

**Advanced White Box
Player's Handbook**

2nd Edition, 2016

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Introduction

My introduction to Tabletop-RPGs was through the medieval toy and castle sets named *Imaginext* and *Playmobil*. I had the instinct of rolling to see which knight would win in the battle, kindling my fire for tabletop roleplaying. In 8th grade, I bought the vintage 80s board game *Heroquest* and loved it immensely. I created homebrew rules, classes, and quests for it, expanding it to the point to where it was more a tabletop roleplaying game than a hack and slash board game. So I set out and bought the then new D&D 4th edition quick start set. The rules were over complicated for my friends and my attention span, so we made our own. We took out many of the rigorous combat rules in favor for a more rich roleplaying experience. In early high school, I tried Pathfinder and 3.5 edition. I had a feeling that it wouldn't feel like the retro dungeon crawling of *Heroquest*, but I had no idea that it'd feel more like filing taxes than actually playing a roleplaying game. It wasn't until an anon on the /tg/ (traditional gaming) board suggested *Swords & Wizardry: Whitebox*, and that you'll never go back. So I tried it. They couldn't have been further than the truth. It was free, it was fun. It felt like the homebrew fun of my youth, yet adaptable for my more matured and aged roleplaying needs.

Swords & Wizardry: Advanced Whitebox Player's Handbook has gone through many edits, and will continue to go through many more. While I did work on some classes and rules on my own, many aspects have been ripped directly and shamelessly from other sources. From blogs, to supplements, to other computer games, to other editions, this book is more of a compilation of my favorite homebrew rules and I mostly take credit for compiling them together in one book. The name *Advanced Swords & Wizardry* is more so to distinguish between the original game and my house rules for it takes attributes from a plethora of other systems and sources. OD&D is known for its harshness and unapologetic nature. You may not survive. But if you do, the fruits of your labor are ever so sweeter. Races work as classes because they are rare in a predominantly human and evolving world, leaving ancient magicks and lore behind slowly but surely. This philosophy is directly inspired from Gary Gygax's philosophies in creating the original game. It was almost discouraged to play as another race due to level caps, making humans the current masters of the realm.

The DM has the right to modify any rules. In fact, there are gaps in the rules specifically for the DM to add their own flare and make it their own setting. When in doubt, make a ruling. This book is a great resource for players as well as the Dungeon Master. For monsters, spells, and magical items, refer to the white box. You are a hero, not super hero. OD&D is very much based on a human scale. It is incredibly normal for players to feel small from the start. It's where the popular saying "Dont split the party" comes from. If the original whitebox only had 3 classes and 3 races, one may ask, why are there so many more options in this book? I love variety and options. No two party should be the same. I encourage experimentation as a DM. After all, above balance, the game is about having fun with friends, crawling dungeons.

Character Creation

Classic Whitebox vs. Advanced Edition

The original version of the S&W: Whitebox was based on the OD&D (Original Dungeons & Dragons) Whitebox rules. It is incredibly streamlined, easy to pick up, and adaptable to the Dungeon Master's discretion. This edition of S&W: Whitebox adapts the accessibility of the Whitebox set of rules, while adding complexities for more experienced players. Remember that the Dungeon Master may change any aspect of the rules to their liking.

S&W: Whitebox originally featured only six playable classes: Fighter, Magic-User (Wizard), Cleric, Halfling, Dwarf, and Elf. When a character hits 0 hit points, they are dead. There are no insanity levels, difficulty checks are more or less determined by the Dungeon Master, attribute bonuses ended with +1, and rolling stats were 3d6 in descending order. Play these rules for a more retro experience. Refer to *Quick Primer to Old School Gaming* for the true retro feel.

Character Sheets

A character sheet is a piece of paper designed to organize and contain any and all necessary PC information, for the benefit of both the Dungeon Master and Player. For Swords and Wizardry: Whitebox, the character sheet could be something as simple as a 3 × 5” index card—with equipment and spells written on the back, like so:

<u>NAME:</u>	
<u>Strength:</u>	<u>Race:</u>
<u>Intelligence:</u>	<u>Class:</u>
<u>Wisdom:</u>	<u>Level/Current XP:</u>
<u>Constitution:</u>	<u>XP Bonus:</u>
<u>Dexterity:</u>	<u>Saving Throw:</u>
<u>Charisma:</u>	<u>Hit Points:</u>
	<u>Weapon:</u>
<u>Starting Gold:</u>	<u>Armor Class:</u>

Attribute Descriptions

Strength: Physical power for lifting, hurling, cutting, and dragging. Characters with a Strength of 5 or less can carry a weapon *or* a shield but not both. Fighters apply their Strength attribute bonus to their BHB roll.

Intelligence: Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. A high Intelligence score gives a character an additional language for every 2 points above 10.

Wisdom: Wisdom determines a character's insight, perception, sanity, and good judgment.

Constitution: Constitution refers to the health and endurance of a character. A high Constitution score (15+) gives +1 hitpoint for each hitdie, while a weak Constitution (6-) gives -1 for each hitdie.

Dexterity: Dexterity is a combination of coordination and quickness. A high Dexterity score gives a character a bonus on their "to-hit" roll when attacking with a bow or other ranged weapon (given the appropriate house rules).

Charisma: From a character's looks, to their bravado, highly charismatic character has a better chance to talk his way out of trouble and can lead more followers than a character with a lower Charisma.

Attribute Scores

The basic abilities are numbers which represent the Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma of a character. The standard way to create attribute scores is to roll 3d6 for each attribute in the previously mentioned order. Once those rolls have been made, it is often obvious which type of character best fits the abilities—though, the player always has the option to play any class desired.

Attribute Roll	Description	Bonus
3-9	Below Average	-1
10-14	Average	0
14-18	Stellar	+1

House Rules: Heroes of Legend

For campaigns in which the PCs are superhero in nature, players have a choice between rolling 4d6 for each ability in descending order and dropping the lowest number, or rolling 3d6 and choosing which ability to attribute the roll to. Note that rolls may not be saved for later and must go somewhere before a new roll is made.

Hit Points

Hit points (HP) represent the amount of "damage" a character can take before dying and are determined by the amount of hit dice (HD) a character has at their particular class level. If a

Player begins the game with a 1st level Fighter (1+1 HD) he would therefore roll 1 HD (1d6) and add "+1" to the end result to determine his PC's starting HP.

Hit points are re-rolled each time a Player Character advances in level—however, if the re-roll results in a character having fewer hit points for their new level than their previous level, ignore the re-roll and retain the prior amount.

House Rule: Heroes of Legend

For campaigns in which the PCs are superhero in nature, Player Characters at Level 1 may start at max HD. (For example, if a 1st level Fighter's starting HD are 1d6+1, then their starting HP is 7.)

Insanity Rules

Lack of nourishment, witnessing horrors to mankind, being the person in the back of the party for too long in a dungeon, repeatedly low rolls (under 4), and exposure to Eldritch and Demonic secrets lowers one's soundness of mind. One's Wisdom score also works as a measure for sanity (18 being a great grasp on reality and 3 being barely lucid and on the verge of lunacy). Under the Dungeon Master's discretion, the PC must make a saving throw on said major stressful event and lose 1d6 temporary wisdom points (similarly to HP.) One may recover 2 sanity points through a long rest, sex, drinking, gambling, or going to a church, all depending upon the alignment of the PC. A roll of a 6 against one's sanity permanently lowers their max wisdom by 1 point. When a PC reaches 3 or lower sanity points, they reap an insanity in the chart below. The insanity is present until the PC restores all lost sanity points. A PC at -10 sanity is irrevocably insane.

Table: Insanities

Roll	Insanity
1	Amnesia. Loss of memory.
2	Antipathy. Lack of emotion
3	Catatonia. Fall into a stupor
4	Delusions. Believe things that aren't true.
5	Dipsomania. Need for alcohol.
6	Hallucinations. See things that aren't there.
7	Hebephrenia. Foolishness.
8	Homicidal mania. Need to kill others.
9	Kleptomania. Need to steal.

10	Monomania. Obsession with one idea/subject.
11	Obsessive-compulsive. Repetitive behavior.
12	Paranoia. Fear that everyone's out to get you.
13	Pathological liar. Need to lie about everything.
14	Psychopath. Aggressive or amoral behavior.
15	Quixotism. Need to perform deeds for an irrationally romantic ideal of duty or honor.
16	Sadism. Need to harm others.
17	Schizophrenia. Paranoia, incoherent speech, delusions, emotional detachment, etc.
18	Megalomania. Feeling of superiority.
19	Sociopathy. Antisocial behavior.
20	Suicidal mania. Need to kill oneself.

Social Class & Starting Gold

A Player Character's social class not only affects their starting gold total, but it affects their character's view on life. To generate character social class and starting gold, the PC rolls 3d6 x 10, and then rolls 1d6 and consults the chart below (NOTE: chart does not apply to Cavalier or Master Merchant)

Roll	Social Class
1	PC comes from laboring background (farmer, carpenter, etc.) [-1 to each die]
2	PC comes from common background/middle class [Face value 3d6x10 roll]
3	PC comes from artisan/mercantile background [+1 to one die rolled]
4	PC comes from lower noble background [+1 to two dice rolled]
5	PC comes from upper artisan background [+1 to each die rolled]
6	PC comes from lesser royal background [+2 to each die rolled]

Alignment

If you're playing a game and want an "unofficial" default, then the players may choose one of three alignments: Law, Chaos, or Neutrality. The good guys are Lawful, the bad guys are Chaotic, and anyone just trying to achieve fame and fortune is Neutral.

Calculating Armor Class

For the ascending system, an unarmored person has an AC of [10]. Your armor adds to your AC, so the higher your AC, the harder it is for enemies to hit you. To calculate your Armor Class, look at the Armor table on the Items and Equipment page, in the Effect on AC column. For the type of armor you bought, add the number shown in brackets to your base AC of [10]. That's your new Armor Class.

Difficulty Checks

If a Dungeon Master so chooses to add difficulty checks, a system for determining if a task performed by a character is successful, to their game, they may choose between a d20 roll system or the more consistent d6 roll system as found within this handbook.

Task Difficulty	Target Number (DC)	d6
Very Easy	6	5 in 6
Easy	9	4 in 6
Average	12	3 in 6
Hard	15	2 in 6
Very Hard	18	1 in 6

Henchmen

The world of *Swords & Wizardry* is harsh and unforgiving. Additional help isn't just a choice in some adventures: it's a necessity. Many characters, particularly when first starting an adventuring career, are in need of hirelings to assist in carrying loot or fighting monsters. Characters are free to create advertisements and inquire at local establishments to find available hirelings. See page 68 for more details.

Combat

When the party of adventurers comes into contact with enemies, the order of events in the combat round is as follows:

- 1) The Dungeon Master determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgment or a die roll of some kind, depending on the circumstances. Normally, anyone is surprised if they roll a 1 or a 2 on a d6.
- 2) Determine initiative. One roll is made for each side, not for each individual in combat.

- Party with initiative acts first (missile fire, casting spells, movement, melee attacks, etc.) and results take effect.
 - Party that lost initiative acts; results take effect.
 - The round is complete; keep turn order for the next round if the battle has not been resolved.
- To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. The player then subtracts any “to-hit” penalties they might have from their roll. They then compare their score to the opponents AC (armor class). If the score matches or surpasses the AC, they have successfully hit the opponent, and deal damage. If an attack hits, it inflicts damage (as determined by the weapon’s damage die). The damage is subtracted from the defender’s hit point total.

How Initiative Works

At the beginning of the first combat round, each side rolls initiative on a d6— high roll wins. The winning side acts first, casting spells, moving, and attacking. The other side takes damage and casualties, and then has its turn. Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously.

Critical Hits & Fumbles

If a Player Character rolls a 20 on their attack roll and succeeds, it does max damage plus an additional damage roll. If the Player Character rolls a 1, they drop their weapon and make a saving throw. If fail, they're prone (-2 to AC).

Death & Dying

When a character (or creature) is hit, the amount of damage taken is deducted from his hit points. When hit points reach 0, the character dies.

House Rule: Out of Action (OOA)

A player's hitpoints represents superficial damage (exhaustion, minor scrapes, etc.) When a Player Character reaches 0 hitpoints, they must roll a d6 and consult the chart below for what happens to them. When a character’s HP falls below 0 by as many points as their level, the character dies regardless of their OOA role.

Roll	Out of Action
1	Knocked Out: Just Knocked Out
2	Fat Head: -2 on all checks and throws for an hour
3	Cracked Bones: Str, Dex, and Con are temp -2 until next day
4	Crippled: Str or Dex is permanently reduced by 2
5	Disfigured: Cha reduced to 4
6	Dead: Not alive anymore

Experience Points

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters each have a set experience point value (given in the monster's statistics), and each gold piece acquired earns one point as well. It may seem odd to award experience for treasure, but keep in mind that *Swords & Wizardry* is not just about slaying monsters – it is about outwitting your foes when you can! After each game session, players may vote on the MVP (Most Valuable Player) of that game. The winner gets 100 xp points times their character's level.

Pantheon

Deities are all powerful beings that created the very world the PCs dwell upon. Player characters, especially Clerics and Druids, may find inspiration for their actions through the Gods that govern the very world they inhabit. The pantheon being used in one's game is up to the Dungeon Master's discretion. Whether it be the pantheon of the ancient Greeks, Egyptians, Native Americans, inspiration for gods may come from many different places. Below is a chart of a pantheon one may use in their game based off of a few Gods founds in various editions of Dungeons & Dragons.

Deity	Associated Symbols	Alignment	Description
Ehlonna	Rearing Unicorn	Neutral	Goddess of the Woodlands, nature, and balance
Raven Queen	Cawing Raven	Neutral	Goddess of death, fate, and justice
Moradin	Hammer & Anvil	Lawful	God of Creation, Protection, and Smithing
Pelor	Sun with Face	Lawful	God of Healing, Strength, and Harvest
Lolth	Female Black Spider	Chaotic	God of Darkness, Evil, and Chaos
Vecna	Left Hand Clutching an Eyeball	Chaotic	God of Secrets, Intrigue, and Destruction

House Rule: Gift of the Gods

Under the Dungeon Master's discretion, a Cleric may receive a small ability/prayer that is exclusive to the Deity in which they worship. This may range from worshipers of Pelor being able to heal dying players by 1d4 hitpoints when touched, or worshipers of Lolth allowed to reroll a d20 and taking the highest score in exchange for a random player in the party taking 1d6 in damage, for example.

Classes

FIGHTER

The Fighter is a warrior, trained in battle and in the use of armor and weapons. Your character might be a ferocious Viking raider, a roaming mercenary, or an unrelenting dragon-slayer. Because they are the best equipped of all the character classes to dish out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. As a Fighter, the down-and dirty work is up to you.

Table: Fighter Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	5

Weapon and Armor Restrictions: Fighters are trained in warfare and, as such, have no weapon or armor restrictions.

Combat Machine: Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each combat round.

Saving Throw: Fighters receive a +2 bonus when making saving throws vs. death and poison.

Establish Stronghold: At ninth level, a Fighter who chooses to build a castle is considered to have the rank of “Baron” bestowed upon him by the local ruler or monarch. He may choose to attract a body of loyal men-at-arms who will swear fealty to him.

House Rule: Shield Shall Be Splintered

Alongside a shield granting +1 to one's AC, the fighter may opt to have their shield absorb the damage of a blow instead of the fighter take the damage. The shield is then splintered and discarded.



CLERIC

Clerics are armored priests who serve a particular alignment, religion, or patron deity. Players may make up the details of faith if the Dungeon Master doesn't use a particular mythology for the campaign.

Regardless of the details, the Cleric is a champion of his faith and/or moral alignment. Your character may be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of some temple hierarchy. Since many of the Cleric's abilities are oriented toward healing and protecting, they tend to play a support role during combat. However, they are able to stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while.

Table: Cleric Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1	+0	15
2	1,500	2	+0	14
3	3,000	3	+0	13
4	6,000	3+1	+1	12
5	12,000	4	+1	11
6	24,000	5	+2	10
7	48,000	6	+2	9
8	96,000	6+1	+3	8
9	192,000	7	+4	7
10	384,000	8	+5	6

Table: Clerical Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

Weapon and Armor Restrictions: Because Clerics dislike the shedding of blood, they may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

Spell Casting: Clerics cast divine spells from a specific spell list, as per the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the Dungeon Master, but the standard Cleric uses the standard spell list.

Saving Throw: Clerics receive a +2 bonus when making saving throws vs. poison and paralysis.

Banishing Undead: Clerics can use their holiness to “Turn” the undead, causing them to flee (or, as is the case with evil Clerics, bring them to heel as servants and minions). (See Turning Undead)

Establish Temple: At tenth level, a Cleric who chooses to build and dedicate a temple to their deity of choice may attract a body of loyal followers who swear fealty to him.

House Rule: Healer

While clerics are holy warriors by nature, there are some who are more dedicated to easing the suffering of others and tending the wounded. These healers may, once per day, touch a wounded individual and heal them for a number of hit points equal to twice the cleric's current level. However, because they are not as focused on martial abilities, healers suffer a permanent -1 penalty to their Base Hit Bonus.



WIZARD

The Wizard is a mysterious figure, a student of arcane powers and spell casting. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Wizards progress, they generally become the most

powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

Table: Wizard Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	+0	12
5	20,000	3	+1	11
6	40,000	3+1	+1	10
7	80,000	4	+2	9
8	160,000	4+1	+2	8
9	320,000	5	+3	7
10	640,000	5+1	+3	6

Table: Wizard Spell Advancement

Spell Level

Level	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	3	1	-	-	-	-
4	4	2	-	-	-	-
5	4	2	1	-	-	-
6	4	2	2	-	-	-
7	4	3	2	1	-	-
8	4	3	3	2	1	-
9	4	3	3	2	1	1
10	4	4	3	3	2	2

Weapon/Armor Restrictions: Wizards tend to spend their waking hours in study of arcane tomes and scrolls, and as such tend to not have much training in weapons. Wizards may only use daggers or staves and are not allowed the use of armor.

Spell Casting: Unlike the Cleric, a Wizard owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from the book, the Wizard presses his chosen spell formulae into his mind, “preparing” these spells. Once a prepared spell is cast, it disappears from the Wizard’s ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available “slots” in the Wizard’s memory/capability.

Learning Spells: A first level Wizard may add to their spell book 3 first level spells and one 1st level spell of the player's choice. All other spells must be found through scrolls, other spellbooks, purchased from another magic-user (often with a steep price), or tutored.

Saving Throw: Wizard get +2 on saving throws vs. magic.

House Rule: Scholar

All Wizards study the arcane, but scholars are masters of hidden knowledge. They may make use of the Lore ability as if they were a bard of equal level. However, their focus on the academic impacts the potency of their spells. All potential victims of spells cast by the scholar receive a +1 bonus to their saving throws made to resist the spell's' effects.



BARD

Traveling minstrels and wandering storytellers, the bard learns a great many things in his journeys. Bards live on the road, moving from town to town where they sing for both their supper and the delight of peasants and kings alike. They easily take up the call for adventure and will often gladly join a party of adventurers in hopes of witnessing tales of glory firsthand.

Bards are not front-line combatants, nor are they masters of the arcane. Instead they touch upon both, and learn a bit of everything but master no single skill. As such, bards are useful to adventuring parties who need a quick and dirty fix to a problem where a more specialized profession is not available. Knowledge and versatility are the stock and trade of the bard, and that makes him invaluable.

Table: Bard Class & Spell Advancement

Level	XP	HD	BHB	ST	Lore	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1	+0	15	1	-	-	-
2	1,250	1+1	+0	14	1	1	-	-
3	2,500	2	+0	13	2	2	-	-
4	5,000	2+1	+1	12	2	2	1	-
5	10,000	3	+1	11	3	3	2	-
6	20,000	3+1	+2	10	3	3	2	1
7	40,000	4	+2	9	4	4	2	2
8	80,000	4+1	+3	8	4	4	2	2
9	160,000	5	+4	7	5	5	3	2
10	320,000	5+1	+5	6	5	5	3	3

Weapon/Armor Restrictions: Bards have a diverse selection of weapons available to them, they may wield any one-handed melee weapon, any ranged weapon, and the staff. They are able to wear both leather and chain armor, as well as use shields.

Lore: Whenever a bard encounters a magical item a mythical beast, etc., he may examine it in order to discern its history. The Dungeon Master rolls 1d6 and if the roll is equal to or below the bard's rating in their Lore ability, the bard can recall some information regarding the object's history or use. This may or may not reveal specific magical properties of that object, at the Dungeon Master's discretion.

Spell Casting (2nd): Beginning at 2nd level, a bard may cast spells in a fashion exactly like a Wizard. However, unlike the Wizard, the bard does not begin play with the foreknowledge of any spells. They must find magic-users to instruct them or recover spells from scrolls or other sources. Instead they begin play with a blank book in which to inscribe any spells the bard discovers. Reading from the book, the bard presses his chosen spell formulae into his mind, “preparing” these spells. Once a prepared spell is cast, it disappears from the bard's ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available “slots” in a bard's memory/capability. If the bard finds scrolls of spells while adventuring they can copy them into their spellbook.

Saving Throw: A bard receives a +2 to bonus to any saving throws made vs. magic.

House Rule: Inspiring Performer

With the Dungeon Master's permission, the bard may attempt to inspire his allies in battle instead of casting a spell or attacking. The bard must be able to speak, and in most cases makes use of a musical instrument to use this ability. While using this ability, all of the bard's allies within thirty feet of the bard receive a +1 bonus to their Base Hit Bonus and any saving throws they attempt. This bonus remains in effect for as long as the bard is performing.



DRUID

While Clerics serve gods and draw power from their faith, Druids serve the very essence of nature itself. They are as much of the earth as they are upon it. By communing with the natural world they are able to draw power from its agelessness and weave powerful magic. This, combined with their knowledge of the wilderness, gives them a unique skill set.

While Druids do often wander the world, they rarely do so as part of a group of adventurers. When they do join a party of adventurers, they serve as advisers, healers and guides. They are not particularly combative, though powerful druids are capable of weaving earth-bending magic.

Table: Druid Class Advancement

Level	XP	HD	BHB	ST	Forestry
1	0	1	+0	14	2
2	1,500	2	+0	13	2
3	3,000	3	+0	12	2
4	6,000	3+1	+1	11	3
5	12,000	4	+1	10	3
6	24,000	5	+2	9	3
7	48,000	6	+2	8	4
8	96,000	6+1	+3	7	4
9	192,000	7	+4	6	4
10	384,000	8	+5	5	5

Table: Druid Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-

6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

Weapon/Armor Restrictions: Druids are not combative by nature and limit themselves to simple weapons made primarily of natural substances. They may only wield the following weapons: club, dagger, hand axe, sling, spear, and staff. They may wear leather armor only and do not use shields.

Forestry: Druids are most at home in the wilderness, among the flora and fauna of the world. His forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, forestry may also be used to remain both unseen and silent. Finally, when a druid encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the Dungeon Master rolls 1d6. If the number rolled is equal to or below the druid's forestry ability, he has succeeded.

Saving Throw: Druids receive a +2 bonus to all saving throws made to resist damage from cold, fire and poisons.

Spell Casting: The druid gain the ability to cast divine spells from a specific as per the table: Druid Spell Progression. Each day the druid meditates in a natural location such as a grove, forest or cave for a certain set of spells, choosing any spells from the druid spell list. Druids who worship specific gods might have entirely different sets of spells as determined by the Dungeon Master, but the standard druid has the standard druid spell list.

House Rule: Arch Druid

At the Dungeon Master's discretion, when a druid reaches 7th level or higher they must find another druid of the same level and defeat him in single combat - though not necessarily slay him – in order to advance in level. This must be done again for each additional level the druid gains past 7th and reflects the druid proving himself capable and worthy in the great druidic order of the world. They gain +1 BHB for each Arch Druid they defeat.



MONK

Monks are warriors dedicated to physical and mental perfection. They forgo physical trappings in favor of discipline, constantly testing both body and spirit. While most Monks spend their lives in hidden monasteries, some choose to wander the world in hopes of finding new challenges to test their training.

While a Monk is neither as martial as a fighter nor as stealthy as a thief, they are nevertheless welcome in many adventuring companies for their diverse skill set and the fact that they do not typically rely on a large number of magic items for survival. A Monk is concerned, first and foremost, with achieving enlightenment both within and without.

Table: Monk Class Advancement

Level	XP	HD	BHB	ST	Stealth	Unarmed Damage	AC Bonus
1	0	1	+0	12	2	1d6-1	+1
2	2,000	2	+1	11	2	1d6-1	+2
3	4,000	3	+2	10	2	1d6-1	+3
4	8,000	3+1	+2	9	3	1d6	+4
5	16,000	4	+3	8	3	1d6	+5
6	32,000	5	+4	7	3	1d6	+6

7	64,000	6	+4	6	4	1d6+1	+7
8	128,000	6+1	+5	5	4	1d6+1	+8
9	256,000	7	+6	4	4	1d6+1	+9
10	512,000	8	+6	3	5	2d6	+10

Weapon/Armor Restrictions: Monks typically forgo the use of weapons, relying instead on their proficiency in unarmed combat. They will sometimes make use of daggers, darts, a quarterstaff, or a sling, but are otherwise prohibited from using any other weapons. They do not wear armor or use shields.

Unarmed Combat: Monks specialize in perfecting their body, including mastery of unarmed combat. When fighting without a weapon they inflict damage based on Table: Monk Class Advancement, as shown under the Unarmed Combat listing. Beginning at 4th level, the monk's unarmed attacks are considered to be the equivalent of magical weapons for the purposes of damaging monsters who are immune to mundane attacks. At 9th level their unarmed attacks are considered to be the equivalent of +2 weapons for these purposes.

Armor Class Bonus: Monks do not wear armor, but instead train to dodge attacks and roll with otherwise lethal blows. They receive a bonus to their Armor Class equal to their character level. Thus a 3rd level monk receives a +3 bonus to his armor class.

Stealth: The Monk is quite skilled at remaining both silent and unseen in any environment. To use the ability, the Dungeon Master rolls 1d6. If the number rolled is equal to or below the monk's stealth ability, he has succeeded and remains both unnoticed and unheard until he takes an action that would reveal him.

Meditation (4th): When a Monk reaches 4th level he may enter a meditative state once per day in an effort to recover from any one of a number of injuries. This meditation lasts one minute and if it is interrupted the benefits are lost and the monk must wait until tomorrow to try again. When the meditation successfully ends, the monk can choose one of the following benefits to apply to himself only: healing 2d6+2 points of damage, Cure Disease (as the cleric spell), or Neutralized Poison (as the cleric spell),

House Rule: Vow of Poverty

At the Dungeon Master's discretion monks may be limited in the number of magical items and treasure they are allowed to keep. They may only keep 10% of non-magical treasure they discover and may only carry two magical weapons and six other magical items.



PALADIN

Paladins are holy warriors. If clerics are the broad shield of the church, then the paladin is the righteous sword. Clad in shining armor and astride a white charger, the paladin is the living embodiment of chivalry and virtue.

Paladins are extremely skilled warriors and their dedication and piety has granted them a resilience against the forces of darkness and the ability to pray to their god for divine blessings. While they are capable of extraordinary feats of heroism, a paladin typically demands that his adventuring companions strive to maintain the same upright ethics to which he holds.

Table: Paladin Class & Spell Advancement

Level	XP	HD	BHB	Saving Throw	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1+1	+0	12	-	-	-
2	2,500	2	+1	11	-	-	-
3	5,000	3	+2	10	-	-	-
4	10,000	4	+2	9	1	-	-

5	20,000	5	+3	8	2	-	-
6	40,000	6	+4	7	2	1	-
7	80,000	7	+4	6	2	2	1
8	160,000	8	+5	5	2	2	2
9	320,000	9	+6	4	3	2	2
10	640,000	10	+6	3	3	3	2

Weapon/Armor Restrictions: Paladins are highly trained combatants and have no restrictions regarding weapons and armor or shields.

Healing Touch: Once per day a Paladin may touch a wounded individual and heal them for a number of hit points equal to his current level.

Spell Casting (4th): When a Paladin reaches fourth level they may cast divine spells from a specific list as per Table: Paladin Class & Spell Advancement. Each day the paladin prays for a certain set of spells, choosing any spells from the cleric spell list. Paladins of specific gods might have entirely different sets of spells as determined by the Dungeon Master, but the standard Paladin has the standard cleric spell list.

Disease Immunity: With the Dungeon Master's permission, a paladin is immune to all diseases mundane and magical. In addition, the paladin may use his healing touch power to cure an individual afflicted with a disease instead of restoring hit points.

House Rule: Paladin Wealth

At the Dungeon Master's discretion, a paladin may be required to donate up to 90% of their wealth to a charity or church of Good/Law alignment. In addition, the paladin is typically restricted in the number of magical items they are permitted to carry. This normally includes no more than four magical weapons, one set of magical armor, one magical shield and ten other miscellaneous magical items, though the exact details of this restriction are defined by the Dungeon Master.



RANGER

Rangers are woodsmen, trackers, and hunters who wander the wild places of the world. They have learned to live off the land as well as being trained as skilled warriors. Traveling light, they hunt giants and goblins in the dangerous places of the world – slaying them wherever these vile creatures are found.

The ranger is a welcome addition to an adventuring party, because in addition to their combat prowess they are skilled when it comes to identifying the dangers of the wilderness as well as tracking down elusive foes. They prefer the life of an adventurer and rarely settle in a single location. The rare ranger who chooses to retire often does so in a wild and secluded area where he can remain far from the reach of the civilized world.

Table: Ranger Class Advancement

Level	XP	HD	BHB	ST	Forestry
1	0	1+1	+0	16	2
2	2,500	2	+1	15	2
3	5,000	3	+2	14	2

4	10,000	4	+2	13	3
5	20,000	5	+3	12	3
6	40,000	6	+4	11	3
7	80,000	7	+4	10	4
8	160,000	8	+5	9	4
9	320,000	9	+6	8	4
10	640,000	10	+6	7	5

Weapon/Armor Restrictions: Rangers are nearly as skillful as fighters in battle and equally well trained. They may wield any weapon in combat as well as utilize leather or chain armor and shields to protect themselves.

Forestry: Rangers are most at home in the wilderness, among the flora and fauna of the world. His forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, forestry may also be used to remain both unseen and silent. Finally, when a Ranger encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the Dungeon Master rolls 1d6. If the number rolled is equal to or below the ranger's forestry ability, he has succeeded.

Beast-Hunter: When fighting against beasts (bugbear, werewolf, wolf, panther, barghest, etc.), a ranger may add his Base Hit Bonus to his weapon damage in combat.

Saving Throw: A Ranger receives a +2 to bonus to any saving throws made vs. poison.

House Rule: Two-Weapon Fighting

With the Dungeon Master's permission, a Ranger may fight with a one-handed melee weapon in each hand. This grants him a second attack each combat round, with the damage inflicted determined by the weapon wielded.



THIEF

While there are many who wield sword and spell while exploring tombs and dungeons, the thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, he is not a combatant by trade. Instead he strikes from the shadows and his keen eyes see dangers that his companions do not. Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of “honor among thieves.”

Thieves often go equipped with but a few weapons and only light armor, but instead rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes who are otherwise occupied. The rare thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills. In return for a cut of their take, he provides security, protection and news of ripe pickings just waiting to be plundered.

Table: Thief Class Advancement

Level	XP	HD	BHB	ST	Thievery
1	0	1	+0	14	1
2	1,250	1+1	+0	13	1
3	2,500	2	+0	12	2
4	5,000	2+1	+1	11	2
5	10,000	3	+1	10	3
6	20,000	3+1	+2	9	3
7	40,000	4	+2	8	4
8	80,000	4+1	+3	7	4
9	160,000	5	+4	6	5
10	320,000	5+1	+5	5	5

Weapon/Armor Restrictions: Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor or light armor.

Back Stab: Thieves prefer to catch their foes unaware and strike from positions of advantage. Any time a thief attacks an opponent who is unaware of their presence, the Thief receives a +2 bonus to their Base Hit Bonus. If the attack is successful, the thief may roll his weapon damage twice to calculate damage from the back stab.

Saving Throw: Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

Thievery: Thieves are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed – these talents are reflected in the ability of thievery. The Dungeon Master has the final say as to whether an action falls under the purview of thievery or not. When the Thief attempts to use this ability the Dungeon Master rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the Thief is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail. When a thief fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

Establish Guild (9th): A Thief of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, Thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as he is able. If the thief is unable to protect these apprentices, they are likely to turn on him in hopes of finding a more capable guild master

House Rule: Thieves Cant

With the Dungeon Master's permission, a thief may receive a free language: Thieves Cant. This is less a formal language and more a form of lingo and double-speak that is used between thieves to communicate in public places about illegal activities without being understood by outsiders. If this ability is used, its use is automatic. As long as both the speaker and listener are thieves and they are able to hear one another, they can communicate effectively – though only in matters directly related to their profession.



BARBARIAN

Barbarians are savage warriors who have not been softened by the civilized world. They are fearsome warriors with a particular distrust of magic and those who wield it. They know no fear in battle, cleaving enemies in two with their swords and axes, leaving woe and carnage in their wake.

A Barbarian serves as a front line combatant in an adventuring party, foregoing any attempts at subtlety – the only solution they see lay on the sharpened edge of their axe. They typically shun villages and hate urban cities and formal religious temples, instead longing to dwell in the wild places of the world where they have only the strength of the arm and the mettle of their mind to tame the land.

Table: Barbarian Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	15
2	2,500	2+1	+1	14
3	5,000	3+1	+2	13
4	10,000	4+1	+2	12
5	20,000	5+1	+3	11
6	40,000	6+1	+4	10
7	80,000	7+1	+4	9
8	160,000	8+1	+5	8
9	320,000	9+1	+6	7
10	640,000	10+1	+6	6

Weapon/Armor Restrictions: Barbarians shun the use of ranged weapons, seeing them as coward's tools. They can wield any melee weapon but may only wear leather armor. They can use shields.

Keen Instincts: Barbarians can detect and concealed doors easier than other humans. They are able to discover secret and hidden doors on a 1-4 on 1d6 and may even notice such a door simply by passing near it if they roll 1-2 on 1d6. They cannot be surprised.

Savage Blows: Barbarians receive +2 to all damage rolls made in melee combat.

Swift Runner: Barbarians move quicker than other humans and have a movement rate of 15 instead of the standard 12.

Wilderness Survival: Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain themselves when in the wilderness.

Saving Throws: Barbarians receive a +2 bonus to all saving throws made to resist spells and magical effects.

House Rule: Defiler of Magic

Barbarians have a natural distrust or even hatred of magic items. At the Dungeon Master's discretion, whenever a Barbarian encounters a magic item while adventuring he has a natural urge to destroy it and must make a saving throw to resist this urge.



CAVALIER

Cavaliers are knights in shining armor. Astride great chargers with their banners caught high in the morning breeze, they are the incarnation of chivalry in the world. They are masters of mounted and personal combat, usually serving a liege lord and seeking to bring justice and valor to the world.

When part of an adventuring company, Cavaliers serve as front-line warrior, diplomat, noble and moral compass. They are bound by a code of fealty and honor, expecting no less from those who fight beside them, raving fame and fortune to their name for generations.

Table: Cavalier Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	1
2	2,500	2	+1	14
3	5,000	3	+2	13
4	10,000	4	+2	12
5	20,000	5	+3	11
6	40,000	6	+4	10
7	80,000	7	+4	9
8	160,000	8	+5	8
9	320,000	9	+6	7
10	640,000	10	+6	6

Weapon/Armor Restrictions: Cavaliers are trained in all forms of weapons and armor – as well as shields. They have no restriction in what weapons they may wield in combat, though they do not regularly use ranged weapons.

Nobility: Cavaliers are noble men-at-arms, often originating from an esteemed house or lord. They expect certain privileges that come with their name and affiliations. Every 2 levels, the Cavalier becomes more and more esteemed, bringing glory to their house. The higher their level, the more commoners admire them, knights challenge them, innkeepers offer their beds for free, etc.

Tournament Fighter: Cavaliers are masters in all forms of tournament combat. They receive a +1 bonus to all “to-hit” rolls when wielding a mace, sword, or lance. When fighting with a lance from horseback, they receive +2 to damage rolls. A lance has all the qualities of a spear, except that it cannot be used as a ranged weapon.

Squire (4th): Beginning at 4th level, the Cavalier attracts the service of a 1st level fighter to serve as his squire. The squire will tend to his steed, weapons, and armor, as well as prepare his meals.

Saving Throws: Cavaliers receive a +2 bonus to all saving throws made to resist fear.

House Rule: Fealty

At the Dungeon Master's discretion, a Cavalier must swear fealty to a noble lord who holds a castle and large tract of land. The Cavalier is expected to follow the command of his liege lord and if he breaks his vow of service, he cannot make use of his Nobility ability.



ASSASSIN

Assassins are paid killers. He are an unfailing assailant; most of his targets never see him, and fewer still survive his first assault. The Assassin stays in the shadows until the time is right. When it is, he takes a single step, transporting his way to his target, and unleashes a lethal flurry of attacks before making his way back to safety. Even more so than the Thief, the inclusion of this class into an adventuring group will most likely provoke extreme caution and mistrust (or even outright hostility) from the rest of the party members should the Assassin's true nature be revealed. If using the Law-Neutrality-Chaos alignment suggestion, Assassins are, at best, Neutral.

Table: Assassin Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1	+0	14
2	1,500	2	+0	13

3	3,000	3	+0	12
4	6,000	3+1	+1	10
5	12,000	4	+1	9
6	24,000	5	+2	8
7	48,000	6	+2	7
8	96,000	6+1	+3	6
9	192,000	7	+4	5
10	384,000	8	+5	4

Weapon/Armor Restrictions: Assassins may use any weapons and shields, and may only wear leather armor or light armor.

Disguise: Assassin's may disguise themselves through dress and manners. A successful disguise will allow the Assassin to conceal his likeness, pass of as a member of another class, or assume the guise of someone of the opposite sex. The effort requires 1d3x10 minutes to prepare with makeup and props. The Dungeon Master makes disguise check in secret, with -2 on sex difference, race difference, and age difference with more than ten years.

Backstab: Assassins may attack from behind with a to-hit bonus of +4, and inflict double damage.

Poison (3rd): An Assassin can make and identify poisons. They can identify a poison on a successful check, and create the poison with the likeliness of an alchemist of the same level (see Alchemist for more detail.) They may use poison without making basic errors.

Into the Shadows (4th): The Assassin becomes one with the shadows and moves about silently at level 4. The Assassin has 20% chance of hiding in the shadows, and said chance increases by 5% with each level gained.

Additional Experience Points: Upon successful completion of a mission, Assassins receive experience points (in addition to those gained from the assassinated victim) equal to 80% of the gold payed for the mission.

Saving Throw: Assassins gain a +2 bonus on saving throws vs. death and poison.



RONIN (SAMURAI)

A Ronin is a samurai without lord or master. They are lone master swordsmen. They are often recruited as mercenaries, and are shunned by other samurai and lords. Armed with only a sword and wearing the lightest of armor, a Ronin relies on lightning reflexes and skill to bring him victory in battle. Ronin are master swordsmen who forgo the use of armor or ranged weapons and instead choose to master a single weapon. With only a sword in their hand, they are as deadly as any warrior in heavy armor wielding a battle axe or polearm – and often twice as fast.

Ronin literally live and die by their sword. Their focused training grants them unmatched ability with a blade, but can leave them unable to defend themselves if they find themselves without a sword.

Table: Ronin (Samurai) Advancement

Level	XP	HD	BHB	ST	AC
1	0	1+1	+0	15	0

2	2,500	2	+1	14	1
3	5,000	3	+2	13	1
4	10,000	4	+2	12	2
5	20,000	5	+3	11	2
6	40,000	6	+4	10	3
7	80,000	7	+4	9	3
8	160,000	8	+5	8	4
9	320,000	9	+6	7	4
10	640,000	10	+6	6	5

Weapon/Armor Restrictions: Ronin are very narrowly trained when it comes to weaponry and armor. They are only able to wield clubs, daggers, long swords and short swords in combat and may only wear leather armor. They do not use shields.

Armor Class Bonus: Ronin are agile and light-footed, receiving a bonus to their armor class based on their level as denoted on Table: Ronin (Samurai) Advancement.

Lightning Reflexes: Ronin are only surprised on a roll of 1 on 1d6 when rolling for surprise at the beginning of combat.

Master Swordsman: Ronin receive +2 to their “to-hit” and damage rolls when wielding a longsword, short sword, and katana.

Saving Throw: Ronin receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

House Rules: Deflecting Arrows (3rd)

Starting at third level, a Ronin can knock arrows and other projectiles off course, preventing them from hitting the Ronin. Ronin must be wielding a sword or pole-arm to use this ability.

Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it.



WARDANCER

Dancers have existed since the dawn of time. Each dancer is unique, choosing a specific path to pursue. In the ancient history of man, a select group of well trained warriors would lose themselves in a wild dance, becoming blurs upon the battlefield. These warriors were known as the war dancers, who valued both fury and speed over strength and toughness. Since the ancient and magical civilizations, this traditional fighting style has nearly died out, but still a few manuscripts and teachers remain who know well the olden war dance.

Wardancers take up the call to adventure in order to test their skills and hone their bodies. They often desire both fame and fortune, which can be found in a life of exploring the forgotten places of the world. The risks associated with exploring dark, forgotten places of the world are not so terrifying to a man who can leap from the apex of a castle tower and disappear into the night without tools, noise or injury to himself.

Table: Wardancer Advancement

Level	XP	HD	BHB	ST	Acrobatics
1	0	1	+0	14	1
2	1,250	1+1	+0	13	1
3	2,500	2	+0	12	2
4	5,000	2+1	+1	11	2
5	10,000	3	+1	10	3
6	20,000	3+1	+2	9	3
7	40,000	4	+2	8	4
8	80,000	4+1	+3	7	4
9	160,000	5	+4	6	5
10	320,000	5+1	+5	5	5

Weapon/Armor Restrictions: Wardancers are agile, traveling lightly. They prefer to avoid combat. They may use the club, dagger, quarterstaff, short bow, shot sword, and sling and may wear light armor. They do not use shields.

Acrobatics: Wardancers are capable of amazing physical feats. When using this ability they roll 1d6. If the roll is equal to or below their rating in Acrobatics they are successful. This ability can be used to make a standing jump at a distance or height of five feet, plus their level or a running jump twice that distance. When using a ten foot pole to assist in these jumps they add an additional ten feet to distance. This ability also allows them to walk along narrow ledges or tightropes when used successfully, as well as scale sheer surfaces without the aid of tools. Finally a successful Acrobatics roll allows them to reduce damage from a fall of up to 50 feet to a mere 1d6 points.

Dancing Style (3rd): At 3rd level, the Wardancer may adopt a particular style of dance as their martial specialty. Choose one of the following:

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Offense. When you are wielding a melee weapon in one hand and no other weapons, you gain a +1 bonus to damage rolls with that weapon.

Glamour. Your dance may allow you to 'Charm Person' once a day. Your seductive dancing takes over the mind of someone watching you if they fail the saving throw.

Saving Throw: Wardancers receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.



ARTIFICER

An artificer is an individual who lives on the edge of magic and science. They are craftsmen and engineers, mixing the arcane and divine with a new discipline: technology. Artificers are students of exotic sciences and theories, and are often viewed with distrust, derision or outright hostility by those versed in traditional magic.

The Artificer specializes in applied science and uses esoteric formulas and theories developed in laboratories to create extraordinary devices. While some Artificers are the stereotypical absentminded, myopic masterminds covered in trial-by-error stains and scorch marks, others have evolved a highly polished erudite pragmatism and maintain immaculate appearances. The ultimate capabilities of the Artificer are as high as the moon given that the trade constantly surpasses itself in inventiveness and aptitude, limited only by his access to the latest schematics, tools, time, and funding. Many Artificers become adventurers not only to right wrongs or fight for country, but also to gather the necessary funding to continue their research and tinkering.

Table: Artificer Class Advancement

Level	XP	HD	BHB	ST	Craft
1	0	1	+0	14	1
2	1,250	1+1	+0	13	1
3	2,500	2	+0	12	2
4	5,000	2+1	+1	11	2
5	10,000	3	+1	10	3
6	20,000	3+1	+2	9	3
7	40,000	4	+2	8	4
8	80,000	4+1	+3	7	4
9	160,000	5	+4	6	5
10	320,000	5+1	+5	5	5

Weapon/Armor Restrictions: Artificers may only use simple weapons, hammers, and light armor. However, they may not use shields.

Saving Throw: Artificers receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

Engineering Detection: Artificers are good at spotting traps, slanting passages, and construction while underground. (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Craftsmanship: The artificer is a master craftsman. From creating the first musket, to designing a trap, to repairing an Automaton, artificers best serve the party when constructing new gadgets or enchanting spells upon weapons and armor. When the Artificer attempts to craft a gadget, interpret blueprints, or repair (gadget, weapon, armor, equipment), the Dungeon Master rolls 1d6. If the result of the roll is equal to or lower than their rating in the Craftsmanship ability, the Artificer is successful in their attempt. The rate of difficulty is up to the Dungeon Master, as well as the materials needed. At level 4, with the help of a magic-user, the artificer may enchant items, weapons, and armor with magic. Failure in its construction may prove disastrous, however.

Salvage: Starting at 2nd level, the Artificer can salvage mechanical devices and other items for scrap, which can then be used to pay raw material costs when crafting mundane and technological items, or when making repairs.



ALCHEMIST

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews.

The Alchemist is a mastermind; a chemist of compounds and magic. The Alchemist uses combinations of materials to produce magic-like or semi-magical effects based on the substances and the philosophical essences of materials when combined in potions. They are also the masters of poison, drugs, acids and caustics, being able to both produce them and to treat their effects. A support role, an alchemist can range from the bomb thrower, to the healing potion maker, or even a merchant selling their potions along their journey to civilians and other shops.

Table: Alchemist Advancement

Level	XP	HD	BHB	ST	Alchemy
1	0	1	+0	15	2
2	1,250	1+1	+0	14	2
3	2,500	2	+0	13	2
4	5,000	2+1	+1	12	3

5	10,000	3	+1	11	3
6	20,000	3+1	+2	10	3
7	40,000	4	+2	9	4
8	80,000	4+1	+3	8	4
9	160,000	5	+4	7	4
10	320,000	5+1	+5	6	5

Weapon/Armor Restrictions: Artificers may only use simple weapons, hammers, and light armor. However, they may not use shields.

Saving Throw: Alchemists receives a +2 on all saving throws against potions and poisons.

Foraging: Each day spent traveling in the wilderness, an Alchemist may forage for basic ingredients for their potions. They roll 1d4, for how many ingredients they've found. For each ingredient, they roll 1d6. 1-3 is a random commonly found component, 4-5 is an random uncommon component, and 6 is a random rare component. Some ingredients are so rare that they cannot be found in the wild by foraging.

Alchemy: This ability is a reflection of the Alchemist's ability to brew potions and identify a potion's properties, or a identify the properties of a newfound component. Spell components are found in the wild or bought in alchemy shops, varying in rarity. When these components are combined in a full vial of clean water, they attempt to brew a potion. Brewing a potion takes at least 20 minutes to brew depending on the potion. When the Alchemist attempts to brew a potion, or identify the properties of a potion, the Dungeon Master rolls 1d6. If the result of the roll is equal to or lower than their rating in the alchemy ability, the Alchemist is successful in their attempt. Potions may be brewed into a liquid, salve, or paste.

Acquiring Recipes: Alchemists start by knowing two random potion recipes. The alchemist inscribes new recipes into their field guide by experimenting with components, analyzing a spell for its contents, or by being taught/sold by a fellow alchemist.



MASTER MERCHANT

Roguish in their approach, bardish in their demeanor, and with a penchant to outshine most clerics with their fervent belief in the power of money, merchants are at the same time generalists and experts. They are heavily focused on bartering and negotiating, making them the ideal face of the party. In play, they tend to be lacking at first, but their ability to "throw money" at problems means they will be better equipped (armor and weapon-wise) than the average character of the same level.

Master Merchants are as complex in their actions as they are straightforward in their objectives, namely, to turn a profit. Master Merchants represent prosperity and civility, while their thirst for wealth caters to a more adventurous life style, always in search of the perfect product or to establish a more profitable trade route. Usually, they resort to bribery should it further their agenda, and have an uncanny ability to make even the most strict individuals take these "gifts" (often without their knowing it).

Table: Master Merchant Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	+1	12

5	20,000	3	+1	11
6	40,000	3+1	+1	10
7	80,000	4	+2	9
8	160,000	4+1	+2	8
9	320,000	5	+3	7
10	640,000	5+1	+3	6

Weapon/Armor Restrictions: Master Merchants may only use simple weapons, hammers, and light armor. However, they may not use shields. They start with 1d6x4 gold. They may not buy things for other players during character creation unless their character has a relationship with them prior to adventuring.

Haggle & Barter: Master Merchant get a 5% discount on buying items and earns 5% more when selling. At level 4, they earn a 10% discount and earn 10% more when selling.

Connoisseur (3rd): At level 3, the Master Merchant has become an expert when it comes to appraising the items of his trade. He automatically and successfully appraises common or well known items.

Discernment: The Master Merchant has seen enough con artists and trickery to know when they're being duped and break through a poker face. Your skill with people is so great that you can figure out the very surface level thoughts of any humanoid with a bit of study. You need at least 2 minutes of conversation and beating a saving throw.



WARLOCK

A Warlock is defined by a pact with an otherworldly being, Sometimes the relationship between Warlock and patron is like that of a Cleric and a deity, though the beings that serve as patrons for warlocks are not gods. A Warlock might lead a cult dedicated to a demon prince, an arch-devil, or an utterly alien entity-beings not typically served by Clerics. More often, though, the arrangement is similar to that between a master and an apprentice. The Warlock learns and grows in power, at the cost of occasional services performed on the patron's behalf. Warlocks sacrifice their minds and sometimes souls for raw power, which would strike fear into the hearts of common folk if they were to know the Warlock's true identity. Being somewhat nontraditional magic-users, and also having decent damage-dealing capability, Warlocks can fit into pretty much any party structure fairly well.

Table: Warlock Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	3	+0	12
4	6,000	3+1	+1	11
5	12,000	4	+1	10
6	24,000	5	+2	9
7	48,000	6	+2	8
8	96,000	6+1	+3	7
9	192,000	7	+4	6
10	384,000	8	+5	5

Table: Warlock Spell Advancement

Level	1	2	3	4	5
1	1	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

Weapon/Armor Restrictions: Warlocks wield magnificent power through their patron, and thus have very little training with weapons. Warlocks may only use daggers or staves and are not allowed the use of armor.

Spell Casting: Warlocks cast ancient spells from a specific spell list, as per the Warlock Spell Advancement table. Each day, the Warlock communes telepathically for a certain set of spells, choosing any spells from the standard list. For each spell, there is a 20% that the patron will not grant the Warlock the spell for the day, and they must use a spell they had prepared the day before instead.

Invocation: Once per day, the Warlock may cast an unprepared spell, even if they are out of spell slots. The Dungeon Master then rolls 1d8, and the Warlock loses that many sanity points. On a roll of 6 or higher, they permanently lose 1 point from their Wisdom score.

Saving Throw: Warlocks get +2 on saving throws vs. Demons, Devils, and other Eldritch abominations.



DWARVES

Dwarves tend to grow up in underground cities. Stout, proud, and slightly xenophobic, Dwarves find their calling in masonry and mining. As such, Dwarves easily take note of certain features of stonework: sloping corridors, traps made of stone (falling blocks, rigged ceilings, poison gas, darts, etc.), and moving walls. There is no established die roll or rule for using these abilities; exactly what the Dwarf does or does not perceive is up to the Dungeon Master. They stand 4 feet tall.

Dwarves may progress up to level 6.

Table: Dwarf Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9

Weapon and Armor Restrictions: Like human Fighters, Dwarven Fighters have been trained in warfare and have no weapon or armor restrictions.

Hereditary Foes: Dwarves receive a +1 bonus (“to-hit” or to damage) when combating orcs or goblins.

Keen Detection: Dwarves are good at spotting traps, slanting passages, and construction while underground. (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Hard to Hit: Being small, Dwarves are typically awarded some defensive bonus in combat—perhaps a +2 bonus against men-folk and +4 against giants.

Saving Throw: Dwarves do not use magic and, as such, are somewhat immune to its effects; they receive a +4 bonus when making saving throws vs. magic. As they are also quite hardy folk in other respects, they also receive a +1 bonus when making saving throws vs. death and poison.

Languages: For campaigns which give each race their own dialect, Dwarves should be able to speak with gnomes, ratfolk, and goblinoid races.



ELVES

Elves are a nomadic people that spend their days in heavily forested areas. These elegant creatures, unlike their human cousins, may live for hundreds of years. Thus, Elves have trouble relating to other races, especially those with shorter life spans. As a baseline, most Elves are associated with magic as well as being skilled with the sword and bow.

Elves must use a spell book to prepare spells, just as a Wizard. Spells disappear from his casting capability once they are cast, until prepared again.

Elves may progress up to level 8.

Table: Elf Class & Spell Advancement

Level	XP	HD	BHB	ST	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1+1	+0	14	-	-	-
2	5,000	2	+1	13	1	-	-
3	10,000	2+1	+1	12	2	-	-
4	20,000	3	+1	11	2	1	-
5	40,000	3+1	+2	10	3	2	-
6	80,000	4	+2	9	4	2	-
7	160,000	4+1	+2	8	4	2	1
8	320,000	5	+2	7	4	2	2

Weapon and Armor Restrictions: Elves would have the advantage of both magic and armor at the same time, so the Dungeon Master may limit the Elf to chainmail. Elves may not use two-handed weapons (two-handed sword, polearms, etc.) or shields while casting spells.

Spell Casting: At level 2, Elves gain the ability to cast spells from a specific as per the table: Elf Spell Progression. Each day the Elf meditates in a natural location such as a grove, forest or cave for a certain set of spells, choosing any spells from the Wizard spell list, and function as such with a spellbook.

Hereditary Foes: Elves gain an extra +1 (“to-hit” or to damage) when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

Keen Detection: Elves are good at spotting hidden and concealed doors. (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Saving Throw: Elves get +2 when making saving throws vs. magic.

Languages: For campaigns that give each race its own dialect, Elves should be able to speak with gnolls, goblins, orcs, and hobgoblins.



HALFLING

Optimistic and cheerful by nature, blessed with uncanny luck, and driven by a powerful wanderlust, Halflings make up for their short stature with an abundance of bravado and curiosity. They stand 3 feet tall. Their ability to find humor in the absurd, no matter how dire the situation, often allows halflings to distance themselves ever so slightly from the dangers that surround them. They prefer to walk barefoot, leading their feet to become roughly calloused.

Halflings may progress up to level 4.

Table: Halfling Class Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11

Weapon and Armor Restrictions: Like human Fighters, Halfling Fighters have been trained in warfare and have no weapon or armor restrictions.

Hard to Hit: Being small, Halflings are typically awarded some defensive bonus in combat—perhaps a +2 bonus against men-folk and +4 against giants.

Deadly Accuracy with Missiles: Halflings receive a +2 “to-hit” when firing missile weapons in combat.

Saving Throw: Halflings don’t use magic and as such are somewhat immune to it—receiving +4 when making saving throws vs. magic. Though small, they are brave, granting +2 against all fear related saving throws.

Lucky: When you roll a 1 on an attack roll, difficulty check (if using d20 system), or saving throw, you can re-roll the die and must use the new roll.

Languages: For campaigns that give each race its own dialect, Halflings should be able to speak with creatures that fit the style of the Dungeon Master’s campaign.



DARK ELF

It is said that long ago there was a group of elves who turned away from the light of the sun and the beauty of the forest to worship death and darkness. They fled all that was good upon the earth and lived instead in the deepest places of the earth where they built great and terrible cities. Worshiping foul gods and goddesses, they gained dark power and sought to use these terrible gifts against their ancient kin. They are the Dark Elves and they combine martial prowess with unholy magic with deadly efficiency.

Dark Elves may progress to up to 8th level.

Table: Dark Elf Class & Spell Advancement

Level	XP	HD	BHB	ST	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1	+0	12	–	–	–
2	3,000	1+1	+1	11	1	–	–
3	6,000	2	+2	10	2	–	–
4	12,000	2+1	+3	9	2	1	–
5	24,000	3	+3	8	2	2	–
6	48,000	3+1	+4	7	2	2	1
7	96,000	4	+4	6	2	2	2
8	192,000	4+1	+5	5	3	2	2

Weapon/Armor Restrictions: Dark Elves relish in warfare and slaughter. They are not prohibited in their choice of weapons or armor. They can wield any melee weapon or ranged weapon. They can also wear any armor or use any shield without inhibiting their spell casting abilities.

Spell Casting (2nd): Beginning at 2nd level Dark Elves cast divine spells from a specific spell list per the Table: Dark Elf Class & Spell Advancement table. Each night, the Dark Elf prays for a certain set of spells from the standard Cleric list. Dark Elves of specific gods may have entirely different sets of spells as designated by the Dungeon Master, but the standard Dark Elf uses the standard Cleric spell list.

Hereditary Foes: Dark Elves gain an extra +1 (“to-hit” or to damage) when fighting against elves who are native to the surface world.

Keen Detection: Dark Elves are good at spotting hidden and concealed doors (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Saving Throw: Dark Elves suffer a -2 penalty to all saving throws when exposed to natural sunlight.

Languages: For campaigns that give each race its own dialect, Dark Elves should be able to speak with ratfolk, dwarves, goblins, and orcs.



GOBLIN

Goblins are small creatures who stand between three and three and a half feet tall. They have beady eyes of red, yellow, and black that allow them to peer deep into the darkness and wicked snaggle-toothed grins. Their skin ranges in color from yellow, brown, or even deep red. They of wear dark clothing or poorly tanned animal hides that are drab and stained with blood. Their weapons are equally poor in quality and they favor wielding curved, notched swords of dubious craftsmanship. However, not all goblins fit the chaotic stereotype associated with them. City goblins, for example, are more accustomed to civilized ways of life.

Goblins may progress to up to 4th level.

Table: Goblin Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1	+0	15
2	1250	2	+1	14
3	2500	3	+2	13
4	5000	3+1	+2	12

Weapon/Armor Restrictions: Goblins have a love of warfare and carnage and do not limit themselves in their choice of weapons or armor.

Coward's Advantage: Goblins inflict double damage when attacking a surprised foe, a target who is unaware of the attack, or a victim who is unable to defend themselves (such as being bound or restrained).

Play Dead: Any time a goblin is suffers damage in battle they can choose to fall over and pretend to be slain. Anyone observing the must make a saving throw or they will believe the goblin is dead until he moves or takes action.

Sharp-Eyed: Goblins see easily in low light and can even see to a distance of 40 feet in total darkness. However, when exposed to sunlight they suffer a -1 penalty to all “to-hit” rolls.

Saving Throw: Goblins receive a +2 bonus to all saving throws made to avoid traps.

Languages: For campaigns that give each race its own dialect, Goblins should be able to speak with giants, goblins, ratfolk, orcs, and hobgoblins.



RATFOLK

Ratfolk are a malevolent race of large humanoid rat-creatures that inhabit massive interconnected underground and mountainside empires, often bordering and battling Dwarven kingdoms. Ratfolk are incredibly ambitious, innovative, and intelligent, but their inner conflict with rival clans prohibit them from uniting and conquering the land above. It is believed by all of Rat-kind that the world is destined to be theirs, for they consider themselves the Supreme Master

Race, undeniably superior in every way to all the other races of the World. They stand 3-4 feet tall, and rarely if ever travel the surface world much like their Dwarven neighbors.

Ratfolk may progress to up to 5th level.

Table: Ratfolk Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+3	11
5	16,000	5	+3	10

Weapon/Armor Restrictions: Ratfolk have no restriction on what weapons or armor they may use.

Dark Vision: Ratfolk can see in total darkness at a range of 40 feet.

Keen Detection: Ratfolk are good at spotting traps, slanting passages, and construction while underground. (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Saving Throw: Ratfolk do not use magic, are are some what resistant to it. They receive a +2 bonus on saving throws vs. magic.

Underground Invisibility: When Ratfolk are underground and not engaged in combat they can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Languages: For campaigns that give each race its own dialect, Ratfolk should be able to speak with gnomes, goblins, orcs and kobolds.

House Rule: Crafty Mind

Ratfolk are geniuses in their own right, masters of technology. If acceptable by the Dungeon Master, the Ratfolk may exhibit the Craftsmanship ability from the Artificer. If so, their focus on engineering has diminished their training in moving underground invisibly.



HALF-ORC

The result of the unfortunate union of human and orc, the Half-Orc is a ferocious and savage warrior. Half-Orcs are shunned by most communities, including orcish tribes. They tend to stick to their own, for their parent races generally won't accept them. However, it is commonplace to see a band of orcs led by a half-orc. Players wishing to play a Half-Orc may not possess a Wisdom score higher than 12 or a Charisma score higher than 7. If these attributes are higher than the listed limit, they should be reduced to 12 and 7.

Half-Orcs may progress up to 5th level.

Table: Half-Orc Advancement

Level	XD	HD	BHB	ST
1	0	1+1	+0	16
2	2,000	2	+1	15
3	4,000	3	+2	14
4	8,000	4	+2	13
5	16,000	5	+3	12

Weapons/Armor Restrictions: Half-orcs are trained in warfare and as such have no armor or weapon restrictions.

Orcish Racism: Most NPCs will have a negative reaction to Half-Orcs which will hamper their dealings with commoners, specialists, merchants, and any other NPCs the character might come in contact with. This might range from prejudicial treatment, such as a merchant charging the Half-Orc more for his wares, to outright hostility.

Intimidate: Half-Orcs offer an imposing display of ferocious raw power. While attacking any creature with equal or less hit dice of the Half-Orc, they suffer -2 to all rolls. At 1st level they may intimidate one creature, 2 creatures at 3rd level and 4 creatures at 5th.

Orcish Rage (2nd): At level 2, the Half-Orc may tap into their darker side of their lineage, succumbing to pure rage. They temporarily gain +3 to BHB and saving throws, but suffer -2 to armor class. After the encounter the rage subsides and the Half-Orc is fatigued (-2 to all rolls) for an hour. They may rage once a day until level 4, where they may rage twice a day.

Saving Throw: Half-Orcs get +1 on saving throws vs. poison and death.

Languages: For campaigns that give each race its own dialect, Half-Orcs should be able to speak with goblins, orcs and hobgoblins.



AUTOMATON

The Automaton are beings constructed out of stone, metal and wood fibers around a skeletal frame of metal and stone, with wood fibers acting as a muscular system. The Automaton are covered by an outer shell of metal and stone plates. An network of tubes run through the Automaton body, filled with a blood-like fluid designed to lubricate and nourish their systems. Their hands have only two thick fingers and a thumb whilst their feet only have two broad toes.

The Automaton face loosely resembles their human creators, though they have a toothless jaw, heavy brow line and are lacking noses. Each Automaton has a rune engraved upon their foreheads. Each of these runes are unique to each Automaton, giving them a sense of individuality, and is the source of their life force. Many fear the Automaton and see them as dangerous machines, while others see them as servants and companions. Although artificially made, Automaton exhibit personalities and existential thinking just as any other intelligent race would.

Automaton may progress to up to 5th level.

Table: Automaton Advancement

Level	XP	HD	BHB	Saving Throw
1	0	1+1	+0	16
2	2,500	2	+1	15
3	5,000	3	+2	14
4	10,000	4	+2	13
5	20,000	5	+3	12

Weapon/Armor Restrictions: Due to their strong and stiff fingers, Automaton cannot use bows or crossbows.

Battering Ram: Automatons excel at using their heavy metal bodies as a formidable battering ram. They gain a +2 bonus to your BHB when attempting to bull rush an opponent and an additional +1 bonus to attack rolls made while charging once per encounter.

Repairs: An Automaton can recover hit points through repairs using a 'Automaton repair kit', which is a set of artisans tools that are specifically designed for this purpose. The amount of HP recovered from 8 hours of work is equal to the hit points that would be gained from a long rest. The following tools may be used instead of a full Automaton repair kit at 1/2 efficiency: Jewelers, Masons, Smiths, or Tinkers tools.

Bodily Augmentations (3rd): At 3rd level, a Automaton may exchange an arm for a crossbow augmentation that stores and shoots crossbow bolts dealing 1d6-1 damage, or a dagger that deals 1d6-1. They will need to either consult a blacksmith or research such an upgrade on their own for crafting. At 5th level a Automaton may upgrade a limb to a sword, axe, warhammer, or heavy crossbow dealing 1d6 damage.

Saving Throw: An Automaton is immune to sleep, starvation, poison, and diseases.

House Rules: Reviled and Shunned

Some NPCs will have a negative reaction to Automaton which will hamper the Automaton's dealings with commoners, specialists, merchants, and any other NPCs the character might come in contact with. This might range from prejudicial treatment, such as a merchant charging the Automaton more for his wares, to outright hostility.



FAERIE

Faeries stand between 12 and 18 inches tall, with glittering gossamer wings and elfin features. These wings often appear similar to those found in insects, and sport vegan diets. They wear clothing crafted from leaves and spider-silk. They like to spy on other creatures and can barely contain their excitement around them. The urge to introduce themselves and strike up a friendship is almost overwhelming; only a Faerie's fear of being captured or attacked stays its hand.

Faeries may progress up to level 4.

Table: Faerie Advancement

Level	XP	HD	BHB	ST	1 st Level Spells	2 nd Level Spells
1	0	1	+0	12	1	-
2	3,000	1+1	+1	11	2	-
3	6,000	2	+2	10	2	1
4	12,000	2+1	+2	9	2	2

Weapon/Armor Restrictions: Faeries are not martial by nature and their tiny size prohibits them from using any weapon, except for daggers, and their own unique bows – known as elf-shot bows. They may not wear armor or use shields.

Elf-Shot Bow: Faerie's who spend a day foraging in a forest can gather the necessary materials to craft a tiny bow suited to their size and 20 arrows.

Weapon	Damage	Rate of Fire	Range	Weight	Cost
Elf-Shot Bow	1d6-2	2	30 ft.	1	15 gp

Flight: Faeries can both fly and walk at a base speed of 9. They cannot, however, carry more than 10 lbs of equipment and fly.

Near Invisibility: When not engaged in combat, sprites can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Spell Casting: Faeries own a tiny book of spells of woven leaves and threads of twig. They derive their spells from the Druid Spell List. Faeries prepare spells like that of Wizards. Once a spell is cast, the spell formula disappears from the Faerie's mind, and it must be prepared again before another attempt can be made to cast it. However, it is possible to prepare multiple a spell multiple times using the available “slots” in the Faerie's memory.

Saving Throw: Faeries receive +2 on saving throws against being charmed, and magic can't put them to sleep. Faeries regrow wings at the end of a long rest.

Languages: For campaigns that give each race its own dialect, Faerie should be able to speak with elves.

House Rules: Faerie Pyre

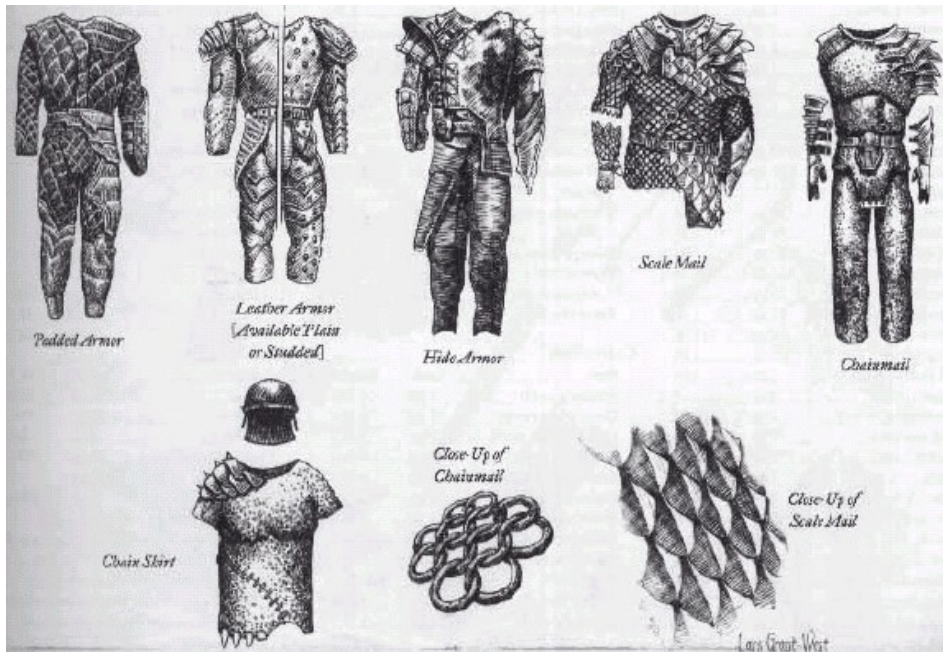
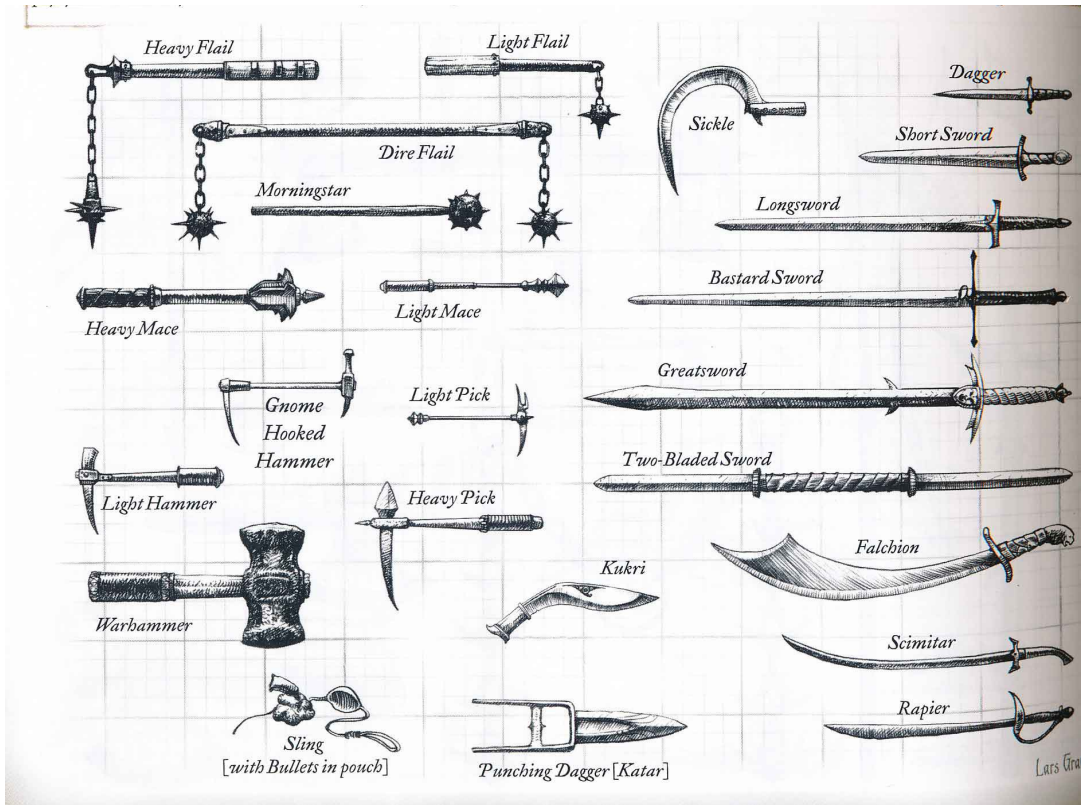
If the Dungeon Master wills it, the Faerie may use the spell 'Faerie Fire' to deal 1d4 of magical fire damage for every 2 levels of the faerie instead of illuminating the target.



Items and Equipment

Each character starts with some gold pieces at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces. The Dungeon Master is encouraged to include items and equipment as seen fit, while keeping prices relative to what's been given. A "normal" level of miscellaneous equipment is assumed to weigh 10 pounds. If treasure is added to this, each coin and gem is assumed to weigh 0.1 pound.





Adventuring Gear

Gear	Cost	Gear	Cost
Backpack (30 lb. capacity)	5	Oil (lamp), 1 pint	2
Bedroll	2	Pole, 10 ft.	1
Acid, bottle	10	Rations, trail (day)	1
Vial, glass (2)	1	Rations, dried (day)	3
Case (map or scroll)	3	Rope (50 ft.), hemp	1
Crowbar	5	Rope (50 ft.), silk	5
Flint and Steel	5	Sack (15 lb. capacity)	1
Garlic (1 lb.)	10	Sack (30 lb. capacity)	2
Grappling Hook	5	Shovel	5
Hammer	2	Spellbook (blank)	100
Helmet	10	Spikes (12), iron	1
Holy Symbol, wooden	2	Stakes (12), wooden	1
Holy Symbol, silver	25	Tent	20
Holy Water, small vial	25	Torches (6)	1
Lantern	10	Waterskin	1
Mirror (small), steel	5	Wolfsbane, bunch	10

Transportation

Type	Cost	Type	Cost
Armor, horse (barding)	320	Mule	20
Bags, saddle	10	Raft	40

Boat	100	Saddle	25
Cart	80	Ship, sailing (large)	20,000
Galley, large	30,000	Ship, sailing (small)	5,000
Galley, small	10,000	Wagon, small	160
Horse, draft	30	Warhorse, heavy	200
Horse, light riding	40	Warhorse, medium	100
Air Ship	40,000	Caravan	100

Melee Weapons

Weapon	Damage	Weight (lb.)	Cost
Axe, battle*	1d8	15	10
Axe, hand‡	1d6	5	5
Club	1d4	10	-
Dagger	1d6-1	2	3
Flail	1d8	15	10
Mace	1d6	10	5
Morning Star	1d6	15	6
Halbert*	1d6+1	15	10
Spear†‡	1d6	10	5
Staff*	1d6	10	2
Sword, long†	1d8	10	15
Sword, short	1d6	5	8
Greatsword*	1d12	15	50
War Hammer	1d8	10	15
Katana*	2d4	10	35

Sword, Scimitar	1d8	5	15
Scythe*	1d6+1	5	7

* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as either a melee or missile weapon

Melee Weapons

Weapon	Damage	Rate of Fire*	Range†	Weight (lb.)	Cost
Arrows (20)	-	-	-	1	5
Arrow, Silver	-	-	-	1	5
Axe, Hand	1d6	1	10 ft.	10	3
Bolt, Crossbow (30)	-	-	-	5	5
Bow, Long	1d8	2	70 ft.	5	50
Bow, Short	1d6	2	50 ft.	5	25
Case (30 bolt capacity)	-	-	-	1	5
Crossbow, Heavy*	1d8	1/2	80 ft.	5	50
Crossbow, Light*	1d6	1	60 ft.	5	25
Pouch (20 stone capacity)	-	-	-	1	1
Quiver (20 arrow capacity)	-	-	-	1	5
Sling	-	1	30 ft.	1	2
Spear	1d6	1	20 ft.	10	1
Stones (20)	1d4	-	-	1	1

Holy Water	1d8	1	10 ft.	1	25
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* Rate of Fire is the number of projectiles than can be fired per combat round

† There is a +2 “to-hit” bonus for missile weapons utilized at short range (×1), a +1 “to-hit” bonus at medium range (×2), and no bonus or penalty for long range (×3) attacks

Armor

Armor	Effect on AC	Weight (lb.)	Cost
Chain Mail	+4	50	40
Leather	+2	25	15
Plate Mail	+6	75	400
Shield	+1	10	10

Lifestyle Expenses

Lifestyle	Price/Day
Wretched	-
Squalid	1 silver
Poor	2 silver
Modest	1 gold
Comfortable	2 gold
Wealthy	4 gold
Aristocrat	10 gold minimum

Henchmen

The loyalty of a henchmen is determined by a Player Character's charisma, with the higher a charisma score, the more likely the henchmen is to do their very best to aid the character. For each henchmen, the Dungeon Master rolls a d6 in secret. Each henchmen that was rolled a 1 is not loyal and will steal, lie, and abandon the player if they so choose. Motivation detection spells may alert players of selfish-minded henchmen. If a henchmen dies and has a family, it is in good courtesy to compensate their families.

Henchmen Type	Cost
Alchemist	250
Apprentice Mage	125
Armorer	25
Assassin	500
Blacksmith	5
Captain, Ship	75
Engineer	200
Horseman	3
Non-combatant (servant, torch bearer)	2
Sage	500
Sailor	3
Soldier	5
Spy	125

Magic and Spells

These spells are derived from the S&W Book of Wizardry and Book of the Divine books., yet they're not needed. A quick search of the spell's name may show spells with similar effects from other editions. Ask your Dungeon Master for spell descriptions, for some information on certain spells may be preferred a mystery. The inclusion of spells of levels 7-9 are up to the Dungeon Master and should be referred to by them.

Magic User Level 1 Spells

1. Charm Person
2. Detect Magic
3. Floating Disk
4. Fluttering Lights
5. Hold Portal
6. Light
7. Magic Missile
8. Protection from Evil
9. Read Languages
10. Read Magic
11. Shield
12. Sleep
13. Ventriloquism

Magic User Level 2 Spells

1. Continual Light
2. Darkness, 15 ft Radius
3. Detect Evil
4. Detect Invisibility
5. Detect Thoughts
6. Invisibility
7. Knock
8. Levitate
9. Locate Object
10. Magic Mouth
11. Mirror Image
12. Phantasmal Force
13. Pyrotechnics
14. Stinking Cloud
15. Strength
16. Web
17. Wizard Lock

Magic User Level 3 Spells

1. Clairaudience
2. Clairvoyance
3. Darkvision
4. Dispel Magic
5. Explosive Runes
6. Fireball
7. Fly
8. Haste
9. Hold Person
10. Invisibility, 10 ft Radius
11. Lightning Bolt
12. Monster Summoning I
13. Protection from Evil, 10 ft Radius
14. Protection from Normal Missiles
15. Rope Trick
16. Slow
17. Suggestion
18. Water Breathing

Magic User Level 4 Spells

1. Charm Monster
9. Monster Summoning II

2. Confusion
3. Dimension Door
4. Extension I
5. Fear
6. Hallucinatory Terrain
7. Ice Storm
8. Massmorph

10. Plant Growth
11. Polymorph Other
12. Polymorph Self
13. Remove Curse
14. Wall of Fire
15. Wall of Ice
16. Wizard Eye

Magic User Level 5 Spells

1. Animal Growth
2. Animate Dead
3. Cloudkill
4. Conjure Elemental
5. Contact Other Plane
6. Extension II
7. Feeblemind
8. Hold Monster
9. Magic Jar

10. Monster Summoning III
11. Passwall
12. Telekinesis
13. Teleport
14. Transmute Rock to Mud
15. Wall of Iron
16. Wall of Stone

Magic User Level 6 Spells

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Enchant Item
6. Geas
7. Invisible Stalker
8. Legend Lore

9. Lower Water
10. Monster Summoning IV
11. Move Earth
12. Part Water
13. Project Image
14. Reincarnation
15. Repulsion
16. Stone to Flesh

Cleric Level 1 Spells

1. Cure Light Wounds
2. Detect Evil
3. Detect Magic
4. Light
5. Protection From Evil
6. Purify Food and Drink

Cleric Level 2 Spells

1. Bless
2. Find Traps
3. Hold Person
4. Silence, 15 ' Radius
5. Snake Charm
6. Speak with Animals

Cleric Level 3 Spells

1. Continual Light
2. Cure Disease
3. Locate Object
4. Prayer
5. Remove Curse
6. Speak with Dead

Cleric Level 4 Spells

1. Create Water
2. Cure Serious Wounds
3. Neutralize Poison
4. Protection from Evil, 10 ft Radius
5. Speak with Plants
6. Sticks to Snakes

Cleric Level 5 Spells

1. Commune
2. Create Food
3. Dispel Evil
4. Finger of Death
5. Insect Plague
6. Quest
7. Raise Dead

Cleric Level 6 Spells

1. Animate Object
2. Blade Barrier
3. Conjure Animals
4. Find the Path
5. Speak with Monsters
6. Word of Recall

Cleric Level 7 Spells

1. Aerial Servant
2. Astral Spell
3. Control Weather
4. Earthquake
5. Holy Word
6. Part Water
7. Restoration
8. Resurrection
9. Symbol
10. Wind Walk

Druid Level 1 Spells

1. Detect Magic
2. Detect Snares & Pits
3. Faerie Fire
4. Know Weather
5. Locate Animals
6. Purify Water

Druid Level 2 Spells

1. Cure Light Wounds
2. Create Water
3. Heat Metal
4. Locate Plants
5. Obscuring Mist
6. Produce Flames
7. Speak with Animals
8. Warp Wood

Druid Level 3 Spells

1. Call Lightning
2. Cure Disease
3. Hold Animal
4. Neutralize Poison
5. Plant Growth
6. Protection from Fire
7. Pyrotechnics
8. Water Breathing

Druid Level 4 Spells

1. Animal Summoning I
2. Cure Serious Wounds
3. Dispel Magic
4. Hallucinatory Terrain
5. Insect Plague
6. Produce Fire
7. Protection from Lightning
8. Speak with Plants
9. Temperature Change 10 Feet
10. Walkthrough Flora

Druid Level 5 Spells

1. Animal Growth
2. Animal Summoning II
3. Anti-Plant Shell
4. Commune with Nature
5. Control Winds
6. Hold Plant
7. Pass Plant
8. Sticks to Snakes
9. Transmute Rock to Mud
10. Wall of Fire

Druid Level 6 Spells

1. Animal Summoning III
2. Anti-Animal Shell
3. Conjure Fire Elemental
4. Feeblemind
5. Finger of Death
6. Summon Weather
7. Transport Via Plant
8. Turn Wood

Druid Level 7 Spells

1. Animate Rock
2. Confusion
3. Conjure Earth Elemental
4. Control Weather
5. Creeping Doom
6. Firestorm
7. Reincarnation
8. Transmute Metal/Wood

Warlock Level 1 Spells

- | | |
|--------------------------|-------------------|
| 1. Armor of the Eldritch | 5. Minor Illusion |
| 2. Hex | 6. Create Bonfire |
| 3. Unseen Servant | 7. Eldritch Blast |
| 4. Hellish Rebuke | |

Warlock Level 2 Spells

- | | |
|---------------------|---------------------|
| 1. Spiderclimb | 4. Crown Of Madness |
| 2. Cloud of Daggers | 5. Hold Person |
| 3. Darkness | 6. Suggestion |

Warlock Level 3 Spells

- | | |
|-----------------|------------------------|
| 1. Fear | 5. Eldritch Hunger |
| 2. Remove Curse | 6. Tongues |
| 3. Fly | 7. Vampiric Touch |
| 4. Gas Form | 8. Monster Summoning I |

Warlock Level 4 Spells

- | | |
|-------------------|--------------------------|
| 1. Banishment | 4. Hallucinatory Terrain |
| 2. Blight | 5. Monster Summoning II |
| 3. Dimension Door | 6. Disembodied Hand |

Warlock Level 5 Spells

- | | |
|------------------------|--------------------------|
| 1. Contact Other Plane | 4. Monster Summoning III |
| 2. Dream | 5. Warlock's Call |
| 3. Hold Monster | |

Warlock Level 6 Spells

- | | |
|-------------------------|-------------------|
| 1. Dark Discorporation | 4. Stone to Flesh |
| 2. Monster Summoning IV | 5. Repulsion |
| 3. Eyebite | 6. Mask of Flesh |

Warlock Level 7 Spells

- | | |
|----------------------|------------------|
| 1. Finger of Death | 4. Forcecage |
| 2. Etherealness | 5. Planeshift |
| 3. Hurl through Hell | 6. Eldritch Gate |

Alchemist Potions

1. Potion of Disenchantment
2. Potion of Fear
3. Potion of Paralysis
4. Potion of Sleep
5. Potion of Good Will
6. Potion of Healing
7. Potion of Wall Climbing
8. Potion of Etheriality
9. Potion of Flight
10. Potion of Giant Growth
11. Potion of Shrinking
12. Potion of Speed
13. Potion of Invisibility
14. Potion of Longevity
14. Potion of Love
15. Potion of Polymorph
16. Potion of Invulnerability
17. Potion of Water Breathing
18. Dragonfire
19. Antidote
20. Acid
21. Poison
22. Harpy Spittle
23. Wild Ale

