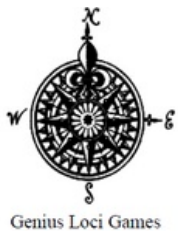


# NEW CLASS OPTIONS

for

Swords & Wizardry® Core



JOHUA DE SANTO



# NEW CLASS OPTIONS

FOR  
SWORDS & WIZARDRY® CORE

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GENIUS LOCI GAMES

## The Blood Witch

The Blood Witch is a figure feared and whispered of in the rural countryside. It is not uncommon in some wilder places of the world to find that a Blood Witch has been put to the fire or burned alive due to their “unnatural” connection to the arcane. To other Magic-Users the Blood Witch is a figure that goes against all that they have learned and know, a figure to them that must have made some arcane pact with the Outside or some other intelligent source.

Unlike the Magic-User who learns of the arcane of the energies of the world through study and training, the Blood Witch comes to it by instinct and personal sacrifice. To the Blood Witch the magic sings inside of her, tells her secrets, and whispers of the glories of the universe. To a Blood Witch the Magic-User seems like a child grasping at air and dead things..

Unfortunately the Blood Witch’s connection to the arcane comes at a grave price for anyone who pursues the path of the Blood Witch soon gets lost in the song of magic and may not see the world for how it is. Furthermore the Blood Witch must use her own body to focus her spellcasting and it has not been unheard of for a Blood Witch to kill herself in the midst of her spells.

Prime Attribute: Constitution 13+ (5% experience bonus)

Hit Dice: 1d6

Weapons permitted: Dagger, staff, short sword

Armor Permitted: None

Tough: Constitution scores over 16 grant an additional +1 to HP per level

Shattered Soul: Every day the Blood Witch has a 60% chance of losing herself in the song of magic. If this occurs the Witch will be able to cast 1 level above her level, however, she cannot know what is real or delusion.

### Blood Witch Abilities

*Spell Casting* – Unlike the Cleric who must pray to his god for his power and a Magic-User who must study from a book, a Blood Witch can cast her spells spontaneously. However, to cast her spells the Blood Witch must make a sacrifice of herself to free the magic. This means that essentially the Blood Witch must injure herself to cast a spell. As such, every spell cast by the Blood Witch is dependent on two factors.

The first is that the Blood Witch must roll her constitution score + the spell level or higher in order to cast her spells. If the Blood Witch fails her spell roll the spell is swept away in the song of the magic and will not return to her for a day. The second is that for every spell cast the Blood Witch must sacrifice 1 + spell level of her health in order for the spell to be effective. If the Blood Witch refuses to make the sacrifice the spell and 1d4 other spells will be swept away in the song of magic for a two day period.

A Beginning Blood Witch has access to all first level arcane spells. With every level after first the Blood Witch rolls 1d8, the result is the number of spells of the next highest level that the blood witch can learn and cast.

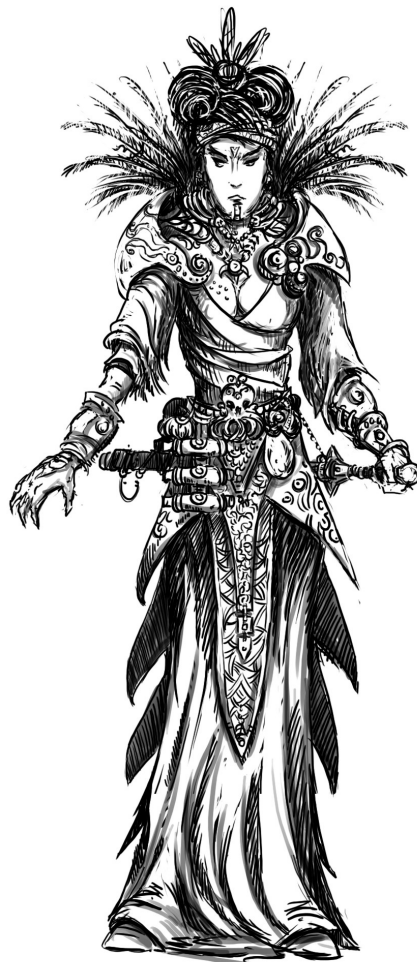
*Saving Throw Bonus* – Blood Witches receive a bonus of +2 on saving throws versus magic.

Table 1 – Blood Witch Advancement Table

Level	EXP	HD (d6)	Saving Throw
1	0	1	16
2	3,000	2	15
3	6,000	3	14
4	12,000	4	13
5	24,000	5	12
6	48,000	6	11
7	96,000	7	10
8	192,000	8	9
9	384,000	9	8
10	450,000	10	7
11+	+66,000	+2	6

Table 2: Blood Witch Attack Table

	Target AC Value																			
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]	
<b>Level</b>																				
<b>1-3</b>	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
<b>4-5</b>	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
<b>6-7</b>	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
<b>8-9</b>	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
<b>10</b>	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
<b>11-12</b>	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
<b>13-15</b>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
<b>16-19</b>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
<b>20</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	



## The Chesh

The Chesh are a race of human-looking fae with cat-like ears and tails. Chesh are born with a natural curiosity to explore, discover and fully enjoy their lives. As a people the Chesh have no specific homeland and live in and amongst the other mortal races. They are known for their musical skills and are highly sought by princes and adventurers alike.

**Prime Attributes:** Dexterity, 13+ or Charisma 13+ (5% experience Bonus)

**Hit Dice:** 1d4

**Movement:** 30 feet

**Armor/shield permitted:** Leather, No Shield

**Weapons permitted:** Bow, Cross Bow, Daggers, Short & Long Swords

**Cat-Form:** Twice per day a Chesh can take the form of a large cat. While in this form they can see all magical enchantments, have darkvision up to 60 feet. In Cat-form the Chesh loses all AC[AAC] bonuses due to armor, cannot use magic or magical devices, and is limited to a claw and bite attack. While in this form the Chesh can still talk as if in their normal form.

**Low-light Vision:** Chesh in their normal form have darkvision up to 30'

**Uncanny Balance:** The Cath-Sith receives an extra 1d4 on all saving throws or checks that involve dexterity.

### Referee Options: Limited Cat-Form

The Referee may choose to make the Chesh's Cat-Form ability limited to nine transformations for the life of the character. If this option is chosen, once the Chesh changes for the ninth and final time they will be stuck in their cat-form for the duration of their life.

Alternatively the Referee may also offer the option of the Chesh player character being able to return to their human form after their ninth transformation only to lose all Chesh special abilities - but not classes - once the final transformation occurs.

## Chesh Abilities

**Fili** – Starting at 1<sup>st</sup> Level the Chesh's music begins to affect those around her, granting all targeted allies or enemies bonuses or complications as stated below. By fifth level the Chesh may sing up to 5 songs of any known song.

**Locest** – Starting at 5<sup>th</sup> Level the Chesh receives a +2 to all Saving Throws or Checks related to history, folklore, or music. At 10<sup>th</sup> Level this bonus increases to +3

**Star** – Starting at 8<sup>th</sup> Level any time the Chesh plays her music for a crowd she has a 25% chance of affecting those who listen with a “Charm” spell-like effect.

**Table 1: Fili Abilities**

Level	Abilities	Times /day*
1	<i>Song of Strength</i>	1
2	<i>Song of Glory</i>	2
3	<i>Song of Peace</i>	3
4	<i>Song of Hope</i>	4
5	<i>Song of the Magi</i>	5

\*Total amount of abilities uses per day.

**Song of Strength:** When sung all friendly beings within 90 feet of the Fili gain a +1 bonus to their to-hit rolls for as long as the Fili sings and they are within range.

**Song of Glory:** When sung all friendly beings within 90 feet of the Fili gain a +1 bonus to their non-magical damage rolls as long as the Fili sings and they are within range.

**Song of Peace:** When sung all non-friendly beings within 90 feet of the Fili have a 75% chance to stop fighting and simply walk away from the battle. All affected beings will not fight (unless in self-defense) for 1d4 hours after hearing the Fili's song.

**Song of Hope:** When sung all friendly beings within 90 feet of the Fili have a 75% chance to regain 1d4 hit points (but cannot exceed their maximum health).

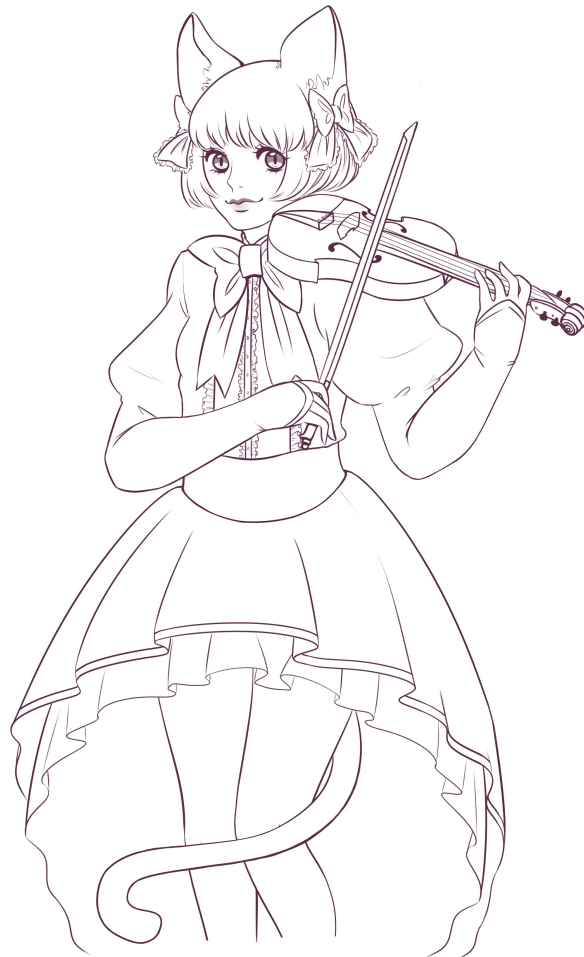
**Song of the Magi:** When sung all friendly beings within 90 feet of the Fili gain a +1 bonus to the magic damage rolls as long as the Fili sings and they are within range.

**Table 2: Chesh Advancement**

Level	EXP	Hit Dice (d4)	Saving Throw
1		1	14
2	1,500	2	13
3	3,000	3	12
4	6,000	4	11
5	12,000	5	10
6	24,000	6	09
7	48,000	7	08
8	96,000	8	07
9	192,000	9	06
10	384,000	+2	05
11+	+ 116.000	+2	04

**Table 3: Chesh Attack Table**

Level	Target AC Value																		
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]
1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7-10	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
11	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
12-15	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
16-19	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
20	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21



## The Forester

The forester makes her living from the land, always taking just enough to sustain herself without hurting the natural world. A gifted archer, tracker and guide the Forester can be a valuable asset to any group adventuring out into the wilderness beyond the walls of towns and the civilized lands of farms and dales.

**Prime Attribute:** Wisdom, 13+ (5% experience bonus)

**Hit Dice:** 1d6

**Weapons permitted:** Staves, axes, bows

**Armor Permitted:** Leather

### Forester Abilities

*Companion* – at 3<sup>rd</sup> level can befriend an animal from the forest. Despite their individual appearance the Companion of the Forester are manifestations of a benevolent Genius Locus (see Boggarts in The Cartographers Guide to the Creatures of Eira) who bound with the Forester. All Companions have Hit Points equal to 1d4 (per level) and attack for 1d6 + 2. Companions share the Forester's Saving Throw and Experience values.

If the Forester should ever turn against the land they're Companion will leave them.

**Table 1 - Companions**

Roll (1d6)	Companion
1	Raven
2	Boar
3	Wolf
4	Dog
5	Bear
6	Great Cat

*Favored enemy* – Starting at 6<sup>th</sup> level the forester may pick one type of monster as a foe that they have an uncanny knowledge and hatred of. In all combat situations with this enemy the Forester receives a +2 to all To-hit rolls against that enemy.

*Sure-Footed* – The Forester knows how to walk on uneven and dangerous ground and doesn't suffer any penalty for walking on such and can move at normal speed..

*Survival* – Foresters receive a +2 bonus to all saving throws for foraging, gathering and knowing eatable from uneatable plants as well as potable water.

*Tracking* – Receives a bonus equal to half her level on all saving throw to track.

**Table 2 – Forester Advancement Table**

Level	Experience	Hit Dice (d6)	Saving Throw
1	2,500	1	15
2	5,000	2	14
3	10,000	3	13
4	20,000	4	12
5	40,000	5	11
6	80,000	6	10
7	160,000	7	9
8	320,000	8	8
9	500,000	9	7
10	700,000	+3hp	6
11+	+200,000	+3hp/lvl	5

**Table 3: Forester Attack Table**

	Target AC Value																			
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]	
<b>Level</b>																				
<b>1-3</b>	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
<b>4</b>	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
<b>5</b>	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
<b>6</b>	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
<b>7</b>	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
<b>8-10</b>	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
<b>11-15</b>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
<b>16-19</b>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
<b>20</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	





# The Highlander

Highlanders are warriors, lovers, and slayers. Men and women of the high north, among the mountains and valleys. They are nomads and reavers of a harsh cold land soaked in the blood of eternal clan war.

Many Highlands rarely leave their homelands except on raids to the lowlands. Those that do, do so for many reasons. A search for adventure, exile from their people, or maybe they seek to become kings in their own right.

**Prime Attribute:** Constitution & Dexterity 13+ (5% experience bonus)  
**Hit Dice:** 1d10  
**Weapons permitted:** Any  
**Armor/Shield Permitted:** none  
**Races:** Dwarf, Human  
**Battle born:** Add Strength, Constitution and Dexterity modifiers to AC score  
**Tough:** Constitution scores over 15 grant an additional +2 to HP per level

## Highlander Class Abilities

*Dexterity Bonus* - Unlike other character classes and the Fighter Strength Bonus, Highlanders with a high Dexterity can have bonuses to hit and to damage.

*Fury* - When a Highlander kills a target he may attack another target that is up to 12 feet away in the same turn.

*Oncoming Storm* - The Highlander has a 60% chance of dealing double damage when he rushes a target.

*Uncanny Dodge* - See table below.

*Establish a Clan (9th Level)* - At ninth level a Highlander may make the choice to return to his homeland and establish a Clan to attract a body of Thanes who will swear loyalty to the character.

**Table 1: Highlander Uncanny Dodge Ability**

Dexterity Score	Enemy Attack Penalty
12	-0
13	-1
14	-2
15	-3
16	-4

**Table 2: Highlander Advancement Table**

Level	EXP	HD (d10)	Saving Throw
1	0	1	14
2	2,500	2	13
3	5,000	3	12
4	10,000	4	11
5	20,000	5	10
6	40,000	6	09
7	80,000	7	08
8	160,000	8	07
9	320,000	9	06
10	420,000	10	05
11+	+100,000	+2/lvl	04

**Table 3: Highlander Attack Table**

	Target AC Value																			
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]	
<b>Level</b>																				
<b>1</b>	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
<b>2-3</b>	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
<b>4</b>	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
<b>5-6</b>	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
<b>7</b>	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
<b>8-9</b>	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
<b>10</b>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
<b>11-12</b>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
<b>13</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
<b>14</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
<b>15-16</b>	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
<b>17</b>	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
<b>18-19</b>	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
<b>20</b>	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	



# The Mermaid of the In-Land Sea

Mermaids of the In-Land Sea are an ancient race that until recently have remained unknown to the surface races of the world. This was mainly due to a policy of killing anyone who discovered the existence of a mermaid as well as the mermaid who was discovered.

A proud people, the Mermaids of the In-Land have a long tradition of questing and gaining fame through the noble quest and acquiring wealth.

**Attribute Prerequisites:** Dexterity 12, Charisma 17  
**Prime Attribute:** Dexterity +13 (5% experience bonus)  
**Hit Dice:** 1d4  
**Weapons Permitted:** Daggers, Short Swords, Spears  
**Armor Permitted:** Leather  
**Move:** 6[30']/12[60'] Swimming

## Mermaid of the In-Land Sea Abilities

*Mermaid Form* – Whenever the Mermaid comes in contact with salt water she will revert back to her mermaid form. While in this form the mermaid can breathe normally in salt water and swim up to twice her normal speed.

*Mermaid's Charm* – At 5<sup>th</sup> level the mermaid can use her voice as a charm spell once a day that will affect anyone within a 60' radius of the mermaid. At 10<sup>th</sup> level she can use her voice in such a way twice a day.

*Dark Vision* – Mermaids can see up to 60' away in complete darkness and up to 120' away in low light conditions. However, certain magic can block this ability.

*Glamor* – At 7<sup>th</sup> Level the Mermaid can cast an illusionary form on herself for 1d6 rounds that makes her appear as the lost or unrequited love of the target. This Glamor, however, does not affect the Mermaid's voice and can easily be negated with a successful Saving Throw.

*Sonic Scream* – Mermaids have a natural vocal range that can increase to levels that are harmful to other beings. One such ability is the sonic scream with causes 1d4+level damage to anyone or thing within a 90' foot cone of the mermaid. At 1<sup>st</sup> level the Mermaid can use this skill once a day. This increases to twice a day at 4<sup>th</sup> level and continues to increase by one use every four levels after.

**Table 1: Mermaid of the In-Land Sea Advancement Table**

Level	Experience	Hit dice (d4)	Saving Throw
1	2,000	1	16
2	4,000	2	15
3	8,000	3	14
4	16,000	4	13
5	32,000	5	12
6	64,000	6	11
7	128,000	7	10
8	256,000	8	9
9	400,000	9	8
10	540,000	10	7
11+	+180,000	1HP/LVL	6

**Table 2: Mermaid of the In-Land Sea Attack Table**

	Target AC Value																			
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]	
<b>Level</b>																				
<b>1</b>	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
<b>2-4</b>	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
<b>5</b>	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
<b>6-9</b>	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
<b>10</b>	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
<b>11-14</b>	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
<b>15</b>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
<b>16-19</b>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
<b>20</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	



## The Mythwood Elf

Little is known of the Mythwood Forest. Some say that the forest itself is hidden in a space between the Mortal Realm and the Immortal Realm of the gods. It is said that the Mythwood is a forest of eternal spring and a place where magic touches everything. Here all animals have some form of sentience, all trees live and feel. The Elves of the Mythwood consider themselves the protectors and cartakers of this realm, and do their best to keep it safe from those of both the Mortal and Immortal Realms.

Unfortunately, eternal spring, eternal life, and eternal peace comes at a great price. Over time, the Mythwood Elves have lost touch with the needs of a race, and now very few among them are less than a thousand years old. Those young, however, squirm under the stagnating nature of the Mythwood, and seek to experience every emotion, every joy and pain of life. While very few in number, the young of the Mythwood Elves have begun to leave their home realms through gates into the forests of the Mortal Realm.

**Prime Attribute:** Charisma 13+ (5% experience bonus)

**Hit Dice:** 1d4

**Weapons permitted:** Short Swords, Long Swords, Rapier, Short Bow, Long Bow

**Armor/Shield Permitted:** Leather, Ring

**Immortal:** Mythwood Elves are effectively immortal and do not age past the fullness of puberty. However, they can still be killed in battle or if successfully poisoned (+2 on all poison and disease Saving Throws).

**Fury Bond:** Mythwood Elves have a special connection with the natural spirits of the world. As the Elf grows in power she can request aid from stronger and greater spirits.

### Mythwood Elf Abilities

*Alertness* – Mythwood Elves are rarely surprised as the spirits of nature will routinely aid them in such things, meaning a Mythwood Elf will only have a 1 in 6 chance of being surprised.

*Uncanny Balance* – Mythwood Elves have an uncanny knack for making it across dangerously narrow paths, tree limbs, and the like with ease. A Mythwood Elf has only a 2 in 6 chance of falling from any narrow place she happens to be walking on, perched on and the like.

*Leap* – Starting at 6<sup>th</sup> level the Mythwood Elf can call upon the nature spirits of Wind to help her aloft without expending a daily use to allow her to leap up to thirty feet in the air once a day. At 12<sup>th</sup> level this increases to twice.

### Fury Bond

All Mythwood Elves are born with a connection to the natural spirits of the world. These spirits can be beseeched into aiding the Mythwood Elf at her time of need. These natural spirits can be summed up as spirits of Earth, Wind, Flame, and Water. As the Elf grows in power she can beseech stronger spirits and do so more times a day before she becomes too fatigued to continue using the power of the spirits.

**Table 1: Mythwood Elf Advancement**

Level	Exp	HD (d6)	Saving Throw	Lesser	Average	Greater
1	0	1	12	1	-	-
2	2,500	2	11	2	-	-
3	5,000	3	10	2	1	-
4	10,000	4	09	3	1	-
5	20,000	5	08	3	2	-
6	60,000	6	07	4	2	1
7	120,000	7	06	4	3	1
8	240,000	8	05	5	3	2
9	480,000	9	04	5	4	2
10	580,000	+2	03	6	4	3
11+	+100,000	+2/level	02	6	5	3

### Lesser Spirits

*Earth Spirit – Tending Hands* – Summons the Spirits of Earth to make paths clearer for those the deemed a friend.

*Earth Spirit – Spirits of Alarm* – The Mythwood Elf summons nearby Earth Spirits and bids them to alert her to any unfriendly movement within one-hundred yards of her position.

*Earth Spirit – Spirits of Mirth* – Summons a group of joyous Earth Spirits who cause the ground in a ten foot radius to shake for a mere moment, causing anyone within that ten feet to fall if they do not succeed a Saving Throw.

*Wind Spirit – Word Carriers* – Summons spirits of the Wind to overhear conversations up to fifty yards away.

*Wind Spirit – Spirit of Searing Wind* – Summons Wind Spirits who have an 80% chance of knocking any incoming missile attacks askew for 1 turn.

*Wind Spirit – Spirits of Sight* – The summoned Wind Spirit bends the light around the Elf's eyes, allowing her to see twice her normal distance for 10 minutes.

*Flame Spirit – Spirit of Light* – Summons a number of Flame Spirits who dance around the target offering her the same amount of light as a torch for 1d6 hours.

*Flame Spirit – Fire Motes* - Summons minor Flame Spirits who dart at their intended target dealing 1+level up to 5<sup>th</sup>.

*Flame Spirit – Spirits of Hearth* – Summons a minor Flame spirit who will instantly light any camp or hearth fire and keep it from burning out for 1d6 hours.

*Water Spirit – Spirit of Healing* – Summons minor Water Spirits who will help to close and sooth minor wounds, healing a target for 1d4 hp.

*Water Spirit - Spirits of Heart* – Summons a minor Water Spirit who grants the Elf a +2 on all checks to determine a target's truthfulness.

### **Average Spirits**

*Earth Spirit – Spirits of Growth* – The Summoned Spirits can coax any living plant life into growing at a speed a hundred times faster and greater than its normal growth.

*Earth Spirit - Spirits of Tangle* – The summoned Spirits causes roots, and brambles to move and writhe about creating terrain that can easily trip up anyone caught in it.

*Wind Spirit – Spirits of Speed* – The summoned Spirits allow the Elf to move at double her speed for five minutes, and grants her a +2 bonus on all Dexterity related saving throws.

*Wind Spirit – Spirits of Whispers* – Summoned Spirits allows two-way communication between up to three targets for 5 minutes.

*Flame Spirit – Aura Spirits* – The Summoned Spirits latch onto the target's natural aura bringing it forth for all to see and granting a +2 to all attacks against that creature for 5 turns.

*Flame Spirit - Greater Motes* – As Fire Motes but increases damage to 1d10 + the Elf's level up to seventh.

*Water Spirit – Spirit of higher Healing* – Summons a Water Spirit to mend wounds and lighten the heart of the target, allowing him to feel rested. Heals 1d6 HP.

### **Greater Spirits**

*Earth Spirit – Thunder of The Earth* – The Summoned Spirits shake the ground around the target, tearing it asunder and causing the target to fall on an unsuccessful Saving Throw as well as dealing 1d8 damage from rocky shrapnel.

*Wind Spirit – Spirits of Sightless* – Summoned Spirits bend the air and light around the Elf in such away to make her invisible to all but the keenest checks for 1d4 hours or until she does more than walk, sit, or jog.

*Flame Spirit – Spirits of Vulcan* – The Summoned Fire Spirits ripe the primal fires of creation out of the world itself in a pillar of volcanic flame dealing 2d10 damage to Anyone within a ten-foot radius of the eruption.

*Water Spirit – High Healing* – Summons a Water Spirit who heals 1d10 health, and cleans the body of poisons and disease.

Table 2: Mythwood Elf Attack Table

	Target AC Value																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
<b>Level</b>																			
<b>1</b>	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
<b>2-5</b>	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
<b>6</b>	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
<b>7-10</b>	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
<b>11</b>	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
<b>12-15</b>	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
<b>16</b>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
<b>17-19</b>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
<b>20</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



## The Pixie

The Pixie is a mischievous little fae, who works best when they are pulling pranks on others. Lost your coin purse? Did your pants suddenly fall down? did you find yourself unable to let go of that barmaid's rear-end? Most likely a Pixie fault.

**Prime Attribute:** Dexterity, 13+ (5% experience bonus)

**Hit Dice:** 1d6

**Weapons permitted:** Staff, Dagger

**Armor Permitted:** Leather

**Small:** Pixies stand at 18 inches in high, and receive a -1[+1] bonus to AC[AAC] against Large enemies

**Idiot Savant:** The Prodigal casts spells accidentally and is unable to learn or read magical languages, thus cannot use scrolls or spell books.

### Pixie Abilities

*Fly:* At First Level the Pixie can fly 60' per round for up to 3 rounds. At 5<sup>th</sup> level this increases to 6 rounds. A Pixie cannot fly higher than 120' from ground level as the winds are too strong for their delicate wings.

*Glow:* Pixies natural admit a faint glowing light that cycles through the color spectrum based on their emotions. At 1<sup>st</sup> level this natural ability works in the same way as a torch, at 7<sup>th</sup> level the range of this ability doubles.

*Mimic:* At 3rd level a Pixie can mimic any voice or sound for 2 minutes on a successful roll.

*Stick:* At 5<sup>th</sup> level a Pixie can, 3 times a day, make an object of her choice stick to any surface for 5 minutes out-of-combat and 5 rounds in combat on a successful roll.

**Table 1: Pixie Special Abilities (1d6)**

Level	Open Locks	Pick-Pocket	Mimic	Stick	Hide
1	1-2	1-3	1-2	1-2	1
2	1-3	1-3	1-3	1-3	1
3	1-3	1-4	1-3	1-3	1-2
4	1-4	1-4	1-4	1-4	1-3
5	1-4	1-4	1-4	1-4	1-3

**Table 2: Pixie Advancement**

Level	Exp	HD (d6)	Saving Throw
1	0	1	12
2	2,500	2	11
3	5,000	3	10
4	10,000	4	09
5	20,000	5	08
6	60,000	6	07
7	120,000	7	06
8	240,000	8	05
9	480,000	9	04
10	580,000	+2	03
11+	+100,000	+2/level	02



Table 4: Pixies Attack Table

	Target AC Value																			
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]	
<b>Level</b>																				
<b>1</b>	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
<b>2-5</b>	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
<b>6</b>	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
<b>7-10</b>	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
<b>11</b>	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
<b>12-15</b>	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
<b>16</b>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
<b>17-19</b>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
<b>20</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	



## The Prodigal

The allure of the road is like a song to the Prodigal. She wishes for nothing more than the sky above her, the earth beneath her and the road before her. Most Prodigals travel and wander for the pure sake of the activity and are typically overtaken by a sense of wanderlust that never allows them to stay in a place for too long. Having no need for wealth or money, aside of what food and supplies the Prodigal needs, she typically spend whatever funds they acquire on parties and feasts for whatever friends or companions they gather during their travels.

In many ways the Prodigal is a jack-of-all-trades, knowing a little of everything from her years on the road and through divine proxy or pure accident has even learned how to focus and control the powers arcane.

**Prime Attribute:** Charisma, 13+ (5% experience bonus)

**Hit Dice:** 1d8

**Races Permitted:** All

**Weapons permitted:** Staff, Dagger

**Armor Permitted:** Leather

**Cantrips:** Has access to three spell-like abilities (listed below) that she can use without a Wisdom Saving Throw

**Idiot Savant:** The Prodigal casts spells accidentally and is unable to learn or read magical languages, thus cannot use scrolls or spell books.

### Prodigal Abilities

*Cantrips* – Through years of travel, exploration and the wisdom that such things bring, the Prodigal has gained the ability to cast simple “trick” magics that are harmless to her mind.

*Acid Splash* – Causes 1d3 damage to any creature hit by it.

*Daze* – Causes 4 HD creatures who fail their save to become dazed and lose one action for 1d3 rounds. While dazed all To-hit rolls suffer a -1 modifier.

*Ghost Whisper* – Creates illusionary sounds up to 120 yards away from the caster.

*Companion* – At the sixth level the Prodigal may gain an animal companion to accompany her on the roads and trails of the world. This companion is a friend and fellow traveler, not a beast of war and while it will help its master it is not very effective in combat.

**Table 1 - Companions**

Roll	Companion*
1	Raven
2-3	Dog
4-5	Owl
6	Ferret

\*All companions do 1d4 damage when they attack and have no bonuses to their to-hit rolls.

*Idiot Savant* – While most spellcasters need to spend long hours studying and reflecting on the Powers Arcana in order to use magic, Prodigals can just do it without knowing the how or the why behind the magic they use. As such, the Prodigal does not need to spend time memorizing or praying for their spells and awake each day with a full allotment of magic at their finger tips. However, there is a price for such unfettered use of the Powers Arcana. Before any non-cantrip is cast the Prodigal must succeed a Saving Throws with a negative modifier equal tot he spell level. If this Save is failed the spell fails and the Prodigal loses all access to her magic for 24 hours.

*Parrying* – Prodigals with a high dexterity score and who are using a staff may fight on the defensive and cause the attacker to take a negative to his To-hit roll.

**Table 2 – Parrying Ability**

Dexterity Score	Attack Penalty
15	-1
16-17	-2
18	-3

*Scoundrel* – The Prodigal’s life is not always one that exists in the realms of black and white, good and evil. Sometimes, they cannot simply travel on their winding path through life, but must sneak in the shadows and unbar ways that have been locked to them. As such on a roll of 1 to 2 a Prodigal may pick any mundane lock and on a roll of 1 to 3 may move stealthily.

*Spellcasting* – Starting at the second level the Prodigal begins to be able to cast spells outside of their Cantrip ability. At the beginning of every level the Prodigal must choose their new spells that they have gained. Unlike the Caster and the Blood Witch who can continually change which spells they know (as long as they discovered new magic or the Magic has sung them respectively), the Prodigal is forever locked to the spells that she initially chooses and can never change them.

**Table 3 – Prodigal Advancement**

LVL	EXP	HD (d8)	ST	Spells by Level								
				1	2	3	4	5	6	7	8	9
1	2,000	1	16	-	-	-	-	-	-	-	-	-
2	4,000	2	15	1	-	-	-	-	-	-	-	-
3	8,000	3	14	1	-	-	-	-	-	-	-	-
4	16,000	4	13	2	1	-	-	-	-	-	-	-
5	32,000	5	12	2	1	-	-	-	-	-	-	-
6	64,000	6	11	3	2	1	-	-	-	-	-	-
7	128,000	7	10	3	2	1	-	-	-	-	-	-
8	150,000	8	09	4	3	2	-	-	-	-	-	-
9	250,000	9	08	4	3	2	-	-	-	-	-	-
10	350,000	10	07	4	3	2	1	-	-	-	-	-
11	+100,000	11	06	5	4	3	2	-	-	-	-	-
12	+100,000	+2hp	06	5	4	3	2	-	-	-	-	-
13	+100,000	+2hp	06	5	4	3	3	1	-	-	-	-
14	+100,000	+2hp	06	5	4	3	3	1	-	-	-	-
15	+100,000	+2hp	06	5	5	4	3	2	-	-	-	-
16	+100,000	+2hp	06	6	5	4	3	2	-	-	-	-
17	+100,000	+2hp	06	6	5	5	4	3	1	-	-	-
18	+100,000	+2hp	06	6	5	5	4	3	1	-	-	-
19	+100,000	+2hp	06	6	5	5	5	4	2	-	-	-
20	+100,000	+2hp	06	6	5	5	5	4	2	-	-	-
21+	+100,000	+2hp	06	6	5	5	5	5	3	1	-	-

**Table 4: Prodigal Attack Table**

Level	Target AC Value																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
2-4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6-7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
8	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
9	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
10-11	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
12	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
13-15	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
16	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
17-19	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

## The Ruca

Ruca are short humanoid creatures descended from the God of Dogs. Typically standing between three-and a-half to four-feet tall, there is little to distinguish a Ruca from a Halfling except for the short dog-like ears that poke out from their hair and a long, furry tail. Like Chesh, the Ruca do not have a homeland of their own and have integrated in most human cities as merchants, farmers, and general laborers. Rucas are naturally friendly, and many of the other race, especially humans, find it hard to dislike or hurt a Ruca. As such Rucas typically find themselves as mediators in treaty conflicts, working as bouncers at taverns, and so on. Add to their natural friendliness a fierce loyalty to their friends and families and the Ruca have become the most integrated of the demi-human races.

**Prime Attribute:** Charisma, 13+ (5% experience bonus)

**Hit Dice:** 1d6

**Weapons permitted:** All but Magical

**Armor Permitted:** Chain, Leather, Shield

**Alignment Restrictions:** All Ruca must be Lawful. If you use a nine point alignment chart then Good and Neutral are also allowed as long as part of the Lawful spectrum. No Ruca can be Chaotic or Evil.

### Ruca Abilities

**Bite** - Rucas can attack with their sharp teeth for 1d4 damage. At 5th level the damage increases to 1d4+2. There is a 40% chance that a Ruca Bite Attack will result in a Grapple attempt (Save negates).

**Heavy Lifter** - Rucas can carry twice the amount of weight as a human with the same Strength Score and suffer no movement penalties.

**Keen Senses** - Rucas gain a +2 bonus on Saving Throws where their keen sense of smell could logically be of use.

**Pack Mentality** - At 4th Level the Ruca gains a +1 bonus to all to-hit and damage roll when protecting a fallen ally. This increases to +2 at 8th level and +3 at 12th.

**Bark** - At 6th level the Ruca can let out a resounding bark once a day that draws on the Power of their progenitor. Every creature in a 60' cone before the Ruca must succeed a Saving Throw or be affected as with a Fear Spell. At the 8th level this ability can be used twice a day.

#### Referee Options: Howl over Bark

The Referee may choose to replace the Ruca's Bark ability with another ability known as *Howl*. Unlike the *Bark's* offensive nature, the *Howl* works to illicit within the Ruca's team-mates the primal nature of the pack and granting them a +1 bonus to all actions for a duration of turns equal to half the Ruca's level rounded down. The *Howl* ability is gained in the 6<sup>th</sup> level and can be used once a day. At the 8<sup>th</sup> level the ability can be used twice.

**Table 1: Ruca Advancement**

Level	Exp	HD (d6)	Saving Throw
1	0	1	17
2	2,000	2	16
3	4,000	3	15
4	8,000	4	14
5	16,000	5	13
6	32,000	6	12
7	64,000	7	11
8	128,000	8	10
9	170,000	9	9
10	300,000	+2	8
11+	+130,000	+2/level	7

Table 2: Ruca Attack Table

	Target AC Value																			
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]	
<b>Level</b>																				
<b>1</b>	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
<b>2-5</b>	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
<b>6</b>	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
<b>7-10</b>	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
<b>11</b>	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
<b>12-15</b>	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
<b>16</b>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
<b>17-19</b>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
<b>20</b>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	



# ADVANCE CLASS OPTIONS

## The Draken-Knight

As a Draken-Knight you are a warrior of divine resolve, courage and cunning. You have fought against the tide of chaos and darkness that constantly vies for control of the land. Far to the north your name has been heard in tales of great deeds, and a summons has been issued to you to come and take the next-step in your journey as the sword-arm of the Gods of Order.

Draken-Knights are an ancient Order created to ensure the will of the Gods of Order is seen throughout the world. Once a generation the elders of the Order summon the brightest lights of the world to take the challenge of the Draken Pits and emerge as a new Brother Knight. Once a new Brother (or Sister) Knight has been ordained he is quested with assuring the will of the Gods of Order until he is once more summoned to take his place as one of the Elders of the Order.

**Prime Attribute:** Strength 13+ (+5% experience bonus)

**Hit Dice:** 1d8/Level

**Armor/Shield Permitted:** Any

**Weapons Permitted:** Halberds, Pole-arms, Long-swords

**Races Permitted:** Humans

**Class Permitted:** Fighters level 5+

**Special Restrictions:** Can no longer take levels of Fighter, Can only advance to the 5<sup>th</sup> level of Drake-Knight

## About Draken-Knights

**Alignment:** Draken-Knights must be of Lawful alignment or they will revert to the abilities of a normal Fighter and their Drake may eat them.

**Magic Items:** Draken-Knights are bound by the same restrictions as a Fighter for the use and ownership of magical items.

**Alliances:** Draken-Knights are bound by the same restrictions as a Fighter.

**Drakes:** Draken-Knights are psychically bonded to their drake and cannot replace or ride another drake should their's have died or be unavailable.

**Fighter Abilities:** The Draken-Knight retains all of the abilities, experience, and Hit-Dice he had as a Fighter.

## Draken-Knight Class Abilities

**Drake:** At first level, the character becomes bonded to a new-born drake which will serve as the Draken-Knight's steed and companion until the death of itself and the Draken-Knight. Should the Drake die before the Knight the knight must succeed a saving-throw or follow the drake into death because of their empathic connection.

**Spell-Casting (2<sup>nd</sup>):** Starting at 2<sup>nd</sup> Level the Draken-Knights gains the ability to summon and use divine magics.

**Protection from Evil (3<sup>rd</sup>):** Starting at third level the Draken-Knight can cast protection from evil as per the Clerical Spell

**Empathic Connection(4<sup>th</sup>):** Starting at fourth level the Draken-Knight's empathic connection has increased with his drake to the point that he can begin to sense the emotions and motivations of others. This gives the character a +2 to all saves against mental effects and a +1 to parries, dodges and to-hit rolls.

**Elder Rank (5<sup>th</sup>):** When the Draken-Knight reaches the 5<sup>th</sup> Level he will be summoned once more to the headquarters of the Order and promoted to the rank of Elder. From that point on he is given control of a clutch of Drake eggs to watch over until the next challenge is issued.

Table 1 – Draken-Knight Advancement

LVL	EXP	HD (d8)	ST	Spells by Level								
				1	2	3	4	5	6	7	8	9
1	48,000	1	10	-	-	-	-	-	-	-	-	-
2	96,000	2	9	1	-	-	-	-	-	-	-	-
3	192,000	3	8	2	1	-	-	-	-	-	-	-
4	384,000	4	7	3	2	1	-	-	-	-	-	-
5	650,000	5	6	3	3	1	-	-	-	-	-	-

**Table 4: Draken-Knight Attack Table**

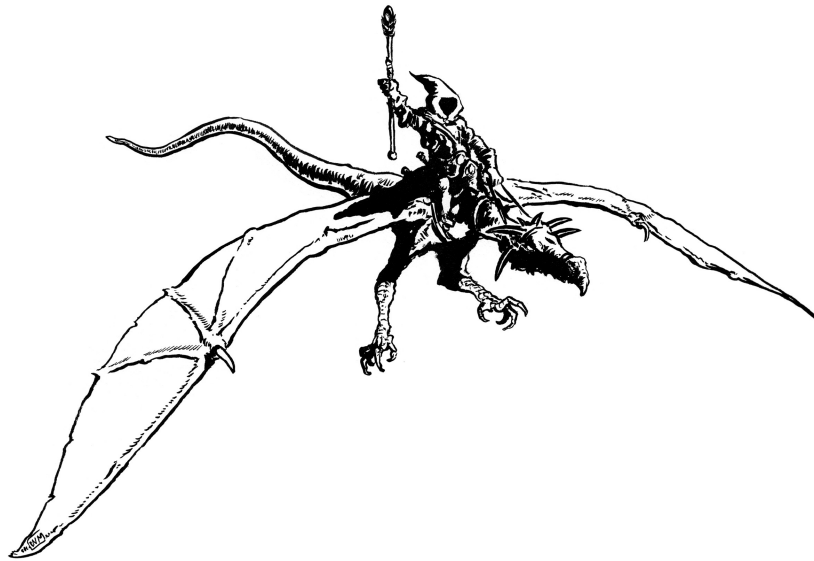
	Target AC Value																			
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]	
<b>Level</b>																				
1	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
2	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
3-4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
5	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

## Drakes

Drakes are the younger cousins of the Dragons. Afforded with a grand intelligence the Drakes are child-like in their curiosity and need to experience and explore. Many Draken-Knights have compared their Drakes with kittens in regards to their playfulness, exuberance, and the like. All Drake posses the telekinetic ability to speak with their rider as well as to share abstract ideas in non spoken ways.

**Prime Attribute:** Strength 13+ (+5% experience bonus)  
**Hit Dice:** 1d10/Level  
**AC:** 3 [16]  
**Attacks:** Bite (2d4+lvl), Breath Weapon – Fire (see dragon), Claw (4d6+level)  
**Save:** 14 (-1 per level)  
**Move:** 12/60 flying  
**Special:** Empathic Link, Flying, Breath Weapon

Drakes increase level with their riders. Bonuses apply to Attacks and save up to the fifth level. After the fifth level Drakes receive +3 hit points per level.



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