

optional goodie - - Converted Classes



Players and GMs used to the original game and its clones, will have noticed that several of the FH&W core classes are much different from the originals. The Assassin, Fighter, Thief and Wizard, although slightly different remain close enough to their earlier incarnations. However, the cleric and druid were discarded; they were replaced by the new Friar, Mystic and Templar, that pray for divine interventions rather than get divine spells. Other examples include bards without spells, and paladins that are but Knights who get a few supernatural powers for serving the cause of Law. As such, for the players and GMs who want a true cleric or paladin, or a bard that can cast spells like a wizard, this free supplement is provided. It also proposes a few new classes, though closely based on previously published material, such as the sorcerer (3e), shadow-dancer (3e), or warrior-monk (C&C).

Nonetheless, it should be reminded that GMs are the final arbiters on which classes may exist in the campaign world. When there is several for the same role, it's probably better for the GM to explain what each of these similar classes represents. For example, if the servants of a widespread monotheistic religion are normally friars, mystics and templars, they should never be of the Agent of the Gods class presented here. On the other hand, it could be appropriate for different faiths to have different character classes. For example, a well organized/structured, Christian-inspired religion, may have friars, mystics and templars. Meanwhile, the old gods would have not totally disappeared, and sometimes an individual would serve as their agent on the prime material plane (and probably not as a typical priest), hence could be of the Agent of the Gods character class.

11 character classes are thus proposed: the Agent of the Gods, Alchemist, Cavalier, Draconic Sorcerer, Magic-using Bard, Shadow-Dancer, Swan-Maiden, True Paladin, Warmage (variant), Warrior-Monk, and Wizard of High Arcana. See the table below for racial limitations.

Table: Maximum Class Levels by Race

Classes	Dwarf	Elf	Half-Elf	Gnome	Halfling	Half-orc	Human	Tiefling
Agent of the Gods	8	7	7	7	6	4	U	7
Alchemist	—	—	7	9	—	—	U	7
Cavalier	—	5	6	—	—	—	U	—
Draconic Sorcerer	—	11	9	—	—	6	U	11
Magic-using Bard	—	U	U	6	—	—	U	7
Shadow-Dancer	—	—	9	8	8	6	U	U
Swan Maiden	—	9	11	—	5	—	U	—
True Paladin	6	—	6	—	—	—	U	—
Warmage (variant)	—	11	7	—	—	—	U	9
Warrior-Monk	—	—	—	—	—	—	U	—
Wizard of High Arc.	—	13	13	—	—	—	U	—

The AGENT OF THE GODS

This class is in fact a variant of the Agent of Law/Chaos proposed p.157 of FH&W. This is the same class (though with different special abilities and spell progression), but for a campaign that doesn't focus on the struggle between the encompassing forces of Law and Chaos, and would rather have some gods, goddesses, demons, etc., employ mortal agents on the campaign world to further their own agendas. Such agents are not priests per se, in that they don't run the mass or other religious rituals, as friars are wont to do. They fit better with the archetypal adventurer who goes on missions for his/her deity, rather than just for plundering treasures and spend time.

REQUIREMENTS: Strength 9+, Wisdom 11+, Allegiance to a specific deity of the campaign setting.

ARMORS: All armors and shields.

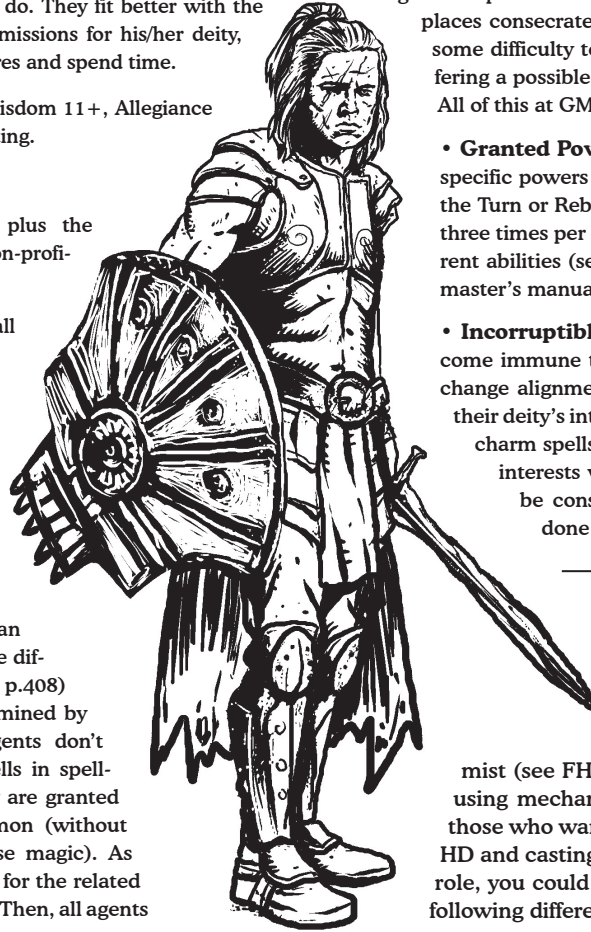
WEAPONS: Any three weapons plus the deity's favored weapon (if any). Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all Charisma and Constitution saves.

CLASS FEATURES: Class skills, Magic-use, Granted powers; Incorruptible soul (9th level).

- **Class Skills:** Knowledge (religion) + one skill appropriate to the deity; agents of the gods add their level to these skill checks.

- **Magic-Use:** Agents of the gods can cast spells, but limited to those of the different spheres of spells (see FH&W p.408) they have access to, which is determined by the deity they serve. However, agents don't learn, record and prepare their spells in spell-books like wizards do. Instead, they are granted spells by their patron deity or demon (without whom they would be unable to use magic). As such, the agent's spells use Wisdom for the related ability score rather than Intelligence. Then, all agents



must choose a time at which they have to spend an hour each day in quiet supplication to regain their daily allotment of spells. Time spent resting has no effect on whether an agent can prepare spells.

Note that agents of the gods being dependant on a supernatural being to get magic, may not necessarily get their spells as they want. Sometimes the patron deity might grant different spells, that the deity thinks more appropriate for the agent to better serve its interests. At other times the agent may have angered the deity, so won't be granted spells for a certain time as punishment. Note also that in places consecrated to evil, agents of good deities might have some difficulty to regain their spells (or even cast them, suffering a possible chance of miscasting them), and vice versa. All of this at GM's discretion.

- **Granted Powers:** Agents of the gods are usually granted specific powers by their patron deity. By default this will be the Turn or Rebuke Undead ability (see FH&W p.95) usable three times per day; but specific deities generally grant different abilities (see FH&W p.149 for suggestion, or any game master's manual detailing gods, pantheons and religions).

- **Incorruptible Soul:** At 9th level, agents of the gods become immune to any magical effect that would have them change alignment and allegiance, or knowingly act against their deity's interests. They are still subject to enchantment/charm spells, but if requested to act against their deity's interests while under effect of such spells, this would be considered like a suicidal action, and thus not done (i.e. see the particular spell's description).

Class Variant: The DRUID

The original druid class (i.e. its game mechanics) has been already converted into the Guardian of Neutrality (see FH&W p.158-159). Then, the Animist (see FH&W p.395) could fill the druid's role, but using mechanics similar to that of the Friar class. For those who want an agent of the gods (i.e. a class with d8 HD and casting spells) that would fill the original druid's role, you could use the Agent of the Gods class with the following differences:

Agent of the Gods Progression Table										
Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d8	+0	15	Class skills, Magic-use, Granted powers	1	—	—	—	—	—
2nd	2d8	+1	15	—	2	—	—	—	—	—
3rd	3d8	+1	14	—	2	1	—	—	—	—
4th	4d8	+2	13	—	3	2	—	—	—	—
5th	5d8	+3	13	—	3	3	1	—	—	—
6th	6d8	+3	12	—	3	3	2	—	—	—
7th	7d8	+4	11	—	3	3	2	1	—	—
8th	8d8	+5	11	—	3	3	3	2	—	—
9th	9d8	+5	10	Incorruptible soul	4	4	3	2	1	—
10th	9d8 +3	+6	9	—	4	4	3	3	2	—
11th	9d8 +6	+7	9	—	5	4	4	3	2	1
12th	9d8 +9	+7	8	—	6	5	5	3	2	2
13th	9d8 +12	+8	7	—	6	6	6	4	2	2



The druid is thus an agent of the gods (or goddesses) of nature, or (in some campaigns) of Celtic deities.

REQUIREMENTS: Strength 9+, Wisdom 9+, Allegiance to a specific deity of the campaign setting.

ARMORS: Leather armors and small wooden shields.

WEAPONS: Any three weapons chosen among the following: club, dagger, scimitar (or scramasax), sickle, sling, spear, and staff. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all Charisma and Constitution saving throws.

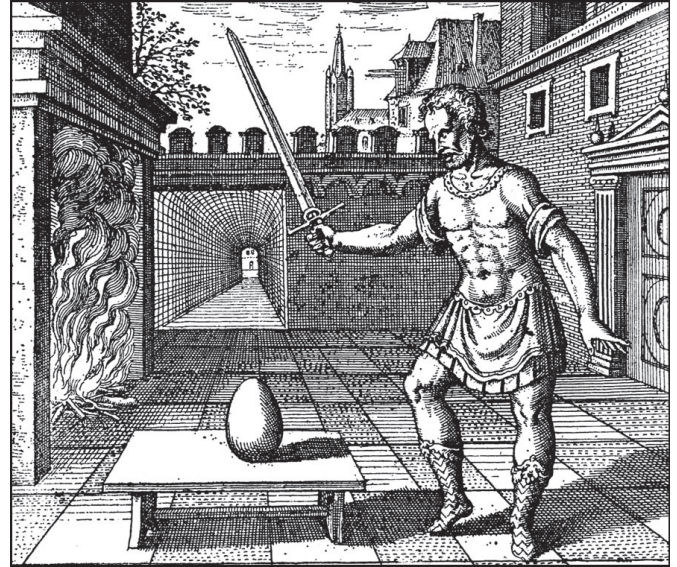
CLASS FEATURES: Class skills, Magic-use, Elemental resistance; Nature sense, Woodland stride (3rd level); Immunity to fey charm, Shape-shift (7th level).

- **Class Skills:** Knowledge (nature) and Survival; druids add their level to these skill checks.
- **Magic-Use:** Druids have access to the following spheres of spells: All Priests, Abundance, Animal, Healing, Plant, plus one relevant elemental sphere (typically Earth, or Water if at sea). [Alternately, the GM may give them access to the spells of the Nature list.]
- **Elemental Resistance:** Druids gain a +2 bonus to all saves against attacks of an elemental nature, such as fire or lightning.
- **Nature Sense:** At 3rd level, druids can always identify plant and animal types (i.e. sense their characteristics, not their name), and can determine when water is pure and safe to drink.
- **Woodland Stride:** At 3rd level, druids can move without hindrance and without leaving trails across natural vegetation.
- **Immunity to Fey Charm:** At 7th level, druids becomes immune to charm spells cast by fey creatures.
- **Shape-shift:** At 7th level, druids may shape-change into animals (and back into human) up to 3/day. This works as per the *Polymorph Self* spell, but without limit of time.

CLASS NAME: Why not a Cleric?

This class is called “agent of the gods” to make it clear that it is not a priest. As it appears, the original cleric has eventually become synonymous of priest, even though there is no reason that all priests of all faiths should be able to cast spells and wear armors and weapons on the battlefield. FH&W makes it clear (see chapter 8, p.145) that priests could be of many different character classes, including mere NPC professionals who know the liturgy but don’t get any supernatural powers. Then, a priest is supposed to stay in the temple to perform various religious duties, not adventure to plunder ancient tombs with mercenaries and sorcerers.

Nonetheless, there is still room for a class that has the earlier cleric’s game mechanics, without having to be the only possible type of priest. The Agent of the Gods is thus a prototypical dungeon delving adventurer who goes on missions for his (or her) deity, but rarely if ever conduct religious rituals. In fact, he (or she) probably even does not belong to the regular priesthood (which by the way may have no spells at all). That is, the Agent of the Gods represents a different role in the campaign setting, even though he (or she) certainly serves his (or her) deity with zeal, and is a most devout worshipper.



The ALCHEMIST

The Alchemist is simply a variant of the Wizard class (as presented FH&W p.37-38), who focuses his studies on creating magical items rather than mastering the casting of certain spells. Alchemists are both artisans and spellcasters. They take as much time infusing magic into potions and amulets, than they do delving in the mysteries of the arcane. They are especially adept with the magic of change and substance, but discard the magic of death and illusion, that are too foreign to their studies.

While a wizard is often a solitary individual pursuing obscure aims in a remote tower, an alchemist, on the other hand, typically lives in the city and makes a business of selling potions and other magic to the local population. Hence, in cultures where magic-users are regarded with suspicion, alchemists are generally better accepted than other spellcasters. This is mostly because they provide people with useful potions and elixirs, and their rich customers and patrons will generally protect them from the authorities and inquisition.

REQUIREMENTS: Intelligence 11+

ARMORS: None. Like wizards, alchemists cannot cast spells in armor, or with steep hindrance if the GM decides to allow it (i.e. in this case casting times are doubled, and the character still has a chance of ruining his spellcasting, thus wasting the spell, as determined by the armor chance for spell failure see FH&W p.64).

WEAPONS: Either the staff or the dagger. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saving throws against spells and other magic.

CLASS FEATURES: Class skills, Magic-use (gray magic), Alchemist spells; Magic items creation (1st, 3rd, 6th and 9th level); Potion batch (6th level); Mixology (13th level).

- **Class Skills:** Alchemy and Arcane Lore; alchemists add their level to these skill checks.
- **Magic-Use:** Alchemists learn and cast Gray Magic spells in the exact same way as wizards (see FH&W p.37) for spell-books, preparation, etc. However, alchemists are treated somewhat like specialist mages, who focus their studies on one school of magic and dismiss others. As

Alchemist Progression Table										
Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d4	+0	17	Class skills, Magic-use, Brew magic potions	1	—	—	—	—	—
2nd	2d4	+0	17	—	2	—	—	—	—	—
3rd	3d4	+1	16	Create magical spell scrolls	2	1	—	—	—	—
4th	4d4	+1	15	—	3	2	—	—	—	—
5th	5d4	+1	15	—	4	2	1	—	—	—
6th	6d4	+2	14	Create magical talismans, Potion batch	4	2	2	—	—	—
7th	7d4	+2	13	—	4	3	2	1	—	—
8th	8d4	+2	13	—	4	3	3	2	—	—
9th	9d4	+3	12	Create major magical items	4	3	3	2	1	—
10th	9d4 +1	+3	11	—	4	4	3	2	2	—
11th	9d4 +2	+3	11	—	4	4	4	3	3	—
12th	9d4 +3	+4	10	—	4	4	4	4	4	1
13th	9d4 +4	+4	9	Mixology	5	5	5	4	4	2

such, alchemists gain a +4 bonus to their checks to learn spells from the Transmutation school of magic, but cannot learn spells from the Illusion and Necromancy schools (that are somewhat foreign to their studies and craft), and suffer a -2 penalty to learn any other spell. Then, when they cast Transmutation spells, alchemists impose a -2 penalty to their spells' saving throws, and gain a +2 bonus to their checks to overcome spell resistance (or impose a -10% to the target's MR rating).

• **Magic Items Creations:** Alchemists can create magical items earlier than any other spell-caster. Normally, magic-users can create magical spell scrolls at 5th level; then magical talismans and potions at 7th level; and items of eldritch craft at 12th level if they know the *Enchant An Item* spell. However, alchemists can brew magical potions since 1st level; and automatically discover a potion formula at each level. Then, they can create magical spell scrolls (of spells they know / have in their spell-book) at 3rd level; magical talismans at 6th level; and items of eldritch craft at 9th level, if they know the *Enchant An Item* spell, which is considered a 5th level spell for alchemists (for all other spells, keep the normal Gray Magic levels of spells).

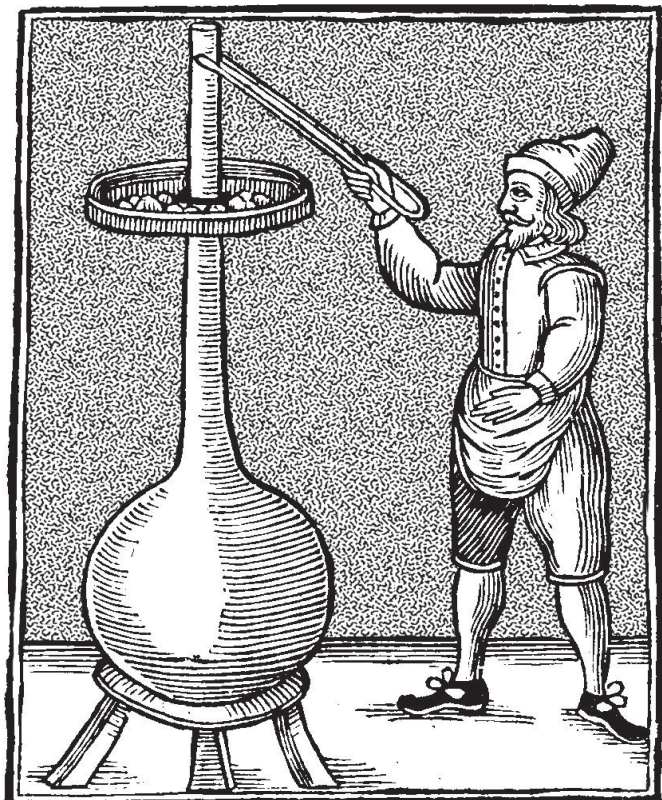
Note that when creating magical items, alchemists add their level +2 to the Arcane Lore or Alchemy skill check; but when they brew magical potions, they add their level +4.

• **Potion Batch:** At 6th level, alchemists become more efficient when creating magical potions. With the time and money normally required for one dose, they actually create 1d4+1 identical potions.

• **Mixology:** At 13th level, alchemists gain the extraordinary ability to create a new magical potion of their choice by mixing two other magic potions. It not only requires their extraordinary competence in alchemy, but also the infusing of their own magical power, so they can do this no more than 3/day. This requires 1d6+2 rounds, various mundane substances (salts, ashes, acid, etc.) and two magical potions. Then, if the alchemist succeeds an Alchemy skill check (including his +4 bonus to create magic potions), he creates a single new potion of his choice. The DC to create the new potion = 20 + 2/spell level (or equivalent spell level) of the potion attempted. If this check fails however, roll on the accident table below.

This ability is more art than science and because potions can be brewed in a variety of ways for the same effects, alchemists must roll every time they use this ability. Combining two potions of healing successfully into a potion of heroism does not mean the alchemist will get this result every time.

Table of Mixology Accidents (Roll 1d100)	
01-10	A potion of poison is created instead (GM decides its type)
11-30	A foul and useless liquid is created, both potions are wasted
31-40	The two potions don't mix, but also don't lose their magic
41-60	Small explosion deals 1d6 of dmg to the alchemist (no save)
61-75	Explosion for 2d6 of dmg in a 10 ft. radius (Dex save for half)
76-80	Explosion for 4d6 of dmg in a 15 ft. radius (Dex save for half)
81-95	Noxious fumes in a 10 ft. radius (as per <i>Stinking Cloud</i> spell)
96-00	Toxic fumes in a 10 ft. radius (Constitution save or die)



The CAVALIER

The Cavalier is a variant Knight class, that is closely based on the 1e cavalier, though adapted to FH&W. Note that a cavalier could also become a paladin as per the knight (see FH&W p.29), which is different from the true paladin featured in this supplement. Both the cavalier and the knight are much similar; the difference is that cavaliers are more interested into exemplifying their noble status, while knights are more focused on heroic deeds of chivalry. In fact, cavaliers before all represent the military nobility's way of life, centered on prestige as well as on bravery on the battlefield. As such, there are cavaliers who are only preoccupied with upholding the privileges of their caste. Nonetheless, even the archetypal dark knight, will abide by a code of honor, refusing to hit an opponent in the back or using ranged weapons, because the code sees it as the ways of a coward.

REQUIREMENTS: Strength 13+, Constitution 13+, Charisma 11+; Aristocrat background; must have an allegiance to a liege (i.e. at 1st level to another chevalier to whom he is the squire; then a greater noble upon acquiring noble status at 4th level).

ARMORS: All types of armors and shields. Note however, that a cavalier's station will require him to wear fine plate-armor in preference to any other, even a lesser type of armor that would offer better protection because of a magical enchantment.

WEAPONS: Cavaliers are proficient in the dagger, light mace (or flail), lance (all), and sword (long). Non-proficiency penalty: -2 to hit. Cavaliers are then forbidden to use weapons normally associated with the peasantry such as the bow, club, sling or staff.

SAVING-THROWS: Cavaliers gain a +2 bonus to all Strength and Constitution saves.

CLASS FEATURES: Class skills, Expert rider, Mounted combat, Parrying, Weapon of choice; Aura of courage, Indomitable chivalry (3rd level); Noble status (4th level); Squire (6th level); Lordship (9th level).

- **Class Skills:** Knowledge (feudalism) and Riding; cavaliers add their level to these skill checks.

- **Expert Rider:** Cavaliers gain a +4 bonus to all their Riding skill checks, as well as to any saving throw made to resist being dismounted (such as by a foe using a man-catcher), and saving throws made to avoid damage when falling from (or with) a mount.

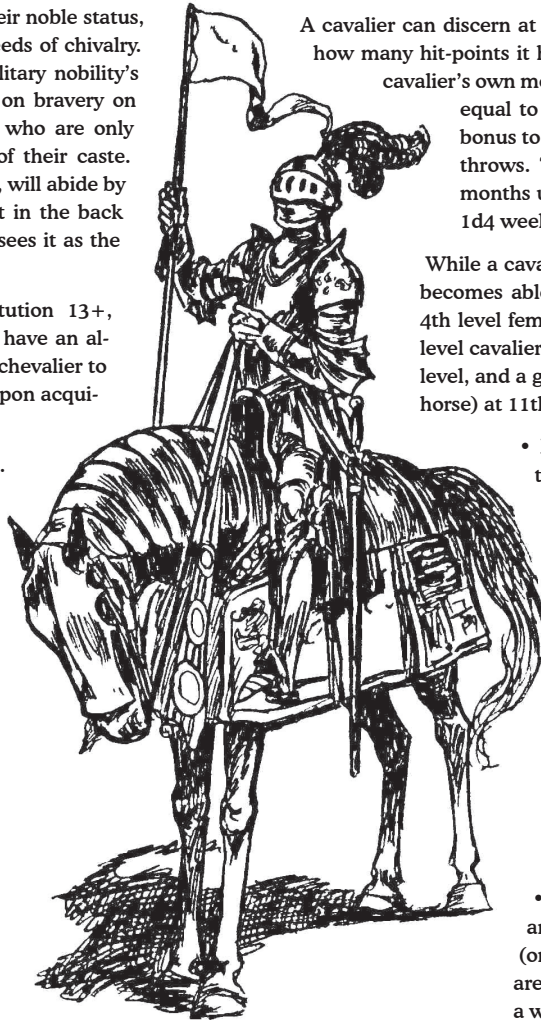
A cavalier can discern at a glance, a horse's qualities, age, etc., and how many hit-points it has. When under his care and training, the cavalier's own mount gets an additional number of hit-points equal to twice the cavalier's level, as well as a +1 bonus to its AC, attack and damage rolls, and saving throws. The mount gets these benefits after three months under the cavalier's care, and loses them in 1d4 weeks after the cavalier discards the mount.

While a cavalier initially trains in riding horses, he later becomes able to use more fantastic mounts as well. A 4th level female elf cavalier can ride a unicorn; any 7th level cavalier can ride a pegasus; then a hippogriff at 9th level, and a griffon or similar creature (such as a dragon-horse) at 11th level.

- **Mounted Combat:** When attacking with the lance from a charging mount, cavaliers not only double the base lance damage (as normal), but also add their level to it (this bonus is not doubled). When charging with a longsword or flail however, they only gain a bonus to damage equal to half their level (rounded down). This bonus supersedes that granted by Weapon of Choice however.

- **Parrying:** Cavaliers in plate-mail (or better) armor and shield gain a +1 bonus to their AC. In addition, when performing parrying maneuvers, they also gain a +1 bonus (applied as most appropriate).

- **Weapon of Choice:** Cavaliers train with and favor the lance, longsword and light mace (or flail if they prefer) above all others, so they are considered their weapons of choice. With a weapon of choice, a cavalier gains a bonus to



Cavalier Progression Table

Level	HD	BtH	Saves	Abilities	Weapon of choice
1st	1d10	+1	16	Class skills, Expert rider, Mount combat, Parrying, Weapon of choice	Lance +1 to hit/dmg
2nd	2d10	+2	15	—	—
3rd	3d10	+3	14	Aura of courage, Indomitable chivalry	Sword +1 to hit/dmg
4th	4d10	+4	13	Noble status	—
5th	5d10	+5	12	—	Mace +1 to hit/dmg
6th	6d10	+6	11	Squire	—
7th	7d10	+7	10	—	Lance +2 to hit/dmg
8th	8d10	+8	9	—	—
9th	9d10	+9	8	Lordship	Sword +2 to hit/dmg
10th	9d10 +4	+10	7	—	—
11th	9d10 +8	+11	6	—	Mace +2 to hit/dmg
12th	9d10 +12	+12	6	—	—
13th	9d10 +16	+13	6	—	Lance +3 to hit/dmg

his attack and damage rolls as follows: with the lance +1 at 1st level, then +2 at 7th level, and +3 at 13th level; with the longsword +1 at 3rd level, then +2 at 9th level; and with the light mace (or flail) +1 at 5th level, then +2 at 11th level.

- **Aura of Courage:** At 3rd level, cavaliers become immune to fear spells and effects, and instill courage in their companions and followers within 10 feet, granting them a +2 bonus to saves against fear.

Note that being immune to fear and abiding by the code of chivalry, doesn't mean being stupid. A cavalier won't attack an elder dragon all by himself, if it appears as an obvious and useless suicide.

- **Indomitable Chivalry:** Cavaliers are vulnerable to mind-affecting spells (such as *Beguiling*, *Charm Person*, *Suggestion*, etc.) as anyone else. However, at 3rd level, when they are subject to such magic, it cannot be used to make them act in a way contrary to their code of chivalry. If the caster of such a spell tries to make a cavalier betray his code and act in an unacceptable or dishonorable way (relative to that code), the cavalier makes a new saving throw against the spell. If it is successful, the magic is cancelled; if it is failed, the cavalier hesitates for 1d4 rounds (doing nothing else), but then doesn't do as requested even though he remains under effect of the spell (he might be asked to do something that does not contradict his code).

- **Noble Status:** At 4th level cavaliers get their own coat of arms. This blazon is legally recognized as theirs and identifies them as noble knights, granting them some benefits and prestige. In their own land and allied countries, such cavaliers have the right to wear their armor and weapons, and ride their horses in most circumstances, even if the law otherwise precludes the common people to do it. Then, while in their homeland, these cavaliers have the right to settle accusations against them and defend their reputation through duels of honor. Lastly, in their own lands such cavaliers may obtain hospitality (food, lodging and minor help) from any allied nobles, for themselves and up to one ally per level, for up to one day per level. Note that abusing someone's hospitality may lead to the cavalier being asked a service or favor in return, and refusing to do it would be considered a loss of honor and breaking of the code of chivalry.

In any case, at 4th level and afterwards, cavaliers gain a +3 bonus to their reaction rolls and Charisma skill checks in their native land and any place where this noble status is meaningful.

- **Squire:** At 6th level, cavaliers may attract a skilled warrior older and more competent than the average squire. This squire will be either a fighter with a level one-half the cavalier's level rounded down (so at 6th to 8th level the squire will be 3rd level, etc.).

- **Lordship:** At 9th level, cavaliers are generally granted their own demesne by their liege (either the king or the noble to whom they swore fealty), normally with a castle or at least a fortified tower.

CLASS HINDRANCES: All cavaliers get the following hindrances:

- **Chivalry Code:** Cavaliers must all abide by the code of chivalry. Failing to abide by this code may only result in a loss of honor, and eventually preclude the character to gain more levels in the cavalier class, plus lose the benefit of the class' special abilities. The code of chivalry normally revolves around the following points:

- Courage. A cavalier will fight unto death or victory unless all hope is lost (and suicide is not a solution).

- Generosity. A cavalier will help those in desperate situations.

- Honor. A cavalier's oath is his honor, and he will keep his promises and remain true to his words. A cavalier will also fight honorably, not strike in the back nor from afar.



- Humility. Though cavaliers must be proud of who they are and harbor the best armors and weapons as befit their station, they must remain humble and courteous, not behave like arrogant jerks and boast about their deeds.

- Justice. A cavalier will fight injustice whenever he can, defending the orphan and widow against those who would ruthlessly exploit their weakness.

- Loyalty. A cavalier must be true to his liege, his friends and those in his charge. He won't betray them, lie to them, nor avoid his duties toward them.

- Sacrifice. A cavalier must be ready to give, or at least risk his life for a worthy and just cause.

The DRACONIC SORCERER

The popular 3e Sorcerer class was said to represent characters related in some way to dragons. This peculiar gift or inheritance would let them cast spells intuitively, rather than require spell books to learn them. In *FH&W*, it's the elves who normally have an innate sense for magic without need to learn it the hard way. Yet, for those who like the original concept of innate spellcasters related to dragons, here is the Draconic Sorcerer.

Draconic sorcerers are rare individuals who are distantly related to dragons, or at least have been touched by some dragon influence at birth. This powerful heritage manifests not so much physically (although it gives them particular eyes), but as an inborn ability to wield magic, plus an affinity for anything related to dragons. Draconic sorcerers cast spells as innate (not learned) abilities. They know much fewer spells than wizards can record in their books, but will have more magical power at their disposal than any wizard of equal level. Most draconic sorcerers are of course half-dragons, but they also exist among other races.

REQUIREMENTS: Charisma 13+, Constitution 11+

ARMORS: None. As per wizards (or alchemists).

WEAPONS: Either the staff or the dagger. Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saving throws against spells and other magic.



CLASS FEATURES: Draconic ancestry, Dragon affinity, Dragon senses, Magic-use (gray magic); Dragon presence (5th level); Dragon presence – aura of fear (9th level).

- **Draconic Ancestry:** Draconic-sorcerers all descend from a single type of dragon, which gives their eyes a certain color, grants them a +2 saving throw bonus against a certain element, and gives them access to certain spells. For example, with a red dragon ancestry the draconic sorcerer's eyes are red, he gains a +2 bonus to all saving throws against fire, and gains access only to element-related spells of the fire type. Similarly, with a blue dragon ancestry the draconic sorcerer's eyes are blue, she gains a +2 bonus to all saving throws against electricity, and gains access only to element-related spells of the electricity type. As such, depending on the dragon's color, the character will get elemental resistance and spells of either: Acid (black, copper), Cold (silver, white), Electricity (blue, bronze), or Fire (red, gold). Lastly, draconic sorcerers are subject to anything that may be used against dragons such as dragon-bane weapons, or spells and magical objects that specifically affect dragons.

- **Dragon Affinity:** Draconic-sorcerers add their level to all Knowledge skill checks pertaining to dragons (this is not so much innate, than being obsessed with the subject and learning anything they can about it). In addition, draconic sorcerers add their level to any Charisma-based skill checks (usually Persuasion) with the type of dragon from whom they are descended, and half their level (rounded down) with other types of dragons.

- **Dragon Senses:** Draconic-sorcerers inherit not only a natural affinity for magic, but also the

keen senses of their distant ancestor. As such draconic sorcerers gain infravision 60 feet, and if they already have it, increase its range by an additional 30 feet. Then, draconic sorcerers add their level to all Detection skill checks.

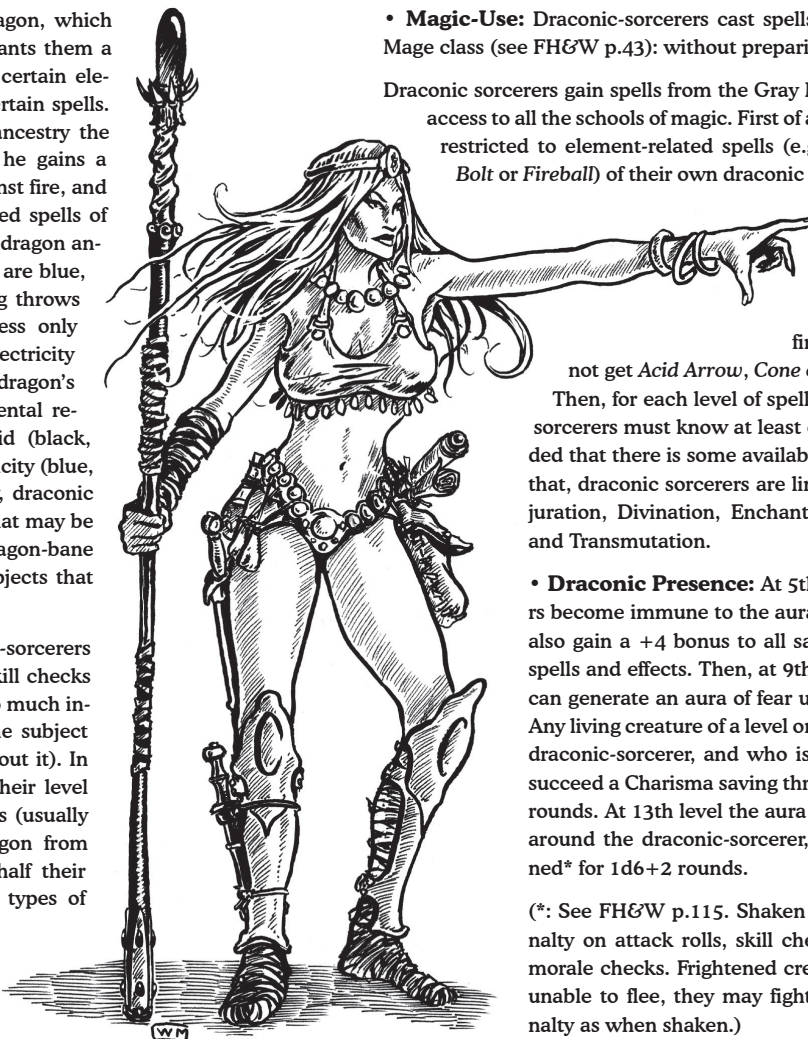
- **Magic-Use:** Draconic-sorcerers cast spells exactly as per the Fae-Mage class (see FH&W p.43): without preparing them, etc.

Draconic sorcerers gain spells from the Gray Magic list, but don't have access to all the schools of magic. First of all, draconic sorcerers are restricted to element-related spells (e.g. *Acid Arrow*, *Lightning Bolt* or *Fireball*) of their own draconic type (see above), and are forbidden to get any other. For example, a draconic sorcerer of the gold or red dragon ancestry is restricted to fire-related spells, and may not get *Acid Arrow*, *Cone of Cold*, or *Lightning Bolt*.

Then, for each level of spells they can cast, draconic sorcerers must know at least one such spell (i.e. provided that there is some available in FH&W). Other than that, draconic sorcerers are limited to the spells of Abjuration, Divination, Enchantment/Charm, Evocation, and Transmutation.

- **Draconic Presence:** At 5th level, draconic-sorcerers become immune to the aura of fear of dragons. They also gain a +4 bonus to all saving throws against fear spells and effects. Then, at 9th level draconic-sorcerers can generate an aura of fear up to three times per day. Any living creature of a level or HD inferior to that of the draconic-sorcerer, and who is within 20 of him, must succeed a Charisma saving throw or be shaken* for 1d6 rounds. At 13th level the aura of fear extends to 30 feet around the draconic-sorcerer, and victims are frightened* for 1d6+2 rounds.

(*: See FH&W p.115. Shaken creatures suffer a -2 penalty on attack rolls, skill checks, saving throws, and morale checks. Frightened creatures flee if they can. If unable to flee, they may fight, but with the same penalty as when shaken.)



Draconic Sorcerer Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d4	+0	17	Draconic ancestry, Dragon affinity, Dragon senses, Magic-use	3	—	—	—	—	—
2nd	2d4	+0	17	—	4	—	—	—	—	—
3rd	3d4	+1	16	—	5	—	—	—	—	—
4th	4d4	+1	15	—	6	3	—	—	—	—
5th	5d4	+1	15	Dragon presence (resistant to fear)	6	4	—	—	—	—
6th	6d4	+2	14	—	6	5	3	—	—	—
7th	7d4	+2	13	—	6	6	4	—	—	—
8th	8d4	+2	13	—	6	6	5	3	—	—
9th	9d4	+3	12	Dragon presence (aura of fear)	6	6	6	4	—	—
10th	9d4 +1	+3	11	—	6	6	6	5	3	—
11th	9d4 +2	+3	11	—	6	6	6	6	4	—
12th	9d4 +3	+4	10	—	6	6	6	6	5	3
13th	9d4 +4	+4	9	Dragon presence (aura of fear, improved)	6	6	6	6	6	4



The MAGIC-USING BARD

This class would probably appear in cultures where magic-use is enough widespread, so non-wizards could also learn it. In fact, the magic-using bard will often come from elven societies, along war-mages and the like. The GM might even want to restrict this class to elves and half-elves, making it a racial class for them. If so, other races, including humans, would only be able to become regular, non-spellcasting bards as presented FH&W p.36. Of course, in most campaign worlds magic-using bards will coexist very well with the more regular roguish bards; however, magic-using bards cannot split-class with regular bards.

REQUIREMENTS: Charisma 13+, Dexterity 9+.

ARMORS: All types of armors up to chain-mail, but no shields. Bards get the same limitations on casting spells in armor as wizards do.

WEAPONS: Any three weapons, except two handed weapons (such as polearms, great sword, etc.). Non-proficiency penalty: -4 to hit.

SAVING THROWS: +2 bonus to all Dexterity and Charisma saves.

CLASS FEATURES: Class skills, Countersong, Inspire allies, Legend-Lore; Magic-use (2nd level); Scroll-use (9th level).

- **Class Skills:** Artistic ability (music), Climb, Detection, Legerdemain, Linguistics and Persuasion; bards add their level to these skill checks.

- **Countersong:** Bards can negate magic or abilities that rely on sound or vocal effects (e.g. harpy's song). If they succeed a Charisma save, these sound/vocal effects do not operate in a 30 feet radius around them. Bards must sing or play their music while using countersong, being unable to do anything else but walk at half their base speed. The countersong is interrupted when bards take damage or fail a save. This ability can be used once per encounter and lasts as long as bards continue to sing. Countersong does not interrupt verbal components or command words but does negate verbal aspects of a spell's description such as speaking a person's name or giving orders to a charmed monster.

- **Inspire Allies:** Once per day per level, bards can use their music, singing and exhortations to bolster those around them. This requires bards to perform for a full round, then succeed a Persuasion skill check (default DC 15, but may vary according to circumstances). Note that a deaf bard suffers a +5 increase to the Persuasion DC, and any failed attempt still counts against the daily limit. The persons to be encouraged must be within 60 feet and able to hear the bard. Inspiring allies is a primary action, and lasts as long as the bard sings plus 1d6 rounds after the bard stops singing (or after the allies can no longer hear the bard). It can have the following effects:

1. **Inspire Courage:** Affected allies get a +2 bonus to saving throws against fear, and a +1 bonus to their attack and damage rolls.

2. **Inspire Competence:** Affected allies get a +2 bonus to skill checks regarding a particular action (such as climbing a wall or moving a heavy object). In some cases the GM may rule that using this ability is infeasible.

3. **Inspire Greatness:** At 9th level, bards can inspire their allies in combat. This operates normally, except it affects only one (chosen) ally at 9th level, two at 11th level, and three at 13th level, granting them a +2 bonus to their attack rolls, and 2d10 temporary bonus hit-points.

Magic-using Bard Progression Table									
Level	HD	BtH	Saves	Abilities	Number of spells per day				
					1st	2nd	3rd	4th	5th
1st	1d6	+0	15	Class skills, Countersong, Inspire allies (courage and competence), Legend lore	—	—	—	—	—
2nd	2d6	+1	15	Magic-use (caster level = class level -1)	1	—	—	—	—
3rd	3d6	+1	14	—	2	—	—	—	—
4th	4d6	+2	13	—	2	1	—	—	—
5th	5d6	+3	13	—	3	1	—	—	—
6th	6d6	+3	12	—	3	2	—	—	—
7th	7d6	+4	11	—	3	2	1	—	—
8th	8d6	+5	11	—	3	3	1	—	—
9th	9d6	+5	10	Inspire allies (greatness), Scroll-use	3	3	2	—	—
10th	9d6 +2	+6	9	—	3	3	2	1	—
11th	9d6 +4	+7	9	—	3	3	3	1	—
12th	9d6 +6	+7	8	—	3	3	3	2	—
13th	9d6 +8	+8	7	—	3	3	3	2	1



- **Legend-Lore:** Bards can make an Intelligence check (adding their level) to know the general history surrounding a magical item, legendary place, or important individual (a mighty hero from the past, a king, etc.). This ability never gives the details (specific enchantment, special abilities, etc.) of a magical item, but its background can give clues to its function. If the check is failed, bards must wait the next level to try again about the same subject. Examples of Legend Lore checks' DCs: Legendary item, place or hero known to all, even if vaguely = DC 10; Great king or champion from the past, powerful magical item, location where important events happened = DC 15; Any lesser magical item, minor hero, little known supernatural place = DC 20. Add +5 if this belongs to another culture, race, etc., and another +5 if it pertains to a distant land or antique epoch.

- **Magic-Use:** At 2nd level, bards become able to cast spells as per the wizard class' ability. Bards use their spell progression table, but otherwise learn and cast Gray magic spells, recorded in a spell-book, and prepared to be cast later.

- **Scroll Use:** At 9th level, bards can attempt to cast spells from magical scrolls (i.e. of spells they normally cannot cast). They have a base 90% chance of success +5% per level above the 9th (to a maximum of 110% at 13th level) and -5% per spell level. If the check is successful, the spell is cast normally, at the minimum level required for a wizard to cast it (e.g. 5d6 for a *Fireball* spell). If it is failed, nothing happens but the scroll is wasted. Then, on a natural roll of 96-100 on the die, a magical accident also occurs, as determined by the GM.

Class Variant: The DIVINE BARD

Nothing forbids GMs to introduce a variant of the bard that casts spells as per the Agent of the Gods. This is especially appropriate to Celtic or Norse bards who traditionally don't know how to read and write (since their culture is based on memorized, oral traditions). Such divine bards could even be accessible to races that don't have access to the magic-using bard (using the same level limit as the Agent of the Gods class).

- **Magic-Use:** At 2nd level, divine bards become able to cast spells as per the Agent of the Gods class' ability; they use their spell progression table, and get access to spells of the Nature list (FH&W p.192).



The SHADOW-DANCER

The Shadow-Dancer is a relatively faithful conversion of the 3e prestige class of the same name; except it is now a core class with 13 levels. Nonetheless, only tieflings (or tainted humans and witchlings – see FH&W p.17 and 21) should be allowed to directly begin their adventuring career with this character class. Others should first gain levels as thieves or assassins, and then become shadow-dancers later (using split-class rules), but only if significant campaign events warrant it. The mysterious process by which a character becomes a shadow-dancer, and if it means joining a particular brotherhood, or is a purely individual undertaking, is left at GM's determination.

Shadow-dancers are not some kind of thieves who develop shadow abilities like others learn to cast spells. Instead, they owe their supernatural powers to the dark rulers of the Shadow World. As such, shadow-dancers are not only held by secret oaths and obligations of a grim kind, but become corrupted by the lugubrious energies they can manipulate.

REQUIREMENTS: Dexterity 13+; cannot have an allegiance to Law; must have an allegiance to some dark and powerful entity of the Plane of Shadow.

ARMORS: Leather, studded-leather, and padded armor. No shields.

WEAPONS: Any three weapons chosen from the following list: club, crossbow (light), dagger, dart, sling, sword (long or short), and scimitar. Non-proficiency penalty: -4 to hit.

SAVING-THROWS: +4 bonus to all Dexterity saves.



Shadow-Dancer Progression Table

Level	HD	BtH	Saves	Abilities	Shadow Jump
1st	1d6	+0	15	Class skills, Shadow dancing	—
2nd	2d6	+1	14	Darkvision (60 feet), Hide in shadows	—
3rd	3d6	+1	14	Shadow illusion (1/day), Summon shadow	—
4th	4d6	+2	13	Shadow jump	20 ft.
5th	5d6	+3	12	Evasion	30 ft.
6th	6d6	+3	12	Shadow illusion (2/day)	40 ft.
7th	7d6	+4	11	Darkvision (90 feet)	60 ft.
8th	8d6	+5	10	Slippery mind	80 ft.
9th	9d6	+5	10	Shadow illusion (3/day)	120 ft.
10th	9d6 +2	+6	9	Evasion (improved)	160 ft.
11th	9d6 +4	+7	8	Shadow walk	200 ft.
12th	9d6 +6	+7	8	Darkvision (120 feet), Shadow illusion (4/day)	250 ft.
13th	9d6 +8	+8	7	Transmogrification	300 ft.

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CLASS FEATURES: Class skills, Shadow dancing; Darkvision, Hide in shadows (2nd level); Shadow illusion, Summon shadow (3rd level); Shadow jump (4th level); Evasion (5th level); Slippery mind (8th level); Shadow walk (11th level); Transmogrification (13th level).

- **Class Skills:** Climb (Dex), Deception (Cha), Detection (Wis), Legerdemain (Dex), Open locks (Dex), and Stealth (Dex). Shadow-dancers add their level to their class skill checks.

- **Shadow Dancing:** Shadow-dancers gain a +1 to +4 bonus (GM's determination) to their class skill checks and their Dexterity saves, when they are in areas of strong shadows (typically: illumination by flickering torches in underground places with columns and objects). When they are in complete darkness or in areas of normal shadows, they don't gain any bonus. Then, when they are in bright sunlight or area entirely bathed in strong magical light, they suffer a -1 to -4 penalty (GM's determination) to these rolls. In addition, in such circumstances of bright light, they cannot use any of their supernatural abilities.

- **Darkvision:** At 2nd level, shadow-dancers can see in the dark as well as in daylight, with a range of 60 feet at 1st level, 90 feet at 7th level, and 120 feet at 12th level. This ability is in fact better than infravision and supersedes it; furthermore, within this range shadow-dancers don't suffer penalties to vision (i.e. visual detection skill checks) when they are on the plane of Shadow.

- **Hide in Shadows:** At 2nd level, shadow-dancers can attempt to hide (i.e. make a Stealth skill check) even while being observed. As long as they are within 10 feet of some sort of shadow, they can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadow.

- **Shadow Illusion:** At 3rd level, shadow-dancers can create visual illusions out of shadows. This effect is identical to that of the *Hallucinatory Image 1* spell (FH&W p.272), except that the illusion must take its source in a nearby shadow, and remain linked to it in some way for all the duration. This ability may be used 1/day at 3rd level; then 2/day at 6th level, 3/day at 9th level, and 4/day at 12th level.

- **Summon Shadow:** At 3rd level, shadow-dancers can summon a shadow (i.e. an undead shade). Unlike the normal creature, this shadow's alignment matches that of the shadow-dancer, and its victims won't rise as shadows. These summoned shadows cannot be turned, rebuked, or commanded by any third party. They serve as a companion to the shadow-dancers and can communicate intelligibly with them. Every three levels thereafter (i.e. at 6th, 9th, and 12th), this shadow gains +1 HD, with appropriate increase in hit-points, BtH, and saving throws.

If a shadow companion is destroyed (but not if the shadow-dancers simply choose to dismiss it), they must

succeed a Constitution saving throw, else they lose one experience level. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

- **Shadow Jump:** At 4th level, shadow-dancers gain 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 shadow-dancer 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. Then, as shadow-dancers gain more levels, the distance they can jump each day augments (see table) up to a maximum of 300 feet at 13th level. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment (and for ease of calculation, a jump of 11 to 20 feet would be counted as 20; then 21 to 30 feet would be as 30; etc.).

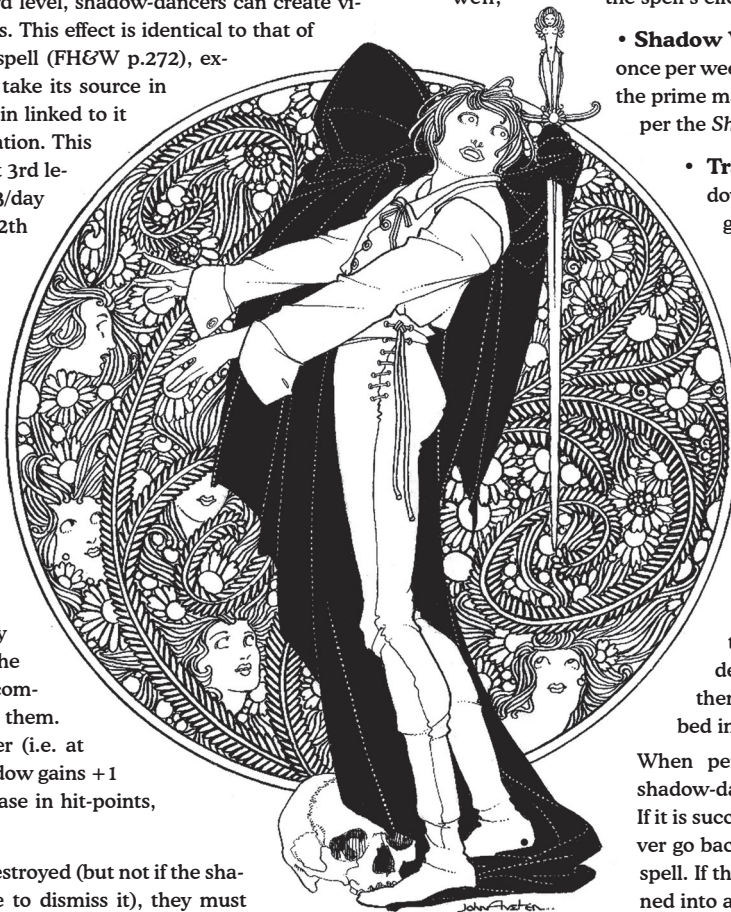
- **Evasion:** At 5th level, when lightly or not armored / encumbered, shadow-dancers can swiftly and efficiently avoid breath weapons, area of effect spells, etc. That is, if they succeed a Dexterity saving throw against an attack that normally deals half damage on a successful save, shadow-dancers instead take no damage. At 10th level, this ability improves so shadow-dancers still take no damage on a successful save, but they also take but half damage on a failed save. Note that evasion requires the shadow-dancer being able to jump, move, tumble, etc. outside the area of effect; a held shadow-dancer cannot use this ability.

- **Slippery Mind:** At 7th level, when shadow-dancers are in shadowy areas, even their minds become difficult to catch. As such, if they are affected by an enchantment (e.g. *Charm Person* spell) and fail their saving throw, one round later they can attempt their save again. They only gets this one extra chance to succeed at it however. If it fails as well, the spell's effects occur normally.

- **Shadow Walk:** At 11th level, shadow-dancers can once per week, use nearby shadows to travel between the prime material plane and the plane of Shadow, as per the *Shadow Walk* spell.

- **Transmogrification:** At 13th level, shadow-dancers can (though this is not an obligation) undertake a difficult and dangerous ritual to definitely turn themselves into a creature known as a shade. They thus become extra-planar beings, hence are no longer affected by spells that specifically target humanoids (e.g. *Charm Person* spell), but are now subject to spells such as *Banishment* or *Protection from Evil*. Shades no longer look like the race they once were. They are made out of material shadow stuff, and take the form of a silhouette shadow of the race they once were. Their body features are hard to distinguish but can be made out. The most telling sign of the change is that the shades' eyes now have an eerie silver glow to them. Shades have specific powers as described in the relevant monster description.

When performing the transmogrification ritual, shadow-dancers must succeed a Constitution save. If it is successful, they become a shade, and can never go back to their original nature short of a *Wish* spell. If they fail, they die and are immediately turned into an undead shadow.





The SWAN-MAIDEN

An older game monsters book introduced the swanmay: a human female ranger who could turn into a swan thanks to a magical item of her own. The FH&W Swan-Maiden is exactly this concept: a woman belonging to a peculiar sorority, who can turn into a swan with a certain magical item, and otherwise acts as a defender of nature and the fey realms, against the depredations of evil goblinoids and the like. The class is very close to the original (1e) ranger class, but adds new features (i.e. the shape changing ability) and overall has less hit-points (i.e. where 1e rangers end-up having 11d8 hit-points at 10th level, the Swan-Maiden only has 9d8+3 hit-points at 10th level).

REQUIREMENTS: Constitution 14+, Wisdom 13+, Strength 11+, Intelligence 11+; must be female; must have an allegiance to the sorority of swan-maiden, and cannot have an allegiance to Chaos (or to any evil organization).

ARMORS: All types of armors and shields. Note however, that wearing any kind of metal armor will hinder their skill checks, and preclude using their shape-change and spellcasting abilities.

WEAPONS: Any four weapons of the character's choice. Non-proficiency penalty: -2.

SAVING THROWS: +2 bonus to all Wisdom and Constitution saves.

CLASS FEATURES: Class skills, Combat marauders, Magic swan-shape; Furtive and alert (4th); Natural swan-shape, Disciple (7th); Magic-use (8th); Seer magical items (10th).

- **Class Skills:** Knowledge-nature, Stealth, Survival, and Tracking; swan-maidens add their level to these skill checks.

- **Combat Marauder:** Swan-maidens possess an extraordinary ability to combat their most common foes, humanoids and giants, due to intense training, study of their enemy's fighting techniques and peculiar secrets. As such, when fighting humanoids (bugbears, gnolls, goblins, hobgoblins, kobolds, orcs and the like) or giants (giants, ogres and the like), swan-maidens inflict an extra amount of damage equal to their level (e.g. a 5th level swan-maiden would inflict +5 of damage against a humanoid or giant, in addition to all other bonuses). Wearing heavy armors reduces the swan-maidens' mobility and swiftness of arm, thus precludes them to use this ability.

- **Magic Swan-Shape:** Swan-maidens are foremost noted for their ability to polymorph into a swan. From the 1st to 6th level, they need a special magical item to do so (generally appearing as a feather garment or signet ring). This magic item only functions for swan-maidens. Then, upon reaching the 7th level, they get the ability to do it naturally, and thus don't need anymore the magical item (which they give to a young apprentice; see Disciple ability). In both cases swan-maidens can shape-change into swan form and back to human three times per day. The swan form can be kept indefinitely, and when reverting back to human (or elf, etc.), swan maidens recover 2d8 hit-points.

In swan form the character retains her personality, intelligence, hit-points, saving throws, bonus to hit, etc. However, she is now AC 13 (plus Dex modifier); can attack with her beak for 1d3 points of damage; can walk at 4" (10 feet) or fly at 16" (40 feet); is immune to non-magical weapons; and has SR = 12 + 1 per 2 levels, rounded down (or MR = 5% per 2 levels, rounded down). The character's equipment melds into the swan form (becoming temporarily useless).

- **Furtive and Alert:** At 4th level, swan-maidens become less likely to be surprised, and more likely to surprise opponents. They get a +1 bonus to surprise rolls (to both surprise others, and avoid being surprised) when they are in the wilderness. At 12th level this bonus increases to +2 when in the wilderness, and +1 when in buildings or urban settings.

- **Disciple:** At 7th level, swan-maidens get a pupil, a 1st level swan-maiden, to whom they give their shape-change magical item. It is their duty to protect and train this pupil until she is able to take care of herself. In exchange the pupil will help the swan-maiden in any capacity.

Swan-Maiden Progression Table										
Level	HD	BtH	Saves	Abilities	Number of spells per day					
					Cast. lvl.	1st	2nd	3rd	1st	2nd
1st	1d8	+1	15	Class skills, Combat marauders, Magic swan-shape	—	—	—	—	—	—
2nd	2d8	+2	14	—	—	—	—	—	—	—
3rd	3d8	+3	13	—	—	—	—	—	—	—
4th	4d8	+4	13	Furtive and alert (+1)	—	—	—	—	—	—
5th	5d8	+5	12	—	—	—	—	—	—	—
6th	6d8	+6	11	—	—	—	—	—	—	—
7th	7d8	+7	10	Natural swan-shape, Disciple	—	—	—	—	—	—
8th	8d8	+8	10	Magic-use (caster level = class level -7)	1st	1	—	—	—	—
9th	9d8	+9	9	—	2nd	1	—	—	1	—
10th	9d8 +3	+10	8	Seer magical items	3rd	2	—	—	1	—
11th	9d8 +6	+11	7	—	4th	2	—	—	2	—
12th	9d8 +9	+12	7	Furtive and alert (+2)	5th	2	1	—	2	—
13th	9d8 +12	+13	6	—	6th	2	1	1	2	1

There is no requirement to bring the pupil wherever the swan-maiden goes. However, if the pupil is in great danger of dying, if the swan-maiden succeeds a Wisdom save, she will sense it and know (though in general terms) where to go to find the pupil.

- **Spells:** At 8th level, swan-maidens gain the ability to cast spells exactly as agents of the gods do (preparation, casting, etc.), except they use their own spell progression, and choose their spells from the Nature list (see FH&W p.192). Then, at 9th level, they also gain the ability to cast Gray Magic spells (see FH&W spell list p.188), exactly as wizards do (preparation, casting, etc.), except they use their own spell progression. Swan-maidens get their first spell-book with *Read-Magic* and two other 1st level spells after 2d4 months of learning. Thereafter they will have to find more spells in other spell-books, as swan-maidens are unable to create their own spells by themselves as mages do. Likewise, swan-maidens cannot cast spells from druid or wizard scrolls, unless they would be of a level they can prepare and cast.

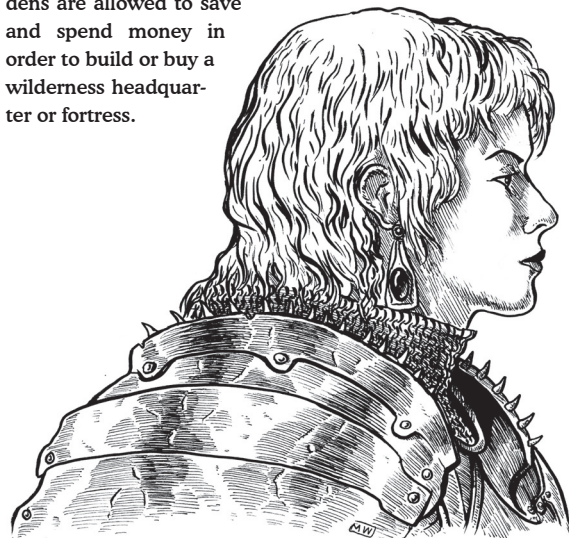
- **Seer Magical Items:** At 10th level, swan-maidens gain the ability to use all magical items of divination that would be otherwise restricted to other classes (usually magic-users), such as Crystal Balls, Medallion of ESP, etc. This ability does not include using scrolls with divination spells of a level higher than the swan-maiden could prepare and cast.

CLASS HINDRANCES: All swan-maidens must abide by the following restrictions:

- **Restricted Henchmen:** Swan-maidens may not employ mercenaries or servants until they reach the 7th level. Even once permitted, swan-maidens may not employ any mercenary or servant whose behavior is incompatible with the swan-maiden's ethic and allegiances.

- **Strict Behavior:** Swan-maidens must remain true to their allegiance of protection of communities against marauding creatures, and to their sorority. Failure to do so will result in their being unable to progress anymore in the swan-maiden class, and if they continue in such inappropriate behaviors, they will eventually lose their Combat Marauder, Seer Magical-items, and Spell-casting abilities, as well as their pupil or wilderness followers (if they got any). Appropriate atonement and redeeming (usually with an appropriate quest, service and sacrifice) is required for the swan-maidens to regain their class abilities.

- **Travel Light:** Swan-maidens travel light and may not keep any more treasure than they can lift (including any amount the swan-maidens can carry on their steed, if any). Generally, excess treasure is given to their sorority. However, swan-maidens are allowed to save and spend money in order to build or buy a wilderness headquarter or fortress.



The TRUE PALADIN

This class may be considered as a martial version of the Agent of Law. The True Paladin might very well co-exist with the Knight who becomes a paladin as proposed in FH&W. In this case the idea is, that any Law-aligned knight (or cavalier) who takes an oath to serve Law with utmost dedication, could eventually become a paladin as described FH&W p.29. However, the True Paladin would be a character fated to become such a servant of Law from the beginning; someone who had been marked by the gods and destiny. In this case the character might even not be allowed to split-class, except if he/she fell from grace, and could not anymore gain levels as a True Paladin.

REQUIREMENTS: Charisma 15+, Wisdom 11+, Strength 11+; must have an allegiance to Law, and maybe also to a specific deity.

ARMORS: All types of armors and shields.

WEAPONS: Any three weapons + either the longsword or the deity's favored weapon (if any). Non-proficiency penalty: -2 to hit.

SAVING THROWS: +2 bonus to all Charisma and Constitution saving throws.

CLASS FEATURES: Class skills, Aura of protection, Cure disease, Detect evil, Divine blessing, Lay-on-hands; Turn undead (3rd level); Special mount (4th level); Magic-use (9th level).

- **Class Skills:** Riding, plus either Knowledge (religion) or Healing; paladins add their level to these skill checks.

- **Aura of Protection:** Paladins emit an aura of protection in a 10 ft. radius. This aura keeps all conjured and enchanted creatures at bay (as per *Protection From Evil*, see FH&W p.314), and all other evil (i.e. Chaos aligned) creatures suffer a -2 penalty to hit within the aura.

- **Cure Disease:** Paladins can cure disease (as per the spell p.233) once per week. This works as per the lay-on-hands ability. At 6th level, they can use this ability twice per week; and at 11th level thrice per week. Besides, paladins are immune to all diseases.



- **Detect Evil:** Paladins can Detect Chaos/Evil (see spell p.179) up to 60 ft. away, as long as they concentrate (minimum 1 full round).
- **Divine Blessing:** Paladins get a +2 bonus to all their saving throws. (Note: this bonus is not computed in the table above, as they would lose this ability if they lose their paladinhood.)
- **Lay on Hands:** Paladins can 1/day heal any living creature (including themselves) of 2 hit-points per level (requires touching the creature and reciting a short prayer).
- **Turn Undead:** At 3rd level, paladins can turn undead as a character of two levels lower (see FH&W p.95).
- **Special Mount:** At 4th level, paladins can call an unusually intelligent, strong, and loyal steed. This mount is normally a heavy warhorse with superior statistics (+2 HD, +2 bonus to AC, and +2 to the base Int), though in some cases the GM might allow another type of steed (such as a pegasus). Usually the mount will be obtained as part of an adventure or special quest. Should the paladin's mount die, another cannot be called for a year and a day.
- **Magic-Use:** At 9th level, true paladins gain the ability to cast spells in the exact same way as the agent of the gods class does. However, true paladin use their own spell progression table, and normally only have access to the spheres of Combat, Healing, Knowledge, Law/Good and Protection (see FH&W p.408).

CLASS HINDRANCES: Code of conduct, Humility, Associates.

- **Code of Conduct:** Paladins must operate within the boundaries of a strict Law-abiding code of conduct that includes to act honorably (e.g. never strike in the back nor use poison), be altruistic and fair, promote and defend the cause of Law, etc. Paladins who fail to live by this code lose their paladinhood and all associated supernatural abilities. If their failing was unintentional, they may recover their lost abilities with proper atonement; a deliberately heinous act incurs a definite loss.
- **Humility:** Paladins may only keep enough treasure to modestly support themselves, pay servitors, and maintain a stronghold. In any case, they should always donate a minimum of 10% of the treasure they get to some charitable or Law-abiding organization. Lastly, they may never possess more than ten magic items, being restricted to one suit of armor, one shield, four weapons (ammunition does not count), and four miscellaneous items.

- **Associates and Followers:** Paladins never attract followers, and can only employ irreproachable (i.e. about ethic and behavior) henchmen. They can never associate with people aligned to Chaos.

Class Variant: The ANTI-PALADIN

At GM's discretion, paladins who irremediably lost their status, may later be tempted by supernatural beings of evil in taking an allegiance to Chaos, and thus become Anti-paladins.

- **Special Abilities:** Anti-paladins mostly get the same abilities as true paladins, but in reverse:
 - Aura of Protection: idem, except it affects good/Law creatures.
 - Cure Disease: it is replaced by a Bestow Curse ability.
 - Detect Evil: it is replaced by Detect Good/Law.
 - Divine Blessing: remains identical.
 - Lay on Hands: it inflicts 2 points per level of damage instead.
 - Turn Undead: it is replaced by Rebuke Undead.
- **Magic-Use:** Anti-paladins get spells from the following spheres: All-priests (reverse spells), Chaos/evil, Combat, Destruction, and Summoning (see FH&W p.408).
- **Class Hindrances:** They are all lifted. However, the dark entity now supporting the anti-paladin will expect him to serve and further its nefarious objectives on the prime material plane.



True Paladin Progression Table								
Level	HD	BtH	Saves	Abilities	Number of spells per day			
					Cast. lvl.	1st	2nd	3rd
1st	1d10	+1	16	Class skills, Aura of protection, Cure disease (1/week), Detect evil, Divine blessing, Lay on hands.	—	—	—	—
2nd	2d10	+2	15	—	—	—	—	—
3rd	3d10	+3	14	Turn undead	—	—	—	—
4th	4d10	+4	13	Special Mount	—	—	—	—
5th	5d10	+5	12	—	—	—	—	—
6th	6d10	+6	11	Cure disease (2/week)	—	—	—	—
7th	7d10	+7	10	—	—	—	—	—
8th	8d10	+8	9	—	—	—	—	—
9th	9d10	+9	8	Magic-use (caster level = class level -8)	1st	1	—	—
10th	9d10 +4	+10	7	—	2nd	2	—	—
11th	9d10 +8	+11	6	Cure disease (3/week)	3rd	2	1	—
12th	9d10 +12	+12	6	—	4th	2	2	—
13th	9d10 +16	+13	6	—	5th	2	2	1



The WAR-MAGE (Variant)

This class is in fact a variant of the War-mage proposed p.182 of FH&W. It is more straightforward, with less special abilities and restrictions, to be more in line with the Elf class/race found in oldest editions of the game. Note that the two different sorts of war-mages may coexist in a campaign world; they would just come from different cultures and/or races. However, while this war-mage could be split-classed with the fighter or wizard, it should never be allowed to split-class with the standard version of war-mage proposed in FH&W.

REQUIREMENTS: Strength 9+, Intelligence 11+

ARMORS: All armors and shields. War-mages get the same limitations on casting spells in armor as wizards do.

WEAPONS: Any three weapons. Non-proficiency penalty: -3 to hit.

SAVING THROWS: +2 bonus to all saving throws against magic.

CLASS FEATURES: Class skill, Magic-use.

- **Class Skill:** War-mages add their level to Arcane Lore skill checks. They don't get any other class skill.
- **Magic-Use:** As per the Wizard's ability, war-mages can cast Gray magic spells, recorded in a spell-book, and prepared to be cast later. (Unlike the regular war-mage proposed p.182 of FH&W, they can learn wizard spells from all the eight schools of magic. Then, unlike the regular war-mage, they must have both hands free to cast spells.)

The WARRIOR-MONK

This character class is a rather faithful conversion of the C&C monk to FH&W. Then, it includes a slight variant, so it becomes a Kensai, that is an oriental weapon-master. The Warrior-Monk is simply a more martial version of the Scary-Monk (see FH&W p.396). To make an analogy, the warrior-monk typically represents a Shaolin martial-artist, while the scary monk would rather portray a ninja. As such, while scary-monks would probably go adventuring as a cover under which perform secret missions for their order, warrior-monks like to wander the world in search of situations and opponents against whom to test their martial arts skills. This is especially true of the kensai (or "Sword Saint"), a particular type of warrior-monk who devotes all of his efforts to the mastery of a single melee weapon, normally the katana.

REQUIREMENTS: Strength 13+, Dexterity 15+, and Constitution 11+; must have an allegiance to their monastic order, and to its philosophy and code of behavior.

ARMORS: None.

WEAPONS: Any four weapons from the following list: bow (short, long), club, dagger, dart (including shuriken), hand axe, javelin, nunchaku, sling, spear, and staff. Non-proficiency penalty: -2 to hit.

Alternately, if the warrior-monk is a kensai, he (or she) only gets proficiency in the katana and the wakizashi.

SAVING THROWS: +2 bonus to all Dexterity and Constitution saving throws.

CLASS FEATURES: Class skills, Stunning attack, Unarmed fight; Deflect arrows, Prone fighting (2nd); Ki-strike (3rd); Fast movement, Slow fall (4th); Purity of body (5th); Catalepsy, Flurry of blows (6th); Heal self (7th); Still mind (9th); Blind fighting (10th); Quivering palm (13th).

- **Class Skills:** Acrobatics and Athletics; warrior-monks add their level to their class skill checks.
- **Stunning Attack:** Once per level, per day, warrior-monks can attempt a stunning attack. The player must declare its use before making an attack roll. A missed attack roll ruins the attempt and still spends one use for that day. The stunning attack deals normal unarmed attack damage; then, the target must succeed a Constitution saving throw, or is stunned and unable to act for 1d4 rounds.

Variant War-Mage Progression Table									
Level	HD	BtH	Saves	Abilities	Number of spells per day				
					1st	2nd	3rd	4th	5th
1st	1d8	+0	16	Class skill, Magic-use	1	—	—	—	—
2nd	2d8	+1	15	—	2	—	—	—	—
3rd	3d8	+2	14	—	3	—	—	—	—
4th	4d8	+3	13	—	3	1	—	—	—
5th	5d8	+3	12	—	3	2	—	—	—
6th	6d8	+4	11	—	3	2	1	—	—
7th	7d8	+5	10	—	3	3	1	—	—
8th	8d8	+6	9	—	3	3	2	—	—
9th	9d8	+6	8	—	3	3	2	1	—
10th	9d8 +3	+7	7	—	3	3	3	1	—
11th	9d8 +6	+8	6	—	3	3	3	2	—
12th	9d8 +9	+9	6	—	3	3	3	2	1
13th	9d8 +12	+9	6	—	3	3	3	3	1



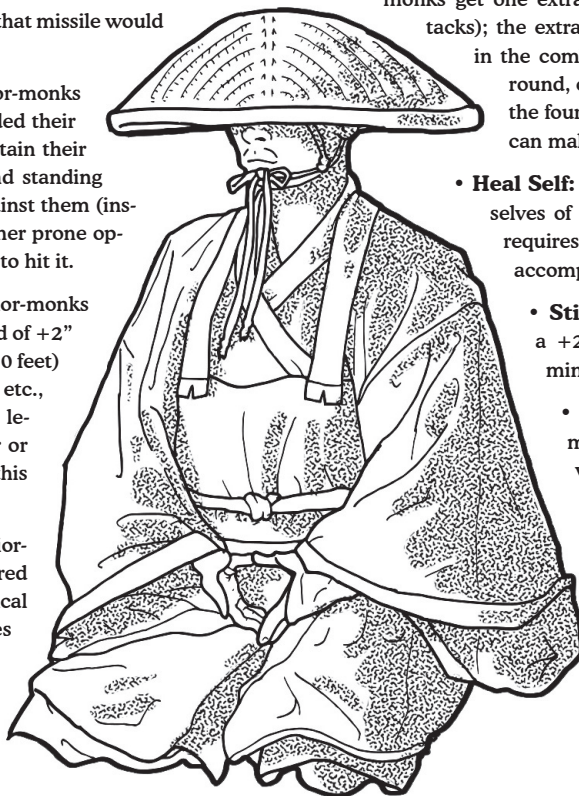
- **Unarmed Fight:** Warrior-monks are trained in martial arts, turning their body into lethal weapons (fists, knees, etc.) and learning to swiftly dodge attacks. As such, when fighting bare-handed they are nonetheless considered as if armed, and their attacks deal lethal damage: 1d4 at 1st level, 1d6 at 3rd level, 1d8 at 6th level, 1d10 at 9th level, and 1d12 at 12th level. Similarly, provided they are unarmed and but lightly encumbered, warrior-monks gain a base AC11 at 1st level, which increases to AC12 at 2nd level, and again by +1 every two levels thereafter (AC13 at 4th level, AC14 at 6th level, etc.), up to AC 17 at 13th level.

- **Deflect Arrows:** At 2nd level, warrior-monks can use an unarmed attack action to deflect incoming missiles (i.e. arrows, thrown daggers, etc., but not hurled rocks and the like) shot at them or at someone adjacent and within arm reach. To be successful, warrior-monks must make an attack roll equal or higher than that of the missile attack. If failed, determine normally if nonetheless that missile would hit or not.

- **Prone fighting:** At 2nd level, warrior-monks know how to fight prone. As such, provided their arms and legs are free, warrior-monks retain their unarmed and Dexterity bonus to AC, and standing opponents only get a +2 bonus to hit against them (instead of +4). Then, if they fight with another prone opponent, warrior-monks gains a +2 bonus to hit it.

- **Fast Movement:** At 3rd level, warrior-monks gain an enhancement bonus to their speed of +2" (+5 feet); this bonus increases to +4" (+10 feet) at 5th level, +6" (+15 feet) at 7th level, etc., until it reaches +12" (+30 feet) at 13th level (see table). A warrior-monk in armor or carrying a medium or heavy load loses this extra speed.

- **Ki Strike:** At 3rd level, the warrior-monks' unarmed attacks are empowered with ki. They are treated as a +1 magical weapon for purpose of hitting creatures immune to magical weapons. This ability doesn't provide an actual bonus to hit and damage however. Then, at 5th level, they can strike as if +2; then +3 at 8th level, and +4 at 12th level.



- **Slow Fall:** At 4th level, warrior-monks within arm's reach of a wall can use it to slow their descent. When first using this ability, they take damage as if the fall was 20 feet shorter than it actually is. This distance augments by 5 feet every level thereafter.

- **Purity of Body:** At 5th level, warrior-monks gain a +1 bonus to all saving throws vs. disease and poison. This bonus then increases by +1 every level thereafter, up to a maximum of +9 at 13th level.

- **Catalepsy:** At 6th level, warrior-monks gain the ability to slow their vital bodily functions in order to appear dead. Warrior-monks can maintain this state of feigned death for a number of turns (10 minutes) equal to their level.

- **Flurry of Blows:** At 6th level, when fighting unarmed warrior-monks get one extra attack every two rounds (3/2 rounds attacks); the extra attack is taken on odd-numbered rounds in the combat sequence (i.e. two attacks on the first round, one on the second, two on the third, one on the fourth and so on). At 11th level, warrior-monks can make two unarmed attacks per round.

- **Heal Self:** At 7th level, warrior-monks can heal themselves of 1d6 +1/level hit-points once per day. This requires 10 minutes of undisturbed meditation to accomplish.

- **Still Mind:** At 9th level, warrior-monks gain a +2 bonus to their saving throws against all mind-affecting spells or effects.

- **Blind fighting:** At 10th level, warrior-monks can fight in unarmed melee combat without seeing, suffering no penalty to hit in poor lighting conditions, and only -2 in total darkness. Furthermore, against invisible opponents, they only suffer a -2 penalty to hit.

- **Quivering Palm:** At 13th level, warrior-monks can set up vibrations within the body of another creature that can thereafter be fatal if the warrior-monks so desire. They can use this special attack once a week, and must

Warrior-Monk Progression Table

Level	HD	BtH	Saves	Abilities	Dmg	AC	Mvt rate	Slow fall
1st	1d12	+1	15	Class skills, Stunning attack, Unarmed fight	1d4	11	12" (30 ft.)	—
2nd	2d12	+2	14	Deflect arrows, Prone fighting	1d4	12	12" (30 ft.)	—
3rd	3d12	+3	14	Ki-strike (+1)	1d6	12	12" (30 ft.)	—
4th	4d12	+4	13	Fast movement, Slow fall	1d6	13	14" (35 ft.)	20 feet
5th	5d12	+5	12	Ki-strike (+2), Purity of body	1d6	13	14" (35 ft.)	25 feet
6th	6d12	+6	11	Catalepsy, Flurry of blows (3/2 rounds)	1d8	14	16" (40 ft.)	30 feet
7th	7d12	+7	11	Heal self	1d8	14	16" (40 ft.)	35 feet
8th	8d12	+8	10	Ki-strike (+3)	1d8	15	18" (45 ft.)	40 feet
9th	9d12	+9	9	Still mind (+2)	1d10	15	18" (45 ft.)	45 feet
10th	9d12 +5	+10	8	Blind fighting	1d10	16	20" (50 ft.)	50 feet
11th	9d12 +10	+11	8	Flurry of blows (2/round)	1d10	16	20" (50 ft.)	55 feet
12th	9d12 +15	+12	7	Ki-strike (+4)	1d12	17	22" (55 ft.)	60 feet
13th	9d12 +20	+13	6	Quivering palm	1d12	17	22" (55 ft.)	65 feet

announce their intent before making the attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the warrior-monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the warrior-monk can try to slay the victim at any later time, as long as the attempt is made within 13 days. To make such an attempt, the warrior-monk merely wills the target to die, and unless the target makes a Constitution saving throw, it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

CLASS HINDRANCES: Austere life, Test of skills, Disciples.

- **Austere Life:** Warrior-monks are required to live a simple life, refraining from drinking alcohol, eating meat or owning excess wealth (i.e. more than enough to cover the warrior-monk's immediate needs). Warrior-monks must also be devoted to their order, and must take a vow of celibacy. Furthermore, they may not own more than 1 magical item per two experience levels, up to a maximum of six (two weapons and four miscellaneous items). Any excess magical item or treasure found is normally given to their order or monastery.

- **Test of Skills:** As warrior-monks rise in level, they must prove their worth in tests of skill against others of their order. At levels 9 and above, they must seek out and defeat another monk of that level, of their order, to maintain the newly gained level for more than 60 days. Defeating this other monk does not cause him to lose his place, it just proves that the warrior-monks are worthy of joining his ranks. If they lose but are not killed, they lose enough experience points to place them midway between the former level and the one they just attained.

- **Disciples:** Normally, warrior-monks do not attract followers as other classes can do. However, at 9th level, those who have defeated another 9th level warrior-monk in fair unarmed combat, and have established a place of learning (typically a small monastery), will attract disciples willing to learn under their tutelage. They are 2d4 warrior-monks of the 1st level, and each level thereafter, the character attracts 1d4 additional disciples. The GM may allow some of the disciples to increase in level (if the campaign's events warrant it), but never past the 6th level.

Class Variant: The KENSAI



Kensai are warrior-monks who practice sword-fighting, primarily with the katana, as much as unarmed combat. They get the same abilities as normal warrior-monks except for the following:

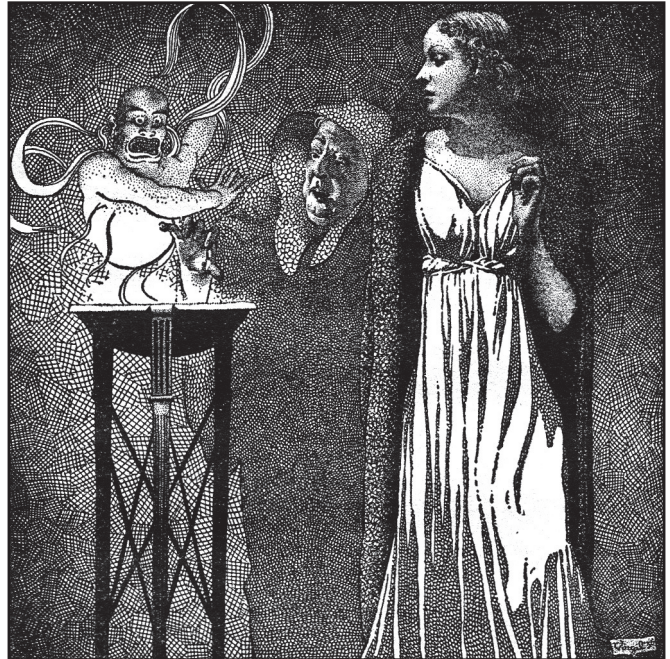
- 1st level:** They lose Stunning Attack, that is replaced with gaining a bonus of +1 per 2 levels (rounded down) to damage done with a katana and/or wakizashi. Then, kensai also gain their unarmed combat AC bonus when they use a katana and/or wakizashi.

- 2nd level:** Deflect Arrows and Prone Fighting can only be used with a katana and/or wakizashi (not unarmed).

- 3rd level:** Ki-Strike can only be used with a katana and/or wakizashi (not unarmed).

- 6th level:** Flurry-of-blows also applies as Multiple Attacks when using a katana and/or wakizashi.

- 13th level:** They lose Quivering Palm, that is replaced with Improved Critical, that lets kensai score a critical hit (with relevant benefits) with both a natural roll of 19 or 20 on the die roll.



The WIZARD OF HIGH ARCANA

The Wizard of High Arcana is not a conversion, but a special class inspired by different sources. This is mostly a variant wizard who trains to become a member of an order of magic-users. In fact, at 1st and 2nd level this is but a normal wizard as described FH&W p.37-38. However, at 3rd level the wizard of High Arcana begins to develop different abilities instead of signature spells, and then at 4th level normally joins the order, which provides additional benefits and hindrances. As such, a regular FH&W wizard could also join the order at 4th level; and conversely, a wizard described below might not want to join the order, and instead become a renegade wizard. Note also that a character will begin his (or her) career as a wizard, but only decides when reaching the 3rd level, if he (or she) remains a wizard who develops signature spells, or one who develops staff abilities. (Of course, the GM may require that a wizard finds an appropriate mentor to learn either signature spells or staff abilities. If not, the character would remain a mere magic-user who can cast spells but doesn't have any special abilities. In any case, once one of the two paths is chosen, it's exclusive of the other.)

REQUIREMENTS: Intelligence 11+

ARMORS: None. Wizards cannot cast spells in armor, or with steep hindrance if the GM decides to allow it (i.e. in this case casting times are doubled, and the character still has a chance of ruining his spell-casting, thus wasting the spell, as determined by the armor chance for spell failure – see FH&W p.64).

WEAPONS: Either the staff or the dagger (though the staff should be an obvious choice). Non-proficiency penalty: -4 to hit.

SAVING THROWS: +4 bonus to all saving throws against spells and other magic.

CLASS FEATURES: Class skills, Magic-use (gray magic), Bonded staff / staff spell-casting (3rd level); Bonded staff / +1 saves and AC (6th level)

- **Class Skill:** Wizards add their level to Arcane Lore skill checks. They don't get any other class skill.



• **Magic-Use:** Wizards cast spells from the gray magic type (and list). They may prepare and cast any spell they know (i.e.: that is recorded on their spell-book), provided they can cast spells of that level. The class progression table details the number of spells wizards can cast each day, as relevant to their level in the class. All wizards must prepare their spells ahead of time after getting a good night's sleep (when their mind is fresh), by spending an hour studying their spell-book. While studying, they decide which spells to prepare.

First-level wizards start their career with a spellbook that contains *Read Magic* plus three first-level spells and one second level spell (each of the player's choice). All other spells will have to be found (during adventures), learned from a tutor (usually for a steep fee), or purchased (also usually for a steep fee). Learning and recording a spell in the spell-book takes 1d4 days plus one day per spell level, and requires to succeed an Arcane Lore check skill check at DC = 10 + spell's level. If this check is failed, it can be tried again next level.

Then, upon reaching the 3rd level, wizards learn a more flexible way of preparing and casting their spells with a bonded staff (see below). Yet, this doesn't make them forget the normal procedure, to which they can revert whenever is needed.

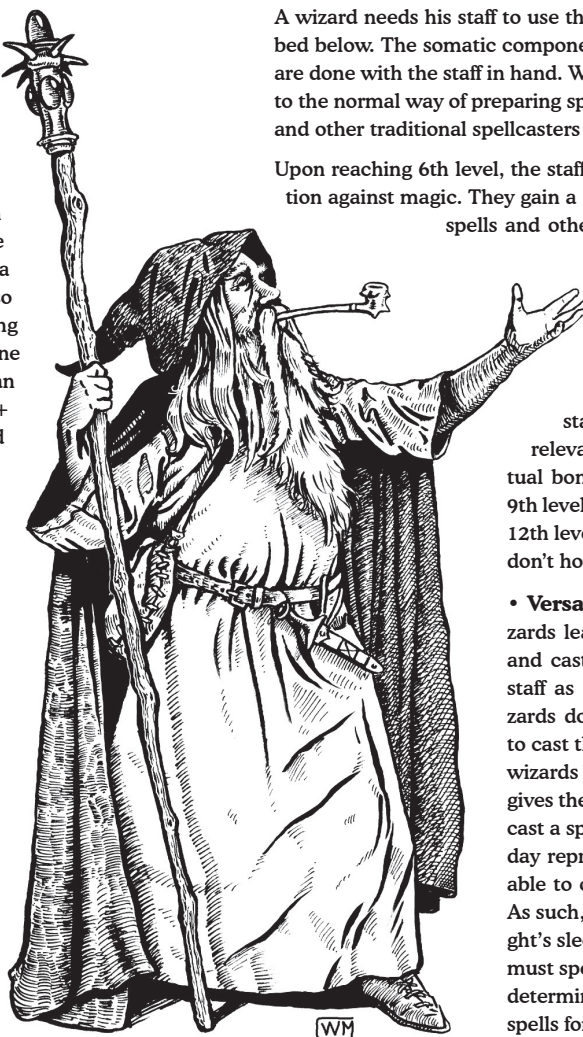
• **Bonded Staff:** At 3rd level, wizards can craft a staff specifically attuned to them. Regardless of its construction or composition, the staff is hard as if it was made of metal (i.e. make item saving throws as per superior metal - see FH&W p.84). If the staff breaks, the wizard is stunned for 1d4 rounds. It takes a month and 200 gp in materials to create a wizard's staff. This staff could acquire magical powers later, if the wizard enchants it in any way. A wizard can only have one staff attuned to him at a time. If the wizard finds a new staff he wants to become attuned to,

switching only requires one week of attunement. Should the wizard die or take on a new staff, the old staff becomes normal (unless it had been given other magical properties, in which case they remain). A slain wizard who comes back from the dead can immediately and automatically re-attune to his old staff as a free action.

A wizard needs his staff to use the Versatile Spellcasting ability described below. The somatic components (i.e. gesturing) of the spellcasting are done with the staff in hand. Without their staff, wizards must revert to the normal way of preparing spells and casting them, as magic-users and other traditional spellcasters do.

Upon reaching 6th level, the staff grants the wizards increased protection against magic. They gain a +1 bonus to all saving throws against spells and other magic (which stack with any such bonus they could already have), and also gain a +1 bonus to Armor Class against spells requiring attack rolls. Lastly, if wizards use their staff to attack creatures immune to non-magical weapon, the staff is treated as if being magical of the relevant bonus, although it doesn't give actual bonuses to attack and damage rolls. At 9th level this bonus increases to +2, and +3 at 12th level. Wizards don't get this bonus if they don't hold their staff in the hand.

• **Versatile Spell-Casting:** At 3rd level, wizards learn a more flexible way of preparing and casting spells, that requires to use their staff as a focus. When using this ability, wizards do not prepare their spells in advance to cast them later, as magic-users do. Instead, wizards have developed a unique method that gives them more versatility when they want to cast a spell. That is, their number of spells per day represents the pool of spells they will be able to choose from when they want to cast. As such, each morning after getting a good night's sleep (when their mind is fresh), wizards must spend an hour studying their spell-book, determining which will be their available spells for the day. Then, when comes the time



Wizard of High Arcana Progression Table

Level	HD	BtH	Saves	Abilities	Number of spells per day					
					1st	2nd	3rd	4th	5th	6th
1st	1d4	+0	17	Class skill, Magic-use	1	—	—	—	—	—
2nd	2d4	+0	17	—	2	—	—	—	—	—
3rd	3d4	+1	16	Bonded staff (versatile spell-casting)	2	1	—	—	—	—
4th	4d4	+1	15	[Order of High Arcana]	3	2	—	—	—	—
5th	5d4	+1	15	—	4	2	1	—	—	—
6th	6d4	+2	14	Bonded staff (+1 saves and AC)	4	2	2	—	—	—
7th	7d4	+2	13	—	4	3	2	1	—	—
8th	8d4	+2	13	—	4	3	3	2	—	—
9th	9d4	+3	12	Bonded staff (+2 saves and AC)	4	3	3	2	1	—
10th	9d4 +1	+3	11	—	4	4	3	2	2	—
11th	9d4 +2	+3	11	—	4	4	4	3	3	—
12th	9d4 +3	+4	10	Bonded staff (+3 saves and AC)	4	4	4	4	4	1
13th	9d4 +4	+4	9	—	5	5	5	4	4	2

to actually cast spells, wizards can cast any of the spells selected for that day, provided they have spell slots remaining to spend.

—*Example:* A 4th level wizard (Int 15), can prepare and cast six 1st level spells (i.e. 3 + 3 from a high Int. score) and two 2nd level spells. The wizard's spell book contains no less than eleven 1st level spell formulas and eight 2nd level spell formulas. She may select only six out of these eleven, and two out of these eight. Lets say that today she memorizes: 1st *Enlarge, Friends, Jump, Light, Shield and Sleep*; plus 2nd *Forget and Web*. So, for the remainder of the day she cannot use any of the five remaining 1st level spells and six remaining 2nd level spells that are in her spell book. However, when comes the time to cast a spell, she chooses any of the selected spells she wants. For example she may cast *Web* twice, or *Forget* twice, or each of them once. Then, having no more 2nd level spell slots available, she can now only cast 1st level spells, but freely choosing them among the six that were selected, until she has burned her six spell slots for the day. Then, tomorrow, the wizard might choose to select different spells, and could for instance memorize *Levitate and Shatter*, so won't be able to cast *Forget* or *Web*.

Note that so long as wizards have their staff with them, they could keep the same spell selection day after day and thus don't need to bring their spell-book with them. However, if they loose their staff, it is confiscated, etc., they will need their spell book to prepare their spells in the traditional way. Note that a wizard's staff that is subject to a successful *Dispel Magic*, ceases to be usable for a few rounds as per any other magical item, but once returned to normal, lets the wizard cast spells again normally.

- **Order of High Arcana:** At 4th level, wizards are expected to join the Order of High Arcana. Those who refuse are often hunted down by the order that considers them as renegades (i.e. enemies). Entering the order involves passing a test that may be dangerous and could potentially lead to the applicant's death. (This test is left at GM's determination.) Upon joining the order, wizards must choose the *Circle* (within the order) that best represents their ethics and temperament. Then, wizards of High Arcana gain spells and abilities as detailed thereafter.



The ORDER OF HIGH ARCANA

The Order of High Arcana is a powerful and widespread organization of elite mages intent on regulating all the arcane spellcasters (to prevent magical wars, or the rise of some horrendous sorcerer king), and to develop and refine the arcane arts (which is easier through peaceful cooperation). As such, wizards must remain neutral, standing outside of any nation's political affairs, and likewise are forbidden to fight among themselves. In effect, they are subject to the laws and justice established by the Order of High Arcana. All arcane spellcasters are expected to join the order and abide by its rules, and those who don't are generally mercilessly hunted down and executed by the order.

Joining the order first requires to pass a test, during which the applicant's competencies are evaluated of course, but also to determine the order's circle the wizard would best fit in. There is three circles (i.e. Black, Crimson, and White) that regroup wizards of similar interests and tendencies. This is not about Law/Chaos allegiances however, as all wizards of High Arcana must have an exclusive allegiance to the order, none else.

CLASS FEATURES: Circle magic, Order resources, High Arcana (4th level); Master wizard (9th level).

- **Circle Magic:** At 4th level, upon becoming members of the order, wizards of High Arcana choose the circle that best represents their ethics and temperament. This circle determines the two schools of magic on which wizards focus their learning, as well as their special abilities. As such, wizards are better at learning and casting these spells, but also become less effective at learning other spells.

- 1) Each time they reach a new experience level, wizards of H.A. automatically learn one spell of their choice, chosen from their two favored schools of magic, and of a level they can actually cast.

- 2) Wizards of H.A. gain a +2 bonus to learn or research spells that belong to their favored schools of magic, but also a -1 penalty to learn or research all other spells. Note that although wizards of H.A. are not forbidden to learn any spell, those of the black circle get a -2 penalty to learn or research spells of the white circle's favored schools (and vice versa), and generally avoid to do so altogether. Wizards of the crimson circle have no such limitations.

- 3) Wizards of H.A. have the option to prepare/cast a spell (of their circle's favored schools of magic) with a higher spell-slot than required* (e.g. casting a *Fireball* with a 4th or 5th level spell slot), for greater effects. Upon casting the spell, the wizard must choose one (and only one) modification:

- Double Range:* Spells with a range of "personal, unlimited, or zero" are not affected by this choice.

- Double Duration:* Spells with a duration of Concentration, Instantaneous, or Permanent are not affected by this choice.

- Double Area or Number of Targets:* The wizard of H.A. can make the spell's area larger or double the number of targets it affects. (When range is a number of square feet, double them. However, if it is indicated as a radius, only add 50% to the radius.) Touch spells are not affected by this choice.

- No Verbal Components:* The wizard of H.A. can cast the spell silently (i.e. without saying a word).

- No Somatic Components:* The wizard of H.A. can cast the spell without gestures or movements.

(* Note: spellcasters of any class and any level can prepare a spell with a spell-slot of a higher level spell, but without gaining any special benefit from doing so.)



• **High Arcana:** The order has discovered that magical energies are subject to three major influences, that might be related in some way to the forces of Chaos, Neutrality and Law, or maybe to some competing deities of magic. These influences may be tied to the moons or other astrological factors, particular locations or ley lines, etc., as determined by the GM. It's also the GM who determines when an influence is stronger than the others; for examples, when a certain moon is ascending, or in certain places inhabited by dragons, demons, etc. In any case though, a wizard of H.A. can always know which influences are at work, either through casual observation or in succeeding an Arcane Lore skill check at DC 15.

The order's circles are each tied to one of these major arcane influences, and it affects a wizard's ability to cast spells. Each circle has thus certain conditions that augment its members' spellcasting, while others would impede them. This is up to the GM to determine these conditions in the campaign world. For examples: the different circles may be affected by the moons, and when they are rising or descending, according to a precise calendar, its wizards would be affected in advantageous or detrimental ways. For something simpler, the GM may decide which influences affect particular areas. In any case, these influences should be equally distributed, so a wizard has equal chances of finding himself in advantageous, neutral or detrimental conditions.

—*Advantageous Conditions:* Wizards of H.A. cast their spells as if they were two levels higher (i.e. only for purposes of determining a spell's effects, range, damage done, ability to overcome magic-resistance, etc.). In addition, if the wizard has a bonded staff, he (or she) gains a (cumulative) +1 bonus to AC/saves/etc.

—*Detrimental Conditions:* Same effect, but as if they were two levels lower. (But the staff, if they have one, is not affected).

• **Order Resources:** Wizards of High Arcana gain access to the extensive libraries of the order that will grant them a +1d6 bonus on all Arcane-lore, Alchemy, Astrology, Knowledge, or Linguistics skill checks, provided they spend a few hours there searching among the books. Similarly, they can cut the cost of creating magical items or researching new spells by half, when working in the order's headquarter/tower/etc. Then, there is the possibility of gaining fellow wizards' assistance, buying magical potions, have spells cast for a fee, call upon the council to resolve issues with other wizards, etc.

• **Master Wizard:** At 9th level, wizards of High Arcana become masters within the order. As such they gain 1d4 apprentices (wizards of 1d3 levels), that will be of help for occult research, as informants, etc. Then, the wizards now enjoy a +2 bonus to all reaction rolls and Persuasion skill checks when dealing with other wizards of the order (+4 if from the same circle as the character). In addition, upon reaching the 9th level, wizards of H.A. learn the spellcasting secret of their order (see description for each circle).

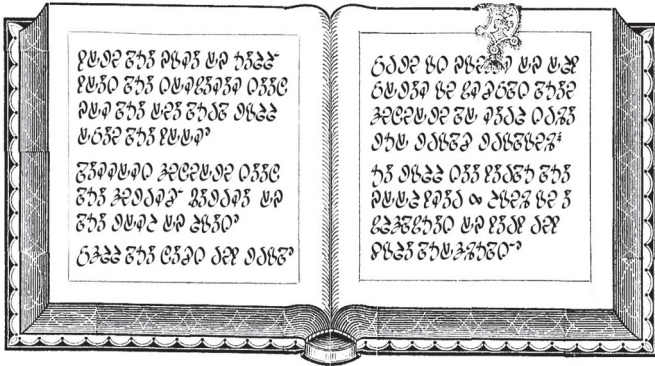
The Black Circle Wizard

Black Circle wizards are those of selfish and callous bent who do not care for others in the pursuit of magical power. They favor necromancy for its command over the force of life and death, the fear it generally induces in others, and its potential to bring them immortality. Black Circle wizards aren't necessarily malevolent, but are often considered evil by most people. Nonetheless, the Order of High Arcana's rules forbids Black Circle wizards to have an allegiance to Chaos. In addition, they know too well that those who do always become the slaves of the demonic being to whom they forfeit their soul. Hence, a Black Circle wizard could well be a threatening or merciless individual, but will never serve nor side with the powers of Chaos.

• **Circle Magic:** Enchantment/Charm and Necromancy.

• **Order Secret:** At 9th level, black circle wizards get the *Arcane Reach* ability: They can use spells with a range of touch on a target up to 30 feet away, if they succeed on a ranged touch attack roll.

Black Circle Wizard Spells Table										
Char. lvl.	Cast. lvl.	Spells per day								
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
4th	4	3	2	—	—	—	—	—	—	—
5th	5	4	2	1	—	—	—	—	—	—
6th	6	4	2	2	1	—	—	—	—	—
7th	7	4	3	2	2	—	—	—	—	—
8th	8	4	3	3	2	1	—	—	—	—
9th	9	4	4	3	3	1	—	—	—	—
10th	10	4	4	3	3	2	1	—	—	—
11th	11	4	4	4	3	3	1	—	—	—
12th	12	4	4	4	4	4	2	1	—	—
13th	13	5	5	5	4	4	3	1	—	—
14th	14	5	5	5	4	4	3	2	1	—
15th	15	5	5	5	5	5	4	3	1	—
16th	16	5	5	5	5	5	4	3	2	1
17th	17	5	5	5	5	5	4	4	3	1
18th	18	5	5	5	5	5	5	4	3	2
19th	19	5	5	5	5	5	5	4	4	3
20th	20	5	5	5	5	5	5	5	5	3



The White Circle Wizard

White Circle wizards are of benign dispositions, retaining benevolent inclinations despite their pursuit of arcane power and knowledge. They especially believe that it is their duty to help the common people defend against the intrusions and influence of supernatural forces that do not belong to this world. For that reason, White Circle wizards specialize in Abjuration magic. Nonetheless, their allegiance is to the Order of High Arcana, never to Law, so White Circle wizards are not some sort of arcane paladins. In fact, they will intervene only when they must oppose warlocks (i.e. sorcerers in the service of Chaos), magical gates that were inadvertently opened, powerful artifacts that may threaten the world in the hands of foolish mortals, etc. They do not consider it their job to fight injustice however.

- **Circle Magic:** Abjuration and Divination.
- **Order Secret:** At 9th level, white circle wizards get the *Aid Spellcasting* ability: As a primary action, they can aid another caster they touch. Provided the wizards also know the spell being cast, and succeed an Arcane Lore skill check at DC = 10 + spell's level, this other caster will cast his spell as if he were 1d4 levels higher. The white circle wizard doesn't lose any spell slot for aiding spellcasting.

The Crimson Circle Wizard

Crimson Circle wizards typically want to keep to themselves, living in seclusion away from the affairs of the mundane world that they despise. Crimson Circle wizards prefer to not interact with other people, and instead pursue magical knowledge for its own sake, rather than for acquiring personal power and prestige. Crimson Circle wizards usually have a scholarly bent, and revel in the study of magical phenomena. As such, they are fascinated by the impermanent nature of the world, and the way it can be modified through sorcery, reason for which Crimson Circle wizards favor the school of Transmutation. In fact, some Crimson Circle wizards even hope to be eventually able to use its possibilities to transmogrify themselves in different, and higher states of beings.

- **Circle Magic:** Transmutation and Illusion.
- **Order Secret:** At 9th level, crimson circle wizards get the *Spell Shaping* ability: They can alter the area of effect of their spells at leisure, provided the total area remains the same or smaller. As such, the wizards could create a "hole" in a *Fireball*'s area of effect, in order to not affect someone or something while everything around is burned; they could likewise reduce the area of effect so as to burn only one creature with a *Fireball*, and nothing around.

White Circle Wizard Spells Table										
Char. lvl.	Cast. lvl.	Spells per day								
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
4th	4	2	2	1	—	—	—	—	—	—
5th	5	4	2	1	—	—	—	—	—	—
6th	6	4	3	2	—	—	—	—	—	—
7th	7	4	3	3	1	—	—	—	—	—
8th	8	4	3	3	2	—	—	—	—	—
9th	9	4	4	3	2	1	—	—	—	—
10th	10	4	4	3	2	2	1	—	—	—
11th	11	4	4	4	3	3	1	1	—	—
12th	12	4	4	4	4	4	2	1	—	—
13th	13	5	5	5	4	4	2	2	1	—
14th	14	5	5	5	5	4	3	2	1	—
15th	15	5	5	5	5	5	3	2	2	1
16th	16	5	5	5	5	5	4	3	2	1
17th	17	5	5	5	5	5	4	3	3	2
18th	18	5	5	5	5	5	4	4	3	3
19th	19	5	5	5	5	5	5	4	4	3
20th	20	5	5	5	5	5	5	5	4	4

Crimson Circle Wizard Spells Table										
Char. lvl.	Cast. lvl.	Spells per day								
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
4th	4	3	2	—	—	—	—	—	—	—
5th	5	4	3	1	—	—	—	—	—	—
6th	6	4	3	2	—	—	—	—	—	—
7th	7	4	3	2	1	—	—	—	—	—
8th	8	4	3	3	2	—	—	—	—	—
9th	9	4	4	3	2	1	—	—	—	—
10th	10	4	4	3	2	2	1	—	—	—
11th	11	5	4	4	3	3	2	—	—	—
12th	12	5	4	4	4	4	2	1	—	—
13th	13	5	5	5	4	4	2	1	—	—
14th	14	5	5	5	4	4	2	2	1	—
15th	15	5	5	5	5	5	2	2	1	—
16th	16	6	5	5	5	5	3	2	2	1
17th	17	6	6	5	5	5	3	3	2	1
18th	18	6	6	5	5	5	4	3	2	2
19th	19	6	6	5	5	5	4	4	3	2
20th	20	6	6	5	5	5	4	4	4	3

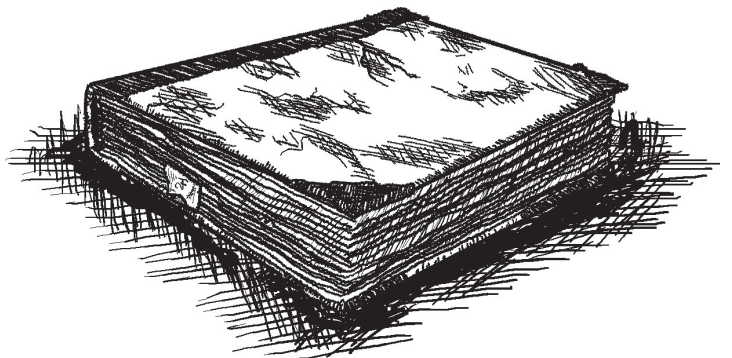




Table: Special Critical Hit Effects by Class

Classes	Special, Secondary Effect
Agent of the Gods	If target happens to be an enemy of the character's deity, it is affected by fear for 1d4 rounds (Charisma save negates), trying to flee the character as fast as it can.
Alchemist, Wizard of H.A.	Victim suffers a -2 penalty to saves against magic for 1d4 rounds (Charisma save negates).
Chevalier	Inspires allies within 20 feet: First, they are freed of fear spells or effects (if any), and then, they get a +2 bonus to their next attack roll.
Draconic Sorcerer	Victim suffers a -2 penalty to hit due to fright, for 1d4 rounds (Charisma save negates).
Magic-using Bard	Bard is inspired, getting a +2 bonus to his (or her) next 1d4 rolls for attacks, skill checks or saving throws.
Shadow-Dancer	Can tumble aside (or retreat) out of range of the victim without incurring an attack of opportunity from it.
Swan Maiden	If victim is the character's special enemy, it is affected by fear for 1d4 rounds (Charisma save negates), trying to flee the character as fast as it can.
True Paladin	If target is a creature aligned to of Chaos, an undead, etc., base weapon damage is tripled (not doubled).
Warmage (variant)	A discharge of eldritch energy stuns the victim for 1 round (Constitution save negates); or for 1d4 rounds if using a magical weapon (Constitution save suffers a -1 penalty per plus of the weapon).
Warrior-Monk	1) If unarmed attack: victim is stunned for 1d4 rounds (Constitution save negates). 2) If weapon attack: Gains an immediate extra attack (either against same target or against adjacent foe).

Table: Epic MAGIC-USING BARD Spells

Char. lvl.	Cast. lvl.	Spells per day					
		1st	2nd	3rd	4th	5th	6th
14th	13	3	3	3	3	1	—
15th	14	3	3	3	3	2	—
16th	15	4	3	3	3	2	1
17th	16	4	4	3	3	3	1
18th	17	4	4	4	3	3	2
19th	18	4	4	4	4	3	2
20th	19	4	4	4	4	4	3

Table: Epic AGENT OF THE GODS Spells

Char. lvl.	Cast. lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
14th	14	6	6	6	5	3	2	—
15th	15	7	7	7	5	4	2	—
16th	16	7	7	7	6	5	3	1
17th	17	8	8	8	6	5	3	1
18th	18	8	8	8	7	6	4	1
19th	19	9	9	9	7	6	4	2
20th	20	9	9	9	8	7	5	2

Table: Epic TRUE PALADIN Spells

Char. level	Casting level	Spells per day			
		1st	2nd	3rd	4th
14th	6	2	2	2	—
15th	7	3	2	2	—
16th	8	3	3	2	—
17th	9	3	3	3	—
18th	10	3	3	3	1
19th	10	3	3	3	2
20th	10	3	3	3	3

Table: Epic SWAN MAIDEN Spells

Char. level	Casting level	Spells per day				
		1st	2nd	3rd	1st	2nd
14th	7	2	2	1	2	1
15th	8	2	2	1	2	2
16th	9	2	2	2	2	2
17th	10	3	2	2	2	2
18th	10	3	2	2	3	2
19th	10	3	3	2	3	2
20th	10	3	3	2	3	3

Table: Epic WARMAGE Spells

Char. lvl.	Cast. lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
14th	14	3	3	3	3	2	—	—
15th	15	3	3	3	3	3	—	—
16th	16	3	3	3	3	3	1	—
17th	17	3	3	3	3	3	2	—
18th	18	3	3	3	3	3	3	—
19th	19	3	3	3	3	3	3	1
20th	20	3	3	3	3	3	3	2

Table Epic ALCHEMIST Spells: as per epic Wizard*

Table Epic DRACONIC SORCERER Spells: as per epic Fae-mage*

Table Epic WIZARD of H.A. Spells: as per epic Wizard*

(*: see FH&W p.403)



FANTASTIC HEROES & WITCHERY

Fantastic Heroes & Witchery is both an OSR and OGL role-playing game based on several earlier editions of the original thing. If you know how to play one of these earlier editions (that is: 1e, 2e, 3e), or their clones, you already know how to play FH&W; you won't need to learn the rules.

Fantastic Heroes & Witchery is a 430 pages long rulebook, with all the traditional races (elves, dwarves, etc.) plus many others. It then has more than 40 character classes inspired by the earlier editions, yet re-written with a twist (reason for which this supplement brings back classes much closer to their original counterparts). It then proposes complete rules on combat, chases, environmental hazards, magic, and much more, plus a selection of 666 spells.

The only thing FH&W doesn't include are monsters and magical items. However, you can easily use those found in earlier editions of the game it emulates, as well as its many retro-clones.

Note lastly that FH&W is one of the very few OSR games to also include material for play in the science-fantasy and swords & planets genres (ray-guns, etc.).

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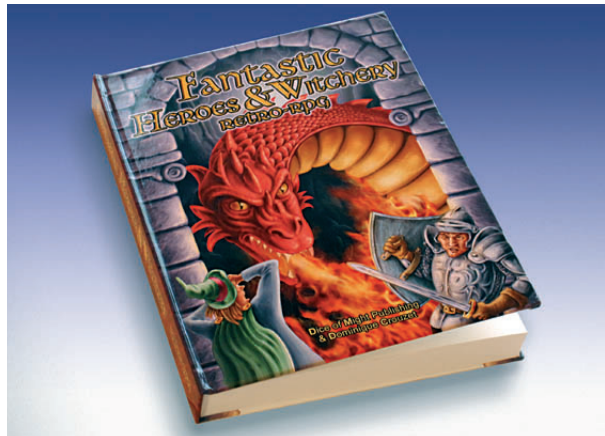
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