

BOOK OF CLASSES

FOR TOMBS AND TERRORS
OLD SCHOOL FANTASY ROLE PLAYING



SOURCEBOOK



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CONTENTS

CHAPTER: 1	INTRODUCTION	1
CHAPTER: 2	THE NEW CLASSES	3
	• Dervish	3
	• Gallowglass	5
	• Goliard	8
	• Knave	11
	• Lore Warden	12
	• Marksman	14
	• Spellsword	16
	• Witch/Warlock	17

INTRODUCTION

It is a feature of old school rpgs to offer a range of new character classes to supplement the basic ones that appear in the core rulebook. I don't see any reason not to go along with this tradition and I therefore present the following classes for you to consider for your own campaign.

If you like to add further classes, you can readily adapt the ones that appear in Medieval Mysteries. You can even take classes from other class-and-level based games and tweak them to suit.

HOW TO READ THE CLASS DESCRIPTIONS

Prime attribute

Each character class has one primary attribute that is most closely associated with that class. This is the primary attribute. It cannot be changed.

Hit Die (HD)

This is the type of die rolled to determine the character's hit points. To the number generated by the die, you add a modifier based on the character's constitution. You stop rolling for extra hit points after level



10 and simply add the number to your character's constitution modifier for each additional level. Your character always receives a minimum of 1 hit point per level, whatever his or her constitution modifier.

Weapons

These are the weapons that can be used without penalty by characters of that class. If a character uses a weapon that is not on the list, he uses it with a -4 penalty to all attack rolls to hit.

Abilities

This is a list of abilities possessed by members of the character class. Some abilities are not gained until a certain level is achieved, some are automatic and some require an attribute check. The description in the text tells you all about this.

Skills

Besides class abilities, each character class has a choice of skills. Once chosen, the skills become 'class abilities' and all attribute checks are made as appropriate for a class ability. Each character also gains an additional skill at levels 3, 6, 9 and 12.

Level

Characters advance in levels as they complete their adventures and gain experience. As they gain levels, their chance to hit, hit points and defence bonus improve. They may also gain new abilities or extra uses of an ability they already have. The experience required by each class to gain levels differs.



Bonus to Hit (BtH)

This is the modifier that is added to a 'hit roll' when making a melee, ranged or firearm attack.

Experience point table (EPP)

This is the number of experience points that members of that class use to determine how many experience points (XP) they need to go up to the next level.

Class starting money table:

<i>Class</i>	<i>GP</i>
Dervish	2D4x10gp
Gallowglass	6D4x10gp
Goliard	1D8x10gp
Knave	2D6x10gp
Lore Warden	3D4x10gp
Marksman	4D4x10gp
Spellsworn	3D4x10gp
Witch	2D4x10gp

THE NEW CLASSES

DERVISH



The dervish of T&T is a desert warrior-mystic, who specializes in stylized dances designed to invoke spiritual guidance. These dance movements have become a part of the dervish fighting style and whilst still referred to as dances; they are essentially highly effective combat manoeuvres that seem to inspire some divine inspiration. The dervish is primarily a mendicant spiritual leader and fighting-man.

The dervish wears no armour for it interferes with the complex move-

ments that he must make in order to draw upon the spiritual powers at his disposal. He uses only a limited selection of weapons, preferring weapons that have a sharp edge that he can use to deftly slice his enemies up.

Skills

The dervish may select 2 (+Int mod) skills from the following list as class abilities: Diplomacy, handle animal, heal, jump, knowledge (religion, local area, wounds & corpses), perform (dance), notice, sense motive and stealth.

Abilities

Spell Casting (Wis)

The dervish has access to the cleric spell list. They receive bonus spells based on their wisdom but receive fewer spells.

Battle dances

The dervish has a selection of different 'dance' moves that can improve his capabilities in combat. Every dance lasts 10 combat rounds. The dervish must continue for a full 10 rounds, even if the combat has finished. He doesn't necessarily go on attacking, but he must complete the full dance. At the end of the dance, the dervish falls prone and defenceless for one complete round (1minute), physically, emotionally and spiritually drained from channelling the forces. At the end of one round of recovery, he is fine and ready to carry on doing stuff. Except where noted, dances can each be used once per

TOMBS & TERRORS

day at 1st level, rising to twice at 4th level, three times at 8th level and four times at 12th level.

Dances can be combined. At 6th level, a dervish can combine two dances. At 12th level, he can combine three. They still last 10 combat rounds but the bonuses stack. However, he is exhausted for one round per dance in the combination at the end (so if combining 3 dances, he must rest for 3 minutes afterwards).

Weaving Dance: This dance makes the dervish difficult to hit. The effect is to add +1 to his armour class at every 'odd' level he has attained. So, at 3rd level his armour class will improve by +2, for the full 10 combat rounds of the dance.

Dance of the Cutting Blade: This can only be used with an edged weapon, preferably a scimitar. It adds a bonus of +1 to BtH at every odd level the dervish has attained (so +2 at 3rd level).

Dance of the Nimble Feet: This allows the dervish to move at twice his normal rate for as long as the dance lasts.

Dance of the Whirling Blade: This dance enables the dervish to attack twice in a round. He can attack the same target twice or two different targets. At 12th level he can attack three times in a round.

Dance of Death: This dance is gained at 4th level. The dervish can carry on dancing after falling to 0 hit points or less, even if sustaining more damage whilst dancing. He has to decide to perform this dance immediately upon sustaining the damage that drops him to zero or below. This dance can only be used once per day, whatever the dervish

level. At the end of the 10 combat rounds, he falls to the ground and suffers exhaustion as well as the wound effects of whatever damage he has suffered.

Dance of the Maiming Stroke:

This dance enables the dervish to put much more power into the blow. At 1st level it doubles the damage caused. At 8th level it trebles the damage caused. At 12th level it quadruples the damage caused. Of course, the dervish still has to hit his target. This dance can only be used once per day irrespective of level.

Turn Undead (Cha)

The dervish gains this ability at 3rd level, but performs it as if 2 levels below his actual level.

Dervish stats:

Prime Attribute: Constitution

Hit Die: d12

Starting money: 2D4x10gp

Armour: None

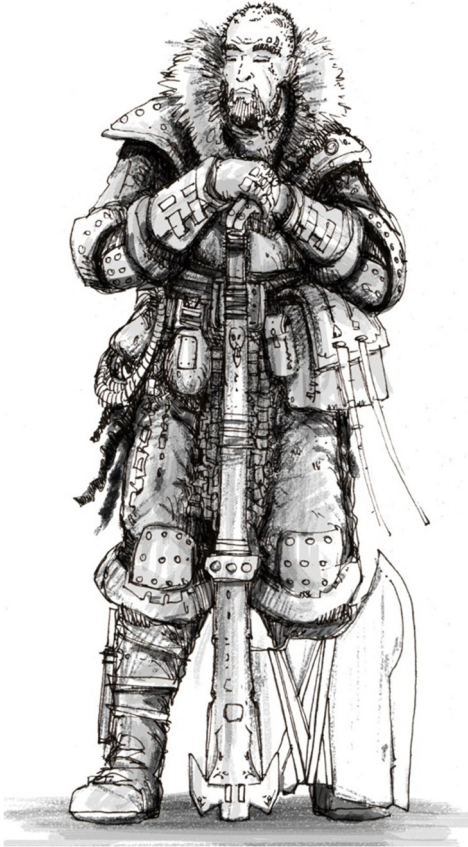
Weapons: Dagger, hand axe, battle axe, spear, short sword, scimitar, long sword, short bow, sling.

Abilities: Battle dances, undead turning, cleric spells

Dervish spell & level table:

Lvl	HD	BtH	EPP	Spells/day				
				0	1	2	3	4
1	D12	+0	0	2				
2	D12	+1	2000	3	0			
3	D12	+2	4000	3	1			
4	D12	+3	8000	3	2	0		
5	D12	+4	16000	3	3	1		
6	D12	+5	30000	3	3	2		
7	D12	+6	60000	3	3	2	0	
8	D12	+7	120000	3	3	3	1	
9	D12	+8	240000	3	3	3	2	
10	D12	+9	400000	3	3	3	2	0
11	+3	+10	625000	3	3	3	3	1
12	+3	+11	850000	3	3	3	3	2

GALLOWGLASS



Every respectable Lord or important merchant is in need of a specialized bodyguard - one that puts the lord's wellbeing before their own. The gallowglass is that person. The gallowglass of T&T is a member of an elite order of mercenaries, gone beyond their original roots of mercenary-for-hire, to form a brotherhood of bodyguards of the highest order. As such they are held in great esteem for their services, which are not cheap.

The gallowglass is skilled in the use of heavy two-handed weapons. He uses a 2-handed sword, halberd or 2 handed axe as his main weapon, although as a fighting-man he can use all melee weapons. Gallowglasses do not use bows, slings or crossbows although they do use throwing weapons.

The main distinction about a gallowglass is that he is very loyal to his companions and particularly so to his employer and so the gallowglass is a highly sought after warrior indeed, held in great esteem by lords, chieftains, kings, merchant princes and anyone else whose body needs guarding. A gallowglass will always endeavour to protect his employer to the best of his ability, or his travelling companions when not otherwise engaged at the time. This protection extends to testing his employers food and drink for poisons or even throwing his own body in the way of potentially killing blows aimed at his employer.

Basically, once employed the Gallowglass would never be able to show his face again to another Gallowglass if his charge were killed. The gallowglass will sometimes take up quests for his lord, no matter what the difficulty.

Sometimes a gallowglass will lose his master. If this is simply because the master has ceased to employ the gallowglass then he will seek alternative employment - often by wandering from town to town or if nearby, seeking a house of his order where they often post positions in the great hall. If, for whatever rea-

son they were directly responsible for the death of his master then the gallowglass is summoned before his brotherhood for trial. A gallowglass would often prefer to die defending his employer than face such a tribunal.

A gallowglass is a close combat-fighting machine. They have a strict code of honour which they must uphold or risk losing their elite status as a gallowglass and the money that comes with being the best. They aren't therefore bothered by things like challenges to combat or some of the things that knights get involved in. If a sworn comrade of the gallowglass were to fall in battle the gallowglass will feel responsible and avenge his friend, where possible, without putting his employer in danger. This must all be taken into account while running a gallowglass character.

Skills

A gallowglass can choose 2 (+Int mod) skills from the following list as class abilities: Climb, craft (choose any one), gossip, heal, intimidate, jump, language (choose any), notice, ride, sense motive.

Abilities

Weapon specialisation

At 1st level the gallowglass can choose any two-handed melee weapon in which to specialize (usually the two-handed sword or axe, but they could choose a pole-arm). Once chosen, the weapon cannot be changed. For a gallowglass between 1st and 6th level, this specialisation imparts a bonus of +1 to hit and +1 to damage when using that weapon. At 7th level and the bonus is +2 to

hit and damage and at 12th level and above the attack and damage bonus are +3.

Power Attack

The gallowglass can elect to put much more strength into a blow at the cost of less accuracy. He can reduce BtH by up to -5, and for every -1, he can add +1 to (max +5) to the damage caused on a successful hit.

Selfless sacrifice

At 2nd level, once a round, when a melee or ranged weapon would successfully strike an adjacent ally, the gallowglass can throw himself into its path and have the weapon strike him instead of the intended target. The attack automatically hits the gallowglass, regardless his AC or any miss chance in effect, and he suffers the normal consequences of the attack. He can do this even if he has acted already in the round.

Cleave

At 4th level, the gallowglass is able to fell more than one enemy with one mighty swing of his blade. Whenever he fells an enemy, provided there is another enemy adjacent, he can continue the blow and gets an attack against that target too.

Defender

At 6th level, the gallowglass becomes more skilled at protecting those around him. This might be by making wide sweeps with his blade or by positioning himself in such a way that it puts the enemy off its intended target. This effectively confers a +1 bonus to the armour class of any friendly (to the gallowglass)

THE NEW CLASSES

person currently within 5' of the gallowglass. At 12th level, this bonus goes up to +2.

Shrug off damage

At 8th level the gallowglass can ignore or shrug off some of the effect of wounds that he has received in combat. Effectively, he cushioned the shots or lets the adrenaline take over and it is as if he took less damage than he actually did. This ability means that whenever he takes physical damage, he can ignore 1 hit point of the damage taken. At 12th level, this rises to 2 hit points.

Establish Hall

At 10th level, gallowglass can establish his own guildhall where others may seek training or employment. It also attracts 2D6 (2-12) gallowglasses of 1st level. For every 3 of such, there will be one of 2nd level.

Sense Danger

Becoming more in tune with his senses by 12th level, the gallowglass can detect danger to his person. He can no longer be subject to a thief, knave or friar's sneak attack or back attack damage and is never caught by surprise.

Gallowglass stats:

Prime Attribute: Strength

Hit Die: D10

Starting Money: 6D4X10gp

Weapons: Any melee

Armour: Any

Abilities: Weapon specialization, power attack, selfless sacrifice, cleave, defender, shrug off damage, sense danger and establish hall.

Gallowglass level table:

Level	HD	BtH	EPP
1	D10	+1	0
2	D10	+2	2200
3	D10	+3	4400
4	D10	+4	8800
5	D10	+5	17600
6	D10	+6	34000
7	D10	+7	55000
8	D10	+8	100000
9	D10	+9	200000
10	D10	+10	380000
11	+3	+11	580000
12	+3	+12	840000



GOLIARD



In T&T, goliards are itinerant clerics, noted for their satirical verses and poems in praise of drinking and debauchery. They follow the teachings of the legendary Bishop Golias: renegade clerics of no fixed abode who had more interest in rioting and gambling than in the life of a responsible clergyman.

Goliards like to lead a life on the road, often joining up with other entertainers or adventurers of a like mind. They are often despised by other clerics, who do not approve of their antics or, more particularly, being the butt of their bawdy songs and rhymes. However, as clerics they often demand the hospitality of

the monasteries, churches and castles that they travel by, paying for their stay with songs and poems about wine, women and coarse lampoons on the clergy.

Goliards are less combat-oriented than clerics, but have some other abilities similar to those of troubadours. In addition, goliards are collectors of relics and sacred items, which they pick up on their travels to sell to the church or to the gullible.

Skills

The goliard may select 5 (+Int mod) skills from the following list as class abilities: Appraise, disguise, forgery, diplomacy, gossip, heal, knowledge (any), languages (any), listen, notice, perform, search and sense motive.

Abilities

Spell casting (Wis)

Goliards cast divine spells. The spells available are listed on the cleric spell list in the core rulebook. A goliard is limited to a certain number of spells of each spell level per day. The table shows the number of spells per day the character may cast. Goliards must prepare spells each day through devotion to the deity, followed by contemplation and study. Goliards do get bonus cleric spells for a high wisdom as clerics do.

Carouser

The goliard is an incorrigible drinker and tavern-trawler. He is completely at home and does some of his best work in the bar. Goliards receive a +2 bonus to all ability

THE NEW CLASSES

checks whilst in a tavern or other drinking establishment.

Decipher script (Int)

Goliards are actually learned men, scholars and students – more so than the clerics of T&T who are warrior-monks. Accordingly they often need to decipher and interpret legends and secret writings to acquire more knowledge of their subjects, their lands, their people and so on. This ability allows the goliard to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of the piece of writing. It takes ten turns to decipher each page of script. A goliard can use this ability to decipher and then use an arcane or a divine scroll as a wizard, cleric or troubadour would, if a successful check is made at a penalty of -10.

Trained memory (Wis)

If a goliard takes the time to memorize something, he or she can recite it perfectly at any later date with a successful check. The time taken depends on the thing to be memorized, but as a rule of thumb it takes three times as long to memorize a piece of text as it takes to simply look over it.

Turn Undead (Cha)

At 2nd level, goliards gain this clerical ability, as if they were a cleric of 1 level below their actual level.

Relics

The goliard has picked up a number of objects and items that he keeps about his person in the hopes they

are real relics with sacred powers. At 3rd level, one of these items really does have some power. When he needs it and as a “once only” bonus he can draw on the relic’s power and add +1D6 to any D20 check he needs to make. One used, the relic reverts to mundane-ness. At each odd level after 3rd level, the goliard has discovered one more relic that has a similar one-off bonus to be used at any time he needs.

Demoralize (Cha)

At 5th level, the goliard can rant and rave at his enemies, reading or reciting suitable fire-and-brimstone passages from his faith. Any god-fearing enemy will be upset by this tirade and suffer a -4 to charisma checks. In addition, affected foes must save vs. fear at the -4 penalty or suffer a -1 to hit. The ability can be used once per day and lasts a number of rounds equal to the goliard’s level. The number affected increases as the goliard gains levels. At 5th level, up to 12 people are affected. At 7th level, the number increases to 25, at 9th level this rises to 50 and at 12th level it increases to 100.

Clear Explanation (Cha)

From 4th level a goliard can explain what he knows with such clarity and enthusiasm that even the ignorant can follow it and make use of the ability. In game terms, the goliard may explain any of his skills (not just his Knowledge skills) to someone with whom he shares a language, and that person may use the skill as if he had it at half the level as the goliard. He may use the skill at any point up to one round per level of the scholar, plus his

own Int modifier after the scholar has finished explaining how to use the skill. For example if the goliard is 4th level and the character has an Int bonus of +1, he can use the skill any time up to 5 rounds after he received instruction and does so as if he were 2nd level. Unless he later trains in the skill, he soon forgets how to use it.

Satire (Cha)

At 6th level, goliards can create a satire as a sort of curse. This takes an hour to compose and then will take 5 minutes to perform. These satires basically mock an individual causing one of three selected effects:

- **Curse of shame:** At 6th level, goliards can demoralize a target. The goliard aims his satire at the target and makes a charisma check (with a modifier based on the level of the target). If the satire succeeds the target suffers -2 to all of his attribute checks, attack rolls and saves for D4 hours.
- **Enduring nickname:** At 9th level, the goliard can give a target a derisive nickname, which will stick. The satire is aimed at the target and a successful charisma check (with a modifier based on the target's level) means that the target receives a -4 charisma modifier to all checks with people aware of the nickname. It also has the effect of irritating the person whenever his nickname is muttered in earshot. The social life of the victim will be

affected as if cursed from that point on and it will require a remove curse spell to dispel the effects.

- **Killing insult:** At 12th level, goliards can, once per week, kill another person with satire. The goliard aims this powerful satire at his target forcing the unfortunate to die, shamed by the power of the parody of himself. Of course, this requires a charisma check, with a modifier based on the target's level.

Goliard stats:

Prime: Charisma

HD: D6

Starting money: 1D8x10gp

Weapons: Club, dagger, mace, morningstar, quarterstaff, war hammer, light hammer, hand axe, sling, crossbow

Armour: Leather armour, leather coat, leather jerkin, padded, studded leather, mail shirt. Any shield.

Special: Carouser, decipher script, trained memory, demoralize, satire, cleric spells, turn undead

Goliard spell & level table:

Lvl	HD	BtH	EPP	Spells/day				
				0	1	2	3	4
1	D6	+0	0	2				
2	D6	+1	1750	3	0			
3	D6	+2	3500	3	1			
4	D6	+3	7000	3	2	0		
5	D6	+3	14000	3	3	1		
6	D6	+4	28000	3	3	2		
7	D6	+5	55000	3	3	2	0	
8	D6	+6	110000	3	3	3	1	
9	D6	+6	200000	3	3	3	2	
10	D6	+7	350000	3	3	3	2	0
11	+2	+8	575000	3	3	3	3	1
12	+2	+9	800000	3	3	3	3	2

KNAVE



Knaves are rascals, rogues and varlet of a similar sort to the thief. However, they are also mages...of a sort.

Whilst knaves tend to be found in the same sort of haunts as a thief, they also look upon themselves as slightly higher in status than their more common brethren. They consider themselves as slightly superior, as reflected in their weapon selection. Knaves invariably come from educated backgrounds and in all cases started out as mages (or at least as apprentice mages)

but couldn't stand the course, slipping into slightly easier ways.

However, they have clung on to their early training and whilst not as diligent as mages, they nevertheless use some of what they have learned to make their thievery a bit less difficult. Knaves, as mages are lazy and as thieves are less skilled, but still make a useful combination of the two.

Skills

The knave may select 4 (+Int mod) skills from the following list as class abilities: Appraise, climb, disguise, forgery, gossip, intimidate, jump, knowledge (local area, underworld, law, nobility & royalty), languages (any), listen, notice, perform, pick lock, pick pocket, search, stealth and sense motive.

Abilities

Traps (Int)

Knaves find, disable and set traps as a thief of the same level.

Back attack

At 1st level, a knave gains this thief ability. However, he needs to get to 6th level before he deals out his maximum triple damage.

Sneak attack

At 5th level, knaves gain this thief ability.

Dodge blow

Once per combat, the Knave can elect to make a special defensive move that gives him +1 to his armour class for one round. At 4th level, the bonus increases to +2, at 7th to +3 and at 10th to +4.

Spell casting

Knaves can cast spells requiring a spell book to memorize them from, just like a mage. They acquire bonus spells due to high Intelligence as a mage does, but get a meaner selection of spells.

Special

Knaves favour light armour as thief does. In addition, a knave cannot cast spells at all if wearing armour as this interferes with the intricate arm movements required for casting spells.

Knave stats:

Prime Attribute: Intelligence

Hit Die: D6

Starting money: 2D6x10gp

Weapons: Dagger, sap, light cross-bow, rapier, short bow, short sword.

Armour: Leather armour, leather jerkin, leather coat, studded leather and padded, buckler (see spell casting).

Abilities: Traps, back attack, sneak attack, spell casting.

Knave spell & level table:

Lvl	HD	BtH	EPP	Spells/day				
				0	1	2	3	4
1	D6	+0	0	2				
2	D6	+1	2250	3	0			
3	D6	+1	4500	3	1			
4	D6	+2	9000	3	2	0		
5	D6	+3	18000	3	3	1		
6	D6	+3	36000	4	3	2	0	
7	D6	+4	72000	4	3	2	1	
8	D6	+5	144000	4	4	3	2	0
9	D6	+5	250000	4	4	3	2	1
10	D6	+6	475000	4	4	3	3	2
11	+1	+7	700000	4	4	4	3	2
12	+1	+7	925000	4	4	4	3	3

LORE WARDEN

Lore Wardens are clerics who also dabble in the arcane arts as a result of their particular penchant for old tomes, scrolls, books and grimoires. They often bury themselves in libraries, researching old knowledge and as a result lore wardens learn a large amount about ancient history, legends, distant lands and so on. They will often go on long quests in order to uncover more esoteric knowledge.

Lore Wardens are often attached to the Church which finds their researches invaluable, but many clerical orders despise them because of the lore warden's affinity with magic. Lore Wardens consider that in order to learn more about the 'enemy' it is valuable to be able to use their arts to defend against it.

Lore Wardens spend so much of their time in their books and looking after the church library that they tend to neglect some of their other skills and so are less capable as fighters than regular clerics. They also have fewer clerical spells, but this is made up for by the fact that they also have access to some mage spells.

Skills

The lore warden may select 4 (+Int mod) skills from the following list as class abilities: Appraise, diplomacy, forgery, heal, knowledge (any), languages (any), listen, notice, search, and sense motive.

Abilities

Spell casting (Int/Cha)

Lore wardens get bonus cleric spells based upon their wisdom and bonus mage spells based upon their intelligence. The table shows how many of each type of spell a lore warden can cast, which must be kept separate from each other and follow the rules for each different type of spell – arcane and divine. So for example, a first level lore warden will have access to 2 ‘0’ level cleric spells each day and 2 ‘0’ level wizard spells each day, making 4 spells in all (plus any bonus spells based on high attributes).

Lore warden spell & level table:

Lvl	HD	BtH	EPP	Spells/day				
				0	1	2	3	4
1	D6	+0	0	2				
2	D6	+1	2250	3	0			
3	D6	+1	4500	3	1			
4	D6	+2	9000	3	2	0		
5	D6	+3	18000	3	3	1		
6	D6	+3	36000	3	3	2		
7	D6	+4	72000	3	3	2	0	
8	D6	+5	144000	3	3	3	1	
9	D6	+5	250000	3	3	3	2	
10	D6	+6	475000	3	3	3	2	0
11	+1	+7	700000	3	3	3	3	1
12	+1	+7	925000	3	3	3	3	2

Decipher script (Int)

Lore wardens decipher script as a goliard of the same level.

Turn Undead (Cha)

Lore wardens turn undead as a cleric of the same level.

Languages

At 3rd level and then at 6th, 9th and 12th level, the Lore Warden can learn an additional language (spoken and written) in addition to the bonus skills all classes normally receive.

Lore warden stats:

Prime Attribute: Wisdom

Hit Die: D6

Starting money: 3D4x10gp

Weapons: As cleric

Armour: Leather armour, leather coat, Leather jerkin, padded, studded leather, mail shirt and all shields

Abilities: Decipher script, turn undead, languages, spellcasting (cleric and mage spells)



MARKSMAN

The marksman is a fighting man who specializes in missile weapons to the detriment of his close combat training. More specifically, he will choose one weapon in which to specialize almost at the cost of all the other weapons. Most marksmen will choose some sort of bow but some will choose a crossbow or sling. Others might even select a thrown weapon, like a spear or axe.

Marksmen are highly trained from the very earliest age in their weapon of choice. Virtually as soon as they can walk, they have a weapon placed in their hands. In some cas-



es this is enforced by some local military statute and in others by parents or by necessity. Only occasionally does a child elect to go into the rigorous regime that is required of this highly specialized class. Every single day, often for hours a day, the child has to practice, practice, practice, loading and reloading on the move or still, prone or kneeling in wind, rain, sun or storm. He is taught how to look after his weapon and even, if needed, to repair it or fashion a new one. It is this dedication that ultimately produces a fighting man that is highly sought after by warlords and kings to fill a specialist role in their armies. With this comes great rewards.

Marksmen don't wear heavy armour and don't tend to get too involved in melee combat. Heavy armour tends to hamper their precision with their weapon of choice, making them useless as skirmishers or snipers. Likewise their melee weapon choice is more restricted than for regular fighters. They tend to stick to lighter one-handed weapons and at best a buckler if necessary.

Skills

The marksman may select 3 (+Int mod) skills from the following list as class abilities: Climb, craft (bowyer, fletcher) gossip, jump, knowledge (battle tactics, local lore), languages (any), listen, notice, ride and stealth.

Abilities

Missile master

With their weapon of choice (only a missile weapon), the marksman can gain a +1 bonus on attacks and damage. This bonus increases to +2 to hit and damage at 5th level and +3 to hit and damage at 10th level.

Mighty pull

With their weapon of choice their years of training and daily practice has given them the ability to wring every bit of potential from the weapon. They can increase the weapon's range by 25%.

Precise Aim

The marksman is able to use his chosen weapon to make difficult shots (firing into melee or at a rope from which his friend is hanging by the neck) with only half the normal penalties. If the marksman takes a round to aim, he avoids penalties altogether. He cannot use this with rapid shot.

Rapid shot

At 4th level the marksman gains one additional attack each round with his chosen missile weapon. He can attack the same target or a different target.

Trick shot

At 5th level, the marksman is able to use his chosen weapon to make, what appear to be impossible shots (such as bouncing an arrow around a corner from a shield), firing over his shoulder using a mirror to aim or while jumping off a castle wall) with a -6 penalty. Aiming for a round first (if the circumstances allow) reduces the penalty to -4.

Shot-on-the-run

At 10th level a marksman can make a full move and attack, with his chosen weapon only. He cannot combine this with rapid shot.

Special: Marksmen are as skilled as fighters with their weapon of choice and so use the same BtH as fighters. However, with other weapons they are far less skilled and so use the same BtH as clerics.

Marksman stats:

Prime Attribute: Dexterity

Hit Die: D8

Starting money: 4D4x10gp

Weapons: Any ranged weapon, hand axe, club, dagger, light hammer, war hammer, light mace, heavy mace, scimitar, short sword, falchion, long sword and broad sword

Armour: Leather armour, padded, studded leather, leather jerkin, mail shirt and buckler

Abilities: Missile master, mighty pull, precise aim, trick shot, rapid shot, shot-on-the-run.

Marksman level table:

Level	HD	BtH1	BtH2	EPP
1	D8	+1	+0	0
2	D8	+2	+1	2000
3	D8	+3	+2	4000
4	D8	+4	+3	8000
5	D8	+5	+3	16000
6	D8	+6	+4	30000
7	D8	+7	+5	50000
8	D8	+8	+6	90000
9	D8	+9	+6	180000
10	D8	+10	+7	360000
11	+2	+11	+8	550000
12	+2	+12	+9	800000

SPELLSWORD

Any ex-soldier or trained fighting man can grab himself a sword, helmet and shield and go out and sell his sword-arm to the highest bidder when there is a war on. Such mercenaries are ten-a-penny. Specialist mercenaries like marksmen, the gallowglass and spellwords are always harder to find. Kings, lords and war leaders are prepared to offer a premium when they do find them.

Spellwords are usually fighting men who realize that here is a niche on the battlefield for a warrior who can also cast spells. Whereas wizards tend to stand behind the fighting men (usually far behind) on the battlefield, the spellword is able to get right in there where the fighting is at. This enables him to react to battlefield situations and use his magic where necessary far more quickly than wizards can from their rear positions. He can also create an element of surprise, be-



cause whilst the enemy wizards are often trying their best to negate the effects of the magic of the opposing wizards, the spellword goes unnoticed amongst the fighting men (that is, until he has done the damage and it's too late).

Spellwords then are a unique mixture of a wizard and a warrior and this mix makes them very fine adventurers too, often sought by parties of treasure hunters and so forth. Spellwords are individuals. There is no specialist school of spellwords, like there might be colleges for wizards. So they usually become soldiers and learn their trade in battle and then join a mage's college to learn the basics of magic. Sometimes it is the other way around, but less often.

Once they have learned what they can, they practice using magic in their armour. This takes hours of daily training and many give up this exacting regime, going back to being just a fighter or just a mage. But some dedicated types manage to combine the two disciplines reasonably successfully. Wearing the heaviest type of armour has always proved too much for even the most capable spellword and because of the need to maintain their regime of combat training they never gain access to the most potent spells. However, somewhere in there is a balance and spellwords make the most of this.

Skills

The spellword may select 2

(+Int mod) skills from the following list as class abilities: Gossip, diplomacy, intimidate, knowledge (any), languages (any), listen, notice, sense motive, ride.

Abilities

Weapon specialization

Spellswords do have a favoured weapon, pretty much as fighters, in which they receive a +1 bonus to attack and to damage. At 10th level this increases to +2 attack and damage. This is the highest it goes.

Spell casting

Spellswords can choose from the wizard spell list. They get a bonus 1st level spell if Intelligence is 12-13, and so on, as do mages.

Spellsword stats:

Prime Attribute: Intelligence

Hit Die: D8

Starting money: 3D4x10gp

Weapons: Any

Armour: Leather armour, leather coat, leather jerkin, padded, studded leather, buckler and small shield

Abilities: Weapon specialisation, spell casting.

Spellsword spell & level table:

Lvl	HD	BtH	EPP	0	1	2	3	4
1	D8	+0	0	2				
2	D8	+1	2250	3	0			
3	D8	+2	4500	3	1			
4	D8	+3	9000	3	2	0		
5	D8	+4	18000	3	3	1		
6	D8	+5	36000	4	3	2	0	
7	D8	+6	72000	4	3	2	1	
8	D8	+7	144000	4	4	3	2	0
9	D8	+8	250000	4	4	3	2	1
10	D8	+9	475000	4	4	3	3	2
11	+2	+10	700000	4	4	4	3	2
12	+2	+11	925000	4	4	4	3	3

WITCH/WARLOCK



Some gain power through study, some through devotion, others through blood, but the witch gains power from her communion with the unknown. Generally feared and misunderstood, the witch draws her magic from a pact made with an otherworldly power. Communing with that source, using her familiar as a conduit, the witch gains not only a host of spells, but a number of strange abilities known as hexes. As a witch grows in power, she might learn about the source of her magic, but some remain blissfully unaware. Some are even afraid of that source, fearful of what it might be or where its true purposes lie.

While many witches are recluses, living on the edge of civilization, some live within society, openly or in hiding. The blend of witches'

spells makes them adept at filling a number of different roles, from seer to healer, and their hexes grant them a number of abilities that are useful in a fight. Some witches travel about, seeking greater knowledge and better understanding of the mysterious powers that guide them.

Skills

Witches can choose 2 (+Int mod) skills as class abilities from the following: Craft (Int), Gossip, Heal (Wis), Intimidate (Cha), Knowledge (Arcana, wounds & corpses, nature) (Int) and Sense Motive (Wis).

Abilities

Witch's familiar

At 1st level, a witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. A witch must commune with her familiar each day to prepare her spells. Familiars store all of the spells that a witch knows, and a witch cannot prepare a spell that is not stored by her familiar. A witch's familiar begins play storing all of the 0-level witch spells plus one 1st level spell of the witch's choice. The witch also selects a number of additional 1st-level spells equal to her Intelligence modifier to store in her familiar. At each new witch level, she adds two new spells of any spell level or levels that she can cast (based on her new witch level) to her familiar. The witch can see through her familiar's eyes as if she was the familiar. She can also cast any of her prepared spells through her familiar (not hexes though).

Hexes

Witches learn a number of magic tricks that she can use once per day, called hexes, that grant them powers or weaken foes. She can select any hex of an appropriate level at 1st level, 2nd level and then at every even level.

Cackle: The witch can cackle madly and any creature that is within 30 feet is unsettled and suffers a -2 saving throw (no save) on the next spell or hex she subsequently casts at any of them in the same day.

Feather Fall: At 1st level, the witch can use feather fall at will. This makes her fall very slowly if, for example, she falls off her broomstick.

Charm: The witch can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. The effect lasts for a number of rounds equal to the Witch's Int mod.

Disguise: The witch can change her appearance to look younger or older, shorter or taller or perhaps even of a different race or sex for a number of hours equal to her class level.

Cauldron: The witch creates a cauldron in which she can brew one potion per day (this includes the time spent gathering the herbs and materials she needs to brew the potion). These potions can contain one spell from her known spell list. Once bottled, the potion will last until she uses it.

Blight: The witch can curse an animal or plot of land, causing it to wither and die. Blighting an area takes 1 round, during which time the witch and her familiar must be in contact with the target. If it's used on a plot of land, the land begins to wither the following day, and over the next week all plants in the

THE NEW CLASSES

area die. Nothing will grow in that area so long as the curse persists. A witch can affect an area with a radius equal to her class level \times 10 feet. Blighting a creature requires the witch to touch her victim. The creature becomes cursed (save allowed), suffering 1 Con damage per day. Both types of curse can be removed with a remove curse. A witch can only have one blight in effect at a time. If another blight hex is made, the first immediately ends.

Fortune: The witch can grant a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, damage roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made. At 8th level, the duration of this hex is extended by 1 round.

Healing: A witch can soothe the wounds of those she touches. This acts as a cure light wounds spell, using the witch's caster level. At 5th level, she may cast 2 healing hexes per day and at 10th level, she can cast 3 per day.

Misfortune: The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, damage roll or skill check, it must roll twice and take the worse result. A Will save negates this hex. At 8th level the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts.

Slumber: A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell

sleep. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD.

Tongues: A witch with this hex can understand any spoken language for a number of minutes per day equal to her level, as comprehend languages. At 5th level, a witch can use this ability to speak any language too.

Ward: A witch can use this hex to place a protective ward over one creature. The warded creature receives a +2 AC and a +2 bonus on saving throws. This ward lasts until the warded creature is hit or fails a saving throw. A witch knows when a warded creature is no longer protected. A witch can have only one ward active at a time. If the witch uses this ability again, the previous ward immediately ends. A witch cannot use this ability on herself. At 8th level the bonuses provided by this ward increase by +1.

Waxen Image: The witch can create a crude wax duplicate of a creature she knows or has seen fairly recently (within the last week). This takes an hour to make. Once the image is complete, the subject must make a Will save. If the subject fails, the witch gains a small measure of control over the subject. Whenever she exercises this control, the creature receives a new will save to end the effect. The witch can use the waxen image a number of times equal to her Intelligence modifier before it melts. As a standard action, the witch can cause the subject to do any one of the following things: move up to the creature's speed in any direction, attack itself once with

any weapon in hand (this attack automatically hits), lie down on the ground, or drop anything held. Alternatively, she can spend one of her uses to simply torture the image, causing the creature to be both sickened and staggered on its turn. As soon as the creature has succeeded on a saving throw against this effect, it is immune to it for 24 hours.

Evil Eye: At 4th level the witch can cause doubt to creep into the mind of a single foe within 30 feet that she can see. The target takes a -2 penalty on the following: AC, ability checks, attack rolls and saving throws. This hex lasts for a number of rounds equal to 3 + the witch's Int mod. A Will save reduces this to just 1 round. At 8th level the penalties increase to -4.

Broomstick: At 6th level, the witch creates a broomstick that gives the witch the ability to fly as per the spell, for a number of minutes per day equal to her level. The broomstick disguises itself as a walking staff that acts as a +1 staff in combat when not in use for flight.

Form Coven

At 10th level, the witch can form a coven of witches. She attracts 3D4 (3-12) witches of 1st level to her coven. For every 3 witches of 1st level, there will be one of 2nd level. The PC witch is able to choose one of the following major hexes at 10th level and another one at each level thereafter. If there are exactly 13 witches in the coven, their hexes are more powerful, giving a DM of -4 to any saves by the target of the hex.

Major Hexes

Agony: The coven needs a personal item or piece of hair or toe-nail or similar of the creature or person that is to be the subject of this hex. With a group ritual lasting 2 hours, the coven can cause the subject to suffer intense pain, wherever he is. The target is nauseated for a number of rounds equal to the coven's total level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for a day.

Hag's Eye: A coven with this hex can create a magic sensor that they can see through. The coven can send this eye to wherever they want to view and can use this eye for a number of minutes per day equal to their combined level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

Major Healing: By calling upon eerie powers, the coven can mend even the most terrible wounds of those the lead witch (the PC) touches. This acts as cure serious wounds spell, using the coven's total level.

Nightmares: The coven needs a personal item or piece of hair or toe-nail or similar of the creature or person that is to be the subject of this hex. Calling upon fell powers, the coven can place a hex on a person or creature that causes its sleep to be tormented by terrible nightmares. A Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

Retribution: The coven needs a personal item or piece of hair or toe-nail or similar of the creature or person that is to be the subject of this hex. A coven can place a retribution hex on a creature causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately after the hexed creature deals damage in melee, it takes half that damage (round down). This effect lasts for a number of hours equal to the PC witch's Intelligence modifier. A Will save negates this effect.

Vision: A coven can receive a glimpse of the future, for a specific person, creature, action about to be taken or for an area, like a village. The coven needs to have an item or something that relates to the area (a brick from a building in the village, for example). The ritual takes an hour; at the end of this time, the coven receives a brief image of the future, usually no more than 1 year from the time of the vision, subject to TM discretion. This is only one possible version of the future, making such visions unreliable at best.

Weather Control: A coven can use control weather once per day, but creating the weather takes 1 full hour of ritualistic chanting, dancing, and communing.

Death Curse: The PC witch must be 12th level to choose this major hex. It seizes a creature's heart, causing death within just a few moments. The hexed creature receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first day of the hex. On the second day of the hex, the creature becomes exhausted. On the third day, the creature dies unless

it succeeds at a Fort save. Creatures that fail the first save but succeed at the second remain exhausted and take 4D6 points of damage + 1 point of damage per level of the coven. Slaying the coven that hexed the creature ends the effect, but any fatigue or exhaustion remains.

Eternal Slumber: Any time after the 1 hour ritual has been performed; the PC witch can touch a creature, causing it to drift off into a permanent slumber. The creature receives a Will save to negate this effect. If the save fails, the creature falls asleep and cannot be woken. The effect can only be removed with a wish or similar magic, although slaying the witch ends the effect. The witch can use this ability to poison food or drink, causing those who ingest it to make a save or fall into an eternal slumber. She can only have one such dose of poison at any one time, and it loses its potency after 1 minute if not consumed.

Forced Reincarnation: The coven needs a personal item or piece of hair or toe-nail or similar of the creature or person that is to be the subject of this hex. The coven causes the creature to die and be immediately reincarnated into a new body. A Will save negates this effect. Those that fail are slain and immediately brought back to life as another creature.

Life Giver: After a full 2 hour ritual over a dead body, the PC witch can touch a dead creature and bring it back to life. This functions as resurrection spell.

Natural Disaster: A coven using this hex calls down the forces of nature to wreak havoc on an area –

TOMBS & TERRORS

a town, a castle, a ship or whatever. The actual effects are up to the TM. The coven must all concentrate on this for the duration of the hex.

Witch/Warlock stats:

Prime Attribute: Intelligence

Hit Die: D4

Starting money: 2D4x10gp

Weapons: Dagger, club, staff, sling, light crossbow.

Armour: None

Abilities: Hexes, form coven, witch's familiar, spell casting.

Witch spell & level table:

Lvl	HD	BtH	EPP	0	1	2	3	4	5	6
1	D4	+0	0	3	1					
2	D4	+1	2500	4	2					
3	D4	+1	5000	4	2	1				
4	D4	+2	10000	4	3	0				
5	D4	+2	20000	4	3	1	1			
6	D4	+3	40000	4	3	2	2			
7	D4	+3	80000	4	4	2	2	1		
8	D4	+4	150000	4	4	3	3	2		
9	D4	+4	275000	4	4	4	3	2	1	
10	D4	+5	525000	4	4	4	3	3	2	
11	+1	+5	750000	4	4	4	4	3	2	1
12	+1	+6	1000000	4	4	4	4	3	3	2

Witch spell lists:

Level 0

1. Cure Minor Wounds
2. Dancing Lights
3. Detect Magic
4. Detect Poison
5. Light
6. Mending*
7. Read Magic
8. Call Bats, Toads or Spiders*

Level 1

1. Calm Animals*
2. Charm Person
3. Entangle*
4. Doom*
5. Faerie Fire*
6. Obscuring Mist*

7. Speak with Animals*
8. Summon Demon I

Level 2

1. Animal Messenger*
2. Fog Cloud*
3. Gust of Wind
4. Hold Animal*
5. Levitate
6. Spider Climb*
7. Tasha's Hideous Laughter*

Level 3

1. Contagion*
2. Cause Disease
3. Deep Slumber
4. Plant Growth
5. Speak with Plants*
6. Summon Demon II
7. Suggestion*

Level 4

1. Air Walk*
2. Dispel Magic
3. Fear*
4. Giant Spiders*
5. Repel Vermin*
6. Summon Demon III

Level 5

1. Insect Plague
2. Mind Fog*
3. Baleful Polymorph*
4. Break Enchantment
5. Wall of Thorns*
6. Summon Demon IV

Level 6

1. Animate Objects*
2. Misdread*
3. True Seeing*
4. Transport Via Plants*
5. Animate Plants*
6. Summon Demon V*

(*New spells- described below)

WITCH/WARLOCK SPELL DESCRIPTIONS

Descriptions include the spell level, the range and duration. If the spell can also be cast by the core classes, it is detailed as C, M or T followed by the level. Other information, such as damage or numbers affected is set out in the description.

Air Walk

Spell level: M4, W4

Range: Touch

Duration: 10 min per level

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. You can cast air walk on a specially trained mount so it can be ridden through the air.

Animal Messenger

Spell level: W1

Range: 30'

Duration: 1 day per level

You compel a small animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. It can be a bat or spider called using the *Call Bats, Toads or Spiders* spell.

Animate Objects

Spell level: M6, W6

Range: 120'

Duration: 1 round per level

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then

immediately attacks whomever or whatever you initially designate. An animated object can be of any non-magical material. You may animate one small object or an equivalent number of larger objects per caster level. A medium object counts as two small objects, a large object as four, a huge object as eight, a gargantuan object as sixteen, and a colossal object as thirty-two.

Animate Plants

Spell level: W6

Range: 60' +10 per level

Duration: 1 round per level

This works similarly to *Animate Objects*. However, the witch can cast an alternative version, where all plants within range simply entangle anyone passing through, stopping their movement altogether, acting as the entangle spell, with a -4 save. This version lasts one hour per level.

Baleful Polymorph

Spell level: W5

Range: 30'

Duration: Permanent

You change the subject (who gets a con save) into a small animal such as a bat, lizard, monkey, or toad. The subject takes on all the statistics and special abilities of an average member of the new form in place of its own, although he still thinks as himself.

Call Bats, Toads or Spiders

Spell level: W0

Range: 20'

Duration: 1 min per level

The spell brings 3D4 normal bats, toads or small spiders fluttering or scurrying to the witch from all around. They are not "conjured" out

TOMBS & TERRORS

of thin air – they are ones that are in the vicinity already. If nothing else happens to them, they will slowly wander away again.

Calm Animals

Spell level: C1, T1, W1,

Range: 60'

Duration: 1 min per level

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals can be affected by this spell. The maximum number of Hit Dice of animals you can affect is equal to 2D4 + caster level. An animal trained to attack or guard is allowed a saving throw; other animals are not. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Contagion

Spell level: W3

Range: Touch

Duration: Instant

The subject contracts a disease, which strikes immediately. The subject receives a con saving throw to resist.

Doom

Spell level: T2, W1

Range: 120'

Duration: 1 min per level

This spell fills the victim with icy dread if he fails a will save. The victim will suffer a -2 on attack rolls, saving throws and ability checks.

Entangle

Spell level: W1

Range: 240'

Duration: 1 min per level

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in an area 30' square area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by making a strength check with a modifier of -5.

Faerie Fire

Spell level: W1

Range: 320'

Duration: 1 min per level

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Fear

Spell level: W4

Range: 240'

Duration: 10 min per level

The witch terrifies the subject if it fails its will save. A terrified creature must drop anything it holds and flee at top speed from the witch, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers. A terrified creature can use special abilities, including spells, to flee; indeed, the creature must use such

THE NEW CLASSES

means if they are the only way to escape.

Giant Spiders

Spell level: W4

Range: 30'

Duration: 1 min per level

The caster turns 1D4+2 normal-sized spiders into 2HD giant spiders (with AC13, Attacks: bite 1D6+poison, move 40', Special: Webs) that will do as commanded – control is limited to simple commands (“Attack,” “Defend,” “Stop,” and so forth). Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Hold Animal

Spell level: T2, W2

Range: 120'

Duration: 1 hour +10 mins per level

This spell functions as *Hold Person*, except only normal animals are affected.

Mending

Spell level: M0, W0

Range: 10'

Duration: Instant/Permanent

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending.

Mind Fog

Spell level: W5

Range: 120'

Duration: 30 mins

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on wisdom, charisma and intelligence checks and saves. Affected creatures take the penalty as long as they remain in the fog and for 2D6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind). A moderate wind disperses the fog in four rounds; a strong wind disperses the fog in 1 round.

Mislead

Spell level: M6, W6

Range: Self

Duration: 1 round per level

The caster becomes invisible and at the same time an illusory double appears. The double appears within range but thereafter moves as directed. The double moves at the caster's speed and can talk and gesture as if it were real, but it cannot attack or cast spells.

Obscuring Mist

Spell level: W1

Range: 20'

Duration: 1 min per level

A misty vapor arises around the caster in a 20' radius. It is stationary once created. The vapor obscures all sight, beyond 5 feet. A moderate wind disperses the fog in 4 rounds. A strong wind disperses the fog in 1 round.

Repel Vermin

Spell level: C4, W4

Range: 20' radius

Duration: 10 min per level

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-half your level cannot penetrate the barrier at all. A ver-

min with Hit Dice of one-half your level or more can penetrate the barrier if it succeeds on a will save. Even so, crossing the barrier deals the vermin 2D6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Speak With Animals

Spell level: C2, M2, T2, W1

Range: 20'

Duration: 1 min per level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favour or service for you.

Speak With Plants

Spell level: W3

Range: 20'

Duration: 1 min per level

The caster can comprehend and communicate with plants. A plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

Spider Climb

Spell level: W1

Range: Self

Duration: 10 min per level

The witch can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

Suggestion

Spell level: T3, W3

Range: 30'

Duration: 1 hour per level

The caster influences the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

Tasha's Hideous Laughter

Spell level: W2

Range: 120'

Duration: 1 min per level

This spell sends cackling laughter into the hearing of those within range (a cone of up to 120', with a 60' base). It acts as a *Doom* spell but affects everyone within range.

Transport via Plants

Spell level: W6

Range: Self and touch

Duration: 1 round

The witch can enter any normal plant and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The witch can bring along carried objects and one additional willing creature or its equivalent per three caster levels. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with the caster.

True Seeing

Spell level: C6, M6, W6

Range: Touch

Duration: 1 min per level

The caster confers the subject the

THE NEW CLASSES

ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means.

Wall of Thorns

Spell level: W5

Range: 60'

Duration: 2 hours

A wall of thorns

A wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes damage per round of move-

ment equal to 25 minus the creature's AC. You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a strength check – success means they can move 5'. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.



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