

DANGEROUS DUNGEONS CHAPTER 1 Draft

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A Supplement for OSRIC™

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GUEST FOREWORD

TBA - Hoping to get either Barack Obama, Pope Francis or Frank Mentzer (if we're really lucky).

FOREWORD

To do (P&P) It's an *Unearthed Arcana* that doesn't suck.

INTRODUCTION

Magic Sandra's seen a leprechaun, Eddie touched a troll, Laurie danced with witches once, Charlie found some goblins gold. Donald heard a mermaid sing, Susy spied an elf, But all the magic I have known I've had to make myself. — Shel Silverstein, **Where the Sidewalk Ends**

CHAPTER 1: CHARACTERS

The sun was sinking behind the hills, its rays tinging red the remains on the battlefield. "How appropriate" thought Albar, Marshal of Finch Manor.

Everywhere around him crows were hopping from one corpse to another, fending the fog on blood stained wings. He had had to repel two or three himself, whose pecking had made him come around from deep unconsciousness. The first charge of the Lisantan heavy cavalry had broken the ranks of the recently-born Federation's army, the second one had shattered the troops morale and sent the men fleeing for their lives. He remembered an Imperial knight charging him with a victorious smile on

his pale face, the spear he had hastily collected from a dead infantryman grating on the horse's barding and then breaking through the armour. The dying horse, carried on by its momentum, had trampled him and darkness had come. Albar turned around to the rag-tag band of survivors he had found himself in command of, if you could call it that.

Here was Geirdis Ingulfsdottir, an imposing woman from the far north clad in furs and leathers. She had a childlike face despite being more than six feet tall. The savage sweetness of her eyes was betrayed by her hard hands, clutching a battle axe.

The second one was Crazy Piotr, an ivy bearded dwarf dressed in a piecemeal manner, wearing the tattered remains of a rusted chain-mail hauberk a broken shafted spear in his hands. The bronze collar at his neck clearly indicated he came from the Conscript Legion of Runze. His calm demeanor was striking if you considered his nickname.

Gwern the Conjuror was a weird elf. Despite his good looks, fine silks and suave manners Albar had almost unconsciously tagged him as "the beauty and the beast". There was a perverse glint in his eyes that escaped a more precise identification.

The last one was a curly haired and likeable southerner who had given the unlikely name of Lostorian Tresaeren. As much as he found the fellow agreeable his face was that of a tomb robber, if he ever had seen one. He was sure the wiry little man's plain clothes hid far too many knives.

They had met while wandering amidst the corpses looking around warily, ready for trouble. After a few tense moments a frail trust had sparked to life, and he'd found himself in charge of the group as his peculiar new companions would not trust each other. They had quickly scavenged the battlefield for weapons, food and everything that might be of use. They had been lucky enough to find some coins too. He looked down at the sorry mess that had been his armor and winced inside.

"All right. We have Lisantan explorers behind us. Bandits, deserters and the gods only know what on the road in front of us. We have a long way to go. Let's move."

- Luigi Castellani

Human Sub-Races

Demi-human Sub-races

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Tables of Stat Limits by Race (After Adjustments)

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HUMAN SUB-RACES

HUMAN, NORTHMAN

A hearty and strong Barbarian race from the frozen north, representing various literary archetypes such as Howard's Cimmerians or Leiber's Snow Clans. If the optional height and weight tables are used, increase their height by two inches and their weight by ten pounds. They receive a bonus of +1 to their initially-rolled Strength score to a maximum of 19.

Northmen are experts with the axe, sword and spear, and receive a bonus of +1 "to hit" with these weapons in hand to hand combat.

In youth, Northmen are taught to paint their faces and bodies with semi-magical patterns of woad that protect them. While wearing the paint, a northman receives a bonus of +2 to Saving Throws vs. aimed magic items, petrification/polymorph, poison or paralysis, and spells.

A PC Northman may be an Assassin, Barbarian, Cleric, Druid, Fighter, Ranger, Thief, Troubadour or Witch. He or she may also multi-class as a Barbarian/Thief, Cleric/Fighter, Cleric/Ranger, Fighter/Assassin, Fighter/Thief, or Fighter/Witch.

Northmen speak their native tongue and their alignment language. PC Northmen learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her intelligence. If the character's intelligence is insufficient to learn Common before play begins, then he or she still learns it, but speaks Common poorly and with a thick accent, and cannot read or write.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race): If the ability scores rolled do not fall within these limits, then the race of Northman is not a valid choice for the character:

Strength: 8/19

Dexterity: 3/18

Constitution: 8/18

Intelligence: 3/18

Wisdom: 3/18

Charisma: 3/18

LEVEL LIMITATIONS:

Assassin: 10

Barbarian: Unlimited

Cavalier: N/A

Cleric: 4

Druid: 7

Fighter: Unlimited

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: 11

Thief: Unlimited

Troubadour: 8

Witch: 6

HUMAN, SOUTHMAN

An educated and civilised race from the south, regarded by northmen as effete and decadent. They represent literary archetypes such as Howard's Stygians or Lewis' Calormenes. They receive a bonus of +1 to their initially-rolled Intelligence score, allowing a maximum of 19.

Southmen are adept priests and, particularly, mages. A Southman mage or Illusionist character receives a bonus of +5% to their chance to understand a previously unknown spell, and will begin with one additional spell known (over and above the four known to characters from other backgrounds). The Southman may choose this spell.

A PC Southman may be an Assassin, Cavalier, Cleric, Fighter, Illusionist, Magic-User, Thief, Troubadour or Witch. He or she may also multi-class as a Cleric/Assassin, Cleric/Cavalier, Cleric/Fighter, Cleric/Thief, Cleric/Fighter/Magic-User, Fighter/Illusionist, Fighter/Magic-User, Fighter/Thief, Fighter/Witch, Fighter/Magic-User/Thief, Magic-User/Thief, Thief/Witch, or Witch/Assassin.

Southmen speak their own language, their alignment tongue, and as many languages as their Intelligence score permits. PC Southmen learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her Intelligence.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Southman is not a valid choice for the character:

Strength: 3/18

Dexterity: 3/18

Constitution: 3/18

Intelligence: 9/19

Wisdom: 3/18

Charisma: 3/18

LEVEL LIMITATIONS:

Assassin: 8

Barbarian: N/A

Cavalier: 7

Cleric: 7

Druid: N/A

Fighter: 6

Illusionist: 6

Kung-Fu Monk: N/A

Magic-User: Unlimited

Paladin: N/A

Ranger: 11

Thief: Unlimited

Troubadour: 7

Witch: 7

HUMAN, AMAZON

An olive-skinned, dark-haired race renowned for their women warriors. Amazons are nimble and hardy, and receive a bonus of +1 to their initially-rolled Dexterity and Constitution scores, allowing a maximum of 19 in both characteristics. Amazons make attacks with a pulled bow, spear or javelin at +1 to-hit.

A PC Amazon may be an Assassin, Barbarian, Cleric, Druid, Fighter, Ranger, Thief, Troubadour or Witch. He or she may also multi-class as a Barbarian/Thief, Cleric/Assassin, Cleric/Fighter, Cleric/Ranger, Cleric/Thief, Fighter/Thief, Fighter/Troubadour, Fighter/Witch, Ranger/Thief, Ranger/Witch, Thief/Troubadour, Thief/Witch, or Witch/Assassin.

Amazons speak their native tongue and their alignment language. PC Amazons learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her Intelligence. If the character's Intelligence is insufficient to learn Common before play begins, then he or she still learns it, but speaks Common poorly and with a thick accent, and cannot read or write.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Amazon is not a valid choice for the character:

Strength: 6/18

Dexterity: 7/19

Constitution: 8/19

Intelligence: 3/18

Wisdom: 3/18

Charisma: 3/18

LEVEL LIMITATIONS:

Assassin: 7

Barbarian: Unlimited

Cavalier: N/A

Cleric: 6

Druid: 6

Fighter: Unlimited

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: Unlimited

Thief: Unlimited

Troubadour: 6

Witch: 9

HUMAN, ATLANTEAN

A race originating from a remote island or continent, which in some milieux will have sunk beneath the waves (or be fated to do so in future). Atlanteans are a long-lived race representing literary archetypes such as Howard's Atlanteans or Tolkein's Dúnedain and Númenóreans. If the optional height and weight rules are in play, increase their height by four inches and their weight by ten pounds. They receive a bonus of +1 to their initially-generated Wisdom and Charisma scores, allowing a maximum of 19 in both characteristics.

Atlanteans speak their native tongue and their alignment language. PC Atlanteans learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her Intelligence.

A PC Atlantean may be a Cavalier, Cleric, Fighter, Illusionist, Kung-Fu Monk, Magic-User, paladin, Ranger, Thief, Troubadour or Witch. He or she may also multi-class as a Cleric/Fighter, Cleric/Cavalier, Cleric/Magic-User, Fighter/Illusionist, Fighter/Magic-User, Fighter/Troubadour, Fighter/Witch, Magic-User/Thief, Thief/Witch or Troubadour/Thief.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Atlantean is not a valid choice for the character:

Strength: 3/18

Dexterity: 5/18

Constitution: 3/18

Intelligence: 7/18

Wisdom: 9/19

Charisma: 9/19

LEVEL LIMITATIONS:

Assassin: N/A

Barbarian: N/A

Cavalier: 6

Cleric: 9

Druid: N/A

Fighter: 7

Illusionist: 7

Kung-Fu Monk: N/A

Magic-User: 7

Paladin: 6

Ranger: Unlimited

Thief: Unlimited

Troubadour: 7

Witch: 7

HUMAN, EASTLANDER, CITIZEN OF THE CELESTIAL EMPIRE/SUN-LANDER

People from the far east, citizens of a centuries old bureaucratic empire spanning a remote eastern continent. The Celestial Empire is a fantasy version of Imperial China as portrayed in martial arts movies. The Sun-Lands are famous for their mystic philosophies. These easterners are physically a very varied people with skin tones ranging from tan to golden. Eyes are usually brown or black, green being a rarity, with epicanthic folds. Hair is uniformly black and smooth. They receive no adjustment to their characteristic scores.

Sun-Landers and Citizens of the Celestial Empire speak their own language, their alignment tongue, and as many languages as their Intelligence score permits. PC easterners learn the Common tongue before play begins; deduct one language from the maximum number the character is permitted to learn by virtue of his or her Intelligence.

A PC Easterner may be an Assassin, Cavalier, Cleric, Fighter, Kung-Fu Monk, Magic-User, Thief, or Witch. He or she may also multi-class as an Assassin/Kung-Fu Monk, Cleric/Kung-Fu Monk, Fighter/Kung-Fu Monk, Kung-Fu Monk/Magic-User, Kung-Fu Monk/Thief or Kung-Fu Monk/Witch. In the Sun-Lander culture, Assassin/Kung-Fu Monks are called "Ninja" and Cavaliers are "Samurai".

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Sun-Lander is not a valid choice for the character:

Strength: 3/18

Dexterity: 5/18

Constitution: 5/18

Intelligence: 3/18

Wisdom: 5/18

Charisma: 3/18

LEVEL LIMITATIONS:

Assassin: Unlimited

Barbarian: N/A

Cavalier: 6

Cleric: 9

Druid: N/A

Fighter: 7

Illusionist: N/A

Kung-Fu Monk: Unlimited

Magic-User: 9

Paladin: N/A

Ranger: N/A

Thief: Unlimited

Troubadour: N/A

Witch: 9

HUMAN, PICT

Picts in OSRIC resemble Howard's Picts or Tolkien's Woses. They are small, swarthy people of primitive culture. If the optional height and weight rules are in play, decrease their height by three inches and their weight by ten pounds. They receive a bonus of +1 to their initially-generated Constitution scores, allowing a maximum of 19.

All Picts have the innate ability to Hide in Shadows and Move Quietly. If the Pict is a Thief or Assassin, then he or she receives a bonus of +15% to these skills. If not, he or she has a 25% ability in each skill, provided he or she is not wearing metal armour. Picts can also track as a Ranger does. If the Pict is a Ranger, then he or she receives a bonus of +5% to tracking ability. If not, he or she can track in outdoor settings only, with base a 25% chance of success.

A PC Pict may be an Assassin, Barbarian, Druid, Fighter, Ranger, Thief, or Witch. The Pict may multi-class as a Barbarian/Thief, Fighter/Assassin, Fighter/Thief, Fighter/Witch, Ranger/Thief, Ranger/Witch or Thief/Witch.

Picts speak their own tongue, their alignment tongue, and player character Picts can speak Common (although many NPC Picts do not). They can also communicate via trail-signs and smoke signals. Picts may learn up to three additional languages if their Intelligence permits.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Pict is not a valid choice for the character:

Strength: 7/18

Dexterity: 6/18

Constitution: 8/19

Intelligence: 3/18

Wisdom: 3/18

Charisma: 3/18

LEVEL LIMITATIONS:

Assassin: 6

Barbarian: Unlimited

Cavalier: N/A

Cleric: N/A

Druid: 5

Fighter: 6

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: 9

Thief: Unlimited

Troubadour: N/A

Witch: 7

DEMI-HUMAN SUB-RACES

GNOMES

The following gnome sub-races are loosely based on Irish myth. They have the abilities described under “Gnome” in the OSRIC core rules, except as amended hereafter. In other words, they receive bonus Saving Throws, combat benefits against kobolds and goblins, defensive adjustments against giant-like creatures, darkvision, and special abilities in relation to stonework and mining as all generic gnomes do.

GNOME, FIR BOLG

Dark-haired and swarthy-featured, the Fir Bolg are the doughtiest Fighters among the gnomish people. If carrying a small leather sack full of soil, the Fir Bolg can enlarge him- or herself once per day, doubling his or her own height, increasing his or her mass and the size of any clothing, armour and weapons proportionally. Changing size takes no time, so the Fir Bolg can act normally in the round he or she chooses to change. The effect lasts for 1 turn (10 melee rounds).

In their natural (non-enlarged) state they get -1 Strength, +1 Dexterity; enlarging reverses this to +1 Strength, -1 Dexterity (so the enlarge power effectively gives them +2 Str and -2 Dex).

A PC Fir Bolg may be an Assassin, Cleric, Fighter, Illusionist, Thief or Troubadour. The Fir Bolg may multi-class as a Fighter/Illusionist, Fighter/Thief, Fighter/Troubadour, Illusionist/Thief or Troubadour/Thief.

Fir Bolg speak the following languages:- Common, dwarfish, gnomish, goblin, halfling, kobold. They can also communicate with burrowing mammals, and can learn up to two additional languages if their Intelligence score allows.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race, in their natural, non-enlarged form): If the ability scores rolled do not fall within these limits, then the race of Fir Bolg is not a valid choice for the character:

Strength: 7/18

Dexterity: 3/18

Constitution: 8/18

Intelligence: 6/18

Wisdom: 3/18

Charisma: 3/18

LEVEL LIMITATIONS:

Assassin: 8

Barbarian: N/A

Cavalier: N/A

Cleric: 7

Druid: N/A

Fighter: 8

Illusionist: 5

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: N/A

Thief: Unlimited

Troubadour: 5

Witch: N/A

GNOME, FIR DOMNAN

Red-haired, freckled and fair-skinned, the Fir Domnan are the smallest of the gnomish subraces. They are clever artisans and often tend to careers as Clerics and/or Illusionists. They take a penalty of -1 to their Strength and Constitution, and gain a bonus of +1 to their Intelligence and Wisdom. Their Wisdom may reach 19, but their Intelligence is restricted to 18.

A PC Fir Domnan may be an Assassin, Cleric, Fighter, Illusionist, Thief or Troubadour. The Fir Domnan may multi-class as a Cleric/Illusionist, Cleric/Thief, Illusionist/Thief or Troubadour/Thief.

Fir Domnan speak the following languages:- Common, brownie, dwarfish, gnomish, goblin, halfling, kobold, leprechaun and pixie. They can learn up to two additional languages if their Intelligence score allows.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Fir Domnan is not a valid choice for the character:

Strength: 6/17

Dexterity: 5/18

Constitution: 8/17

Intelligence: 7/18

Wisdom: 7/19

Charisma: 3/18

LEVEL LIMITATIONS:

Assassin: 7

Barbarian: N/A

Cavalier: N/A

Cleric: 8

Druid: N/A

Fighter: 7

Illusionist: 8

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: N/A

Thief: Unlimited

Troubadour: 6

Witch: N/A

GNOME, GÁILIÓIN

Gáilióin are the largest of the gnomish subraces (as big as a dwarf). Male Gáilióin are almost always bearded. Gáilióin favour spears and javelins as weapons. They take no stat modifications. Gáilióin are relatively primitive, and some sages think they may be an ancestral gnomish type. They are friends of earthworms and caterpillars, and often have little creatures wriggling in their beards or hair.

Gáilióin have an affinity with moles and badgers. At first level, the Gáilióin may shapeshift into a mole once per day; the transformation lasts 1 turn plus 1 turn per level. Upon attaining third level in any class, the Gáilióin may shapeshift into a badger instead, and upon attaining 5th level in any class, into a giant badger. This shapeshift works like the Druidic power, except that the Gáilióin does not recover any hit points by changing shape.

A PC Gáilióin may be an Assassin, Druid, Fighter, Thief or Troubadour. He or she may multi-class as a Druid/Fighter, Druid/Thief, Fighter/Thief, Fighter/Troubadour or Troubadour/Thief.

Gáilióin speak the following languages:- Common, dryad, dwarfish, faun, gnomish, goblin and treant. They can learn up to two additional languages if their Intelligence score allows.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Gáilióin is not a valid choice for the character:

Strength: 6/18

Dexterity: 3/18

Constitution: 8/18

Intelligence: 7/18

Wisdom: 3/18

Charisma: 3/18

LEVEL LIMITATIONS:

Assassin: 8

Barbarian: N/A

Cavalier: N/A

Cleric: N/A

Druid: 12

Fighter: 7

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: N/A

Thief: Unlimited

Troubadour: 5

Witch: N/A

DWARFS

The following dwarf sub-races are loosely based on Slavic myth. They have the abilities described under “Dwarf” in the OSRIC core rules, except as amended hereafter. In other words, they receive bonuses to their Saving Throws, combat benefits against kobolds and goblins, defensive adjustments against giant-like creatures, darkvision, and special abilities in relation to stonework and mining as all generic dwarfs do.

DWARF, DOMOVOY

(pl. Domovye) (good-aligned) (Hearth Dwarf)

DWARF, DVOROVOY

(pl. Dvorovye) (evil-aligned) (Hearth Dwarf)

These are the hearth-dwarfs, living in burrows under human houses. They have sleeping-places either under the threshold or front step, or under the fireplace or stove. If they are hungry, they will do household chores in return for a gift of salted bread.

Domovye and Dvorovye gain a bonus of +2 to their initially-generated Constitution scores, and suffer a penalty of -1 each to Dexterity and Charisma. Their Constitution may reach a maximum of 19.

A PC Domovye may be a Cleric, Fighter, Thief or Witch and may multi-class as a Cleric/Fighter, Cleric/Thief, Fighter/Witch or Thief/Witch. A Dvorovye may also be an Assassin, Cleric/Assassin or Fighter/Assassin.

Domovye and Dvorovye speak the following languages: Common, dwarfish, gnomish, goblin and kobold. They can learn up to two additional languages if their Intelligence score allows.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Domovye/Dvorovye is not a valid choice for the character:

Strength: 8/18

Dexterity: 3/17

Constitution: 12/19

Intelligence: 3/18

Wisdom: 3/18

Charisma: 3/16

LEVEL LIMITATIONS:

Assassin: 7

Barbarian: N/A

Cavalier: N/A

Cleric: 7

Druid: N/A

Fighter: 10

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: N/A

Thief: Unlimited

Troubadour: N/A

Witch: 7

DWARF, LSHIY (FOREST DWARF)

These are forest-dwarfs, living well away from human lands. Their beards are made of ivy, and they carry clubs. Some tribes pluck out one eye, and others have small horns on their heads. Male Leshiy are not well-liked among humans because of their lust for human women. They are rumoured to kidnap maidens. Their women are called "Leshachika".

Leshiy gain a bonus of +1 to their initially-generated Wisdom and Constitution scores, and take a penalty of -2 to Charisma when dealing with non-dwarfs. Both their Wisdom and Constitution can reach 19. For the purposes of calculating whether the Leshiy can be a Druid, use their Charisma when dealing with dwarfs (i.e. a Leshiy Druid might have a Charisma as low as 13 from the human perspective).

A PC Leshiy may be a Druid, Fighter, Ranger, Thief or Witch and may multi-class as a Druid/Fighter, Druid/Thief, Fighter/Thief, Ranger/Thief, Fighter/Witch or Ranger/Witch.

Leshiy speak the following languages: Common, brownie, centaur, dryad, dwarfish, faun, gnomish, goblin and treant. They may learn one additional language if their Intelligence score is 15 or more.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Leshiy is not a valid choice for the character:

Strength: 8/18

Dexterity: 3/17

Constitution: 12/19

Intelligence: 3/18

Wisdom: 6/19

Charisma: 3/16

LEVEL LIMITATIONS:

Assassin: N/A

Barbarian: N/A

Cavalier: N/A

Cleric: N/A

Druid: 11

Fighter: 9

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: Unlimited

Thief: 12

Troubadour: N/A

Witch: 9

DWARF, VODNIK (RIVER DWARF)

The river-dwarfs live in fresh water; salt water poisons them. They have both gills and lungs, with webbed fingers and toes. They love tobacco, and come onto land to smoke their pipes. In Vodnik-inhabited rivers, human fishermen will sometimes drop a little tobacco in the water, hoping to be rewarded with a fish.

Vodnik gain a bonus of +1 to their initially-generated Constitution scores, and suffer a penalty of -1 to Charisma. They can swim at 120' per round if unencumbered, 90' if lightly encumbered, or 60' if heavily encumbered. They can breathe freely in fresh water.

A PC Vodnik may be an Assassin, Barbarian, Cleric, Fighter, Thief or Witch and may multi-class as a Cleric/Assassin, Cleric/Fighter, Cleric/Thief, Fighter/Thief, Fighter/Witch or Thief/Witch.

Vodnik speak the following languages: Common, locathah, merman, nixie, nymph and sahuagin. They may learn up to two additional languages if their Intelligence score permits.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Vodnik is not a valid choice for the character:

Strength: 8/18

Dexterity: 3/17

Constitution: 12/19

Intelligence: 3/18

Wisdom: 3/18

Charisma: 3/16

LEVEL LIMITATIONS:

Assassin: 6

Barbarian: 6

Cavalier: N/A

Cleric: 6

Druid: N/A

Fighter: 10

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: N/A

Thief: Unlimited

Troubadour: N/A

Witch: 6

VOZDUSHNIY (Storm Dwarf)

The storm-dwarfs are the rarest and most magical of the dwarfish folk. They love thunderstorms, liking to laugh and play in the lightning. In game terms, they get +4 to Saving Throws against lightning or electrical attacks. They are friends of storm giants.

Vozdushniy gain a bonus of +1 to their initially-generated Intelligence scores, and suffer a penalty of -1 to Charisma. Their Intelligence may reach 19.

A PC Vozdushniy may be a Cleric, Fighter, Magic-User, Ranger or Thief and may multi-class as a Cleric/Fighter, Cleric/Magic-User, Cleric/Ranger, Fighter/Magic-User, Ranger/Magic-User, Magic-User/Thief, Fighter/Magic-User/Thief, or Ranger/Magic-User/Thief. A Vozdushniy casting the third level Magic-User spell *lightning bolt* rolls d8s rather than d6s for damage.

Vozdushniy speak the following languages:- Common, blue dragon, gnomish, goblin, kobold and storm giant. They may learn up to 2 additional languages if their Intelligence score permits.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Vuzdushniy is not a valid choice for the character:

Strength: 8/18

Dexterity: 3/17

Constitution: 12/18

Intelligence: 6/19

Wisdom: 3/18

Charisma: 3/16

LEVEL LIMITATIONS:

Assassin: N/A

Barbarian: N/A

Cavalier: N/A

Cleric: 8

Druid: N/A

Fighter: 9

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: 7

Paladin: N/A

Ranger: 8

Thief: Unlimited

Troubadour: N/A

Witch: N/A

ELVES

The following elf sub-races are based on various literary sources. They have the abilities described under “Elf” in the OSRIC core rules, except as amended hereafter. In other words, they receive combat benefits with certain swords and bows, resistance to *sleep* and *charm* spells, enhanced chance to surprise when alone and not in metal armour, chance to spot secret doors, and other special abilities exactly as standard elves do.

POLDER ELF

“Polder” is originally a Dutch word meaning a low-lying tract of land enclosed by dykes. In fantasy, a “polder” is a finite, bounded part of the world protected by an actively-maintained, magical border. The polder is often, but not necessarily, a woodland, island in a magical lake, or Shangri-La type

valley. There may be a threat that is kept at bay by the border, but this is not necessarily so-sometimes the borders are merely holding back time, or change. A consistent theme of the source literature is that the polder's boundaries are threatened with failure, or already in the course of failing.

Polder-type elves get +2 Charisma at the expense of -1 Constitution. They are strange and think differently from other creatures. They are tricky and deceptive, and can be Illusionists. Some are very wise, some haughty, and some both. Their Charisma may reach 19 but not 20.

A PC polder elf may be an Assassin, Druid, Fighter, Illusionist, Magic-User, Ranger, Thief or Troubadour and may multi-class as a Druid/Fighter, Druid/Thief, Fighter/Assassin, Fighter/Illusionist, Fighter/Magic-User, Fighter/Thief, Fighter/Troubadour, Illusionist/Thief, Magic-User/Thief, Ranger/Magic-User, Ranger/Thief, Fighter/Illusionist/Thief or Fighter/Magic-User/Thief.

Polder elves speak the following languages: Common, elven, centaur, dryad, faun, gnomish and sprite. They may learn up to two additional languages, or three if their Intelligence is 18.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of polder elf is not a valid choice for the character:

Strength: 3/18

Dexterity: 7/18

Constitution: 7/17

Intelligence: 8/18

Wisdom: 3/18

Charisma: 9/19

LEVEL LIMITATIONS:

Assassin: 7

Barbarian: N/A

Cavalier: N/A

Cleric: N/A

Druid: 6

Fighter: 5

Illusionist: 6

Kung-Fu Monk: N/A

Magic-User: 11

Paladin: N/A

Ranger: 4

Thief: Unlimited

Troubadour: 6

Witch: N/A

WARDEN ELVES

Warden elves are a caste or subgroup charged with maintaining the border of the polder. They are fierce and inquisitive. They get +1 Dexterity and -1 Constitution like normal elves, and are often Rangers. They have excellent senses. Warden Elves have an innate 25% chance to Hear Noise as a Thief does; Thief or Assassin Warden Elves gain +10% on their chance to Hear Noise. Also, they tend to know when someone is lying to them - a warden elf has a 1 in 6 chance of detecting any lie told them by a human, demi-human or humanoid. This power does not reveal the truth.

A PC warden elf may be an Assassin, Druid, Fighter, Magic-User, Ranger or Thief and may multi-class as a Druid/Fighter, Druid/Thief, Fighter/Assassin, Fighter/Magic-User, Fighter/Thief, Fighter/Troubadour, Magic-User/Thief, Ranger/Magic-User, Ranger/Thief, Fighter/Magic-User/Thief or Ranger/Magic-User/Thief.

Warden elves speak the same languages as polder elves.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race): If the ability scores rolled do not fall within these limits, then the race of warden elf is not a valid choice for the character:

Strength: 3/18

Dexterity: 8/19

Constitution: 7/17

Intelligence: 8/18

Wisdom: 3/18

Charisma: 6/18

LEVEL LIMITATIONS:

Assassin: 7

Barbarian: N/A

Cavalier: N/A

Cleric: N/A

Druid: 6

Fighter: 5

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User:10

Paladin: N/A

Ranger: 6

Thief: Unlimited

Troubadour: N/A

Witch: N/A

LIMINAL ELVES

In an alternative view of elves, their "Fairyland" is not in a polder but actually on another plane, reachable by special means such as passing through fairy rings on midsummer's eve, or in sources where the elves are a little scarier, stone circles on Walpurgisnacht. These liminal elves are associated with ley lines and barrows. In traditional stories, a theme is that a human woman is taken to Fairyland (Tir Nan Og, the Fortunate Isles, etc.) to act as midwife to an elven child. In the course of her duties she gets a little fairy ointment on her fingers which is then transferred to her eyes, upon which she can see into Fairyland and perceive the elves as they do themselves-until she inadvertently gives away that she has this power, and it is taken from her. More recent literary sources for liminal elves include Dunsany's *The King of Elfland's Daughter* and Neil Gaiman's *Stardust*.

Liminal elves are visitors to the mortal world and may be confused by it. They may be here for some specific purpose, exiles from the Fairy Queen (or more rarely, King) or they may have accidentally become trapped and looking for a portal back into their natural homeland. Although they cannot quite leave this universe without a portal, by standing still and concentrating they can "fade", entering a state of quasi-reality in which they are 60% imperceptible - this power is treated as if the elf were wearing a low-strength *cloak of elvenkind*. If the elf moves he or she returns to the normal world at once. Liminal elves get +1 Intelligence, +1 Dexterity and +1 Charisma at the cost of -1 Strength and -2 Constitution. Both Intelligence and Dexterity can reach 19. Cold iron is poisonous to them, and if it enters their bloodstream they must Save vs. Poison or die.

A PC liminal elf may be a Cavalier, Cleric, Fighter, Magic-User, Ranger or Thief and may multi-class as a Cavalier/Cleric, Cavalier/Magic-User, Cleric/Fighter, Cleric/Magic-User, Cleric/Ranger, Cleric/Thief, Ranger/Magic-User, Ranger/Thief, Cleric/Fighter/Magic-User, or Fighter/Magic-User/Thief.

Liminal elves speak their own tongue, Common, their alignment language, and the languages of pixies, sylphs and unicorns. They can also speak with any feathered flying creature, including griffons, pegasi and phoenixes.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of liminal elf is not a valid choice for the character:

Strength: 3/17

Dexterity: 8/19

Constitution: 4/16

Intelligence: 8/19

Wisdom: 3/18

Charisma: 6/18

LEVEL LIMITATIONS:

Assassin: N/A

Barbarian: N/A

Cavalier: 5

Cleric: 5

Druid: N/A

Fighter: 6

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: 12

Paladin: N/A

Ranger: 6

Thief: Unlimited

Troubadour: N/A

Witch: N/A

HALF-ELVES

The concept of a half-elf goes back to the Norse sagas, and comes to OSRIC in a curiously wide variety of forms. Traditional Gygaxian half-elves are a blend of several sources. For these variants, I have drawn on a darker view that goes back to Poul Anderson's *The Broken Sword*.

Sometimes for reasons of their own, elves will steal a human infant and put a fey infant in its place. Such is the cunning of the enchantment that the human family will not notice any difference at first.

Such a theft creates not one changeling but two: the elfen-child raised as a human ("elf-brood") and the man-child raised among elves ("man-brood").

CHANGELING (ELF-BROOD)

Elf-brood changelings tend to be unpredictable. They are headstrong and rebellious, unwilling to follow rules and customs, but often charming and attractive. The elf-brood changeling gains a bonus of +1 to Charisma and takes a penalty of -1 to Constitution. Their Charisma can reach 19. They share the traditional elfen resistance to sleep and charm spells, but to a lesser degree (50%).

An elf-brood changeling may be an Assassin, Cavalier, Cleric, Druid, Fighter, Magic-User, Ranger, Thief, Troubadour or Witch. He or she may multi-class as a Cavalier/Cleric, Cavalier/Magic-User, Cleric/Assassin, Cleric/Fighter, Cleric/Thief, Druid/Fighter, Druid/Magic-User, Druid/Thief, Fighter/Assassin, Fighter/Magic-User, Fighter/Thief, Ranger/Magic-User, Ranger/Thief, Cavalier/Cleric/Magic-User, Cleric/Fighter/Magic-User, Cleric/Ranger/Magic-User, Fighter/Magic-User/Thief, or Ranger/Magic-User/Thief.

Being raised among humans they are not taught the languages their elfen siblings learn, and when play starts will know only Common and their alignment tongue. They may learn as many other languages as their Intelligence allows.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of elf-brood changeling is not a valid choice for the character:

Strength: 3/18

Dexterity: 4/18

Constitution: 4/17

Intelligence: 6/18

Wisdom: 3/18

Charisma: 6/19

LEVEL LIMITATIONS:

Assassin: 11

Barbarian: N/A

Cavalier: 7

Cleric: 5

Druid: 5

Fighter: 8

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: 7

Paladin: N/A

Ranger: 7

Thief: Unlimited

Troubadour: N/A

Witch: N/A

CHANGELING (MAN-BROOD)

Man-brood changelings are wanted as warriors and as envoys to the mortal world. They are sturdy and less flighty than elves (taking no stat modifications), and are usually trained in the arts of war, gaining a bonus of +1 to hit with the long sword and long or short bow. They have no special resistance to sleep or charm, and their human heritage means they have no darkvision. Elves see them as reliable and trustworthy, but staid and dull.

A man-brood changeling may be an Assassin, Cavalier, Cleric, Druid, Fighter, Magic-User, Ranger or Thief. He or she may multi-class as a Cavalier/Cleric, Cavalier/Magic-User, Cleric/Fighter, Cleric/Thief, Druid/Fighter, Druid/Magic-User, Druid/Thief, Fighter/Assassin, Fighter/Magic-User, Fighter/Thief, Fighter/Troubadour, Fighter/Witch, Ranger/Magic-User, Ranger/Thief, Ranger/Troubadour, Ranger/Witch, Thief/Troubadour, Thief/Witch, Cleric/Fighter/Magic-User, Cleric/Ranger/Magic-User, Druid/Fighter/Magic-User, Fighter/Magic-User/Thief, Fighter/Magic-User/Assassin or Ranger/Magic-User/Thief.

As part of their education among the elves, man-brood changelings learn Common, elven, gnoll, gnomish, goblin, halfling, hobgoblin and orcish. They may learn up to two additional tongues if their Intelligence permits.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race): If the ability scores rolled do not fall within these limits, then the race of man-brood changeling is not a valid choice for the character:

Strength: 3/18

Dexterity: 6/18

Constitution: 6/18

Intelligence: 4/18

Wisdom: 3/18

Charisma: 3/18

LEVEL LIMITATIONS:

Assassin: 11

Barbarian: N/A

Cavalier: N/A

Cleric: 5

Druid: 5

Fighter: 8

Illusionist: N/A

Kung-Fu Monk: N/A

Magic-User: 7

Paladin: N/A

Ranger: 7

Thief: Unlimited

Troubadour: 8

Witch: 6

HALF-OGRES

Half-Ogres are large and long limbed, with lanky dark hair and dark eyes. Their complexion is usually sallow and many resemble thin ogres with slightly gentler traits. Half-Ogres have very little body hair compared to Ogres and humans being almost glabrous. Their hide is incredibly tough giving them a natural unarmoured AC of 9. While not as crude as full-blooded Ogres, Half-Ogres retain much of their unhuman side. More cunning than intelligent, they are seen as unredeemable brutal savages by many of the other races. Half-Ogres gain a +1 to Strength and Constitution and take a -1 penalty to Intelligence, Wisdom and Charisma. Half-Ogres have darkvision to 60'.

Because of their size, Half-Ogres are considered Large-sized creatures for damage purposes and are considered Giantkind when considering AC modifiers for small-folks like dwarfs and halflings. A Half-Ogre's Hit Dice type is bumped up one step to a maximum of 1d12, so a Half-Ogre Thief would roll 1d8 for hit points. Half-ogres can wield two-handed weapons like battle-axes and two-handed swords with one hand only. Bows, crossbows and polearms still require two hands to use regardless of size. Half-Ogre-sized armor is very rare and expensive (costs twice the usual price).

A half-ogre may be a Barbarian, Cleric, Fighter or a Thief. He may multi-class as a Fighter/Thief or a Barbarian/Thief. Half-Ogres must abide by the less restrictive class requirements for weapons and the more restrictive class requirements for armor.

RACIAL LIMITATIONS:

Minimum/Maximum Ability Scores (after adjustment for race): If the ability scores rolled do not fall within these limits, then the race of Half-Ogre is not a valid choice for the character:

Strength: 14/19 **Dexterity:** 3/13 **Constitution:** 14/19 **Intelligence:** 3/12 **Wisdom:** 2/12 **Charisma:** 2/8

LEVEL LIMITATIONS:

Assassin: N/A

Barbarian: 9

Cavalier: N/A

Cleric: 4

Druid: N/A

Fighter: 10 **Illusionist:** N/A

Kung-Fu Monk: N/A

Magic-User: N/A

Paladin: N/A

Ranger: N/A

Thief: 4 **Troubadour:** N/A

Witch: N/A

Base Movement: 120' **Height:** 85/79 +1d12 inches **Weight:** 285/235 + 3d10 pounds

Thief Skill Modifiers:

PP - 5%	FT -5%	HN +5%	OL -5%	RL -15%	MQ -5%	HS -5%	CW +10%
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Tables of Compiled Level Limits by Class and Race

Table 1: Human Sub-Races

Human Character Class/Level Limitations							
HUMAN SUB-RACES							
CLASSES	HUMAN	NORTHMAN	SOUTHMAN	AMAZON	ATLANTEAN	SUN-LANDER	PICT
CAVALIER	Yes (U)	No	Yes (7)	No	Yes (6)	Yes (6)	No
Cavalier/Cleric	No	No	No	No	No	No	No
Cavalier/Magic-User	No	No	No	No	No	No	No
Cavalier/Cleric/Magic-User	No	No	No	No	No	No	No
Paladin	Yes (U)	No	No	No	Yes (6)	No	No
CLERIC	Yes (U)	Yes (4)	Yes (7)	Yes (6)	Yes (9)	Yes (9)	No
Cleric/Assassin	No	No	Yes (7/8)	Yes (6/7)	No	No	No

Cleric/Cavalier	No	No	Yes (7/7)	No	Yes (9/6)	No	No
Cleric/Fighter	No	Yes (4/U)	Yes (7/6)	Yes (6/U)	Yes (9/7)	No	No
Cleric/Kung-Fu Monk	No	No	No	No	No	Yes (9/U)	No
Cleric/Magic-User	No	No	No	No	Yes (9/7)	No	No
Cleric/Illusionist	No	No	No	No	No	No	No
Cleric/Fighter/Magic-User	No	No	Yes (7/6/U)	No	No	No	No
Cleric/Ranger	No	Yes (4/11)	No	Yes (6/U)	No	No	No
Cleric/Ranger/Magic-User	No	No	No	No	No	No	No
Cleric/Thief	No	No	Yes (7/U)	Yes (6/U)	No	No	No
Druid‡	Yes (14)	Yes (7)	No	Yes (6)	No	No	Yes (5)
Druid/Fighter	No	No	No	No	No	No	No
Druid/Magic-User	No	No	No	No	No	No	No
Druid/Fighter/Magic-User	No	No	No	No	No	No	No
Druid/Thief	No	No	No	No	No	No	No
FIGHTER	Yes (U)	Yes (U)	Yes (6)	Yes (U)	Yes (7)	Yes (7)	Yes (6)
Barbarian	Yes (U)	Yes (U)	No	Yes (U)	No	No	Yes (U)
Barbarian/Thief	No	Yes (U/U)	No	Yes (U/U)	No	No	Yes (U/U)
Ranger	Yes (U)	Yes (11)	Yes (11)	Yes (U)	Yes (U)	No	Yes (9)
Fighter/Assassin	No	Yes (U/10)	No	No	No	No	Yes (6/6)
Fighter/Illusionist	No	No	Yes (6/6)	No	Yes (7/7)	No	No
Fighter/Illusionist/Thief	No	No	No	No	No	No	No
Fighter/Kung-Fu Monk	No	No	No	No	No	Yes (7/U)	No
Fighter/Magic-User	No	No	Yes (6/U)	No	Yes (7/7)	No	No
Fighter/Magic-User/Assassin	No	No	No	No	No	No	No
Fighter/Magic-User/Thief	No	No	Yes (6/U/U)	No	No	No	No
Fighter/Thief	No	Yes (U/U)	Yes (6/U)	Yes (U/U)	No	No	Yes (6/U)
Fighter/Troubadour	No	No	No	Yes (U/6)	Yes (7/7)	No	No
Fighter/Witch	No	Yes (U/6)	Yes (6/7)	Yes (U/9)	Yes (7/7)	No	Yes (6/7)
Ranger/Magic-User	No	No	No	No	No	No	No
Ranger/Magic-User/Thief	No	No	No	No	No	No	No
Ranger/Thief	No	No	No	Yes (U/U)	No	No	Yes (9/U)
Ranger/Troubadour	No	No	No	No	No	No	No
Ranger/Witch	No	No	No	Yes (U/9)	No	No	Yes (9/7)
MAGIC-USER	Yes (U)	No	Yes (U)	No	Yes (7)	Yes (9)	No
Illusionist	Yes (U)	No	Yes (6)	No	Yes (7)	No	No
Illusionist/Thief	No	No	No	No	No	No	No
Magic-User/Thief	No	No	Yes (U/U)	No	Yes (7/U)	No	No
Magic-User/Kung-Fu Monk	No	No	No	No	No	Yes (9/U)	No
THIEF	Yes (U)	Yes (U)	Yes (U)	Yes (U)	Yes (U)	Yes (U)	Yes (U)
Assassin†	Yes (15)	Yes (10)	Yes (8)	Yes (7)	No	Yes (U)	Yes (6)

Assassin/Kung-Fu Monk	No	No	No	No	No	Yes (U/U)	No
Thief/Kung-Fu Monk	No	No	No	No	No	Yes (U/U)	No
Thief/Troubadour	No	No	No	Yes (U/6)	Yes (U/7)	No	No
Thief/Witch	No	No	Yes (U/7)	Yes (U/9)	Yes (U/7)	No	Yes (U/7)
KUNG-FU MONK	Yes (U)	No	No	No	No	Yes (U)	No
Kung-Fu Monk/Thief	No	No	No	No	No	Yes (U/U)	No
TROUBADOUR	Yes (U)	Yes (8)	Yes (7)	Yes (6)	Yes (7)	No	No
WITCH	Yes (U)	Yes (6)	Yes (7)	Yes (9)	Yes (7)	Yes (9)	Yes (7)
Witch/Assassin	No	No	Yes (7/8)	Yes (9/7)	No	No	No

Table 2: Gnomes

Gnome Character Class/Level Limitations				
	GNOME SUB-RACES			
CLASSES	GNOME	FIR BOLG	FIR DOMNAN	GÁILIÓIN
CAVALIER	No	No	No	No
Cavalier/Cleric	No	No	No	No
Cavalier/Magic-User	No	No	No	No
Cavalier/Cleric/Magic-User	No	No	No	No
Paladin	No	No	No	No
CLERIC	Yes (7)	Yes (7)	Yes (8)	No
Cleric/Assassin	No	No	No	No
Cleric/Cavalier	No	No	No	No
Cleric/Fighter	No	No	No	No
Cleric/Kung-Fu Monk	No	No	No	No
Cleric/Magic-User	No	No	No	No
Cleric/Illusionist	No	No	Yes (8/8)	No
Cleric/Fighter/Magic-User	No	No	No	No
Cleric/Ranger	No	No	No	No
Cleric/Ranger/Magic-User	No	No	No	No
Cleric/Thief	No	No	Yes (8/U)	No
Druid‡	No	No	No	Yes (12)
Druid/Fighter	No	No	No	Yes (12/7)
Druid/Magic-User	No	No	No	No
Druid/Fighter/Magic-User	No	No	No	No
Druid/Thief	No	No	No	Yes (12/U)
FIGHTER	Yes (6) ⁴	Yes (8)	Yes (7)	Yes (7)
Barbarian	No	No	No	No
Barbarian/Thief	No	No	No	No
Ranger	No	No	No	No
Fighter/Assassin	No	No	No	No
Fighter/Illusionist	Yes (6/7)	Yes (8/5)	No	No
Fighter/Illusionist/Thief	No	No	No	No
Fighter/Kung-Fu Monk	No	No	No	No
Fighter/Magic-User	No	No	No	No
Fighter/Magic-User/Assassin	No	No	No	No

Fighter/Magic-User/Thief	No	No	No	No
Fighter/Thief	Yes (6/U)	Yes (8/U)	No	Yes (7/U)
Fighter/Troubadour	No	Yes (8/5)	No	Yes (7/5)
Fighter/Witch	No	No	No	No
Ranger/Magic-User	No	No	No	No
Ranger/Magic-User/Thief	No	No	No	No
Ranger/Thief	No	No	No	No
Ranger/Troubadour	No	No	No	No
Ranger/Witch	No	No	No	No
MAGIC-USER	No	No	No	No
Illusionist	Yes (7) ⁵	Yes (5)	Yes (8)	No
Illusionist/Thief	Yes (7/U)	Yes (5/U)	Yes (8/U)	No
Magic-User/Thief	No	No	No	No
Magic-User/Kung-Fu Monk	No	No	No	No
THIEF	Yes (U)	Yes (U)	Yes (U)	Yes (U)
Assassin†	Yes (8)	Yes (8)	Yes (7)	Yes (8)
Assassin/Kung-Fu Monk	No	No	No	No
Thief/Kung-Fu Monk	No	No	No	No
Thief/Troubadour	No	Yes (U/5)	Yes (U/6)	Yes (U/5)
Thief/Witch	No	No	No	No
KUNG-FU MONK	No	No	No	No
Kung-Fu Monk/Thief	No	No	No	No
TROUBADOUR	Yes (5)	Yes (5)	Yes (6)	Yes (5)
WITCH	No	No	No	No
Witch/Assassin	No	No	No	No

Table 3: Dwarfs

Dwarf Character Class/Level Limitations					
DWARF SUB-RACES					
CLASSES	DWARF	DOMOVOY/DVOROVOY	LESHIY	VODNIK	VOZDUSHNIY
CAVALIER	No	No	No	No	No
Cavalier/Cleric	No	No	No	No	No
Cavalier/Magic-User	No	No	No	No	No
Cavalier/Cleric/Magic-User	No	No	No	No	No
Paladin	No	No	No	No	No
CLERIC	Yes (8)	Yes (7)	No	Yes (6)	Yes (8)
Cleric/Assassin	No	No	No	Yes (6/6)	No
Cleric/Cavalier	No	No	No	No	No
Cleric/Fighter	No	Yes (7/10)	No	Yes (6/10)	Yes (8/9)
Cleric/Kung-Fu Monk	No	No	No	No	No
Cleric/Magic-User	No	No	No	No	Yes (8/7)
Cleric/Illusionist	No	No	No	No	No
Cleric/Fighter/Magic-User	No	No	No	No	No
Cleric/Ranger	No	No	No	No	Yes (8/8)
Cleric/Ranger/Magic-User	No	No	No	No	No

Cleric/Thief	No	Yes (7/U)	No	Yes (6/U)	No
Druid ‡	No	No	Yes (11)	No	No
Druid/Fighter	No	No	Yes (11/9)	No	No
Druid/Magic-User	No	No	No	No	No
Druid/Fighter/Magic-User	No	No	No	No	No
Druid/Thief	No	No	Yes (11/12)	No	No
FIGHTER	Yes (9) ¹	Yes (10)	Yes (9)	Yes (10)	Yes (9)
Barbarian	No	No	No	Yes (6)	No
Barbarian/Thief	No	No	No	No	No
Ranger	No	No	Yes (U)	No	Yes (8)
Fighter/Assassin	No	No	No	No	No
Fighter/Illusionist	No	No	No	No	No
Fighter/Illusionist/Thief	No	No	No	No	No
Fighter/Kung-Fu Monk	No	No	No	No	No
Fighter/Magic-User	No	No	No	No	Yes (9/7)
Fighter/Magic-User/Assassin	No	No	No	No	No
Fighter/Witch	No	No	No	No	No
Fighter/Magic-User/Thief	No	No	No	No	Yes (9/7/U)
Fighter/Thief	Yes (9/U)	No	Yes (9/12)	Yes (10/U)	No
Fighter/Troubadour	No	No	No	No	No
Fighter/Witch	No	Yes (10/7)	Yes (9/9)	Yes (10/6)	No
Ranger/Magic-User	No	No	No	No	Yes (8/7)
Ranger/Magic-User/Thief	No	No	No	No	Yes (8/7/U)
Ranger/Thief	No	No	Yes (U/12)	No	No
Ranger/Troubadour	No	No	No	No	No
Ranger/Witch	No	No	Yes (U/9)	No	No
MAGIC-USER	No	No	No	No	Yes (7)
Illusionist	No	No	No	No	No
Illusionist/Thief	No	No	No	No	No
Magic-User/Thief	No	No	No	No	Yes (7/U)
Magic-User/Kung-Fu Monk	No	No	No	No	No
THIEF	Yes (U)	Yes (U)	Yes (12)	Yes (U)	Yes (U)
Assassin†	Yes (9)	Yes (7)	No	Yes (6)	No
Assassin/Kung-Fu Monk	No	No	No	No	No
Thief/Kung-Fu Monk	No	No	No	No	No
Thief/Troubadour	No	No	No	No	No
Thief/Witch	No	Yes (U/7)	No	Yes (U/6)	No
KUNG-FU MONK	No	No	No	No	No
Kung-Fu Monk/Thief	No	No	No	No	No
TROUBADOUR	No	No	No	No	No
WITCH	No	Yes (7)	Yes (9)	Yes (6)	No
Witch/Assassin	No	No	No	No	No

Table 4: Elves

Elf Character Class/Level Limitations
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ELF SUB-RACES				
CLASSES	ELF	POLDER	WARDEN	LIMINAL
CAVALIER	No	No	No	Yes (5)
Cavalier/Cleric	No	No	No	Yes (5/5)
Cavalier/Magic-User	No	No	No	Yes (5/12)
Cavalier/Cleric/Magic-User	No	No	No	No
Paladin	No	No	No	No
CLERIC	Yes (7)	No	No	Yes (5)
Cleric/Assassin	No	No	No	No
Cleric/Cavalier	No	No	No	No
Cleric/Fighter	No	No	No	Yes (5/6/)
Cleric/Kung-Fu Monk	No	No	No	No
Cleric/Magic-User	No	No	No	Yes (5/12)
Cleric/Illusionist	No	No	No	No
Cleric/Fighter/Magic-User	No	No	No	Yes (5/6/12)
Cleric/Ranger	No	No	No	Yes (5/6)
Cleric/Ranger/Magic-User	No	No	No	No
Cleric/Thief	No	No	No	Yes (5/U)
Druid‡	No	Yes (6)	Yes (6)	No
Druid/Fighter	No	Yes (6/5)	Yes (6/5)	No
Druid/Magic-User	No	No	No	No
Druid/Fighter/Magic-User	No	No	No	No
Druid/Thief	No	Yes (6/U)	Yes (6/U)	No
FIGHTER	Yes (7) ²	Yes (5)	Yes (5)	Yes (6)
Barbarian	No	No	No	No
Barbarian/Thief	No	No	No	No
Ranger	No	Yes (4)	Yes (6)	Yes (6)
Fighter/Assassin	No	Yes (5/7)	Yes (5/7)	No
Fighter/Illusionist	No	Yes (5/6)	No	No
Fighter/Illusionist/Thief	No	Yes (5/6/U)	No	No
Fighter/Kung-Fu Monk	No	No	No	No
Fighter/Magic-User	Yes (7/11)	Yes (5/11)	Yes (5/10)	No
Fighter/Magic-User/Assassin	No	No	No	No
Fighter/Witch	No	No	No	No
Fighter/Magic-User/Thief	Yes (7/11/U)	Yes (5/11/U)	Yes (5/10/U)	Yes (6/12/U)
Fighter/Thief	Yes (7/U)	Yes (5/U)	Yes (5/U)	No
Fighter/Troubadour	No	Yes (5/6)	No	No
Fighter/Witch	No	No	No	No
Ranger/Magic-User	No	Yes (4/11)	Yes (6/10)	Yes (6/12)
Ranger/Magic-User/Thief	No	No	Yes (6/10/U)	No
Ranger/Thief	No	Yes (4/U)	Yes (6/U)	Yes (6/U)
Ranger/Troubadour	No	No	No	No
Ranger/Witch	No	No	No	No
MAGIC-USER	Yes (11) ³	Yes (11)	Yes (10)	Yes (12)
Illusionist	No	Yes (6)	No	No
Illusionist/Thief	No	Yes (6/U)	No	No

Magic-User/Thief	Yes (11/U)	Yes (11/U)	Yes (10/U)	No
Magic-User/Kung-Fu Monk	No	No	No	No
THIEF	Yes (U)	Yes (U)	Yes (U)	Yes (U)
Assassin†	Yes (10)	Yes (7)	Yes (7)	No
Assassin/Kung-Fu Monk	No	No	No	No
Thief/Kung-Fu Monk	No	No	No	No
Thief/Troubadour	No	No	No	No
Thief/Witch	No	No	No	No
KUNG-FU MONK	No	No	No	No
Kung-Fu Monk/Thief	No	No	No	No
TROUBADOUR	No	Yes (6)	No	No
WITCH	No	No	No	No
Witch/Assassin	No	No	No	No

Table 5: Half-Elves

Half-Elf Character Class/Level Limitations			
HALF-ELF SUB-RACES			
CLASSES	HALF-ELF	CHANGELING (ELF-BROOD)	CHANGELING (MAN-BROOD)
CAVALIER	No	Yes (7)	Yes (9)
Cavalier/Cleric	No	Yes (7/5)	Yes
Cavalier/Magic-User	No	Yes (7/7)	Yes (9/7)
Cavalier/Cleric/Magic-User	No	Yes (7/5/7)	No
Paladin	No	No	No
CLERIC	Yes (5)	Yes (5)	Yes (5)
Cleric/Assassin	No	Yes (5/11)	No
Cleric/Cavalier	No	No	No
Cleric/Fighter	Yes (6/8)	Yes (5/8)	Yes (5/8)
Cleric/Kung-Fu Monk	No	No	No
Cleric/Magic-User	Yes (5/8)	No	No
Cleric/Illusionist	No	No	No
Cleric/Fighter/Magic-User	Yes (5/8/8)	Yes (5/8/7)	Yes (5/8/7)
Cleric/Ranger	Yes (5/8)	No	No
Cleric/Ranger/Magic-User	No	Yes (5/7/7)	Yes (5/7/7)
Cleric/Thief	No	Yes (5/U)	Yes (5/U)
Druid‡	No	Yes (5)	Yes (5)
Druid/Fighter	No	Yes (5/8)	Yes (5/8)
Druid/Fighter/Magic-User	No	No	Yes (5/8/7)
Druid/Magic-User	No	Yes (5/7)	Yes (5/7)
Druid/Thief	No	Yes (5/U)	Yes (5/U)
FIGHTER	Yes (8) ⁶	Yes (8)	Yes (8)
Barbarian	No	No	No
Barbarian/Thief	No	No	No
Ranger	Yes (8) ⁸	Yes (7)	Yes (7)
Fighter/Assassin	No	Yes (8/11)	Yes (8/11)
Fighter/Illusionist	No	No	No

Fighter/Illusionist/Thief		No	No
Fighter/Kung-Fu Monk	No	No	No
Fighter/Magic-User	Yes (8/8)	Yes (8/7)	Yes (8/7)
Fighter/Magic-User/Assassin	No	No	Yes (8/7/11)
Fighter/Witch	Yes (8/6)	No	No
Fighter/Magic-User/Thief	Yes (8/8/U)	Yes (8/7/U)	No
Fighter/Thief	Yes (8/U)	Yes (8/U)	Yes (8/U)
Fighter/Troubadour	No	No	Yes (8/8)
Fighter/Witch	No	No	Yes (8/6)
Ranger/Magic-User	No	Yes (7/7)	Yes (7/7)
Ranger/Magic-User/Thief	No	Yes (7/7/U)	Yes (7/7/U)
Ranger/Thief	No	Yes (7/U)	Yes (7/U)
Ranger/Troubadour	No	No	Yes (7/8)
Ranger/Witch	Yes (8/6)	No	Yes (7/6)
MAGIC-USER	Yes (8)	Yes (7) ⁷	Yes (7)
Illusionist	No	No	No
Illusionist/Thief	No	No	No
Magic-User/Thief	Yes (8/U)	No	No
Magic-User/Kung-Fu Monk	No	No	No
THIEF	Yes (U)	Yes (U)	Yes (U)
Assassin†	Yes (11)	Yes (11)	Yes (11)
Assassin/Kung-Fu Monk	No	No	No
Thief/Kung-Fu Monk	No	No	No
Thief/Troubadour	No	No	Yes (U/8)
Thief/Witch	Yes (U/6)	No	Yes (U/6)
KUNG-FU MONK	No	No	No
Kung-Fu Monk/Thief	No	No	No
TROUBADOUR	No	No	Yes (8)
WITCH	Yes (6)	No	Yes (6)
Witch/Assassin	Yes (6/11)	No	No

Table 6: Other Races

Other Racial Character Class/Level Limitations			
OTHER RACES			
CLASSES	HALFLING	HALF-ORC	HALF-OGRE
CAVALIER	No	No	No
Cavalier/Cleric	No	No	No
Cavalier/Magic-User	No	No	No
Cavalier/Cleric/Magic-User	No	No	No
Paladin	No	No	No
CLERIC	No	Yes (4)	Yes (4)
Cleric/Assassin	No	Yes (4/15)	No
Cleric/Cavalier	No	No	No
Cleric/Fighter	No	Yes (4/10)	No
Cleric/Kung-Fu Monk	No	No	No

Cleric/Magic-User	No	No	No
Cleric/Illusionist	No	No	No
Cleric/Fighter/Magic-User	No	No	No
Cleric/Ranger	No	No	No
Cleric/Ranger/Magic-User	No	No	No
Cleric/Thief	No	Yes (4/7)	No
Druid†	Yes (6)	No	No
Druid/Fighter	No	No	No
Druid/Magic-User	No	No	No
Druid/Fighter/Magic-User	No	No	No
Druid/Thief	No	No	No
FIGHTER	Yes (4)	Yes (10)	Yes (10)
Barbarian	No	Yes (9)	Yes (9)
Barbarian/Thief	No	No	Yes (9/4)
Ranger	No	No	No
Fighter/Assassin	No	Yes (10/15)	No
Fighter/Illusionist	No	No	No
Fighter/Kung-Fu Monk	No	No	No
Fighter/Magic-User	No	No	No
Fighter/Magic-User/Assassin	No	No	No
Fighter/Witch	No	No	No
Fighter/Magic-User/Thief	No	No	No
Fighter/Thief	Yes (4/U)	Yes (10/7)	Yes (10/4)
Fighter/Troubadour	No	No	No
Fighter/Witch	No	Yes (10/6)	No
Ranger/Magic-User	No	No	No
Ranger/Magic-User/Thief	No	No	No
Ranger/Thief	No	No	No
Ranger/Troubadour	No	No	No
Ranger/Witch	No	No	No
MAGIC-USER	No	No	No
Illusionist	No	No	No
Illusionist/Thief	No	No	No
Magic-User/Thief	No	No	No
Magic-User/Kung-Fu Monk	No	No	No
THIEF	Yes (U)	Yes (7) ⁹	Yes (4)
Assassin†	No	Yes (15)	No
Assassin/Kung-Fu Monk	No	No	No
Thief/Kung-Fu Monk	No	No	No
Thief/Troubadour	No	No	No
Thief/Witch	No	No	No
KUNG-FU MONK	No	No	No
Kung-Fu Monk/Thief	No	No	No
TROUBADOUR	No	No	No
WITCH	No	Yes (6)	No
Witch/Assassin	No	Yes (6/15)	No

- † Assassins may not exceed level 15
- ‡ Druids may not exceed level 14
- ¹ 9 (Str 18); 8 (Str 17); 7 (Str 16 and less)
- ² 7 (Str 18); 6 (Str 17); 6 (Str 16 and less)
- ³ 11 (Int 18); 10 (Int 17); 9 (Int 16 and less)
- ⁴ 6 (Str 18); 5 (Str 17 and less)
- ⁵ 7 (One of Dex or Int 18+ and the other 17+), 6 (Dex and Int 17), 5 (Dex or Int under 17)
- ⁶ 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)
- ⁷ 8 (Int 18+), 7 (Int 17), 6 (Int 16 and below)
- ⁸ 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)
- ⁹ 7 (Dex 17), 6 (Dex 16 and below)

TABLES OF STAT LIMITS BY RACE (AFTER ADJUSTMENTS)

	DWARFS					ELVES				GNOMES				HALF-ELVES		
	Gen	Dmv	Lsh	Vod	Voz	Gen	Pol	War	Lim	Gen	FBo	FDo	Gai	Gen	EBr	MBr
STR																
Min	8	8	8	8	8	3	3	3	3	6	7	6	6	3	3	3
Max	18	18	18	18	18	18	18	18	17	18	18	17	18	18	18	18
DEX																
Min	3	3	3	3	3	7	7	8	8	3	3	5	3	6	4	6
Max	17	17	17	17	17	19	18	19	19	18	18	18	18	18	18	18
CON																
Min	12	12	12	12	12	8	7	7	4	8	8	8	8	6	4	6
Max	19	19	19	19	18	17	17	17	16	18	18	17	18	18	17	18
INT																
Min	3	3	3	3	6	8	8	8	8	7	6	7	7	4	6	4
Max	18	18	18	18	19	18	18	18	19	18	18	18	18	18	18	18
WIS																
Min	3	3	6	3	3	3	3	3	3	3	3	7	3	3	3	3
Max	18	18	19	18	18	18	18	18	18	18	18	19	18	18	18	18
CHA																
Min	3	3	3	3	3	8	9	6	6	3	3	3	3	3	6	3
Max	16 ¹	16 ¹	16 ¹	16 ¹	16 ¹	18	19	18	18	18	18	18	18	18	19	18

¹ Dwarfs' charisma is treated as 1 point higher with respect to other dwarfs

	½-ORCS	½-OGRES	½-LINGS	HUMANS						
	Gen	Gen	Gen	Gen	Nth	Sth	Ama	Atl	Sun	Pic
STR										

Min	6	14	6	3	8	3	6	3	3	7
Max	18	19	17	18	19	18	18	18	18	18
DEX										
Min	3	3	8	3	3	3	7	5	5	6
Max	17	13	19	18	18	18	19	18	18	18
CON										
Min	13	14	10	3	8	3	8	3	5	8
Max	19	19	18	18	18	18	19	18	18	19
INT										
Min	3	3	6	3	3	9	3	7	3	3
Max	17	12	18	18	18	19	18	18	18	18
WIS										
Min	3	2	3	3	3	3	3	9	5	3
Max	14	12	17	18	18	18	18	19	18	18
CHA										
Min	3	2	3	3	3	3	3	3	3	3
Max	12	8	18	18	18	18	18	19	18	18

CHARACTER DETAILS

AGE AND AGEING

Characters of different races age at different rates, so character age and ageing is an aspect of the character's race. These rules completely replace the ones in the OSRIC Core Rules.

Characters can be classified into the following brackets according to their age:

	HUMAN ¹	ATLANTEAN	ELF	HALF-ELF ²	DWARF	GNOME	HALF-ORC	HALFLING	HALF-OGRE
INFANT	0-2	0-3	0-5	0-3	0-4	0-4	0-2	0-3	0-2
CHILD	3-10	4-12	6-40	4-15	5-28	5-32	3-8	4-20	3-8
ADOLESCENT	11-16	13-20	41-90	16-24	29-45	33-60	9-13	21-32	9-14
ADULT	17-45	21-55	91-400	25-70	46-250	61-300	14-35	33-80	15-40
MIDDLE-AGED	46-60	56-75	401-600	71-95	251-320	301-400	36-45	81-95	41-50
OLD	61-75	76-90	601-800	96-120	321-400	401-500	46-55	96-110	51-65
ELDERLY	76-90	91-110	801-1000	121-150	401-480	501-600	56-65	111-130	66-70
ANCIENT	91+	111+	1001+	151+	481+	601+	66+	131+	71+

¹ Includes Northman, Southman, Amazon, Citizen of the Celestial Empire/Sun-Lander, Pict, and Man-brood Changeling, but not Atlanteans who have their own column.

² Includes Elf-brood Changeling. Although genetically elven, these changelings spend their crucial formative years in the mortal world so ageing sets in at a mortal speed.

TABLE OF STARTING AGES BY RACE AND CLASS

	HUMAN ¹	ATLANTEAN	ELF	HALF-ELF ²	DWARF	GNOME	HALF-ORC	HALFLING	HALF-OGRE
Assassin	20+1d4	-	130+5d6	25+2d8	75+3d6	80+5d4	18+1d4	-	-
Barbarian	15+1d4	-	-	-	40+5d4	-	12+1d4	-	15+1d4
Cavalier	20+1d4	22+1d6	130+5d6	24+2d8	-	-	-	-	-
Cleric	20+1d4	22+1d6	140+5d6	30+2d8	90+3d8	100+3d8	18+1d4	-	20+1d6
Druid	21+1d4	-	150+5d6	32+2d8	90+3d8	100+3d8	-	36+3d4	-

Fighter	16+1d4	20+1d6	130+5d6	22+3d4	40+5d4	60+5d4	13+1d4	28+3d4	15+1d4
Illusionist	30+1d6	33+1d8	150+5d6	-	-	100+2d12	-	-	-
Kung-Fu Monk	20+1d4	-	-	-	-	-	-	-	-
Magic-User	24+2d8	33+1d8	150+5d6	32+2d8	90+2d12	-	-	-	-
Paladin	18+1d4	20+1d6	-	-	-	-	-	-	-
Ranger	20+1d4	22+1d6	140+5d6	28+2d8	80+3d6	-	-	-	-
Thief	20+1d4	22+1d6	100+5d6	22+3d6	75+3d6	80+5d4	18+1d4	34+2d4	15+1d6
Troubadour	20+1d4	22+1d6	110+5d6	22+3d6	-	90+5d4	-	-	-
Witch	21+1d6	24+1d6	-	22+3d8	80+5d6	-	20+1d6	-	-

Multi-class characters tend towards the higher end of the age range. For multi-class characters, select the range that gives the highest possible age, and roll on it twice, using the higher result.

EFFECTS OF AGEING

Most player characters will begin as adults, with a few adolescents. There is no effect in game terms when advancing from adolescent to adult.

ENTERING AGE CATEGORY	STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
Middle-Aged	60% (-1)	50% (-1)	50% (-1)	-	25% (+1)	-
Old	60% (-1)	50% (-1)	50% (-1)	25% (+1)	50% (+1)	-
Elderly	75% (-1d3)	75% (-1d2)	75% (-1d3)	25% (+1)	50% (+1)	-
Ancient	90% (-1d3)	75% (-1d2)	90% (-1d3)	25% (+1d2)	75% (+1d2)	-

The chance is the percentage chance that the indicated modifier will be applied.

For example, a human is touched by a ghost and gains 21 years of age, which moves her from “middle-aged” to “old”. There is a 60% chance that she will lose a point of Strength, a 50% chance each that she will lose a point of Dexterity and Constitution, a 25% chance that she will gain a point of Intelligence, and a 50% chance that she will gain a point of Wisdom. These adjustments can cause a character to drop below racial minima, but not to exceed racial maxima.

(In a “realistic” game, old age would risk deterioration of mental stats due to dementia, but in OSRIC’s source literature, old age tends to be a marker for wisdom and knowledge. We take this to mean that senile dementia is removable with a *cure disease* spell or similar enchantment.)

MORTALITY

If for some reason it becomes necessary to calculate the risk of death from natural causes/old age, then for game purposes mortality rates are:

AGE RANK	RATE
Infant-Adult	0.01%/year
Middle-Aged	0.1%/year
Old	3%/year
Elderly	20%/year
Ancient	50%/year

SUPERNATURAL AGEING

The following spells or effects cause supernatural ageing:

EFFECT	AGEING
Being affected by a haste spell	2 years
Being touched by a ghost	7d6 years
Casting <i>alter reality</i>	1d4 years
Casting <i>gate</i>	1d6 years
Casting <i>limited wish</i>	1 year
Casting <i>resurrection</i>	1d4 years
Casting <i>wish</i>	1d4 years
Drinking a <i>potion of speed</i>	1 year
Seeing a ghost	3d6 years

Using a magical device such as a wand or scroll that casts one of these spells does not cause supernatural ageing, but creating or recharging such a device does.

CHARACTER BIRTH AND FAMILY

The GM may choose to have players determine their characters' birth order by rolling on the table below. Determining this detail adds a bit of additional colour to the character's background which can help the player visualise the character, and might also impact the campaign, in the case of first children who may have additional duties or responsibilities, seventh children, who have additional benefits as detailed below, or if the GM chooses to detail siblings or other members of the character's family.

d%	BIRTH RANK	MODIFIERS	
01-25	1 st Child	Dwarf	-15
26-45	2 nd Child	Elf / Gnome	-20
46-60	3 rd Child	Halfling / Half-Elf	-10
61-75	4 th Child	Human / Half-Orc	0
76-85	5 th Child	Lower Social Class	0
86-90	6 th Child	Middle Social Class	-5
91-94	7 th Child *	Upper Social Class	-15
95-97	8 th Child		
98-99	9 th Child		
100	10 th + Child		

* Seventh children should make an additional roll on the following table to determine whether either or both of their parents might also have been seventh children, and what special benefits apply to the character (particularly if the optional Joss rules are in use):

d%	BIRTH RANK	BENEFITS
01-70	7 th Child	+1 Joss
71-77	7 th Child of a 7 th Child	+2 Joss

78-90	7 th Son/Daughter of a 7 th Son/Daughter	+3 Joss, +1 WIS
91-99	7 th Son/Daughter of 7 th Child Parents	+4 Joss, +1 WIS
100	7 th Son/Daughter of a 7 th Son & 7 th Daughter	+5 Joss, +1 INT, +1 WIS

SIBLINGS

Multiple births: For those who desire a greater degree of complexity and verisimilitude, in the above tables, a “child” may actually be twins or even more offspring. The chance of multiple birth is 1% for humans and 4% for half-orcs (pure-blooded orcs tend to produce litters of three or four offspring). For half-elves and halflings the chance is 0.1%. Elves, dwarfs and gnomes almost never produce multiple births.

If a multiple birth is indicated it is almost always twins, but there is a 1% chance it may be triplets. If triplets, there is a 1% chance that it is actually quadruplets, and so on.

For each additional child above the first born in a multiple birth, roll 1d6. On a 1 or 2, it is an identical twin and will be of the same gender as the first child. Otherwise it will be a fraternal or sororal twin and its gender is determined randomly.

Gender: Human children are 53% male and 47% female. Half-orcs are 60% male and 40% female, and all other species are 50% male/50% female.

Infant mortality and child mortality: The worlds used in OSRIC-compatible games, which contain spellcasters capable of curing most diseases and healing most injuries, have a much lower child and infant mortality rate than real world mediaeval societies did. For each child, roll 1d20; on a “1” the child fails to survive to its fifth birthday.

COMPLEX FAMILY GENERATION

Using these tables it should be possible to create a family of any desired complexity.

MOTHER'S AGE TABLE

	HUMAN	ATLANTEAN	ELF	HALF-ELF ¹	DWARF	GNOME	HALF-ORC ²	HALFLING	HALF-OGRE
Age at first conception	14+1d20	15+2d12	60+5d20	19+3d12	38+5d12	45+4d20	12+1d20	26+4d12	14+1d20
Interval between conceptions	1d4 years	1d6 years	2d12 years	1d8 years	1d12 years	2d8 years	1d3 years	2d4 years	1d3 years
Chance born into stable family	85%	90%	97%	80%	99%	99%	10%	95%	15%
Chance mother widowed*	2%	2%	0.1%	1%	0.5%	0.3%	7%	1%	5%
Chance mother divorced/abandoned	2%	2%	0.1%	1%	0.1%	0.2%	25%	0.5%	20%
¹ This value is only used where the mother is herself a half-elf. If the half-elf is born of a human and an elf, use the appropriate table for the mother! ² This value is only used where the mother is herself a half-orc. If the half-orc is born of a human and an orc, use the appropriate table for the mother! If a value is needed for a female orc's age at first conception, use 10+1d12. * Chance is rolled annually.									

The father's age varies according to campaign circumstances - if the parents are a stable family, there is a 90% chance that the father is within 25% of the mother's age at first conception. For

children born out of a stable family the father can be any age from late adolescence onwards.

SOCIAL CLASS

D%	SOCIAL CLASS	BACKGROUND	CHARACTER STARTS WITH...
01-03	Lower	Escaped Prisoner/Runaway Serf/Slave	Outstanding arrest warrant, 50% chance of useful contact
04-06	Lower	Beggar	50% chance of disfigurement or skin disease, 20% chance of Thieves' Cant
07-10	Lower	Ship's Crew	1d3 tattoos, 20% chance of additional language
11-15	Lower	Labourer/Cottar/Villein	Shovel, pick, broom or washtub, +1 open doors, +10 lbs encumbrance bonus
16-20	Lower	Peddler	Wares worth 3d6 sp, 20% chance of additional language
21-35	Middle	Burgess/Townsperson	Dagger, 50% chance of useful rumour
36-50	Middle	Merchant	Wares worth 3d6 gp
51-65	Middle	Clerk/Scribe	Quill, penknife and 3d6 sheets of paper, +5% read languages if Thief
66-80	Middle	Crafter	Tools of a trade, guild membership (first month's dues paid)
81-90	Upper	Yeoman/Franklin	Longbow, quiver and 3d6 arrowst
91-96	Upper	Squire/Herald/Official	Longsword†, palfrey & tack
97-99	Upper	Lady/Gentleman	Double rolled starting wealth
100	Upper	Noble*	Triple rolled starting wealth

†Or cash equivalent, if character class cannot be proficient in the weapon

Noble subtable:

D%	PARENTS' STATION
01-50	Knight/Dame (Non-hereditary)
51-65	Baronet
66-75	Baron/-ess
76-85	Viscount/-ess
86-90	Earl/Count/-ess
91-95	Marquis/Marquise
96-99	Duke/Duchess
00	Royalty

If the player character is a child of the hereditary nobility, then any result of “first child” on the first table should be rerolled, since those in line to inherit substantial wealth and power typically have neither permission nor motivation to risk their lives on wild adventures. If the second roll still shows that the character is a first child, then the result should stand. The GM and player will need to agree on what unusual circumstance obtains.

BACKGROUND PROFESSIONS

Player characters were not always adventurers. Before they decided to head off into dark mysterious

dungeons or ogre-infested wild lands, they may have started down one or more “respectable” career paths. In most “old school” fantasy role-playing games like OSRIC, however, this aspect of a character's early life has no effect on that character's abilities. This optional rule aims to rectify this situation.

Moreover, by providing all characters with at least one “background profession”, this optional rule should provide greater depth and personality to the players' characters. Consider, for instance, the following party. Cormac the Fighter was once a hunter who was raised near the Highland Forest, hence his skill in tracking prey and moving stealthily in hill and wood. In contrast, his ally Elowyn, also a Fighter, was once a scholar in the city of Bookbridge, hence her wide-ranging knowledge of different subjects. Elowyn's wide-ranging lore intimidates her companion, the Magic-User Alaric, whose own background as a petty noble in the court of the Duke of Briz means that he knows much of current politics and fashion, but little of ancient eldritch secrets, despite his arcane training. Finally, their holy ally - the rotund Fredigar, priest of Muirgen, Mistress of the Sea - spent years as a merchant and sailor before being called to service by his goddess.

With this optional rule all characters may start with at least one “background profession”. Players may roll either once on chart I, or twice on chart II below (the background professions on chart I are slightly more useful for adventuring characters). While GMs may permit players to re-roll results that do not seem to match their conceptions of their characters, players are encouraged to try to make counter-intuitive rolls work for their characters. For example, it may be that a paladin once was a pickpocket, before being “saved” from a life of crime by his church.

It is assumed that characters abandoned their professions to become adventurers before progressing beyond the “apprentice” stage (or equivalent). Thus a character who has the background profession of “alchemist”, for example, would not be as skilled at alchemy as most professional (non-player character) alchemists.

A character's background profession(s) can enable that character to do or know certain things that other characters cannot do or know. For example, a frontiersman may know whether a kind of wild berry is poisonous, or a doctor may know how to treat a particular infection. A character's background profession(s) can also give that character a bonus (typically equivalent to +4 on a d20, or +20% when using other dice) when attempting certain kinds of tasks. If a character has two professions, any bonuses from those professions are not cumulative - so a character with both the “fisher” and “sailor” background professions, for instance, would not gain a +8 (+40%) bonus to his or her attempts to swim in troubled waters, only a +4 (+20%).

Ultimately, of course, it is the Game Master's decision whether or not a character's background profession confers any special advantage in any particular situation. Similarly, it is up to the GM to determine whether a particular background profession is available to a character. The GM may decide to prohibit certain races from having certain background professions (for instance, the GM may decide that dwarf characters cannot have the frontiersman, hunter, or sailor background professions), or may restrict background professions to human characters (and perhaps half-elf characters raised in human societies) only.

BACKGROUND PROFESSION CHARTS

DIRECTIONS: Players may roll either once on Chart I or roll twice on Chart II (re-rolling any identical results).

Chart I (Roll a d10 once; re-roll if the character lacks the necessary attribute scores)

1d10	PROFESSION
1	Alchemist [Requires Intelligence of 12+]
2-3	Aristocrat
4	Brigand [Requires Strength and Dexterity of 9+]
5	Doctor [Requires Intelligence and Wisdom of 10+]
6-7	Frontiersman [Requires Constitution of 9+]
8-9	Hunter [Requires Dexterity of 9+]
10	Scholar [Requires Intelligence of 12+]

Chart II (Roll a d20 twice, re-rolling the second result if identical to the first; re-roll if the character lacks the necessary attribute scores)

1d20	PROFESSION
1-2	Blacksmith [Requires Strength of 10+]
3-6	Farmer
7-8	Fisher
9	Fletcher/Bowyer
10	Gambler [Requires Intelligence of 9+]
11	Pickpocket [Requires Dexterity of 12+]
12	Leatherworker/Tanner
13	Locksmith
14	Mason
15-16	Merchant [Requires Wisdom of 9+]
17	Minstrel [Requires Charisma of 12+]
18	Sailor
19-20	Sentinel

DESCRIPTIONS OF BACKGROUND PROFESSIONS

Alchemist [Requires an Intelligence of 12+]

Alchemists are skilled at identifying elixirs, poisons, potions, and so forth. If an alchemist analyses a potion or other liquid for one day, he/she successfully identifies the potion (or other liquid) with a roll of 8+ on a d20. If the alchemist rolls a 1 then the potion (or other liquid) is misidentified. Other failures (below 8 but above 1) indicate simply that the alchemist fails and knows that he/she has failed. The alchemist may try to identify the liquid again the following day on a result of 2-7 (with GM approval). If an alchemy lab is available - typically only found in towns with populations of 2500 or more - the alchemist gains a +4 bonus (i.e., succeeds on a roll of 4 or above), but must pay 30 +2d10gp per day to rent necessary supplies. (A roll of 1 still results in a misidentification by the alchemist.)

Characters with the alchemist background profession start with 1+1d3 potions (to be determined randomly or by the GM).

Aristocrat

Aristocrats have knowledge of court etiquette, heraldry, recent history, and politics. They are skilled at difficult riding manoeuvres (+4/20% bonus) and mounted combat (+1 bonus to hit when on a trained warhorse).

Characters of an aristocratic background start the game with an inherited high-quality weapon or shield. Because of its superior quality, this item will have a +1 non-magical bonus (i.e., the weapon will have a +1 bonus to hit but not damage, or the shield will grant a +1 bonus to AC). Characters will not part willingly with this item (i.e., will refuse to sell it, even if in dire straits). Aristocratic characters also start with a bonus of 2d20gp.

Blacksmith [Requires a Strength of 10+]

Blacksmiths can repair metal weapons and armour with proper equipment (costs 10% of 'market' weapon/armour price for supplies and to rent forge; normally takes one day per item). Blacksmiths can also determine the correct value of non-magical weapons and armour within 10%.

Brigand [Requires a Strength of 9+ and a Dexterity of 9+]

Characters who once spent time as brigands are skilled at hiding and moving silently. Non-Thief characters with this background may *hide in shadows* and *move silently* as a 1st-level Thief, but may never improve beyond this level of ability, unless they are Assassins, in which case they improve normally after level 3. Thief characters with this background profession receive a +15% to their *hide in shadows* and *move silently* abilities, and start with a suit of leather armour and sling at no cost.

Doctor [Requires an Intelligence and Wisdom of 10+]

Doctors can bandage wounded characters with proper equipment. A doctor can heal 1-2 hit points after one turn of applying a bandage or a salve. Alternatively, a doctor can treat an unconscious character, returning that character to consciousness after applying a bandage or salve and using smelling salts for one turn (the awakened character will have one hit point). Doctors can heal a character in this way only once per combat. (A 'medical kit' with 10 bandages, 5 salves, and smelling salts, costs 15gp; characters with the doctor background profession start with one free kit.)

Doctors can also try to draw out poisons (50% chance of success) and treat many natural diseases (50% chance of success). (The GM may modify the likelihood of success according the seriousness of the poison or disease.)

Farmer

Characters who were once farmers are skilled at predicting weather (roll of 6+ on d20) and at bartering (+4/20% bonus).

Fisher

If near a body of water and properly supplied (with a net, etc.), former fishers can capture enough fish to feed a 3+1d4 people for a day. Fishers are also skilled at swimming (+4/20% bonus if roll required, e.g., if the character is burdened, or is swimming in rapids; otherwise simply assume success).

Fletcher/Bowyer

Characters who were once fletchers/bowyers can make 1d4+1 scores (i.e., 40-100) of arrows or bolts per day with proper equipment (costs 10% of normal price). Such characters also are skilled at repairing damaged arrows and bows (roll of 6+ on d20 for every 5 arrows). Fletchers/bowyers can determine the correct value of non-magical bows within 10%.

Frontiersman [Requires a Constitution of 9+]

Characters who grew up on the edges of civilisation are skilled at finding their way in the wilds. They cannot normally become "lost" (although the GM may decide otherwise in unusual circumstances). Frontiersmen also have knowledge of natural herbs and poisons (+4/20% bonus if roll is required), knowledge of regional wildlife (+4/20% bonus if roll is required), and are good at predicting weather (roll of 6+ on d20, or +4/20% bonus if some other roll required). (It is recommended that the character typically succeed in identifying natural poisons, regional wildlife, etc., unless special circumstances warrant a roll.)

Gambler [Requires an Intelligence of 9+]

Characters who formerly made their living by gambling are skilled at such games (+4/20% bonus). They may earn 1d100-20sp (-19 to 80sp) per week by playing such games in any decent-sized town (normally a population of 2000 or greater), but may not adventure during that period. (Note that there is a possibility that a gambler may lose silver pieces during a period of gambling thanks to an unlucky streak, or encounters with even more skilled gamblers.)

There is a 2% chance/week (non-cumulative) of gambling during which the character makes 60+ silver pieces that 2-5 (1d4+1) thugs will be sent by a disgruntled loser in order to recover the 'unfairly taken' funds from the character.

Hunter [Requires Dexterity of 9+]

Characters who were once hunters have good knowledge of regional wildlife (+4 /20% bonus if roll is required). They are skilled at tracking creatures (any land-based animal, humanoid, or monster) in the wilds (base 20% chance; add to tracking % if character is a Ranger), and are good at hiding and moving silently in the outdoors. Non-Thief characters may *Hide In Shadows* and *Move Silently* as 1st-level Thieves. However, they may use this ability only outdoors, and it never improves with experience, unless the character is an Assassin (in which case it improves normally after level 3). Thief characters enjoy a +15% bonus to their ability to *Hide In Shadows* and *Move Silently*, but only outdoors.

Leatherworker/Tanner

Characters who were once leatherworkers can repair any leather good, including leather armour, with proper supplies (costs 10% of normal price; normally takes half a day per good). Leatherworkers also can determine the correct value of non-magical leather goods and hides within 10%.

Locksmith:

Locksmiths are skilled at repairing and disabling most mechanical devices, such as locks, mechanical traps, etc.

Non-Thief characters may *Pick Locks* and *Disarm (mechanical) Traps* as 1st-level Thieves. This ability, however, does not improve with experience (unless the character is an Assassin, in which case it improves as normal for that class). Thief characters that were once locksmiths enjoy a +15% bonus to their ability to pick locks and disarm traps.

Mason

Masons receive a bonus (+4/20%) to notice unusual stonework (including stone traps, sloping passageways, etc.). They also receive a bonus to detect secret or concealed doors constructed of stone or surrounded by stone. Add +1 to the character's d6 ability to detect secret and concealed doors, if stone or part of surrounding stonework. Also assume that most characters have a base 10%

ability to detect unusual stonework, to which the above modifiers apply (thus 30% for human ex-masons), unless they are dwarfs or gnomes, in which case apply the +20% bonus to the percentages listed under the descriptions of their special racial abilities.

Merchant [Requires Wisdom 9+]

Merchants are knowledgeable of the regional economy and current politics, and are good at bartering (+4/20% bonus if roll required). Characters with the merchant background profession start the game with extra 'supplies' (player's choice of kind of goods) worth $(2+1d4) \times 20$ (i.e., 60-120)gp.

Minstrel [Requires a Charisma of 12+]

Characters who were once minstrels are knowledgeable of regional culture, court etiquette, and current politics. They know how to play one instrument (player's choice), and own that instrument (decent quality - worth $20+2d20$ gp). Minstrels can earn 2d12sp per week from performing (the character cannot adventure during this time) in any decent-sized town (population 1000+). Minstrels can only earn 1d12 silver pieces per week in smaller locales.

Pickpocket [Requires a Dexterity of 12+]

Characters who are not Thieves, but who once spent time as pickpockets (perhaps as street urchins or as aspiring Thieves before opting for a different career), can pick pockets as 1st-level Thieves. This ability does not improve as the character gains experience in his/her non-Thief class (unless the character is an Assassin, in which case this ability improves as normal after level 3). If the character is a Thief, then he/she gains a +20% bonus to his/her "pick pockets" ability, and an extra 10-60 (1d6x10) starting gold pieces.

Sailor

Former sailors are skilled at predicting weather (+4/20% bonus) and swimming (+4/20% bonus if roll required, otherwise assume automatic success).

Scholar [Requires Intelligence 12+]

Characters who devoted their pre-adventuring years to study are knowledgeable of a wide range of general topics, such as those concerning culture, geography, history, religion, etc. (assume a base 50% chance that the character will be able to answer any 'general knowledge' question; reduce to 1-20%, according to the GM's judgement, for more specific and/or difficult questions). The character abandoned the pursuit of academic knowledge before becoming a proper sage, and thus lacks any specialised areas of knowledge.

Scholars also are knowledgeable of certain legends, including those concerning powerful monsters, ancient heroes and villains, powerful relics and magic items, etc. (+4/20% bonus). Scholars can try to identify a magic item (15% chance of success; +2% for every point of Intelligence above 12) if appropriate libraries and/or colleges are available (typically requires a town with a population of 5000 or greater; takes one week of research per item, and costs $50+1d20$ gp).

Sentinel

Characters who were once sentinels or guards are trained to be observant (+4/20% bonus to rolls to notice unusual things). They start with a mailshirt, rigid leather, or leather armour (player's choice), a small shield, and a one-handed weapon (player's choice) at no cost.

Note on Rolls

A character's probability of success when using the abilities associated with his/her background profession in many cases has been noted above. In some descriptions of background professions, though, only a bonus (typically +4 on a d20, or the equivalent of +20%) has been identified. It is left to the GM's judgement to adjudicate how to apply this bonus in particular cases (e.g., a +2 to a roll on a d10). However, a proposed method is provided here.

One way to resolve various tasks, which has a long history in old school fantasy role-playing games similar to OSRIC, is to make an 'attribute check.' This involves rolling a d20 and checking the roll against the appropriate ability score. If the roll is equal to or less than the character's relevant attribute (which typically will range from 3 to 18), the attempt is successful. Under this system, any bonus that applies to the relevant task from that character's background profession is added to his/her relevant attribute before making the roll. However, a natural roll of a 20 is always a failure (unless the GM decides that, in particular situations, if a character has an attribute equivalent to 20+ that character automatically succeeds at the task in question).

For example, a character with the "fisher" background profession attempts to swim across a turbulent river. If the river had been calm, the character would have succeeded automatically. Because of the rough water, though, the GM requests that the character make an attribute check against her strength. The character has a 12 strength, but because of her fisher background, that is adjusted to 16. Thus the player must roll a 16 or lower on a d20 in order for her character to swim successfully across the river.

Difficulty Modifiers

Finally, whenever a character must roll to use an ability associated with his/her background profession, it is recommended that the GM apply modifiers if appropriate. Very easy (but not automatically successful) tasks might receive a bonus of +10, while extremely difficult (but not impossible) tasks might receive a penalty of -10. Less extreme modifiers should apply to rolls involving tasks of intermediate ease or difficulty.

When using the 'attribute check' system, these modifiers should be applied the character's 'effective' attribute for the purposes of the roll. So, for instance, if the 'fisher' character mentioned earlier were to try to swim across a turbulent river while wearing a heavy backpack, the GM may assign a penalty of -6, rendering her effective attribute '10' (12 strength + 4 bonus for background profession - 6 for backpack = 10).

JOSS (Optional)

"Joss" is a Chinese Pidgin-English word (derived from *deus*), meaning good luck or fortune. In OSRIC terms Joss is a resource by which all PCs (and some important NPCs) are able to bend fate or luck (as expressed via die rolls) to some degree in their favor. It is quantified in terms of Joss Factors (JF), which can be utilized in the following ways:

- 1 JF can affect any skill check, saving throw, attack roll, surprise roll, initiative roll, etc. as follows: +/- 15% (for a d% roll), +/- 3 (for a d20 roll), +/- 1 (for a 1d6 roll). Other rolls can be extrapolated from these as necessary. JF can only be spent to improve the character's (or the character's side's) own chances, not to make an opponent's chances worse. Multiple JF can be spent to give a greater adjustment. *Note, however, that all JF must be declared and spent before the dice are rolled.*

- 1 JF can be spent to make an attack which has already succeeded do double damage (rolled twice; not rolled once and doubled) or minimum possible damage. Multiple JF cannot be spent to increase or decrease damage further.
- JF can be spent to gain hints/clues from the GM to solve a puzzle or mystery (exact cost determined by the GM, but always expensive)
- JF can be spent to allow the character to suddenly come into extra cash, at an exchange rate of 1 JF = 500gp.
- JF can be used to counter or cancel JF spent by another character on a 1:1 basis

Other uses of Joss are also possible, depending on the creativity of the player and the discretion of the GM, using the above as a guideline. For example, if a character is captured, spending JF may allow a "miraculous" escape - the number of JF required depending on how closely the character is being guarded, in how much isolation, etc. or spending JF may allow a character to pick up a temporary "special contact": a friendly NPC who can provide the character with help or information. As a general guideline, spending 1-2 JF will create a minor shift in the "game reality," 3-4 will allow a moderate shift, and 5-6 JF can create a major shift.

Note, however, that while Joss bends luck in the character's favor, it is not able to change results after the fact: spending JF cannot undo a bad occurrence, but may be used to mitigate the effects of that occurrence. For example, using a JF will not cause a successful bite by a poison spider to have missed, but may affect the saving throw against that poison. Likewise, a character that has fallen off a cliff cannot use JF to levitate back onto the cliff, but may use them to mitigate damage from the fall.

Joss for Player Characters: Each new player character begins at first level with 3-8 (1d6+2) JF. Thereafter, JF are gained in two ways: 1) one JF is gained every other level (i.e. at 2nd-level, 4th-level, etc.); and 2) JF are awarded to characters by the GM for exceptional acts - one that is remarkably heroic or clever, or that is particularly exemplary of the character's class and alignment. However, *no character may ever have more than 14 JF at any one time*. Note that JF that are spent do not automatically refresh, and once used the character must earn new JF to replace them.

Joss for NPCs: NPCs generally will have fewer JF than PCs, but the GM may wish to assign some Joss to particularly powerful or important NPCs. As a general rule, 0-level NPCs will have 0 JF (though the GM may wish to assign some, or even many, JF to a character whose luck is out of proportion to their skill; for example a preternaturally-plucky urchin youth), low-level NPCs (including henchmen) will have 1-2 JF, important and/or high-level NPC will have 3-8 (1d6+2) JF, and the most important rulers, demi-gods, and figures of similar stature may have as many as 9-14 (1d6+8) JF (noting that the same absolute maximum of 14 applies to NPCs as well as PCs). At the GM's discretion, certain intelligent monsters such as angels, couatl, daemons, demons, devils, dragons, qilin, lammasu, liches, shedu, titans, vampires etc. may also have JF as per the above guidelines.

KNACKS & QUIRKS (Optional)

Knacks are minor inborn talents, and quirks are minor inborn flaws or disabilities. Both of them serve to add a bit of color and individuality to characters without being either so powerful or so debilitating as to overshadow the character's other abilities. At the time of generation, one knack and one quirk should be rolled from the tables below for each character before choosing the character's class. Additional knacks and/or quirks may also be picked up during play, at the GM's discretion. Note that

the actual game-mechanical effects of many of the knacks and quirks have been left undefined, and should be adjudicated as the GM feels appropriate.

d%	QUIRK
01-02	Lightweight - double effects from alcohol
03-04	Glass jaw (double KO chance when pummeled)
05-06	Can't sing/carry a tune
07-08	Compulsive neat-freak
09-10	Spendthrift
11-12	Butterfingers (likely to drop things)
13-14	Allergic to bees
15-16	Allergic to nuts
17-18	Allergic to pollen
19-20	Allergic to dust
21-22	Sensitive to sunlight
23-24	Hated by dogs
25-26	Hated by cats
27-28	Hated by horses
29-30	Hated by all animals
31-32	Hated by dwarfs
33-34	Hated by elves
35-36	Hard of hearing
37-38	Deaf in one ear
39-40	Poor peripheral vision
41-42	Poor depth perception
43-44	Poor night vision
45-46	Colour blind
47-48	Short-sighted
49-50	Poor sense of smell
51-52	Poor sense of taste
53-54	Poor sense of balance
55-56	Poor sense of direction
57-58	Stutters
59-60	Speaks with lisp
61-62	Speaks with odd accent
63-64	Afraid of fire
65-66	Afraid of open water
67-68	Afraid of heights
69-70	Afraid of bugs/insects
71-72	Afraid of snakes
73-74	Afraid of undead
75-76	Afraid of crowds
77-78	Susceptible to illness/disease
79-80	Prone to sea-sickness
81-82	Requires extra food
83-84	Requires extra water

85-86	Tires easily - requires extra rest
87-88	Slow runner
89-90	Heals slowly
91-92	Enemy: upper class
93-94	Enemy: underworld
95-96	Outstanding debt
97-98	Outstanding arrest warrant
99-00	Roll 2 Quirks (ignoring rolls of 99-00)

KNACKS

d%	KNACK	d%	KNACK
01	+1 to open doors	51	+5% <i>Read Languages</i> (or 5% chance for non-Thief)
02	+5% to <i>Bend Bars/Lift Gates</i>	52	+5% to <i>Hear Noise</i>
03	+1 to-hit in pummeling attacks	53	+1 to spot secret doors
04	+1 to-hit in grappling attacks	54	+1 to turn undead (1 in 20 chance for non-Cleric)
05	+1 to hit in overbearing attacks	55	-1 dmg per die from falls
06	+50% encumbrance allowance	56	+25% to starting funds
07	+1 language	57	+1 weapon proficiency
08	Learn new languages in half normal time	58	30' <i>darkvision</i> (or +30' range if already have <i>darkvision</i>)
09	+1 to-hit with thrown missiles	59	Ambidextrous (No penalty for off-hand use)
10	+1 to-hit with slings	60	Can wield 2 weapons with no penalty for primary hand
11	+1 to-hit with bows	61	Half penalty (-2) for darkness/blindness
12	+1 reaction (surprise) adjustment	62	No AC penalty when attacked from behind
13	+5% on <i>System Shock & Resurrection</i> survival rolls	63	Excellent swimmer
14	+1 max. henchmen	64	Excellent horseman
15	+5% reaction from humans	65	Excellent knot-tier
16	+5% reaction from dwarfs and gnomes	66	Excellent climber
17	+5% reaction from elves and half-elves	67	Excellent jumper
18	+5% reaction from halflings	68	Excellent balance
19	+5% reaction from giants	69	Excellent singing voice
20	+5% reaction from bugbears, goblins, and hobgoblins	70	Excellent night vision (effective 60' <i>darkvision</i>)
21	+5% reaction from gnolls	71	Light sleeper (no auto-hit when sleeping; Saving Throw vs. <i>Sleep</i> spell)
22	+5% reaction from kobolds	72	Never tired - no mandatory rest periods required
23	+5% reaction from lizard men	73	Can survive on half normal food & water ration
24	+5% reaction from ogres and half-ogres	74	Resistant to extreme heat
25	+5% reaction from orcs and half-orcs	75	Resistant to extreme cold
26	+5% reaction from trolls	76	Never gets lost outdoors

27	+5% reaction from brownies, pixies and sprites	77	Predict weather 1-3 days in advance
28	+5% reaction from centaurs and satyrs	78	Can identify helpful plants & herbs
29	+5% reaction from dryads, nymphs and sylphs	79	Track outdoors as 1 st -lvl Ranger
30	+5% reaction from mermen and nixies	80	Can speak with cats
31	+5% reaction from dragons	81	Can speak with birds
32	+10% reaction from normal animals	82	Can speak with rodents
33	+5% reaction from opposite sex	83	Can speak with dogs
34	+10% loyalty from henchmen & hirelings	84	Can speak with horses and mules
35	+1d3 Joss factors	85	Can imitate animal sounds
36	Able to pass as one socio-economic class better/worse	86	Can determine direction underground (as gnome, or +10% for gnomes)
37	Social connection: upper class (nobility)	87	Can detect slopes underground (as dwarf, or +10% for dwarfs)
38	Social connection: lower class (underworld)	88	Natural healing at double normal rate
39	+1 Saving Throw vs. Poison	89	+30' move rate
40	+1 Saving Throw vs. Paralyzation and Death Magic	90	Able to find water
41	+1 Saving Throw vs. Disease	91	Able to determine exact value of gems & jewelry
42	+1 Saving Throw vs. Petrification or Polymorph	92	Able to escape in 1-3 rounds when tied up
43	+1 Saving Throw vs. Wands, Staves or Rods	93	Detect lies (25%)
44	+1 Saving Throw vs. Breath Weapons	94	Detect illusions (20%, or +10% for barbarians)
45	+1 Saving Throw vs. Spells	95	Detect magic (10%, or +5% for barbarians)
46	+10% <i>Move Silently</i> (or 10% chance if non-Thief)	96	Detect invisibility (10%, or +10%)
47	+10% <i>Hide in Shadows</i> (or 10% chance for non-Thief)	97	Animal companion (1=bird, 2-3=cat, 4-5=dog, 6=rodent)
48	+5% <i>Pick Pockets</i> (or 5% chance for non-Thief)	98	Once per session re-roll any rolled '1'
49	+5% <i>Open Locks</i> (or 5% chance for non-Thief)	99	Choose one Knack
50	+5% <i>Find & Remove Traps</i> (or 5% chance for non-Thief)	100	Roll two Knacks (ignore rolls of '00')

NEW PLAYER CHARACTER CLASSES

BARBARIAN

Barbarians always think of themselves as the bringers of civilization.

- Jacques Schaeffer

Civilized men are more discourteous than savages because they know they can be impolite without

having their skulls split, as a general thing.

- Robert E. Howard

Beyond the borderlands, in the shadows of dense wold and craggy rocks, dwell fierce-faced people grown hard and dour in the unforgiving wilds. As reavers they oft venture into richer realms for pillage and slaughter, sheathing bloody blades in the meek and mighty alike, though they also see service as mercenaries when the rewards are right. Their deities are brutal and strange, caring little for modesty or artistry, valuing chiefly strength and prowess. Whatever else he or she might profess, a Barbarian is a red-handed slayer, a bringer of death to the monsters and men that oppose him or her.

Barbarians begin the game with 2d6 x 10gp, unless the optional rules presented at the end of this section are in use, in which case the Barbarian starts with 5d6gp.

The Barbarian Character

Minimum Scores: Strength 15, Dexterity 13, Constitution 14, Intelligence 6, Wisdom 6, Charisma 6

Races Permitted: Humans, Half orcs (up to 9th-level)

Hit Die Type: 1d12 (max 9 at 9th-level)

Initial Hit Die: 1

Alignment: Any non-Lawful

Experience Bonus: Strength 16+ and Constitution 16+

Armour/Shield Permitted: Any

Weapons Permitted: Any

Weapon Proficiencies: 4 + 1 every 3 levels

Penalty To-Hit for Non-Proficiency: -2

Weapon Specialisation: Optional rule - as Fighter

Barbarian Level Advancement

LEVEL	EXPERIENCE	HIT DICE	NOTES
1	0	1d12	
2	2,250	2d12	
3	4,500	3d12	
4	9,000	4d12	
5	18,000	5d12	
6	36,000	6d12	
7	72,000	7d12	Bonus Attacks
8	144,000	8d12	
9	275,000	9d12	Chieftain
10	550,000	9d12+3	
11	825,000	9d12+6	

12	1,100,000	9d12+9	
13	1,375,000	9d12+12	Bonus Attacks
14	1,650,000	9d12+15	
15	1,935,000	9d12+18	
16	2,200,000	9d12+21	
17	2,475,000	9d12+24	
18	2,750,000	9d12+27	
19	3,025,000	9d12+30	
20	3,300,000	9d12+33	

Abilities

Exceptional Strength: A Barbarian character with a starting strength score of eighteen may roll percentage dice to determine an even greater degree of physical power, just as the Fighter class.

Superior Constitution: Being already naturally hardier than normal fighting-men, a Barbarian character with a truly exceptional constitution score (17+) enjoys the commensurate benefits of the Fighter.

Skilful Climber: Raised in the wilderness, the Barbarian character thinks little of obstacles that would daunt most civilised folk, meaning he or she climbs as a Thief of the same level.

Accomplished Tracker: For those who live beyond the soft comforts and pleasures of civilisation, tracking and hunting are essential skills, whether in pursuit of man, beast or monster. The Barbarian character tracks as a Ranger of the same level.

Insidious Ambusher: Warfare in the wild places of the world rarely takes the form of open battle, the terrain and mentality of the men who dwell there is better suited to sudden attacks from hidden vantages. As a result, the Barbarian character is well versed in both the laying and detection of ambushes, increasing the chance of the party surprising by 1-in-6 and reducing the chance of it being surprised by the same.

Advanced Abilities

Bonus attacks: Upon reaching level seven, a Barbarian character increases in rate of attack with melee weapons by half, from 1/1 to 3/2; every six levels thereafter his or her attack rate increases by a further half, which is to say to 2/1 at level thirteen and 5/2 at level nineteen.

Red-Handed Slayer: Normal men and similar monsters cannot stand against the wrath of the Barbarian, and so he or she may make as many attacks as he or she has levels against enemies with less than one full hit die.

Stronghold

Once the Barbarian character reaches level nine and is recognised as a chieftain, he or she may (if he has not done so already) establish a stronghold and clear the area around it of threats and hazards. He may then levy tribute on any inhabitants in the vicinity, collecting up to 10sp per month for every adult individual within his or her sphere of influence.

Barbarians: Optional Rules

The GM may decide to use different optional rules for different cultures. For example, a GM designing

a campaign world might decide that the Amazons of the eastern jungle use options 1b, 2 and 3 (cultural weapons are spears and javelins), while the Picts of the bleak west use options 1d and 3 - cultural weapons are spears, axes and single-handed swords.

1) **Light armour:** Barbarians are restricted to unencumbering armour types.

1a) Barbarians must be unarmoured.

1b) Barbarians may wear leather or padded armour.

1c) Barbarians may wear studded leather, leather or padded armour.

1d) Barbarians may wear any flexible armour type (mail, scale, studded leather, leather or padding).

2) **Defensive reflexes:** A Barbarian's quick reflexes give him or her a Saving Throw against being struck in melee. The Saving Throw depends on the Barbarian's encumbrance:

ENCUMBRANCE	SAVING THROW
No Armour	16
Light (Mv 120')	17
Moderate (Mv 90')	18
Heavy (Mv 60')	19
Very Heavy	20

3) **Widow-maker:** The Barbarian's training with cultural weapons improves his or her melee weapon damage by one die type. If the optional two-weapon rules are in play, only the main hand weapon gains this bonus. Improving by one die-type means:

1d3 becomes 1d4

1d4 becomes 1d6

1d6 becomes 1d8

1d8 becomes 1d10

2d4 becomes 1d10

1d10 becomes 1d12

1d12 becomes 2d8

2d6 becomes 2d8

2d8 becomes 3d6

3d6 becomes 3d8

Thus, a Barbarian whose cultural weapons are axes uses the following dice:

WEAPON	DAMAGE SM-MED	DAMAGE L
Hand Axe	1d8	1d6
Battle Axe	1d10	1d10

Two-handed Axe	1d12	3d6
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CAVALIER

No, Sir, his manners are such that he would not know how to ask a woman to accept his service, although his looks are of Love's color. — Wolfram von Eschenbach, **Parzival**

Arthur thought it better to make sure that the scattered Saxon forces could not re-form, at least while he came south for his father's burial. "He is young," she said, "for such a charge." I smiled. "But ready for it, and more than able. Believe me, it was like seeing a young falcon take to the air, or a swan to the water". — Mary Stewart, **The Last Enchantment**

Life on the border marches is fraught with peril, and the hardy folk that dwell there must endure the pitiless raids of their enemies and the looming spectre of invasion. The armoured cavalryman is invaluable in such places, responding swiftly to attack and pursuing raiders deep into their own territory, whether to recover prisoners or to exact a bloody revenge. Whilst upon foot the Cavalier is the equal of any fighting-man, upon horse no other can match his prowess. A Cavalier is a warrior much in demand, whether serving as a soldier in his homeland, seeking fortune in foreign parts as a mercenary, or battling monsters beneath the earth.

The Cavalier Character

Minimum Scores: Strength 15, Dexterity 14, Constitution 13, Intelligence 6, Wisdom 6, Charisma 6

Races Permitted: Humans, Half-Elves (up to 9th-level)

Hit Die Type: 1d10 (max 9 at 9th-level)

Initial Hit Die: 1

Alignment: Any non-Chaotic

Experience Bonus: Strength 16+ and Dexterity 16+

Armour/Shield Permitted: Any

Weapons Permitted: Any

Weapon Proficiencies: 4 + 1 every 3 levels

Penalty To-Hit for Non-Proficiency: -2

Weapon Specialisation: Optional rule - as Fighter

Cavalier Level Advancement

LEVEL	EXPERIENCE	HIT DICE	NOTES
1	0	1d10	
2	2,250	2d10	
3	4,500	3d10	
4	9,000	4d10	

5	18,000	5d10	
6	36,000	6d10	
7	72,000	7d10	Bonus Attacks
8	144,000	8d10	
9	275,000	9d10	Banneret
10	550,000	9d10+3	
11	825,000	9d10+6	
12	1,100,000	9d10+9	
13	1,375,000	9d10+12	
14	1,650,000	9d10+15	Bonus Attacks
15	1,925,000	9d10+18	
16	2,200,000	9d10+21	
17	2,475,000	9d10+24	
18	2,750,000	9d10+27	
19	3,025,000	9d10+30	
20	3,300,000	9d10+33	

Abilities

Exceptional Strength: If the Cavalier character has a Strength score of eighteen he may roll percentage dice to determine an even greater degree of physical power, just as the Fighter class.

Superior Constitution: Raised to life in the saddle, the Cavalier is able to endure greater hardships than normal men, and so those with a high Constitution (17+) enjoy the normal benefits of the Fighter.

Agile Combatant: Considerable adroitness is necessary for the Cavalier; continual and rigorous training has enhanced his natural ability so that his dexterity is treated as one grade higher for determining modifiers.

Horse Master: The Cavalier has extensive knowledge and skill with horses; furthermore, he may treat one such mount he is familiar with as though it is affected by an animal friendship spell.

Advanced Abilities

Attack Rate Increase: Upon reaching level seven, a Cavalier character increases in rate of attack with melee weapons by half, from 1/1 to 3/2; every six levels thereafter his attack rate increases by a further half, which is to say to 2/1 at level thirteen and 5/2 at level nineteen.

One Against Many: Normal men and similar monsters are no match for the Cavalier, and so he may make as many attacks as he has levels against enemies of less than one level or hit die.

Ferocious Charge: At level five, damage done by the Cavalier with the lance is tripled, rather than doubled, and every four levels thereafter increases one step in potency. That is to say at level nine it is quadrupled, at level thirteen it is quintupled and so on.

Stronghold

Once the Cavalier character reaches level nine and is recognised as a banneret, he may (if he has not done so already) establish a stronghold and clear the area around it of threats and hazards. He may then levy taxes on any inhabitants in the vicinity, collecting up to 10sp per month in return for

protection.

Cavaliers: Optional rules

1) Knightly armour: The Cavalier's familiarity with armour and shields gives him or her a Saving Throw against being struck in melee. The Saving Throw depends on the Cavalier's fighting style:

FIGHTING STYLE	SAVING THROW
Two weapon	20
Two-handed weapon	19
Single-handed weapon without shield	18
Single-handed weapon and shield	17

2) Cavalryman/woman: The Cavalier's focus on cavalry training means he or she only receives the benefit of weapon specialisation if fighting from horseback.

3) One with mount: The Cavalier can cause his or her steed to attack in melee. Horse-like animals can deliver a bite to a foe in front of it or a kick with the rear hoofs to a foe behind.

KUNG-FU MONK

Never forget that, at the most, the teacher can give you fifteen percent of the art. The rest you have to get for yourself through practise and hard work.

I can show you the path but I can not walk it for you. - Master Tan Soh Tin

I fear not the man who has practiced 10,000 kicks once, but i fear the man who has practiced one kick 10,000 times

- Bruce Lee

The Kung-Fu Monk is a class inspired by Kwai Chang Caine in the 1970s TV series of the same name. In a conventional fantasy game based on Northern European legend, Kung-Fu Monks should be extremely rare-these characters are far out of place. They should hail from some Shaolin-esque monastery in a distant Orient (or possibly on an alternative Prime Material plane).

Kung-Fu Monks suffer the following restrictions: First, the monk may never possess more than five magic items. Second, the monk must give away a tenth of any money that he or she receives to some Lawful cause, and if there is any money remaining after paying the monk's basic living costs, this surplus must be likewise donated. "Basic living costs" means very basic, for Kung-Fu Monks eat and drink very simply, are accustomed to living in a plain cell. Third, the monk loses all special powers while encumbered. The monk powers below only apply to unencumbered monks (i.e. those carrying less than 35 lbs weight). Fourth, the monk must be human.

At some levels, the monk cannot gain the next experience level until he or she has performed a task set by a more senior monk to prove his or her worthiness. The GM should set an appropriate task, which is traditionally to best a monk of similar power in combat or contest, but in practice the monastery may prefer the monk to perform some other duty of roughly equivalent difficulty. This task is known as the quest. The quest will not be assigned until the monk has earned sufficient experience points to gain a level, and the monk will not be able to gain that level until the quest has been

completed - so any experience points earned on the quest are lost.

The Kung-Fu Monk may use those magic items usable by Thieves, and no other classes. He or she begins the game with 1d4x10gp.

The Kung-Fu Monk Character

Minimum Scores: Str 14, Dex 15, Con 7, Int 7, Wis 14, Cha 6

Hit Die Type: d6 (max 14)

Alignment: Any lawful

Experience bonus: None

Armour/Shield Permitted: None

Weapons Permitted: Staff, dagger, knife, spear, atlatl, trident, javelin, crossbow

Weapon Proficiencies: 1 + 1 every 3 levels

Penalty To-Hit for Non-Proficiency: -3

Weapon Specialisation: N/A

Kung-Fu Monk Level Advancement

LEVEL	EXPERIENCE	HIT DICE	AC	MOVE	BARE HAND ATTACKS	BARE HAND DAMAGE (S-M)	BARE HAND DAMAGE (L)
1	0	2d6	7	+30'	1	1d6	1d4
2	2,100	3d6	6	+30'	1	1d6+1	1d4+1
3	4,250	4d6	5	+30'	1	2d4	1d6
4	8,600	5d6	4	+40'	3/2	2d4+1	1d6+1
5	19,500	6d6	3	+40'	3/2	2d4+2	1d8
6	40,000	7d6	3	+50'	3/2	3d4	1d8+1
7	81,000	8d6	2	+50'	2	3d4+1	2d4
8	124,000	9d6	2	+50'	2	3d4+2	2d4+1
9	256,000	10d6	1	+60'	2	4d4	2d6
10	500,000	11d6	1	+70'	5/2	4d4+1	2d6+1
11	750,000	12d6	0	+70'	5/2	5d4	2d6+3
12	1,000,000	13d6	0	+80'	5/2	5d4	2d6+3
13	1,350,000	14d6	-1	+80'	5/2	5d4+1	3d6
14	1,700,000	14d6+2	-1	+90'	3	5d4+2	3d6+1
15	2,050,000	14d6+4	-2	+90'	3	6d4	3d6+2
16	2,400,000	14d6+6	-2	+90'	7/2	6d4+1	3d6+3
17	2,750,000	14d6+8	-3	+90'	7/2	6d4+2	3d6+3
18	3,100,000	14d6+10	-3	+90'	7/2	7d4	4d6
19	3,450,000	14d6+12	-4	+90'	4	7d4+1	4d6
20	3,800,000	14d6+14	-4	+90'	4	7d4+2	4d6+1

Kung-Fu Monk Saving Throw Table

LEVEL	AIMED MAGIC ITEMS	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFACTION, POLYMORPH	SPELLS
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7

Kung-Fu Monk To-Hit Table

LEVEL	AC -10	AC -9	AC -8	AC -7	AC -6	AC -5	AC -4	AC -3	AC -2	AC -1	AC 0	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9	AC 10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-15	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
16-18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
19+	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1

Kung-Fu Monk Skills Table

LEVEL	CLIMB WALLS	FIND TRAPS	HEAR NOISE	OPEN LOCKS	TIGHTROPE	LONG JUMP	HIGH JUMP	POLE VAULT	FALL	QUEST TO GAIN LVL	NOTES
1	80%	25%	10%	30%	30%	15'	5'	8'	5'	No	Prone Fighting
2	82%	27%	12%	33%	34%	16'	5¼'	8½'	10'	No	Feign Death
3	84%	29%	14%	36%	38%	17'	5½'	9'	15'	No	Throw Foe
4	86%	31%	16%	39%	42%	18'	5¾'	9½'	20'	No	Resist Mind Reading
5	88%	33%	18%	42%	46%	19'	6'	10'	25'	No	Blind Fighting
6	90%	35%	20%	45%	50%	20'	6¼'	10½'	30'	No	Heal Self
7	91%	37%	22%	48%	54%	21'	6½'	11'	35'	No	Resist Fear
8	92%	39%	24%	51%	58%	22'	6¾'	11½'	40'	No	Resist Poison
9	93%	41%	26%	54%	62%	23'	7'	12'	45'	No	Enhanced Surprise
10	94%	43%	28%	57%	66%	24'	7¼'	12½'	50'	Yes	Stunning Blow
11	95%	45%	30%	60%	70%	25'	7½'	13'	55'	No	Catch Arrows
12	96%	47%	32%	63%	73%	26'	7¾'	13½'	60'	Yes	Hold Breath

13	97%	49%	34%	66%	76%	27'	8'	14'	65'	No	Resist Paralysis
14	98%	51%	36%	69%	79%	28'	8¼'	14½'	70'	Yes	Resist Disease
15	99%	53%	38%	72%	82%	29'	8½'	15'	75'	Yes	Speak with animals
16	99%	55%	40%	75%	85%	30'	8¾'	15½'	80'	Yes	See invisible
17	99%	57%	42%	78%	88%	31'	9'	16'	85'	Yes	Resist psychic barrage
18	99%	59%	44%	81%	90%	32'	9¼'	16½'	90'	Yes	Resist petrification
19	99%	61%	46%	84%	92%	33'	9½'	17'	95'	Yes	Speak with plants
20	99%	63%	48%	87%	94%	34'	9¾'	17½'	100'	Yes	Vibrating palm

Note: Unlike Thieves and Assassins, the Kung-Fu Monk receives no skill adjustments for race or dexterity score.

A monk using a weapon in a martial arts attack gets a choice: weapon damage+1/2 levels, or open hand damage +1 (irrespective of the weapon used). With the first option, the monk gets one attack per round. With the second, he or she gets normal open hand number of attacks. With the first option, if the weapon is magic the monk gets full bonus. With the second, if the weapon is magic then that doesn't enhance the monk's "to hit" or damage rolls, but it does enable him or her to hit a target that would normally only be hit by magical weapons.

ABILITIES

Prone Fighting: A 1st-level Kung-Fu Monk can fight without penalty from a prone position, provided the character's arms and legs are free.

Feign Death: From 2nd-level, the Kung-Fu Monk can feign death, slowing his or her heart rate and breathing to near-zero. This process can be performed at will, but it takes one round. The monk remains alert to his or her surroundings but cannot otherwise act while in this state. He or she can return to normal at will, taking one round to do so.

Throw Foe: From 3rd-level, the Kung-Fu Monk can perform a judo throw on a foe. The target must be human, demi-human or humanoid and its level or hit dice must be lower than the monk's level. The monk declares the throw before the initiative dice are rolled, and sacrifices all of his or her attacks or other actions that round. The monk must roll a successful to-hit roll in melee to perform the throw. If successful, the target is thrown 1d10' in a direction chosen by the monk. The target will land prone and has a 50% chance of dropping anything it is carrying. It can get up next round but will lose all its actions in the process. The throw foe ability is particularly useful when fighting near a cliff, chasm or river.

Resist Mind Reading: From 4th-level, the Kung-Fu Monk gets a Saving Throw at +4 vs any attempt to read his or her mind (whether via ESP or any other ability).

Blind Fighting: Normally, fighting a target that cannot be seen (whether due to darkness, blindness, invisibility or any other factor) incurs a to-hit penalty of -4. A Kung-Fu Monk of 5th-level or higher has such keen hearing and such quick reactions that he or she disregards this penalty.

Heal Self: Starting at 6th-level, the Kung-Fu Monk can enter a healing trance. While in the trance, the monk heals 1hp of damage per round. The trance lasts 1d4 rounds, plus one round per level of the monk above sixth (so for example a 10th level Kung-Fu Monk's trance would last for 1d4+4 rounds). This ability may be performed once per day.

Resist Fear: At 7th-level, the Kung-Fu Monk's mental discipline is sufficient to control most forms of fear, even those induced by magic. The monk gets a Saving Throw against any fear effect that would not normally permit one. If the fear would normally allow a Saving Throw, the monk gets bonus of +4 on the roll.

Resist Poison: From 8th-level, the Kung-Fu Monk's control over his or her body empowers the character to resist venoms and toxins. The monk gets a Saving Throw bonus of +4 against poison of any kind.

Enhanced Surprise: A Kung-Fu Monk of 9th-level or higher reaches a new plane of alertness, such that he or she can only be surprised on a d6 roll of '1'.

Stunning Blow: From 10th-level, the Kung-Fu Monk can perform a stunning strike on a foe. The target must be human, demi-human or humanoid and its level or hit dice must be lower than the monk's level. The monk declares the stunning strike before the initiative dice are rolled and sacrifices all of his or her attacks or other actions that round. The monk must roll a successful to-hit roll in melee to perform the strike. If successful, the target is incapacitated and unable to act for 2d4 rounds.

Catch Arrows: At 11th-level or higher, the Kung-Fu Monk masters the discipline of yadomejutsu. He or she learns to avoid arrows, crossbow quarrels or hurled missiles, by dodging them, by knocking them aside with a hand, or even by catching them. The monk must have complete freedom of movement and at least one hand free; if so, he or she gains a Saving Throw against all launched or hurled missile attacks. The roll needed is 13 or higher on 1d20, reducing by 1 for each level the monk attains thereafter (so a nineteenth level monk would need a 5 or higher to avoid a missile attack). A roll of '1' is always a fail, and the monk cannot avoid very large missiles (e.g. those launched by a catapult or hurled by a giant). The power is also ineffective against arrows of slaying or spells of any kind (so a flame arrow or acid arrow spell would be unaffected).

Hold Breath: From 12th-level, the Kung-Fu Monk can hold his or her breath for three rounds, increasing by one round for each level thereafter. (The monk can already reduce his or her breathing to near-zero by feigning death, but the hold breath ability enables the monk to act as normal without air.)

Resist Paralysis: When the Kung-Fu Monk reaches 13th-level, the character achieves such perfect muscle control that paralysis of any kind is less likely to affect him or her. If the paralysis effect would not normally have a Saving Throw, then the monk gets a Saving Throw at normal chances. If the effect would normally allow a Saving Throw, the monk gets a bonus of +4 on his or her roll.

Resist Disease: A 14th or higher level Kung-Fu Monk achieves such purity of body that he or she is able to shrug off diseases. If a disease effect would not normally have a Saving Throw, then the monk gets Saving Throw vs death to avoid it. If the effect would normally allow a Saving Throw, the monk gets a bonus of +4 on his or her roll.

Speak With Animals: A Kung-Fu Monk at 15th-level is so in tune with nature that he or she can communicate with animals, as the Druidical spell *Speak with Animals*, at will.

See Invisible: From 16th-level the Kung-Fu Monk's senses become so preternaturally sharp that he or

she can perceive invisible creatures and objects within 30' purely because of the way they affect air currents around them. The monk can effectively “see” invisible.

Resist Psychic Barrage: From 17th-level the Kung-Fu Monk is protected from the psychic barrage power possessed by certain monsters, rolling Saving Throws against it as if he or she has both Intelligence and Wisdom of 18.

Resist Petrification: An 18th-level Kung-Fu Monk becomes harder to turn to stone. At this level the monk gets a Saving Throw vs. Petrification, even if the effect would not normally allow one. If a Saving Throw would normally be allowed, the monk rolls at +4.

Speak With Plants: A 19th-level or higher level Kung-Fu Monk can communicate with vegetable life, as the Druidic spell *Speak with Plants*, at will.

Vibrating Palm: At 20th-level, the Kung-Fu Monk achieves the ultimate monk power of the vibrating palm. This is the power to stop a creature's heart with a single, light touch of the fingers. The target must be human, demi-human or humanoid and its level or hit dice must be lower than the monk's level. The monk declares the vibrating palm strike before the initiative dice are rolled, and sacrifices all of his or her attacks or other actions that round. The monk must roll a successful to-hit roll in melee to perform the strike. If successful, the target's heart stops. It is incapacitated at once and will die in ten rounds. The monk can restart the creature's heart within the ten rounds by touching certain secret pressure points known only to the monk. No other force can save it.

TROUBADOUR

Hey! Mr. Tambourine Man, play a song for me In the jingle jangle morning I'll come followin' you

- Bob Dylan **Mr. Tambourine Man**

And then the great music of which the world is made took him over,

beyond thought, beyond control until he heard her cry his name

and they fell together off the edge of the world. — Jean Gill, **Song at Dawn: 1150 in Provence**

A sword age, a wind age, a wolf age. No longer is there mercy among men. — Snorri Sturluson, **The Prose Edda**

Troubadour is a masculine word. Its feminine form is “Trobairitz”. Historically, they were a movement of poets and musicians from southern Europe who used certain Occipitan verse forms. In-game they represent a class of wandering poets, musicians and storytellers who feature heavily in OSRIC's source literature—Fflewddur Fflam, Taillefer, Snorri Sturluson and Alan a Dale could all be represented by Troubadours.

Troubadours have a few unique abilities of their own, which they combine with the ability to cast Druidic and Phantasmal spells.

Troubadours suffer the following restrictions: First, the Troubadour may not wear rigid armour. Flexible armour types such as chain or scale are permitted, so the armour types a Troubadour may not wear are plate, banded and splinted. Second, Troubadours must be human, half-elven, elven, or (rarely) gnomish. Humans are unlimited in level. Half-elves are restricted to level 8, elves to level 6

and gnomes to level 5 as Troubadours. A demi-human Troubadour may multi-class as a Fighter/Troubadour or Thief/Troubadour. Half-elves may also multi-class as Assassin/Troubadours or Ranger/Troubadours. No other multi-class combinations involving Troubadour are permitted. A multi-classed Troubadour suffers the Troubadour's restrictions on choice of armour, but may wield any weapon permitted by his or her other class.

Upon attaining level 3 the Troubadour learns to read the secret Illusionist script. He or she will need to obtain or purchase a spellbook before being able to use Phantasmal magic. Like an Illusionist, the Troubadour acquires one spell of his or her choice automatically upon gaining each level. Additional spells may be scribed from scrolls or learned from Illusionists, provided the Troubadour passes his or her chance to know roll. Unlike an Illusionist, the Troubadour may not research additional spells or create magic items.

The Troubadour may use those magic items which are usable by Thieves, Druids, and Illusionists. He or she begins the game with 3d6x10gp.

The Troubadour Character

Minimum Scores: Str 9, Dex 10, Con 7, Int 12, Wis 11, Cha 13

Hit Die Type: d6 (max 11)

Alignment: Any

Experience Bonus: None

Armour/Shield Permitted: All but plate, banded and splinted

Weapons Permitted: Club, dagger, dart, knife, scimitar, short bow, sling, spear, staff, longsword, broadsword, shortsword, rapier.

Weapon Proficiencies: 2 + 1 every 3 levels

Penalty To-Hit for Non-Proficiency: -3

Weapon Specialisation: N/A

Troubadour Level Advancement

LEVEL	EXPERIENCE	HIT DICE	CHARM	MESMERISE	LORE	READ LANGUAGES	HEAR NOISE
1	0	1d6	20%	25%	10%	10%	10%
2	1,800	2d6	23%	28%	15%	16%	13%
3	3,600	3d6	26%	31%	20%	22%	16%
4	6,500	4d6	29%	34%	25%	28%	19%
5	13,500	5d6	32%	37%	30%	34%	22%
6	28,000	6d6	35%	40%	35%	40%	25%
7	58,000	7d6	38%	43%	40%	46%	28%
8	120,000	8d6	41%	46%	45%	52%	31%
9	240,00	9d6	44%	49%	50%	58%	34%
10	480,000	10d6	47%	52%	54%	64%	37%
11	720,000	11d6	50%	55%	58%	70%	40%

12	960,000	11d6+1	52%	58%	62%	75%	43%
13	1,200,000	11d6+2	54%	62%	66%	80%	46%
14	1,440,000	11d6+3	56%	65%	70%	85%	49%
15	1,680,000	11d6+4	58%	68%	74%	90%	52%
16	1,920,000	11d6+5	60%	70%	78%	92%	55%
17	2,160,000	11d6+6	62%	72%	82%	94%	58%
18	2,400,000	11d6+7	64%	74%	86%	96%	61%
19	2,640,000	11d6+8	66%	76%	90%	98%	64%
20	2,880,000	11d6+9	68%	78%	94%	99%	67%

Troubadour Skills Table - Charisma Adjustments

CHARISMA	CHARM	MESMERISE
13	-	-
14	-	-
15	-	-
16	-	+5%
17	+5%	+10%
18	+10%	+15%

Troubadour Skills Table-Intelligence Adjustments

INTELLIGENCE	LORE	READ LANGUAGES
12	-5%	-5%
13	-5%	-5%
14	-	-5%
15	-	-
16	-	+5%
17	+5%	+10%
18	+10%	+15%

Troubadour Skills Table-Racial Adjustments

RACE	CHARM	MESMERISE	LORE	READ LANGUAGES
Elf	+5%	-5%	-	+10%
Gnome	-5%	-5%	+10%	-
Half-Elf	+5%	-5%	-	-
Human	-	-	-	-

The Troubadour's hear noise skill is adjusted by race as a Thief's *Hear Noise* skill is.

Troubadour Saving Throw Table

LEVEL	AIMED MAGIC ITEMS	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-16	8	13	10	9	9

17-20	6	12	9	8	7
21+	4	11	8	7	5

Troubadour To-Hit Table

LEVEL	AC -10	AC -9	AC -8	AC -7	AC -6	AC -5	AC -4	AC -3	AC -2	AC -1	AC 0	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9	AC 10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17-20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Troubadour Spells Table

LEVEL	CASTING LEVEL	DRUID LVL 1	DRUID LVL 2	DRUID LVL 3	DRUID LVL 4	PHAN LVL 1	PHAN LVL 2	PHAN LVL 3
1	0	-	-	-	-	-	-	-
2	1	1	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-
4	3	2	-	-	-	1	-	-
5	4	2	1	-	-	2	-	-
6	5	3	2	-	-	2	1	-
7	6	3	3	1	-	2	1	-
8	7	3	3	1	-	3	2	-
9	8	4	3	2	-	3	2	1
10	9	4	4	2	1	3	3	2
11	10	4	4	3	1	4	3	2
12	11	5	4	3	2	4	3	2
13	12	5	5	4	3	5	4	2
14	13	5	5	4	3	5	5	3
15	14	6	5	4	3	6	5	3
16	15	6	6	5	4	6	5	4
17	16	6	6	5	5	6	6	5
18	17	6	6	6	5	6	6	5
19	18	6	6	6	5	6	6	6
20	19	6	6	6	6	6	6	6

Note: Troubadours do not gain bonus Druid spells for having high wisdom. This ability is limited to “true” priests, i.e. Clerics or Druids.

TROUBADOUR CLASS ABILITIES:

All Troubadour class abilities are available from level 1. The Troubadour may only use one ability at a time. Make friends and influence is automatic, but all the other skills require a roll to use.

Make And Influence Friends: A Troubadour shifts the initial reaction of monsters (excluding

undead, golems and the like) one step if they hear his music before encountering him; this applies to monsters of lower level or hit dice to the Troubadour. So, a Troubadour of level 3 would shift the reaction of any monsters less than level 3 or 3 hit dice, from hostile to unfriendly for example. Hit point bonuses count as an additional hit die for each complete multiple of 4, so for this purpose a monster with 2+3 hit dice would count as 2HD, 10+4 hit dice would count as 11HD, and 12+36 would count as 21HD.

Charm: Charm resembles the Arcane spells *Charm Person* and/or *Charm Monster*. It affects a maximum of one creature at a time. The target must be of at least animal intelligence, neither undead nor extraplanar, up to the Troubadour's level in HD. The target receives a Saving Throw vs spells (unlisted), modified by its wisdom bonus if applicable, to avoid the effects. If the Saving Throw is failed the charm lasts only while the Troubadour continues to play and sing. A charmed creature believes the Troubadour is a good friend, and behaves accordingly. If there's a shared language then the Troubadour can "sing" instructions which the creature will tend to follow, provided such instructions are not against the creature's nature or obviously self-destructive.

This ability can also be used to counteract charm-like effects produced by creatures like harpies, sirens or vampires, provided the charming creature is of the Troubadour's hit dice or less. If the Troubadour makes a successful skill roll the charm or charm-like effect is cancelled.

Mesmerise: "Mesmerise" affects one or more creatures of at least animal intelligence, neither undead nor extraplanar, up to double the Troubadour's level in HD. Target creatures receive a Saving Throw vs magic, modified by their wisdom bonus if applicable, to avoid the effects. If the Saving Throw is failed the mesmerisation lasts only while the bard plays and sings. Mesmerised creatures will stand quietly, rapt and absorbed by the music, and ignoring other stimuli.

Both mesmerisation and charm automatically end on one of the following events:

- a) The creature is attacked, meaning someone rolls a to-hit roll with a melee or missile weapon where the creature is a target. If the creature feels it needs to defend itself, it is free to do so.
- b) The creature loses one or more hit points. Any kind of pain breaks a Troubadour's charm or mesmerisation.
- c) The music is interrupted. This happens if the Troubadour is struck by a weapon or missile (they can keep playing if the attack misses), or if the Troubadour fails a Saving Throw of any kind, or moves at more than half-speed.

Neither skill is of infinite duration. If the Troubadour uses them for protracted periods, re-check the skill with frequency according to the following table:

HD OF MONSTERS MESMERISED (AS FRACTION OF TROUBADOUR'S LVL)	RECHECK SKILL FREQUENCY
Half or less	Every 3 turns
Half to one	Every turn/10 rounds
One to one and a half	Every 3 rounds
One and a half to two	Every round

Lore: This skill simulates the Troubadour's knowledge of poetry, literature, history and music. A successful Lore skill roll enables the Troubadour to glean information about a legendary or famous person, creature, object or locale. The information gained will be whatever is set out in myth, story or song (and thus may be out of date, exaggerated or even totally inaccurate).

It is also the Troubadour's chance to identify commonplace magical items by examining them. "Commonplace" means all potions and scrolls, common miscellaneous magic items (if the OSRIC rules are in play then this means items from the Common Miscellaneous Magic Items table; if other rules are in play then it is GM discretion whether a miscellaneous magic item is "common"), and magical weapons and armour of up to and including +3 value. In the case of a Druid scroll, an Illusionist scroll, a non-spell scroll, a potion or a common miscellaneous magic item, the Troubadour learns exactly what it is and does. In the case of a Magic-User or Cleric scroll, the Troubadour learns that it is a spell scroll but cannot determine which spell. In the case of a weapon or armour, the Troubadour learns its bonus but not its special powers.

Occasionally Troubadours may glean command words, true names, or other well-hidden knowledge with this skill, the chance being ten percent of the lore percentage (or alternatively, rolled on a d1,000 rather than a d%). For example, a 9th-level Troubadour with 17 Intelligence urgently wants to learn the true name of a certain six-armed demoness. His lore percentage is 55%, so his chance to determine her true name is 5.5%.

The command words of artifacts and relics, and the true names of unique demons and devils, may not be divined by this method.

Read Languages and Hear Noise: These skills exactly resemble the Thief skills of the same name.

WITCH

*Eye of newt, and toe of frog, Wool of bat, and tongue of dog, Adder's fork, and blind-worm's sting, Lizard's leg, and owl's wing,— For a charm of powerful trouble, Like a hell-broth boil and bubble. Double, double toil and trouble; Fire burn, and caldron bubble. — William Shakespeare, **Macbeth***

Witches are people with mystic vision. They can see into the spirit world and converse with entities imperceptible to others. They draw on ancestors or local gods for power, rather than on the major or worldwide pantheons worshipped by Clerics. Examples of such characters from literature include Robert E. Howard's Pictish wizard Zogar Sag, Leiber's Snow Women, or Ursula Le Guin's Village Witches. In traditional Western European-style campaigns, they may come from less technologically advanced tribal cultures.

The Witch is meant to cleave to OSRIC's source literature, which contains few Clerical archetypes. In campaigns or parties without Clerics, Witches can to some extent fill their shoes. Alternatively Witches can work alongside Clerics, since the two classes' abilities do not necessarily overlap.

Humans, Half-Elves and Half-Orcs may be Witches. Half-Elves and Half-Orcs are limited to level 6 at the highest. A Witch may be of any alignment.

A Witch must have a minimum Wisdom of 9, a minimum Constitution of 9, and a minimum Charisma of 10. Their prime requisites are Wisdom and Charisma and they receive a 10% experience bonus if both exceed 15.

The Witch may use those magic items which are usable by Clerics. He or she begins the game with 2d6x10gp.

The Witch Character

Minimum Scores: Str 6, Dex 6, Con 9, Int 6, Wis 9, Cha 10

Hit Die Type: d6 (max 10)

Alignment: Any

Experience Bonus: Both Wisdom and Charisma 15+

Armour/Shield Permitted: Leather or padded armour only, with or without a shield

Weapons Permitted: Club, dagger, hand axe, knife, sling, spear, staff.

Weapon Proficiencies: 2 + 1 every 3 levels

Penalty To-Hit For Non-Proficiency: -4

Weapon Specialisation: N/A

Witch Level Advancement

LEVEL	EXPERIENCE	HIT DICE	SECOND SIGHT	CONTACT SPIRIT
1	0	1d6	40%	35%
2	1,750	2d6	44%	38%
3	3,500	3d6	48%	41%
4	6,250	4d6	52%	44%
5	13,500	5d6	56%	47%
6	28,500	6d6	60%	50%
7	58,000	7d6	64%	53%
8	125,000	8d6	68%	56%
9	250,000	9d6	72%	59%
10	500,000	10d6	76%	62%
11	750,000	10d6+1	80%	65%
12	1,000,000	10d6+2	84%	68%
13	1,250,000	10d6+3	88%	71%
14	1,500,000	10d6+4	92%	74%
15	1,750,000	10d6+5	94%	77%
16	2,000,000	10d6+6	96%	80%
17	2,250,000	10d6+7	97%	83%
18	2,500,000	10d6+8	98%	86%
19	2,750,000	10d6+9	99%	89%
20	3,000,000	10d6+10	99%	92%

WITCH CLASS ABILITIES:

Second Sight: This is the Witch's innate power to see invisible things and detect magical auras. The Witch spends one turn concentrating and has the percentage chance listed to see invisible or detect magic.

Contact Spirit: This is the Witch's chance to speak with the local spirits, if any. Although certain spirits can be helpful, as a general rule spirits are often mischievous and much of what they have to say is likely to be disinformation.

Witch Saving Throw Table

LEVEL	AIMED MAGIC ITEMS	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7

Witch To-Hit Table

LEVEL	AC -10	AC -9	AC -8	AC -7	AC -6	AC -5	AC -4	AC -3	AC -2	AC -1	AC 0	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9	AC 10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17-20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Witch Spells Table

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

OSRIC uses an adjective for each spell grouping. Clerical spells are “Divine”, Druid spells “Druidic”, Magic-User spells “Arcane” and Illusionist spells “Phantasmal”. Witch spells are called “Occult”.

Occult spells are not automatically known. They must be acquired, but they differ from arcane and phantasmal spells in that there is no “chance to learn” them: Witches always understand any spell they find. Witches have no need for spellbooks. Knowledge of a Witch spell is traditionally passed on by word of mouth. Spells can also be taught by a spirit that knows the spell.

As a result of his or her initial training, a Witch may select six first level spells. Thereafter, spirits will teach the Witch one new spell each time he or she gains a level. The Witch may choose this new spell from all those he or she can cast at the new level, so for example a Witch advancing to second level may choose a first or second level spell.

Other spells may be taught by other Witches (PC or NPC) or received from a coven.

Covens

Covens are groupings of three to thirteen Witches. There will be a coven leader. When a PC Witch joins a coven, he or she will naturally be the newest and most junior member. The coven may teach Witch spells to loyal coven members, typically in return for a payment or service.

The game function of a coven is to add flavour, provide reasons to adventure and to help siphon off the party's excess cash. GMs using Witches in their campaigns are advised to develop one or more covens and populate them with NPCs. Inter-coven rivalry is encouraged.

HIGH LEVEL PLAYER CHARACTERS

PLAYER CHARACTER TERRITORY

[Need instruction text]

CLASS	REVENUE PER INHABITANT	STRONGHOLD	NOTES
Assassin	6sp	Secret Guildhouse	See Underworld Guilds (Chapter X)
Barbarian	7sp	Fort	See Castles & Fortresses (Chapter X)
Cavalier	8sp	Castle	See Castles & Fortresses (Chapter X)
Cleric	9sp	Temple	See Temples & Shrines (Chapter X)
Druid	4sp	Grove	See below
Fighter	7sp	Fortress/Castle	See Castles & Fortresses (Chapter X)
Illusionist	4sp	Tower	See Wizard's Towers (Chapter X)
Kung-Fu Monk	nil	Martial Arts School	See Schools & Academies (Chapter X)
Magic-User	5sp	Tower	See Wizard's Towers (Chapter X)
Paladin	4sp	Castle	See Castles & Fortresses (Chapter X)
Ranger	4sp	As they see fit	
Thief	2d8-1sp	Secret Guildhouse	See Underworld Guilds (Chapter X)
Troubadour	5sp	Bardic College	
Witch	4sp	Cottage	

STRONGHOLD CONSTRUCTION

TYPE	SIZE	THICKNESS	SP	COST
Arrow Slit	½" x 4'	N/A	N/A	3
Arrow Slit, Crossletted	½" x 4'	N/A	N/A	5
Barbican	See text	N/A	150	4,000
Bartizan	10' x 20'	N/A	25	300
Batter / Plinth / Splay	N/A	N/A	20	50
Battlement	14' l	N/A	12	20
Building, Stone	See text	1'	10	500
Building, Wood ¹	See text	½"	8-16	200
Buttress, Stone	3' w x 5' d x 10' h	N/A	20	15
Catwalk, Wooden	10' l	N/A	N/A	10
Ditch	100' l x 10' d x 20' w	N/A	N/A	100
Door, Iron	4' w x 7' h	1"	10	100
Door, Secret	2' w x 4' h	1"	1	50
Door, Trap	2' w x 3' h	2"	1	2
Door, Wooden	4' w x 7' h	3"	1	10
Door, Wooden Reinforced	4' w x 7' h	4"	3	25
Drawbridge	10' w x 15' l	6"	10-15	25
Embrasure Shutters	N/A	N/A	N/A	3
Gate			8-12	
Gatehouse, Stone	See text	5'	120	2,000
Hoardings, Wooden	10' l	N/A	2	10
Machicolation, Stone	10' l	N/A	N/A	100
Merlon	4' w x 3' d x 5' h	N/A	10	6
Merlon, Arrow-Slitted	4' w x 3' d x 5' h	N/A	10	10
Moat	100' l x 10' d x 20' w	N/A	N/A	250
Murder Hole	N/A	N/A	N/A	10
Palisade, Wooden	100' l x 10' h	6"	6-12	100
Parapet, Stone	10' l	N/A	20	10
Pilaster	5' w x 3' d x 10' h	N/A	15	25
Pit	5 sq. ft. cube	N/A	N/A	4
Portcullis	10' w x 15' h	N/A	12	500
Rampart, Earthen	100' l x 10' h	N/A	20	100
Stairs, Stone	10' r x 3' w	N/A	N/A	50
Stairs, Wooden	10' r x 3' w	N/A	N/A	10
Tower, Small Round	20' d x 30' h	5'	40	850
Tower, Medium Round	30' d x 30' h	6'	60	1,350
Tower, Large Round	40' d x 30' h	7'	80	1,600
Tower, Small Square	10' sq. x 30' h	3'	30	600
Tower, Medium Square	20' sq. x 30' h	4'	40	900
Tower, Large Square	30' sq. x 30' h	5'	50	1,200
Tunnel	5' w x 8' h x 10' l	N/A	N/A	100
Wall, Bastion	5' w x 20' h x 10' l	10'	40	500
Wall, Bastion	5' w x 20' h x 40' l	10'	40	1,000
Wall, Curtain	10' w x 20' h x 10' l	5'	20	100

Wall, Curtain	10' w x 20' h x 100' l	5'	20	500
Window, Shuttered	2' w x 4' h	1"	4	7
Window, Barred	2' w x 4' h	1"	12	10
¹ Or Witch's cottage				

FEATURE DESCRIPTIONS

Arrow Slits: Narrow openings, less than 1' width, through which defenders loose arrows.

Arrow Slits, Crossletted: Cross-shapped arrow slit (see above).

Barbicans: fortified, structures. They are often used to protect a gate or bridge. A barbican is a battlemented structure consisting of two, round towers (30'd/30'h) connected by a building (20'w/30'l/20'h)

Bartizans: Small, protruding turreted towers used as platforms to provide flanking missile fire along the outside of defensive walls.

Batters/Plinths/Splays: Slopes at the base of a wall to baffle assaults against the wall.

Battlements: fortifcations atop walls that include embrasures, the parapet and merlons, providing cover for the defenders. Typically, 14' of battlement includes two merlons (4'w) and two embrasures (3'w). A catwalk may be required for narrow battlements.

Buildings, Stone: Structures of 1' thick dressed or field stone (exterior dim.: 120'w/120'l/20'h). The buildings consist of a ground floor, wooden 2nd floor, wooden attic, peaked roof and one wooden door. Add 10% of the initial cost for each additional 1' course of stone. Basement/cellar excavation, interior walls, windows and additional doors cost extra.

Buildings, Wood: Similar in dimension and features as the stone buildings, except the walls are of 6' planking.

Buttresses, Stone: Reinforcing support walls for curtain walls or towers. Buttressing a wall up to 20' requires three buttress sections.

Catwalks, Wooden: Stout platforms (3'w) built on walls or pallisades that allow defenders to shoot or fight over the battlements.

Ditches: Excavated trenches. The side of the trench may be sloped, compacted, sodded or any combination thereof. The cost of any earthen rampart built immediately adjacent a side of a dich is reduced 80%.

Doors, Iron: Usually constructed of 1" iron plates bolted to a frame. An iron door has three hinges and an iron bar on one side.

Doors, Secret: Stone portals triggered by hidden mechanisms, and they open by various mechanical means (counter weight, pivot, etc).

Doors, Trap: Sturdy, 2" thick wooden doors set into floors. A trap door is opened using an iron ring bolted to the door.

Doors, Wooden: Stout, 3" thick hardwood door. The wooden bar for these doors is 2"x4".

Doors, Wooden, Reinforced: Oaken doors, bound in iron bands and secured by 3"x6" oak bar.

Drawbridges: Bridges which may be raised and lowered by attached chains. A drawbridge is constructed of iron-bound, 6" planks. The chains pass through the walls of the fortification, and the bridge is raised and lowered through mechanism consisting of a winch, capstan, ratchet and pawl.

Embrasure Shutters: A pair of wooden panels to cover an embrasure. They may be raised to from the bottom to allow missile fire.

Gates: A pair of reinforced doors (each 5'w/12'h).

Gatehouses, Stone: Stone buildings 30'h, having 140' of outer wall and with 5' thick walls. Gatehouses possess battlements and house a gate and porticullis.

Hoardings, Wooden: Sturdy catwalks that protrude from the front of a wall. Murder holes in the floor allow defenders to fire missiles and hurl objects at attackers in front of the wall.

Machicolations, Stone: Similar to the wooden hoardings, excepting they are made of stone.

Merlons: Stone sections along the parapet of the battlement, with or without arrow slits (c.f.)

Moats: Ditches filled with water.

Murder Holes: Small openings in a floor (usually an arrow slit). They are used in various building, especially gatehouses, to control the passageways beneath the floor.

Palisades, Wooden: Fences constructed of 6"d logs embedded in the ground. Palisades are often constructed along ramparts and possess catwalks for the defenders.

Parapets, Stone: Walls (3'h/3'd) running along the top of the battlement. If merlons are present, the parapet is crenelated.

Pilasters: Supporting columns of uniform diameter along its length.

Pits: Wood or metal covered holes. The covering is removed to thwart attackers.

Portcullis: This grid, of criss-crossed iron or wood, can be raised or lowered by counter-weighted mechanism.

Rampart, Earthen: A wall of packed, often sodded earth.

Stairs, Stone: This stair is solid stone. Stairs higher than 10' require buttressing.

Stairs, Wooden: Made of hardwood.

Towers, Round: Floor-traversing, spiral staircases hugging the outer walls' interior.

Towers, Square: 10' on a side.

Tunnels: Underground shafts that may be used as escape routes. The cost to tunnel through hard rock 5 times basic cost.

Walls, Bastion: Curved walls protruding from curtain walls to provide flanking fire along the curtain walls. Cost does not include battlement.

Walls, Curtain: Straight sections of wall. Cost does not include battlements.

Windows, Shuttered: Covered by 1" thick wooden shutters.

Windows, Barred: Metal bars placed to prevent access through the aperture.

DRUIDIC SITES AND MONUMENTS

At 9th-level a Druid may begin seeking a sacred site to harness natural and elemental power. Such sites are usually found in wild natural areas, though some may have already been harnessed by previous Druids or fey beings. First the Druid should decide the place to begin his or her search. There is a 10% chance of there being a suitable site within 1d3 miles of this location and a 20% chance of there being a site with 1d6 miles (roll 1d8 for direction: 1 N, 2 NE, 3 E, 4 SE, 5 S, 6 SW, 7 W, 8 NW). The search will take one day for every mile. If no site is found the Druid must wait one lunar month before beginning a new search. A Druid aware of the existence of an ancient site, marked by a menhir or other monument may choose to use that instead of searching. Only one Druid may control a given site, though other Druids may remain in a subservient role. Roll on the table below for the nature of the found site:

D%	SITE
01-10	Brook
11-19	Copse
20-35	Cove
36-50	Forest Clearing (not oak)
51-60	Oak Grove
61-80	Hill
81-95	Small Cave
96-00	Mountain Crest

Each site has a 15% chance of being previously marked.

The sacred site exists in threefold space - being simultaneously present on the Material, Astral and Æthereal planes. Within the confines of the grove, the controlling Druid, and those he or she invites, can freely move between the 3 planes. Within the astral plane the area delimited by the sacred site is sealed off and impenetrable to all but the most powerful beings (this includes the Druid unless dolmens are constructed). Within the æthereal plane the area is much as it appears on the material plane - though unlike most of the material plane, the area and any monuments upon it are as solid as they are on the material plane (so ghosts and other æthereal beings can no more pass through a menhir or other obstacle than can a man in material form).

Within the area of the site the Druid's power is increased, though this power waxes and wanes with astronomical cycles. When a full moon is above the horizon, the Druid's effective level is increased by 3 within the site, and when a waxing or waning moon is above the horizon, the Druid's effective level is increased by 1. The Druid obtains no bonus when the moon is absent (excepting lunar eclipses). These bonuses increase caster level, Hit Dice (the hit points gained are immediately lost upon leaving the site), attack rolls and Saving Throws. Note that Druids do not gain extra spells from these extra levels.

During the summer solstice and winter equinox, the controlling Druid's effective level is increased by 5 and the level of any other Druids is increased by 3. During an alignment or eclipse, the Druid's level is increased by a further 1. All bonuses are cumulative (so a Druid's power is increased by 9 levels during a solstice which coincides with a full moon and eclipse)

MENHIRS

Menhirs are huge standing stones which the Druid must have transported to the site and erected by non-magical means. The Druid can choose upon erecting the menhir imbue it with a single spell he or she is able to cast - to do this the Druid must fast for 3 days (during which time the Druid may neither cast spells nor engage in combat) and cast the spell thrice (the Druid must be capable of casting the spell three times in succession) on the third day during a full moon. Additional steps may be required at the GM's discretion.

The following spells may be imbued in menhirs:

Animal Growth

Anti-Animal Shell

Anti-Plant Shell

Call Woodland beings

Call Lightning

Commune with Nature

Control Weather

Control Temperature

Conjure Elemental (any)

Cure Disease

Cure Wounds (any)

Dispel Magic

Entangle

Faery Fire

Hallucinatory Forest

Obscurement

Protection from Fire

Protection from Lightning

Reincarnate

Repel Insects

Spells are cast at the same level as the Druid and may be used once per day. Each menhir is imbued with sufficient wit and intelligence to use the spell independently of the Druid.

DOLMENS

These are huge horizontal stone slabs supported by two or more vertical slabs. These may be placed singly (as menhirs), in circles, or used as entrances to a cave or other area. Dolmens serve two purposes, they can act as portals - allowing the Druid and accompanying allies to step in and out of the area delimited by the sacred grove on any of the threefold planes (material, astral or æthereal) by simply walking under the dolmen. The portal remains impenetrable to other astral or æthereal beings.

In addition dolmens act as reservoirs of power, ensuring that the cyclical level bonus never falls below +2, even at its lowest ebb.

HENGES

Henges may be formed of trees, wooden posts, menhirs or dolmens. Within the circle a High Druid may use his shapechange ability to take on the form of an elemental, with HD equal to his level.

OAK TREES

These may act as *Plant Doors*, be animated (in which case the animated trees can attack æthereal and astral beings), produce a *Wall Of Thorns* or cast *Confusion*. Each tree in the grove must be imbued with the spells in the same way as menhirs.

CHALK MAN OR BEAST

These are huge depictions of men, horses or other natural beasts dug into hill or mountain sides and covered with chalk to render them visible.

A chalk man increases the yield of any crops within 3 miles and the fertility of any livestock that graze upon the area, even ordinary humans or demi-humans who sleep upon the chalk man will have their fertility increased. Grateful locals will pass on this benefit to the Druid in terms of increased tithes and donations (50% higher than normal).

In addition the Druid may at any time observe the landscape through the chalk man's eyes. Once per year a Supreme Druid may command the Chalk Man to walk the earth as a titan from sunrise to sunset or from sunset to sunrise - though he may not travel more than a single mile from his hill.

PLAYER CHARACTER FOLLOWERS

GENERAL NOTE

Except for the Paladin's Warhorse, followers are attracted when, and not until, the player character both attains the necessary level (which varies from class to class) and establishes a stronghold. The followers are in addition to any henchmen or hirelings the character has, and do not count against the character's charisma-based limit on subordinate NPCs. The followers will require room, board, and unless they are apprentices, pay. If their needs are unsupplied for long they will leave.

ASSASSIN

Assassins receive followers at 14th-level. These are the basis of a new Assassins' Guild. There is likely to be hostility with the Assassin's Guild that previously claimed the area in question.

Roll 6d4 for the number of followers:

# of FOLLOWERS	MODIFIER
6	+25 to next table
7-9	+15 to next table
10-13	+10 to next table
14-16	No Adjustment
17-20	-10 to next table
21-23	-20 to next table
24	-30 to next table

D%	FOLLOWER	LEVEL	NUMBER
01-10	Human Assassin	1	1, can be repeated
11-20	Human Assassin	2	1, can be repeated
21-30	Human Assassin	3	1, can be repeated
31-40	Human Assassin	4	1, can be repeated
41-45	Human Assassin	5	1, can be repeated
46-50	Human Assassin	6	1, can be repeated up to a maximum of 3
51-55	Human Assassin	7	1, can be repeated up to a maximum of 2
56-60	Human Assassin	8	1 only
61-63	Dwarf Assassin	1d6	1, can be repeated but repeats will be level 1d4
64-65	Dwarf Assassin	1d8	1, can be repeated but repeats will be level 1d6
66-68	Elf Assassin	1d6	1, can be repeated but repeats will be level 1d4
69-70	Elf Assassin	1d8	1, can be repeated but repeats will be level 1d6
71	Gnome Fighter/Assassin	1d2	1, can be repeated up to a maximum of 2
72	Gnome Illusionist/Assassin	1d2	1 only
73-74	Gnome Assassin	1d6	1, can be repeated but repeats will be level 1d4
75	Gnome Assassin	1d8	1, can be repeated but repeats will be level 1d6
76-81	Half-Elf Assassin	1d6	1, can be repeated but repeats will be level 1d4
82-85	Half-Elf Assassin	1d8	1, can be repeated but repeats will be level 1d6
86-91	Half-Orc Assassin	1d6	1, can be repeated but repeats will be level 1d4
92-95	Half-Orc Assassin	1d8	1, can be repeated but repeats will be level 1d6
96-98	Half-Orc Fighter/Assassin	1d2	1, can be repeated up to a maximum of 2
99-00	Half-Orc Cleric/Assassin	1d2	1 only
Reroll any result higher then '00' or lower than '01'			

BARBARIAN

Barbarians receive followers at level 9. These may be randomly diced for as below or selected by the GM as seems most appropriate in the context of the campaign.

d%	FOLLOWERS
01-40	80 Heavy Footmen (Mail Armour + Shield, Spear, Sword or Axe)
41-70	+20 Heavy Footmen (Mail Armour + Shield, Short Bow, Sword or Axe)
71-90	+20 Heavy Footmen (Banded Armour + Shield, Poleaxe and Sword)
91-00	+20 Heavy Footmen Berserkers (Large Shield, Sword or Axe)

The number of leaders depends on the result rolled above. All troops will have a Captain. Every type of troops will also have a Sergeant assigned to that troop type.

D%	CAPTAIN
01-40	4 th -lvl Fighter (Banded Armour, Shield +1, Spear +1, Sword +1 or Axe +1)
41-70	5 th -lvl Fighter (Banded Armour +1 and Shield, Short Bow +1, Sword +1 or Axe +1)
71-90	6 th -lvl Fighter (Banded Armour +1, Poleaxe +2, Sword +1 or Axe +1)
91-00	7 th -lvl Fighter (Shield +2, Sword +1 or Axe +2)
D%	SERGEANT
01-40	1 st -lvl Fighter (Mail Shirt + Shield, Spear, Sword or Axe)
41-70	2 nd -lvl Fighter (Mail Shirt + Shield, Spear, Sword or Axe)
71-90	3 rd -lvl Fighter (Mail Shirt + Shield, Spear, Sword or Axe)
91-00	4 th -lvl Fighter (Mail Shirt + Shield, Spear, Sword or Axe)

CAVALIER

Cavaliers receive followers at level 9. These may be randomly diced for as below or selected by the game master as seems most appropriate in the context of the campaign.

d%	Followers
01-40	20 Light Lancers, 20 Medium Lancers, 20 Heavy Spearmen, 20 Crossbowmen
41-70	+20 Mounted Long Bowmen (Banded Armour + Shield, Long Bow, Short Sword)
71-90	+20 Heavy Lancers (Plater Armour + Shield, Lance, Longsword)
91-00	+20 Armoured Billmen (Plate Armour + Shield, Polearm, Long Sword)

The number of leaders depends on the result rolled above. All troops will have a Captain. Every type of troops will also have a Sergeant assigned to that troop type.

D%	CAPTAIN
01-40	4 th -lvl Fighter (Banded Armour + Shield+1, Lance+1, Sword+1, Medium War Horse)
41-70	5 th -lvl Fighter (Banded Armour + Shield+1, Lance+1, Sword+1, Medium War Horse)
71-90	6 th -lvl Fighter (Banded Armour + Shield+1, Lance+1, Sword+2, Medium War Horse)
91-00	7 th -lvl Fighter (Banded Armour + Shield+1, Lance+1, Sword+2, Heavy War Horse)
D%	SERGEANT
01-40	1 st -lvl Fighter (Mail Shirt + Shield, Crossbow, Sword)
41-70	2 nd -lvl Fighter (Mail Shirt + Shield, Long Bow, Sword, Riding Horse)
71-90	3 rd -lvl Fighter (Banded Armour + Shield, Lance, Sword, Medium War Horse)
91-00	4 th -lvl Fighter (Plate Armour + Shield, Polearm, Sword)

CLERIC

Clerics receive followers at level 9. These may be randomly diced for as below or selected by the GM as seems most appropriate in the context of the campaign.

d%	FOLLOWERS
01-10	50 Light Footmen (Padded Gambeson + Shield, Spear)
11-25	+20 Heavy Footment (Mail Shirt + Polearm)
26-40	+20 Heavy Footment (Mail Shirt, Heavy Crossbow, Handaxe)
41-55	+20 Heavy Foot (Splint Mail + Shield, Battle Axe)
56-70	+20 Light Lancers (Studded Leather + Shield, Lance, Light Pick)
71-85	+20 Medium Lancers (Mail Shirt + Shield, Lance, Broadsword)

86-00	+10 Heavy Lancers (Plate Armour + Shield, Lance, Long Sword)
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There will be 1d4 Clerics of the same religion as the player character, each of level 1d4+1, who serve as leaders and spiritual guides for these followers.

DRUID

When a Druid reaches level 11 and establishes a grove that contains a menhir or dolmen, there is a 50% chance that he or she will attract 1d4 junior Druids of levels 1d3.

FIGHTER

Fighters receive followers at level 9. These may be randomly diced for as below or selected by the GM as seems most appropriate in the context of the campaign.

d%	FOLLOWERS
01-40	100 Heavy Footmen (Mail Shirt, Polearm, Dagger)
41-70	+80 Heavy Foot (Mail Shirt, Heavy Crossbow, Short Sword)
71-90	+80 Heavy Horsemen (Mail Shirt + Shield, Heavy Mace)
91-00	+60 Longbowmen (Studded Leather Armour, Long Bow, Dagger)

The number of leaders depends on the result rolled above. All troops will have a Captain. Every type of troops will also have a Sergeant assigned to that troop type.

D%	CAPTAIN
01-40	4 th -lvl Fighter (Banded Armour + Shield+1, Lance+1, Sword+1, Medium War Horse)
41-70	5 th -lvl Fighter (Banded Armour + Shield+1, Lance+1, Sword+1, Medium War Horse)
71-90	6 th -lvl Fighter (Banded Armour + Shield+1, Lance+1, Sword+2, Medium War Horse)
91-00	7 th -lvl Fighter (Banded Armour + Shield+1, Lance+1, Sword+2, Heavy War Horse)
D%	SERGEANT
01-40	1 st -lvl Fighter (Mail Shirt + Shield, Crossbow, Sword)
41-70	2 nd -lvl Fighter (Mail Shirt + Shield, Long Bow, Sword, Riding Horse)
71-90	3 rd -lvl Fighter (Banded Armour + Shield, Lance, Sword, Medium War Horse)
91-00	4 th -lvl Fighter (Plate Armour + Shield, Polearm, Sword)

ILLUSIONIST

When an Illusionist reaches level 11 and builds a tower, there is a 50% chance that he or she will attract a young person suitable to become an apprentice. After five years' training, the apprentice becomes a 1st-level Illusionist.

KUNG-FU MONK

When a Kung-Fu Monk reaches level 13 and establishes a martial arts school, there is a 90% chance that he or she will attract 1d8 aspiring monks of level 1.

MAGIC-USER

When a Magic-User reaches level 11 and builds a tower, there is a 50% chance that he or she will attract a young person suitable to become an apprentice. After five years' training, the apprentice becomes a 1st-level Magic-User.

PALADIN

A paladin's only follower is his or her Paladin's Warhorse, which is received at 4th-level. This animal resembles a heavy warhorse (OSRIC, p. 252) in all respects except that the creature has 5+5 hit dice.

RANGER

Roll 2d12 for the number of followers:

# of FOLLOWERS	MODIFIER		
2	+25 to next table		
3	+15 to next table		
4	+10 to next table		
5-6	+5 to next table		
7-9	No Adjustment		
10-12	-5 to next table (No special creatures)		
13-16	-10 to next table (No creatures or special creatures)		
17-20	-20 to next table (No mounts, creatures, special creatures)		
21-24	-30 to next table (No animals, mounts, creatures, special creatures)		

D%	FOLLOWER	LEVEL	NUMBER
01-08	Human Cleric	1d4	1, can be repeated
09-18	Human Druid	1d4+1	1, can be repeated
19-41	Human Fighter	1d6	1, can be repeated
42-47	Human Ranger	1d3	1, can be repeated
48-50	Human Magic-User	1d4	1, can be repeated
51-53	Dwarf Fighter	1d4	1, can be repeated up to a maximum of 2
54-57	Elf Fighter	1d4+1	1, can be repeated up to a maximum of 2
58-59	Gnome Fighter	1d3	1, can be repeated up to a maximum of 3
60-61	Halfling Fighter	1d3	1, can be repeated up to a maximum of 3
62	Dwarf Fighter/Thief	1/1	1 only
63	Elf Fighter/Magic-User	1/1	1 only
64	Elf Fighter/Magic-User/Thief	1/1/1	1 only
65	Gnome Fighter/Illusionist	1/1	1 only
66	Half-Elf Fighter/Thief	1/1	1 only
67	Half-Elf Cleric/Fighter	1/1	1 only
68	Half-Elf Cleric/Fighter/Magic-User	1/1/1	1 only
69	Half-Elf Cleric/Ranger	1/1	1 only
70	Halfling Fighter/Thief	1/1	1 only
71-72	Black Bear	*	1
73-74	Brown Bear	*	1
75-76	Blink Dogs	***	2
77-78	Giant Lynxes	*	2
79-80	Giant Owls	*	2
81-83	Centaurs	***	1d3
84-87	Hippogriff	**	1
88-90	Pegasus	**	1
91	Brownies	NA	1d2

92	Pixies	***	1d4
93	Pseudo-Dragon	***	1
94	Faun	***	1
95	Sprites	***	1d3+1
96	Copper Dragon	****	1 (Age Category 1d4+1)
97	Storm Giant	****	1
98	Treants	****	1d4+1
99	Werebears	****	1d2
00	Weretigers	****	1d2

Reroll any result higher then '00' or lower than '01'

Notes:

1. demi-humans: if the maximum number has been reached, re-roll

2. animals(*): a Ranger can have only 1 variety of animal follower

3. mounts(**): a Ranger can have only 1 variety of mount follower

4. creatures(***): a Ranger can have on 1 variety of creature follower

5. special creatures(****): a Ranger can have only 1 variety of special creature follower

THIEF

Thieves receive followers at 10th-level. These form the basis of a new Thieves' guild. There is likely to be hostility with the Thieves' guild that previously claimed the area in question.

Roll 4d6 for the number of followers:

# of FOLLOWERS	MODIFIER
4-5	+25 to next table
6-8	+15 to next table
7-10	+10 to next table
11-15	No Adjustment
16-19	-10 to next table
20-22	-20 to next table
23-24	-30 to next table

D%	FOLLOWER	LEVEL	NUMBER
01-10	Human Thief	1	1, can be repeated
11-20	Human Thief	2	1, can be repeated
21-30	Human Thief	3	1, can be repeated
31-40	Human Thief	4	1, can be repeated
41-50	Human Thief	5	1, can be repeated
51-60	Human Thief	6	1, can be repeated up to a maximum of 3
61-66	Human Thief	7	1, can be repeated up to a maximum of 2
67	Human Thief	8	1 only
68-71	Dwarf Thief	1d6	1, can be repeated but repeats will be level 1d4
72-73	Dwarf Fighter/Thief	1d2/1d2	1, can be repeated up to a maximum of 2
74-76	Elf Thief	1d6	1, can be repeated but repeats will be level 1d4
77	Elf Fighter/Thief	1d2/1d2	1, can be repeated up to a maximum of 2
78	Elf Magic-User/Thief	1d2/1d2	1 only
79	Gnome Fighter/Thief	1d2/1d2	1, can be repeated up to a maximum of 2
80	Gnome Illusionist/Thief	1d2/1d2	1 only

81-83	Gnome Thief	1d6	1, can be repeated but repeats will be level 1d4
84-87	Half-Elf Thief	1d6	1, can be repeated but repeats will be level 1d4
88-89	Half-Elf Fighter/Thief	1d2/1d2	1, can be repeated up to a maximum of 2
90	Half-Elf Magic-User/Thief	1d2/1d2	1 only
91	Half-Elf Fighter/Magic-User/Thief	1d2/1d2/1d2	1 only
92-97	Half-Orc Thief	1d6	1, can be repeated but repeats will be level 1d4
96-98	Half-Orc Fighter/Thief	1d2/1d2	1, can be repeated up to a maximum of 2
99-00	Half-Orc Cleric/Thief	1d2/1d2	1 only
Reroll any result higher than '00' or lower than '01'			

TROUBADOUR

When a Troubadour reaches level 9 and establishes a musical college, there is a 90% chance that he or she will attract 1d6 aspiring Troubadours of level 1.

WITCH

When a Witch reaches level 11 and builds a cottage, there is a 50% chance that he or she will attract a young person suitable to become an apprentice Witch. After five years' training the apprentice becomes a 1st-level Witch.

NON-PLAYER CHARACTER CLASSES

AMAZONS

We are the Amazons said Myrina.

We are the killers of beasts and men.

Wild ourselves, we inhabit the wild places.

Freedom courses in our blood, and death whispers at the tip of our arrows.

We fear nothing, fear runs from us. Try to stop us, and you will feel our rage.

- Anne Fortier, The Lost Sisterhood

Minimum Scores: STR 9+, DEX 9+, CON 9+, CHA 10+

Hit Die Type: d8 (max 9)

Experience Bonus: STR 16+

Alignment: Any Chaotic

Armor/Shield Permitted: Any

Weapons Permitted: Any

Magic Items Permitted: as Barbarian

Weapon Proficiencies: 3+1 every 3 levels

Penalty to-hit for non-proficiency: -2

Weapon Specialization: Optional

Attack: as Fighter

Saving Throws: as Fighter

Amazon Level Advancement

LEVEL	BASE XP REQUIRED	HIT DICE	NOTES
1	0	1d8+2	
2	2,000	2d8+4	
3	4,000	3d8+6	
4	7,750	4d8+8	
5	15,000	5d8+10	
6	30,000	6d8+12	
7	60,000	7d8+14	Bonus Attacks
8	120,000	8d8+16	
9	240,000	9d8+18	Amazon Queen
10	500,000	9d8+20	
11	750,000	9d8+22	
12	1,000,000	9d8+24	
13	1,250,000	9d8+26	
14	1,500,000	9d8+28	
15	1,750,000 *	9d8+30*	

* Each level gained thereafter requires 250,000 additional experience points and gains 3hp.

Amazon Character Class Abilities

Bonus Attacks: Amazons gain bonus attacks at higher levels as do Fighters.

Minimal Armour: Amazons prize their mobility above all else. Regardless of whatever type of armour they choose to wear, they will discard all but the most critical pieces (e.g. breastplate, helmet, greaves, pauldrons, and gauntlets). Their unique ability allows them to halve the encumbrance value of any kind of armour while still retaining the Armour Class of the original. Non-Amazons who wear such armour gain no such benefits and indeed will suffer a detrimental AC modifier of +1 to +4. An Amazon requires 1d6 turns to configure a new suit of armour to her figure.

War Cry: Prior to engaging in melee, an Amazon may shout a blood-curdling war-cry that will give her a +1 to-hit or damage (her choice). Further, all enemies within hearing range must Save vs. Spells or suffer a -1 to-hit/-1 to damage while attacking her (only). Shouting a war-cry takes one full round and its effects will last for 1d8 rounds. An Amazon may shout a war-cry once per day for every three levels (rounded down).

Mounted Mistress: An Amazon has extensive knowledge and skill with a single type of mount favoured by her particular clan; furthermore, she may treat one such mount she is familiar with as

though it is affected by an *Animal Friendship* spell. Some of the more common Amazon tribes and their preferred mounts are listed in the subtable below.

TRIBAL TYPE	PREFERRED MOUNT(S)
Bear	Brown Bears, Polar Bears
Boar	Giant Boars
Camel	Camels
Dinosaur	Sauropods, Ceratopsians
Elephant	Elephants, Mammoths, Mastodons
Horse	Horses, Pegasi, Zebras,
Rhinoceros	Rhinoceri, Indricotheriums
Tiger	Tigers, Smilodons
Wolf	Dire Wolves, Giant Wolverines

Insidious Ambush: Warfare in the wild places where Amazons dwell rarely takes the form of open battle, the terrain and mentality of those who dwell there is better suited to sudden attacks from hidden vantages. As a result, the Amazon character is well versed in both the laying and detection of ambushes, increasing their chance of surprise by 1-in-6 and reducing their chance of being surprised by the same.

Battle Rage: When an Amazon is within range of her foe(s) and decides to engage in melee, she may choose to become *enraged*. Once *enraged*, she cannot withdraw from combat unless all foes are dead, the *battle rage* ends, or there are no possible means of inflicting damage (e.g. a foe requires a magical weapon to-hit and the Amazon has only non-magical weaponry). While *enraged*, the Amazon may choose to either gain a +2 to-hit and normal number of attacks per round or additional multiple attacks per round (see sub-table below). Battle rage lasts for 2d4 rounds plus 1 round for every experience level above 1st. For example, an 8th-level Amazon would remain enraged for 9-15 rounds. Once the duration has expired, an Amazon may not again become enraged until they have rested for as many turns as they spent enraged.

AMAZON LEVEL	# ATK/RND
1-7	2/1
8-12	5/2
13+	3/1

Amazon Followers:

Once they reach 9th-lvl Amazons begin to attract followers as a Barbarian. These may be randomly diced for or selected by the GM as seems most appropriate in the context of the campaign.

ANTI-PALADIN

I have killed men and women, old and young... 23,884 Turks and Bulgarians without counting those whom we burned alive in their homes or whose heads were not chopped off by our soldiers...

- Vlad Tepes 'The Impaler'

Believe me, if I started killing there would be none of you left

- Charles Manson

I was born with the devil in me. I could not help the fact that I was a murderer, no more than the poet can help the inspiration to sing. I was born with the evil one standing as my sponsor beside the bed where I was ushered into the world, and he has been with me since.

- Dr H.H Holmes

Every man to his own tastes. Mine is for corpses.

- Henri Blot

Minimum Scores: STR 13, CON 11, WIS 13

Hit Die Type: d10 (max 9)

Alignment: Chaotic Evil (CE) only

Experience Bonus: Str 16+

Armor/Shield Permitted: Any

Weapons Permitted: Any

Magic Items Permitted: As Paladin

Weapon Proficiencies: 3 + 1 every 2 levels

Penalty To-Hit for Non-Proficiency: -2

Weapon Specialization: Optional rule - as Fighter

Attack: as Paladin

Saving Throws: as Paladin

Anti-paladins are the champions of Chaotic Evil; human cultists in the service of Demon Lords. No act of cruelty or vile betrayal is beyond their capacity. Indeed, senseless violence, blind depravity, and pernicious corruption are their very trademarks. Few societies will tolerate an Anti-Paladin in their midst, and even fewer actually condone them. As a result, Anti-Paladins are proficient at operating alone and disguising themselves as the member of another profession - usually a Fighter or a Thief.

Anti-Paladins have the same restrictions as Paladins. They may never possess more than 10 magic items, including only one suit of magical armor and one magical shield. They are also required to tithe at least 10% of their wealth, and to supply a living sacrifice to their demonic patrons - at least once per level. Unlike Paladins, they have no restrictions on which alignments they may associate with. Indeed, in the cause of Chaos, they may actively seek to infiltrate and corrupt Lawful or Good groups or communities. However, an Anti-Paladin who changes his alignment from Chaotic Evil will be instantly slain by his infernal master and his soul will be forfeit to the flames of the Abyss.

Upon their deaths, certain high-level Anti-Paladins may be transformed into a Demon Knight (1% chance/level) - a particularly powerful form of undead, as a reward for their faithful service.

Anti-Paladin Level Advancement

					CLERIC SPELLS BY LEVEL			
LEVEL	EXPERIENCE	HIT DICE	NOTES	CASTING LEVEL	1	2	3	4
1	0	1d10		-	-	-	-	-
2	2,550	2d10		-	-	-	-	-
3	5,500	3d10		-	-	-	-	-
4	12,500	4d10	Nightmare Steed	-	-	-	-	-
5	25,000	5d10		-	-	-	-	-
6	45,000	6d10		-	-	-	-	-
7	95,000	7d10		-	-	-	-	-
8	175,000	8d10		-	-	-	-	-
9	325,000	9d10	Attract Followers	1	1	-	-	-
10	600,000	9d10+3		2	2	-	-	-
11	1,000,000	9d10+6		3	2	1		
12	1,350,000	9d10+9		4	2	2	-	-
13	1,700,000	9d10+12		5	2	2	1	-
14	2,050,000	9d10+15		6	3	2	1	-
15	2,400,000	9d10+18		7	3	2	1	1
16	2,750,000	9d10+21		8†	3	3	2	1
17	3,100,000	9d10+24		8†	3	3	3	1
18	3,450,000	9d10+27		8†	3	3	3	1
19	3,800,000	9d10+30		8†	3	3	3	2
20*	4,150,000	9d10+33		8†	3	3	3	3
† 8 th is the ceiling spell casting level for anti-paladins; they may never cast spells as a High Priest or Priestess does.								
* Each level gained thereafter requires 350,000 additional experience points and gains 3hp.								

Patron Demonic Lords

Anti-Paladins are the earthly servants of the Demon Lords. Each will have but one patron Lord, to whom he has traded his soul they have traded their soul to. In return for this bargain, the Anti-Paladin receives certain material or magical boons. Some of the more common Demon Lords that can be selected as a patron, and their associated boons, are listed below. The GM should feel free to create additional patrons & boons to suit his own campaign.

The Lord of Slaughter (Koschei)

Description: Anti-Paladins who serve The Lord of Slaughter are marked by their bloodlust and utter disregard for life. They revel in senseless violence and will seek out combat just for a chance to inflict more pain and suffering. The anti-paladins of The Lord of Slaughter lead or belong to a variety of cults, but in civilized lands they are known as the Death Dealers. They favor wickedly spiked and barbed two-handed weapons and armours, the latter painted in garish blood red and black.

Boons: Gain +2 hit points per level. Like berserkers, they are fearless in battle and may attack twice per round or once with a +2 to-hit.

Sacrifice: Sacrificial combat with one or more foes whose total HD is equal to or greater than the

anti-paladin's HD.

Preferred Armour: Any

Preferred Weaponry: Footman's flail, Two-handed Sword, Morning Star, Glaive, Bardiche, Battleaxe

Special Weaponry: Flaming oil

Unholy Symbol: Interlocking tentacle and flail

The Lord of the Tomb (Orcus)

Description: The Anti-Paladins of The Lord of the Tomb are remarkable for their unhealthy resemblance to, and familiarity with, the undead; particularly ghouls. Anti-Paladins of The Lord of the Tomb may belong to a secret order known as the *Eaters of the Dead*, a particularly vile cult that practices extreme forms of cannibalism and demonic necromancy as well as graverobbing and ritual desecration.

Boons: Anti-Paladins of The Lord of the Tomb are immune to the paralysis of ghouls. At 3rd-lvl and higher they gain the ability to *control undead* as an evil-aligned cleric, two levels lower than the Anti-Paladin's level, once per week.

Sacrifice: Only human sacrifices are accepted and must have a total HD equal to or greater than the Anti-Paladin's.

Preferred Armour: Any

Preferred Weaponry: Mace and morningstar

Special Weaponry: Poison

Unholy Symbol: Skull and crossbones

The Lord of Pestilence (Juiblex)

Description: Anti-Paladins of The Lord of Pestilence are known as the *Riders of the 7 Plagues* or the *Unclean Horsemen*, and it is their mission to spread disease and affliction wherever they go, either subtly or through more shocking means. The Anti-Paladins of The Lord of Pestilence are universally filthy, often tying strips of plague shrouds or diseased rags about their armor, which is often painted in their favored putrid greens and purples.

Boons: Anti-Paladins of The Lord of Pestilence are immune to normal disease (although not magical 'diseases' such as lycanthropy or mummy rot). Anti-Paladins can *Cause Disease* (as the reverse cleric spell *Cure Disease*) by touch, once per week. Anti-Paladins of higher than 5th level may do so twice per week, and those higher than 10th level thrice per week.

Sacrifice: Human or demi-human sacrifices are preferred and must have a total HD equal to or greater than the anti-paladin's HD.

Preferred Armour: Any

Preferred Weaponry: Two-handed sword, Hammer, Footman's Flail

Special Weaponry: Slime and disease

Unholy Symbol: Bleeding eye

The Hound of Perversion (Fraz-Urb'luu)

Description: The Anti-Paladins of The Hound of Perversion belong to a cult known as the *Hounds of Perdition*. They often operate undercover as high-placed gigolos or courtesans - a position which allows them to engage in all manner of lewd debauchery. In combat, they are graceful and deadly, their armor decorated with flowing silk, and their faces hidden behind veils.

Boons: Anti-Paladins of The Hound of Perversion are immune to charm and beguiling spells. At 3rd level, once per day the anti-paladin may *Beguile*, as the 2nd-level cleric spell. Anti-Paladins of higher than 5th level may do so twice per week, and those higher than 10th level thrice per week.

Sacrifice: Human or demi-human sacrifices are accepted and must be of the opposite sex and have a total HD equal to or greater than the anti-paladin's HD.

Preferred Armour: Studded leather

Preferred Weaponry: Whip, Bardiche, Dart, Dagger, Short Sword

Special Weaponry: Poison and acid

Unholy Symbol: Arrow pierced heart

The Lord & Lady of Pain (Pazuzu)

Description: The Anti-Paladins of The Lord & Lady of Pain belong to the mostly female *Cult of the Heartless Shrew*. Their trademark is the slaughter of innocents and inciting genocidal purges. In combat these Anti-Paladins often wear silver or white - colors easily marred by the bloodstains of their victims.

Boons: May *Curse* their opponents (as the reverse of the 1st-lvl cleric spell *Bless*) once per day. At 3rd-level they gain the ability to cast *Cause Light Wounds*, (as the reverse of the 1st-lvl Cleric spell *Cure Light Wounds*), two levels lower than the Anti-Paladin's level, once per day.

Sacrifice: Any group of sentient sacrifices are accepted and must have a total HD equal to three times the anti-paladin's HD.

Preferred Armour: Scalemail

Preferred Weaponry: Warhammer, Military fork, Spear

Special Weaponry: Acid and flaming oil

Unholy Symbol: Cat-o-nine-tails

The Beast Lord (Baphomet)

Description: Anti-Paladins of The Beast Lord are feared for their insane bloodlust and propensity for cannibalism - traits they share with the minotaurs whom they lead in battle. They can be found in uncivilized, chaotic lands where they are known as the *Beastlords*. These Anti-Paladins often go into battle painted or tattooed with demonic symbols and wearing trophies of past victims (ears, fingers, and shrunken heads are common).

Boons: They are fearless in battle and may attack with a +2 to-hit or damage for up to 3 turns, once per day. When attracting henchmen, they may always opt for a minotaur in lieu of any other creature.

Sacrifice: Any single human, humanoid or monster sacrifices slain in personal combat are accepted and must have a total HD equal to one and a half times the anti-paladin's HD.

Preferred Armour: Chainmail and horned great helm

Preferred Weaponry: Battleaxe and club

Special Weaponry: Poison

Unholy Symbol: Horned skull

Anti-Paladin Class Abilities

Detect Good: An Anti-paladin may detect good up to 60' at will, provided he or she concentrates on doing so.

Protection from Good 10' radius: An Anti-paladin radiates an aura equivalent to the reverse of the Cleric spell *Protection from Evil 10' Radius*.

Lay on Hands: Once per day, the anti-paladin may heal 2 hit points/level to himself or any creature touched (e.g. a 3rd-level anti-paladin would heal 6hp with this ability). Anti-paladins may also cause one point of damage per level if the victim fails a saving throw versus death. He must choose one or the other each day, not both.

Summon Nightmare Steed (4th-level): At 4th-level, the Anti-paladin may summon a Nightmare Steed, a demonic warhorse with enhanced hit points, intelligence and movement speed. Such a steed may be called only once every ten years, and usually requires the completion of a quest to actually find the Steed.

Backstab: Anti-Paladins have the ability to backstab as a Thief of the same level.

Clerical Spellcasting (9th-level): Anti-Paladins gain the ability to cast certain Divine spells at 9th level as a Paladin. Because of their alignment, they may only be granted reversed spells or spells with the capability of doing harm. They do not receive any additional spells for high WIS scores as Clerics do. They may not use Clerical scrolls or other Clerical magic items unless such are also allowed for Fighters.

Hirelings & Followers (9th-level): Anti-Paladins may employ hirelings as do other classes. Beginning at 9th-level they will attract 1d20 followers. Followers may not necessarily be human, and may even be monsters, demons or undead. Consult the Anti-Paladin Followers table to determine exact types.

Strongholds: Anti-Paladins may construct a castle or a hideout, but will not attract any henchmen followers until 9th-level (see above).

Poison Usage: Like Assassins, Anti-Paladins are not inherently more skilled at using or formulating poisons than any other character class capable of using poison, but generally have more opportunities to gain knowledge of poisons and their effects.

Anti-Paladin Followers

Anti-Paladins receive followers at level 9. These may be randomly diced for as below or selected by the GM as seems most appropriate in the context of the campaign.

d%	FOLLOWERS	LEVEL
01-12	Human Fighter	1d8
13-20	Human Thief	1d8
21-30	Human Assassin	1d8
31-36	Human Cleric	1d8
37-40	Human Magic User	1d8
41-48	Human Illusionist	1d8
49-54	1d20 Goblins	
55-58	1d12 Orcs	
59-60	1d10 Hobgoblins	
61-62	1d10 Gnolls	
63	1d4 Ogres	
64	1d2 Trolls	
65	GIANT ¹	
66-89	UNDEAD ²	
90-91	DEMON ²	
92-99	Multi-Classed NPC (GM's Choice)	
00	MONSTER (GM's Choice)	

Types listed in **BOLD** are general types. The specific creature should be determined by the GM.

¹ If the anti-paladin already has a follower of this type, ignore this result and roll again.

² These are only gained as followers when the Anti-Paladin has built a stronghold, which they are confined to thereafter.

BERSERKER

Men saw that a great bear went before King Hrolf's men, keeping always near the king. He slew more men with his forepaws than any five of the king's champions. Blades and weapons glanced off him, and he brought down both men and horses in King Hjorvard's forces, and everything which came in his path he crushed to death with his teeth, so that panic and terror swept through King Hjorvard's army...

- Gwyn Jones, *Eirik the Red and Other Icelandic Sagas*

Minimum Scores: STR 9+, CON 9+, INT <12

Hit Die Type: d10 (max 9)

Experience Bonus: STR 16+

Alignment: N, NG, NE, CG, CN, CE only

Armour/Shield Permitted: Any

Weapons Permitted: Any

Magic Items Permitted: As Fighter, and see below

Weapon Proficiencies: 4+1 every 2 levels

Penalty To-Hit For Non-Proficiency: -2

Weapon Specialisation: Optional

Attack: as Fighter

Saving Throws: as Fighter

Berserker Level Advancement

LEVEL	EXPERIENCE	HIT DICE	NOTES	POWERS
1	0	1d10	Shield Brother/Sister	Recognize Lycanthropes, Berserkers + Alignment on Sight
2	1,900	2d10		
3	4,250	3d10		
4	7,750	4d10		-1 chance to be surprised
5	16,000	5d10		
6	36,000	6d10	Were-Brother/Sister	Detect hidden/invisible enemies
7	75,000	7d10		Gain similarly-aligned 4 th -lvl Berserker henchman
8	125,000	8d10		Gain were-shape
9	250,000	9d10		Attract 2d6 Berserker followers
10	500,000	9d10+3	Clan-Master	May employ hirelings (Loyalty -2)
11	750,000	9d10+6		

Each level gained thereafter requires 250,000 additional XP and gains 3hp

The Berserker class is a variant of the Fighter. Berserkers are always humans with both a Strength and Constitution greater than 9, and an Intelligence less than 12. Their alignment must be either Neutral or Chaotic, never Lawful; and they may be good, evil or true neutral. Only Humans can become Berserkers.

1st-level Berserkers have a maximum allowable armour class of 6, and prefer to fight with as little encumbrance as possible. Instead, they rely upon their gods for protection from wounds. As a Berserker rises in level and earns more favour from the gods, their maximum allowable AC decreases. No Berserkers may wear magic armour or wield magic weapons, but otherwise may use any magical items available to Fighters. Berserkers earn normal experience bonuses for high STR, and also earn double experience points for slain foes up until they earn were-brother status.

Berserkers are all shield-brothers in a particular clan: the Rat, Wolf, Boar, Tiger, or Bear. Each Berserker clan has a single Clan Master, who achieves and defends their position through personal combat. Clan members will show hospitality and aid toward their fellows whenever possible. Inhospitable or dishonourable behaviour will result in the Berserker being outlawed and exiled from the clan. Only the Clan Master is permitted to hire outside hirelings, and even they will have reservations about serving such a band of reckless madmen.

In addition, were-brothers have the ability to speak the lycanthropic language in human form, and can communicate simple commands to normal animals of that type.

Berserker Followers

At 9th-level, Berserkers will attract 2d6 followers with a loyalty of 16 + any applicable CHA bonuses. If slain, these followers will not be replaced. To determine the exact type of followers attracted, use the table below:

D%	FOLLOWER
01-55	Human Fighter
56-65	Human Druid
66-75	Human Cleric
76-85	Human Thief
86-95	Human Magic-User
96-00	Special Follower *

* Roll on following table to determine type

D%	FOLLOWER LEVEL
01-50	2 nd -lvl
51-65	3 rd -lvl
66-80	4 th -lvl
81-90	5 th -lvl
91-99	6 th -lvl
00	7 th -lvl

D%	SPECIAL FOLLOWER TYPE
01-40	Berserker Shield-Brother/Sister
41-65	Lycanthrope (same as Clan)
66-75	Troubadour (Roll for Level)
76-85	Ranger (Roll for Level)
86-90	Hill Giant
91-95	Stone Giant
96-99	Fire Giant
00	Roll Twice (ignore '00' results)

Berserker Special Abilities

Battle-Lust: Berserkers have a base 10% chance to 'go berserk' in melee combat. This ability can only be attempted once per fight. A Berserker will remain berserk for a number of melee rounds equal to their Constitution. The following table denotes the modifiers to this basic chance:

SITUATION	ADJUSTMENT
Voluntarily 'biting one's shield'	+20% (once only)
Each round of melee already completed	+10% (cumulative)
Witnessing a Shield-Brother/Sister or follower's death	+10% (cumulative)
Witnessing a henchman's death	Automatic

Foes of a Berserker of average or better Intelligence must check if subject to morale. Berserkers themselves may not retreat or withdraw from melee while in a berserk state. While berserk, all attacks are at +2 to-hit and damage in addition to any normal Strength bonuses. If melee ends before the berserk state ends, there is a non-cumulative 10% per round that the Berserker will turn on their own comrades. As long as they remain berserk, a Berserker is immune to sleep and charm spells. Once the berserk state has passed, the Berserker will attack at -2 to-hit and damage until melee ends, whereupon they must rest for one full turn regardless of the duration of the melee.

When the Berserker earns were-brother status, they will always take that were-form when berserk, and benefit from all of the applicable to-hit and damage bonuses of the lycanthrope in question and may attack creatures only vulnerable to magic or silver weapons. None of the other lycanthropic characteristics are applied however, and they are not susceptible to silver, wolfsbane or the like. In melee, a were-brother will retain their lycanthropic form until the end of melee whether or not they are still berserk or not, but otherwise they are subject to the same restrictions as the shield-brothers.

Weapon Specialisation: Berserkers gain the benefits of weapon specialisation (Optional rules detailed in this volume).

Red-Handed Slayer: When fighting foes with less than one hit die each, Berserkers gain one attack per level per round.

Widow-Maker: As the Barbarian special ability.

ELEMENTALIST

The force that unites the elements to become all things is Love, also called Aphrodite; Love brings together dissimilar elements into a unity, to become a composite thing. Love is the same force that human beings find at work in themselves whenever they feel joy, love and peace. Strife, on the other hand, is the force responsible for the dissolution of the one back into its many, the four elements of which it was composed.

- Empedocles

Elementalists are specialist Magic-Users who dedicate themselves to the study and manipulation of the magics of the four Primal Elements: Earth, Air, Fire and Water. Their single-minded pursuit limits the types and numbers of spells available to them, but nevertheless, they can become quite powerful and knowledgeable at higher levels.

Elementalists study esoteric languages and fields of study related to their profession as would a sage (See OSRIC pp 132). These are noted on the table above. Elementalists may only choose from the following additional languages: Dragon (Green, Red), Merman, Locathah, Nixie, Pegasus, Pixie, Sahuagin, Sea Elf, Sprite, Sylph, Titan, or Triton.

They can detect gasses of all types within 60' and have the ability to identify minerals, fresh water, and unsafe construction and traps (as a dwarf). Elementalists also gain a +2 to their Saving Throws vs. all element-based attacks.

Elementalists have the ability to influence all types of elementals encountered. The 'Neutral' column in the table shows the percentage chance the elemental will either ignore the elementalist or return to their home plane. The 'Friendly' column shows the percentage chance the elementalist can gain control of the elemental for 1d6 turns. This ability may also be used to influence elementals already under the control of another. Two elementalists vying for control must compare their two scores from the 'Friendly' column. The elementalist with the higher score will subtract the lower's score to determine the percentage chance of wresting or maintaining control. The elementalist with the lower score will have no chance of wresting or maintaining such control whatsoever.

Only Humans may become Elementalists.

Minimum Scores: INT 14, WIS 16

Hit Die Type: d4 (max 16)

Experience Bonus: INT 17+ and WIS 17+

Alignment: any Neutral

Armour/Shield Permitted: None

Weapons Permitted: as Magic-User

Magic Items Permitted: as Magic-User or Druid

Weapon Proficiencies: 2+1 every 3 levels

Penalty To-Hit For Non-Proficiency: -3

Weapon Specialisation: N/A

Attack: as Magic-User

Saving Throws: as Magic-User

Elementalist Level Advancement

LEVEL	EXPERIENCE	HIT DICE	NEUTRAL	FRIENDLY	FIELD OF STUDY
1	0	1d4	10%	0%	+1 Language
2	3,000	2d4	20%	0%	Minor: Elemental Planes
3	6,000	3d4	30%	0%	+1 Language
4	12,000	4d4	40%	0%	Minor: Oceanography
5	25,000	5d4	50%	0%	+1 Language
6	50,000	6d4	60%	10%	Minor: Geology
7	80,000	7d4	70%	20%	+1 Language
8	120,000	8d4	80%	30%	Minor: Meteorology
9	180,000	9d4	90%	40%	+1 Language
10	325,000	9d4+1	100%	50%	Major: Elemental Planes
11	475,000	9d4+2	100%	60%	+1 Language
12	900,000	9d4+3	100%	70%	Major: Oceanography
13	1,400,000	9d4+4	100%	80%	+1 Language
14	2,000,000	9d4+5	100%	90%	Major: Geology
15	2,700,000	9d4+6	100%	95%	Major: Meteorology
16	3,500,000	9d4+7	100%	100%	Special: Elemental Planes

Elementalist Spell Table

LEVEL	1	2	3	4	5	6	7	8	9
1	1	1	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-
3	2	2	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-

6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	3	2	-	-	-	-
11	4	4	4	4	3	1	-	-	-
12	5	5	5	4	4	2	-	-	-
13	5	5	5	4	4	2	1	-	-
14	5	5	5	5	5	2	1	-	-
15	5	5	5	5	5	3	2	1	-
16	5	5	5	5	5	3	2	2	1

Elementalist Spell List

Elementalists have access to the following spells (c.f. OSRIC & Chapter 6 of this volume). Except for the level at which they have access to certain spells, all should be considered identical to the Arcane, Divine, Druidic, Maleficent or Occult spell of the same name. Elementalist spells however do not require any special material components as they depend entirely on the elements already present in the local environment.

Level 1	Level 2	Level 3	Level 4
<i>Affect Normal Fires (MU)</i>	<i>Blazing Beam (MU)</i>	<i>Call Lightning (D)</i>	<i>Animal Summoning I (D)</i>
<i>Burning Hands (MU)</i>	<i>Boiling Bath (MU)</i>	<i>Cloudburst (MU/C/D)</i>	<i>Call Mephit (W)</i>
<i>Dancing Lights (MU)</i>	<i>Conjure Minor Elemental (War)</i>	<i>Fireball (MU)</i>	<i>Conjure Elemental (MU/War)</i>
<i>Endure Cold / Endure Heat (C)</i>	<i>Corrode (D)</i>	<i>Flame Arrow (MU)</i>	<i>Control Temperature 10' Radius (D)</i>
<i>Firedance (D)</i>	<i>Dust Devil (C)</i>	<i>Fly (MU)</i>	<i>Dig (MU)</i>
<i>Feather Fall (MU)</i>	<i>Elemental Warding (War)</i>	<i>Gust of Wind (MU)</i>	<i>Electric Arc (MU)</i>
<i>Firewater (MU)</i>	<i>Find Traps (C)</i>	<i>Lightning Bolt (MU)</i>	<i>Fire Charm (MU)</i>
<i>Flare (MU)</i>	<i>Flame Blade (MU/D)</i>	<i>Meld Into Stone (C)</i>	<i>Fire Shield (MU)</i>
<i>Flash (MU)</i>	<i>Flaming Sphere (MU)</i>	<i>Minute Meteors (MU)</i>	<i>Ice Storm (MU)</i>
<i>Hand Fire (C)</i>	<i>Flame Walk (C)</i>	<i>Protection from Fire (D)</i>	<i>Lower Water (C/MU)</i>
<i>Jump (MU)</i>	<i>Heat Metal (D)</i>	<i>Tame Lightning (D)</i>	<i>Meteors (C)</i>
<i>Light (MU)</i>	<i>Know Alignment (C)</i>	<i>Water Breathing / Air Breathing (D)</i>	<i>Produce Fire (D)</i>
<i>Meld Into Stone (C)</i>	<i>Levitate (MU)</i>	<i>Water Walk (MU/C)</i>	<i>Protection from Lightning (D)</i>
<i>Precipitation (MU/C/D)</i>	<i>Produce Flame (D)</i>		<i>Steaming Sphere (MU)</i>
<i>Predict Weather (D)</i>	<i>Pyrotechnics (MU)</i>		<i>Sunburst (C)</i>
<i>Purify Food & Drink (C)</i>	<i>Resist Fire (C)</i>		<i>Wall of Fire (MU)</i>
<i>Push (MU)</i>	<i>Scorch (MU)</i>		<i>Wall of Ice (MU)</i>
<i>Shield (MU)</i>	<i>Stinking Cloud (MU)</i>		<i>Watermerge (D)</i>
<i>Shocking Grasp (MU)</i>			
<i>Wall of Fog (I)</i>			
<i>Ward of Flame / Ward of Frost (W)</i>			

Level 5	Level 6	Level 7	Level 8	Level 9
Air Walk (C)	Aerial Servant (C)	Animate Rock (D)	Glass-steel (MU)	Crystalbrittle (MU)
Airy Water (MU)	Chain Lightning (MU)	Control Weather (C)	Incendiary Cloud (MU)	Meteor Storm (MU)
Cloudkill (MU)	Command Earth (C)	Delayed Blast Fireball (MU)		
Cone of Cold (MU)	Control Weather (MU/D)	Earthquake (C)		
Contact Other Plane (MU)	Create Poison Gas	Fire and Ice (MU)		
Control Winds (D)	Create Spring (D)	Fire Storm (D)		
Electrical Screen (MU)	Fire Seeds (D)	Reverse Gravity (MU)		
Flame Shroud (MU)	Freezing Sphere (MU)	Siege Sphere (MU)		
Flame Strike (C)	Major Summoning (War)	Wind Walk (C)		
Passwall (MU)	Move Earth (MU)			
Spike Stones (C/D)	Part Water (MU)			
Stone Shape (MU/D)	Stone Tell (C)			
Transmute Rock to Mud (MU/D)	Transmute Water to Dust (MU/D)			
Transmute Water to Poison (MU)	Weather Summoning (D)			
Wall of Iron (MU)				
Wall of Stone (MU)				
Volcanic Eruption (D)				

Note: C (Cleric spell), D (Druid spell), MU (Magic-User spell), W (Witch spell) War (Warlock spell)

Elementalist Followers

Once they reach 9th-lvl Elementalists begin to attract followers. These may be randomly diced for below or selected by the GM as seems most appropriate in the context of the campaign.

d%	FOLLOWERS	LEVEL / NUMBER
01-50	1d4 Elementalists	1st
51-60	Human Fighter	1d6
61-63	Common Azer	1d4
64-66	Mephit, Ice	1
67-70	Mephit, Lava	1
71-73	Mephit, Mist	1
74-76	Mephit, Smoke	1
77-79	Mephit, Steam	1
80-82	Mephit, Water	1
83-85	Grume, Cindrous	1
86-88	Grume, Zephyrous	1
89-91	Grume, Fictile	1
92-94	Grume, Serous	1
95-96	Lava Children	1
97-98	Fire Bats	1

99-00	Xorn	1
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FREEMAN (Optional)

Freemen (or Freewomen) are normal, non-adventuring NPCs. This class is presented to allow the GM to include some variation amongst these characters beyond Normal Men/0-lvl Fighters.

Minimum Scores: Any

Hit Die Type: d6 (max 10)

Alignment: Any

Experience Bonus: None

Armour and Shield Permitted: As Fighter

Weapons Permitted: Any, but only ever proficient in one

Weapon Proficiencies: 1

Penalty for Non-Proficiency: -5

Attack: as Magic-User

Saving Throw: as Fighter

Freemen do not gain experience or levels as do adventuring classes. The GM should assign a Freeman a level commensurate with their relative influence, wealth, or social standing. An apprentice blacksmith for example might be a 1st-lvl Freeman, a Master Blacksmith a 5th-lvl Freeman while a noblewoman ruling over an entire town might be a 10th-lvl Freewoman.

Freeman can use both flaming oil and poison as well as any magic items usable by Fighters or Thieves.

INQUISITOR

Therefore in the Third Part of this work we shall treat the extermination of witches, which is the ultimate remedy. For this is the last recourse of the Church, to which she is bound by Divine commandment. For it has been said: Ye shall not suffer witches to live upon the earth. And with this will be included the remedies against arch-wizards; since this kind can only be exterminated by secular law.

1. Malleus Maleficarum

The Inquisitor is trained to track down and eliminate rogue Magic-Users, members of illegal cults and supernatural horrors. An inquisitor may not necessarily oppose all Magic-Users, in fact many may even be employed by wizard guilds to deal with rogue elements. Other inquisitors may be employed by a temple, church or kingdom.

At 10th-level inquisitors may establish their own inquisition operating in any major town or kingdom. Only humans or Dwarfs may be inquisitors, and Dwarf inquisitors have a level limit of 5.

Minimum Scores: Con 10, Wis 12, Cha 14

Hit Die Type: d8 (max 10)

Alignment: Any lawful

Experience Bonus: Charisma 16+

Armour and Shield Permitted: As Cleric

Weapons Permitted: Any

Weapon Proficiencies: 2 + 1 per 3 levels

Penalty for Non-Proficiency: -4

Attack: as Clerics

Inquisitor Level Advancement

LEVEL	EXPERIENCE	HIT DICE	NOTES
1	0	1d8	Seeker
2	2,250	2d8	Spell-Hound
3	4,500	3d8	Bloodhound
4	9,000	4d8	Justicar
5	20,000	5d8	Censor
6	40,000	6d8	Purifier
7	90,000	7d8	Advocate
8	150,000	8d8	Witch-Finder
9	225,000	9d8	Malleus
10	325,000	9d8+3	Witch-Finder General
11	650,000	9d8+6	High Censor
12	975,000	9d8+9	Master of the Pyres
13	1,300,000	9d8+12	Judge
14*	1,800,000 +	9d8+15	Episcopate

Subsequent levels require an additional 500,000 XP and grant a further +3 hp.

Inquisitor Saving Throw Table

LEVEL	AIMED MAGIC ITEMS	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7

Inquisitor Special Abilities

Advocate: Beginning at 7th-level, the Inquisitor gains 5% Magic Resistance, increasing by 5% per

level thereafter.

Bloodhound: At 3rd-level the Inquisitor has a 5% chance to detect illusions and invisible beings, increasing by 5% per level thereafter.

Censor: At 5th-level an Inquisitor can cast *Dispel Magic* as a Magic-User of the same level up to 3 times per day

Episcopate: A 14th-level Inquisitor may cast the 9th-level Arcane spell *Disjunction* up to 3 times per day

High Censor: The inquisitor is protected by a permanent *Minor Globe of Invulnerability*

Justicar: Can cast *Detect Magic* at will

Malleus: Beginning at 9th-level an Inquisitor using a non-magical edged weapon may attempt to blood an enchanted being by making a melee attack. A blooded foe immediately loses the benefits of any ongoing spells (*Protection from Normal Missiles*, *Armour*, *Shield* etc.) just as if their duration had expired.

Purifier: Starting at 6th-level, if the Inquisitor burns a magical scroll or spellbook page containing a spell, he or she is immune to that spell for 1 day

Seeker: A 1st-level Inquisitor can cast *Detect Magic* once per day

Spell-Hound: Can track any being with memorised spells, 15% chance or 90% if a spell has just been cast

Witch-Finder: From 8th-level onwards, by preaching in a populated area, the Inquisitor can rally a posse or mob of (Charisma x 20) angry peasants or citizens armed with improvised weapons.

Witch-finder General: At 10th-level the morale of the Inquisitor's henchmen and/or mob is increased to Fanatical and they receive a bonus of +1 to-hit vs. spell-casting creatures

Inquisitor Followers

Once they reach 9th-lvl Inquisitors begin to attract followers. These may be randomly diced for below or selected by the GM as seems most appropriate in the context of the campaign.

d%	TYPE
01-30	A human mob of 1d20+20 0-lvl Normal Men
31-50	20 0-lvl Human Men-at-Arms (Studded Leather, Shield & Short Sword)
51-70	1d4 1 st -lvl Human Inquisitors
81-90	Human Cleric lvl 1d6 (same alignment as Inquisitor)
91-98	Human Fighter lvl 1d6 (same alignment as Inquisitor)
99-00	Paladin lvl 1d4 (if LG) or Human Fighter lvl 1d8

NECROMANCER

Like graven mountains of basalt, Dark idols of my demons there Shall tower through bright zones of air, Fronting the sun with level stare; And hell shall pave my deepest vault.

- Clark Ashton Smith, *Song of the Necromancer*

Necromancers are supremely evil (and foolhardy) NPC spellcasters who specialize in death magic and the study of the undead. Unlike normal Magic-Users who must continually memorize new spells, Necromancers have traded their souls to an arch-devil for a truly permanent connection to their source of power. Only Humans can become Necromancers.

Their evil practices and dealings with Hell take a considerable toll on the sanity and physical appearance of the Necromancer. Necromancers increasingly become more and more corpse-like in appearance as they grow in experience - their skin progressively takes on an unhealthy pallor and their eyes develop a growing sensitivity to sunlight. Their personality becomes morbidly misanthropic and solitary, even as the stench of the graves in which they work surrounds them. For each higher level of experience they will lose 1 point of Charisma until reaching 0. At this point no living being, regardless of alignment, willingly tolerates the Necromancer's presence. Townspeople will form mobs and try to hunt them down and paladins will undertake quests to slay them. Necromancers never attract henchmen, although they may enslave or pay humanoids or other monsters to serve as their agents. Once the Necromancer's charisma reaches 0, however, even humanoids will seek to flee from this loathsome master.

Necromancers are required to make periodic sacrifices to their Arch-devil master, in addition to any other sacrifices they might perform. If they do not make an appropriate sacrifice in the allotted time, they suffer the loss of all their necromantic powers and other abilities until a sacrifice is performed.

Necromancers gain experience by ritual sacrifice, and through animating, controlling or constructing undead - the experience gained is equal to the creature's xp value. Necromancers do not receive experience from defeating foes or amassing treasure.

Minimum Scores: INT 12, CON 14, WIS <12

Hit Die Type: d8 (max 9)

Experience Bonus: INT 16+

Alignment: Lawful Evil (LE) only

Armor/Shield Permitted: Any

Weapons Permitted: Any

Magic Items Permitted: Only those usable by any class

Weapon Proficiencies: 2+1 every 3 levels

Penalty To-Hit for Non-Proficiency: -3

Weapon Specialization: N/A

Attack: as Cleric

Saving Throws: as Cleric

Necromancer Level Advancement

			POWERS
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LEVEL	EXPERIENCE	HIT DICE	1	2	3	4	5	UNDEATH	NOTES
1	0	1d8	1	-	-	-	-	Coffer Corpse	
2	1,550	2d8	2	-	-	-	-	Ghoul	Darkvision
3	2,900	3d8	3	1	-	-	-	Ghoul	
4	6,000	4d8	3	2	-	-	-	Ghast	
5	13,250	5d8	4	2	1	-	-	Wight	
6	27,000	6d8	4	2	2	-	-	Wraith	
7	55,000	7d8	4	3	2	1	-	Mummy	
8	110,000	8d8	5	3	2	2	-	Mummy	
9	220,000	9d8	6	3	3	2	-	Vampire	
10	450,000	9d8+2	6	4	3	2	1	Vampire	Ossuary
11	675,000	9d8+4	7	4	3	3	1	Vampire	
12	900,000	9d8+6	7	4	4	3	2	Vampire	
13	1,125,000	9d8+8	8	5	5	3	2	Vampire	
14	1,350,000	9d8+10	8	6	5	4	2	Vampire	
15	1,575,000	9d8+12	9	6	5	4	3	Lich	
NOTE: 15 th -lvl is the maximum for Necromancers									

Necromancer Special Abilities

Darkvision: Starting at 2nd-level, Necromancers gain darkvision. They also become very sensitive to bright light or sunlight, and suffer a penalty of -2 on their to-hit rolls in direct sunlight.

Control Undead: Necromancers may communicate with and attempt to establish a rapport with undead in the same fashion as evil Clerics. A 'D' result on the Turning Undead Table means they have established indefinite control over the undead. The Necromancer can control a number of undead equal to ten times his level in Hit Dice. Vampires and other greater forms of undead cannot be controlled in this way. Controlled zombies and skeletons may be ordered to guard one place, following the Necromancer's commands. Other undead can only be controlled within the Necromancer's line of sight (maximum range: 20' times the Necromancer's level). Necromantic control can be broken if the undead are turned or controlled by another Cleric or with a dispel evil spell. If the controlling Necromancer is present, any attempts to wrest control are at -1 for every 3 levels of the Necromancer.

Immunity from Undead: Necromancers are immune to the special abilities of undead which have fewer hit dice than the Necromancer. They are also immune to the effects of fear generated by any type of undead.

Sacrificial Healing: Necromancers cannot heal naturally, nor will magical cures or potions have beneficial effect on them. Through ritual sacrifice of intelligent creatures they can recover up to ½ of the victim's hit points. Note that this requires special utensils and must be performed between midnight and 1 AM. See also the necromantic power *Vampiric Touch* described below.

LEVEL	FREQUENCY	SACRIFICE REQUIRED*
1	1/month	Any Animal
2	1/month	Any Mammal
3	1/month	Any Mammal (Virgin only)
4	1/month	Humanoid (Virgin only)
5	1/fortnight	Demi-human/Humanoid

6	1/fortnight	Demi-human/Humanoid (Lvl 1+)
7	1/fortnight	Demi-human/Humanoid (Lvl 3+)
8	1/fortnight	Human
9	1/fortnight	Human (Lvl 1+)
10	1/week	Human (Lvl 4+)
11	1/week	Human (Virgin only)
12	1/week	Human (Lvl 1+, Virgin only)
13	1/week	Human (Lvl 4+, Virgin only)
14	1/day	1d6 Humans
15	1/day	1d6 Humans (Lvl 1+)

*Higher forms of sacrifice may always be substituted for a lesser one, but not vice-versa.

Ossuary: Upon reaching 10th level, a Necromancer may begin construction of a special temple called an Ossuary, made entirely of human or demi-human bones. Because of their sluggish and unintelligent nature, undead cannot be used to construct an Ossuary, so humanoid or other slaves must be used. Construction requires 10 hours, 10gp, the bones of at least 50 humans/demi-humans and the blood of 5 for each 10 square feet of area. Once completed, the bones knit together into a magically strong substance as strong as granite. When a Necromancer is within his Ossuary, he receives +2 to all Saving Throws, while intruders suffer a -2 penalty. In addition, a Necromancer may call forth skeletons from the walls of the temple. Up to 1 skeleton per 10 cubic feet of wall per day may be called forth this way. These skeletons are automatically under the control of the Necromancer, who may order them about telepathically at will. They will not leave the Ossuary under any circumstances and may be ordered to return to the Ossuary's walls at any time if the Necromancer so desires. Additionally, any undead under the Necromancer's control are turned as the next higher class of undead while inside the structure.

Undeath: Unless a Necromancer is buried in specially consecrated ground or is utterly destroyed, he will return as undead, as noted on the Level Advancement table. They will not retain any of their necromantic powers unless they return as a vampire or lich. In any case they will not earn any more experience points as an undead.

Mortal Curse: The Necromancer may pronounce a Mortal Curse on his killer at the moment of death (assuming the opportunity exists). The effect of a Mortal Curse is similar to the 3rd-level reversed Clerical spell *Bestow Curse*, cast at a level four times the Necromancer's actual level. A Necromancer dying inside his Ossuary may pronounce a Generational Mortal Curse which will affect both the intended victim and his firstborn child as well. If the curse is not dispelled beforehand, each succeeding generation's firstborn child will also be afflicted. At the GM's discretion, a quest or particularly difficult ritual may be needed to remove a generational curse. A *Limited Wish* will have no effect. A *Wish* will only stave off the effects during one person's lifetime. Two full *Wishes* are required to permanently dispel the curse.

Necromantic Spellcasting Powers

There are 5 "stages" of powers, which roughly correspond to spell levels for normal spellcasters. Necromancers acquire new powers each level. These powers are not acquired as spells, but are granted to Necromancers as a reward from their devilish masters. Once granted, the ability is never forgotten when used, and the Necromancer does not need to spend any time meditating or memorizing to regain use of a power. Unless otherwise noted, a power may only be used once per day. Several of the powers have pre-requisites which must be met before that power can be chosen. Necromancers may choose the same power multiple times, allowing them to use it more often. When

choosing a new power, a power of a lesser stage may be substituted instead of a higher one.

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
<i>Animate Dead</i>	<i>Improved Animate Dead</i>	<i>Create Skull Guardian</i>	<i>Become Non-corporeal</i>	<i>Finger of Death</i>
<i>Cacaphony of the Crypt</i>	<i>Animate Limb</i>	<i>Control Shadows</i>	<i>Construct Servant</i>	<i>Drain Life</i>
<i>Cause Darkness</i>	<i>Manufacture Ghoul</i>	<i>Manufacture Wight</i>	<i>Cast Necromantic Bell</i>	<i>Create Flesh Golem</i>
<i>Evil Eye</i>	<i>Manufacture Ghast</i>	<i>Manufacture Mummy</i>	<i>Vampiric Touch</i>	<i>Aura of Fear</i>
<i>Feign Death</i>	<i>Sense Life</i>	<i>Ghoul Touch</i>	<i>Incorporate Spirit</i>	<i>Beckon Spectres</i>
<i>Speak With Dead</i>	<i>Beckon Ghouls</i>	<i>Possession</i>	<i>Beckon Mummies</i>	<i>Create Lich</i>
<i>Speak With Dead Animals</i>	<i>Beckon Ghosts</i>	<i>Know the Past</i>	<i>Army of the Dead</i>	<i>Beckon Vampires</i>
<i>Beckon Skeletons</i>	<i>Wisdom of the Grave</i>	<i>Summon Wraiths</i>	<i>Diabolic Brew</i>	
<i>Beckon Zombies</i>	<i>Zombie Automaton</i>	<i>Superior Animate Dead</i>	<i>Improved Control Shadows</i>	

Animate Dead: Similar to the 3rd-level Cleric spell of the same name. A Necromancer may animate 1-6 zombies in this manner. If no flesh remains, the corpses are animated as skeletons instead. A Necromancer may control a number of these skeletons/zombies equal to 10 times their level at any one time

Animate Dead Animals: Similar to the necromantic power of Animate Dead, except only animals may be animated this way. Consider undead animals to have ½ the HD of a living specimen for purposes of Turning. Necromancers may only control a number of these animated animals equal to 6 times their level at any one time. Animate Dead is a prerequisite for this power.

Animate Limb: A Necromancer may use this ability to re-animate up to 4 severed human limbs (but not a head). Limbs have limited movement - hands or arms could crawl (up to 5'/round), but a leg or foot would simply flop around. A limb is not intelligent, but is under the control of the Necromancer, who may order it about as a skeleton or zombie. A limb has ½ HD (1-4hp) and can be turned as a zombie. Necromancers may only control a number of these limbs equal to 6 times their level at any one time.

Army of the Dead: The Necromancer can animate and subsequently control up to 100 human-type corpses, which must be dead less than one week. The animation lasts for 24 hours. Animate Dead is a prerequisite for this power. Typically this power is used near a fresh battlefield or plague-ridden village where plenty of fresh corpses are readily available.

Aura of Fear: With this power the Necromancer is continuously surrounded by a 50' radius aura of fear. Intelligent creatures not immune to fear must Save vs. Spells or attempt to flee from the area for 1 turn. Creatures remaining within the aura's radius must make an additional Saving Throw every third turn. Although this power works continuously, a Necromancer may choose to "turn off/turn on" the aura at will.

Beckon (Undead): Calls up to 12 undead of the specified type within a radius of 30 ft times the Necromancer's level, up to a maximum of 250'. The beckoning lasts for 1 turn +1 turn/level of the Necromancer. Once begun, the Necromancer does not need to concentrate to maintain the

beckoning. If able, a Necromancer may attempt several beckonings simultaneously. Beckoned undead will move as quickly as possible toward the Necromancer. The Necromancer must attempt to establish control normally or the undead will be hostile. If undead of the type being beckoned are not present, or are not present in sufficient numbers, lesser undead types will answer the call in order of descending Hit Dice. A beckoning will only call undead which are already present in the area, and does not animate the dead or summon undead from another plane. Note: Each beckoning power is a prerequisite to the next higher version.

Become Non-corporeal: Allows the Necromancer's body (and his clothes & personal possessions) to become non-corporeal. His AC is lowered by 4 and he can only be struck by magic weapons or spells affecting non-corporeal beings such as Wraiths or Spectres. Direct sunlight or dispel magic will immediately end the effect.

Cacophony of the Crypt: Identical to the 2nd-level Arcane spell *Audible Glamour* except the Necromancer may only produce eerie or ghoulish noises such as the rattling of chains, weeping, mumbling, ghostly howls and so on. The cacophony may be set to raise an alarm if living intelligent beings approach within 10'. This power only works between sunset and sunrise.

Cast Necromantic Bell: A Necromancer may create a small bell which summons a particular dead spirit and functions as the 3rd-level Divine spell *Speak with Dead*. Only one bell may be constructed for a particular person, and is good for a single use only. Creating a necromantic bell requires one week's time and 1,000gp of materials per level of the deceased to be summoned. A piece of the corpse or an item intimately connected to the deceased is also required.

Cause Darkness: Identical to the 2nd-level Arcane spell, *Darkness 15 ft radius*.

Construct Servant: The Necromancer may create an undead servant using the body parts of dead humans. Two arms, two legs, a trunk and a head are sewn together from at least 4 different bodies to create the servant. The corpses must be fresh (dead less than a day) and not mutilated in any way. Because of their oddly deformed posture and dead stares, a Servant will never be mistaken for a living creature in normal light. Servants will have a number of Hit Dice equal to the combined level of the four victims divided by four. In all other respects, treat them as Ju-ju Zombies.

Control Shadows: This power allows a Necromancer to summon a number of shadows equal to his level. Once the shadows are summoned the Necromancer has a chance to control them equal to 10% + 10% for every level gained after this power was originally received. Once controlled, the shadow(s) may be ordered to venture out of sight and report back on what they have seen or sensed. The maximum range they can roam is 20' times the Necromancer's level.

Create Flesh Golem: This power allows a Necromancer to create a flesh golem from the parts of recently dead, un mutilated corpses. Construct Servant is a prerequisite for this power. The flesh golem will require at 50 body parts. Roll 1d3 to determine the number of useable parts from one body (three meaning they are all unusable). Once completely assembled, the flesh golem can only be animated during a thunderstorm. Once animated, it will obey all verbal commands from its creator. Otherwise, it is a normal flesh golem in all respects, and may be subject to going out of control as noted in OSRIC.

Create Lich: A Necromancer may use this power to create a lich from a willing human victim. The victim must be at least a 14th-level evil Cleric or Magic-User. The process culminates in the death of the victim and their resurrection as a lich. The process requires at least 2,000gp of materials per level of the victim and 2 weeks of preparation. The materials are consumed during the ceremony, which must be conducted at midnight on a grimly auspicious night (e.g. Halloween, Winter Solstice etc.)

Upon completion of the rituals, the victim arises as a lich in all respects. This power is rarely used owing to the inherent distrust and enmity between evil spell-casters and Necromancers.

Create Skull Guardian: A ritually sacrificed human or demi-human may be used to create a skull guardian. The process requires one week of work but no special materials. The result is a skull sporting a pair of membranous bony wings growing from its temples. A skull guardian is only semi-intelligent but follows the orders of the creating Necromancer at all times. It may only move a maximum of 60' away from the place of its creation.

Skull Guardian: AC 2; MV 30'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-3; SA Generates Fear 5' radius; SD normal undead immunities, turn as Spectre; MR Std; SZ S; Int Semi; AL N; XP 650+10/hp.

Diabolic Brew: With this power a Necromancer may make a foul, evilly tainted potion from the blood of a sacrificial victim. The victim must be sacrificed exactly at Midnight, and must be human. The potion requires at least 1 day to brew and 1,000gp of ingredients per level of the victim. If the potion is imbibed, there is a chance the drinker will gain a permanent +1 to one of his ability scores, determined randomly. The chance of this success is equal to the level of the sacrificial victim x 10%. Anyone drinking a diabolic brew is irrevocably damned to the service of an Arch-Devil and his alignment will be permanently changed to Lawful Evil. This will happen whether or not an ability score is increased by the Diabolic Brew.

Drain Life: For a period of 2 turns, the Necromancer has the ability to drain 1 level of experience from any normal or smaller size human, demi-human, or humanoid he touches (Save vs. Spells is allowed). Life drain is permanent unless a restoration spell is cast to reverse it. A victim reduced to 0-level this way is dead (will not return as undead).

Evil Eye: The Necromancer has a gaze ability similar to a vampire's, except that the effect is to hold rather than charm. The victim is allowed a Saving Throw vs. Spells if applicable.

Feign Death: Identical to the 3rd-level Arcane spell of the same name. This ability may be used as manytimes per day as the Necromancer wishes.

Finger of Death: A Necromancer may point at one creature within 30ft (victim must be seen) and attempt to slay him on the spot. The victim is allowed a Saving Throw vs. Death at a penalty of -2. If the Saving Throw is successful there is no effect.

Ghoul Touch: For a period of 2 turns, the Necromancer has the ability to paralyze any normal or smaller size human, demi-human or humanoid he touches (Save vs. Paralysis is allowed). Elves are immune to this effect.

Improved Control Shadows: Functions identically to the Control Shadows power (which is a prerequisite) except that the shadows are in telepathic contact with the Necromancer and will report on their findings as they happen.

Improved Animate Dead: Similar to the prerequisite power Animate Dead, except that the Necromancer may animate 1-6 ju-ju zombies. The corpses must be fresh (no more than a week dead) and relatively intact.

Incorporeal Spirit: The Necromancer may summon a dead person whom he knew personally in life, once per day. The incorporeal spirit will arrive from the Outer Planes with all normal abilities and equipment except for any magic items. It will be bound to serve the Necromancer for one hour only before returning to its home on an Outer Plane. Spirits of opposing alignments or of a level higher than the Necromancer may attack the Necromancer instead: the base chance for this to happen is

0%, but it is modified by +10% for every level above the Necromancer, +50% if Good, +25% if Neutral and -20% if the deceased was slain by the Necromancer himself. Summoning the same spirit too frequently may attract the attention of the dead person's deity, who might intervene (at the GM's discretion, of course).

Know the Past: By concentrating and meditating for 5 rounds, a Necromancer is able to know what has occurred in the past 24 hours in that same place (10' radius per level).

Manufacture (Undead Type): Creates an undead creature from a human corpse. This procedure takes one week of uninterrupted work, starting with sacrifice of the human victim. Once finished, the Necromancer must attempt to establish control as normal; otherwise the creature will act independently. Note: Each manufacturing power is a prerequisite to the next higher version.

Possession: With this power a Necromancer may attempt to possess a human or demi-human victim (must be vulnerable to *Charm Person* spells). The victim must be within 60' and within the Necromancer's line of sight. A Saving Throw vs. Spells is allowed. If the Saving Throw fails, the victim's body is possessed by the intellect of the Necromancer as per the 5th-level Magic-User spell *Magic Jar*. Duration is similar to charm person. Detect charm or detect evil spells will reveal that something is amiss. Necromancers may use this power to insinuate themselves into groups of good-aligned parties for simple spying or for creating havoc.

Sense Life: Thrice per day, for one turn each time, the Necromancer may sense all intelligent, living creatures within 150'. Only the direction will be sensed; distance and identity will not.

Speak with Dead Animals: Identical to the 3rd-level Divine spell *Speak with Dead*, except that only animals (not monsters, humanoids or any other types) may be spoken with.

Speak with Dead: Identical to the 3rd-level Divine spell of the same name.

Superior Animate Dead: This power allows a Necromancer to animate the corpse of a recently dead (up to 1 week) human or demi-human. The corpse must be un mutilated. The animated undead will possess the same level it had in life, and the same powers, including any non-Clerical spellcasting abilities. The animation only lasts for 24 hours, after which the creature cannot be re-animated. Treat the creature as an undead of the same or fewer hit dice for the purposes of turning. After animation, a Necromancer must attempt to establish control normally. If control is not established, the animated undead will attack the Necromancer. *Animate Dead* is the prerequisite for this power.

Vampiric Touch: When a Necromancer with this power touches a victim (a successful to-hit in melee) the touch drains 1d6 hit points from the victim and adds them to the Necromancer's total. No Saving Throw is possible. Hit points drained this way may not be used to exceed the Necromancer's maximum hit point score; all additional drained hit points are simply lost.

Wisdom of the Grave: Using this power a Necromancer may question an intact human, demi-human or humanoid skull as to the whereabouts and general events at the site where the rest of the skull's bones are buried (50' radius). The range between the skull and the bones cannot exceed 20 miles per level of the Necromancer. If the bones are animated or pulverized this power cannot be used.

Zombie Automaton: With this power a Necromancer may attempt to magically charm a human or demi-human with a range of 40'. If a Save vs. Spells is failed, the victim becomes an automaton under the control of the Necromancer. The victim retains its level and other abilities including non-Clerical spell-casting. They cannot however, gain experience in this state, nor can they use good-aligned magic items. They can be turned as an undead of comparable hit dice. If a 'D' result is obtained, the

automaton spell is broken. The 4th-level Cleric spell *Exorcism* can also break the spell, as can *Dispel Magic* cast by a Magic-User of the same or higher level than the controlling Necromancer. If the automaton is killed and resurrected, the spell will also be broken.

Necromancer Followers

Necromancers never attract followers.

SORCERER

My clever baton holds your unnatural sorcery in abeyance.

- Jack Vance, ***Guyal of Sfere***

Sorcerers, like Magic-Users, are practitioners of Arcane magic and are capable of progressing almost as far in that regard. However, the college of sorcery has mastered an alternative means of casting arcane magic which uses the caster's own body as a limited power source. As a result sorcery exacts a physical toll on its user with each spell cast, but sorcerers do not lose their memory of a spell after casting it as do Magic-Users. There is no room for frailty in this profession. A constitution score of at least 15 is required. Sorcerers start with 2d4 hit points and thereafter gain 1d6 per level up to level 10.

Despite their differences from Magic-Users, sorcerers still need a spell book to make the most of their abilities. Like Magic-Users, a sorcerer can only memorise a limited number of spells at any given time. It is almost certain that the sorcerer will comprehend and be able to memorise more spells than he can hold in his mind at any given time. The process of releasing a memorised spell and memorising a new one in its place requires a spell book and is identical to the process undertaken by Magic-Users. Sorcerers are limited by their intelligence in which spells they can learn; use the Magic-User Spell Acquisition Table to simulate this.

Because using their magic leaves them vulnerable, sorcerers incorporate a greater degree of physical and martial training than do Magic-Users or Illusionists. They wield weapons and fight as Thieves and may wear leather armour and use a shield. Unlike Clerics or Druids, they cannot cast spells with somatic or material components while using a shield.

Sorcerers are more capable than Magic-Users in magic item use. They can employ magic items usable by Illusionists and may use magical weapons and armour they are capable of wielding or wearing. Sorcerers may also read Magic-User scrolls.

Sorcerers can be of any race that permits Magic-Users. Sorcerer NPCs must conform to the same level restrictions as Magic-Users.

Minimum Scores: Con 15, Int 9

Hit Die Type: d6

Initial Hit Die: 2d4

Alignment: Any

Experience Bonus: None

Armour/Shield Permitted: Leather and shield only

Weapons Permitted: Club, dagger, dart, oil, sling, single-handed swords (except bastard swords), staff

Weapon Proficiencies: 2 +1 every 4 levels

Penalty To-Hit for Non-Proficiency: -3

Weapon Specialisation: N/A

Sorcerer Level Advancement

LEVEL	EXPERIENCE	HIT DICE	ARCANE SPELLS BY LEVEL						
			1	2	3	4	5	6	7
1	0	2d4	1	-	-	-	-	-	-
2	2,200	2d4+1d6	2	-	-	-	-	-	-
3	4,400	2d4+2d6	2	1	-	-	-	-	-
4	9,000	2d4+3d6	3	1	-	-	-	-	-
5	17,000	2d4+4d6	3	2	-	-	-	-	-
6	30,000	2d4+5d6	3	2	1	-	-	-	-
7	50,000	2d4+6d6	3	3	1	-	-	-	-
8	80,000	2d4+7d6	3	3	2	-	-	-	-
9	120,000	2d4+8d6	3	3	2	1	-	-	-
10	200,000	2d4+9d6	4	3	2	1	-	-	-
11	320,000	2d4+9d6+2	4	3	2	2	-	-	-
12	480,000	2d4+9d6+4	4	3	2	2	1	-	-
13	700,000	2d4+9d6+6	4	3	3	2	1	-	-
14	920,000	2d4+9d6+8	4	3	3	2	2	-	-
15	1,240,000	2d4+9d6+10	4	3	3	2	2	1	-
16	1,560,000	2d4+9d6+12	4	4	4	2	2	1	-
17	1,880,000	2d4+9d6+14	4	4	4	2	2	2	-
18	2,200,000	2d4+9d6+16	4	4	4	2	2	2	1
19	2,520,000	2d4+9d6+18	4	4	4	3	3	2	1
20	2,840,000	2d4+9d6+20	4	4	4	3	3	2	2

Each level gained thereafter requires 320,000 experience points and grants +2 hit points.

Sorcerer Saving Throw Table

LEVEL	AIMED MAGIC ITEMS	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS
1-4	14	16	12	15	16
5-8	12	15	11	13	14
9-12	10	14	10	11	12
13-16	8	13	9	9	10
17-20	6	12	8	7	8
21+	4	11	7	5	6

Sorcerer Class Abilities

Spellcasting: When a sorcerer casts a memorised spell it is not wiped from their memory. Instead, the sorcerer takes 2 hit points of damage per level of the spell cast. In all other respects, sorcerers cast spells exactly as do Magic-Users. First level Sorcerers begin with two spells in their spell book, *Read Magic* and one first level spell of their choosing. In the same manner as Magic-Users, they learn one new spell per level gained.

Sorcerer Followers

Once they reach 9th-lvl Sorcerers begin to attract followers as a Magic-User. These may be randomly diced for or selected by the GM as seems most appropriate in the context of the campaign.

WARLOCK (Demonologist/Diabolist)

When you are dining with a demon you got to have a long spoon.

- Navjot Singh Sidhu

Warlocks are a variant of Clerics. Unlike Clerics they are not tied to a particular god or church hierarchy; instead they specialise in contacting, binding, and dispelling devils, demons, and other beings from the astral, æthereal, and outer planes. They also develop a proficiency at extra-planar communication and travel, as part and parcel of their dealings with these beings. Finally, they also have some limited control over the undead as Clerics. Warlocks who specialise in contacting demons are more properly known as '*demonologists*' while those who deal with devils are known as '*diabolists*'. Only humans can become warlocks.

Minimum Scores: INT 14+, WIS 13+, CON 8+, CHA 11+

Hit Die Type: d6 (max 10)

Experience Bonus: INT & WIS 16+

Alignment: Chaotic and/or Evil only

Armour/Shield Permitted: Leather/Studded Leather/Any

Weapons Permitted: as Druid

Magic Items Permitted: As Cleric, and see below

Weapon Proficiencies: 2+1 every 4 levels

Penalty To-Hit for Non-Proficiency: -2

Weapon Specialisation: None

Attack: as Cleric

Spellcasting

As the patron spirit beings of warlocks are not true 'gods', they grant only 1st to 3rd level spells through Clerical meditation and devotion, although warlocks do not receive bonus spells for high wisdom as do Clerics. Higher level spells, by contrast, must be sought after and recorded on a scroll or in a spell

book as Magic-User spells. This may not be easy, as in many cases these spells are to be found only in certain forbidden tomes, inscriptions or manuscripts. Higher level warlock spells (level 4 and above) are subject to the same restrictions on chances to understand, and minimum/maximum number of spells as pertain to Magic-Users. Warlock spells are categorized under the type *Maleficent* and are detailed in Chapter 6: Magic.

Sacrificial Focii

Warlock magic depends upon a sacrificial focus, which is a material requirement for spellcasting. The sacrificial focus is a sacramental weapon usable by warlocks, typically a dagger or scythe, and acts as a Clerical unholy symbol. A focus may be either a normal or magical weapon, but if the latter, must be either unaligned or of a similar alignment to the warlock. Each focus is magically tied to its owner and a warlock may have only one focus. A focus is initially consecrated by being bathed in unholy water, and then an application of both a *Sanctuary* and a *Dedication* spell (c.f. Chapter 6). *Dispel Magic* will de-consecrate a focus, requiring another consecration before it can be used again.

A consecrated focus must be used in all of the warlock's sacrifices and spellcasting that requires a material component.

Warlock Level Advancement

LEVEL	EXPERIENCE	HIT DICE	NOTES
1	0	1d6+1	
2	1,500	2d6+1	
3	3,250	3d6+1	
4	6,750	4d6+1	Comprehend any scroll (10%)
5	13,500	5d6+1	Warlock, Cleric or Magic-User Henchman (1 st -lvl)
6	27,500	6d6+1	
7	55,000	7d6+1	Warlock, Cleric or Magic-User Henchman (Lvl 1d4)
8	110,000	8d6+1	
9	230,000	9d6+1	Followers
10	475,000	10d6+1	Scribe Spell/Ward scrolls
11	751,000	10d6+3	Construct a stronghold
12	1,050,000	10d6+5	
13	1,350,000	10d6+7	
14	1,650,000	10d6+9	
15	1,950,000	10d6+11	
16	2,250,000	10d6+13	Enchant items as per Clerics

NOTE: Each level gained thereafter requires 300,000 additional experience points and gains 2hp.

Warlock Spell Table

LEVEL	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	-	-	-	-	-
4	4	2	1	-	-	-	-
5	4	3	2	-	-	-	-
6	4	4	3	-	-	-	-

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

Warlock Saving Throw Table

LEVEL	AIMED MAGIC ITEMS	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7

Special Abilities

Due to their specialised knowledge, Warlocks will have a reaction bonus of 1d6+4% when dealing with beings from the outer, astral, æthereal or elemental planes. Warlocks can turn undead as a Cleric of half their level, rounding up. For example, a 5th-level Warlock would turn undead as a 3rd-level Cleric.

Warlock Followers

Once a Warlock has reached 9th-lvl they will attract a follower each level thereafter. These may be randomly diced for as below or selected by the GM as seems most appropriate in the context of the campaign.

d%	FOLLOWER	LEVEL
01-10	Human Warlock	1d4+1
11-19	Human Cleric	1d4+1
20-22	Ghast	N/A
23-27	Hell Hound	9 th -lvl (4HD), 10 th -lvl (5HD) 11 th -lvl (6HD) 12 th -lvl+ (7HD)
28-32	Imp/Quasit	N/A
33-37	Manticore	N/A
38-47	Human Assassin	1d6
48-67	Lycanthrope	9 th -lvl (Werewolf), 10 th -lvl (Wereboar), 11 th -lvl+ (Weretiger)

68-77	Human Fighter	1d4+1
78	Spirit Naga	N/A
79-83	Quasit	N/A
84-98	Undead	9th-lvl (Wight), 10 th -lvl (Wraith), 11 th -lvl + (Spectre)
99-00	Demon/Devil	WiP

Adventurer Appellations & Titles

Naming Conventions:

- [Name] the [Title]: Throngon the Formidable
- [Name] the [Title] of [Origin]: Territh-Jooun, the Harvester of Herrinwood
- The [Title] [Name]: The Sagacious Wonlee
- [Name] of [Origin]: Leif of Lexinbathi
- [Title] [Name]: Bold Barthus

d%	FIGHTERS/BARBARIANS	CAVALIERS/PALADINS	RANGERS
01-02	Avenger	Adjudicator	Animus
03-04	Battler	Armiger	Arborist
05-06	Beast	Banneret	Beastmaster
07-08	Berserker	Caballero	Caretaker
09-10	Bold	Castellan	Chasseur
11-12	Brave	Champion	Courier
13-14	Buccaneer	Chasseur	Courser
15-16	Bully	Chevalier	Defender
17-18	Champion	Crusader	Explorer
19-20	Chieftain	Defender	Far Gazer
21-22	Defender	Defender of the Faith	Farthingscout
23-24	Defiant	Demonlayer	Forester
25-26	Fearless	Dragoon	Gamekeeper
27-28	Formidable	Draper	Giantslayer
29-30	Gladiator	Equerry	Guide
31-32	Hero	Esquire	Harvester
33-34	Horseman	Freelance	Hunter
35-36	Indomitable	Gallant	Keeper
37-38	Invincible	Grand Knight	Lightfoot
39-40	Ironman	Guardian	Mountaineer
41-42	Magnificent	Hand of [God]	Naturalist
43-44	Marauder	Holy	Oak-brother/sister
45-46	Mercenary	Holy Warrior	Outlander
47-48	Myrmidon	Horseman	Outrider
49-50	Pirate	Inquisitor	Pathfinder
51-52	Plunderer	Justiciar	Peregrine

53-54	Ravager	Keeper	Preserver
55-56	Reaver	Knight	Protector
57-58	Relentless	Knight Bachelor	Reconnoiterer
59-60	Savage	Knight Errant	River Walker
61-62	Scalper	Lancer	Runner
63-64	Scourge	Man-at-Arms	Seeker
65-66	Scout	Marshal	Sentinel
67-68	Slaughterer	Paladin	Sheriff
69-70	Slayer	Paragon	Sojourner
71-72	Superhero	Partisan	Strider
73-74	Swashbuckler	Protagonist	Survivalist
75-76	Swordsman	Protector	Tender
77-78	Tracker	Questor	Tenderfoot
79-80	Triumphant	Righteous	Tracker
81-82	Unconquered	Savior	Trailmaster
83-84	Valiant	Scutifer	Umbra
85-86	Valorous	Seneschal	Voyager
87-88	Vanquisher	Sergeant	Warden
89-90	Veteran	Squire	Wayfarer
91-92	Victorious	Sword of [God/Country]	Wildling
93-94	War Hawk	Templar	Wildman
95-96	Warlord	Tribune	Wind Talker
97-98	Warmonger	Warder	Woodsman
99-00	Warrior	Zealot	Wrangler

d%	THIEVES	ASSASSINS	TROUBADOURS
01-02	Bandit	Adversary	Anecdotalist
03-04	Brigand	Antagonist	Artiste
05-06	Burglar	Arsonist	Author
07-08	Cat Burglar	Blackguard	Balladeer
09-10	Clip	Blackheart	Bard
11-12	Con-man	Bravo	Bawd
13-14	Cracker	Brute	Blatherer
15-16	Criminal	Bully	Busker
17-18	Crook	Butcher	Canter
19-20	Cutpurse	Caitiff	Chantaire
21-22	Defalcator	Chopper	Chronicler
23-24	Embezzler	Cleaver	Composer
25-26	Fence	Clipper	Crier
27-28	Filcher	Cudgeler	Drummer
29-30	Footpad	Cur	Embellisher
31-32	Heister	Cutthroat	Entertainer
33-34	Hijacker	Dastard	Fabler
35-36	Housebreaker	Dropper	Fabricator
37-38	Interloper	Eliminator	Fabulist
39-40	Invader	Evildoer	Factotum
41-42	Larcenist	Executioner	Gleeman

43-44	Lifter	Fiend	Harper
45-46	Magsman	Fiend	Instrumentalist
47-48	Marauder	Hellion	Jester
49-50	Meddler	Hit-man	Joungleur
51-52	Mosstrooper	Killer	Lorist
53-54	Mugger	Knave	Lyrist
55-56	Outlaw	Malefactor	Maestro
57-58	Owl	Maniac	Melodist
59-60	Picklock	Marauder	Minstrel
61-62	Pickpocket	Marksman	Muse
63-64	Pillager	Monster	Musician
65-66	Plunderer	Murderer	Narrator
67-68	Plunderer	Perpetrator	Performer
69-70	Prowler	Plugger	Poet
71-72	Purloiner	Rapscallion	Racaraide
73-74	Raider	Ravager	Raconteur
75-76	Robber	Reprobate	Regaler
77-78	Rogue	Rutterkin	Relator
79-80	Scrounger	Scoundrel	Reporter
81-82	Second-Story Man	Severer	Rhymer
83-84	Shark	Shark	Scop
85-86	Sharper	Slayer	Serenader
87-88	Sniper	Slicer	Singer
89-90	Spider	Sniper	Skald
91-92	Spoiler	Stabber	Sonnateer
93-94	Stealthy	Terminator	Storycrafter
95-96	Stickup Artist	Thug	Storyteller
97-98	Swindler	Villain	Thespian
99-00	Trespasser	Waghalter	Virtuoso

d%	CLERICS	DRUIDS/WITCHES	KUNG-FU MONKS/HERMITS
01-02	Abbot	Acolyte	Abbot
03-04	Acolyte	Archdruid	Acolyte
05-06	Adept	Auger	Adept
07-08	Almoner	Auspex	Anchorite
09-10	Apostle	Bewitcher	Ascetic
11-12	Archimandrite	Channeller	Aspirant
13-14	Aspirant	Clairvoyant	Avatar
15-16	Bishop	Crone	Baba
17-18	Blessed	Cultist	Beatific
19-20	Canon	Diviner	Bodhi
21-22	Cantor	Exorcist	Brother/Sister
23-24	Cardinal	Fetishist	Cenobite
25-26	Chaplain	Forestfriend	Contemplator
27-28	Coadjutor	Fortuneteller	Discerned
29-30	Confessor	Hag	Disciple
31-32	Curate	Harbinger	Divine

33-34	Deacon	Harridan	Edifier
35-36	Demiurge	Haruspex/Sibyl	Elder
37-38	Devotee	Herald	Enlightened
39-40	Ecclesiarch	Hermit	Eremit
41-42	Evangelist	Initiate	Friar
43-44	Friar	Isangoma	Grandmaster
45-46	Harbinger	Ley Caster	Grasshopper
47-48	Healer	Medicine Man	Guide
49-50	Heirophant	Medium	Guide
51-52	High Priest	Meteorologist	Illuminated One
53-54	Iconist/Iconoclast	Moonchild	Initiate
55-56	Lama	Naturalist	Instructor
57-58	Lecturer	Occultist	Lama
59-60	Metropolitan	Oracle	Learned
61-62	Minister	Priest/Priestess	Martial Artist
63-64	Miracle-Worker	Pythoress	Master
65-66	Officiant	Seducer/Seductress	Meditator
67-68	Ovate	Seedsman	Monastic
69-70	Patriarch	Seer	Mystic
71-72	Practitioner	Shaman	Novice
73-74	Preacher	Shamanist	Pauper
75-76	Prelate	Shrew	Philosopher
77-78	Presbyter	Soothsayer	Postulant
79-80	Priest	Termagant	Pupil
81-82	Primate	Thrall	Recluse
83-84	Prophet	Tree Warden	Respected
85-86	Reader	Vaticinator	Saddhu
87-88	Reader	Virago	Sage
89-90	Reverend	Visionary	Scholar
91-92	Saint	Vixen	Solitaire
93-94	Suffragan	Wikke	Spirit Warrior
95-96	Supplicant	Wiseman	Superior
97-98	Titular	Witch Doctor	Teacher
99-00	Zealot	Wose	Transcendent

d%	MAGIC-USERS/ILLUSIONISTS	SAGES
01-02	Adept	Abecedary
03-04	Apparitionist	Academician
05-06	Arcanist	Annalist
07-08	Augurer	Archivist
09-10	Beguiler	Augur
11-12	Cabalist	Bibliognost
13-14	Charmer	Bibliosoph
15-16	Charmer	Bibliothecary
17-18	Conjurer	Cataloguer
19-20	Demiurge	Chronicler
21-22	Diviner	Cogitant

23-24	Dweomerist	Consultant
25-26	Eclecticist	Counselor
27-28	Enchanter	Curator
29-30	Evoker	Doctor
31-32	Hedgewizard	Erudite
33-34	Heirophant	Expert
35-36	Incantor	Gownsmen
37-38	Invoker	Guru
39-40	Mage	Historian
41-42	Magician	Historiographer
43-44	Magister	Illuminator
45-46	Master	Institutor
47-48	Medium	Instructor
49-50	Mystic	Intellectual
51-52	Occultist	Learned
53-54	Phantasmist	Lecturer
55-56	Polymath	Librarian
57-58	Practitioner	Licentiate
59-60	Prestidigitator	Litterateur
61-62	Savant	Longhead
63-64	Scholar	Master
65-66	Sigilist	Mentor
67-68	Sorcerer	Pedagogue
69-70	Spellbinder	Philosopher
71-72	Spellcaster	Polymath
73-74	Spellshaper	Preceptor
75-76	Spellslinger	Professor
77-78	Spell-weaver	Pundit
79-80	Summoner	Reader
81-82	Sunderer	Recorder
83-84	Talismancer	Researcher
85-86	Thaumaturge	Revelator
87-88	Theurgist	Sapient
89-90	Trickster	Savant
91-92	Visionist	Scholar
93-94	Wangateur	Student
95-96	Weirder	Teacher
97-98	Wizard	Tutor
99-00	Worldbender	Wiseman

Miscellaneous: These titles are applicable to characters of any class or race (i.e. Olean the Grand City Badass, Dirty Bob, Zaxes the Mediocre, Puissant Euparmious of Gax, Jimluk the Hairy).

MISCELLANEOUS TITLES			
d%	Title	d%	Title
01	[City] Badass	51	Mediocre
02	Animal	52	Mysterious

03	Axe Murderer	53	Natural
04	Bastard	54	Obstinate
05	Bear	55	One-eye
06	Beggar	56	Ox
07	Big	57	Phlegmatic
08	Bloody	58	Playboy
09	Bright	59	Pock-marked
10	Cabbage	60	Poshpants
11	Chucker	61	Poxy
12	Crafty	62	Puissant
13	Cur	63	Rampage
14	Dangerous	64	Randy
15	Desperate	65	Rawbone
16	Dirty	66	Rowdy
17	Discerning	67	Rude
18	Drunkard	68	Sexy
19	Dumb	69	Silent
20	Dung-named	70	Sinister
21	Erudite	71	Slick
22	Fair	2	Slim
23	Fat	73	Slobberer
24	Fey	74	Slovenly
25	Flatulent	75	Slow
26	Friendly	76	Slutty
27	Generous	77	Sly
28	Gimp	78	Smelly
29	Godfather	79	Sot
30	Goon	80	Spider
31	Grasping	81	Spindleshanks
32	Greedy	82	Spotless
33	Hairy	83	Squint-eye
34	Hammer	84	Strange
35	Handsome	85	Stubborn
36	Hard	86	Talkative
37	Honest	87	Temperate
38	Horrible	88	Terrible
39	Idle	89	The Law
40	Imbecile	90	Thirsty
41	Janitor	91	Tiny
42	Leaper	92	Touchy
43	Liar	93	Uncle
44	Little Snack	94	Virile
45	Longhair	95	Wasted
46	Lunatic	96	Wicked
47	Luscious	97	Wide
48	Machine	98	Wise

49	Magnificent	99	Young
50	Mean	00	Zombie

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