Assassin, Jack-of-all-Trades, Thief, Tomb Robber

WATCHMAN

The night watch (or tapstuffs) are integral to the maintenance of order and safety in a community, provided they aren't taking bribes from smugglers and thieves and shaking down drunks on their way home from the tavern.

- Knacks: Break Down Doors, Find Traps, Listen at Doors
- Gear: Lantern on pole, light mace, leather armor
- Trump: Knock out [vigilante] or two attacks vs. 0 HD foes
- Exits: Curmudgeon, Fighter, Thief, Vigilante

WOODSMAN

Woodsmen work outside of villages and towns, cutting down trees and sending them downstream or on wagons into town to be processed in mills. A life in the great outdoors prepares them for the rigors of dungeon exploration and monster hunting.

- Knacks: Climb Sheer Surfaces, Identify Specimen, Survival
- Gear: Woodsman's axe (treat as battle axe), hand axe
- Trump: Cleave as feat or sworn enemy [ranger]
- Exits: Barbarian, Druid, Fighter, Ranger, Wushen

NEW SPECIAL ABILITIES

COMMON SENSE: Many rustic folks have an amazing ability to cut through the nonsense and see things logically. The common sense ability allows them to solve riddles and puzzles with a simple Will saving throw, after studying on the problem for at least ten minutes and rubbing their chin. If they have been watching other people argue over the solution, they receive a +2 bonus to their saving throw.



	DWARF	ELF	GNOME	HALF-ELF	HALF-ORC	HALFLING	ASSASSIN	BARBARIAN	BARD	CLERIC	DRUID	DUELIST	FIGHTER	MAGIC-USER	MONK	PALADIN	RANGER	SORCERER	THIEF
Appraise Value (W+INT)										■									
Attend Court (W+CHA)									■										
Balance (R+DEX)												■							
Bend Bars (F+STR)								■					■						
Break Down Doors (F+STR)					●			■					■						
Climb Sheer Surfaces (R+DEX)								■											■
Communicate (W + INT/CHA)									■										
Decipher Codes (W+INT)										■				■					■
Disguise (W+CHA)																			
Drive Wagon (R+DEX)																			
Escape Bonds (R+DEX)								■											
Find Secret Doors (W+INT)														■					■
Find Traps (W+INT)																			
Gather Rumors (W+CHA)									■										
Hide in Shadows (R+DEX)																			■
Identify Specimen (W+INT)																			
Jump (F+STR)													■						
Listen at Doors (W+WIS)																			■
Move Silently (R+DEX)																			■
Note Unusual Stonework (W+INT)	●																		
Open Locks (R+DEX)																			■
Pick Pockets (R+DEX)																			■
Remove Traps (R+DEX)																			■
Riding (R+DEX)																			
Seafaring (W+WIS)																			
Spelunking (W+INT)																			
Survival (W+WIS)																			
Swimming (F+STR)																			
Tracking (W+WIS)																			
Train Animals (W + CHA)																			
Trickery (W+CHA)				●															■

■ SKILLED

● KNACK

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THE NOD COMPANION

This supplement for the *Blood & Treasure RPG* collects in one place articles that players will find useful from *NOD Magazine*, including more than a dozen new character classes, new character races, new spells, new equipment and several optional rules to help customize your game experience. You'll also learn the history of the NOD campaign setting and get a glimpse at just how large that setting is!

VENTURE FORTH, BRAVE ADVENTURER - THERE IS A WORLD TO CONQUER!



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