

HACK & SLASH



TABLE OF CONTENTS

HACK & SLASH COMPENDIUM III	1
On Race as Class	2
Mastering the Illusionist	4
Illusion Creativity	8
On What Kind of Player to Have?	10
On a Proactive Old School Player	11
On How Clerics Really Work	13
CLASSES	15
- BARBARIAN	16
Path of Arcane Rage	16
Barbarian Path of Arcane Rage Spell List	19
- BARD	20
College of the Motley Fool	20
- FIGHTER	22
Space Marine	22
Dragoons	24
- MONK	26
Way of the Blue Mage	26
- PALADIN	30
Oath of Beast	31
Oath of Burning Balance	33
Oath of Godsworn	37
Oath of Scourge	40
Oath of the Holy Tribe	43
- RANGER	46
Bounty Hunter	46
- ROGUE	48
Acrobat	48
- SORCERER	50
Incantrix	56
Incantrix Spell List	60
Psionic Power	62
- WARLOCK	64
The Blood God	64
- WIZARD	66
School of Calculation	66
School of Shadow	68
OTHER CLASSES	77
War-Bear	78
Classic Blue Mage	80
Bug Collector	83
Muscular Puncher	87

Theubaz, A Master of Thief Magic.....	90
Really Good Dog.....	95
Poet.....	98
Spherical Wizard.....	103

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HACK & SLASH COMPENDIUM III

Collected Blog Posts

A compiled volume of information for players of Classic Fantasy Role-Playing games, including: the Reasoning behind Race As Class, Illusionist Adjudication and Creative Illusions, Over a Dozen New 5th Edition Classes, along with numerous classes suitable for all types of games, including, but not limited to Blue Mages, Bug Collectors, Spherical Wizards and Muscular Punchers.

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ON RACE AS CLASS

Over the years, I've seen many people complain about the idea of race as class. They say "it isn't realistic." "How come a dwarf can't be a wizard or a priest?" They have this caveat because they are ignorant self-centered speciests.

Race as class is AWESOME. I wanted to get that out of the way first. The reason why it is so spectacularly good is because non-humans are not just humans in funny hats. Elves aren't the foresty humans—*humans* are the foresty humans.

We've only been on this planet for about 10,000 years and only at all for a little while longer than that. I get that we murdered to death the other last sentient species that we shared the planet with around 7000 years ago, and that was bad on us. (Word is they were stronger and smarter than us anyway). But the way we are is not the only way that things could be.

Let's take the 3.5 system example to the extreme, and say I wanted to play a bumblebee. Well, I've got to give him a class right? Why not fighter?

This is the lousiest sword and board fighter ever. Maybe he uses a really tiny shield?

Wizard?

Really small spellbook filled with dances and scent codes?

Priest?

GOD OF HONEYCOMB.

Thief?

Well, flying is an advantage, maybe he could come back and let the party know where the treasure is? It's what his limited ganglia are good for. However when they kill the monsters and find only flowers and pollen, they might be a little disappointed.

Dwarves, elves, hobbits, gnomes, are **not human**. In real life, I've done work with native cultures who's baseline assumptions and knowledge were drastically different then my own, and non-humans are even more different then that.

Dwarves are carved from the literal earth. They are the physical embodiment of greed and craftsmanship. They aren't people who are good at those things—they are literally those things made manifest. They don't wake up and go, "I think I'll go adventuring!", because as a general rule, they are physically incapable of doing so. Their mind-set is bizarre and seen through the filter of their own twisted vision.

The reason why most dwarves are incapable of adventuring is that their unique nature physically prevents them by mental compulsion. They have to complete their own tasks because there is no other option. They can't leave, because they'd spend the whole time in acute psychiatric crisis, over the fact that the gold is un-mined, and they are not fulfilling the weighty responsibilities of their clan.

The dwarf that is in the party is that unique, rare breed; cast out through circumstance and fortune to walk among the lands of men. He can't be like "let's pick up a spellbook!" He is dwarf and with all that entails: hardy, good with an axe, knowledgeable about construction and stonework, drinker of ale. The differences between dwarves are subtle, in their nature and their character (you know, the role-playing part) not in the way they defend themselves or the way they adventure.

The same goes for the other races—elves are spirits and sprites, playing in eternal youth, living in the moment, powerful in magic and unconcerned about the future (or whichever variation, what have you). They are not HUMAN+, like they get played as in so many campaigns. One elf lost in the world of the men, where actions have consequences and existence is weighty, does what the elf does—fights well with light weapons and uses magic and stealth in the natural realm. Gnomes are the spirit of trickery, misdirection, and contraption, lovers of gems. One banished sets out, approaches life the way he always has, using illusion and ingenuity.

There is an excellent long form piece of fiction (and film) on the hobbit if anyone is interested in that particular example.

So whenever I see someone saying "I think race as class is stupid" or "I don't like that"; what they are saying is "I don't have enough imagination to conceive of a world without me in it". Considering that this was the actual physical case for several billion years (and by all accounts, in the grand scheme of things, we won't be here that long at all—maybe trillions of years into the future) that is a small petty imagination indeed. And this from a person in a hobby that requires a lot of imagination to begin with!

So one should look at race as class as an opportunity to make the game truly interesting and memorable. Instead of the more common option which is a bunch of people sitting around the table playing humans in funny hats, with a minor difference in which stat gets a bonus.

MASTERING THE ILLUSIONIST

Illusionists are the most powerful class in the game bar-none, but you won't play them because your Dungeon Master will screw you.

Well, it's the modern era, and it's past time for illusions to be screwing over players and Dungeon Masters. It's powerful, but it's not nearly powerful enough to unbalance a campaign, any more than any other kind of wizard. Illusionists have their power limited by locality. An illusion has to be seen, after all, to be believed. And in order to be one, you're giving up the fireball/teleport/real ultimate power path of the traditional mage.

Shouldn't you actually be good at illusions?

The cardinal rule of the illusionist is this: **An Illusionist can be more flexible, but not more powerful than a Magic-User of his level.**

You have literally hundreds of spells to use as guidelines for power levels. What the illusionist gains in battlefield control and target influence, they give up in utility and raw damage. ("I can summon an illusionary ladder you can't climb?")

AN OVERVIEW OF ILLUSIONIST MAGIC

Figments

Example Spells: *Phantasmal Force*, *Audible Glamour*, *Spectral Force*

These use light and force to trick the senses. They may create sensations of light, heat, sound, or taste. However, **they are not real**. It is very much like a hologram. They are images only and cannot be touched. They cannot change the nature of something—a real sound cannot be altered, though a figment could make noise.

In order to produce a figment you must be familiar with the creature, object, sound or whatever you are producing. Familiar means you've experienced it with the sense you're trying to trick in real life.

Being unreal, means that they **cannot** damage creatures, support weight, feed people, or various other effects. This does not mean people cannot believe they are hurt, but any damage they think they have taken is simply subdual damage.

Glamour

Example Spells: *Change Self*, *Invisibility*

Glamours use light and force to affect an object, making it somehow look, feel, or taste differently. Otherwise it works as a figment that appears to change the nature of an object. Like figments, they are not real. It changes appearance and sensation only.

Patterns

Example Spells: *Color Spray*, *Hypnotic Pattern*

Patterns create visual displays of light and color, but these directly affect the mind. Belief is a non-factor in these spells—they are handled much like charm spells.

Phantasm

Example Spells: *Fear*, *Phantasmal Killer*

A phantasm creates an illusion that exists only in the mind of a target. It is a magical effect targeting their mind and is not perceivable to anyone in the real world, other than by the behavior of the person it affects.

Shadow

Example Spells: *Shadow Monsters*, *Shadow Magic*

These spells are not entirely illusions, but are partially real! They have real effects just like normal magic user spells, as noted in their description.

Concentrating: Some spells last as long as you concentrate on them. This prevents you from casting spells or making attacks, but allows you to move or take other actions. Concentration rules are detailed reasonably clearly in each game system.

ADJUDICATING ILLUSIONS (FIGMENTS AND GLAMOURS)

Most illusions are simple to adjudicate. Shadow spells, phantasms, patterns, and more traditional magics all have their results spelled out in the spell.

But the pièce de résistance of the illusionist is the Figment and the Glamour: The spells most open to creativity and most likely to be shut down by the Dungeon Master. What is a fair way to adjudicate these spells? (Figments below refers to figments and glamours in every case). Super simple guidelines and rules follow:

Figments look real: Any creature (player or monster) that can perceive a figment or glamour receives no saving throw and believes that it's real and acts accordingly. If a player casts a phantasmal force of a 20' x 20' pit that's 20' deep in a room, and then a bunch of hobgoblins enter the room, each hobgoblin will treat the pit as if it is real.

Figments can't do real damage: If one of those hobgoblins is knocked into the “pit”, that hobgoblin would receive a saving throw versus spells to disbelieve the illusion. On a successful save they would disbelieve the illusion. On a failed save, they would take 2d6 subdual damage from the “fall” and then realize after that the pit was an illusion, because even though they can see it, they are still clearly lying on the ‘floor’ level.

Figments continue to exist after being disbelieved: All the other hobgoblins see the hobgoblin “fall” and just hit the floor, they don't need a saving throw to disbelieve. At this point, every hobgoblin can clearly tell that the pit is an illusion. The figment is still visible as a translucent outline to those that know it is false.

Often people might descend into arguments like “The hobgoblins were fighting! They wouldn't see!” or trying to get very specific about the fictional reality. The important fact is we are playing a game. Figment spells are usually low level (generally 1-3) and exist primarily for the purpose of battlefield influence and control or trickery. Generally they are not expected to last much beyond their first interaction. The trick is in creating a situation where their influence won't be tested and will continue to assist the party.

Figments and Glamours inhibit behavior: If the figment is believed, then the subject will act as if the figment is real. If there is some question about taking a risk versus an illusion a morale roll is a good method for adjudicating the subject behavior. This is especially useful because this method means that undead and constructs are generally unlikely to let illusions modify their behavior.

Figments are not mind control: If a figment does not successfully duplicate the effects of its representation, then it is disbelieved without a saving throw. I can use Phantasmal Force to create the illusion of a wall of fire across the room, but anyone approaching within 10' will instantly disbelieve the illusion because there is no thermal component. Creating an illusion of a pit falling open in front of a monster with no sound? Instant disbelief for everyone in hearing range of the pit. Pits don't fall open with a clatter or bang.

Figments can trick the target: You can create an illusion of a wall over a hallway, and unless touched the illusion will be believed. If your illusion of fire is a Spectral Force, then getting close enough to feel the heat forces a save, not automatic disbelief. On a failed save, passing through the fire causes subdual damage from the imagined pain. If you fail a save versus a figment, you believe it, until you are provided new evidence to the contrary or told that it's an illusion, both forcing new saves.

Figments are expected follow normal rules: A Spectral Force of a fire subject to a deluge of water will be automatically disbelieved if the fire continues to burn unabated.

Figments cannot duplicate spells: You cannot create a figment of a 'fireball', for several reasons—primarily because fireball is instantaneous, consisting of heat and force (which figments cannot produce). Figments and glamours produce primarily images, along with sounds, smells and temperature changes. The illusionist's ability to mimic magic user spells are covered by the shadow spells. Attempting to use a Figment to do so will fail.

Interacting with Figments provides a save: Whenever you have an opportunity or chance to interact with a figment a saving throw is made. This saving throw may be modified by a number of factors, but is usually only modified from -4 to +4. Factors that may modify a save include:

- +1 for every hit die the subject has higher than the level of the illusionist
- -1 for every level the illusionist is higher than the subject
- +4 (or more) if the illusionist is not familiar at all with the image produced by his illusion
- -1 to -4 for the degree of familiarity the illusionist has with the image produced by the illusion
- No modifier at all if the illusion is familiar (i.e. has seen or studied for a turn) the subject of the figment.
- Situational modifiers that may increase or decrease the likelihood that the illusion is believed.
- Dumb or gullible creatures are more likely to believe illusions. Smart, genius, canny, or skeptical individuals may be less likely to believe illusions, though they are not immune. (Reference wisdom defense bonus.)

Illusionists are skilled at producing figments: This means that, in general, reasons that the DM might think of that the illusion won't work outright are also things that the illusionist is aware of. The illusionist is assumed to be skilled. When the illusion is being described, the players and DM should discuss any obvious problems or issues with the illusion. The object is not to 'trick', stymie, or remove the power of the illusionist—the goal is to understand what is being produced so it can be adjudicated fairly.

These should provide clear guidelines for adjudicating illusions fairly.

ILLUSION CREATIVITY

GENERAL GUIDELINES

A good rule of thumb is that a figment effect has its subdual damage limited by caster level.

Phantasmal Force (or *Silent Image*) might be limited to 1d4 subdual damage per two caster levels.

Improved Phantasmal Force (or *Minor Image*) Might be limited to 1d6 subdual damage per two caster levels.

Spectral Force (or *Major Image*) might be limited to 1d8 subdual damage per two caster levels, or a minor or temporary status effect.

Having a *Spectral Force* of a Medusa would cause a save versus spell because seeing a Medusa is interacting with it. But if that saving throw failed, a viewer would save versus the gaze and believe themselves turning to stone perhaps actually acting as if they are being held. Even on a success on the second save, the victim would avert their eyes. Of course a shout from their friends that “it’s an illusion” would quickly reveal it to be nothing more than an image. (*Hold Person* is a third level spell, requiring a third level illusion for this to work)

Often players will attempt or want to use a figment to mirror the effect of a more powerful spell, e.g. making a stairway appear infinite so the person just keeps stepping on the same step. But that spell is *Maze* and figment isn’t designed to replace other spells. Figment spells make non-solid holograms and that is their strength and weakness.

The original intent of Figment spells was to create illusionary soldiers and troops (the apocryphal ‘force’ from *Phantasmal Force*)—so using it for that purpose should be encouraged and successful.

OTHER CREATIVE FIGMENTS

Figments, even if disbelieved, still generate or block light, sound and temperature. An illusionary fire can light a room or keep you warm. Out of light? *Phantasmal Forces* works in a pinch. A *Phantasmal Forces* parasol won’t protect you from the rain, but it will cast a shadow.

An impromptu wall can hide an entire party.

An image of a bucket over a monster’s head might give him some problems (first level light can grant a -4 to hit, which is equivalent to blindness)

Pits, crevasses, brambles, and walls and other obstructions can provide battlefield control that is rarely tested. Even better if the battlefield is split, allowing you to make ranged attacks with impunity.

A low level image of silent roiling gasses can appear both mobile, threatening, and obscuring.

Outside, a shadow of a dragon or a bird of prey is all that is needed to spook most humanoid groups. You don't even need to bother to create an illusion of the creature.

An illusionary bridge won't be disbelieved until it's interacted with, but by that point it might not matter to the target.

Making it appear that doors and walls are further away than they are could cause people to run or walk into walls, seriously creating chaos during a retreat.

A combination of Change/Alter Self and one of the Figment spells can create halos, glowing lights, subtle music, glowing eyes, etc. providing excellent bonuses or triggering morale rolls.

An Illusionary opponent can engage with someone, but when hit, a save must be made for interaction. (Concentration allows the illusionist to make the creature appear to react realistically). A good rule of thumb for the maximum AC of such an opponent is 10 - the illusionists level - the level of the spell (or + for ascending AC systems) Or armor class 0 (20) whichever is worst. Most require at least some auditory components to be believed, requiring an Improved Phantasmal Force (Minor Image) or greater.

Creating an illusion of a dangerous creature (dragon head, tentacle, giant hand) reaching out from a door or pit to scare opponents into an actual dangerous area.

The Figment spells are specifically used to enhance things that are already happening. You can trigger a morale roll earlier by making the party and number of attacks appear greater than they are (archers or people throwing javelins). You can use it to make it appear that more enemies (illusory ones) are dying, or that the players are more powerful or dangerous than they are making the morale roll less likely to succeed.

A visual only spell can make an existing force look larger or more dangerous. A visual spell with sound can convincingly create opponents. A figment with visual, sound, and other qualities can create extremely convincing opponents. Making it look like the creatures are summoned provide a good excuse for them to be on the battlefield.

Silent or unusually dangerous opponents (shriekers, undead, or hazardous plants) often make good subjects for an image illusion.

In 1st edition, illusions are more powerful than the guidelines given in this series. There is precedent for the illusion turning characters to actual stone (ToEE, Page 86), and stories from older games contain instances of illusionary dragons breath burning people alive. The Dungeon Masters Guide specifically notes illusionists creating illusions of monsters the caster has never seen.

ON WHAT KIND OF PLAYER TO HAVE?

What kind of player do I want at my table?

The good kind.

I want a player that sings a song of his tales.

I want a player that opens the door even after being told “You didn’t check it for traps, are you sure you want to open it?”

I want a player that tries to bend the rules in his favor, but can accept the word of the DM ruling.

I want a player that when presented with a problem, looks to his mind instead of his sheet.

I want a player that doesn’t forget the basic abilities of his race.

I want a schemer and a planner and builder and a thinker.

I want players without cell phones or tablets. I want players who are active with their own ideas. I want them to be engaged even while other people are playing.

I want a player who doesn’t complain about the rules.

I want someone that is gonna show up—and if they won’t, they’ll call or write or text the day before to let me know the score.

I want someone to have some goals, and bring them to my game. I want the game to be directed by the players, not the Dungeon Master.

I want someone that bucks the walls, tries to knock anything they perceive as a train off the rails and makes the game their own.

I need a player who acts like an adult. Grown up with a collegiate degree and children doesn’t stop someone from acting like a child.

ON A PROACTIVE OLD SCHOOL PLAYER

- Make a listing of all your goals and keep it in front of you on a 3"x5" note card.
- Have a blank scratch paper for the sole purpose of writing down names, ideas, thoughts, and questions when talking with NPC's
- Seek out various NPC's before doing anything and talk to them. A list of suggested NPC's are below.
 - Townspeople
 - Guardsmen
 - Town Officials
 - Bartenders
 - Bar Patrons/Other Adventurers
 - Various 'guilds' (Merchant as well as nefarious)
 - Religious Organizations
 - Sages and Magic-Users
- Talking to NPC's:
 - When you talk to the NPC's GET THEIR NAMES. Your DM is running these people as people—when you walk up to them rudely, they respond rudely. Don't be overly obsequious either.
 - 50%-70% of all rumors and NPC information is false in all published materials. This should be a clue to how much you believe what they say. Default into thinking that what you are being told is false—even when it looks like they know what they are talking about. (This advice is NOT relevant for sages. They charge a pretty penny, because you know what you are getting is the truth).
 - Trust your eyes and your investigation abilities.
 - Think very hard about their perspective on the situation. When you do get information from someone, even if you are sure it is true, remember to treat it like a theory. Be prepared to revise it as soon as you receive additional or conflicting information.
 - Cover each and every goal on your list with every NPC! Use your goals sheet as a checklist. In a sandbox game there will be many threads going on at once.
- Accomplishing goals
 - There are two ways to accomplish anything in old school play. Money, and adventure.
 - You can pay the gold to buy training, or answers from the sages, or spells cast for you, or certain specific magic items. Often this is a way to compensate for bad play (except in the case of sages—sometimes your only option). Money is the real source of power in old school gaming, and it's fast and effective—but very expensive.
 - Or you can engineer the situation to get what you want.
 - Do not walk up to the person and go "What can I do to make you X" Where X is 'give me free training' or 'lead me to the magical whosit'. It may work at the very start of a campaign or adventure, but mostly it gets blank stares. (Think about someone coming up to you and going "What can I say to make you buy a vacuum today/believe in Jesus Christ our zombie lord/donate blood" Mostly the response is "Gah!")
 - Do observe the person. See where they go, who they talk to, what they do.

- Talk to other people about the person indirectly. Say something that you know is just slightly wrong, and listen to the way people correct you. “Joesph isn’t just in charge of the lighthouse - he also is on the city council, right?”
- Then, once you know the score, you can assist/blackmail/bribe/coerce the person into giving you information, training, etc.
- Often there may simply not be anything prepared there, but that becomes less and less likely the more important the person is. Most old school DM’s have exploitable relationships like this prepared. If they don’t they will either develop something on the spot or use this to lead you to what is going on that’s interesting.
- Going on an Adventure
 - Be a boy scout. (Be prepared!)
 - That means mounts, pets, men-at-arms, torchbearers, equipment, food, and supplies, weapons, armor, and spare shields.
 - Treat those men you buy well! Give them extra gold, take risks for them. Talk to them and make sure they are comfortable. Over 100% loyalty is crazy nice.
 - Scout ahead! Time and time again, I’ve seen the scout not be sent ahead because it was dangerous. That is their ‘fking job! It’s not like they are nearly as effective as any of the other classes in combat. Their biggest advantage is not getting surprised, discovering the enemies and reporting back to the party. This helps the party avoid being surprised - the single biggest killer of PC’s.
 - Avoid combat at all costs. Experience comes from treasure. Monsters give very little ep value compared to treasure and carry a high risk. If you have an encounter with an enemy that appears even mildly intelligent PARLEY. Even if their alignment is diametrically opposed to yours, your job isn’t fixing the whole world (at this point), it’s accomplishing your immediate goal. This is why certain inflexible classes are so difficult to adventure with (Paladin, I’m looking in your direction).
 - If in doubt, run. I’ve started pretending to track damage for creatures immune to weapons the party is using unless it is very obvious that they are not working. You cannot kill everything, and you will run into things you can’t kill.
 - Make sure your party mapper comes prepared with actual real world tools to map (Paper) and some sort of organizational scheme for the maps.
 - Ask lots of questions about the environment. Remember any unusual words the DM mentions. There is an economy of language—rooms ‘seem’ empty, you ‘think’ you don’t find any traps. If there’s dust on the floor, is it ancient debris? Or pulverized bone from the ceiling crushing down every 4 minutes? Or powdered blood and flesh from a disintegrate trap? Not asking about the dust on the floor means you’re going to be the dust on the floor.
 - Look up
 - Test the floor—every floor, every time.
 - Make sure your marching order is effective. Like Gygax says, short people up front, then elven bowmen, then your men with pikes. Maximize your damage potential. Focus fire on targets until they are down. Don’t ever assume anything is dead.
 - Cut open the stomach of every monster, even if you didn’t kill it. (Especially if you didn’t kill it).

- Search every item in every room. Break apart rusty pipes, check pedestals, daises, idols, everything.
- Set a watch at a chokepoint while you're searching.
- The most important thing of all: Have a party goal and STICK TO THE PARTY GOAL. Do not be distracted.

ON HOW CLERICS REALLY WORK

How different is the world with a cleric?

In a campaign without a cleric, the simplest wound takes days to heal. Much like the real world, you might be laid up in bed for a week or more.

But in the world with a cleric, behold! The very next day it is time to descend again into the depths.

Perhaps a very subtle thing was missed.

In *Men and Magic* it states:

“The number in each column opposite each applicable character indicates the number of spells of each level that can be used (remembered during any single adventure) by that character.”

What if it meant exactly what the meanings of the words implied it means? (What are the chances, right?)

What if spells can only be used during any single adventure.

The cleric gains her spells because she is seeking out danger for her deity. If she stays home, she is granted no spells. Only when she leaves home to defeat evil does she have access to her magic.

How different would the world be then. Wounds, and the choice to take a healing spell, would actually mean something then. Players would be forced to heal at natural rates. You no longer have to account for a world where every wound and disease is healed.

After all, the cleric can both fight and cast spells. Were they not the original fighter/wizard?

CLASSES

BARBARIAN

PRIMAL PATH

At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker, Path of the Totem Warrior, or Path of Arcane Rage, detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

PATH OF ARCANE RAGE

Some barbarians experience access to immense power during their rage, power that is uncontrolled and dangerous. The Path of Arcane Rage is a path of great power and danger. When you enter rage, you gain access to raw arcane power, which lashes out across the battlefield, heedless of your health and well-being.

ARCANE FURY

Starting when you choose this path at 3rd level, You gain access to spellcasting. You become a conduit for pure arcane energy during your fury allowing you to cast a small selection of spells. See chapter 10 for the general rules of spellcasting, and the table following the class description for the Path of Arcane Rage spell list.

Casters of the Path of Arcane Rage do not prepare spells. Strength is your spellcasting ability for your spells, the power of your spells comes from your physical power and fury. In addition, you use the Strength modifier when setting the saving throw DC for a Path of Arcane Rage spell that you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Strength modifier

Spell attack modifier = your proficiency bonus + your Strength modifier

You may not cast ritual spells, and you do not need material components for your spells.

You gain a limited number of spells known, any of which may only be cast during your rage. In exchange, you lose your resistance to bludgeoning, piercing, and slashing damage, and your melee rage damage bonus. You may only cast spells while raging. Spells do not use slots. Spells are always considered to be cast a level equal to $\frac{1}{2}$ the level of the Barbarian. There are no restrictions on how many times you may cast a spell during a rage, beyond the normal restriction of not being able to cast more than 1 spell a turn unless that spell is a cantrip cast with a bonus action.

You choose a new spell when you gain a level of a spell level you can cast. Once selected, the spell may never be changed.

Any round during which you don't cast a spell will end your rage. From the beginning of your initiative count to the start of your following turn, a spell must be cast or you will exit rage. This does not negate the normal limitation of leaving rage if you haven't attacked an opponent or taken damage since your last turn. Either condition will cause you to leave rage.

SPELL FURY

Beginning at 6th level, your anger and blind rage enhances the power of your spells. Saving throws versus your spells now have a Spell save DC of 10 + your proficiency bonus + your strength modifier. At 17th level this increases to DC of 12 + your proficiency bonus + your strength modifier.

RAGING ENHANCEMENT

Beginning at 10th level, choose one: Empower Spell, Quicken Spell, Twinned Spell. You may apply one of these metamagic effects to **one** of your spells during your rage, **once** per rage.

FOCUS OF THE ARCANE

Starting at 14th level, you no longer exit rage if you fail to cast a spell during your turn.

AT 10TH LEVEL YOU CAN CAST FIREBALL OVER AND OVER AND OVER? AN UNLIMITED AMOUNT OF TIMES? IS THAT RIGHT? THAT DOESN'T SOUND APPROPRIATE AT ALL.

Sure. 8d8 fire damage a round is nice, isn't it? As long as you take damage or target an opponent in range and cast a spell every round.

It is also worth noting that a 10th level sorcerer can cast Fireball 14 times with no restrictions.

BARBARIAN PATH OF ARCANE RAGE SPELLS KNOWN

Level	Cantrips	Spells Known	Maximum level of spells known
1	0	0	—
2	0	0	—
3	1	1	1 st
4	1	1	1 st
5	1	2	1 st
6	2	2	1 st
7	2	3	2 nd
8	2	3	2 nd
9	2	3	2 nd
10	3	4	3 rd
11	3	4	3 rd
12	3	4	3 rd
13	3	5	4 th
14	3	5	4 th
15	4	5	4 th
16	4	6	5 th
17	4	6	5 th
18	4	6	5 th
19	4	7	5 th
20	4	8	5 th

Ring of Flaming Fury

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

A burst of flame emanates out from your location, burning and damaging those nearby. Each creature within 10 feet of you must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels, When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two levels above 2nd.

BARBARIAN PATH OF ARCANE RAGE SPELL LIST

CANTRIPS

Acid Splash
Fire Bolt
Poison Spray
Ray of Frost
Shocking Grasp
Chill Touch

1ST LEVEL

Burning Hands
Chromatic Orb
Expeditious Retreat
Shield
Thunderwave
Jump

2ND LEVEL

Scorching Ray
Ring of Fury
Ray of Enfeeblement
Enlarge/Reduce
Melf's Acid Arrow
Spider Climb

3RD LEVEL

Counterspell
Sleet Storm
Fireball
Lightning Bolt
Fear

4TH LEVEL

Stoneskin
Confusion
Fire Shield
Blight
Polymorph

5TH LEVEL

Cone of Cold
Bigby's Hand
Mislead

BARD

BARD COLLEGE

At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore, College of the Motley Fool, or the College of Valor, all are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

COLLEGE OF THE MOTLEY FOOL

Bards of the College of the Motley Fool choose a difficult path. They are seen as divinely inspired servants, free from legal recourse, allowed to say that which others will not. They seek a pure ideal of wit, neither male nor female, and cloaked in mystery. They tempt fate, their lives walking a line between glory of the masses or brutal punishment by those fearful of their mien.

DEFENSIVE CAPER

When you join the College of the Motley Fool at 3rd level, as long as you wear no armor, and wield no melee or ranged weapon, your armor class is equal to 10 + your Dexterity Bonus + your Charisma Bonus

KNIFE'S EDGE

At 3rd level you are considered proficient with all weapons that have the Thrown property. When throwing weapons, your attack rolls are not made at disadvantage if you throw while adjacent to a threatening opponent, nor while throwing up to the maximum range of the item. These do not count as ranged weapons for the purpose of defensive caper.

INSULT

Jesters also gain the ability to physically harm opponents with insults. As an attack, you may expend a bardic inspiration die, and make a verbal attack, using your Proficiency Bonus + your Charisma Modifier against a creature that you can see within 60 feet of you that can understand your language, against an armor class of 10 + their Intelligence modifier. The damage done is your bardic inspiration die plus your Charisma and Intelligence modifiers. If you hit, the expended bardic inspiration die is refunded.

PIE IN THE FACE

At 6th level, you gain the ability to throw a harmless object at an opponent, such as a cream pie, a sticky ball of gunk, or other weird or disgusting item. If you hit your target, they make ability checks and attack rolls at disadvantage till they spend a move action removing or cleaning the item up. This attack only affects humanoids.

HARLEQUIN'S PROTECTION

At 6th level, as long as you are garbed in motley, you are immune to charms, enchantments, and compulsions.

TWIST OF FATE

Starting at 14th level, whenever you are dealt lethal damage you may make a DC 15 Dexterity saving throw. On a success, you avoid that damage. This ability can be used once per long rest.

ENIGMA

Starting at 14th level, whenever you are garbed in motley, you are permanently under the effect of a Mind Blank spell.



FIGHTER

MARTIAL ARCHETYPES

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion, Battle Master, Dragoon, Eldritch Knight, or Space Marine all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

SPACE MARINE

The archetypal Space Marine is a master of powered armor and stands as an indomitable front line against Xeno hordes that threaten man from the deeps. Heavily modified and immune to fear, the Space Marine is our first and best line of defense.

POWER ARMOR

Beginning when you choose this archetype at 3rd level, you become bonded with Power Armor. This armor works as Plate Mail, and provides Damage Resistance of 5 to slashing/piercing/bludgeoning and ballistic. The space marine is also biologically enhanced to be able to use the armor, having numerous implants, this causes the armor to have negligible encumbrance. No other creature can use the power armor of the marine.

BASIC ENHANCEMENT

The biological implants are growing and improving. At 7th level, choose any trait from the enhancement list.

ADVANCED ENHANCEMENT

The improvement and resistance to punishment continues. At 10th level, choose any two traits from the enhancement list.

ENHANCEMENT LIST

- Muscle Fibers: Gain +2 to Strength. This does not count towards your maximum of 20 in a statistic.
- Wired Reflexes: Gain +2 to Dexterity. This does not count towards your maximum of 20 in a statistic.
- Enhanced Health: Gain +2 to Constitution. This does not count towards your maximum of 20 in a statistic.
- Nanohealth: As a reaction, once per short rest, roll $\frac{1}{2}$ your level in 1d6 and regain that many hit points.

- Targeting Assist: When using any linked ranged weapon (modern or above), gain a +2 to hit targets.
- Neurochemicals: Brain adjustment keeps your mind free of negative influences. You become immune to fear and have advantage versus mind-affecting effects.
- Mind Node: This allows the marine to go without sleep, only requiring two hours of stillness per 48 hour period. It also provides advantage on perception checks.

PRISTINE ENHANCEMENT

At 15th level, you are a master of the armor. Choose any two traits from the master enhancement list.

MASTER ENHANCEMENT LIST

- Giant Muscle Fibers: Gain +4 to Strength. This does not count towards your maximum of 20 in a statistic.
- Hyper Reflexes: Gain +4 to Dexterity. This does not count towards your maximum of 20 in a statistic.
- Glorious Health: Gain +4 to Constitution. This does not count towards your maximum of 20 in a statistic.
- Poison Immunity: Gain complete immunity to poisons, toxins, and other dangers, both magical and benign. While in the powered armor, the marine no longer needs to breath or eat, allowing them to survive indefinitely even in the void of space.
- Cellular Regeneration: As an reaction, the armor can be activated to heal the wearer for 2d8+5 damage. You can do this 5 times per short rest.

SPACE LORD

At 18th level, you are a legend among marines. Your protection from the armor increases to DR 10 for all attacks and energy types. Once per long rest, the armor can resuscitate you if you fall in battle. When you drop to 0 hit points, you immediately regain $\frac{1}{2}$ your hit point total.

DRAGOONS

Dragoons are an order of knights who focus and inherit their powers from the might of dragons. Those who seek to become dragoons focus on spears and polearms to represent the long reach of the dragon, as well as heavy armor to represent the protection of their scales.

JUMP ATTACK

Beginning when you choose this archetype at 3rd level, you gain access to a new action called “Jump Attack”. When performing a jump attack as your action, you leap into the air to strike a devastating blow against your opponent. You may perform a Jump Attack a number of times equal to your strength modifier per long rest.

When this action is declared, you leave the battlefield. You cannot be attacked by any spells, targeted by enemies, or affected at all while performing the jump. At the beginning of your next turn, you use your Bonus Action to end your jump, landing anywhere within double your movement rate of your starting point. (Note that a full round must pass). Any target adjacent to where you land may be attacked at advantage. At 11th level, if you hit with this attack, it does double damage (and criticals reroll all those damage dice.) At 20th level, if you hit with this attack, it does triple damage.

This attack may only be performed with a spear or polearm. If you perform a Jump attack without one full round passing after the round you used your bonus action to land, you gain a level of fatigue.

If you do not use your bonus action to end your jump on your turn, your reaction is used the next time the initiative count reaches 20, and you land in your original square and no attack may be made.

LANCET

Starting at 7th level, you learn how to take the strength of your opponent. As an action, you may make a lance strike. This is a single melee attack, that if it hits, restores your hit points equal to the damage dealt. You may use this a number of times equal to your Constitution Modifier per short rest.

ELEMENTAL LEAP

At 10th level, the Dragoon gains Advantage on all Ability and Skill checks related to creatures of the Dragon type (though not attack rolls).

In addition, the Dragoon picks an energy type, Fire, Thunder, or Cold. Any opponent adjacent to where the dragoon lands takes 2d8 points of that kind of damage, unless they succeed at a Dexterity save, against a Maneuver DC equal to 8 + Proficiency bonus + your Strength OR Dexterity modifier (Your choice). At level 20 this damage increases to 3d10

FREEDOM OF THE SKY

At 15th level, no matter the condition of the Dragoon, He may choose to leap. This allows him an additional save at advantage against all current negative effects. If successful, those effects end and the Dragoons Jump begins. On a failure the jump fails. The Dragoon still receives any relevant saving throws at the end of the round.

REFLEXIVE JUMP

At 18th level, the Dragoon jump ability has been mastered. As soon as the Dragoon is targeted by a melee attack or spell (not simply in the area of effect of one), she may now use her reaction to start her jump, which she may then end as a bonus action on her initiative count in combat. This causes the attack or spell to fail, as the Dragoon is no longer a valid target.



MONK

MONASTIC TRADITIONS

When you reach 3rd level, you commit yourself to a monastic tradition: The way of the Open Hand, The Way of Shadow, or the Way of the Four Elements. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level. There is another path, however, that of the Blue Mage.

WAY OF THE BLUE MAGE

Monks who follow the way of the blue mage, know that the best weapon is to learn the ways of your enemy and to turn their own power against them. Blue Mages absorb the abilities of their opponents and can use them against other targets in the future.

BLUE MAGIC

Once you choose this tradition at 3rd level, you can use your ki to absorb and permanently learn and use spells and monster abilities. Whenever you are targeted by an spell or monster attack, you may spend one ki point and attempt to learn it. The Ki point is spent at the time the Blue Mage is subject to the attack. The acquisition of the ability is not automatic or instant. Within 24 hours, the Blue Mage must take a short rest. During this rest, on a successful Constitution saving throw versus a DC of 10 + the monsters CR or level of the spell, the ability or spell is learned.

You lose access to the unarmored defense and unarmed movement monk abilities.

The Blue Mage may then use the ability by spending Ki points. A spell costs a number of Ki points equal to its level. A monster ability may be used by expending 1 Ki point. A blue mage may not know more spells and monster abilities than those that are equal to their level + one-half their constitution modifier.

Some more restrictions:

- The Blue Mage must be the target of the spell or ability.
- The Blue Mage must be personally affected by the spell or ability, if protected in some manner the ability cannot be learned.
- They may learn an ability that affects them regardless of the success or failure of their saving throw versus the ability.
- Seeing an ability is not enough, they must be the target or one of the targets of the ability or spell.
- They are considered affected by the ability, even if they die or collapse during the attack.
- If you use your Evasion ability at 7th level and take no damage, you have avoided the spell or effect and may not learn it.

AZURE CONSUMPTION

At 6th level, you gain the ability of Azure Consumption. The Blue Mage can attempt to learn passive or defensive abilities from creatures by eating them. They must succeed on a Constitution saving throw with a DC of 10 + monster CR after consuming a corpse to learn the ability. Otherwise they are sick and vomit up the corpse which is ruined. A whole corpse must be consumed and this takes 10 minutes.

Each of these passive abilities counts against the total number of abilities the Blue Mage can learn. Each passive ability 1 ki point to maintain, reducing the available ki points by that amount. These abilities are always 'on' and cannot be turned off to regain access to the reserved ki points.

Their form changes to reflect the abilities learned. If they gain the +4 natural bonus to armor of the Galeb Duhr, then their skin takes on a rocky appearance.

BLUE MISSILE

At 11th level, the blue mage can conjure and fire a bolt of force. This bolt is a magical attack they have proficiency in. The attack modifier for this effect is equal to your proficiency bonus, plus your Dexterity modifier. It costs 1 energy to use and does damage equal to your base unarmed attack. It has a range of 180 feet.

BLUE MAGIC MASTERY

At 17th level, though still limited in the number of powers they can have, passive abilities no longer require one ki point to maintain, freeing up those ki points for other uses. They may now also learn legendary abilities.



EXAMPLES:

A blue mage hit by a Chimera's fire breath would gain it if it spent a ki point when it was attacked, took a short rest within 24 hours, and succeeded at a DC 16 Constitution saving throw.

If subject to a Doppelgänger's read thoughts ability, they would gain it if they spent a ki point when their mind was read, took a short rest within 24 hours and succeeded at a DC 13 Constitution saving throw.

Passive abilities are the same, at 6th level.

If the Blue Mage eats a Doppelgänger corpse, they can choose one of the following passive abilities: Condition Immunity Charmed, Darkvision 60 ft., Shapechanger, Ambusher, or Surprise Attack. On a successful DC 13 Constitution saving throw, they learn the one ability. On a failure, they messily vomit up the corpse. Success or failure, they need another corpse to learn another ability.

It is important to keep in mind that the scope of monster abilities is much more limited than the scope of spells. Monster abilities are primarily focused around doing damage or forcing saving throws. While this is useful, it often frequently gives the blue mage options between several abilities that basically do the same or similar types of damage.





PALADIN

SACRED OATH

When you reach 3rd level, you swear the oath that binds you as a Paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of the Beast, Oath of the Burning Balance, Oath of Devotion, The Oath of the Ancients, Oath of the Godsworn, Oath of Scourge, or Oath of the Holy Tribe all are detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

OATH SPELLS

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

CHANNEL DIVINITY

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

SACRED OATHS

Become a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level is the culmination of all the Paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.



OATH OF BEAST

The Oath of the Beast binds a paladin to the ideals of a serving their god by becoming a paragon of personal power. The more powerful the Arrikhan is, the better served their god is. All creatures exist for the good of the Arrikhan. Others may be exploited to these ends, but they either were obstacles to a better world or will learn from your example and become great paragons of virtue themselves. These knights take what they want and are aggressive in interactions to test the mettle and self confidence of their opponents.

In order that all know his power, the Arrikhan is fond of slaying the most powerful creature she can and then wearing that creature's skin as armor. There is no person or creature more important than the Arrikhan, so if one is ever traveling with companions, it is only because those companions serve the purpose of the Arrikhan.

This oath may only be taken for deities who have animals, wildness, or savagery as part of their domain.

TENANTS OF THE OATH OF THE BEAST

The tenets of the Oath of Beast vary by paladin, but all revolve around the idea that personal responsibility is the greatest good and creates the most positive change in the world. The central tenants of the Oath of the Beast follow

Personal Power. Acquiring more power at any expense is the most explicit directive of the oath. Anything that increases the station or force of the paladin increases the prestige of the god.

Service to Divinity. You exist to serve your god, and all living and dead creatures exist to serve you. No creature can be placed higher than yourself, and no person has any worth beyond what value they can add to the glory of your divinity.

Devotion to Divinity. Any items or treasure gained go entirely to the church of your god, if a formal church exists, which may or may not allow you the use of such items or money.

OATH SPELLS

You gain oath spells at the paladin levels listed

1 st	<i>Animal Friendship, Speak with Animals</i>
5 th	<i>Animal Messenger, Beast Sense</i>
9 th	<i>Conjure Animals, Speak with Plants</i>
13 th	<i>Conjure Woodland Beings, Grasping Vines</i>
17 th	<i>Insect Plague, Polymorph</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Control Undead. As an action you present your holy symbol and speak a prayer commanding the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed for 1 minute or until it takes any damage. Mindless undead can be charmed in this way and follow the directions of the Paladin for 1 minute, after which they become neutral. Intelligent undead gain the charmed condition.

Control Animals. As an action you present your holy symbol and speak a prayer invoking the beast. Each non-magical animal that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed for 1 minute or until it takes any damage.

MASTER OF THE BEAST

At 7th level, the Arrikhan gains proficiency in the poisoner's kit, the torturer's kit, the Stealth skill, the Slight of Hand skill, and the Animal Handling skill. If the Arrikhan already has any of the tool skills, she may pick a different tool skill. If the Arrikhan already has any of the ability skills, she may choose to gain expertise in that skill or pick proficiency in a skill of her choice.

BEASTLY RESISTANCE

At 15th level, the Arrikhan gains Magic Resistance (advantage on saving throws versus spells) as well as proficiency in another saving throw of the Arrikhan's choice.

POISON STRIKE & LEADERSHIP

At 20th level, a number of times equal to the Arrikhan's Wisdom bonus per short rest, the Arrikhan may coat his blade in poison as a bonus action. The next person the Arrikhan strikes within 1 minute, takes an additional 6d10 poison damage and gains the poisoned condition. On a successful Constitution saving throw the target takes half that damage and doesn't gain the poisoned condition. The Arrikhan gains all uses of this ability back on a short rest.

At any given time, the Arrikhan can have a servant from the following list. She may only have one of the following options from this list. If at any time the creature is dismissed or dies, a new one can be contacted the following week to serve. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions.

4 Ettercaps, 2 Phase Spiders, A Fomorian, A Wyvern, A Night Hag, A Shadow Demon

OATH OF BURNING BALANCE

The Oath of the Burning Balance binds a paladin to the ideals of a purifying balance. Called Paramanders, They strive to manipulate or destroy powerful beings of extreme natures, or aid the opponents or enemies of such creatures. Some do this by attempting to manipulate the balance of power. Others know as Paramandyers, desire only to drive the world into oblivion, believing that is the only true balance. They are often viewed as unpredictable and powerful, but always the enemy of those who would draw the world too strongly one way or the other.

TENANTS OF THE BURNING BALANCE

The tenets of the Oath of Burning balance vary by paladin, but all the share the following traits.

Rejection of Material Wealth. Other than what they need to survive, Paramanders despise materialism. They may not own or possess anything more than they can carry. They may not own more than one melee and one missile weapon (and ammunition). They may only own one suit of armor. They may not own more than one type of magic item (only one ring, one wand, etc.). They may own wealth for their own survival, but anything beyond meeting their immediate lifestyle needs must be donated or tithed. They may not support a lifestyle greater than comfortable. They never take more than they need.

Preserve the Balance. Creatures and beings who attempt to influence the world are anathema to Paramanders. They stand against all those who would impose an order or chaos upon the plane they exist in. They depose despotic rules and holy kings. They war against the agents of gods and devils. They desire balance above all else, even freedom or goodness.

Subtly. Paramanders seek to support their conviction by a subdued presence, not drawing attention to themselves or their abilities. They seek no reward or recognition for their actions.

Respect. Another characteristic of the oath is a deep and abiding respect for life. They value the organization of a city as strongly as the wildness of the forest. Whatever actions they take must benefit the diversity, value, and power of life.

OATH SPELLS

You gain oath spells at the paladin levels listed

- 1st *Burning Hands, Guiding Bolt*
- 5th *Invisibility, Flaming Sphere*
- 9th *Fireball, Cache (New Spell)*
- 13th *Loyalty (New Spell), Spelltrap (New Spell)*
- 17th *Azure Flame (New Spell), Conjure Elemental*



NEW SPELLS

(Spells reprinted and updated to 5th edition from Dragon Magazine without permission from the original article written by Christopher Wood.)

Cache

3rd level Conjuraton

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 day

The casting of this spell upon an item transfers that item to the Astral Plane for the duration of the spell. Wherever the spell caster goes, the item will follow on the Astral Plane. When the spell dissipates, the item will fall into the caster's hands (if possible) or reappear in front of him if not. Nothing can detect the item while it is on the Astral Plane, except items meant to see into astral space. The caster can recall the object at any time. The Item must weigh less than 20 pounds. The spell malfunctions if cast on living things.

Loyalty

4th level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, Up to 1 minute

All creatures of up a CR equal to 1/4th the Paladin's level in a 10 foot radius immediately become charmed on a failed Wisdom saving throw for the duration of the spell.

Spelltrap

4th level Alteration

Casting Time: 1 action

Range: Special

Components: V, S

Duration: Concentration, up to 1 minute, then indefinite

Spelltrap creates a special environment capable of accepting another spell and delaying its effects. When the caster casts a spelltrap on a small immobile object such as a book or a weapon, a magic receptacle saturates the item. The caster can then place another spell within that receptacle. When the item is moved or probed (by *Detect Magic*, hands, etc.), the spelltrap disappears and the second spell takes effect, just as if the item on which the spelltrap was placed had cast the spell.

The spelltrap will fade in 5 rounds if another spell is not placed in it. If someone casts dispel magic on the spelltrap, it is 75% likely that the second spell will be eliminated, leaving the spelltrap empty (and fading) and ready to receive another spell; otherwise, dispel magic will eliminate the spelltrap, releasing the effects of the second spell and exploding the item on which it was placed, causing 2d6 points of damage to all within a 20' foot radius. Only the following spells can be placed in a spelltrap (others will have no effect, as if they had not been cast at all): *light* (on the same item as the spelltrap), *message**, *audible glamour*, *magic mouth*, *scare*, *fireball**, *gust of wind**, *lightning bolt**, *confusion*, *fear*, *polymorph other**, *conjure elemental*, *azure flame*. If the spelltrap is moved or probed in any way before a second spell is placed inside, it vanishes. Only the use of a gem of seeing can detect a spelltrap.

Azure Flame

5th level Alteration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small piece of azurite)

Duration: Concentration, up to 1 minute

The azure flame spell causes all creatures within a 10 foot radius to burst into blue flame. A successful saving throw vs. Constitution negates the effect. Protection from fire grants advantage on the saving throw. Azure flame burns until extinguished by dispel magic or the duration ends, and it spreads to any living thing touched. Lifeless items (including undead) do not burn with blue flames. Burning creatures take 2d6 points of fire damage per round until the flame is dispelled and are considered to be under the effects of a *fear* spell while the azure flame burns. Creatures reduced to 0 hit points by azure flame crumble into a pile of bluish ashes from which they cannot be resurrected. The material component of the spell is a small piece of azurite rubbed between the fingers of one hand while the other hand performs the complicated somatic gestures.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Affect Normal Fires. As an action, you can grant yourself mastery over fire. For 1 minute you can manipulate and control fires as a bonus action. Any fire within 100 feet can be affected with your bonus action in the following ways.

- Any fire can be increased or decreased by 1 size category. A torch (a tiny fire) could become a small fire. A campfire could become a bonfire.
- Any medium sized or smaller fire can be extinguished.
- You can increase or decrease the volume of light produced by a fire, either by doubling its range, or cutting it in half.

- You can cause a flame to lash out and attack any opponent adjacent to a flame. Your to hit roll uses your proficiency bonus and your intelligence modifier. A small or smaller fire does 1 point of fire damage. A medium fire does 1d4 points of fire damage. A large fire does 1d6 points of fire damage, and each size category larger can do an additional 1d6 points of fire damage.

Turn the Elements. As an action, you can present yourself to elementals, using your Channel Divinity. Each creature of the elemental type that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed for 1 minute or until it takes damage from you.

HEART OF THE HIDDEN

At 7th level, Paramanders gain proficiency in Stealth, Slight of Hand, and Perception. At 18th level, Paramanders may choose expertise in one of these skills.

MAGICAL RESISTANCE

At 15th level, you gain advantage on all saving throws versus magic and spells.

MUTATING TOUCH

At 20th level, the paramander may curse an opponent to transform into a new form, unless he or she abides by the conditions the Paramander sets. The Paramander selects a specific creature or monster. Then the paramander touches a specific creature, who receives a Charisma saving throw to avoid the effect. The paramander states a condition for the effect to function (e.g. contact with substance, a certain behavior, going to a certain place, performing a certain action, not performing a certain action, etc.) When this condition is met or not met as the Paramander wishes, the subject begins to slowly change into the form selected by the Paramander.

Only a *remove curse* spell will remove the effect, allowing a wish or other appropriate spell to return the subject to their natural form. This effect can be used once per long rest.



OATH OF GODSWORN

The Oath of the Godsworn binds a paladin to the ideals of a particular god as his holy divine servant and messenger. They perform this service as agents of the gods in a solitary nature, often carrying their word and service out into the wilderness. As such, they favor lighter armors and utility clothing and items, as well as light and flexible mounts.

TENANTS OF THE GODSWORN

The tenets of the Oath of Godsworn vary by paladin, but all the tenants revolve around protecting those who cannot protect themselves in dangerous areas and providing service in the gods name among the wilds.

Protect Those Who Cannot Protect Themselves. No matter which god the paladin is sworn to, good or evil, she is duty bound to protect those who are unable to protect themselves by their own means.

Be Self-Sufficient. The Godsworn is a person who does not need the support or accoutrements of other people or a civilized lifestyle. They are as much at ease in the wilderness as they are alone.

OATH SPELLS

You gain oath spells at the paladin levels listed

- 1st *Entangle, Speak with Animals*
- 5th *Pass without Trace, Animal Messenger*
- 9th *Plant Growth, Speak with Plants*
- 13th *Conjure Woodland Beings, Dominate Beast*
- 17th *Commune with Nature, Tree Stride*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Holy Ward. You can use your Channel Divinity to protect yourself from the effects of evil magic. As a reaction, you can grant yourself and everyone within range of your aura advantage on saving throws versus any magical effect for 1 minute.

Wild Hunt. As an action, you can present yourself to evil humanoids or other natural wandering monsters such as Ogres & Bugbears and take on the aspect of the wild hunt, using your Channel Divinity. Each evil humanoid that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ADEPT OF THE WILD

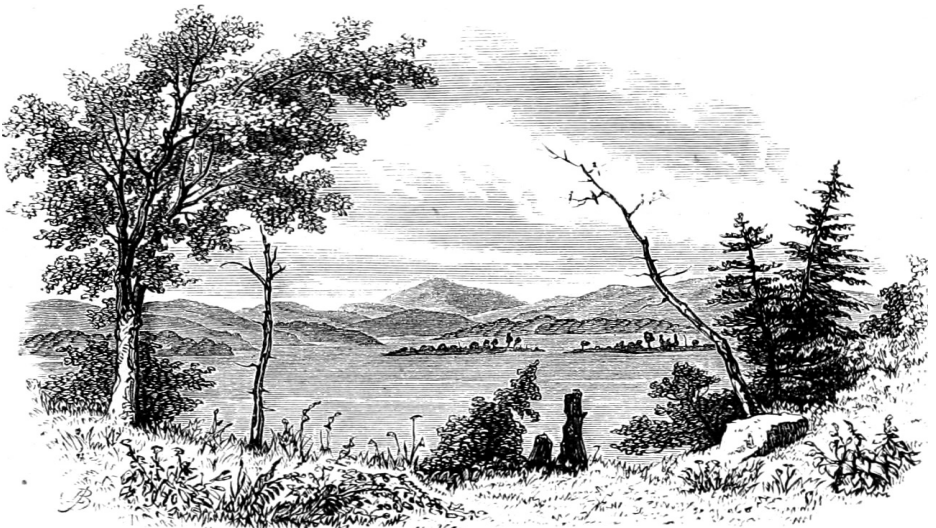
Starting at 7th level, you gain proficiency and expertise in the Survival and Animal Handling skills. While wearing medium armor, you also gain the benefit of the Medium Armor Master feat. If you already have proficiency in Survival or Animal Handling, you gain expertise in those skills and can select another skill to be proficient in.

WILDERNESS WARRIOR

At 15th level, you gain the benefit of the Extra Attack again, allowing you to attack three times each attack action instead of twice. You may also choose a second fighting style from the Paladin fighting style list.

ASPECT OF GOD

At 20th level, the Godsworn can become an avatar for his deity. The effects of this vary depending on the deity, but opponents must succeed at a Wisdom save before they are able to attack the Paladin due to the awe-ful sight of the god in human form. The avatar usually possesses an appropriate bonus or reaction ability depending on the deity. This can be worked out between the player and the Dungeon Master, but as a 20th level ability should be appropriately powerful.



OATH OF SCOURGE

The Oath of the Perdition binds a paladin to the ideals of a rigid framework designed for the worship of the Paladin's god. These paladins are known as Illriggers. There are acceptable behaviors within this framework, and all those outside of it are eliminated or subdued. Any who refuse to follow the paladins beliefs are enemies of his, and may be slain with impunity. The followers of the Oath of the Scourge will both desire to publicly and horrifically slay his enemies so that others know the penalties for failing to follow the dictates of the paladin's god, as well as secretly assassinating opponents of the god, removing opposition to his worship.

TENANTS OF THE OATH OF THE SCOURGE

The tenets of the Oath of Scourge vary by paladin, but all the tenants revolve around the following virtues.

Order. The word of god is law and must never be questioned or altered. Any who deviate from the path must be slain.

Penitence. The god you serve must be served well. All your thoughts are to the needs and desires of your god. Should you rise to prominence, it is only in service of helping your god rise to prominence.

Power. Any money, item, or tool you can use to your cause should go to you. Those who are your allies must recognize the strength of your god and insure that the majority share of any resources are put towards his ascension.

OATH SPELLS

You gain oath spells at the paladin levels listed

1 st	<i>Arms of Hadar, Hellish Rebuke</i>
5 th	<i>Hold Person, Invisibility</i>
9 th	<i>Fear, Hunger of Hadar</i>
13 th	<i>Evard's Black Tentacles, Phantasmal Killer</i>
17 th	<i>Contact Other Plane, Planar Binding</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Strength of the Left Hand Path. With a use of your channel divinity, you may draw energy from all living creatures, enemy and ally alike, nearby and use them to strengthen the force of your cause. All creature, enemy and allied alike, within 30 feet take 1d6 damage. Targets may save to avoid this damage, the DC of the save is 8 + your proficiency bonus + your Wisdom modifier. Creatures that are allied with you have disadvantage on this saving throw. Half the total damage done in this way is granted to you as temporary hit points.

Subjection of the Feogan. With a use of your channel divinity you may attempt to subjugate or turn fiends. As an action, you present your holy symbol and speak a terrifying command. Each fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is either turned or charmed, your choice. The same choice must be made for all fiends.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects, and the charmer has advantage on any ability check to interact socially with the creature.

UNDERHANDED STRIKE

At 7th level, the Illrigger chooses any two skills to gain proficiency in.

In addition, the Illrigger knows how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the roll. This attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels. At 11th level the damage increases to 2d6. At 15th level the damage increases to 3d6. At 19th level the damage increases to 4d6, and at 20th level the damage increases to 5d6.

SERVITUDE OF THE SCOURGE

Upon reaching 15th level, you can summon a fiend creature of a challenge rating of 10 or lower to serve you for 1 hour. It appears in an unoccupied space that you can see within range. The creature disappears when it drops to 0 hit points or when the spell ends.

The fiend creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fiend creature, it defends itself from hostile creatures but otherwise takes no actions.

This effect requires concentration. If your concentration is broken, the fiend doesn't disappear. Instead, you lose control of the fiend, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fiend can't be dismissed by you, and it disappears 1 hour after you summoned it.

DEADLY ADVANTAGE

You gain advantage on attack rolls against any creature that hasn't yet taken a turn in combat yet. In addition, any hit you score against a creature that is surprised is a critical hit. When you do attack and hit a creature that is surprised, they must succeed at a Constitution saving throw (DC 8 + Your proficiency bonus + your Dexterity modifier). On a failed save, the total damage done is doubled.

OATH OF THE HOLY TRIBE

The Oath of the Holy Tribe binds a paladin to the ideals of a guardian of meadlennes (the “holy tribe members”). They are the guardians of their entire people, granting them comfort and protection. However Fantras only care for their god and their people. All others are attlennes (“outsiders”) and are considered inhuman, souless, and no more or less valuable than a cow or a pet. At best, one could be a valued companion, as a trusted dog or horse, but in the Fantra’s view, lacking the essential nature that makes the Fantra and their tribe real people with souls.

TENANTS OF THE HOLY TRIBE

The tenets of the Oath of the Holy Tribe vary by paladin, but all the tenants revolve around the following traits.

The Tribe must be protected. The highest value any Fantra places is upon the health, well-being, and success of their tribe. Everything must be sacrificed for the good of the tribe. Their gain and success always trumps that of the personal needs and desires of the Fantra.

Forbidden retention of wealth. Fantra’s can retain no wealth. Everything they own and possess is actually the property of the tribe, and anything they are not currently using belongs to the tribe. They keep only their personal items and gear as such that they need to serve their duty.

Your faith is your shield. All Fantras are restricted from wearing heavy armor. They may only wear light or medium armor and use shields.

Attlennes (“Outsiders”) are inferior to the tribe. Any Fantra must place the needs of the tribe above all others. If she ever aids an Attlenne against or in favor of the needs or wishes of the tribe, her status as a paladin is revoked, and she loses all her paladin abilities, and from this point forward, must advance as a fighter.

OATH SPELLS

You gain oath spells at the paladin levels listed

1 st	<i>Animal Friendship, Sanctuary</i>
5 th	<i>Locate Animals or Plants, Beast Sense</i>
9 th	<i>Conjure Animals, Beacon of Hope</i>
13 th	<i>Conjure Woodland Beings, Giant Insect</i>
17 th	<i>Insect Plague, Flame Strike</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Cure Poison and Disease. With a use of your channel divinity, all allied targets within 30' of you are instantly cured of any one poison or disease, and for the next minute, have advantage on saving throws versus poison and disease.

Protect the Tribe. Using your channel divinity power, you grant all allied targets within 30' an additional 1d8 temporary hit points. At 6th level, this increases to 2d8 temporary hit points, and at 14th it increases to 4d8 temporary hit points.

FRIEND OF THE WILDS

At 7th level Fantra gain proficiency and expertise at both nature and survival skills. They also have advantage on any Charisma check with any member of their tribe. If they already have proficiency in these skills, they gain expertise in them and may select another skill to be proficient in.

COMPANION OF THE TRIBE

Fantras gain the service and companionship of a variety of followers. If any die or if the Fantra wishes new or different companions, given 24 hours, the Fantra can replace or exchange his followers from the following list. They follow the Fantra and are completely loyal. (Other nature spirits could be substituted for those below).

2 Quaggoths, 8 Satyrs, 16 Pixies or Sprites in any combination

AVATAR OF THE TRIBE

At 20th level, you assume the form of an Immortal tribe protector. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits.

- You cannot be reduced below 1 hit point.
- You are immune to the Frightened, Incapacitated, Paralyzed, Petrified, Stunned and Unconscious conditions.
- Any hostile target who strikes or targets a member of your tribe that is within line of sight of you takes 15 radiant damage.
- All tribe members within 60' recover 5 hit points at the start of your turn and opponents have disadvantage on attacks against them.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Hunter, Bounty Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

BOUNTY HUNTER

You are a bulwark of nothing. You specialize in killing or capturing other creatures or characters for profit. Sometimes this may involve clearing out a specific hazard to civilization, sometimes this involves removing a specific target.

HUNTER'S BOUNTY

At 3rd level, you gain all the following features:

Hunter's Protection: You gain a +1 bonus to your Armor Class in Medium or Light Armor.

Hunter's Quarry: You spend 1 week of downtime learning about your target or quarry. If you succeed at an Intelligence (Investigation) check, you gain advantage when attacking or tracking your target or quarry. Note that this advantage must apply to a specific creature type (Xvarts, or Black Oozes) or a specific individual, not a category of creatures. The DC should be 10 for a common or uncommon creature, 15 for a rare creature or specific individual, or 20 for a private, reclusive, or hiding individual or very rare or unique creature. This check may be retried if failed at the cost of another weeks investigation. This bonus may only apply to one person or creature type at a time.

Bounty's Safe Return: You may choose to knock a target unconscious with a ranged weapon in addition to a being able to with a melee attack.

HUNTER'S SKILL

At 7th level, gain all the following features.

Quarry's Mark: The victim of your target or quarry is always considered to be under the effect of a Hunter's Mark spell for you. In addition, if moving towards your quarry, once per round, you may expend your reaction to move an additional 10 feet to them. Each time you do so, you must make a DC 10 Constitution saving throw. On a failure you cannot use this ability again till you take a short rest.

Talented: You can select an additional skill to be proficient in.

TRACKER'S POSSE

At 11th level, gain the following features.

Improved Protection: Gain an additional +1 to your armor class in medium or light armor, for a total of +2. You also gain proficiency in an additional saving throw category.

Ally's Mark: Any of your allies may treat your quarry as if they are under the effect of a Hunter's Mark spell in regards to extra damage. This cannot affect more allies than $\frac{1}{2}$ your level.

POWER OF THE DOG

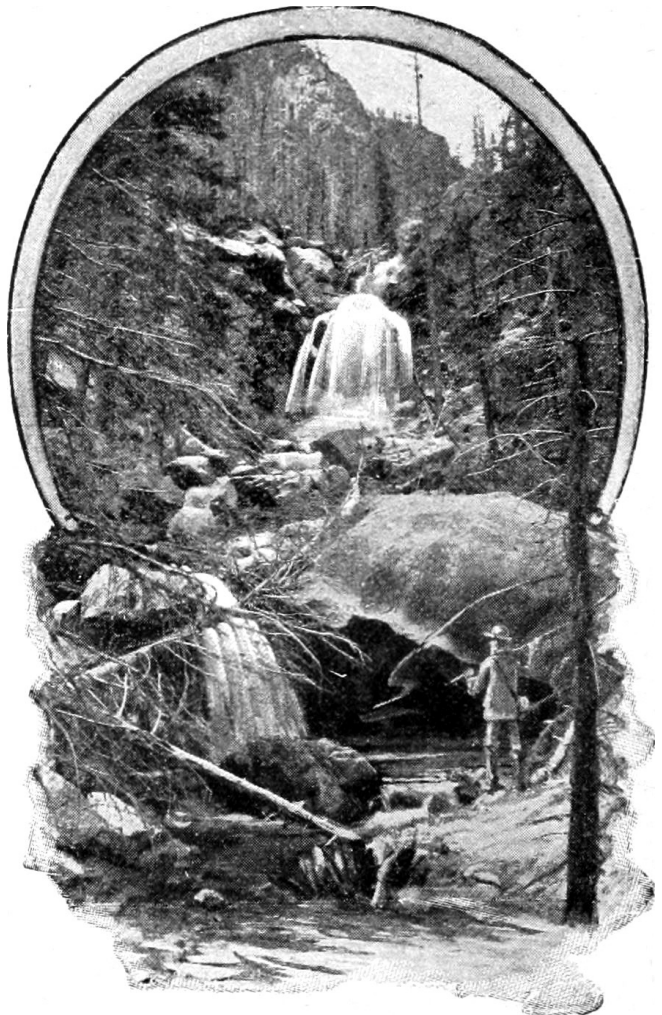
At 15th level, gain the following feature.

Stalker in the Night:

Any hit you strike against your Quarry is a critical hit.

Speed of the Hunt:

You may use Dash as a bonus action.



ROGUE

ROGUSH ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Assassin, Acrobat, or Arcane Trickster, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ACROBAT

Your grace and poise have granted you preternatural abilities, both in combat and without. Your regimen of physical exercise builds coordination, muscle tone, and balance. This allows you to literally dance around opponents and reach areas other people might find unreachable.

VERTICAL GRACE

Starting at 3rd level, the Thief-Acrobat can fall up to 10 feet times $\frac{1}{2}$ their level safely. You also can climb faster than normal, climbing no longer costs you extra movement. When making a jump of any type, standing or running, the distance you jump increases by a number of feet equal to your Dexterity modifier.

ACROBAT

When you select this archetype at 3rd level, you have advantage on Dexterity (Acrobatics) Checks

BATTLE GRACE

Starting at 9th level, You gain the ability to Dodge as a bonus action. Standing up from prone no longer costs any movement.

POLE WORK

At 13th level, you gain mastery over placement and movement. Opponents no longer block your movement. You may move through the squares of hostile creatures at no penalty, it is assumed that you are moving over or by them. You still have to disengage to avoid an attack if you leave the threatened area of a creature.

WALL WALKER

When you reach 17th level, you gain a climb speed equal to your normal speed.

DEADLY DEFENDER

At 17th level, anyone who uses a melee attack action against you when you have taken the Dodge action grants you advantage on your next attack against them. This allows you to do sneak attack damage. This effect only lasts until the end of your next turn.



Richard Doyle 1824-1883, The Book of Ballads

SORCERER

SORCEROUS ORIGIN

Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline, The Weave (Incantrix), Psionic Power, Deathmaster or Wild Magic, detailed at the end of the class description. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

DEATHMASTER

Your innate magic comes from the plane of negative material energy. That which animates the unliving is the source of your magic. Most often, sorcerers with this origin trace their lineage to evil undead, Necromancers or Death Priests. Either way, your power comes from the manipulation of the forces of negative energy.

VESSEL OF THE DEAD

At 1st level, the sign of death is on your features. Your skin becomes gaunt, and your eyes hollow, and your visage pale. You can speak with and understand any undead creature capable of speech. You have expertise on any social interaction roles with the undead.

You gain access to a selection of bonus spells, not usually available on the sorcerer spell list, noted below. You must choose one of these spells as your first spell gained when able to cast spells of the appropriate level. Note that some of these spells may be available later. Spells marked with ^ are already in the sorcerer spell list, but count as lower level spells for Deathmasters or they are spells from another class spell list. Spells marked with *'s are new spells. (Note: This explicitly breaks the rule of 5th edition having a spell always be the level the spell is listed as. If you wish, you can ignore the following adjustments and just grant the Deathmaster the special ability to prepare Animate Dead only at first level.)

You gain the following spells added to the Sorcerer spell list.

1 st	<i>Animate Dead, Inflict Wounds, Ray of Sickness+</i>
2 nd	<i>Death Armor*, Stinking Cloud^, Attract Undead*, Gentle Repose</i>
3 rd	<i>Feign Death, Conjure Undead*, Fear, Ray of Enfeeblement</i>
4 th	<i>Conjure Monster*, Charm Undead*, Death Ward, Bestow Curse</i>
5 th	<i>Create Undead, Contagion, Move Earth^, Vampiric Touch</i>
6 th	<i>Forbiddance, Harm, Circle of Death</i>
7 th	<i>Regenerate, Finger of Death</i>
8 th	None
9 th	None

NECROMANTIC AFFINITY

Starting at 6th level you gain a necromantic affinity. You have advantage on all death saves (including death checks), and you can Speak with the Dead as the spell once for every point of your Charisma bonus per short rest. You have resistance to both sleep and charm effects.

NECROMANTIC MASTERY

Starting at 14th level, you begin to master necromantic energies. Undead must succeed at a Will saving throw with a DC equal to 8 + your proficiency bonus + your Charisma bonus in order to attack the Deathmaster. Once they succeed at this roll, they do not have to make it again for a week.

You gain immunity to paralysis effects caused by undead.

You may use the Animate Dead spell to animate the corpse of a Large or Huge creature instead of just medium and small creatures. Each large creature counts as 2 and each huge creature counts as 4 creatures for the purpose of the number of creatures you can reanimate.

You may use the Create Undead spell to reanimate Large creatures. Each large creature counts as 2 for the purpose of the number of creatures you can reanimate.

You can control 1 additional creature from each spell for each point of Charisma Bonus you possess.

DEATH MASTER

Beginning at 18th level, your connection to the Negative material plane strengthens. You no longer require air, food, drink, or sleep. You gain Undead Fortitude (If damage reduces you to 0 hit points you must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead).

You are immune to poison, sleep, charm, paralysis, and the hit point draining effects of necrotic undead.

You have resistance to necrotic damage and non-magical weapons.

You may expend one sorcery point after any successful melee attack to deal 3d6 necrotic damage and regain hit points equal to one-half that amount.

NEW SPELLS

Attract Undead

2nd-level necromancy (ritual)

Casting Time: 1 Hour

Range: 10 Feet

Components: V, S, M (100 gp moonstone and fresh grave dirt)

Duration: Instantaneous

You gain the service of an Undead creature. It appears in an unoccupied space within range, with the standard statistics for your type. The type of the servant is chosen by the caster, but it must not have a CR of higher than 1/4th the casters level. (A 1st level caster can have a CR 1/4 undead, a second level caster could have a 1/2 CR undead, a 4th level caster could have a CR 1 undead, and an 8th level caster could have a CR 2 undead servant, and so on.)

Your undead servant acts independently of you, but it always obeys your commands. In combat it rolls its own initiative and acts on its own turn. When the Undead drops to 0 hit points, it collapses, disintegrating into dust. A new undead may be summoned when the spell is cast again.

Your undead servant cannot be dismissed, without it turning into dust. You can't have more than one undead servant at a time. Your servant cannot deliver touch spells, nor can you see through their eyes. It can attack in combat.

Charm Undead

4th-level necromancy

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm an undead you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it, even if it immune to charm effects. The charmed creature regards you as a friendly. When the spell ends, the creature reverts back to its previous orders. While the creature considers you friendly, it will follow any instructions you give that do not contradict any other orders it may be under. This spell will work against unintelligent undead.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional undead for each slot level above 4th. The undead must be within 30 feet of each other when you target them.

Conjure Undead

3rd-level necromancy

Casting Time: 1 Action

Range: 60 Feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon souls that take the form of undead and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears.

One undead creature of challenge rating 2 or lower

Two undead creatures of challenge rating 1 or lower

Four undead creatures of challenge rating $\frac{1}{2}$ or lower

Eight undead creatures of challenge rating $\frac{1}{4}$ or lower

Each creature is considered undead and turns into dust when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.



Conjure Monster

4th-level necromancy

Casting Time: 1 Action

Range: Touch/30 feet/120 Feet

Components: V, S, M (component)

Duration: Concentration, up to 1 hour

You summon spirits from higher realms that take the form of monsters and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One Monstrosity of challenge rating 2 or lower
- Two Monstrosities of challenge rating 1 or lower
- Four Monstrosities of challenge rating $\frac{1}{2}$ or lower
- Eight Monstrosities of challenge rating $\frac{1}{4}$ or lower

Each monstrosity disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot, three times as many with an 8th-level slot.

Death Armor

2nd-level necromancy

Casting Time: 1 Action

Range: Self

Components: V, S, M (a vial of powdered bone cream)

Duration: 1 hour

You rub the bone cream upon your skin, coating it in the vengeance of the dead. Anyone who successfully attacks the deathmaster with a melee attack takes 2d6 (7) points of necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 per level.

INCANTRIX

Your innate magic comes from the weave. The very nature of magic is intertwined within your soul. Often your birth might have been auspicious, or you might have been born or conceived during a magical event. There are few Incantrix's in the world, often fewer than a thousand, and nearly all of them are women. Male Incantars do exist, but are extremely rare.

BINDING OF THE WEAVE

At 1st level, even though magic comes easy to you, certain spells are beyond your ability. You are unable to learn any non-ritual Conjuraton, Evocation, Illusion or Necromancy spell. Spells of this type that are rituals are possible to learn.

POWER OF THE WEAVE

When you do get sorcery points at 2nd level, you gain access to an additional amount of sorcery points equal to your Charisma modifier.

MAGICAL ADEPT

Starting at 6th level, if you do not know the spells *Counterspell* and *Dispel Magic*, you gain them as additional spells known. If you do know either of these spells, you may select another spell to add to your selection of spells.

You also gain an additional metamagic ability, bringing your total number of metamagic abilities to three.

SIGHT OF THE WEAVE

At 14th level, the weave becomes visible to you. You can now see invisible and ethereal creatures within 30 feet. You gain an additional metamagic ability. This brings your current number of metamagic abilities to five.

You can also see the energies that connect casters to their spells. You may harness this energy and control it yourself. You gain the Seize Concentration Action. By expending a third level spell slot you gain control of any spell another wizard has cast using their concentration. This is automatic if the spell is third level or lower. If it is of a higher level spell, you must succeed at an ability check with a DC of 10 + the level of the spell. If you use a spell slot of 4th level or higher, you automatically acquire control of a spell if the spell's level is equal to or less than the level of the spell slot you used.

The spell continues to function normally, with the only change being that the spell is now under control of the Incantrix.

SCION OF THE WEAVE

You are now a living representative of the power of the weave.

At 17th level, as an action you are now able to Drain Charges from magic items within 60 feet of your person. Every charge gained, restores either one sorcery point or a spell level, e.g. if you drain three charges from a wand, you can restore a third level spell slot, OR three sorcery points, Or a first level spell slot and two sorcery points, or any combination of the above.

Second, the difficulty of Counterspelling, Dispel magic, and Seizing Concentration is now DC 5 + the spell level.

Third, you gain Magic Resistance and make all saving throws versus magic and spells at advantage.

Fourth, as a reaction, you are able to apply a metamagic effect to another casters spell. They must be a willing target, otherwise you have to succeed at an ability check of a DC equal to 10 + the spell's level.

Finally, fifth, you gain an additional final metamagic ability, granting you two total at 17th level. This gives you seven total metamagic abilities known.



Arthur Rackham 1867-1939, The Fairy Tales of the Brothers Grimm

SPELLS

Because the Incantrix's spell list is substantially different from the standard sorcerer, it is included below. In addition, Incantrix have access to some unique spells. These spells are described below.

Chime of Release

1st Level transmutation

Casting Time: 1 action

Range: 180 feet

Components: V, S, M

Duration: Instantaneous

You ring a small brass tubular chime, which disappears when struck. The vibrations ring out over the area of effect, and release non-magical bonds holding any single creature or person. This unlocks locks, unties ropes, opens cages, unbines straps, removes gags, et. al. whichever creature is the target is no longer bound and is now free to go.

Maldweomer

3rd Level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

You restrict a spellcasters access to the weave. For the duration of this spell, any spell or magical effect the target produces causes the minimum possible numeric effect. In addition, anyone making a saving throw against the targets spells makes such saving throws at advantage.

Lower Resistance

5th Level transmutation

Casting Time: 1 action

Range: 180 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

This nullifies and lowers a creatures resistance to magic. If they have legendary resistance, it soaks up one use of the resistance. The creature targeted also has disadvantage on saving throws versus spells. On a creature with magic resistance, this will force them to save normally. The material component is a broken iron rod.

Steal Spell

7th level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Any spellcaster targeted by this spell, must make a Intelligence saving throw at disadvantage, or lose a random spell. This spell is stolen from his mind, and at the beginning of the spellcasters next turn, may be used by the Incantrix at no cost, anytime during the next 24 hours. If it is not used, it is lost.

If used on a non-spellcaster or no spells are available, then this spell is wasted. It does not affect magical devices, items, or spell-like abilities.

The level, class, or type of spell does not affect the Incantrix's ability to cast the spell, even if it is of a level of spell she is normally unable to cast. Material components are not necessary, because they are consumed from the original spellholder, when this spell is cast.

Spell Turning

7th level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S, M

Duration: Instantaneous

This powerful spell protects the caster, causing any spell that specifically targets the caster to rebound upon the person who cast it. It only affects spells that target the caster, simply being in the area of effect of a spell does not protect the caster.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can choose a new target for the spell instead of deflecting it against the caster.

The material component for the spell is a small silver mirror.

INCANTRIX SPELL LIST

CANTRIPS

Blade Ward
True Strike
Friends
Mending
Message
Prestidigitation

LEVEL 1

Alarm (r)
Chime of Release
Mage Armor
Protection from Evil and Good
Shield
Find Familiar (r)
Tenser's Floating Disk (r)
Unseen Servant (r)
Comprehend Languages (r)
Detect Magic (r)
Identify (r)
Charm Person
Sleep
Tasha's Hideous Laughter
Illusory Script (r)
Expeditions Retreat
Feather Fall
Jump
Longstrider

LEVEL 2

Arcane Lock
Detect Thoughts
Locate Object
See Invisibility
Crown of Madness
Hold Person
Suggestion
Magic Mouth (r)

Gentle Repose (r)
Alter Self
Darkvision
Enlarge/Reduce
Knock
Levitate
Magic Weapon
Rope Trick
Spider Climb

LEVEL 3

Counterspell
Dispel Magic
Glyph of Warding
Magic Circle
Nondetection
Protection from Energy
Remove Curse
Clairvoyance
Tongues
Leomund's Tiny Hut (r)
Phantom Steed (r)
Feign Death (r)
Blink
Fly
Gaseous Form
Haste
Maladwomer
Slow
Water Breathing (r)

LEVEL 4

Banishment
Mordenkainen's Private Sanctum
Stoneskin
Arcane Eye
Locate Creature
Confusion
Control Water
Fabricate
Polymorph
Stone Shape

LEVEL 5

Planar Binding
Contact Other Plane (r)
Legend Lore
Rary's Telepathic Bond (r)
Scrying
Dominate Person
Geas
Hold Monster
Modify Memory
Animate Objects
Passwall
Telekinesis

LEVEL 6

Globe of Invulnerability
Guards and Wards
Drawmij's Instant Summons (r)
True Seeing
Mass Suggestion
Otto's Irresistible Dance
Disintegrate
Flesh to Stone
Move Earth

LEVEL 7

Symbol
Etherealness
Reverse Gravity
Sequester
Steal Spell
Spell Turning

LEVEL 8

Antimagic Field
Mind Blank
Antipathy/Sympathy
Dominate Monster
Feeblemind
Power Word Stun
Control Weather

LEVEL 9

Imprisonment
Prismatic Wall
Foresight
Power Word Kill
Shapechange
Time Stop
True Polymorph

PSIONIC POWER

Your innate magic comes from the mastery of your own mental powers. Most often, sorcerers with this origin trace their lineage to evil aberrant or extra-planar creatures. Or perhaps you've achieved this mastery through dedicated study. Either way, your power comes from the manipulation of reality with your mind.

MENTAL CASTING

At 1st level, you cast your spells using only your mind. Any spell you cast is automatically affected by the metamagic "Subtle Spell". You do not get to select another metamagic ability until level 17.

PSIONIC ATTACK

Starting at 6th level, choose two of the following psionic attacks. You can use any of these psionic attacks as an action.

Mind Blade: Spend 1 sorcery point and choose a living, thinking creature in line of sight. That creature takes 4d4 psychic damage. Each additional sorcery point spent adds another 2d4 damage. Targets may succeed at an Intelligence saving throw for half damage.

Id Insinuation: Spend 3 sorcery points and choose a living, thinking creature in line of sight. You can force that creature to take an action or move of your choosing. Targets receive a Intelligence saving throw to resist. If successfully resisted, target takes 3d6 psychic damage.

Ego Whip: Spend 3 sorcery points and choose a living, thinking creature in line of sight. Make an spell attack roll against that creature. The target for this roll is 10 + the total of the creatures Intelligence and Wisdom modifiers. If the attack hits, the target is Paralyzed, unless they succeed at a Intelligence saving throw in which case the target is Stunned. The target may use its action each round to make an Intelligence saving throw to end the effect.

Psychic Crush: Spend 1 sorcery points and choose a living, thinking creature in line of sight. The target may make an Intelligence saving throw with advantage. On a failed save the target falls Unconscious. On a successful save, the target takes 1d4 psychic damage. Spending 4 sorcery points instead of 1 forces the target to make the save without advantage.

Psionic Blast: Spend 3 sorcery points. All living, thinking creatures in a 15 foot cone directly adjacent to you must make a Intelligence saving throw. On a failed save, they are stunned and take 3d6 damage. On a successful save they only take half damage. Creatures that fail their Intelligence saving throw may use their action each round to save again to end the stunned effect. Each additional sorcery point spent adds 2d6 psychic damage.

MENTAL PROWESS

At 6th level, you also gain Proficiency at Intelligence saving throws.

DISCIPLINE MASTERY

At 14th level, choose one of the following disciplines and gain the benefits listed.

Clairsentient: Add the spells True Seeing, Arcane Eye and Clairvoyance to your list of known spells. If one of these spells is already on your known spell list, you may replace it with a divination spell of a level you can cast. You may cast Arcane Eye and Clairvoyance as rituals for the expenditure of 2 sorcery points.

Psychokinetic: Add Telekinesis and Bigby's hand to your list of spells known. If Telekinesis is already on your list of known spells, you may replace it with another 5th level spell on your spell list. If you spend one sorcery point when casting Telekinesis, you gain advantage on all checks made with Telekinesis.

Psychometabolic: Add Polymorph to your list of spells known. If Polymorph is already on your list of known spells, you may replace it with another 4th level spell on your spell list. If Polymorph affects you, it has no maximum duration, you maintain your mental ability scores, and can cast spells in the new form.

Psychoportative: Add both Plane Shift and Teleport to your list of spells known. For 6 sorcery points, you may cast either spell as a ritual that affects only you. When teleporting only yourself, roll twice and select the roll you wish to keep.

Telepathic: Add Detect Thoughts and Telepathy to your list of spells known. If Detect Thoughts is already on your spell list, you may replace it with another 2nd level spell on your spell list. You may cast Telepathy as a ritual if you choose to spend 4 sorcery points to do so.

PSIONIC MASTER

At 18th level, add the spell Mind Blank to your known spell list. You may gain another 2 psionic attack modes listed above. You have advantage on Intelligence saving throws.

WARLOCK

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE BLOOD GOD

Your patron is a lord of blood and life, a creature of primal power who holds the very secrets to mastery of all living things. Their motivations are powerful, demanding ever more and more blood and power from their warlocks. Beings of this sort include blood gods, gods of fertility and life, ancient stellar creatures of great energy and power, and hellish fiends.

EXPANDED SPELL LIST

The blood god lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

- 1st *False Life, Ray of Sickness*
- 2nd *Detect Thoughts, Ray of Enfeeblement*
- 3rd *Feign Death, Nondetection*
- 4th *Locate Creature, Phantasmal Killer*
- 5th *Modify Memory, Scrying*

POWER OF THE BLOOD

Starting at 1st level, your patron bestows upon you the ability to empower your eldritch blast. When you cast the eldritch blast cantrip, you may cut yourself causing blood to flow and doing 1d6 points of damage to yourself. However much damage you do to yourself is doubled and added to the damage of each eldritch blast. i.e. a 5th level Warlock cuts themselves for 4 damage and both eldritch blasts they fire do 1d10+8 damage. You take another 1d6 points of damage after the spell is cast as the wound continues to bleed. This does not increase the damage of the eldritch blast.

MASTERY OF THE BLOOD

Starting at 6th level, you can use your blood to empower your spells. Each time you cast a spell, instead of it being cast at your level, you have the option to cut yourself, causing blood to flow and doing 1d6 points of damage to yourself. However much damage you do to yourself increases the spell's effective caster level by this amount. i.e. a 6th level Warlock casting Vampiric Touch normally casts it as a 3rd level spell, doing 3d6 necrotic damage. The Warlock cuts themselves for 3 damage and instead casts the spell as a 6th level caster, doing 6d6 damage. You take another 2d6 points of damage after the spell is cast as the wound continues to bleed. This additional damage taken from bleeding does not increase the effective caster level of the spell.

PACT OF FLESH

Beginning at 10th level, your patron teaches you how to use your own blood and skin in order to master arcane power. You can engage in ritual scarification of no less than 60% of your body. Doing so, grants you an additional spell slot. The scarification is permanent.

PACT OF SACRIFICE

Starting at 14th level, you can now use the blood of other creatures in order to power your spells. You must have access to a helpless or willing creature. This only affects living creatures with blood. You attack them with a sacrificial knife, scoring an automatic critical. In addition, using their blood to power the spell does an additional 3d6 damage to them, on top of the critical damage. For animals and other non-humanoid, non-sentient creatures, Power of the blood increases the damage by 1d4 doubled per bolt, and mastery of the blood increases the spell level by 1d4. For humanoids and other sentient creatures, power of the blood increases the damage by 1d6 doubled per bolt, and mastery of the blood increases the spell level by 1d6. For innocents or creatures of particularly powerful energy or blood (virgins, unicorns, children) power of the blood increases the damage by 1d10 doubled per bolt, and mastery of the blood increases the spell level by 1d10. A creature cannot provide a bonus higher than its hit point total.

WIZARD

ARCANE TRADITION

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of several schools or practices: Abjuration, Conjuraton, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation, or the specific practices of Calculation or Shadow Magic all detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

SCHOOL OF CALCULATION

As a calculator, you've discovered the underlying fabric of the universe, and can see connections using magic sight that others cannot comprehend. It allows you to use unlimited magical power in certain specific situations. As your mastery grows, you can restructure the rules of magic, targeting who and what you wish with impunity.

CALCULATION SIGHT

Beginning when you select this school at 2nd level, the ability to see hidden factors becomes apparent. You can determine the hit dice, current hit points, or statistic values of any or all creatures in sight as a reaction. You simply request what you would like to know, and the Dungeon Master will provide all the values to you. However, this sight comes at a cost. All initiative rolls made by the Calculator are at -10, minimum 1.

MATH

Starting at 2nd level when you select this school, you can perform the *Math* action. This is an action. It allows you to select any spell you know and cast it without it costing a spell slot. However, the targeting information of the spell is overwritten. Instead of targeting any space or individual or having any area of effect as normal, it instead affects singular people based on your math skill.

You have 4 primary parameters: Initiative value, hit dice, hit points, and statistic values. There are also 4 secondary parameters: Prime Numbers, 3, 4, 5.

You simply select a primary and secondary parameter. Anyone within 60 feet of the caster who has a value in that statistic divisible by the secondary parameter is affected by that spell.

Example 1: The caster and his party are fighting an ogre and 6 dire wolves. She chooses to use the math skill on the spell fireball. Instead of a ball of flame, the caster chooses hit dice as the primary parameter and 5 as the secondary parameter. Since the dire wolves have 5 hit dice (which is divisible by 5) each is singularly affected as if targeted by a fireball. Sadly, the party also has a 5th level rogue with 5 hit dice, who is also affected by the fireball. This does not affect the calculator's spells remaining.

Example 2: The caster wants to use the math skill to make the party invisible. He knows the rogue and ranger in the party have a 18 and 15 Dexterity. So she chooses Dexterity as the primary parameter, and 3 as the secondary parameter. Thankfully both the rogue and ranger vanish from sight. Sadly, so does the Mind Flayer they were hoping to flank.

HEALING DISTRIBUTION

Starting at 6th level, any time you are healed, beyond your maximum hit point value, you can disperse that excess healing to any ally within 30' of you instantaneously.

INCREASED RANGE

Starting at 10th level, your calculation abilities now can affect all targets within 180' and all visible targets (even if you don't have a line of effect) within 240'.

DAMAGE SPLIT

Starting at 14th level, when you are attacked, as a reaction, you can halve that damage and make a magical attack against an opponent within 30', causing them to take the other half of the damage you would have taken. You can do this a number of times equal to your intelligence bonus per long rest.

SCHOOL OF SHADOW

As a member of the School of Shadow, you have used the dark essence of shadowstuff to power your magics. Some shadow mages travel and discover hidden secrets, others corrupt those pure and innocent, still others watch from the shadows to insure that what is at bay, remains at bay. Shadow is a sub-school of illusion, and certain illusion spells are also considered shadow spells.

SHADOW SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a shadow spell into your spellbook is halved.

DARKENING

Starting at 2nd level when you choose this school, your mastery over the powers of darkness and shadow increases. You gain Darkening as an action. When you use Darkening, you can choose to cause a source of bright light to become dim, and an area of dim light to become dark. You also gain Darkvision out to 60 feet.

BLINDING SHADOW

Beginning at 6th level, You can blind creatures with shadow. Choose a creature within 30 feet. On a failed Dexterity saving throw against your wizard spell save DC they are considered blinded. They may reattempt this save at the end of each of their turns.

Also, you are considered in total cover due to being obscured while in darkness, and are considered to have three-quarters cover in dim light.

SHADOW STEP

Starting at 10th level, as a bonus action you may move between any area of dim light or darkness to any other area of dim light or darkness within 400 feet.

SHADOW SELF

Beginning at 14th level, shadow becomes infused with your essence. You gain expertise at stealth checks and your armor class increases by 2 due to the fact that you are partially immaterial.

You can also spend 1 full-round to create a Shadow Double. This double has your abilities, hit points, armor class and is identical in all ways, except it is made from shadowstuff and has no equipment or will of its own. You may command it to protect you, in which case all incoming

attacks are at disadvantage due to the confusion and protection provided by the shadow double. Or, you may command the shadow double to move anywhere within your line of sight. You can see what the shadow double sees and can cast spells having them originate through the double. It lasts as long as you maintain concentration, up to 1 minute or until it takes lethal damage.

SHADOW SPELLS

New shadow spells are italicized. Spells that are normally of other schools, categorized as shadow spells before are identical to their Players Handbook versions, excepting the fact that they manifest as shadow, instead of illusion. Blur cloaks you in shadows, rather than obscuring your form using light.

CANTRIPS

Blacksteel

1ST LEVEL

Sleep

Wall of Gloom

2ND LEVEL

Blur

Darkvision

Ray of Enfeeblement

Shadow Blade

3RD LEVEL

Nondetection

Fear

Shadow Anchor

Wraithform

4TH LEVEL

Darkening Bolt

Evard's Black Tentacles

Shadow Bolt

5TH LEVEL

Create Darkenbeast

Creation

Conjure Shadow

Passwall

6TH LEVEL

Demishadow Magic

7TH LEVEL

Shadow Walk

Duo-Dimension

8TH LEVEL

Maze

Shadow Form

9TH LEVEL

Mass Blindness

Blacksteel

Shadow Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of soot)

Duration: Concentration, up to 1 minute

The caster touches a target wearing metal or other reflective material, and it darkens becoming black. This grants the user advantage on stealth checks when in dim light or darkness.

Wall of Gloom

1st-level Shadow

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (Cotton)

Duration: Concentration, up to 1 minute

Creates a 10 foot high wall, up to 40 feet long and 10 feet thick of dim light. Any targets behind the wall are considered lightly obscured.

Shadow Blade

2nd-level Shadow

Casting Time: 1 action

Range: Self

Components: V, M (an iron rod painted black)

Duration: Concentration, up to 1 minute

This spell creates a blade of darkness and shadow. It uses the casters Strength, Dexterity, or Intelligence bonus as a bonus to hit and damage, as the caster prefers. It deals 1d6 damage and is treated as a magical weapon for purposes of resistance to normal weapons.

Shadow Anchor

3rd-level Shadow

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (A small needle)

Duration: 1 minute

Choose a target. That creature must succeed on a Strength saving throw versus your spellcasting DC or is considered grappled, because their shadow is pinned to the ground. They may reattempt this save at the end of each of their turns.

At Higher Levels, If this spell is cast using a higher level spell slot, you may select one additional target for each level above third.

Wraithform

3rd-level Shadow

Casting Time: 1 Action

Range: Self

Components: V, S, M (A strip of gauze)

Duration: Concentration, up to 1 minute

This spell turns the caster immaterial and insubstantial. They gain resistance to non-magical bludgeoning, piercing and slashing attacks. They may pass through solid objects, no thicker than 10 feet. This spell does not grant the ability to fly, nor does it make the user invisible.

Darkening Bolt

4th-level Shadow

Casting Time: 1 action

Range: Self (100 foot line)

Components: V, S, M (A bit of dark cloth and a glass rod)

Duration: Instantaneous

A stroke of Darkness forming a line 100 feet long and 5 feet wide blasts out from you in the direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 Necrotic damage, or half as much damage on a successful one. Targets who fail their save are blinded. They may save at the end of each of their turns in order to end this condition. Anyone viewing the bolt, sees it as a dark purple, as if they had stared at a bright light.

At Higher Levels, When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Shadow Bolt

4th-level Shadow

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (Iron fillings)

Duration: Instantaneous

The caster flings out a number of bolts of shadow at targets. The caster flings out 4 bolts. Each bolt makes a separate attack roll. The caster may target a separate creature with each bolt, or send as many bolts as he wishes to the same target. Each bolt that hits does 2d8+2 damage, and the target must save or gain the poisoned condition. The target may save at the end of each of its turns to end the poisoned condition.

At Higher Levels, When you cast this spell using a slot of 6th level or higher, you gain an additional bolt for every 2 slot levels above 4th.

Create Darkenbeast

5th-level shadow (ritual)

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (Bone Ash)

Duration: Special

This spell turns a normal animal into a Darkenbeast under the control of the caster. The caster may only have one darkenbeast at a time. This spell lasts until the creature dies or is exposed to sunlight, at which point it reverts to its natural form. The animal gains the following traits: Magic Resistance, the creature has resistance on saving throws versus magic. Armor class increases by 2 due to shadow and sustainability. The creature gains a +6 bonus to Strength and Constitution, granting it 3 hit points per hit die, and +3 to hit and damage.

At Higher Levels, When you cast this spell using a spell slot of 6th level or higher, the creature gains an additional point of AC and an additional +2 to Strength and Constitution for every slot above 5th.

Conjure Shadow

5th-level shadow

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (oil)

Duration: Concentration, up to 1 hour

You call forth an a Shadow. Choose an area of darkness that fills a 10-foot cube within range. 4 shadows appear in an unoccupied space within 10 feet of it. The shadows disappear when they drop to 0 hit points or when the spell ends.

The shadow is friendly to you and your companions for the duration. Roll initiative for the shadows, which have their own turns. They obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the shadows, they defend themselves from hostile creatures but otherwise takes no actions.

If your concentration is broken, the shadows don't disappear. Instead, you lose control of the shadows, they become hostile toward you and your companions, and they might attack. An uncontrolled shadow can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the shadow's statistics.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, more creatures appear. Twice as many shadows appear with a 7th level spell slot, and three times as many with a 9th level spell slot.

Shadow Magic

6th-level Shadow

Casting Time: Special

Range: Special

Components: V, S

Duration: Special

This spell allows the user to cast any Evocation spell of 1st to 4th level. This invocation isn't as real as a normal casting, the spell energy being substituted with shadowstuff, so the spells are considered of their base level when cast. E.g. a *Fireball* cast with *Shadow Magic* is cast as if a 3rd level spell slot were used.

All other factors involved with the spell are as they are listed above. Casting time, range, and duration are as the original spells, as are saving throws and damage. This spell can only duplicate damaging evocations: no rituals or non-attack effects.

At Higher Levels, When you cast this spell using a spell slot of 7th level or higher, you can duplicate more powerful evocations, a 7th level spell allows you to duplicate 5th level spells like *Cone of Cold* or *Bigby's Hand* (but not *Wall of Force* or *Wall of Stone*, because those are not damaging evocations), an 8th level spell slot allows 6th level spells and a 9th level slot allows 7th. You may also choose to use a spell slot of 7th level or higher to increase the level of the evocation spell being cast. A 7th level spell slot will produce a *fireball* cast as a 4th level spell.

Shadow Walk

7th-level shadow

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

This may only be used in shade. When cast, the target enters the plane of shadow, where they may travel up to 7 miles per 10 minutes, moving normally on the plane of shadow, but a great distance on the prime material plane. This affects the target the caster touches.

At Higher Levels, When an 8th level spell slot is used to cast this spell, the duration is 8 hours and the caster may walk himself and up to 2 other people. When a 9th level spell slot is used to cast this spell, the duration is 24 hours and the caster may take up to 8 other targets with him.

Duo-Dimension

7th-level shadow

Casting Time: 1 action

Range: Self

Components: V, S, M (an ivory likeness of the caster, costing 500 gp, and a strip of paper)

Duration: Concentration, up to 1 minute

This spell causes the caster to have only two dimensions, height and width, without any depth, like a sheet of paper. When viewed from the side, the caster is invisible. This allows the caster to make stealth checks at advantage anywhere, even in plain view, and on a successful stealth check be considered invisible.

The wizard can declare that he is keeping himself turned to the side against one opponent as a bonus action. This makes the caster unaffected by any form of attack from that opponent. However, any damage the caster does suffer (from area affect spells or damage from other targets) is doubled.

Shadow Form

8th-level shadow

Casting Time: 1 round

Range: Unlimited

Components: S

Duration: Concentration, up to 1 hour

The caster creates a transparent duplicate of herself, which appears adjacent to the caster. For the duration of the spell, the caster controls the actions of the shadowform and can perceive as if the caster were the shadow. It is an extension of the caster.

The caster does not gain any extra actions, but may use her actions to control either the form or herself. If the shadow form is struck in combat or dispelled, it vanishes, leaving nothing but dust and leaves.

Mass Blindness

9th-level Shadow

Casting Time: 1 Action

Range: 180 feet

Components: V, S

Duration: 1 minute

All desired targets in 100 foot radius from a point the caster designates become blind. Shadowstuff crawls over their face and eyes blocking their vision. Creatures may take an action to make a Dexterity saving throw to end the effect. On a success, they target can see again.



OTHER CLASSES

WAR-BEAR

“The Nurian Soldier-Bear stands alongside the Ostrovan pikeman, Kozak horse-archer and Northland atlatl-man as some of the most renowned examples of soldiery in the world of Zem. Lesser known are the wayward bears who strike out on their own in the world in search of quantitatively measured experience, the proud bearers of the appellation, War Bear.”

WAR-BEAR TRAITS

Your War-Bear has an assortment of inborn abilities and restrictions, part and parcel with War-Bear nature.

Ability Score Increase: Your Constitution score increases by 4.

Ability Score Maximum: Your Constitution score maximum is 24, your Strength score maximum is 22.

Age: You are mature at age 10, and live an average of 30 years.

Size: You are medium size, weighing between 150-400 pounds.

Armor: All armor costs 4× normal to be fitted for you, and provides one point less protection than normal. You may not use shields.

Magic Items: You are unable to use cloaks or wear rings.

Tough Skin: If you are not wearing any armor, your armor class equals 10 + Your Dexterity modifier + your Constitution Modifier.

Restricted Advancement: You are only allowed to select the class fighter, and must select the martial archetype “War-Bear”. If multi-classing is allowed, you may not take more than 2 levels in another class and must take Fighter as your first level class.

Natural Attack: This is a natural weapon that does 1d4 damage.

Multi-attack: If unarmed, you may make 2 attacks with your claws.

Fighter Class

MARTIAL ARCHETYPE

At 3rd level you choose an archetype that you strive to emulate in your combat style and techniques. You must choose War-Bear if you are a member of the War-Bear Race. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th.

WAR-BEAR

The archetypal war-bear is a creature of obsession with polearms. Their focus and love for this weapon defines their entire existence.

IMPROVED POLEARM USE

Beginning when you take this archetype, you gain an additional +1 to hit and damage when using a polearm. Any separation from this weapon for more than a day will cause the bear to sicken with dejection and constantly be dramatically sighing near where others can hear her dependency. The bear suffers a cumulative penalty of -1 Constitution per day until the weapon is retrieved.

UNIQUE POLEARM

Beginning at 7th level, you can invent and name a polearm of your own design at the cost of 500 gold and 2 weeks of intense concentration. It counts as a magical weapon for the purposes of damaging creatures. The bonus for using this polearm increases to +2 to hit and damage.

BEAR CAVALRY

At 10th level, the War bear can summon other black bears to assist them in a fight. As an action, they can summon 16 black bears or 8 Brown bears which appear the next round. At 14th level, you may summon 8 Cave Bears instead (as Polar Bears). These bears assist for up to 1 hour.

POLEARM MASTERY

At 15th level, the mastery of the polearm as a weapon is complete. You gain access to the feat “Polearm Master” even if you are not using feats. If you already possess this feat, you gain an additional Statistic increase.

BEARISH TOUGHNESS

At 18th level, you gain resistance to slashing, piercing, and bludgeoning weapons. You also gain proficiency in two additional saving throws. Your armor class is now calculated as 10 + Your Dexterity modifier + your Constitution Modifier + 2.



CLASSIC BLUE MAGE

A Blue Mage is a Spellcaster that gains abilities by experiencing monster attacks. This allows them to use attacks exclusive to monsters or enemies. The downside is that they must be subject to the attacks first. This is a Labyrinth Lord Class.

They fight as a Fighter. They may not use any armor and may only use daggers, light hammers, clubs, and slings. If for any reason they receive training or proficiency in any other weapon, they fight as a Thief.

Blue Energy: Blue Mages have Energy. Their constitution modifier affects their energy pool. A first level Blue Mage with a Constitution of 16 has 3 points in their energy pool.

Blue Missile: Blue Mages can conjure and fire a bolt of force. This bolt is as a long bow arrow and they may fire it as a fighter of their level proficient with a long bow. It costs 1 energy to use and does 2-9 damage. This does not count against the limit of their spells and abilities

	Experience	Level	Energy	Hit Dice (1d6)
	0	1	1	1d6
	1,500	2	3	2d6
	3,000	3	4	3d6
	5,000	4	6	4d6
	10,000	5	7	5d6
	20,000	6	10	6d6
	40,000	7	12	7d6
	90,000	8	14	8d6
	180,000	9	16	9d6
	280,000	10	17	9d6 + 2
	400,000	11	18	9d6 + 4
	540,000	12	19	9d6 + 6
	660,000	13	20	9d6 + 8
	780,000	14	21	9d6 + 10
	900,000	15	22	9d6 + 11
	1,100,000	16	23	9d6 + 12
	1,300,000	17	24	9d6 + 13
	1,500,000	18	25	9d6 + 14
	1,700,000	19	26	9d6 + 15
	1,900,000	20	27	9d6 + 16

Blue Magic:

- Blue Mages may learn special monster attacks and abilities once they have been the target of them.
- Once targeted by an ability they may choose to learn the monster ability.
- Learning an ability takes 1 turn after combat.
- They then may use the monster ability by expending 1 energy point.
- Blue Mages may also learn spells, by being the target of a spell. This takes 1 turn after being the target of the spell.
- They can then use the spells by expending a number of energy points equal to the spell level.
- Blue Mages may not know more spells and abilities total greater than their level + their Constitution modifier.
- The ability or spell is learned, even if the Blue Mage dies from the attack.
- If the Blue Mage is protected by spell resistance or a globe of invulnerability, they will not learn the ability. They must be affected, personally, by the ability
- They may learn an ability regardless of the success or failure of their saving throw versus the attack.

- They must be a target of a spell or ability to learn it, seeing it is not enough.
- Energy points are refreshed after a nights rest.

Azure Consumption: The Blue Mage can attempt to learn passive or defensive abilities from creatures by eating them. They must save versus poison after consuming a corpse to learn the ability. Otherwise they are sick and vomit up the corpse which is ruined. A whole corpse must be consumed and this takes 1 turn.

Each of these passive abilities counts against the total number of abilities the Blue Mage can learn. Each passive ability 1 point of energy to maintain, reducing the available energy to cast blue magic. These abilities are always 'on' and cannot be turned off to regain access to the reserved energy points.

Examples of Blue Magic:

Surviving a Basilisks gaze, will grant the ability to petrify. Touching an opponent can force a save versus petrify to avoid being turned to stone

Surviving a Bat's Confusion swarm effect, will grant the ability to confuse opponents. Select a target to be the subject of a phantasmal bat swarm. While under the effect of this swarm, an opponent makes all to hit and saving throw rolls with a penalty of -2 and no spell casting is possible.

Surviving a Bear Hug. The caster grows claws and can attack as a bear, with 1-3 damage with each melee attack, and an additional 2-16 damage if both attacks hit.

Giant Killer Bee poison. The caster grows a stinger (on their hand, forehead, wherever) and can make an attack with it. On a successful attack the opponent must save versus poison or die. If they survive, they take 1 damage a round from the stinger. The stinger being ripped out is painful, and the caster takes 2d6 points of damage.

Surviving a Red Dragon's Breath. After surviving a breath from a dragon, the Blue Mage may spend $\frac{1}{3}$ of their total Energy Points points to breath flame. This is a cone 90' long, and 30' wide at the terminus. Creatures within this cone take damage equal to the current hit point total of the Blue Mage, but may save vs. Breath Weapon for half damage

Examples of Azure Consumption:

Eating a Fire Beetle, will grant the ability of bioluminescence. The caster can cause a part of their body to glow, casting light out to a distance of 10'

Eating a Displacer Beast, will grant the ability of displacement, subtracting 2 from all opponent's to hit rolls and giving a bonus of +2 to all saving throws

After battle, the DM should delineate the complete abilities available for the Blue Mage to learn, and allow them to decide if they want to learn them or not. It takes 1 turn to learn an ability. If a Blue Mage knows the maximum number of abilities they can learn, they have the option to trade out new abilities for old ones. The ability is a magical effect which means, for example, the caster doesn't actually have to fly around opponents to confuse them.

Conversions should be made so that the Blue Mage can have useful abilities of the opponents in the spirit of the original ability e.g. Dragons breath takes $\frac{1}{3}$ of the energy points because Dragons can use it 3/day, The stinger of the killer bee doesn't kill the caster, but does hurt him.

Conversions:

1st Edition: Abilities learned are permanent, and may not be traded out.

S&W: Blue mages have a saving throw of 15 (as a magic user) and have a +6 versus any monster effects or attacks

Level	Breath Weapon	Poison or Death Ray	Petrification Paralyzation	Rods, Staves, and Wands	Spells
1	16	14	13	15	15
2-3	14	12	10	15	14
4	10	8	7	13	13
5-6	8	7	6	13	12
7-8	8	6	5	11	11
9-12	6	5	4	11	10
13-16	6	4	3	9	9
17-19	4	4	2	9	8
20	2	3	2	7	7

BUG COLLECTOR

By ARNOLD KEMP

Based on the wizard. Just subtract the spells and add all this stuff.

Level 1: Bug Collecting 1, Bug Badges, Save +4 vs Bugs

Level 2: Bug Collecting 2, Bug Buddy

Level 3: Bug Collecting 4, Speak with Insects OR Killing Jar

Level 4+

If you want to expand this class beyond level 3, I wouldn't just increasing the number of bug collected each day (although you could certainly do that). Instead, I'd give them an expanded table of bugs in each ecosystem with d12 different bugs each. Bugs number 11-12 have more powerful effects. Then at level 6, increase it to a d14 table, with two more powerful bugs. Et cetera.

Bugs are insects, spiders, snails, slugs, and limbless worms of all types.

A Save vs Bugs is a save against any effect that originated from a bug, or any effect that is bug-themed.

Each bug collector begins play with a Butterfly Staff (functions as both a quarterstaff and a butterfly net), a bug journal, and a comfy pair of shorts.

BUG COLLECTING

This is how many bugs you can collect—if you have a positive Intelligence modifier, add it. Right before dawn, you can spend an hour gathering this many bugs. At any other time, you can spend 8 hours gathering this many bugs. You cannot collect more than 2× this number of bugs in a given day.

Each ecosystem has a different selection of bugs. Bugs are collected randomly. Each time you get a new bug, enter it in your bug journal. (DMs: Make up a fun fact about each bug.) Once you've collected all 10 bugs in each ecosystem at least once, you get a bug badge.

After being collected, each bug only stays alive (and therefore useful) for the rest of the day. (They're functionally equivalent to spells, in case you were wondering, so this is equivalent to getting a random selection of spells each day.)

Each bug can be used for its effect once, and then the bug either escapes, dies, or is eaten. This really depends on whatever sort of fiction the DM wants to enforce. (But I recommend that nursery spiders should be eaten to gain the effects of spider climb.)

BUG BADGES

These are random items that you find near bugs. It might be a half-eaten leaf or a chrysalis. To others, it's just a piece of trash. To you, it is a magic talisman that bestows magical powers. And, you're right! But only while you wear it. However, you can only carry so many bug badges at a time. If you carry too many, you lose the effects of one of your older ones.

You also get mad respect from other bug collectors. The number of bug badges is directly proportionate to the chance that you will have more bug badges than other bug collectors. If you have more bug badges than other bug collectors, you outrank them, and can boss the around.

BUG BUDDY

You gain a bug buddy of a type chosen by you (butterfly, beetle, non-poisonous centipede, spider, ant, worm, moth, or fly). This must be a mundane bug without any special powers, no bigger than what you could fit in your (closed) mouth. The bug has an Intelligence 3 and obeys you unhesitatingly. It can understand commands of up to two words, optionally pointing to something as well. If your bug buddy dies, you get half the normal XP from this session, and you gain a new bug buddy the next time you go bug collecting.

SPEAK WITH INSECTS

This effect is permanent. Bugs mostly know things related to food and predators. Poisonous insects are sarcastic. Shelled insects are gruff. Worms and caterpillars are naive. Grasshoppers and crickets are jokesters, and are intelligent to provide pleasant conversation partners. Ants are boring. You can also talk to purple worms, who have personalities like furious trucks.

KILLING JAR

You can store a bug in a killing jar indefinitely, but only one bug. This lets you "lock" one of your collected bugs (spells), so that it lasts beyond the 1-day expiration date.

I eventually intend to do many different ecosystems. Here are 3.

ECOSYSTEM: CAVE

Cave Badge: Treat your falls as if they were 10' shorter.

1. Albino Cricket: Gain darkvision for 10 minutes.
2. Crocodile Maggot: Summon a giant centipede (HD 1) not under your control.
3. Coward Moth: Flies towards the exit.
4. Fire Beetle Larva: At some point in the next two hours, you can breath fire. 1d6 damage, 15' cone, save for half.
5. Glow Worm: Glows as bright as a torch for 2 hours.
6. Mnemobee: Learn a full description of a random room in this dungeon, as described by a beetle that has explored it to the full extent that a beetle could.
7. Nursery Spider: If eaten, grants spider climb for 10 minutes.
8. Pinnate Scolipede: This HD 0 bug (HP 1, AC 10, MV 15', bite is save or die) is highly aggressive.
9. Rot Grub: as the classic monster. Becomes "armed" once it leaves your hand.
10. Vociferous Cricket: Gain noisy echolocation (60') for 2 hours.

ECOSYSTEM: FOREST

Forest Badge: Take half damage from poison. No effect on poisons that don't deal HP or ability score damage.

1. Acid Wasp: As *acid arrow*. Can also be squeezed out, equivalent to a vial of acid.
2. Bore Driller: Can be thrown as a ranged attack (20' max). On a hit, deals 2d8 piercing damage.
3. Bird Eater: All birds in 50' must save or flee in fear. Non-birds merely get goose bumps.
4. Hercules Beetle: Picks up an object not heavier than 2000 lbs. and follows you around loyally for 2 hours.
5. Pugilistic Parasite: When eaten, will eat all the other parasites that you are currently suffering from. After 1d6 hours of tummyaches, the parasite explodes from your anus and runs away, leaving you with 1 HP.
6. Rope Spider: Functions as a grappling hook that shits out a silk thread as soon as it is thrown. The chance of the rope breaking increases to 1-in-6 after 1 day, and increases over the next 5 days.
7. Saw Bug: Over the course of 3 rounds, fells a tree in a direction of your choice, or deals 3d6 damage to a plant.
8. Scorpion Spider: Can be used to block a doorway with web. If thrown at a flying creature, will attempt to bind its wings, knocking it out of the air if it fails a Strength check.
9. Unicorn Fly: Heals 1d6 HP and grants a new save against an ongoing disease.
10. Whistling Grub: Incredibly annoying sound. Supernaturally delicious if eaten. Can be used to summon a random encounter. Only applies to random encounters that are interested in eating an incredibly delicious grub-thing.

ECOSYSTEM: PLAINS

Plains Badge: Save +1 when wearing shorts. You cannot wear shorts with armor heavier than leather.

1. Blattoderm: Gives you natural armor equal to plate, with none of the weight. Lasts 2 hours.
2. Chaos Cicada: All creatures within 50' that hear this cicada are confused for 1d6 rounds. Save negates.
3. Dragon Ant: Can be thrown as a ranged attack (20' max). On a hit, target is incapacitated by pain for 1d6 rounds on a failed save, or 1 round on a successful save. Lingering pain lasts for days.
4. Elf Beetle: As faerie fire, when thrown (20' max).
5. Jeweled Beetle: Worth 10g. Usually worn as a broach.
6. Grimly Fly: If eaten, grants fly for 1 minute.
7. Longfly: Can be used to poison a drink. Poison stays active for 1 hour. Colorless, but tastes salty. If ingested, negates the next spell the drinker attempts to cast. No save.
8. Brain Beetle: As ESP for 10 minutes. Additionally, save or fall unconscious for 1d10 minutes.
9. Purple Worm Larva: 1-in-6 chance of summoning a purple worm not under your control.
10. Zattis Dragonfly: Kicks up dust in a 100' radius.

ECOSYSTEM: DESERT

Desert Badge: +2 to save against blindness and or light effects.

1. Ankheg Larva: Drums the ground when pinched. 90% chance of summoning an angry ankheg in 1d6 minutes.
2. Clockwork Antibeetle: When thrown on a construct or golem, paralyzes it for 1 round.
3. Garrulous Locust: Above ground, will summon a swarm of locusts that grab you and fly away. Usually drop you off at the nearest humanoid settlement, but there is a 1-in-6 chance that they instead drop you off somewhere perilous.
4. Goro Beetle: If ingested, as flesh to stone, except that it lasts for 24 hours. Also works as a stone to flesh spell if fed to a statue, after 24 hours.
5. Horsefly Devil: Might actually be a tiny devil. If a ranged attack roll is successful (20' max), target is blinded and takes 1 damage each turn until it spends a round swatting the horsefly devil. Only works on targets that rely on a single pair of eyes.
6. Mummy Bug: Cures a magical disease (such as mummy rot) in exchange for 100 gold.
7. Nubalidia Moth: As *detect magic*.
8. Rust Monster Larva: As a rust monster's rust attack, once.
9. Sacred Scarab: If a ranged attack roll is successful (20' max), bites the target for 1d4 damage immediately, and again on the next two subsequent rounds. Also incredibly valuable to most mummies, who will bargain in order to possess it.
10. Sacred Sand Lion: Throwable up to 20'. All creatures within 10' must save or be sucked into the sand, dust, or loose dirt that they are standing on. Only sucks people down 3', so humans will be stuck up to their waist, while dogs will suffocate unless swiftly rescued.

ECOSYSTEM: CITY

City Badge: You get +1 to hit with quarterstaves and butterfly nets.

1. Assassin's Earwig: 90% chance to unlock a lock, and a 10% to crush itself to death, jamming the lock.
2. Business Bug: If eaten, sobers you up immediately if you are drunk. If you are suffering from a mind-affecting poison, grants a new save against that poison.
3. Doodle Bug: If eaten, immediately causes the appearance of leprosy without any actual disability. Lasts until alcohol is consumed.
4. Ghost-eater Wasp: Does 1d12 damage to the nearest incorporeal undead within 20'.
5. Jimmy Bug: Picks the pocket of a target within 20', and then returns the item back to you.
6. Otyugh Larva: Squeals when pinched. 50% chance of summoning an angry otyugh in 1d6 minutes.
7. Powder Bug: If eaten, gets you tremendously high. Can be sold in most cities, if fresh. Effects are euphoria, immunity to negative emotion effects, mild hallucinations, and 1d6 Wis damage.
8. Spy Fly: If eaten, you see all of the things that it witnessed in the last hour. Most bug collectors will tie a string to it, or glue it to something they can leave laying around innocuously.
9. Termite Queen: Destroys wooden structures smaller than 400 square feet in 1 day. Destroys larger wooden structures at that rate. Multiple bugs do not increase chance of success.
10. Unlucky Moth: Circles your head. The next time you would be hit by a small projectile (arrow, slingstone) the moth intercepts it and dies, sparing you the attack.

ECOSYSTEM: TUNDRA

Tundra Badge: Your max HP is increased by 3.

1. Cruel Angel Worm: When placed on someone's face, bites them for 1 damage whenever they knowingly tell a lie.
2. Glacier-Tongue Weevil: As *grease*, except the produces a thin layer of ice instead of literal grease.
3. Ice Needle Caterpillar. All creatures in a 15' cone take 1d6 piercing damage (save for half) as the caterpillar is squeezed until it explodes in a shower of shards.
4. Lunar Moth: As *commune*.
5. Merciful Moth: If a person died from cold, this moth has a 50% chance of returning them to life at 1 hit point. They require a week's rest before they're capable of any exertion. This works even on very old frozen corpses. If the 50% chance fails, it just creates rotten meat.
6. Mother's Merry Worm: If placed on snow or ice, will attempt to make an pseudo-igloo and then hibernate inside it. This takes 1 hour, and if the hibernating worm is removed, it is big enough for 6 people.
7. Proxy Moth: Turns an equal amount of ice into -1000 silver coins. Lasts for 3 days before turning back into ice (or water, if the temperature is warm enough).
8. Remorhaz Larva: Releases pungent pheromone when pinched. 20% chance to summon an angry remorhaz in 1d6 hours.
9. Remorhaz Pupa: Melts all ice or snow in a 10' radius. Does 2d6 damage (save for half) to all ice- or cold-based creatures in the same area (including creatures that are weak against fire).
10. White Widow Spider: As the mend spell. Loves to repair domestic tools.

MUSCULAR PUNCHER

By ARNOLD KEMP

Muscular punchers are a class of adventurer. They are based on the wizard. But while wizards train their minds, a muscular puncher trains only their body. After years of eldritch exercises, a muscular puncher's muscles become corded things of impossible geometry and strength. Within their bodies, their muscles speak to each other through subtle contractions, and engrave sigils on their very bones. What a "mundane" wizard does with voice and concentration, they do through movement. Their exertions are physical incantations knitted through the fabric of spacetime.

But muscular punchers don't know any of this. All they know is that they are in possession of secret exercise manuals, which detail types of push-ups that man was not meant to know. By performing these long exercise rituals, they store the power in their bodies, exactly like winding up the clockwork inside a toy. And by punching, they release it.

Some muscular punchers come from secret gymnasiums. Others come from circuses, where they are bred like animals and forced to learn the punches of their ancestors. Many of them travel to learn the nine forbidden punches, which combine to form the Apocalypse Combo, which can doom the world, or save it. They have little patience for nerds, and don't believe that they have anything in common with wizards.

LOINCLOTH HP

+3 maximum HP per hit die as long as you are unarmored. Magical effects that would normally improve your AC instead improve your maximum HP, if they function at all.

MUSCULAR PUNCH

At their option, their punches can either function as a dagger (1d6 damage) or a mace (1d6+Str damage). Yes, this allows them to cut ropes by punching them.

PUNCHES PER DAY

Muscular Punchers can store punches inside their body in pretty much the same way that wizards store spells inside their head. Use whatever chart or system you want for that, except use Constitution instead of Intelligence. I've written some level 1 punches at the end of this post, but if you want level 2+ punches, you'll have to either adapt some wizard spells or write your own. When writing punches for this class, try to limit yourself to effects that could be appropriately delivered through a punch (no ranged attacks) or things that a person could conceivably do with magic muscles inside their body. Muscular punchers always shout the names of their punches as they are performed.

LEARNING NEW PUNCHES

A muscular puncher begins play knowing two level 1 punches, chosen randomly. A muscular puncher can learn new punches from eldritch exercise manuals, other muscular punchers, or certain locations (like weight rooms dedicated to Nyarlathotep). If they eat two scrolls containing level 1 spells, they will learn a previously-unknown level 1 punch (determined randomly).

MAGIC PUNCHES

At level 3, a muscular puncher's punches count as magic, and they can punch ghosts and other incorporeal things.

LEVEL 1 PUNCHES

Most of these punches are modifications to a basic melee attack. For example, if a muscular puncher finds herself in a dungeon without any doors, they can still use the Door Destroyer to get +2 to hit on a single attack (with no additional effect).

1. Atomic Butt Drop
2. Door Destroyer
3. Dragon Uppercut
4. Elbow Drop
5. Flying Clothesline
6. Haymaker
7. Saturday Night Punch
8. Nerd Slapper
9. Tag Team
10. Three-Point Landing

ATOMIC BUTT DROP

+2 to hit and double damage. Only usable against prone opponents.

DOOR DESTROYER

+2 to hit. As *shatter* or *knock*.

DRAGON PUNCH

+2 to hit, double damage. Can only be used against flying targets not higher than 30' off the ground. This punch can also be used to jump 30' vertically.

ELBOW DROP

+2 to hit. Can only be used against targets at least 10' below you. On a hit, the target takes all of your fall damage (in addition to normal punch damage), while you take none.

FLYING CLOTHESLINE

As *jump*. If you make a punch attack at the end of this movement against an opponent who is at least 30' away, you get +2 to hit and the struck opponent must make a Strength check or be knocked prone.

HAYMAKER

-2 to hit, triple damage.

SATURDAY NIGHT PUNCH

+2 to hit, If target fails a save, their clothing/armor is destroyed.

NERD SLAPPER

+2 to hit. The target takes an additional +2 damage for every spell it is capable of casting. (Wizards who have expended all of their spells take no additional damage.)

TAG TEAM

You and a willing ally (who has not yet acted in this turn) make simultaneous melee attacks against a single opponent. You both get +2 to hit. If both attacks hit, the target takes an additional +1d6 damage.

THREE-POINT LANDING

As feather fall, except there is no reduction of fall speed.

The first person to write up a muscle wizard was Ian over at the now-defunct Monstrous Television. Others have proposed excellent alternatives. I suppose other influences would have to be professional wrestling, Flex Mentallo, and those kung fu manuals (a la Kung Fu Hustle).

THEUBAZ, A MASTER OF THIEF MAGIC

A Theubaz is a class for classic versions of the game that is similar to a thief, but allows some customization of ability. Each level they are granted a number of ability slots, similar to wizard spells, that they may fill with abilities. However, there is no limit to the number of times they may use these abilities. Each ability once chosen is permanent. There are three tiers of abilities, basic, expert, and master.

They fight as thieves, and may not use any armor heavier than leather armor. They may not use shields.

Each point of protection armor gives over that of leather, reduces their skills or rolls by 5% or 1 on a d20. Each 2 points of protection reduces their chance in 6 by 1.

Experience	Level	Hit Die	Basic	Expert	Master
0	1	1d4	4	0	0
1,250	2	2d4	5	0	0
2,500	3	3d4	5	1	0
5,000	4	4d4	5	2	0
10,000	5	5d4	5	2	1
20,000	6	6d4	7	2	1
50,000	7	7d4	7	3	1
80,000	8	8d4	7	3	2
120,000	9	9d4	8	4	2
180,000	10	9d4 + 2	8	4	3
250,000	11	9d4 + 4	9	4	3
480,000	12	9d4 + 6	9	5	4
710,000	13	9d4 + 8	9	6	5
960,000	14	9d4 + 10	9	6	6

Abilities: Each rogue may select a number of abilities equal to their slots. Once selected these abilities are permanent. These abilities are semi-magical in nature. The list of abilities follows. Ability totals may reach over 100% (6 in 6), but there may never be a greater than 95% chance of success (reroll sixes, and if a second six is received, the skill fails). However difficult tasks may have penalties, and the totals may be used to offset those penalties. Abilities are modified by the relevant statistics (A Dexterity bonus of +2 will provide a +10% bonus to a Dexterity based skill)

Multi-Classing: You may add the Theubaz class to your class advancement at any time. If you are a third level mage, you may simply add Theubaz level 1 to your classes. This means you require 50% more experience to increase your level (i.e. if you need 40,000 experience to level, then you will need 60,000). You receive no hit points, saves, or any other class features, besides the Theubaz abilities. You must abide by all Theubaz restrictions. Once the class is added it may be stopped at any time. Once stopped, advancement may never be restarted.

Level	Breath Weapons	Poison/Death	Petrification Paralyzation	Rods, Staves, and Wands	Spells
1-3	16	13	12	14	15
4-6	15	12	11	12	13
7-8	14	11	10	10	11
9-12	13	10	9	8	9
12+	12	9	8	6	7

BASIC ABILITIES

Archer: you are +1 to hit with ranged weapons, and double all range increments for shots made with ranged weapons and thrown items.

Backstab: This grants the Theubaz a +4 bonus when attacking unseen or from behind (as opposed to the default +2), and doubles any damage they do.

Blessed: The Theubaz receives a +2 bonus on all their saving throws.

Climbing: The Theubaz has a 90% ability to climb (5 in 6). Anyone can climb of course, but this ability allows the thief to move along walls and ceilings at $\frac{1}{2}$ his movement. This does not cause any attacks from nearby people or monsters, although they may attack the thief normally. The Theubaz himself may attack from this position as normal, even if that attack requires both hands. If unseen and not moving, using this in conjunction with stealth grants a +40% bonus (+2 in 6) to that skills chance of success.

Detect Noise: A Theubaz is excellent at hearing noise. This grants the Theubaz a 50% (+2 in 6 to your chances to hear noise) chance to hear through doors or nearby. A success allows the Theubaz to determine number and general type of creatures nearby, as well as their mood and activity.

Devices: This is the Theubaz's ability to open puzzle locks, disable complex mechanisms and otherwise affect mechanical devices. They have a 40% (2 in 6) chance of success. This may also allow them to sabotage a construct, set a snare or trap, or repair a simple device. If sabotaging a construct or setting a snare, damage is equal to $\frac{1}{2}$ their level in dice (minimum 1d6)

Diplomat: You receive a +2 bonus on any Charisma checks you make.

Loremaster: You have a lot of random knowledge. You have a 40% chance of success (2 in 6) of identifying a magic item, Reading an unknown language, or knowing an uncomfortable fact about an NPC. You may try once per item or non-player character.

Poisoner: You are adept with poisons and may apply them to your weapons the same round in which you attack. You are also immune to accidentally poisoning yourself.

Second wind: Once per day, the Theubaz can gather herself, regaining some of her energy. She recovers 1d8 + $\frac{1}{2}$ level hit points. It takes a round to do this.

Slight of Hand: This allows the Theubaz to pick pockets, filch small items, plant items on creatures and otherwise use slight hand motions unnoticed. It grants a 60% chance of success (4 in 6 chance) of success. For every level or hit die higher than the Theubaz or wisdom point bonus the target has, the chance of a successful pick pocket is reduced by 5%

Sneak Attack: This grants the Theubaz the ability to do an additional 1d6 damage any time they strike before a creature has a chance to act, or any time the Theubaz is attacking an opponent that an ally is in combat with. This damage can not apply when the Theubaz is performing a backstab. This damage can only be applied once per round.

Stealth: The Theubaz has a 40% chance (2 in 6) to travel unnoticed. This includes moving silently and hiding in plain sight, as long as there are no obstructions or shadows nearby.

Thug: The Theubaz is particularly skilled at fighting and gains +1 hit points per level, and a +1 on melee attacks.

Use Magic Items: The Theubaz has the ability to rig magic items to work, even if he is the wrong class or race. He has a 40% chance to succeed.

EXPERT ABILITIES

Improve ability: Many basic abilities may be taken a second time. Each improved basic ability counts as a single pick of one of your expert abilities. You must possess the basic ability. This grants another +40% to the success rate (5 in 6), or increases it in use or effectiveness. The list of basic abilities that may be improved follows, with notes.

Stealth: 80% (5 in 6)

Devices: 80% (5 in 6) Damage versus constructs does not change.

Backstab: Triples damage done, no increase in bonus to hit from rear

Slight of Hand: 120% (6 in 6)

Sneak Attack: Does an additional 2d6 damage, instead of 1d6

Thug: Grants a +1 on damage to all attacks, gives no additional hit points

Use magic items: 80% (5 in 6) chance of success

Blessed: +4 on all saving throws, instead of +2

Loremaster: 80% (5 in 6)

Dagger Expert: You are +1 to hit with daggers, and their range increment is doubled if you throw them

Ranged Expert: You may fire into melee without penalty. You may use a ranged weapon without drawing an attack from a melee opponent. You may aim with a ranged weapon, each round spent aiming at a target gives +2 to hit and adds to the damage die. (i.e. if your bow does 1d6 damage, after one round you are at +2 to hit and do 2d6 damage, after two rounds you are at +4 to hit and 3d6 damage, etc.). You can aim for a maximum of 3 consecutive rounds.

Disabling Strike: On a successful sneak attack or backstab, the opponent is wounded. The Theubaz may choose to have their opponent move at $\frac{1}{2}$ speed, fall prone, or acquire a -1 on all their rolls.

Acrobat: The Theubaz gains the ability to make incredible leaps. They may leap vertically a number of feet equal to their level. From a standing jump they may jump horizontally a distance equal to twice their level, or 4 times their level if they can get a running start. They may fall a distance equal to $\frac{1}{2}$ their level in 10's of feet

Armor Master: The Theubaz can now use light and medium armors, and reduces the penalties to their skills from such armors by 10%.

Trickmaster: You gain a +20% (+4 on a d20) on any attempt to physically manipulate an opponent, as long as it doesn't directly cause damage. You can trip someone, push or pull them, dodge past them, or anything else you can work out with your dungeon master.

MASTER ABILITIES

Master ability: As Improve ability, abilities may be taken a third time. Each mastered ability counts as a master ability selection. You must possess the basic and improved ability. This grants another +40% to the success rate. On a d6 system, you only fail if you roll two sixes in a row. The list of the improved abilities that may be mastered follows. The exclusion of Use Magic Items, Loremaster and Blessed is intentional.

Stealth: 120% (6 in 6)

Devices: 120% (6 in 6) Damage versus constructs does not change.

Backstab: Quadruples damage done, no increase in bonus to hit from rear

Sneak Attack: Does an additional 3d6 damage, instead of 2d6

Thug: Grants another +1 to hit. Also grants an additional hit point per hit die.

Silver Tongue: The Theubaz has a silvered tongue. They may make suggestions at will. Targets must understand the Theubaz's language and must at least be indifferent to the Theubaz, it does not make targets friendly. Finally, they receive a saving throw versus the effect. If they succeed at the saving throw, they are immune to the effect for 24 hours.

Nightbreed: You gain the ability to see perfectly in darkness. When fighting anyone else in normal darkness, you gain a +2 to hit and damage. When fighting in magical darkness or while blind, you receive no penalties.

Luck of the Damned: You gain the ability to re-roll a number of dice during a session equal to $\frac{1}{2}$ your level. You must take the new result. You may use these re-rolls on any result, even the same result more than once, though you must decide to keep the roll before you know the outcome.

Magically Adept: You gain the ability to cast some minor spells. You may select a number of spell levels equal to your level, but no spell of a level more than $\frac{1}{2}$ your level. i.e. a Fifth level Theubaz may select two second level spells and a first level spell for a total of 5. You may cast any of these spells up to three times per day, total i.e. you can cast one spell three times or three spells once each or one spell twice and another once. It does not matter which spells or levels you choose to cast. You do not have to prepare the spells, you may cast them spontaneously. Once you have this ability, you do not need to select which spells you know until you wish to. A fifth level character can take it and select a single first level spell, and then when they reach sixth level select a third level spell and a second level spell. You must have access to a scroll or spellbook of the spell to learn it. You are considered a caster of $\frac{1}{2}$ your level for all effects.



REALLY GOOD DOG

By **ARNOLD KEMP**

So, here's my dog class.

I'm still thinking about class duets—two players that play closely linked characters. In this case, a PC and their loyal dog. Here are all of the class abilities.

YOU'RE A DOG

You can't hold things in your hands. You can't climb ropes or ladders. Your Movement is 15" (Human Movement is 12"). Your bite attack counts as either a dagger, sword, or greatsword (your choice, each bite). You do not start with any items. You can follow (most) scents, and recognize scents you've encountered before. You can understand the words of your fellow PCs and those that your fellow PCs are talking to (via body cues and doggy intuition), but if you are interacting with NPCs alone, you are pretty clueless. You understand Common, but cannot speak it. You speak Canine fluently.

You're an amazingly intelligent dog: roll Intelligence normally, but be aware that this is doggy Intelligence, and isn't suitable for all things. For example, you can spot a trap, count coins, or remember a location you haven't been to in years. However, you can never solve linguistic puzzles or use tools, because smart dogs aren't smart in that way.

PLAYING A REALLY GOOD DOG IN YOUR HOME GAME

Honestly, not being able to communicate effectively, use tools, or even climb a fucking ladder are pretty big disadvantages in my book. So, I recommend basing the Really Good Dog on a fighter, minus any special fightery abilities (like Parry or Cleave).

Then add this stuff.

- Level 1 - You're a Dog, Best Friend, Wag, Dodge
- Level 2 - Sniff the Air, Best Friends Fight As One!
- Level 3 - Scent the Ineffable, Dog Quest
- Level 4 - Takedown, Best Friends Never Give Up!
- Level 5 - Talking Dog OR Epic Nose

BEST FRIEND

Pick a best friend. You both get +1 Defense and +1 Save when fighting beside each other. This designation is permanent (until story/DM say otherwise). If your Best Friend dies, you can pick a new one after playing 1 full session as a sad, sad dog.

BEST FRIENDS FIGHT AS ONE!

If you and your Best Friend attack the same enemy simultaneously, and both attacks hit, the enemy takes an additional +1d6 damage.

BEST FRIENDS NEVER GIVE UP!

If your Best Friend is ever at 0 HP, you can lick their face to restore 1d6+1 HP. If your Best Friend is ever paralyzed, mind-controlled, raging, or otherwise out of control, you can lick/bite them (whichever is more appropriate) to give them a new save against the effect. Only works on things that allow saves in the first place.

WAG

When you wag your tail, you cast a version of *charm person* that only works on children.

DODGE

While unarmored and able to defend yourself, you get a bonus to your AC equal to your level, to a maximum of +6.

SCENT THE INEFFABLE

As *detect poison*, *detect evil*, *detect magic*, or *detect undead* except you cannot decipher magic items and the range is limited to 1', except for *detect undead* where the range is 30'.

DOG QUEST

At a certain point, you will attract the attention of the Dog Barons. They will give you a quest to prove your doggishness. Example quests include killing a Cat Prince (rakshasa) who is hiding in town somewhere, digging into a forgotten barrow and returning with the femur from the wight king who was buried there, or rescuing some asshole prince who fell down a well in orcish territory. (This will probably involve the other PCs chasing after you shouting "Where are you going, boy? Come back!")

If you refuse or fail this quest, you will be shunned by the Dog Clans of the cities. If you succeed, you will win allies among the Dog Clans, and can call on their help in the cities. Examples of help: gossip, relaying messages, safe houses, and in certain circumstances—a whole pack of mangy street dogs who will fight for you.

GROWL

An enemy who can hear you must Save vs Fear or be unable to attack or approach you until your next turn. Doesn't work if you are running away, restrained, or non-threatening. Doesn't work on things with 2 or more HD than you.

SNIFF THE AIR

10 in-game minutes before the DM rolls for wandering monsters, he also rolls for wandering scents. The DM rolls on the wandering monster table and describes what one of the monsters smells like. If you've encountered that type of monster before, you can identify it. (Communicating the information, however, might be tricky.)

TAKEDOWN

When you bite an opponent no larger than a human, you can make a trip maneuver for free.

TALKING DOG

Through magic or mutation, you can now talk.

EPIC NOSE

You can track anything that passed through here in the last 100 years without error, as long as you know what it smells like.

POET

By **ARNOLD KEMP**

In the beginning was the Word, and the Word was with God, and the Word was God. - John 1:1

So, I was trying to brainstorm a class for Abasinia, the most Arabian Nights-ish place in Centerra.

At first I wanted a prince/princess, but nobility classes always get weird. Plus, it's usually better to say "I'm a prince and a wizard" than "My class is prince". But whatever. I might revisit that later, in terms of Prince Without a Country, maybe.

Then, I thought about making a swordsman class, but I hate specialization (from a design standpoint). If I gave a fighter +2 when using swords but -2 for any other weapon, then there's a huge disincentive to use any other weapon. I like adding abilities that give players more options, not limiting themselves (even though it can be interesting and balanced, I guess).

So, then I starting thinking about Storytellers, which reminded me of bards. So I guess this is another attempt to make bards cool. (It's my Higgs-boson.)

DIGRESSION ABOUT CLERICS

I think that people dislike playing clerics because in any combat or adventure, there's a sort of tax, where at least one player needs to do the uninteresting-but-essential tasks, like healing or putting out the camel when it catches on fire. Someone needs to do it, but it's a little boring.

It's odious for two reasons: first, you need to spend a turn doing that healing stuff, and secondly, you (are sometimes encouraged to) specialized in that. "Well, the party needs a cleric."

Anyway, this is a partial solution to the first of those two problems.

If Bob the Fighter needs healing, why should the cleric spend a turn healing him? Why can't Bob just use the cleric's class ability to heal himself? He spends a turn doing the boring healing, giving the cleric the option to do something else cool.

POET / STORYTELLER CLASS

Base them on the cleric in whatever system you like best, then subtract all of the spellcasting and turn undead and add this stuff.

Basic Class Abilities: Boast, Scroll Use, Literary Memory, Compositions

Every Odd-numbered Level: Language Mastery

Every Even-numbered Level: Favored Type of Poem

BOAST

Whenever you finish an adventure, you can go into a tavern (or other public place full of people) and tell the story. This is a group activity, and everyone at the table is expected to participate (like when the poet is telling about the troglodytes, the fighter could chime in to describe how bad they stunk up close). At the end, everyone in the party gets XP equal to 10% of whatever the adventure was worth and a free round of drinks (usually).

SCROLL USE

As a wizard.

LITERARY MEMORY

You are so good at memorizing and quoting books, that you have a “mental bookshelf” that can hold one book per level. So at level 3, you’ve memorized three books, more-or-less. Doesn’t work on magic books or spell books.

COMPOSITIONS

You can compose poems / stories. These are sort of analogous to spells. The maximum number of compositions you can have prepared at any given time is equal to twice your poet level.

To compose a poem / story, a significant event must first happen in the game. The term “significant” is left to the DM’s discretion, but any large obstacle, life-threatening event, or significant milestone counts. Odds are, there will be several significant events each session. After the significant event, the poet or storyteller announces that they will be composing something, then roll on the Inspiration table to see what sort of inspiration they get (analogous to a wizard rolling to see what spell they will prepare). Part of composing is telling it out loud.

It’s a bit like the wizard casting system except you prepare them after a significant event. They are performed (cast) the first time that they are read aloud. It takes you 10 minutes to perform a poem.

LANGUAGE MASTERY

Mastering a language is more than fluency--it is the ability to touch people's souls with your words. Your spells (defensive or offensive or whatever) only affect targets that understand a language you have mastered. Your poems / stories have no effect on creatures without any language. Every odd-numbered level, you can turn one of your known languages into a mastered language.

FAVORED TYPE OF POEM

Normally when you compose a poem (after a significant event), the type of the poem is chosen at random. When you gain a favored type, pick a type of poem. Henceforth, when you compose a poem, you can choose between composing a favored type of poem, or a random poem. A favored poem must be from numbers 1-20 on the list below.

TYPES OF POEMS

You don't always choose your own inspiration. Roll a d20 to determine which type of poem you compose. Every even-numbered level, you gain access to a new type of poem. You simultaneously pick a new favored poem, so there are always 20 poems to choose from. Remember that they all take 10 minutes to compose or perform (but only a single action to invoke).

SIMPLE POEMS

These are most like spells. You "prepare" them by composing them and "cast" them when you read them. They are sort of like scrolls that you scribe, that no one else can cast except for you.

GLYPH POEMS

These are just glyphs. You write the poem on any flat surface: piece of paper, floor tile. You need to provide your own pen and ink. The poem is triggered the first time it is read, or the first time a creature passes over it (within 3 feet).

DESTINY POEMS

Fate favors a poet. After this poem is performed, a certain fate is created. A moment of unrealized potential. Later, any one of the people who heard the poem can invoke it, which then causes the intended effect to materialize. For example, a poet could compose a poem about a critical hit on Monday, perform it on Tuesday morning, and then one of the listeners can activate it on Tuesday night to turn a hit into a critical hit. Once a poem is performed, it must be invoked before the day is over, or it is lost.

1. Simple: Command the Word - Create, destroy, rearrange, hide, or reveal any text within line of sight.
2. Simple: Tongues - As tongues.
3. Simple: Read the Word - You can read all languages, including magic stuff (as read magic). Lasts 2 hours.
4. Simple: Universal Forgery - You create a perfect forgery of any written object, even if you don't know what the original document looks like.
5. Simple: Suggestion - As suggestion.
6. Simple: Love - Two targets compare to see who has the better save vs charm person. Whichever one has the better save makes a save against charm person. If they fail the save, they both fall in love with each other, permanently.
7. Simple: Commune - As commune.
8. Glyph: Curse of No Poetry - Target loses all language (spoken, written, understood) and can only communicate by representations (drawing of an apple) and not symbols (words for apple). They have a 25% chance to fumble any spellcasting. Save negates.
9. Glyph: Fire - Target takes 1d6 damage and catches on fire. Save negates.
10. Glyph: Paralyzation - Target is paralyzed for 1d6 rounds (as ghoul ability). Save negates.
11. Glyph: Sleep - Target falls asleep for 1d6 hours (as sleep). Save negates.
12. Glyph: Weakness - Target gets -2 attack and AC until the end of the day. Save negates.
13. Destiny: Aggression - Free action. Invoke when you hit someone in combat. The hit turns into a critical hit.
14. Destiny: Defense - Free action. Invoke when an enemy hits you in combat. The hit turns into a miss.
15. Destiny: Glory - Free action. At the end of this encounter, everyone votes on which character was MVP. That character gets double XP for the encounter.
16. Destiny: Survival - Free action. Invoke to get +10 on a single save.
17. Destiny: Escape - Invoke to automatically escape from a grapple or bindings.

18. Destiny: Healing - As cure light wounds.

19. Destiny: Lucky Find - You find some minor item in some feasible location. For example, you could declare that you are going to find a rope in the next room, and unless the next room is actually a portal to the tentacle dimension, you will.

20. Destiny: Rat - A rat approaches from someplace not infeasible. (A rat could come out of a bush, or from a crack in the wall. This poem is obviously much less useful in outer space.) The rat does one round of actions that the invoker chooses (such as chew through a rope or bite someone) then behaves exactly as a wild rat would.

21. Destiny: Tiger (available at level 2) - Just like destiny: rat, except with a tiger.

22. Glyph: Transformation (available at level 4) - If the target fails a save, they are turned into a goat, monkey, camel, or a songbird (determined randomly).

23. Simple: Remove Curse (available at level 6) - As remove curse.

24. Glyph: Curse of Living Poetry (available at level 8) - If the target fails a save, they are turned into a poem printed on a piece of paper. They are in stasis. They are released only when the new poem is read in its entirety.

25. Simple: Mass Charm (available at level 10) - All who hear your performance must save or be charmed.

SPHERICAL WIZARD

By ARNOLD KEMP

Spherical Wizards are a race of wizarding sphere-people.

They were originally created in the Darklands, as weapons of war (because they can cast fireball but can't run away, and you can stack them into neat pyramids when they are not in use). As in all cases when people try to enslave powerful wizarding-types, the spherical wizards eventually killed many of their masters and escaped.

You see them in all sorts of positions. Some are still slaves that travel from battleground to battleground packed inside a crate filled with straw. Some are masters of men, using charm and domination to enslave servants who push them around and carry their spellbook for them. A few, a precious few, of them are adventurers.

They all enjoy downhill races, during which they can get quite competitive. Some also frequent labyrinths, where they navigate through holes sized exactly for their body. As a whole, they tend to be pretty idiosyncratic, with lots of visible personality quirks. Very few of them have forgettable personalities. They also change personalities along with their size—small spherical wizards tend to be meek and humble, while large spherical wizards are booming and triumphant.

Spherical wizards are a sub-type of wizard. All of this stuff is just a template that you apply on top, when creating a normal wizard. Well, “normal” wizard.

YOU'RE A SPHERE

The implications of this are obvious. You have no arms, legs, neck. You can't wear armor or clothing unless it is specifically made for you. You are perfectly spherical, and your bone structure is created by the fusion of skull and rib cage. You do not poop; your eldritch biology teleports your waste products to the Cesspool Dimension.

However the most salient feature of this ability is that you cannot move under your own power (unless you use telekinesis or fly or something). If you fall in water, you float face-up. However, on floors that are perfectly flat (mirrors, metal. . . something better than standard dungeon bricks), you can roll yourself at a snail's pace by violently rolling your eyes.

FREE HENCHMAN

If you begin play as a spherical wizard, you start with a level 0 henchman, using all the normal henchman rules. Your henchman can either be an Igor (pleasantly unscrupulous but lazy) or a Sisyphus (tireless but painfully moralistic).

MYSTIC BOUNCINESS

Immune to fall damage, and will bounce back the way they came with 75% of the original inertia. This bounciness doesn't extend to things that aren't hard surfaces, such as the floor of a pit covered with 1' of acid, or anything covered with spikes.

TRAMPLE ATTACK

If another creature pushes you, you can trample over smaller creatures, up to a distance equal to half the pusher's movement speed on your first turn, and a distance equal to the pusher's full movement speed on subsequent rounds (as you accelerate). Your trample attack does 1d6 damage to all creatures your size or smaller within your path. A successful Dexterity check negates. Prone creatures automatically fail their check.

Spherical wizards can cast touch spells through their trample attacks, potentially hitting multiple targets. This is in addition to the normal effects of your trample attack.

SPELLBULK

Maximum HP increases by 1 for each spell level they have memorized. And yes, memorizing spells heals them as it increases their maximum HP. If they gain more than 20 HP in this way, they are too large to fit through doors, and their trample damage increases to 2d6. If they gain more than 40 HP in this way, they are too large to fit through hallways, and their trample damage increases to 3d6. This change is magical, and your clothing and gear changes size along with you.

COMPRESS

A spherical wizard can compress things. You can do this as a standard action. Paper is wadded up, wine glasses are shattered, a sliced orange is restored to (near) wholeness, and snowballs are made instantly. This ability does 1d6 damage to non-spherical creatures (save negates). Creatures that are killed by this spell are compressed into monsterballs (they turn spherical, like you, and then petrify, like a giant marble). You cannot compress dead creatures. This is a magical ability with a 50' range.

Incomplete list of spherical creatures: beholders, ascomoids, will-o-the-wisp, xag-yas, xeg-yis, gorbels, varrdigs, bowlers, derghodaemon, certain galeb duhrs, blackballs, various modrons

MONSTERBALLS

Monsterballs can be rolled, just as you can be rolled. They deal damage as you do, based on the size of the original monster (1d6 at medium size, 2d6 at large size, and 3d6 at huge size). If you collide with a monsterball, you can send it in any direction you want except back the way you came from (think pool ball physics). Monsterballs can be attacked and damaged; they have the same AC and HP as the original creature. Whenever they deal damage, they take damage equal to half the damage dealt. They shatter after a fall of any length (they are pseudo-glass). They can be repaired by anything that can repair glass. If the original monster had a special ability, that ability is transferred to the monsterball. A ghoullball does paralysis on a hit. A dragon ball ignites, and deals its full breath attack damage.

SPHERICAL WIZARD SPELLS

Careen

Level 1 Spherical Wizard Spell

For a number of rounds equal to your caster level, you can charge around under your own power, dealing trample attacks at your leisure. You cannot cast spells during this time, nor use your compress ability.

Absorb Monsterball

Level 1 Spherical Wizard Spell

You touch a monsterball and absorb it into you. You heal 1d4 HP for every HD the original monster had. You also gain any special monsterball ability that the monsterball had as a prepared spell. You can cast this as a touch spell or through your trample attack (as normal for a spherical wizard). You can only cast this converted spell once (as normal for a spell). The spell is lost when you sleep (as normal for a spell).

Seek the Moon

Level 2 Spherical Wizard Spell

You teleport to the moon (which you suspect is either another spherical wizard or the progenitor of your race). This spell doesn't allow you breathe on the moon, nor return from the moon.

Katamari

Level 3 Spherical Wizard Spell

As careen, except that every creature you kill with your trample ability sticks to you, making you a larger ball. Each item that you roll over is also picked up, and added to your bulk. You cannot pick up things larger than you. Each time you increase your mass in this way, increase your trample damage by +1d6.

For example, you are medium sized and roll over 3 orcs: your trample damage increases to 2d6. You could even space this out, so that 1 orc added = +1 damage, 2 orcs = +2, and 3 orcs = the full +1d6. Increasing from large to huge size will require either 12 orcs beyond that, or 3 ogres.

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