AUTARCH LLC

ADVENTURER CONQUEROR KING SYSTEM™

PLAYER'S COMPANION



Written by **ALEXANDER MACRIS**

ADVENTURER CONQUEROR KING SYSTEM™

PLAYER'S COMPANION

EXPANDED OPTIONS FOR THE *ADVENTURER CONQUEROR KING SYSTEM*

ADVENTURER CONQUEROR KING SYSTEM™

PLAYER'S COMPANION

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ISBN 978-0-9849832-1-6

AUT1103.20121121.01

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SPECIAL THANK YOU

Thank you to the great friends I've gamed with through the years. You must all have Constitution scores of 18 to have endured my habitual house ruling, ceasless system tweaking, and continuous campaign re-boots.
— Alex

TO THE VISIONARIES

The creators of the *Adventurer Conqueror King System* are grateful to the many designers and visionaries who inspired us, including (but not limited to) Peter Adkison, Jason Alexander, Aaron Allston, Dave Arneson, Jim Bambra, Mario and Guido Barbati, Bob Bledsaw, David Cook, Monte Cook, Greg Costikyan, Ryan Dancey, Jeff Easley, Larry Elmore, Ed Greenwood, Chris Gonnerman, Ernie Gygax, Gary Gygax, Luke Gygax, Scott Haring, Bruce Heard, J. Eric Holmes, Leonard Lakofka, Dyson Logos, Tim Kask, Don Kaye, Rob Kuntz, Paul Jaquays, James Maliszewksi, Steve Marsh, Stuart Marshall, Mike Mearls, Frank Mentzer, Tom Moldvay, Michael Mornard, Roger Moore, Erol Otus, Bill Owen, Steve Perrin, Clark Peterson, Daniel Proctor, James Edward Raggi III, Ken Rolston, Lawrence Schick, Warren Spector, Kirk Stone, Dennis Sustare, David Sutherland, Jonathan Tweet, Allen Varney, Jim Ward, Bill Webb, Jean Wells, Skip Williams, and Steve Winter.

THANK YOU

The initial production of the *ACKS Player's Companion* was made possible in large part by the support of the following backers:

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Chapter 1: **Introduction**



The *Player's Companion* is a handbook for players and Judges of the *Adventurer Conqueror King System*™ (*ACKS*). The *Adventurer Conqueror King System* (*ACKS*) is a set of rules for role-playing in a world of swords, sorcery, and strongholds, where you take on the role of an adventurer in an imaginary land drawn from the epics and legends of the past.

The *Adventurer Conqueror King System* provides a complete toolkit for enjoying a wide variety of heroic fantasy settings. It covers character creation, spells and magic, encounters and combat, monsters and treasure, and all the associated game mechanics necessary for swords-and-sorcery adventure. For those who prefer a pre-generated world for their gaming, we also provide the default setting of the *Auran Empire*, an ancient and opulent land drowning in a torrent of violence from all sides. Ancient wars and wild magic have left behind terrible monsters that, in this declining age, can no longer easily be held in check. Confronted by the imminent collapse of the once-great empire, you may be a scavenger and vagabond feasting off its corpse, a hero fighting to save what you can, or a would-be conqueror intent on forging a new kingdom from the ashes of the old.

However, you don't have to own a copy of *ACKS* to make use of the *Player's Companion*. *ACKS* is broadly compatible with the original d20-based fantasy game. It is easy to adapt classes, templates, spells, and equipment from the *Player's Companion* for use with other old school fantasy games, such as *Labyrinth Lord*™, *Swords & Wizardry*™, *Basic Fantasy*™, and *Lamentations of the Flame Princess*™. Whether you're playing *ACKS* or a similar game, you'll find that the *Player's Companion* is full of useful stuff for your campaign.

ORGANIZATION

This rulebook is organized into the following parts.

Chapter 1, **Introduction**, details the purpose, inspiration, and sources for the *Player's Companion*.

Chapter 2, **New Character Classes**, provides 18 new character classes to expand your *Adventurer Conqueror King System* campaigns, including the anti-paladin, barbarian, dwarven fury, dwarven machinist, dwarven delver, elven courtier, elven enchanter, elven ranger, gnomish trickster, mystic, Nobiran wonderworker, paladin, shaman, Thrassian gladiator, venturer, warlock, witch, and Zaharan ruinguard.

Chapter 3, **Character Class Templates**, provides eight pre-generated templates for each character class in the *Adventurer Conqueror King System* rules. Using these templates, you can easily make your fighter a gladiator, your explorer a cartographer, and your thief a cat burglar.

Chapter 4, **Custom Classes**, explains how to build customized character classes that are 100% compatible with the core classes of *ACKS*. Whether you want to emulate a fictional character, create a new archetype for your campaign, or just have a jack-of-all-trades these rules will show how to do it.

Chapter 5, **Spells**, elaborates on the magic research rules in *ACKS* to allow for experimentation and side effects. It also includes many new spells for arcane and divine casters. Mages and other arcane casters get new spells suitable for use with the Black Lore of Zahar, Elementalism, and Transmogrification proficiencies, plus a wide assortment of new charms and illusions. Divine casters get a range of nature-oriented magic and a broader suite of curative spells.

Chapter 6, **Supplemental Rules**, includes additional proficiencies, equipment, and optional rules for use in your *ACKS* campaigns.

A NOTE FOR JUDGES

At Autarch, our motto is that "every campaign is a law unto itself." To help you make your campaigns unique, we've filled the *Player's Companion* with never-before-seen classes, templates, and spells, and provided game mechanics to let you create new classes and spells that are backwards compatible with the existing game.

The easiest way to use the *Player's Companion* is as a sourcebook to expand your campaign's selection of classes, spells, proficiencies, and items with all the new material presented herein. Your players can then select from the new classes and spells the same way that they select from the existing ones, and the scope of your game is thereby widened. Think of this as the "splatblook" method of using the *Player's Companion*, reminiscent of modern sourcebooks for recent RPGs.

But because every campaign is different, not everything in this book will be suitable for yours. Every rule in this book comes attached with the caveat, "if it makes sense for your campaign setting." If you've got a specific, highly detailed setting already in mind, the best way to use the *Player's Companion* might be to use it very selectively, perhaps using just a fraction of the new content and fleshing out your own classes, templates, and spells using the mechanics herein. For example, if you'd like to run a campaign based on Norse legend, you could rule that players can only select from the fighter, thief, bard, explorer, elven spellblade, and dwarven vaultguard in the core rules, and the barbarian, dwarven fury, elven enchanter, gnomish trickster, shaman, and witch from *Player's Companion*. Your players will still be choosing from 12 classes, the same number offered in *ACKS*, but the choices will be skewed towards Norse aesthetics. This would be a "silver age" method of using the *Player's Companion*, since it's similar to how the many campaign settings of the silver age of role-playing functioned.

You might also ignore the classes, templates, and spells we've created, and just create your own using the rules included herein. This has interesting ramifications: Consider what would happen if you ditched *all* the spells in *ACKS* and insisted that each spellcaster create his own spells using the guidelines in this book. Mages and clerics would suddenly be far more diverse, and magic would be mysterious again! Or, as another example, you might use the "class powers" mechanics in the *Player's Companion* to do away entirely with proficiencies in your campaign. Instead of classes with proficiencies, every role and niche in his game could be filled with its own separate class with its own unique class powers (similar to the direction Dragon magazine took D&D in the 1980s). In short, you can use the *Player's Companion* as a tool box that opens up *ACKS* to a vast degree of customization. Think of this as the "old school" method of using the *Player's Companion*, as the outcomes can be as diverse as Arduin, Glorantha, and Tekumel.

However you decide to use the *Player's Companion*, we hope you find it a valuable and useful addition to your fantasy role-playing game campaign, and would be happy to see you join us at ***www.autarch.co*** to share your new classes, spells, templates, and characters with our community.



Chapter 2: **New Character Classes**



The *Adventurer Conqueror King System* rulebook includes 12 classes: 4 core classes (fighter, mage, cleric, and thief); 4 campaign classes (assassin, bard, bladedancer, and explorer); and 4 demi-human classes (dwarven vaultguard, dwarven craftpriest, elven spellsword, and elven nightblade). The *Player's Companion* more than doubles your choices, with 18 new character classes to expand your *Adventurer Conqueror King System* campaigns: **anti-paladin**, **barbarian**, **dwarven fury**, **dwarven machinist**, **dwarven delver**, **elven courtier**, **elven enchanter**, **elven ranger**, **gnomish trickster**, **mystic**, **Nobiran wonderworker**, **paladin**, **shaman**, **Thrassian gladiator**, **venturer**, **warlock**, **witch**, and **Zaharan ruinguard**.

ANTI-PALADIN

Prime Requisite:	STR and CHA
Requirements:	None
Hit Dice:	1d6
Maximum Level:	14



Every bit as vile as paladins are heroic, the anti-paladin is the dark twin of those champions of light. Fanatical followers of the chthonic gods, anti-paladins are capable of any atrocity, any villainy, in service of their divine patrons, furthering the spread of chaos, evil and corruption. Anti-paladins are unconstrained by codes of conduct, their only true inviolate tenets being unwavering faith in their unholy patron, and the drive to spread the patron's particular brand of evil by whatever means necessary. Cunning, treachery, and deception are all considered worthy tools in the anti-paladin's arsenal, weapons every bit as valuable as the most savage blade.

Given their diabolical personality, outlook, and fervor, anti-paladins are rightly regarded with hatred and fear, even among many of those serving the same evils; not for nothing do they have a reputation for brutality, betrayal, and a love of torture.

As unholy warriors, anti-paladins are vicious combatants. At first level, anti-paladins hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. Anti-paladins increase their base damage roll from missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level.

They may wear any armor, and may fight with a broad array of weapons, including the battle axe, dagger, flail, mace, morning star, pole arm, short sword, spear, sword, two-handed sword, and whip. All anti-paladins may fight wielding a weapon and shield, wielding a weapon two-handed, or wielding a weapon in each hand, as desired. They may use any magic item usable by fighters.

All anti-paladins must be of Chaotic alignment. An anti-paladin who changes to Neutral or Lawful alignment loses his class powers and will suffer greatly for such betrayal. If he later reverts to Chaotic alignment and atones for any misdeeds (possibly through a dire **quest** or **atonement** spell) he can regain his lost powers. (An anti-paladin who became Lawful could be permitted to become a **paladin** at the Judge's discretion. Woe to such a turncoat though, for he will be hunted).

In exchange for their devotion to Chaos, anti-paladins receive many powers to aid them in their crusades against Law and peace. Foremost among these is their **aura of protection**, which gives them a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by good creatures. The anti-paladin's

aura of protection appears as a writhing tenebrous shroud when viewed with **detect evil**, **detect magic**, or **true seeing**.

Anti-Paladins are intimately familiar with the dire energies of necromancy and possess the ability to **command undead** as per a Chaotic cleric of half their level (round up). This provides them with the potential to surround themselves with terrifying, fearless, and utterly loyal minions.

In order to defeat the enemies of Chaos, the anti-paladin must find them. To this end, an anti-paladin can **detect good** (as the reversed form of the **detect evil** spell) up to 60' away simply by concentrating. Each use takes a turn. (For purposes of the anti-paladin's aura and detection abilities, "good" creatures include any creatures of Lawful alignment, and Neutral creatures with good intentions. Pinnacles of good and magic items harmful to those of Chaotic alignment will also be detected by the anti-paladin's power.)

Finally, anti-paladins are awash with the same powers of unlife they can command. Should they become intelligent undead, whether as a reward from their chthonic patron or through efforts of their own, they can continue to advance in the anti-paladin class, as per the Zaharan's **after the flesh** power (see **Zaharan Custom Classes** in Chapter 4). Such undead anti-paladins are called **Death Knights**.

When an anti-paladin reaches 5th level (Blackguard), his **unholy fanaticism** inspires others to follow him. Any hirelings of the same religion as the anti-paladin gain a +1 bonus to their morale score whenever he is present. This bonus stacks with any modifiers from the anti-paladin's Charisma or proficiencies.

At 9th level (Malefactor Lord), an anti-paladin can found or capture a **dark fortress** and become a scourge on the surrounding lands. When he does so, up to 1d4+1x10 0th level mercenaries and 1d6 anti-paladins of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. Anti-paladins' dark fortresses are otherwise identical to fighters' castles, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

Anti-Paladin Proficiency List: Alertness, Ambushing, Berserkergang, Blind Fighting, Combat Reflexes, Combat Trickery (force back, incapacitate, overrun, sunder), Command, Divine Blessing, Dungeon Bashing, Endurance, Fighting Style, Intimidation, Illusion Resistance, Kin-Slaying*, Knowledge (history), Leadership, Manual of Arms, Martial Training, Military Strategy, Mystic Aura, Profession (torturer), Riding, Running, Theology, Weapon Focus

*New proficiency described in Chapter 6.

Template:	Slayer
Proficiencies:	Berserkergang, Endurance
Starting Equipment:	Unholy symbol (black gauntlet with six arrows of Bel), barbed morning star, serrated two-handed sword, fire-blackened banded plate armor, blood-stained wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations, 12gp

Slayer Template: This pre-generated template represents a champion of Bel, the Slaughterprince. The template is ready for adventure. However, if your Anti-Paladin's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Anti-Paladin Level Progression

Experience	Title	Level	Hit Dice	Damage Bonus
0	Miscreant	1	1d6	+1
1,850	Despoiler	2	2d6	+1
3,700	Avenger	3	3d6	+2
7,400	Defiler	4	4d6	+2
14,800	Blackguard	5	5d6	+2
29,600	Destroyer	6	6d6	+3
60,000	Warduke	7	7d6	+3
120,000	Malefactor	8	8d6	+3
240,000	Malefactor Lord	9	9d6	+4
360,000	Malefactor Lord, 10th level	10	9d6+2*	+4
480,000	Malefactor Lord, 11th level	11	9d6+4*	+4
600,000	Malefactor Lord, 12th level	12	9d6+6*	+5
720,000	Malefactor Lord, 13th level	13	9d6+8*	+5
840,000	Dark Lord of Malefaction	14	9d6+10*	+5

**Hit point modifiers from constitution are ignored*

Anti-Paladin Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

BARBARIAN

Prime Requisite: STR and CON
Requirements: None
Hit Dice: 1d8
Maximum Level: 14



Barbarians are tough, hardy warriors from cultures outside of the civilized world. Some barbarians live on the edge of true savagery, while others hail from rich cultures with epic poetry and weapons of steel, but all share an outlander's mix of contempt and awe for the grand tapestry of civilization. In the Auran Empire, barbarians might be reavers from the bleak wastes of northern Jutland, fierce horse archers from Skysostan, or tribesmen from the Ivory Kingdom jungles of Keita, Munde, and Kushtu.

Whatever their background, barbarians are fierce and deadly combatants. At first level, barbarians hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *three* levels of experience (i.e. the same progression as fighters).

Barbarians increase their base damage roll from their choice of either missile *or* melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level. The barbarian must choose which type of attack will receive the damage bonus at 1st level, and may not change the choice as he advances (i.e. they may choose to be either melee or missile specialists).

Because barbarians lack the broad professional training of the fighter, they may only wear chain mail or lighter armor, and are limited to fighting with the traditional weapons and styles of their tribe. When a barbarian is created, select a region of origin for the character from the Barbarian Regional Origin table below, and note down the permitted weapons and fighting styles. The Judge may create other regions of origin for barbarians within his own campaign setting where necessary.

Depending on his region of origin, every barbarian also possesses a **natural proficiency** in a particular area. These are bonus proficiencies that do not count against the barbarian's normal selections. Barbarians from Jutland (or similar Scandinavian cultures) are skilled at **climbing** the sheer rock faces of their grim homeland. Barbarians from Skysostan (or related steppe nomads) are preternaturally **precise shots**. Barbarians from the Ivory Kingdoms (or other regions similar to Central Africa) are swift and tireless **runners**. The Barbarian Regional Origin table lists these proficiencies. The Judge may devise other natural proficiencies for other barbarian regions in his own setting.

Barbarians from every region possess **animal reflexes** that give them a +1 bonus to initiative and a +1 bonus to surprise rolls. As hunters and raiders by trade, barbarians are **naturally stealthy**, and opponents suffer a -1 penalty to surprise rolls when encountering them.

The healers and clerics of civilized lands are foreign to barbarians, who rely on their **savage resilience** to survive. When a barbarian is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. Barbarians also subtract their class level from the number of days of bed rest required to recover.

EXAMPLE: Sigwulf, a 4th level Barbarian with 16 CON and 24hp, is reduced to -7hp. When a friend treats his wounds, Sigwulf rolls on the Mortal Wounds table. He rolls 1d20 and 1d6 twice, and scores a modified 17/2 and an 11/6. An 11/6 results in the loss of 1d6 teeth, while 17/2 results in loss of genitals; the players opts for the 11/6 result and consigns 1d6 of Sigwulf's teeth to oblivion. Although normally 1 week's bed rest is required to recover from a result of 11 (critically wounded), this is reduced to just 3 days because of Sigwulf's class level.

While suspicious of magic in general, barbarians may use magic items usable by fighters.

When a barbarian reaches 5th level (Reaver), his **animal magnetism** begins to inspire those who follow him. Any henchmen and mercenaries hired by the barbarian gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with any modifiers from the barbarian's Charisma or proficiencies.

At 9th level (Warchief), a barbarian can build or claim a **chieftain's hall** and seek to rule on the strength of his axe. When the barbarian establishes his hall, 1d4+1x10 0th level mercenaries and 1d6 barbarians of 1st-3rd level seeking plunder and rapine will join his service. If hired, they must be paid standard rates for mercenaries. Barbarians' halls are otherwise identical to fighters' castles, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

Barbarian Proficiency List: Alertness, Ambushing, Armor Training*, Beast Friendship, Berserkergang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun, wrestling), Command, Endurance, Fighting Style, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

*New proficiencies described in Chapter 6.

Barbarian Level Progression

Experience	Title	Level	Hit Dice	Damage Bonus
0	Hunter	1	1d8	+1
2,600	Raider	2	2d8	+1
5,200	Marauder	3	3d8	+2
10,400	Plunderer	4	4d8	+2
20,800	Reaver	5	5d8	+2
41,600	Bloodletter	6	6d8	+3
85,000	Menace	7	7d8	+3
170,000	Scourge	8	8d8	+3
290,000	Warchief	9	9d8	+4
410,000	Warchief, 10th level	10	9d8+2*	+4
530,000	Warchief , 11th level	11	9d8+4*	+4
650,000	Warchief , 12th level	12	9d8+6*	+5
770,000	Warchief , 13th level	13	9d8+8*	+5
890,000	Great Chieftain	14	9d8+10*	+5

**Hit point modifiers from constitution are ignored*

Template:	Death Dealer
Proficiencies:	Ambushing, Survival, Climbing
Starting Equipment:	Two-handed iron sword, francisca, chain mail armor, wool tunic and pants, leather belt, low boots, silver arm-bands (25gp value), wineskin with strong ale, small sack, 50' rope, grappling hook, 2 weeks' iron rations, 1gp

Death Dealer Template: This pre-generated template represents a bloodthirsty death dealer from Jutland. The template is ready for adventure. However, if your barbarian's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Region	Natural Proficiency	Weapons Permitted	Fighting Styles Permitted
Jutland	Climbing	Battle axe, club, dagger, great axe, hand axe, shortbow, spear, sword, two-handed sword, war hammer	Weapon & shield, two-handed weapon
Skysostan	Precise Shooting	Composite bow, dagger, hand axe, javelin, lance, net, sling, short sword (scimitar), spear, whip	Weapon & shield, two weapons
Ivory Kingdoms	Running	Bola, club, dart, dagger, hand axe, javelin, net, shortbow, short sword, spear	Weapon & shield, two weapons

Barbarian Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

DWARVEN DELVER

Prime Requisite: DEX
Requirements: CON 9
Hit Dice: 1d6
Maximum Level: 11

Beyond the confined vaults where the dwarves live and work run labyrinthine caverns and winding tunnels stretching hundreds and perhaps thousands of miles under the earth. Even the most exhaustive of dwarven maps has charted only a fraction of these tunnels, and most have never been trod by dwarven boots. The dwarven delver is one of the brave few dwarves that explore and map these sepulchral lands, so far from the warm forges of home. Confronted by the perils of cave-ins, beastmen, and dark threats unknown to the light of day, few delvers survive their first expedition. This only adds to the renown of those who do, attracting a new generation of foolhardy young dwarves to the perils of the darkness below.



Dwarven delvers are able combatants. Like thieves, they advance in attack throws and saving throws by two points every *four* levels of experience. At first level, delvers hit an unarmored foe (AC 0) with an attack throw of 10+. They may fight wielding a weapon in either hand or a wielding a weapon two-handed, but cannot use shields. Valuing mobility and stealth over the false security of heavy armor, delvers wear only leather armor or lighter. They are trained to fight with all missile weapons and all axes, hammers, flails, and maces. They may use any magic item usable by thieves.

Dwarven delvers have several skills in common with the class of thieves, although these skills are not commonly employed for criminal enterprises. Because dwarven delvers prefer to evade foes where possible, they learn to **hide in shadows** and **move silently**. Chasms, sinkholes, and chimneys abound in the subterranean world, so every delver also learns **climb walls**. Decades of training in lightless environments teach delvers to **hear noises** that others miss. Subterranean dwellers are notorious for creating deadfalls, pits, and snares to capture or kill unwary trespassers, so dwarven delvers become expert at **finding traps**. (Unlike thieves, delvers generally avoid or bypass traps, and have no skill at disarming them.) Finally, a dwarven delver who catches an opponent unaware of his presence, either by surprise or by moving silently and/or hiding in shadows, may **backstab**. When backstabbing, the delver receives an attack bonus of +4 and, if successful, deals additional damage for every four levels he has attained. The Dwarven Delver Level Progression table shows the target values by level for their thief skills.

By necessity, all dwarven delver are **expert cavers**, able to keep maps in their heads of where they are when exploring underground caves, cavern complexes, and rivers. On a proficiency throw of 9+, a delver will be able to automatically know the route he has taken to get where he is, if he was conscious at the time.

Dwarven delvers gain a +1 bonus on all surprise rolls when underground due to **sensitivity to the rock and stone** around them.

When underground a delver can **detect false walls**, **hidden construction**, or **sloped passages** with a proficiency throw of 14+ on 1d20, if actively searching.

Like all dwarves, delvers are **hardy people**. The target values for all their saving throws versus Blast/Breath are reduced by 3, while the target values for all their other saving throws are reduced by 4. These adjustments are already factored into the saving throws on the Dwarven Delver Attack and Saving Throws table below. Dwarven delvers will speak the Common and Dwarvish tongue and, because of their frequent interaction underground with these monsters, will also speak Goblin, Gnome, and Kobold.

When a dwarven delver reaches 9th level (Dwarven Pioneer), his reputation is such that he can attract dwarves from far and wide by constructing a new underground **vault** in an unsettled region. Dwarves usually live in clans, so dwarves of the character's clan will be the first to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A total of 3d6x10 1st level NPCs of the same race will move in to help maintain and defend the vault at no cost to the character. A dwarven delver is expected to employ only soldiers of dwarven descent, but may hire members of other races for other tasks. A delver's vault follows all the rules for dwarven vaults detailed in the **Dwarven Vaults** section of Chapter 7 of *ACKS*.

Dwarven Delver Proficiency List: Acrobatics, Alertness, Blind-Fighting, Cat Burglary, Combat Reflexes, Combat Trickery (disarm, knock down), Contortionism, Dungeon Bashing, Engineering, Fighting Style, Goblin-Slaying, Illusion Resistance, Mapping, Mountaineering, Navigation, Precise Shooting, Running, Siege Engineering, Signaling, Skirmishing, Skulking, Sniping, Survival, Swashbuckling, Tracking, Trap Finding, Trapping, Vermin Slaying*, Weapon Finesse, Weapon Focus

*New proficiencies described in Chapter 6.

Template:	Tunnel Runner
Proficiencies:	Running, Mapping
Starting Equipment:	Crossbow, case with 20 bolts, 10' pole, battle axe, 2 hand axes, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large sacks, 50' rope, tinderbox, lantern, small hammer, 12 iron spikes, 2 flasks of military oil, wineskin, 2 weeks' iron rations, 1gp

Tunnel Runner Template: This pre-generated template represents a highly mobile dwarven tunnel runner, skilled at scouting and maneuver in the underdark. The template is ready for adventure. However, if your delver's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Dwarven Delver Level Progression

Experience	Title	Level	Hit Dice	Hide in Shadows	Move Silently	Climb Walls	Find Traps	Hear Noises	Back Stab
0	Dwarven Caver	1	1d6	17+	15+	4+	14+	12+	x2
2,000	Dwarven Tunneler	2	2d6	16+	14+	3+	14+	11+	x2
4,000	Dwarven Excavator	3	3d6	15+	13+	3+	14+	10+	x2
8,000	Dwarven Undertrekker	4	4d6	14+	12+	2+	13+	9+	x2
16,000	Dwarven Spelunker	5	5d6	13+	11+	2+	12+	8+	x3
32,000	Dwarven Expeditionary	6	6d6	12+	10+	2+	11+	7+	x3
65,000	Dwarven Pathfinder	7	7d6	10+	8+	1+	9+	5+	x3
130,000	Dwarven Delver	8	8d6	8+	6+	1+	7+	4+	x3
260,000	Dwarven Pioneer	9	9d6	6+	4+	1+	5+	3+	x4
390,000	Dwarven Pioneer, 10th level	10	9d6+3*	4+	2+	1+	3+	2+	x4
520,000	Dwarven Pioneer, 11th level	11	9d6+6*	2+	1+	1+	1+	1+	x4

**Hit point modifiers from constitution are ignored*

Dwarven Delver Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	9+	9+	13+	10+	11+	10+
3-4	8+	8+	12+	9+	10+	9+
5-6	7+	7+	11+	8+	9+	8+
7-8	6+	6+	10+	7+	8+	7+
9-10	5+	5+	9+	6+	7+	6+
11	4+	4+	8+	5+	6+	5+



DWARVEN FURY

Prime Requisite:	**STR**
Requirements:	**CON 9**
Hit Dice:	**1d8**
Maximum Level:	**13**

As the numbers of their race have dwindled in the face of constant warfare, more and more the dwarves have been forced to rely on the machinists' arts, using war machines of steam and brass to defend their vaults. Some dwarves, however, have rejected this mechanization of warfare and returned to an older tradition of runic magic and savage combat. Instantly recognizable by the magical tattoos that scar their skin, these dwarves are known as furies. It is said that once the fury grips a dwarf, his destiny is to die with axe in hand, and the only question is how many beastman corpses will surround his own on the final day.

Dwarven furies are held in a mixture of awe and contempt by their clans, and with more than a little fear. They, in turn, vehemently disagree with the defensive mindset of the vaults. Many furies become adventures in order to better carry the fight to their enemy.

Dwarven furies excel at combat. At first level, furies hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *three* levels of experience (i.e. the same progression as fighters). They increase their base damage roll from all attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level.

Dwarven furies fight with a narrow selection of traditional dwarven weapons, including any axes, flails, hammers, maces, and war hammers. They are trained to fight wielding a weapon and shield, wielding a weapon two-handed, and wielding a weapon in each hand.

Dwarven furies eschew the use of armor entirely, however, relying on their aggression and **flesh-runes** to protect them. Intricate glyphs tattooed into the naked flesh of the dwarf, the flesh-runes give the dwarf's skin the suppleness of leather and the toughness of iron. At 1st level, a dwarven fury's flesh-runes give him a +2 bonus to AC and decrease the damage from any non-magical attacks by 1 point per die. At 7th level (Dwarven Scourge), this protection increases to +4 AC and 2 points per die. At 13th level (Dwarven Avenger), the flesh-runes provide a bonus of +6 AC (equivalent to plate armor!) and decrease damage from non-magical attacks by 3 points per die.

EXAMPLE: Khadik is a 7th level dwarven fury with 13 DEX. His AC is 5 (+4 from his flesh-runes and +1 from his DEX). He is struck by an ogre, dealing 2d6 damage. The damage roll is a 3 and a 5, but Khadik reduces the damage from non-magical attacks by 2 points per die, so he takes 1 and 3. Khadik therefore only takes 4 damage from the ogre.

The damage reduction is applied per die. Damage can be reduced to 0, but not less than 0, on each die. The AC bonus from flesh-runes stacks with **potions of invulnerability**, **rings of protection**, and similar effects, but does not stack with armor. Attacks from monsters of 5 HD or more are considered magical attacks due to the monster's ferocity.

At will, dwarven furies can enter into the **fighting fury** from which they derive their name. While furious, the dwarven fury gains a +2 bonus to damage rolls and becomes immune to fear.

However, the character cannot retreat from combat. Once it has begun, a fighting fury cannot be ended until combat ends.

Similarly to barbarians, dwarven furies enjoy **savage resilience**. When a dwarven fury is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. Dwarven furies also subtract their class level from the number of days of bed rest required to recover.

Like all dwarves, furies are **hardy people**. The target values for all their saving throws versus Blast/Breath are reduced by 3, while the target values for all their other saving throws are reduced by 4. These adjustments are already factored into the saving throws on the Dwarven Fury Attack and Saving Throws table below. Dwarven furies will speak the Common and Dwarvish tongue and, because of their frequent interaction underground with these monsters, will also speak Goblin, Gnome, and Kobold.

When a dwarven fury reaches 9th level (Dwarven Avenger), his grim determination and relentless nature can attract dwarves from far and wide. To do so, he must construct his own underground **vault**. Dwarves usually live in clans, so dwarves of the character's clan will be the first to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A total of 3d6x10 1st level NPCs of the same race will move in to help maintain and defend the vault at no cost to the character. A dwarven ruler is expected to employ only soldiers of dwarven descent, but may hire members of other races for other tasks. A fury's vault follows all the rules for dwarven vaults detailed in the **Dwarven Vaults** section of Chapter 7 of *ACKS*.

Dwarven Fury Proficiency List: Alertness, Blind Fighting, Caving, Combat Reflexes, Combat Trickery (force back, knock down, overrun, sunder, wrestle), Command, Craft, Dungeon Bashing, Dwarven Brewing, Endurance, Engineering, Fighting Style, Gambling, Goblin-Slaying, Illusion Resistance, Intimidation, Land Surveying, Leadership, Manual of Arms, Mapping, Military Strategy, Mountaineering, Siege Engineering, Vermin-Slaying*, Weapon Focus

*New proficiency described in Chapter 6.

Template:	Tempest
Proficiencies:	Fighting Style (two weapons), Endurance
Starting Equipment:	Pair of battle axes notched with many kills, 2 hand axes, military cloak, wool tunic and pants, leather belt, low boots, backpack, tinder box, 12 torches, 2 flasks of military oil, 2 weeks' iron rations, 43gp

Tempest Template: This pre-generated template represents a dual-wielding fury who mows down foes in a storm of steel. The template is ready for adventure. However, if your dwarven fury's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Dwarven Fury Level Progression

Experience	Title	Level	Hit Dice	Damage Bonus	AC Bonus	Damage Reduction
0	Dwarven Grudgebearer	1	1d8	+1	+2	1
3,100	Dwarven Punisher	2	2d8	+1	+2	1
6,200	Dwarven Repriser	3	3d8	+2	+2	1
12,400	Dwarven Vindicator	4	4d8	+2	+2	1
24,800	Dwarven Retaliator	5	5d8	+2	+2	1
49,600	Dwarven Castigator	6	6d8	+3	+2	1
100,000	Dwarven Scourge	7	7d8	+3	+4	2
200,000	Dwarven Fury	8	8d8	+3	+4	2
330,000	Dwarven Avenger	9	9d8	+4	+4	2
460,000	Dwarven Avenger, 10th level	10	9d8+3*	+4	+4	2
590,000	Dwarven Avenger, 11th level	11	9d8+6*	+4	+4	2
720,000	Dwarven Avenger, 12th level	12	9d8+9*	+5	+4	2
850,000	Dwarven Avenger, 13th level	13	9d8+12*	+5	+6	3

**Hit point modifiers from constitution are ignored*

Dwarven Fury Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	11+	10+	13+	12+	13+	10+
2-3	10+	9+	12+	11+	12+	9+
4	9+	8+	11+	10+	11+	8+
5-6	8+	7+	10+	9+	10+	7+
7	7+	6+	9+	8+	9+	6+
8-9	6+	5+	8+	7+	8+	5+
10	5+	4+	7+	6+	7+	4+
11-12	4+	3+	6+	5+	6+	3+
13	3+	2+	5+	4+	5+	2+

DWARVEN MACHINIST

Prime Requisite: INT and DEX
Requirements: CON 9
Hit Dice: 1d6
Maximum Level: 10



While all dwarves share a predilection for mechanical devices, in some dwarves this predilection is honed to an obsession. Dwarven machinists work wonders with wood, metal, steam, and fire, crafting marvelous machines that move on their own, lift great weights, and even fight their race's foes.

The reasons why machinists leave the safety of the dwarven vaults to become adventurers are varied. Some evil machinists are exiled for using their vaults as personal laboratories for their capricious creations. At the other extreme, some machinists use their devices to protect and serve the causes of Law where it is most threatened. But most adventuring machinists are merely enterprising sorts who seek to acquire resources, test experimental machines, and recover lost devices.

Relative to the renowned vaultguards of their race, dwarven machinists are only mediocre combatants. At first level, machinists hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *four* levels of experience (i.e. the same as thieves). They may fight wielding a weapon and shield or a wielding a weapon two-handed, but cannot dual wield. Machinists may wear chain mail or lighter armor, but wield only a small range of weapons, including the arbalest, crossbow, dagger, hand axe, mace, and war hammer. They may use any magic item usable by thieves.

It is not in combat, but in the construction and engineering of mechanical devices, that the true mastery of the dwarven machinist becomes evident.

At 1st level, every dwarven machinist is already a master craftsman in a particular type of mechanical craft, such as armor-making, clock-making, jewelling, weaponsmithing, etc. With access to craftsman's tools, the character can produce 40gp worth of items per month, and supervise 2 journeymen and 3 apprentices in his craft. When examining works of his craft, the dwarven machinist can identify masterwork items, rare materials, and famous artisans with a proficiency throw of 9+ on 1d20. Their **attention to detail** gives dwarven machinists a +3 bonus on proficiency rolls for other proficiencies they learn as well. (This bonus has already been factored in to the machinist's class abilities.)

Regardless of their particular craft, all machinists are able to **open locks** and **find/remove traps** in the same manner as thieves, but doing so with a superior rate of success due to their attention to detail. Use the target values for these skills shown on the Dwarven Machinist Level Progression table, but otherwise apply all of the normal rules for these tasks (i.e. thieves' tools are required and only one attempt is permitted per level). Note that a 1st level machinist will have a minimum chance of detecting traps of 14+ due to his default racial ability (described below), but will remove traps with a throw of 15+.

The most precious and valued secret of the dwarven machinist is his ability to **design, build, and repair automatons**. Automatons are machines similar to magical constructs, but using clockwork, steam engines, gears, and valves in place of dweomercraft.

Designing Automatons: Dwarven machinists may design new automatons. A successful design creates a **blueprint** that can guide their own or another machinist's building process. The power of an automaton is measured by its Hit Dice and number of special abilities. Automatons must have a minimum of ½ HD. The machinist is limited to designing automatons with HD no more than twice his class level. Automatons may be designed with any number of special abilities up to the machinist's class level.

Automatons have a default Armor Class equal to ½ their Hit Dice (rounded down). Increasing AC by two points counts as a special ability. Most automatons are immune to poison, gas, **charm**, **hold**, and **sleep** spells. These collectively count as one special ability. The automaton can be given additional immunities,

such as immunity to fire, with each extra immunity counting as another special ability. Unlike constructs, automatons cannot be made immune to non-magical weapons. By default, automatons are mindless drones, simply following instructions in the same manner as a golem or animated undead. Some automatons actually require an operator; these are effectively equipment or vehicles, unable to act independently at all. If the automaton only functions with an operator, it may be treated as if it had one *less* special ability (to a minimum of zero; an automaton may not have 'negative' abilities).

By default, automatons have an exploration movement rate of 60'. The automaton may be designed to move faster if desired; each doubling of movement rate count as a special ability, to a maximum of 480'. If the automaton cannot move under its own power, it may be treated as if it had one *less* ability (to a minimum of zero). Movement is normally over land, via wheels, legs, or other mechanism. The automaton may be designed to burrow, climb, fly, and/or swim, but each of these counts as a special ability. If an automaton can hover while flying, it counts as 2 special abilities.

An automaton which requires an operator but moves under its own power must be built to carry at least one passenger (the operator). Adding the ability for the automaton to carry one passenger counts as one special ability; each doubling of passenger capacity counts as another special ability. Passengers are assumed to be carried in the open, as if mounted on an animal. The automaton may carry its passengers in a protected compartment, but this counts as an additional special ability. Characters in a protected compartment receive the AC of the automaton, or a +4 bonus to their own AC, whichever is better.

Automatons normally have from one to four attacks per round. Their attacks may inflict up to three times their HD in maximum damage per round. For example, a 4 HD automaton may inflict up to 12 points of damage per round. This damage may be divided among all their attacks as desired. Any special attacks or powers count as special abilities. An attack may be given a range of 10' per point of maximum damage, but this counts as a special ability. An automaton that has no attacks at all may be treated as if it had one *less* special ability (minimum of zero).

An automaton's default weight is its Hit Dice squared x 10 stone. For instance, a ½ HD automaton will weigh 2.5 stone (25lb) while a 4 HD automaton will weigh 160 stone (1,600lb). Each doubling or halving of weight counts as a special ability. An automaton's carrying capacity is equal to ½ its weight. Passengers, if any, count against this carrying capacity.

Designing an automaton requires 2,000gp per Hit Die of the automaton, plus an additional 5,000gp for each special ability the automaton possesses. The design process takes one week, plus one day per 1,000gp of cost. Designing an automaton requires a proficiency throw against the target value listed on the Dwarven Machinist Level Progression table. The target value for this throw is increased by +1 for every 5,000gp of automaton cost.

To design an automaton, the dwarven machinist must have access to a research library at least equal in value to the cost of the automaton throughout the design process. For every 10,000gp of value above the minimum required for the automaton, the machinist receives a +1 bonus on his proficiency throw. A successful design creates a blueprint that the machinist can use to build the automaton (described below).

EXAMPLE: Grimm, a 5th level dwarven machinist, wants to design a flying automaton, an ornithopter. He chooses to design it with only 2 HD, although the maximum permitted for his level is 10 HD. This gives the automaton a base cost of (2,000gp x 2) 4,000gp. At 2 HD, it has a default AC of 1. He assigns it standard automaton immunities, which counts as one special ability. Its default movement rate is 60', but he increases this to 120' (one special ability) with flying (one special ability). He adds the ability for his automaton to carry one passenger (one special ability). The automaton can inflict a maximum of 6 damage per round, but Grimm decides to forgo giving his automaton any attacks, which means his automaton will count as having one less special ability. To keep his automaton affordable, he requires it to have an operator, again meaning the automaton will count as having one less special ability. His automaton has a total of (1+1+1+1-1-1) 2 special abilities.

The cost to design the automaton with its special abilities is (4,000gp + 5,000gp x 2) 14,000gp. It will take 21 days to design the construct (1 week + 14,000/1,000). The proficiency throw value to design the ornithopter is 12+ (base 10+ plus 14,000/5,000). Grimm will need to seek out a research library worth at least 14,000gp to complete the design, and can gain a bonus to his throw if the library is of great worth.

When designed, the ornithopter has the following characteristics: AC 1, Move 120' flying, HD 2, # AT -, Dmg -; immune to poison, gas, charm, hold, sleep; carry one passenger; requires operator; weight 40 stone (400 lbs); carrying capacity 20 stone.

Building Automatons: Building an automaton requires 2,000gp per Hit Die of the automaton, plus an additional 5,000gp for each special ability the automaton possesses. The machinist is limited to creating automatons with HD no more than twice his class level and with a number of special abilities no greater than his class level. The machinist must have either a blueprint or a sample of the type of automaton he wishes to create. Blueprints can be found as treasure in rare manuals, or developed by the machinists (as described above). The remains of an automaton destroyed in battle can serve as a sample.

The construction takes one week, plus one day per 1,000gp of cost. Building an automaton requires a proficiency throw against the target value listed on the Dwarven Machinist Level Progression table. The target value for this throw is increased by +1 for every 5,000gp of automaton cost.

To build an automaton, the machinist must have access to a workshop at least equal in value to the cost of the automaton throughout the construction. For every 10,000gp of value above the minimum required for the automaton, the machinist receives a +1 bonus on his proficiency throw. For every 10,000gp of quality materials (precious metals, specially treated woods, etc.) added to the construction process, the machinist receives a +1 bonus on his proficiency throw. A machinist may not spend more on quality materials than the base cost of the automaton.

EXAMPLE: Ravik, a 7th level dwarven machinist, finds the wrecked remains of Grimm's ornithopter. He uses this as a sample to build an ornithopter of his own. The cost to construct the ornithopter is (2,000gp x 2) + (5,000gp x 2) 14,000gp, and the time required is (7 + 14,000gp/1,000) 21 days. Ravik's proficiency throw to build the ornithopter is 10+ (8+ base plus

14,000/5,000). Being quite wealthy, Ravik has a workshop worth 35,000gp. This gives him a +2 bonus on his proficiency throw (35,000 – 14,000)/(10,000). He decides to lavish 10,000gp on rare hardwood for the construction, gaining an additional +1. Ravik will be able to construct the ornithopter on a roll of 7+.

Repairing Automatons: Being machines, automatons do not heal naturally and cannot be magically cured. However, the dwarven machinist can repair his class level of damage with a successful proficiency throw. Performing repairs takes one hour. An automaton reduced to 0hp or less is destroyed and cannot be repaired.

When a dwarven machinist reaches 9th level (Master Machinist), he can establish a **manufactory** and begin training apprentices. He will then attract 1d6 apprentice machinists of 1st-3rd level plus 2d6 dwarves seeking to become machinists. Their Intelligence and Dexterity scores will be above average, but many will find they lack the talent and quit after 1d6 months. Apprentices function like assistants in magical research (see *ACKS* p. 119). While in the dwarven machinist's service, apprentices must be provided food and lodging, but need not be paid wages. If the dwarven machinist builds a **dungeon** beneath or near his manufactory, monsters will start to arrive to dwell within. These are often used to test new automatons. Machinists' manufactories are otherwise identical to mages' sanctums, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

Like other dwarves, machinists gain a +1 bonus to surprise rolls when underground due to **sensitivity to the rock and stone** around them. Because of their experience underground, dwarves may **detect traps**, false walls, hidden construction, or sloped passages with a proficiency throw of 14+ on 1d20. Dwarves must be actively searching for these abilities to function.

As dwarves, machinists are particularly **hardy**. The target values for all their saving throws versus Blast/Breath are reduced by 3, while the target values for all their other saving throws are reduced by 4. These adjustments are already factored into the saving throws on the Dwarven Machinist Attack and Saving Throws table below. Dwarven machinists will speak the Common and Dwarvish tongue and, because of their frequent interaction underground with these monsters, dwarves can also speak Goblin, Gnome, and Kobold.

Dwarven Machinist Proficiency List: Alchemy, Armor Training*, Art, Bargaining, Caving, Craft, Dungeon Bashing, Dwarven Brewing, Engineering, Illusion Resistance, Inventing,* Jury-Rigging,* Knowledge, Lockpicking, Loremastery, Magical Engineering, Mapping, Martial Training, Mechanical Engineering*, Military Strategy, Navigation, Personal Automaton*, Precise Shooting, Riding, Scavenging*, Seafaring, Siege Engineering, Signaling, Tinkering*, Trap Finding, Trapping, Weapon Finesse

*New proficiencies described in Chapter 6.

Template:	Engineer
Proficiencies:	Tinkering, Engineering, Craft (stonemasonry) 3
Starting Equipment:	War hammer, steel shield, chain mail armor, workman's apron, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, crowbar, small hammer, 12 iron spikes, machinist's tools, stonemason's tools, 1 week's iron rations, 1gp

Engineer Template: This pre-generated template represents a resourceful engineer and architect. The template is ready for adventure. However, if your dwarven machinist's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Dwarven Machinist Level Progression

Experience	Title	Level	Hit Dice	Open Locks	Find/ Remove Traps	Design/ Build/ Repair Automaton
0	Dwarven Apprentice	1	1d6	15+	15+	14+
2,300	Dwarven Mechanic	2	2d6	14+	14+	13+
4,600	Dwarven Shaper	3	3d6	13+	13+	12+
9,200	Dwarven Forger	4	4d6	12+	12+	11+
18,400	Dwarven Maker	5	5d6	11+	11+	10+
36,800	Dwarven Engineer	6	6d6	9+	10+	9+
75,000	Dwarven Artificer	7	7d6	7+	8+	8+
150,000	Dwarven Machinist	8	8d6	5+	6+	7+
280,000	Dwarven Master Machinist	9	9d6	3+	4+	6+
410,000	Dwarven Master Machinist, 10th level	10	9d6+3*	1+	2+	5+

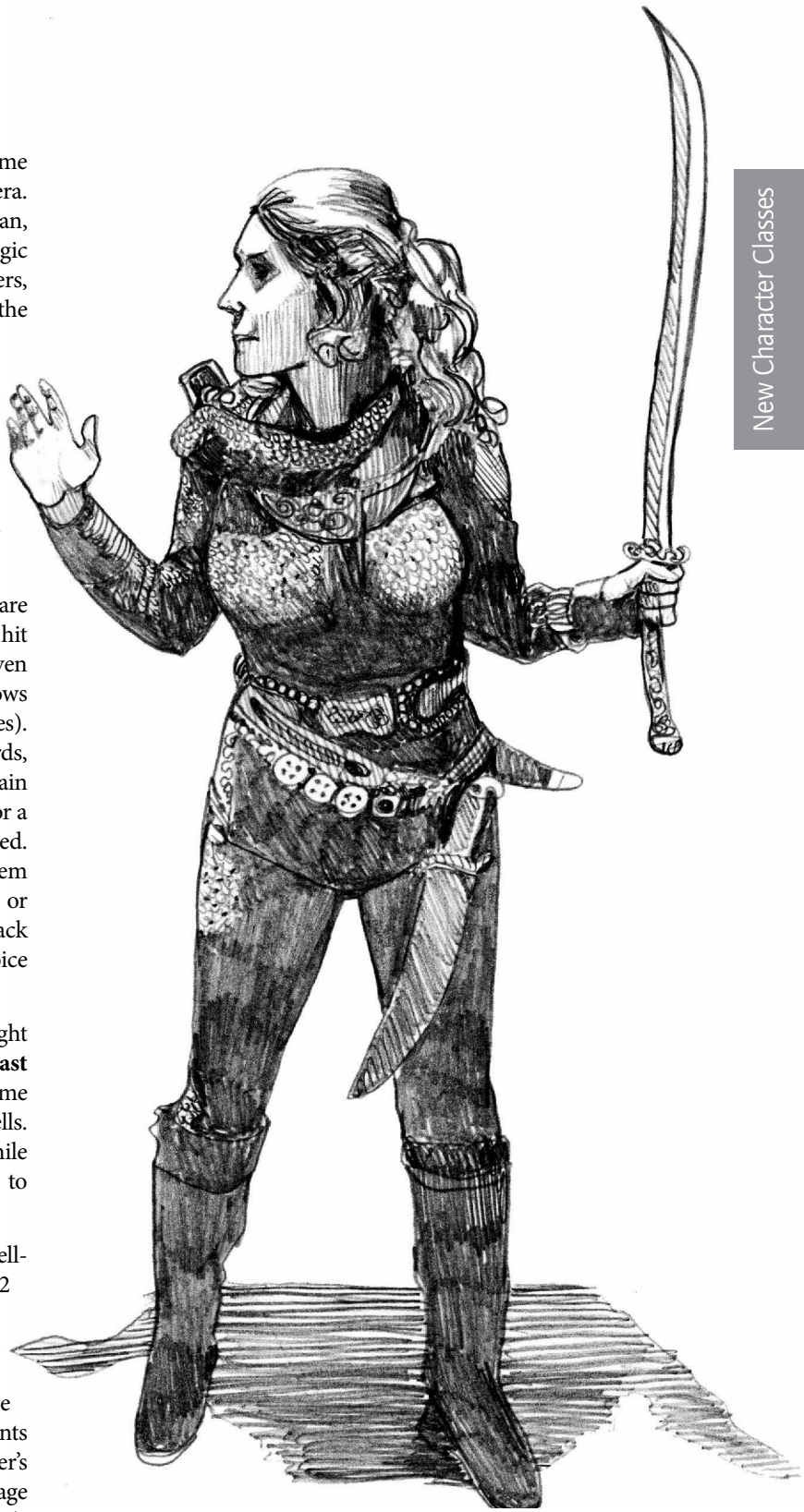
**Hit point modifiers from constitution are ignored*

Dwarven Machinist Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	9+	9+	13+	10+	11+	10+
3-4	8+	8+	12+	9+	10+	9+
5-6	7+	7+	11+	8+	9+	8+
7-8	6+	6+	10+	7+	8+	7+
9-10	5+	5+	9+	6+	7+	6+
11	4+	4+	8+	5+	6+	5+

ELVEN COURTIER

Prime Requisite: INT and CHA
Requirements: INT 9
Hit Dice: 1d6
Maximum Level: 12



Among the elves of Northern Argollë, there yet remain some noble families that can trace their lineage to the Imperial era. These highborn elves spend their days at the courts of Aodhan, engaging in intricate duels of etiquette, swordplay and magic against rival families. Few care to look beyond their borders, likening man's dominance over the Ammas Aurë region to the darkening sunset at the end of a glorious day.

From time to time, one of these elven courtiers is possessed with more than the usual allocation of ambition and vigor, and sets out from sylvan Aodhan to seek glory and gold in the world of men. Few return to their woodland demesne, yet enough succeed to fill the history books with new annals of elven glory. The elven courtier class represents one of these bold scions.

Though not specialized in fighting, elven courtiers are comfortable with weapons. At first level, elven courtiers hit an unarmored foe (AC 0) with an attack throw of 10+. Elven courtiers thereafter advance in attack throws and saving throws by two points every *four* levels of experience (i.e. as thieves). Elven courtiers are trained to fight with swords, shortswords, daggers, composite bows, spears, and lances, and to wear chain mail or lighter armor. They may wield a weapon and shield or a weapon in each hand, but may not wield a weapon two-handed. All courtiers receive **classical weapons training** giving them a bonus of +1 to attack throws with their choice of melee or missile attacks. The courtier must choose which type of attack will receive the bonus at 1st level, and may not change the choice as he advances.

As patricians of their race, elven courtiers are of course taught the arcane arts, but it is not their focus. **Elven courtiers cast arcane spells** as mages of one-half their level, using the same spell list and the same rules for learning and casting spells. Unlike (human) mages, elven courtiers can also cast spells while wearing armor. They can use any magical items available to mages or thieves.

As befits their noble upbringing, elven courtiers are well-schooled in **diplomacy and protocol**. They receive a +2 bonus on all reaction rolls when they attempt to parley with intelligent creatures (as per the Diplomacy proficiency). This same upbringing gives them the leadership skills and self-confidence to **inspire courage** in their allies, in the same manner as bards. Inspiring courage requires a few moments of oration before a battle (one round), and grants the courtier's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical **fear**. The bonus lasts for 10 minutes (1 turn). A courtier can inspire courage in any given character once per day per class level. (Even the most inspiring epic gets old if you hear it twice in the same day.) A courtier cannot inspire courage on characters who are already engaged in combat.

From childhood, courtiers are taught to either **sing, recite poetry**, or **play a group of instruments** in a skilled manner. The courtier chooses the type of performance that his character knows. He may take the Perform proficiency to learn other types of performances.

Such training lays the ground work for courtiers to **work magic with their song and poetry**. At will, the character can conduct a performance that can serenade creatures with a potential prurient interest (as a **charm person** spell) or quiet savage beasts (as a **sleep** spell, but it only functions on ordinary and giant animals of 4 HD or less). These abilities require one minute (6 rounds) of performance and may not be used if combat has already begun.

Like other elves, courtiers gain a +1 bonus to surprise rolls when in the wilderness due to their **attunement to nature**. Elves have **keen eyes** that allow them to detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection. Because of their **connection to nature**, elves are completely unaffected by the paralysis ghouls can inflict, and the target values for all their saving throws versus Petrification/Paralysis and Spells are reduced by 1. Elves can speak the Common, Elven, Gnoll, Hobgoblin, and Orc languages.

When an elven courtier reaches 9th level (Lord), he is expected to establish a **fastness** in a natural setting, such as a forest or glen, to further his family's lineage. A total of 3d6x10 1st level elven NPCs will move in to help with it and defend the fastness at no cost to the character. A courtier's elven fastness follows all the rules for elven fastnesses detailed in the **Elven Fastnesses** section of Chapter 7 of *ACKS*.

When an elven courtier reaches 10th level, he may begin to research spells, scribe magical scrolls, and brew potions.

Elven Courtier Proficiency List: Beast Friendship, Bribery, Combat Trickery (Disarm, Sunder), Command, Eavesdropping, Familiar, Fighting Style, Healing, Knowledge (political history), Laying on Hands, Leadership, Loremastery, Magical Engineering, Military Strategy, Mystic Aura, Naturalism, Passing Without Trace, Performance, Precise Shooting, Prestidigitation, Profession (seneschal), Quiet Magic, Riding, Sensing Power, Skirmishing, Swashbuckling, Unflappable Casting, Wakefulness, Weapon Finesse, Weapon Focus

Template:	**Scion**
Proficiencies:	Command, Military Strategy
Starting Equipment:	Gracefully curved sword, light steel shield with Argollëan house crest, well-made chain mail armor, sapphire blue cloak embroidered with teal leaves, armiger's tunic and pants, high boots, backpack, 1 week's iron rations, 30gp

Scion Template: This pre-generated template represents a scion of a warrior house. The template is ready for adventure. However, if your courtier's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like.

Elven Courtier Level Progression				Spell Progression		
Experience	**Title**	**Level**	**Hit Dice**	**1**	**2**	**3**
0	Attendant	1	1d6	-	-	-
2,600	Courtier	2	2d6	1	-	-
5,200	Aristocrat	3	3d6	2	-	-
10,400	Noble	4	4d6	2	-	-
20,800	Exemplar	5	5d6	2	1	-
41,600	Patrician	6	6d6	2	1	-
85,000	Dignitary	7	7d6	2	2	-
170,000	Consul	8	8d6	2	2	-
370,000	Lord	9	9d6	2	2	1
520,000	Lord, 10th level	10	9d6+1*	2	2	1
670,000	Lord, 11th level	11	9d6+2*	2	2	2
820,000	Lord, 12th level	12	9d6+3*	2	2	2

**Hit point modifiers from constitution are ignored*

Elven Courtier Attack and Saving Throws						
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**	**Attack Throw**
1-2	12+	13+	16+	14+	14+	10+
3-4	11+	12+	15+	13+	13+	9+
5-6	10+	11+	14+	12+	12+	8+
7-8	9+	10+	13+	11+	11+	7+
9-10	8+	9+	12+	10+	10+	6+
11-12	7+	8+	11+	9+	9+	5+

ELVEN ENCHANTER

Prime Requisite: INT and CHA
Requirements: INT 9
Hit Dice: 1d4
Maximum Level: 12

Human legend paints the elves as bewitching and glamorous, yet tricky and untrustworthy. This reputation is not entirely undeserved, for the favorite dweomers of the elves are charms and illusions. The elven enchanter is a specialist in such glamours, one who can weave subtle marvels of light and sound, torment the senses with phantasms and figments, and confound the minds of the easily influenced. Elven enchanters might be called to adventure by a desire to experience awe and terror, a quest for rare and forgotten magic, or merely the lure of opulence.

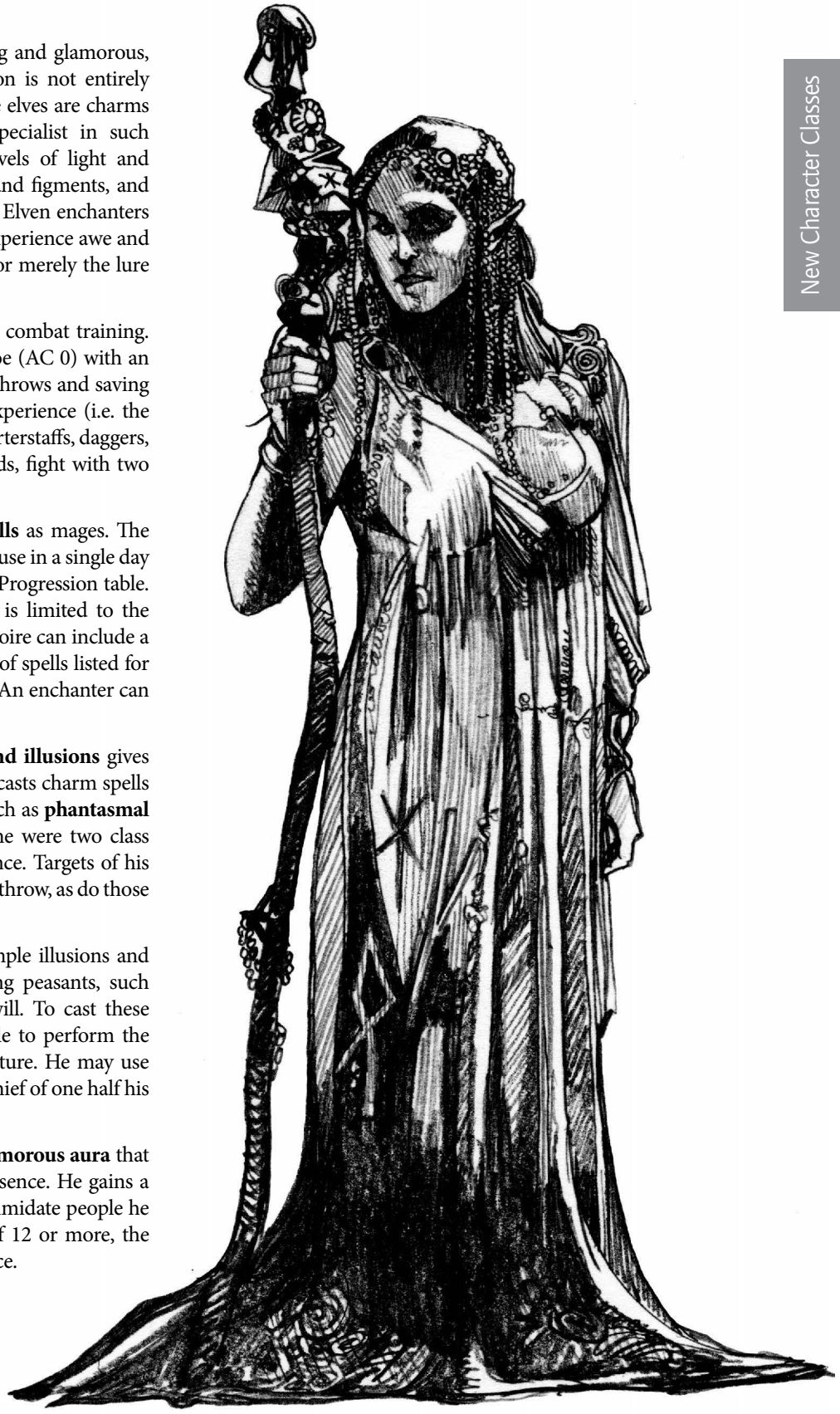
Like mages, elven enchanters receive limited combat training. At first level, enchanters hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws only two points every *six* levels of experience (i.e. the same as mages). They may only fight with quarterstaffs, daggers, darts, or slings. They are unable to use shields, fight with two weapons, or wear any kind of armor.

Elven enchanters **learn and cast arcane spells** as mages. The number and levels of spells the enchanter can use in a single day is summarized on the Elven Enchanter Spell Progression table. Like a mage, the enchanter's spell selection is limited to the spells in his **repertoire**. An enchanter's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. An enchanter can use any magic items usable by mages.

The elven enchanter's **mastery of charms and illusions** gives him several advantages. When the character casts charm spells (such as **charm person**) or illusion spells (such as **phantasmal force**), the spell effects are calculated as if he were two class levels higher than his actual level of experience. Targets of his charm spells suffer a -2 penalty to their saving throw, as do those who attempt to disbelieve his illusions.

All enchanters can magically accomplish simple illusions and sleight of hand tricks suitable for impressing peasants, such as lighting a candle or shuffling cards, at will. To cast these **prestidigitations**, the enchanter must be able to perform the task physically, and be free to speak and gesture. He may use magical sleight-of-hand to pick pockets as a thief of one half his class level.

Every elven enchanter is able to project a **glamorous aura** that awes, bedazzles and seduces those in his presence. He gains a +2 bonus to reaction rolls to impress and intimidate people he encounters. If this bonus results in a total of 12 or more, the subjects act as if **charmed** while in his presence.



Like other elves, the enchanter gains a +1 bonus to surprise rolls when in the wilderness due to their **attunement to nature**. Elves have **keen eyes** that allow them to detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection. Because of their **connection to nature**, elves are completely unaffected by the paralysis ghouls can inflict, and the target values for all their saving throws versus Petrification/Paralysis and Spells are reduced by 1. Elves can speak the Common, Elven, Gnoll, Hobgoblin, and Orc languages.

When an elven enchanter reaches 5th level (Spellbinder), he may begin to research spells, scribe magical scrolls, and brew potions. When an elven enchanter reaches 9th level (Enchanter), he is able to create more powerful magic items such as weapons, rings, and staffs.

An elven enchanter may also build a **sanctum**, often a great tower, when he reaches 9th level. He will then attract 1d6 apprentices of 1st-3rd level plus 2d6 elves seeking to become enchanters. Their Intelligence scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the elven enchanter's service, apprentices must be provided food and lodging, but need not be paid wages. If the elven enchanter builds a **dungeon** beneath or near his tower, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

At 11th level, an elven enchanter may learn and cast ritual arcane spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, the enchanter may create necromantic servants and become undead, though such a choice is understandably rarer among the ageless elves.

Elven Enchanter Proficiency List: Alchemy, Alertness, Art, Beast Friendship, Collegiate Wizardry, Contortionism, Craft, Diplomacy, Disguise, Familiar, Healing, Illusion Resistance, Knowledge, Language, Loremastery, Magical Engineering, Magical Music, Mimicry, Naturalism, Passing Without Trace, Performance, Profession, Quiet Magic, Running, Sensing Power, Soothsaying, Swashbuckling, Transmogrification, Unflappable Casting, Wakefulness

Template:	**Transmogrifier**
Proficiencies:	Transmogrification, Naturalism
Starting Equipment:	Wood-paneled spellbook with **charm person**, gnarled oaken quarterstaff, 5 darts, leaf green cassock with hood, leather belt, low boots, backpack, quill and ink, 2 weeks' iron rations, 57gp

Transmogrifier Template: This pre-generated template represents an enchanter exploring the polymorphic arts. The template is ready for adventure. However, if your enchanter's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like.

Elven Enchanter Level Progression

Experience	Title	Level	Hit Dice
0	Prestidigitator	1	1d4
2,700	Glamourer	2	2d4
5,400	Charmer	3	3d4
10,800	Beguiler	4	4d4
21,600	Spellbinder	5	5d4
43,200	Bewitcher	6	6d4
85,000	Ensorceller	7	7d4
170,000	Illusionist	8	8d4
370,000	Enchanter	9	9d4
570,000	Enchanter, 10th level	10	9d4+1*
770,000	Enchanter, 11th level	11	9d4+2*
970,000	Enchanter, 12th level	12	9d4+3*

**Hit point modifiers from constitution are ignored*

Spell Progression

1	2	3	4	5	6
1	-	-	-	-	-
2	-	-	-	-	-
2	1	-	-	-	-
2	2	-	-	-	-
2	2	1	-	-	-
2	2	2	-	-	-
3	2	2	1	-	-
3	3	2	2	-	-
3	3	3	2	1	-
3	3	3	3	2	-
4	3	3	3	2	1
4	4	3	3	3	2

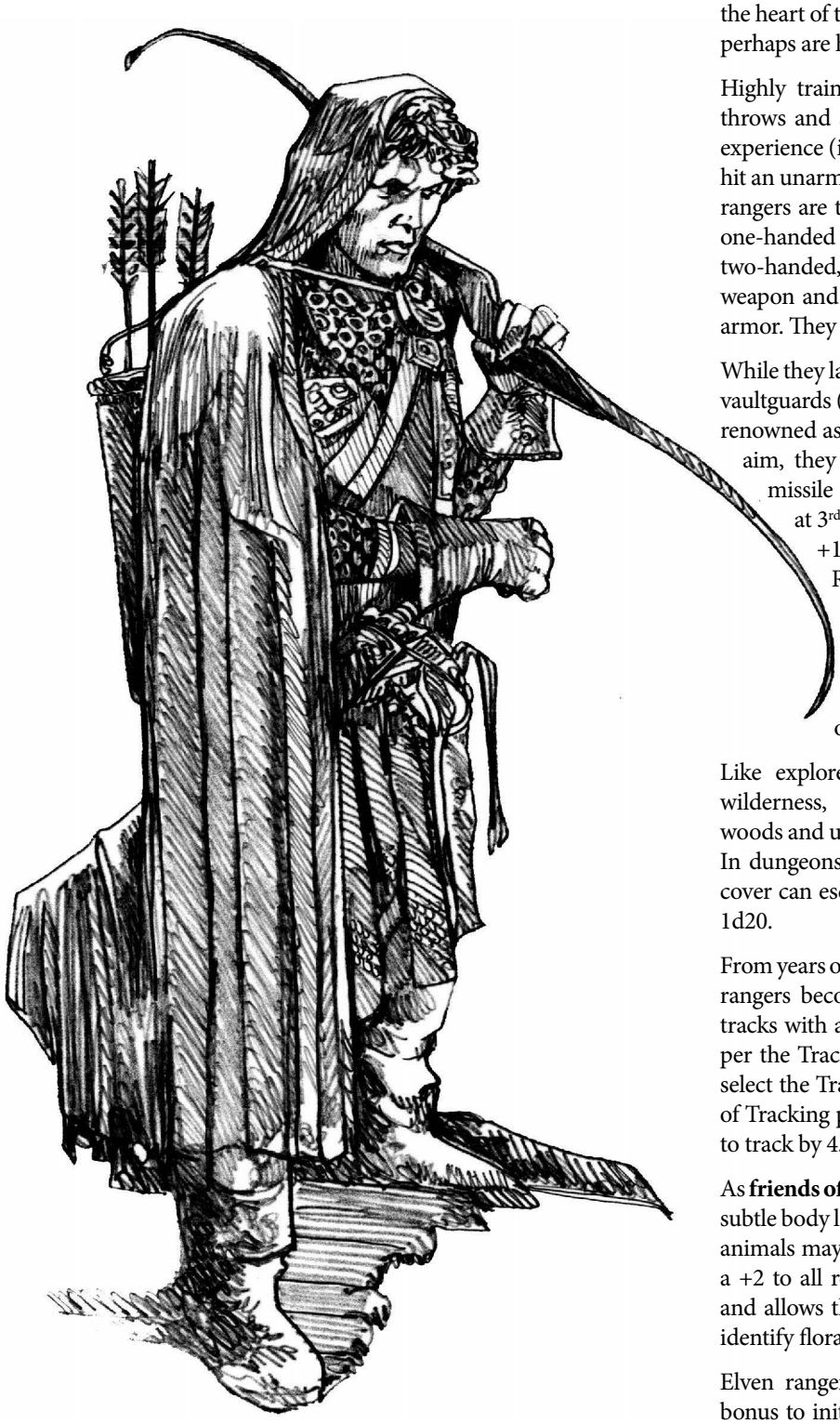
Enchanter Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-3	12+	13+	15+	11+	11+	10+
4-6	11+	12+	14+	10+	10+	9+
7-9	10+	11+	13+	9+	9+	8+
10-12	9+	10+	12+	8+	8+	7+



ELVEN RANGER

Prime Requisite: STR and DEX
Requirements: INT 9
Hit Dice: 1d6
Maximum Level: 13



Elven rangers are sharp-eyed archers with a light tread and a deep connection to nature. Expert at archery and woodcraft, rangers are often compared to the human class of explorers that ranges past settled borders and opens up new settlements. Unlike human explorers, however, elven rangers focus on patrolling and protecting the existing expanses of elven land. Such is their reputation that few dare trespass the Argollëan forests, so elven rangers sometimes become adventurers out of wanderlust or boredom. Others might seek to carry their war to the heart of the enemy, might be exiled from their homeland, or perhaps are hunting a trespasser against the fastness.

Highly trained combatants, elven rangers advance in attack throws and saving throws by two points every *three* levels of experience (i.e. the same as fighters). At first level, elven rangers hit an unarmored foe (AC 0) with an attack throw of 10+. Elven rangers are trained to fight with any missile weapons and any one-handed melee weapons. They may fight wielding a weapon two-handed, wielding a weapon in each hand, or wielding a weapon and shield. They may wear only chain mail or lighter armor. They may use any magic item usable by fighters.

While they lack the staying power of human fighters or dwarven vaultguards (evidenced by their 1d6 Hit Dice), elven rangers are renowned as the best archers in the world. Due to their careful aim, they increase their base damage roll from successful missile attacks by +1 at 1st level, and by an additional +1 at 3rd, 6th, 9th, and 12th level. Their **accuracy** gives them a +1 bonus on all attack throws with missile weapons. Rangers are universally **precise shots**, able to conduct missile attacks against opponents engaged in melee at a -4 penalty to their attack throws. (An elven archer may take ranks in the Precise Shooting proficiency to reduce this penalty to -2 or less).

Like explorers, elven rangers are **difficult to spot** in the wilderness, having the ability to seemingly disappear into woods and underbrush with a proficiency throw of 3+ on 1d20. In dungeons, an elven ranger who is motionless and quiet in cover can escape detection with a proficiency throw of 14+ on 1d20.

From years of hunting down trespassers to their demesnes, elven rangers become highly skilled **trackers**. A ranger can follow tracks with a proficiency throw of 11+ (applying modifiers as per the Tracking proficiency). If desired, an elven ranger may select the Tracking proficiency to improve his skills. Each rank of Tracking proficiency reduces the proficiency throw required to track by 4.

As **friends of birds and beasts**, elven rangers can understand the subtle body language and moods of normal animals (though the animals may not understand the character). This gives rangers a +2 to all reaction rolls when encountering normal animals, and allows them to take animals as henchmen. They also can identify flora and fauna with a proficiency throw of 11+.

Elven rangers possess **animal reflexes** that give them a +1 bonus to initiative and a +1 bonus to surprise rolls. They gain an additional +1 bonus to surprise rolls (for a total bonus of +2) when in the wilderness due to their **attunement to nature**. Like other elves, they have **keen eyes** that allow them to detect

hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection.

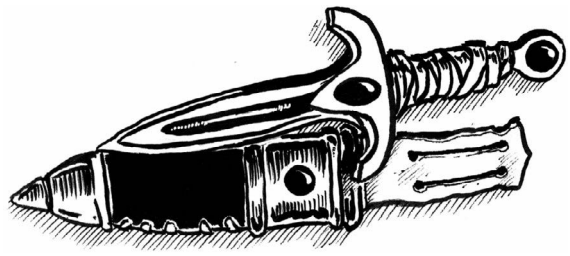
Because of their **connection to nature**, elven rangers are completely unaffected by the paralysis ghouls can inflict, and the target values for all their saving throws versus Spells, Paralysis, and Petrification are reduced by 1. Elven rangers can speak Common and Elven, as well as the languages of the forest-dwelling beastmen, Gnoll, Hobgoblin, and Orc.

When an elven ranger reaches 9th level (Ranger), he can establish a **fastness** in a natural setting, such as a forest or glen. Rather than impose upon nature, this fastness must blend seamlessly with it. A total of 3d6x10 1st level elven NPCs will move in to help with it and defend the fastness at no cost to the character. A ranger's elven fastness follows all the rules for elven fastnesses detailed in the **Elven Fastnesses** section of Chapter 7 of *ACKS*.

Elven Ranger Proficiency List: Alertness, Ambushing, Animal Husbandry, Blind Fighting, Climbing, Combat Trickery (disarm, incapacitate, knock down), Eavesdropping, Endurance, Fighting Style, Land Surveying, Mapping, Mountaineering, Naturalism, Navigation, Passing Without Trace, Precise Shooting, Riding, Running, Skirmishing, Sniping, Survival, Swashbuckling, Tracking, Trapping, Wakefulness, Weapon Finesse, Weapon Focus

Template:	Hunter
Proficiencies:	Weapon Focus (bows/crossbows), Tracking
Starting Equipment:	Sturdy longbow, quiver with 20 arrows, leaf-headed spear, gracefully curved short sword, dagger, chain mail armor, wind-battered fur cloak, wool tunic and pants, leather belt, low boots, backpack, lantern, tinderbox, 2 flasks of common oil, blanket, 50' rope, 12 iron spikes, small hammer, wineskin, 1 week's iron rations

Hunter Template: This pre-generated template represents a sharpshooting hunter. The template is ready for adventure. However, if your elven ranger's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).



Elven Ranger Level Progression

Experience	Title	Level	Hit Dice	Missile Damage Bonus
0	Archer	1	1d6	+1
2,275	Rover	2	2d6	+1
4,550	Forester	3	3d6	+2
9,100	Courser	4	4d6	+2
18,200	Patroller	5	5d6	+2
36,400	Keeper	6	6d6	+3
75,000	Protector	7	7d6	+3
150,000	Steward	8	8d6	+3
300,000	Ranger	9	9d6	+4
450,000	Ranger, 10th level	10	9d6+2*	+4
600,000	Ranger, 11th level	11	9d6+4*	+4
750,000	Ranger, 12th level	12	9d6+6*	+5
900,000	Ranger, 13th level	13	9d6+8*	+5

**Hit point modifiers from constitution are ignored*

Elven Ranger Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	14+	14+	16+	16+	16+	10+
2-3	13+	13+	15+	15+	15+	9+
4	12+	12+	14+	14+	14+	8+
5-6	11+	11+	13+	13+	13+	7+
7	10+	10+	12+	12+	12+	6+
8-9	9+	9+	11+	11+	11+	5+
10	8+	8+	10+	10+	10+	4+
11-12	7+	7+	9+	9+	9+	3+
13	6+	6+	8+	8+	8+	2+

GNOMISH TRICKSTER

Prime Requisite: CON and CHA
Requirements: CON 9, INT 9
Hit Dice: 1d4
Maximum Level: 12



Once upon a time, a curious sage invited an experienced adventurer to explain the differences between gnomes and their ancient ancestors, the dwarves and the elves. The adventurer, who had been on many expeditions in the company of gnomes, thought for a while, and responded thusly: "The difference between a gnome and a dwarf is that a gnome tells jokes. The difference between a gnome and an elf is that a gnome's jokes are practical."

The adventurer's laconic humor is not without factual basis. While gnomes live and work in underground vaults much like dwarves, they possess a very un-dwarven love for slapstick and outlandishness, for illusions, mummery, and convoluted practical jokes. No gnome embodies these traits more than the cunning and roguish gnomish trickster. Indeed, the gnomish reputation is perhaps worse than it ought be because tricksters are over-represented within the adventuring population. Whether this is because tricksters represent a gypsy-like class of wandering peddlers, because tricksters often get exiled from the gnomish vaults for one gaff too many, or because adventurers are simply far too fun to tease awaits further study.

What is known is that gnomish tricksters are rogues who hate stand-up fights. They advance in attack throws as thieves, by two points every *four* levels of experience, while advancing in saving throws as fighters, by two points every *three* levels of experience. At first level, tricksters hit an unarmored foe (AC 0) with an attack throw of 10+. They may fight with arbalests, crossbows, daggers, shortbows, short swords, or war hammers. They may fight with a weapon in each hand but may not use shields or fight with a weapon two-handed. They cannot wear armor heavier than leather. When a gnomish trickster attacks with surprise, he gets a +4 bonus on his attack throws and deals double damage on the attack on the **ambush**.

The gnomish trickster earns his name from his variety of spell-like abilities, with which he can befuddle, confuse, and dazzle his opponents. At will, gnomish tricksters can perform **prestidigitations**, such as lighting a candle or shuffling cards.

Gnomish Trickster Level Progression				Spell Progression		
Experience	**Title**	**Level**	**Hit Dice**	**1**	**2**	**3**
0	Gnomish Scamp	1	1d4	-	-	-
2,475	Gnomish Knave	2	2d4	1	-	-
4,950	Gnomish Prankster	3	3d4	2	-	-
9,900	Gnomish Rapscallion	4	4d4	2	-	-
19,800	Gnomish Scapegrace	5	5d4	2	1	-
39,600	Gnomish Rogue	6	6d4	2	1	-
80,000	Gnomish Scoundrel	7	7d4	2	2	-
160,000	Gnomish Trickster	8	8d4	2	2	-
310,000	Gnomish Mastermind	9	9d4	2	2	1
460,000	Gnomish Mastermind, 10th level	10	9d4+2*	2	2	1
610,000	Gnomish Mastermind, 11th level	11	9d4+4*	2	2	2
760,000	Gnomish Mastermind, 12th level	12	9d4+6*	2	2	2

**Hit point modifiers from constitution are ignored*

To perform these simple illusions and sleights of hand, the gnomish trickster must be able to perform the task physically, and be free to speak and gesture. He may use magical sleight-of-hand to pick pockets as a thief of one half his class level.

Once per hour, gnomish tricksters can cast **faerie fire** and **ventriloquism**. Once per 8 hours they can cast **mirror image** and **phantasmal force**, and once per day, they can cast **chimerical force**. Each of these spells takes one round to cast, and otherwise functions like a normal spell cast by a mage of his class level.

A lifetime of such trickery leaves gnomish tricksters **resistant to illusions** made by others. They receive a +4 bonus on saving throws to disbelieve magical illusions.

As they advance, gnomish tricksters progress into **casting arcane spells**, although their dwarven ancestry prohibits them from ever achieving true mastery. Starting at 2nd level (Gnomish Knave), they will learn and cast spells as mages of one-half their level, using the same spell list and the same rules for learning and casting spells. Unlike (human) mages, gnomish tricksters can also cast spells while wearing armor. They can use any magical items permitted to fighters, thieves, or mages.

Whenever the trickster casts illusion spells or uses any of his innate powers, he has **innate illusion mastery**. The spell effects are calculated as if the character were two class levels higher than his actual level of experience. Attempts to disbelieve illusions created by the trickster are at a -2 penalty on the saving throw. The trickster may also conduct magical research into illusion spells as if he were two caster levels higher than actual.

In addition to their adroitness with illusions, gnomish tricksters have a **nose for potions**. They may make a proficiency throw of 11+ to determine the magical properties of a potion or oil on taste. Starting at 5th level (Gnomish Scapegrace) gnomish tricksters may brew potions as if mages of their class level. At 10th level (Gnomish Mastermind), gnomish tricksters may scribe scrolls and research spells as if they were 5th level mages.

Tricksters also have certain other powers due to their race. The **g**nomish tendency to underground life has granted them extended **infravision** to 90'. Like all gnomes, tricksters will speak the tongues of Dwarves, Elves, Goblins, and Kobolds. In addition, gnomes can **speak with animals** (as the spell) at will.

A gnomish trickster who achieves enough fame and fortune from his adventures may build a **gnomish vault** when he reaches 9th level (Gnomish Mastermind). Gnomes usually live in clans, so gnomes of the character's clan will be the first to live under his roof, but gnomes from other clans will also come and live nearby to be ruled by the character. A total of 3d6x10 1st level NPCs of the same race will move in to help maintain and defend the vault at no cost to the character. A gnomish trickster is expected to employ only soldiers of gnomish descent, but may hire members of other races for other tasks.

Gnomish Trickster Proficiency List: Bargaining, Beast Friendship, Blind Fighting, Bribery, Caving, Combat Trickery (Disarm, Incapacitate), Diplomacy, Disguise, Eavesdropping, Familiar, Fighting Style, Gambling, Goblin-Slaying, Loremastery, Magical Engineering, Magical Music, Mimicry, Mystic Aura, Passing Without Trace, Precise Shooting, Quiet Magic, Running, Sensing Power, Skirmishing, Sniping, Swashbuckling, Trapping, Unflappable Casting, Weapon Finesse

Template:	Mummer
Proficiencies:	Quiet Magic, Disguise
Starting Equipment:	Crossbow, case with 20 bolts, blackened short sword, blackened dagger, leather armor, embroidered cloak, mummer's mask, wool tunic and pants, leather belt, low boots, backpack, disguise kit, 1 week's iron rations, 10gp

Mummer Template: This pre-generated template represents a gnomish mummer, an actor skilled in subterfuge and costumes. The template is ready for adventure. However, if your trickster's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like.

Gnomish Trickster Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells
1	15+	14+	16+	16+	17+
2-3	14+	13+	15+	15+	16+
4	13+	12+	14+	14+	15+
5-6	12+	11+	13+	13+	14+
7	11+	10+	12+	12+	13+
8-9	10+	9+	11+	11+	12+
10	9+	8+	10+	10+	11+
11-12	8+	7+	9+	9+	10+

Gnomish Trickster Attack Throws

Level	Attack Throw
1-2	10+
3-4	9+
5-6	8+
7-8	7+
9-10	6+
11-12	5+

MYSTIC

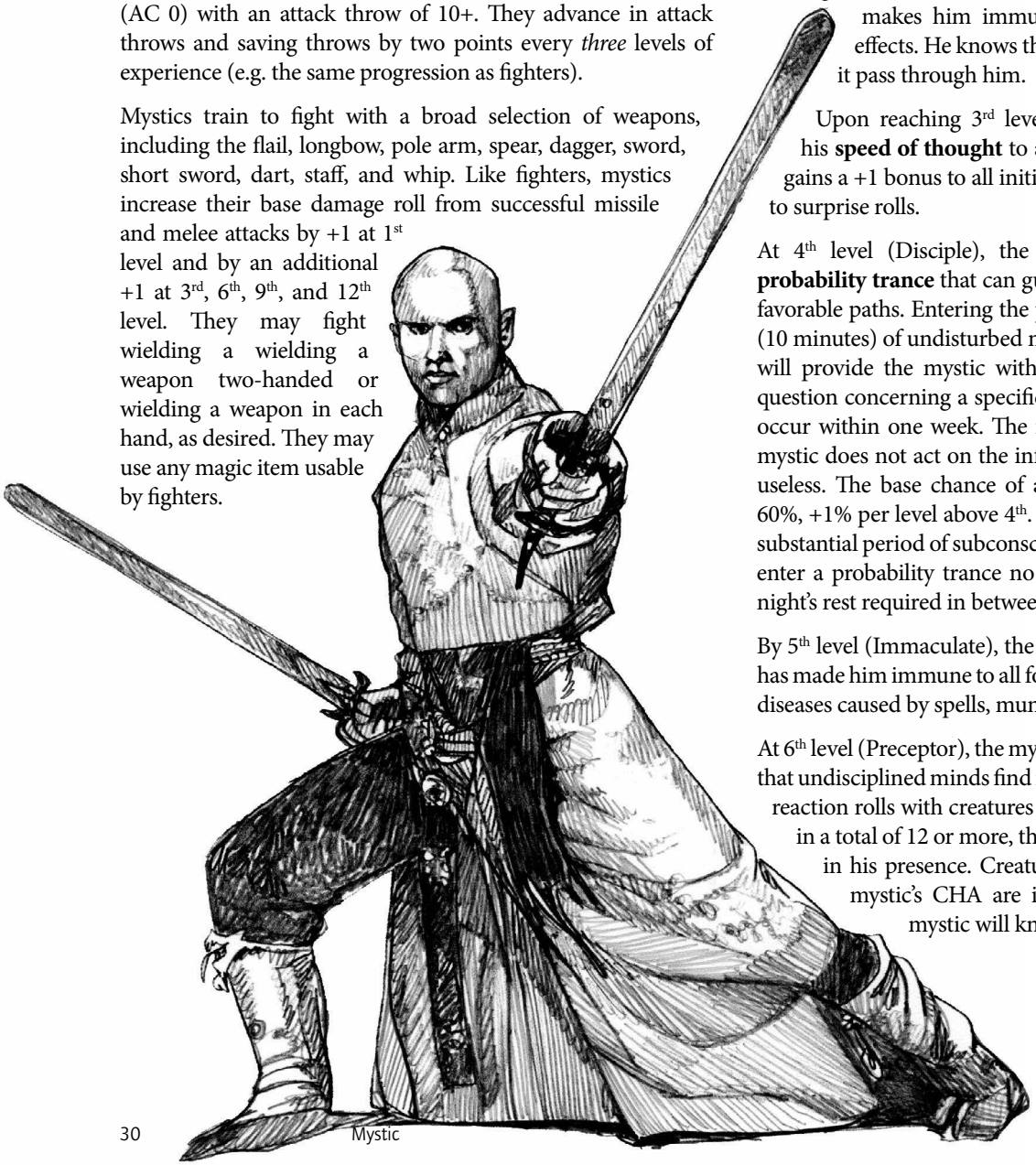
Prime Requisite:	**WIS, DEX, CON, and CHA**
Requirements:	**None**
Hit Dice:	**1d6**
Maximum Level:	**14**

Mystics are members of ascetic brotherhoods focused on perfecting the powers of the human body and spirit. Through rigorous self-discipline and strict training, mystics attain physical and mental prowess that seems almost magical. In the Auran Empire setting, mystics generally hail from the Sunset Kingdoms of Somirea, Kemesh, and Celdorea, where they are trained in ancient monastery-fortresses dating back millennia.

The majority of mystics will live and die in their monasteries, rarely interacting with the temporal world. Some mystics become adventurers from a desire to fight evil and help their fellow man, feeling that such deeds are part of achieving perfection. Others use adventuring as a means of testing their own self-mastery. And some grow corrupted by their own prowess and use their abilities to ruthlessly seize temporal power.

Because of their lifelong training, mystics are exceptionally skilled combatants. At first level, mystics hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *three* levels of experience (e.g. the same progression as fighters).

Mystics train to fight with a broad selection of weapons, including the flail, longbow, pole arm, spear, dagger, sword, short sword, dart, staff, and whip. Like fighters, mystics increase their base damage roll from successful missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level. They may fight wielding a wielding a weapon two-handed or wielding a weapon in each hand, as desired. They may use any magic item usable by fighters.



Mystics have a **graceful fighting style** focusing on fluidity and freedom of movement. So long as they can move freely, they gain a +1 bonus to armor class at 1st level, and an additional +1 at 7th and 13th level. However, they may not wear armor and may not use shields.

Mystics are trained to be **mindful** of all things. A mystic will notice details such as slight differences in air currents or designs of a room, suggesting secret doors, or the faintest whispers in a loud room. This gives the mystic a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+ he can notice secret doors with just casual observation. He gains a +1 bonus to avoid surprise.

All mystics are able to enter a state of **meditative focus** in which their body and mind act with hyperawareness. Entering into focus does not require an action. While in focus, the mystic gains a +1 bonus to armor class, attack throws, proficiency throws, saving throws, and initiative rolls. A mystic's meditative focus lasts for 1 turn (10 minutes). As the mystic's mind expands, so does his ability to maintain their focus. Mystic can go into focus once per day per level of experience.

Starting at 2nd level (Novice), the mystic's **strength of spirit** makes him immune to normal and magical fear effects. He knows that fear is only an illusion, and lets it pass through him.

Upon reaching 3rd level (Initiate), the mystic develops his **speed of thought** to an almost super-human level. He gains a +1 bonus to all initiative rolls and a further +1 bonus to surprise rolls.

At 4th level (Disciple), the mystic learns how to enter a **probability trance** that can guide his actions towards the most favorable paths. Entering the probability trance requires 1 turn (10 minutes) of undisturbed meditation. The probability trance will provide the mystic with useful information regarding a question concerning a specific goal, event, or activity that is to occur within one week. The future is ever-changing, so if the mystic does not act on the information, it will quickly become useless. The base chance of a successful probability trance is 60%, +1% per level above 4th. Weighing probabilities requires a substantial period of subconscious contemplation; a mystic may enter a probability trance no more than once per day, with a night's rest required in between.

By 5th level (Immaculate), the mystic's **purity of body and soul** has made him immune to all forms of disease, including magical diseases caused by spells, mummies, and lycanthropes.

At 6th level (Preceptor), the mystic achieves a **command of voice** that undisciplined minds find irresistible. He gains a +2 bonus to reaction rolls with creatures he speaks to. If this bonus results in a total of 12 or more, the subjects act as if **charmed** while in his presence. Creatures with a WIS greater than the mystic's CHA are immune to this power (and the mystic will know they are immune).

Upon reaching 7th level (Master), the mystic attains a **wholeness of body** that makes him immune to all forms of poison, including magical poisons.

At 8th level (Superior Master), the mystic develops the ability to **perceive intentions** by detecting tiny variations in others' body language, vocal inflection, and nervous response. The mystic always know the exact reaction result (Hostile, Unfriendly, etc.) of creatures he interacts with, even if the creatures attempt to lie or conceal their reactions. Creatures with a CHA greater than the mystic's WIS are immune to this power (and the mystic will know they are immune).

Upon reaching 9th level (Enlightened Master), a mystic can establish a **monastery** and assume a place of temporal power in society. When he does so, up 5d6x10 0th level soldiers and 1d6 mystics of 1st-3rd level will come to serve the Enlightened Master. They are completely loyal (morale +4). While in the mystic's service, his followers must be provided food and lodging, but need not be paid wages. Mystic's monasteries are otherwise identical to cleric's fortified churches, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

A 10th level Enlightened Master achieves **harmony of spirit**. He lives in balance with the steady rhythms of the universe, neither controlling nor controlled by fate. This grants him a +2 bonus to all saving throws. These adjustments are already factored into the saving throws on the table below.

At 14th level (Hierophant), the mystic attains ultimate **perfection of body**. His body becomes ageless, and he enjoys a lifespan three times longer than normal. He also becomes immune to ghoul paralysis.

Mystic Proficiency List: Acrobatics, Arcane Dabbling, Beast Friendship, Blind Fighting, Climbing, Combat Trickery (force back, incapacitate, knock down, overrun, wrestle), Command, Contortionism, Eavesdropping, Endurance, Fighting Style, Illusion Resistance, Laying on Hands, Lip Reading, Passing Without Trace, Performance, Precise Shooting, Running, Skirmishing, Swashbuckling, Unarmed Fighting*, Wakefulness, Weapon Finesse, Weapon Focus

*New proficiencies described in Chapter 6.

Template:	Warrior Monk
Proficiencies:	Swashbuckling, Performance (chant)
Starting Equipment:	Elephant trunk blade, pair of khanda, 5 war rings, saffron red robe with head wrapping, leather belt, sandals, backpack, 2 weeks' iron rations, 80gp

Warrior Monk Template: This pre-generated template represents a warrior-monk from the Sunset Kingdoms. The template is ready for adventure. However, if your monk's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Mystic Level Progression

Experience	Title	Level	Hit Dice	Special Abilities	Damage Bonus
0	Aspirant	1	1d6	Graceful fighting, meditative focus, mindful	+1
2,450	Novice	2	2d6	Strength of spirit	+1
4,900	Initiate	3	3d6	Speed of thought	+2
9,800	Disciple	4	4d6	Probability trance	+2
19,600	Immaculate	5	5d6	Purity of body and soul	+2
39,200	Preceptor	6	6d6	Command of voice	+3
80,000	Master	7	7d6	Wholeness of body	+3
160,000	Superior Master	8	8d6	Perception of intention	+3
280,000	Enlightened Master	9	9d6	Monastery	+4
400,000	Enlightened Master, 10th level	10	9d6+2*	Harmony of spirit	+4
520,000	Enlightened Master, 11th level	11	9d6+4*	-	+4
640,000	Enlightened Master, 12th level	12	9d6+6*	-	+5
760,000	Enlightened Master, 13th level	13	9d6+8*	-	+5
880,000	Hierophant	14	9d6+10*	Perfection of body	+5

**Hit point modifiers from constitution are ignored*

Mystic Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	7+	6+	8+	8+	9+	4+
11-12	6+	5+	7+	7+	8+	3+
13	5+	4+	6+	6+	7+	2+
14	4+	3+	5+	5+	6+	1+

NOBIRAN WONDERWORKER

Prime Requisite:	INT, WIS
Requirements:	STR 11, INT 11, WIS 11, DEX 11, CON 11, CHA 11
Hit Dice:	1d4
Maximum Level:	12

The ancient Nobir were the heroes of the Empyrean War, kings and prophets granted epic power by the gods. Though these bloodlines have faded with the passing of time, occasionally a scion is still born with great gifts. The Nobiran Wonderworker is such a being, blessed with mastery of both arcane and divine magic. Nobiran Wonderworkers are exceedingly rare. In the Auran Empire, only two Wonderworkers are known: The great Artashumara of Shemal-Uliltu and the mighty Abia, called Indura's Wrath. Doubtless in the troubled times ahead, the gods will see fit to bless others with such power.

Wonderworkers see little need for combat training. At first level, wonderworkers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws only two points every *six* levels of experience (i.e., the same as mages). They may only fight with quarterstaffs, clubs, daggers, and darts. They are unable to use shields, fight with two weapons, or wear any kind of armor.

Nobiran wonderworkers **learn and cast arcane spells** as mages. The number and levels of spells the wonderworker can use in a single day is summarized on the Nobiran Wonderworker Arcane Spell Progression table. Like a mage, the wonderworker's spell selection is limited to the spells in his **repertoire**. A wonderworker's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. A wonderworker can use any magic items usable by mages.

Starting at 2nd level (Divine Seer), wonderworkers may **manifest their deity's power in the form of divine spells**, which are granted through prayer and worship. The power and number of divine spells available to the character are determined by level according to the Nobiran Wonderworker Divine Spell Progression table. Wonderworkers have the same spells available as clerics.

Wonderworkers receive several other gifts in addition to spellcasting. As the **favored of the Empyrean powers**, all wonderworkers receive a +2 bonus to all saving throws. (This adjustment is already factored into the saving throws on the Nobiran Wonderworker Attack and Saving Throws table below.)

All wonderworkers are **ageless** and enjoy a lifespan three times longer than that of normal men. Like elves, they are immune to ghoul paralysis. They also enjoy **divine health** that renders them immune to all forms of disease, including magical diseases caused by spells, mummies, or lycanthropes.

So abundant is the wonderworker's life force that he may **lay on hands** to heal injuries. A wonderworker will heal 2 points of damage per level when the power is used. A wonderworker may use his power to lay on hands once per day. A wonderworker may select the Laying on Hands proficiency to gain additional uses of the power per day.



Finally, the **blood of ancient kings** and heroes flows in every wonderworker. The character may hire one more henchman than his Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1.

When a wonderworker reaches 5th level (Divine Thaumaturge), he may begin to research spells, scribe magical scrolls, and brew potions. When a wonderworker reaches 9th level (Divine Wizard), he is able to create more powerful magic items such as weapons, rings, and staffs. A wonderworker may also build a **sanctum**, often a great tower, when he reaches 9th level. He will then attract 1d6 mages or clerics of 1st-3rd level plus 2d6 normal men seeking to become mages or clerics. Their intelligence and/or Wisdom scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the wonderworker's service, apprentices must be provided food and lodging, but need not be paid wages. If the wonderworker builds a **dungeon** beneath or near his tower, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

At 11th level, a wonderworker may learn and cast ritual arcane and divine spells of great power, craft magical constructs, and create magical cross-breeds. If chaotic, the wonderworker may create necromantic servants and become undead. These rules are in the **Campaign** chapter of *ACKS*.

Nobiran Wonderworker Proficiency List: Apostasy, Battle Magic, Beast Friendship, Collegiate Wizardry, Command, Contemplation, Craft, Diplomacy, Elementalism, Familiar, Healing, Illusion Resistance, Knowledge, Language, Laying on Hands, Leadership, Loremastery, Magical Engineering, Martial Training, Mystic Aura, Naturalism, Prestidigitation, Profession, Prophecy, Quiet Magic, Sensing Evil, Sensing Power, Theology, Transmogrification, Unflappable Casting

Template:	**Astrologer**
Proficiencies:	Sensing Power, Knowledge (astrology)
Starting Equipment:	Bronze-framed spellbook with **sleep**, holy symbol (ankh of Teos), rune-etched staff, blue mage's cassock, leather belt, low boots, backpack, flask of holy water, astrologer's journal tracking constellations, quill and ink, 1 week's iron rations, 20gp

Astrologer Template: This pre-generated template represents a stargazing sage and astrologer. The template is ready for adventure. However, if your wonderworker's INT is 13 or greater, you may pick one or more additional general proficiencies and spells before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Nobiran Wonderworker Level Progression				Arcane Spell Progression						Divine Spell Progression				
Experience	**Title**	**Level**	**Hit Dice**	**1**	**2**	**3**	**4**	**5**	**6**	**1**	**2**	**3**	**4**	**5**
0	Divine Arcanist	1	1d4	1	-	-	-	-	-	-	-	-	-	-
3,125	Divine Seer	2	2d4	2	-	-	-	-	-	1	-	-	-	-
6,250	Divine Theurgist	3	3d4	2	1	-	-	-	-	2	-	-	-	-
12,500	Divine Magician	4	4d4	2	2	-	-	-	-	2	1	-	-	-
25,000	Divine Thaumaturge	5	5d4	2	2	1	-	-	-	2	2	-	-	-
50,000	Divine Enchanter	6	6d4	2	2	2	-	-	-	2	2	1	1	-
100,000	Divine Sorcerer	7	7d4	3	2	2	1	-	-	2	2	2	1	1
200,000	Divine Mage	8	8d4	3	3	2	2	-	-	3	3	2	2	1
390,000	Divine Wizard	9	9d4	3	3	3	2	1	-	3	3	3	2	2
580,000	Divine Wizard, 10th level	10	9d4+1*	3	3	3	3	2	-	4	4	3	3	2
870,000	Divine Wizard, 11th level	11	9d4+2*	4	3	3	3	2	1	4	4	4	3	3
1,060,000	Divine Wizard, 12th level	12	9d4+3*	4	4	3	3	3	2	5	5	4	4	3

Nobiran Wonderworker Attack and Saving Throws						
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**	**Attack Throw**
1-3	11+	11+	13+	9+	10+	10+
4-6	10+	10+	12+	8+	9+	9+
7-9	9+	9+	11+	7+	8+	8+
10-12	8+	8+	10+	6+	7+	7+
13-14	7+	7+	9+	5+	6+	6+

PALADIN

Prime Requisite: STR and CHA
Requirements: None
Hit Dice: 1d6
Maximum Level: 14

Paladins are champions of Law who crusade unceasingly against those who seek to extinguish the light of civilization. Wherever the forces of Chaos marshal to threaten man, paladins can be found, battling back the darkness with courage and steel. In the Auran Empire, most paladins are found in service to the Empyrean gods Ammonar, Ianna, and Türas.

As holy warriors, paladins are highly trained combatants. At first level, Paladins hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. Paladins increase their base damage roll from missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level.

They may wear any armor, and may fight with a broad array of weapons, namely the battle axe, flail, lance, mace, morning star, pole arm, spear, sword, two-handed sword, and war hammer. All Paladins may fight wielding a weapon and shield, wielding a weapon two-handed, or wielding a weapon in each hand, as desired. They may use any magic item usable by fighters.

All paladins must be of Lawful alignment. A paladin who changes to Neutral or Chaotic alignment loses his class powers.

If he later reverts to Lawful alignment and atones for any misdeeds (possibly through a **quest** or **atonement** spell) he can regain his lost powers. (A paladin who becomes Chaotic might be permitted to become an **anti-paladin**, at the Judge's discretion. Such a black hearted traitor will be hated throughout civilized lands, of course.)

In exchange for their devotion to Law, paladins receive many powers to aid them in their crusades against Chaos. Foremost among these is their **aura of protection**, which gives them a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. The paladin's aura of protection appears as a golden halo when viewed with **detect good**, **detect magic**, or **true seeing**.

Paladins also possess **sanctified bodies** that are completely immune to the ravages of disease, including magical diseases. This enables them to go on long crusades without succumbing to the diseases that kill many soldiers, as well as to face dread foes such as mummies or werewolves without fear of corruption.

In order to defeat the enemies of Law, the paladin must find them. To this end, a paladin can **detect evil** (as the spell) up to 60' away simply by concentrating. Each use takes a turn. (For purposes of the paladin's aura and detection abilities, "evil" creatures include all undead, all summoned creatures, and any Chaotic creatures intending harm the paladin. Sinkholes of evil and magic items



harmful to those of Lawful alignment will also be detected by the paladin's power.)

Finally, paladins may **lay on hands**, on others or on their own person, in order to heal injuries. A paladin will heal 2 points of damage per level when the power is used. A paladin may use his power to lay on hands once per day. A paladin may select the Laying on Hands proficiency to gain additional uses of the power per day.

When a paladin reaches 5th level (Guardian), his **holy fervor** inspires others to follow him. Any hirelings of the same religion as the paladin gain a +1 bonus to their morale score whenever he is present. This bonus stacks with any modifiers from the paladin's Charisma or proficiencies.

At 9th level (Paladin Lord), a paladin can found or capture a **fortress** and become a protector of men. When he does so, up to 1d4+1x10 0th level mercenaries and 1d6 paladins of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. Paladins' dark fortresses are otherwise identical to fighters' castles, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

Paladin Proficiency List: Alertness, Blind Fighting, Combat Reflexes, Combat Trickery (force back, incapacitate, overrun, sunder), Command, Diplomacy, Divine Blessing, Dungeon Bashing, Endurance, Fighting Style, Goblin-Slaying*, Healing, Illusion Resistance, Knowledge (history), Laying on Hands, Leadership, Manual of Arms, Martial Training, Military Strategy, Mystic Aura, Profession (judge), Riding, Running, Theology, Weapon Focus

Template:	Champion
Proficiencies:	Divine Blessing, Theology
Starting Equipment:	Holy symbol (winged sun of Ammonar), sword, steel shield bearing symbol of winged sun, banded plate armor, wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations

Champion Template: This pre-generated template represents a blessed champion of Ammonar, the Lawbringer. The template is ready for adventure. However, if your Paladin's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Paladin Level Progression

Experience	Title	Level	Hit Dice	Damage Bonus
0	Bulwark	1	1d6	+1
1,850	Warder	2	2d6	+1
3,700	Defender	3	3d6	+2
7,400	Protector	4	4d6	+2
14,800	Guardian	5	5d6	+2
29,600	Sentinel	6	6d6	+3
60,000	Justiciar	7	7d6	+3
120,000	Paladin	8	8d6	+3
240,000	Paladin Lord	9	9d6	+4
360,000	Paladin Lord, 10th level	10	9d6+2*	+4
480,000	Paladin Lord, 11th level	11	9d6+4*	+4
600,000	Paladin Lord, 12th level	12	9d6+6*	+5
720,000	Paladin Lord, 13th level	13	9d6+8*	+5
840,000	Lord Protector	14	9d6+10*	+5

**Hit point modifiers from constitution are ignored*

Paladin Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

PRIESTESS

Prime Requisite: WIS and CHA
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

Priestesses are human women that have dedicated themselves to the service of a goddess. Unlike clerics, who are trained in fighting, priestesses belong to non-military orders, and dedicate themselves to spell-casting, ministry, and prayer. Within the Auran Empire, priestesses belong to the Sisters of Mourning (Calefa), Keepers of the Hearth (Mityara), or Temple of the Veil (Ianna).

Most priestesses do not become adventurers, but every year a few women are sent forth from their temples into the world at the instructions of the matriarchs. Most of these priestesses fall prey to the world or its temptations, but a few rise in power and broaden the reach and influence of their order.

Priestesses receive little combat training. At first level, priestesses hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws only two points every *six* levels of experience (i.e. the same as mages), but they advance in saving throws by two points every *four* levels of experience (i.e. as clerics). They may only fight with quarterstaffs, clubs, daggers, or darts. They are unable to use shields, fight with two weapons, or wear any kind of armor.

Because of their connection to their goddess, priestesses have the ability to **turn undead** as clerics of their level. There is no limit to how often a priestess may attempt to turn undead each day, but if an attempt to turn undead fails during an encounter, the priestess may not attempt to turn undead again for the remainder of that encounter.

Starting at 1st level, priestesses are able to **manifest their deity's power in the form of divine spells**, which are granted through prayer and worship. The power and number of divine spells available to the character are determined by level according to the Priestess Spell Progression table. See the **Spells** chapter for the priestess's spell lists. They may use any magic items usable by clerics.

In order to use spells and turn undead, priestesses must uphold the strictures of their order and their goddess. If the Judge has not specified particular religious orders in his campaign, the default priestess is assumed to be from the Keepers of the Hearth Fire, the order devoted to Mityara, Goddess of Civilization and Mercy. The strictures of their order are many. When in public, they must always wear the white mantles and shawls of their order. Every seventh day, they must keep a flame lit throughout the night, representing the light of civilization. They must refrain from the taking of human or demi-human life. (Of course, beastmen, undead, and other monsters are abominations and should be put down!) And they must remain both chaste and celibate until they reach the rank of Mother (7th level).

If a priestess ever falls from favor, due to violating the beliefs of her goddess or breaking the rules of her order, the goddess



may impose penalties upon the priestess. These penalties are entirely up to the Judge, but might include penalties to attack or a reduction in spells available.

When a priestess reaches 5th level (Sister-Disciple), she may begin to research spells, scribe scrolls, and brew potions. At 9th level (Matriarch), she is able to create more powerful magic items such as weapons, rings, and staffs. At 11th level, a priestess may learn and cast ritual divine spells of great power (6th and 7th level), craft magical constructs such as golems and animated statues, and perform necromancy (if Chaotic).

Upon attaining 9th level (Matriarch), a priestess may establish or build a stronghold called a **cloister**. If the priestess has had a good and noble adventuring career, the matriarch of her current cloister will pay for up to 100% of the construction costs of a modest cloister. The new cloister will usually remain a branch of the older cloister until the priestess reaches 12th level, at which

time it will become independent. A priestess who founds a cloister will be joined by 1d2x10 1st level priestesses and 1d6x30 normal women who want to become priestesses. Every year 80% of the previous year's trainees will leave in frustration or find they lack the discipline for a life of faith, and 1d6x20 normal women will come in to replace them. A normal woman in training typically takes 2 years to become a 1st level priestess.

Priestess Proficiency List: Alchemy, Animal Husbandry, Apostasy, Arcane Dabbling, Beast Friendship, Contemplation, Diplomacy, Divine Blessing, Divine Health, Healing, Illusion Resistance, Knowledge, Laying on Hands, Loremastery, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Performance, Prestidigitation, Profession, Prophecy, Quiet Magic, Righteous Turning, Sensing Evil, Sensing Power, Theology, Unflappable Casting

Template:	Medician
Proficiencies:	Laying on Hands, Healing
Starting Equipment:	Holy symbol (white lady of Mityara), slender whitewood staff, white silk chiton, gold silk sash, high boots, backpack, 1lb birthwort, 1lb comfrey, 1lb goldenrod, 1lb woundwort, flask of holy water, 2 weeks' iron rations, 1gp

Medician Template: This pre-generated template represents a medician (healer) from the Keepers of the Hearth Fire sent out into the world to help veterans and heroes defend civilization. The template is ready for adventure. However, if your priestess's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).



Priestess Level Progression			
Experience	**Title**	**Level**	**Hit Dice**
0	Novice	1	1d4
2,000	Daughter	2	2d4
4,000	Sister-Initiate	3	3d4
8,000	Sister	4	4d4
16,000	Sister-Disciple	5	5d4
32,000	Priestess	6	6d4
65,000	Mother	7	7d4
130,000	Revered Mother	8	8d4
230,000	Matriarch	9	9d4
330,000	Matriarch, 10th level	10	9d4+1
430,000	Matriarch, 11th level	11	9d4+2
530,000	Matriarch, 12th level	12	9d4+3
630,000	Matriarch, 13th level	13	9d4+4
730,000	High Priestess	14	9d4+5

**Hit point modifiers from constitution are ignored*

Priestess Spell Progression				
1	**2**	**3**	**4**	**5**
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
3	2	-	-	-
3	3	-	-	-
3	3	2	2	-
3	3	3	2	2
5	5	3	3	2
5	5	5	3	3
6	6	5	5	3
6	6	6	5	5
8	8	6	6	5
8	8	8	6	5
9	8	8	8	6

Priestess Saving Throws					
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**
1-2	13+	10+	16+	13+	15+
3-4	12+	9+	15+	12+	14+
5-6	11+	8+	14+	11+	13+
7-8	10+	7+	13+	10+	12+
9-10	9+	6+	12+	9+	11+
11-12	8+	5+	11+	8+	10+
13- 14	7+	4+	10+	7+	9+

Priestess Attack Throws	
Level	**Attack Throw**
1-3	10+
4-6	9+
7-9	8+
10-12	7+
13-14	6+

SHAMAN

Prime Requisite: WIS
Requirements: None
Hit Dice: 1d6
Maximum Level: 14



Shamans are the spiritual guides of tribal peoples. A shaman is responsible for the sacred needs of his tribe, mediating with the tribe's ancestral spirits and totem animals, and conducting the tribe's religious rituals. Through his relationship with sacred powers such as gods, powerful ancestors, and animal spirits, the shaman can heal the sick and afflicted, divine wise courses of action, and smite the enemies of his tribe. In the Auran Empire, members of the class might be druids of Rorn, rune-casters of Jutland, medicine men of the Skysos horse peoples, or witch doctors of the Ivory Kingdoms.

While most shamans spend their entire lives with their tribe, some shamans are called to adventure by dreams and visions; others adventure out of a desire to learn secrets unavailable in their homelands. A few tragic shamans become adventures to gain the power necessary to avenge the destruction of their tribe.

Shamans are skilled combatants, albeit not as good as fighters. At first level, shamans hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *four* levels of experience (i.e. the same progression as clerics). Shamans are familiar only with common tribal weapons such as the club, dagger, hand axe, short sword, staff, and spear. They may wear leather armor and may fight wielding a weapon two-handed or with a weapon and shield, but may not fight with a weapon in each hand. Shamans can use any magic items usable by clerics.

Starting at 1st level, a shaman has the ability to **commune with his ancestral spirits** once per week. The spirits will answer three yes-or-no questions to the best of their ability. They are very wise, but not omniscient, and may not be able to answer all questions accurately. Such details are left to the Judge's discretion. The ritual to commune with the ancestor spirits takes 1 turn to complete, during which time the shaman is "out of body" and entirely helpless. The ritual is so taxing that it may be performed but once per week. Once a year, on a particular sacred day (determined by the Judge), the shaman may ask twice the normal number of questions of his ancestors without angering them.

At 1st level every shaman also acquires a **totem animal**, which physically represents the shaman's relationship with his sacred powers. The Totem Animals table, below, lists the benefits and abilities of several sample totems. The Judge may create additional totems at his discretion. The totem animal should be a creature appropriate to the character's ability scores and tribal traditions. For example, a shaman with high STR might have a bear totem, while a shaman with high WIS might have an owl totem and one with high CHA might choose an eagle totem. At a minimum, the shaman must possess an ability score of at least 9 in his totem animal's key ability. Over time, the shaman will come to resemble his totem animal. A wolf shaman might develop yellow eyes and sharp canines, while a bear shaman might grow husky and hirsute.

The totem animal is smarter than a normal animal, with Intelligence equal to ½ the shaman's Intelligence. It can understand the shaman's speech, and the shaman can understand his totem animal's speech, though no one else can without resorting to **speak with animals**. So long as the shaman upholds his tribal traditions, the totem animal will be utterly loyal to the shaman and will fight for him, perform services, and obey his commands.

While the totem animal is alive, the shaman receives the animal's **totem benefit**. The totem benefit is a bonus proficiency related to the totem. For example, a shaman with a cobra totem animal has the Combat Reflexes proficiency so long as he is within 30' of his totem animal.

Because it is partly a creature of the shaman's own spirit, the totem animal always has a number of Hit Dice and maximum hit points equal to ½ the shaman's own. If a totem animal has fewer Hit Dice than those normally possessed by such an animal, it will appear as a smaller, younger creature of its type. For example, a 1st level shaman's lion totem animal would appear as a lion cub. Such creatures will do 1 less point of damage with each die (minimum 1). If a totem animal has greater Hit Dice than usual for its type, it will appear as a bigger, stronger version of the animal, to a maximum of twice normal size. For example, a 9th level shaman's eagle would be a mighty creature with twice the wingspan of a normal eagle. Large totem animals do +1 damage on each damage die.

The totem animal makes saving throws as a cleric of ½ the shaman's level. If the totem animal is ever killed, the character must save versus Death or instantly take damage equal to the totem animal's maximum total hit points. If a shaman's totem animal is slain, it may not be **restored to life** or **reincarnated**. However, a new totem animal of the same type will appear the next time the shaman gains a level of experience.

Except where mentioned above, totem animals have the characteristics of a normal animal of their type. These are listed on the Totem Animals table for quick reference. HD are listed for comparison purposes.

At 2nd level, shamans may **call on the sacred powers to gain divine spells**, which are granted through carrying out careful morning rituals. The power and number of divine spells available to a character are determined by level according to the Shaman Spell Progression table. See the **Spells** chapter in this book for the Shaman's spell repertoire.

At 3rd level, the shaman may **perform a spiritual ritual** to re-gain the ability to cast a spell of a level he had previously expended. Each spiritual ritual requires one hour (6 turns). In contrast to the austere contemplation of more civilized clerics, spiritual rituals involve ecstatic dancing, wild drumming, chanting, and intoxicating smoke. The shaman may perform a spiritual ritual as often as desired, but may not regain the same level of spell more than once per day.

At 5th level, this physical link becomes strong enough for the shaman to **shapechange** into his totem animal. The shaman remains in his new shape until he changes back. A 5th level shaman can initially shapechange once per day. For example, if he begins the day in human form, he can shapechange into his totem animal form, but he then has to remain in totem animal form until the following day, when he can change back to his human shape. With each level of experience gained, the shaman can change shape one additional time per day.

When in totem animal form, the shaman has the movement, armor class, attacks, damage, and powers listed on the Totem Animals table. He retains his normal Hit Dice, hit points, attack throws, and saving throws. If the shaman is of greater Hit Dice than his animal type, he will appear as a bigger, stronger version of the animal, to a maximum of twice normal size. For example, a 10th level shaman in lion shape would appear as a huge predator, twice the mass of a normal lion. A larger-than-normal totem animal form increase each damage die by +1. Apart from size, the shaman is indistinguishable from a normal animal. The totem animal shape does not detect as magical, is not detected by spells that reveal illusions, and cannot be **dispelled**. Changing shape can be performed during combat in lieu of making an attack.

Upon attaining 7th level, the shaman gains the ability to **spiritwalk**. After 1 turn (10 minutes) of chanting, the shaman enters a deep trance during which his spirit walks free of his body. Once a spiritwalk begins, it continues until the shaman's spirit returns to his body, to a maximum duration of 1 hour per level. A spiritwalking shaman's spirit can assume either human or totem animal shape as desired. In either shape, the shaman can see and hear normally, move around at his shape's normal movement rate, and pass through solid objects without difficulty. However, the spiritwalking shaman cannot see into, hear sounds from, or move through an area warded by an **anti-magic shell** or **protection from evil** spell or similar effect. The spiritwalking shaman is incorporeal and invisible, but can be detected with **detect invisible** or **true seeing**, harmed by spells and magic weapons if detected, and forced to return to his body with **dispel evil**. If the shaman's body is destroyed, the character dies at the end of the spiritwalk. If the shaman's spirit is destroyed, his body falls into a catatonic slumber that can only be lifted with **restore life and limb**, **resurrection**, or **wish**. Spiritwalking is so taxing that it can be performed but once per week.

At 9th level, the shaman may establish or build a **medicine lodge**. So long as the shaman is currently in favor with his tribe's powers, he may buy or build his medicine lodge at half the normal price due to divine intervention. Once a medicine lodge is established, the shaman's reputation will spread and he will attract 5d6x10 0th level tribesmen armed with various weapons, plus another 1d6 shamans of 1st-3rd level of the same tribe to serve him. These followers are completely loyal (morale +4). While in the shaman's service, his followers must be provided food and lodging, but need not be paid wages.

Like other divine spellcasters, a shaman gains the ability to do magical research. At 5th level or higher, the shaman is able to research spells, scribe scrolls, and brew potions. At 9th level, he is able to create more powerful magic items such as weapons,

rings, and staffs, and at 11th level, a shaman may learn and cast ritual divine spells of great power (6th and 7th level), and craft magical constructs. These activities are explained in the **Campaign** chapter of the *ACKS* rulebook.

Shaman Proficiency List: Animal Husbandry, Animal Training, Apostasy, Battle Magic, Beast Friendship, Berserkergang, Command, Diplomacy, Divine Blessing, Divine Health, Elementalism, Fighting Style, Healing, Laying on Hands, Leadership, Loremastery, Magical Engineering, Magical Music, Naturalism, Passing Without Trace, Prestidigitation, Quiet Magic, Sensing Evil, Sensing Power, Theology, Tracking, Unflappable Casting, Weapon Focus

Template:	**Druid**
Proficiencies:	Beast Friendship, Naturalism, **Divine Blessing**
Starting Equipment:	*Raven totem animal*, holy symbol (golden sickle), whitewood spear, sickle sword, dagger, shield, leather armor under white druid's robes, leather belt, low boots, backpack, flask of holy water, 1lb garlic, 1lb wolfsbane, 2 weeks' iron rations, 1gp

Druid Template: This pre-generated template represents a druid from the northern lands, a type of shaman with a deep connection to the natural world. The Template is ready for adventure. However, if your shaman's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Totem Animals

Totem Animal	Key Ability	Totem Benefit	Characteristics
Bear	STR	Berserkergang	Move 120', AC3, HD 4, #AT 3, Dmg 1d3/1d3/1d6, bear hug
Crow/Raven	INT	Divine Blessing	Move 330' fly, AC1, HD ¼, #AT 1, Dmg 1d3-1
Dog	CON	Alertness	Move 180', AC2, HD 1+1, #AT 1, Dmg 1d4, tracking
Eagle/Hawk	CHA	Command	Move 480' fly, HD 1, AC1, #AT 2, Dmg 1d2/1d2, swoop attack
Horse	DEX	Running	Move 240', AC2, HD 2, #AT 2, Dmg 1d4/1d4, can be ridden
Lion	CHA	Divine Health	Move 150', AC3, HD 5, #AT 3, Dmg 1d4+1/1d4+1/1d10
Monkey	INT	Prestidigitation	Move 120', AC2, HD 1, #AT 1, Dmg 1d3, climbing
Rat	DEX	Quiet Magic	Move 60'/40' swim, AC0, HD ¼, #AT 1, Dmg 1d3-1
Owl	WIS	Sensing Power	Move 300', AC1, HD ½ #AT 1, Dmg 1d2, night vision, +3 to surprise
Python	WIS	Laying on Hands	Move 90', AC3, HD 4, #AT 2, Dmg 1d3/2d6+constriction
Cobra	DEX	Combat Reflexes	Move 90', AC3, HD 2, #AT 1, Dmg 1d4+poison, always has initiative
Wolf	CON	Ambushing	Move 180', AC2, HD 2+2, #AT 1, Dmg 1d6

Shaman Level Progression

Experience	Title	Level	Hit Dice	Special Abilities
0	Spirit Whisperer	1	1d6	Commune with spirits, totem animal
1,500	Village Healer	2	2d6	Divine spellcasting
3,000	Tribal Priest	3	3d6	Spiritual ritual
6,000	Medicine Man	4	4d6	-
12,000	Totem Bearer	5	5d6	Shapechange, magic research (minor)
24,000	Witch Doctor	6	6d6	-
50,000	Spirit Walker	7	7d6	Spiritwalk
100,000	Tribal Elder	8	8d6	-
200,000	Shaman	9	9d6	Medicine lodge, magic research
300,000	Shaman, 10th level	10	9d6+1*	-
400,000	Shaman, 11th level	11	9d6+2*	Ritual spells
500,000	Shaman, 12th level	12	9d6+3*	-
600,000	Shaman, 13th level	13	9d6+4*	-
700,000	Grandfather of Totem	14	9d6+5*	-

**Hit point modifiers from constitution are ignored*

Spell Progression

1	2	3	4	5
-	-	-	-	-
1	-	-	-	-
2	-	-	-	-
2	1	-	-	-
2	2	-	-	-
2	2	1	1	-
2	2	2	1	1
3	3	2	2	1
3	3	3	2	2
4	4	3	3	2
4	4	4	3	3
5	5	4	4	3
5	5	5	4	3
6	5	5	5	4

Shaman Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	10+	16+	13+	15+	10+
3-4	12+	9+	15+	12+	14+	9+
5-6	11+	8+	14+	11+	13+	8+
7-8	10+	7+	13+	10+	12+	7+
9-10	9+	6+	12+	9+	11+	6+
11-12	8+	5+	11+	8+	10+	5+
13- 14	7+	4+	10+	7+	9+	4+

THRASSIAN GLADIATOR

Prime Requisite: STR
Requirements: STR 9, DEX 9, CON 9
Hit Dice: 1d8
Maximum Level: 11



The scaly Thrassian race was magically bred from a cross of men and giant lizards long ago by unknown arcanists. They proved a formidable race, and Thrassians once held the entirety of the Ammas Aurë region in their scaly claws. Such was their power that primitive man worshiped them as gods and served them as slaves. Yet from this height, the Thrassian people fell to abyssal lows. They were violently overthrown by the Zaharans, who seized power from their former masters and formed their own dark empire.

Today, in dusky Kemesh, last surviving colony of Zaharan, Thrassian slaves of the old stock are still kept in significant numbers. There it is a mark of opulence and power to be able to maintain a Thrassian of good bloodline, and to field them as pitfighters in the gladiatorial games. From time to time, some of these Thrassians become runaways and renegades. Others win their freedom in the arena or are freed upon the death of their master. With no craft saving slaying, and facing hatred and revulsion in civilized realms, these freed Thrassians end up as caravan guards, brigands, or adventurers. A few succeed in carving positions of respect for themselves by virtue of their prowess and become lords or marshals. Whether, in their cold reptilian minds, lurk dreams of resurrecting their race's lost empire, only the creatures themselves can say.

Thrassian gladiators are monstrously powerful combatants. At first level, Thrassian gladiators hit an unarmored foe (AC 0) with an attack throw of 10+. Thereafter they advance in attack throws by one point every level of experience up until 9th level (i.e. they fight as monsters). They advance in saving throws as normal fighters, by two points every three levels of experience. Like fighters, Thrassian gladiators increase their base damage roll from successful missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, and 9th level.

To maximize their chances for surviving in the arena, they are trained in the use of *all* weapons and armor. They may fight wielding a weapon and shield, wielding a two-handed weapon, or wielding a weapon in each hand, as desired. Thrassian gladiators also learn to use their **fangs and claws** as formidable natural weapons. In lieu of attacking with a normal weapon, the character can initiate an attack routine consisting of two claw attacks and one bite attack. The claws deal 1d3-1 damage each, while the bite deals 1d8 damage. Both the claw and bite damage will be modified by the character's STR adjustment and damage bonus. When the character reaches 5th level, these natural weapons become capable of harming creatures only harmed by magical weapons. Thrassians cannot use their fangs and claws while wielding weapons, using shields, or wearing armor heavier than chain mail.

Thrassian gladiators are bred to have **thick, scaly hides** that give them a base unarmored AC of 3 instead of 0. If the character wears armor, this can further increase their base AC. This hide does, however, reduce their movement rate to 60' per turn. Like their lizardmen brethren, Thrassians have **infravision** to a range of 60'. They are **excellent swimmers** with a swimming movement rate of 120' per turn, and can **hold their breath** for 1 turn (10 minutes) without harm.

Despite, or perhaps because of, their prowess, Thrassians are **widely feared and reviled**. Thrassian gladiators suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans they interact with. Conversely, they get a +2 bonus to the reactions, loyalty, and morale of lizardmen, who tend to view them almost as royalty.

However, when a Thrassian gladiator reaches 5th level (Thrassian Exemplar), his **battlefield prowess** begins to inspire others to follow him. Any henchmen and mercenaries hired by the gladiator gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with the modifiers from the gladiator's Charisma, proficiencies, and race.

At 9th level (Thrassian Warlord), a Thrassian gladiator can build a **castle** and claw his way into a position of authority. When he does so, up to 1d4+1x10 0th level mercenaries and 1d6 Thrassian gladiators of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. Through force of arms, the Thrassian gladiator may ultimately control several castles or even entire realms, though he can expect to face ongoing challenges from humans and demi-humans. Additional rules for castles are detailed in the **Campaign** chapter.

Thrassian Gladiator Proficiency List: Acrobatics, Alertness, Ambushing, Animal Training, Beast Friendship, Berserkergang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (disarm, force back, incapacitate, knock down, overrun, sunder), Command, Dungeon Bashing, Endurance, Fighting Style, Gambling, Intimidation, Kin-Slaying*, Manual of Arms, Precise Shooting, Running, Skirmishing, Survival, Swashbuckling, Wakefulness, Weapon Finesse, Weapon Focus

*New proficiencies described in Chapter 6.

Template:	Arena Veteran
Proficiencies:	Combat Reflexes, Manual of Arms
Starting Equipment:	Gilded sword, large steel shield, lamellar armor, plumed heavy helmet with visor and crest, leather cloak, loincloth, high sandals, backpack, amphora of oil (for polishing body), 2 weeks' iron rations, 15gp in arena winnings

Arena Veteran Template: This pre-generated template represents an arena-trained veteran. The template is ready for adventure. However, if your gladiator's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4).

Thrassian Gladiator Level Progression

Experience	Title	Level	Hit Dice	Damage Bonus
0	Thrassian Pitfighter	1	1d8	+1
3,000	Thrassian Gladiator	2	2d8	+1
6,000	Thrassian Clawmaster	3	3d8	+2
12,000	Thrassian Hero	4	4d8	+2
24,000	Thrassian Exemplar	5	5d8	+2
48,000	Thrassian Myrmidon	6	6d8	+3
100,000	Thrassian Champion	7	7d8	+3
200,000	Thrassian Epic Hero	8	8d8	+3
400,000	Thrassian Warlord	9	9d8	+4
800,000	Thrassian Warlord, 10th level	10	9d8+2*	+4
1,600,000	Thrassian Warlord, 11th level	11	9d8+4*	+4

**Hit point modifiers from constitution are ignored*

Thrassian Gladiator Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells
1	15+	14+	16+	16+	17+
2-3	14+	13+	15+	15+	16+
4	13+	12+	14+	14+	15+
5-6	12+	11+	13+	13+	14+
7	11+	10+	12+	12+	13+
8-9	10+	9+	11+	11+	12+
10	9+	8+	10+	10+	11+
11	8+	7+	9+	9+	10+

Attack Throws

Level	Attack Throw
1	10+
2	9+
3	8+
4	7+
5	6+
6	5+
7	4+
8	3+
9-11	2+


RYANB

VENTURER

Prime Requisite: CHA
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

Commerce is the great wheel upon which the world turns. From the fleshy fingers of the slave traders of Opelenea to the jewel-clad guild masters of Aura, the coin and commodities of the empire are controlled by merchants. But if the stereotypical merchant is a pot-bellied financier profiting from the work of others, the venturer is his opposite: An adventurous world traveler, he personally leads caravans into unknown lands, seeking out exotic goods and new markets. Every venturer is, by definition, an adventurer, and interested in any expedition that promises riches and reward.

Venturers are trained combatants, although not as skilled as fighters. At first level, venturers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *four* levels of experience (i.e. the same as thieves). They may use any missile weapons and any one-handed melee weapons. They are not trained to use shields, fight two-handed, or dual wield weapons. Venturers prefer to stay mobile and cannot wear armor heavier than leather.

The business of venturers is business, and their devotion to trade and profit yields them many special abilities. Foremost among these is the **mercantile network** of contacts, fences, and peddlers that venturers build through their travels. Whenever venturers buy and sell equipment, hire retainers, and engage in mercantile ventures in a market they have previously visited, they treat the market as if it were one market class larger than its actual size. (Class I markets remain Class I markets.)

EXAMPLE: Cain, a 5th level venturer, is in Cyfaraun (a Class IV market). He wishes to purchase a heavy warhorse (700gp). According to the Equipment Availability by Market Class table, there is only a 25% chance for 1 heavy warhorse to be available in a Class IV market. However, Cain has visited Cyfaraun before, so he may treat it as a Class III market. There is a 100% chance for 1 heavy warhorse available in a Class III market, so Cain is able to purchase the heavy warhorse. His party members shake their heads in amazement that he's found such a fine steed in an outpost town. "I know people," he explains.

Venturers are **expert bargainers** who get the best deals available for goods, services, and information. Any items the venturer purchases cost 10% less than the listed price and any items he sells go for 10% more than the listed price (as per the Bargaining proficiency). If trading with another venturer, or a character with the Bargaining proficiency, the opposed bargainers should make reaction rolls. Whichever character scores the higher result gets the discount. A venturer may select Bargaining proficiency to improve his skills. Each time the proficiency is selected, the character receives a +2 bonus on his reaction roll when negotiating with other bargainers.

Venturers know that business empires can rise and fall on information, so they learn to keep their ears open at all times. All venturers can **hear noises** as thieves of their level.



For the same reason, venturers are experts in **reading languages**. On a proficiency throw of 5+ on 1d20, the venturer can decipher a document (including ciphers, treasure maps, and dead languages, but not magical writings). If the roll does not succeed, the venturer may not try to read that particular piece of writing until he reaches a higher level of experience.

While most merchants consider risk a financial term, venturers lead their own caravans, and do so with considerable skill. Any time the venturer's party is in terrain familiar to the venturer, they get a +4 bonus on proficiency throws to **avoid getting lost**.

In order to open new markets and establish trade with unknown tribes, venturers study **diplomacy**. They receive a +2 bonus on

all reaction rolls when they attempt to parley with intelligent creatures (as per the Diplomacy proficiency). Of course, not every market obeys the rule of law, so venturers also become exceptionally skilled at the art of **bribery**. Offering a bribe permits an additional reaction roll during encounters, with the throw modified by the size of the bribe. As a general rule, a bribe equal to one day's pay for the target provides a +1 bonus, a week's pay provides a +2 bonus, and a month's pay provides a +3 bonus. Only one bribe can be attempted per target in any given situation.

Starting at 8th level (Merchant Venturer), venturers begin to **learn and cast arcane spells** as mages. The number and levels of spells the venturer can use in a single day is summarized on the Venturer Spell Progression table. Like a mage, the venturer's spell selection is limited to the spells in his **repertoire**. A venturer's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. Despite this limited magical training, venturers are restricted to magic items usable by thieves.

When a venturer attains 9th level (Merchant Prince), he can establish a **guildhouse**, and 2d6 venturer apprentices of 1st level will offer to work for him. If hired, they must be paid standard rates for ruffians. Many venturers use these followers to start a syndicate, expanding their wealth through legitimate and illegitimate channels. Except as noted, a venturer's guildhouse follows the rules for hideouts detailed in the **Hideouts & Hijinks** section of Chapter 7 of *ACKS*.

When a venturer reaches 12th level, he may begin to research spells, scribe magical scrolls, and brew potions. Most venturers who reach such an apex of wealth have minions to do that for them, of course.

Venturer Proficiency List: Alertness, Ambushing, Arcane Dabbling, Bargaining, Climbing, Combat Reflexes, Combat Trickery (disarm, incapacitate), Command, Gambling, Intimidation, Language, Leadership, Lip Reading, Magical Engineering, Mapping, Mountaineering, Navigation, Passing Without Trace, Precise Shooting, Profession, Riding, Running, Seafaring, Signaling, Skirmishing, Swashbuckling, Weapon Finesse

Template:	Merchant Traveler
Proficiencies:	Alertness, Navigation
Starting Equipment:	Crossbow, case with 20 bolts, short sword, 2 throwing daggers, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large treasure sacks, 50' rope, tinderbox, lantern, small hammer, 12 iron spikes, 2 flasks of military oil, wineskin, 2 weeks' iron rations, 3gp

Merchant Traveler Template: This pre-generated template represents a merchant traveler focused on long-distance trade. The Template is ready for adventure. However, if your venturer's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Venturer Level Progression				Spell Progression			
Experience	**Title**	**Level**	**Hit Dice**	**1**	**2**	**3**	**4**
0	Tinker	1	1d4	-	-	-	-
1,525	Trader	2	2d4	-	-	-	-
3,050	Arbitrager	3	3d4	-	-	-	-
6,100	Commissary	4	4d4	-	-	-	-
12,200	Mercantilist	5	5d4	-	-	-	-
24,400	Enterpriser	6	6d4	-	-	-	-
50,000	Venturer	7	7d4	-	-	-	-
100,000	Merchant Venturer	8	8d4	1	-	-	-
200,000	Merchant Prince	9	9d4	2	-	-	-
300,000	Merchant Prince, 10th level	10	9d4+2*	2	1	-	-
400,000	Merchant Prince, 11th level	11	9d4+4*	2	2	-	-
500,000	Merchant Prince, 12th level	12	9d4+6*	2	2	1	-
600,000	Merchant Prince, 13th level	13	9d4+8*	2	2	2	-
700,000	Mogul	14	9d4+10*	3	2	2	1

**Hit point modifiers from constitution are ignored*

Venturer Attack and Saving Throws						
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**	**Attack Throw**
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14	7+	7+	10+	8+	9+	4+

WARLOCK

Prime Requisite: INT
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

While mages are sometimes colloquially referred to as warlocks, the true warlock is a far more sinister individual. A warlock is one who seeks alliance with dark beings and pursues forbidden lore, hoping to find a quicker, easier path to power than the methodical practices of magecraft. Many warlocks become adventurers to plumb the secrets of dusty tombs, forgotten crypts, and hidden sanctums. Few do so for heroic motives.

These practices leave warlocks reviled and condemned in the Auran Empire. The Tower of Knowledge bars known warlocks from its august halls entirely. Warlocks are treated with respect and more than a little fear in the Sunset Kingdoms of Kemesh, Somirea, and Celdorea, and many assume positions of power in those societies.



Like mages, warlocks receive limited combat training. At first level, warlocks hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws only two points every *six* levels of experience (i.e. the same progression as mages). They may only fight with daggers, darts, staffs, or whips. They are unable to use shields, fight with two weapons, use a weapon two-handed, or wear any kind of armor. For these reasons, warlocks tend to avoid personally fighting, and many warlocks prefer for their party members or minions to do the dirty work.

Warlocks **learn and cast arcane spells** as mages of two thirds their class level. The number and levels of spells the warlock can use in a single day is summarized on the Warlock Spell Progression table. Like a mage, the warlock's spell selection is limited to the spells in his **repertoire**. A warlock's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. A warlock can use any magic items usable by mages.

Every warlock begins play at 1st level (Medium) with a **familiar**. The familiar will be a creature appropriate to the character's alignment and spell signature. The most common familiars are bats, black cats, crows, owls, pythons, and vipers. The familiar always has a number of Hit Dice and maximum hit points equal to ½ the warlock's; Intelligence equal to the warlock's Intelligence; and a number of general and class proficiencies equal to the warlock's, selected from the warlock's class list. The familiar can always understand any languages spoken by its warlock, and the warlock will be able to understand the familiar's speech, though no one else will without resorting to **speak with animals**. The familiar is utterly loyal to the warlock, and will fight for him, perform services, and generally obey his commands. While the familiar is within 30', the warlock will receive +1 on saving throws, but if the familiar is ever killed, the character must save versus Death or instantly take damage equal to the familiar's maximum total hit points. If a warlock's familiar is slain, he will gain a new familiar when he earns his next level of experience.

Upon reaching 2nd level (Occultist), a warlock begins to unlock the **secrets of the dark arts**. He may control undead as a Chaotic cleric of one half his class level. If the warlock casts spells that require a saving throw versus Death, his targets suffer a -2 penalty on the save. When the warlock casts necromantic spells, the spell effects are calculated as if he were two levels higher than his actual caster level.

Starting at 4th level (Hexgiver), a warlock can bring harmful curses down on his enemies. Once per day, the warlock may **hex** a target creature he can see within 30'. If the target fails a saving throw versus Spells, it immediately suffers the warlock's choice of one of the following four hexes:

- -4 decrease to an ability score (minimum 1)
- -4 penalty on attack throws and saves
- Prime requisite halved (minimum 1)
- Each round of combat, the target has a 50% chance to act normally; otherwise, it takes no action

A hex cannot be **dispelled**, but it can be removed with a **remove curse** spell.

At 6th level (Necromancer), a warlock may begin to **contact dark powers** such as demons and evil spirits. These beings possess near omniscience, but contact with them can be mind-shattering. Contacting the dark powers takes 1 turn (10 minutes) and is so taxing that the warlock may only do so once per week. The effect is resolved as per the mage spell **contact other plane**.

At 7th level (Incantationist), the warlock may begin to research spells, scribe magical scrolls, and brew potions, as if he were a mage of 5th level.

Upon reaching 8th level (Warlock), a warlock gains the ability to **alter his shape** into that of any other humanoid creature. The warlock can control his new shape's physical qualities (such as height, weight, gender, hair color, hair texture, and skin color) within the normal ranges for a creature of its kind. His equipment, if any, remains worn or held where possible, and otherwise melds into the new form. The warlock's new form will last for 6 turns, plus 1 turn per level of experience the warlock has gained above 8th. The warlock may alter his shape no more than once every 8 hours. Altering shape can be performed during combat in lieu of making an attack.

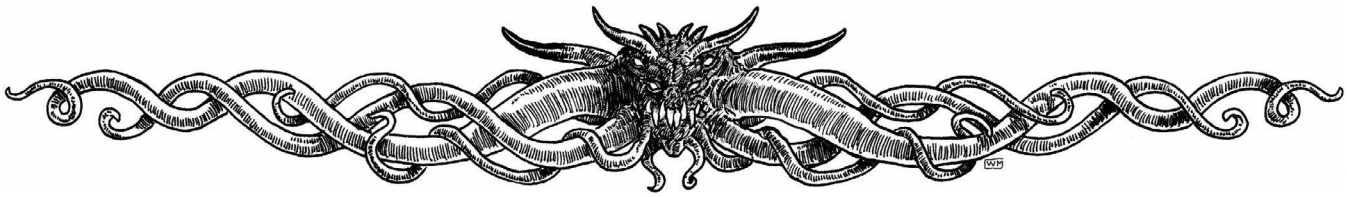
At 9th level (Dread Lord) a warlock may establish a **coterie**, usually in a remote and desolate location. If he does so, he will attract 1d6 apprentices of 1st-3rd level plus 2d6 normal men seeking to become warlocks. Their Intelligence scores will be above average, but many will become fearful of the sacrifices involved and quit after 1d6 months. While in the warlock's service, apprentices must be provided food and lodging, but need not be paid wages. If the warlock builds a **dungeon** beneath or near his coterie, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them. Warlocks' coteries are otherwise identical to mages' sanctums, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

At 10th level (Dread Lord), the warlock may **summon infernal creatures** to perform tasks for him. It takes 1 turn (10 minutes) for the summoning to be completed, during which time the warlock may take no other actions. The creature summoned might be an **invisible stalker** (as per the *ACKS* core rules) or other Chaotic creature of the Judge's devising. The summoned creature will serve until **dispel evil** is cast on the creature, it is slain, or its task is fulfilled. Infernal creatures resent being summoned and may attempt to pervert their instructions if the task is protracted or dangerous. A warlock may perform a summoning but once per month.

Upon reaching 13th level (Dread Lord), the warlock gains the ability to create magic items such as weapons, rings, and staffs as a mage of 9th level. He may also cast ritual spells of a necromantic nature and create necromantic servants as a mage of 11th level. Of those few warlocks who reach this level of power, many sacrifice body and soul in pursuit of power and become undead.

Finally, at 14th level (Dread King), a warlock unlocks the secret of certain **forbidden spells** that fall beyond the ken of normal mages. The four spells listed below are added to his class spell list at the designated spell levels:

- 3rd level: **cause disease**, **speak with dead**
- 4th level: **cause serious wounds**
- 5th level: **finger of death**



The warlock can then add these spells to his repertoire following the usual procedure (see **Adding New Spells to the Repertoire** in Chapter 5 of *ACKS*). Except for being arcane, these spells are identical to their divine counterparts. If a copy of these spells is found or placed on a scroll, the scroll will be useable only by divine casters who have the spell on their class list, or by 14th level warlocks. (Lower level warlocks or standard mages could not use the scroll or cast the spell because it is not on their class spell list.)

Warlock Proficiency List: Alchemy, Battle Magic, Beast Friendship, Collegiate Wizardry, Contemplation, Craft, Diplomacy, Divine Blessing, Elementalism, Elven Bloodline, Engineering, Healing, Illusion Resistance, Knowledge, Language, Loremastery, Magical Engineering, Mapping, Mystic Aura, Naturalism, Performance, Prestidigitation, Profession, Quiet Magic, Sensing Power, Soothsaying, Transmogrification, Unflappable Casting

Template:	**Corrupt Scholar**
Proficiencies:	Loremastery, Knowledge (occult)
Starting Equipment:	*Owl familiar*, bloodstained spellbook with **choking grip**, rune-etched staff, silver dagger, grey warlock's cassock, leather belt, low boots, backpack, quill and ink, 1 week's iron rations, 50gp

Corrupt Scholar Template: This pre-generated template represents a scholar corrupted by investigation into blasphemous, alien powers. The template is ready for adventure. However, if your warlock's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like.

Warlock Level Progression					Spell Progression				
Experience	**Title**	**Level**	**Hit Dice**	**Special Abilities**	**1**	**2**	**3**	**4**	**5**
0	Medium	1	1d4	Familiar, spellcasting	1	-	-	-	-
2,075	Occultist	2	2d4	Secrets of the dark arts	1	-	-	-	-
4,150	Spiritualist	3	3d4	-	2	-	-	-	-
8,300	Hexgiver	4	4d4	Hex	2	1	-	-	-
16,600	Cursebringer	5	5d4	-	2	1	-	-	-
33,200	Necromancer	6	6d4	Contact dark powers	2	2	-	-	-
65,000	Incantationist	7	7d4	Magic research (minor)	2	2	1	-	-
130,000	Warlock	8	8d4	Alter shape	2	2	1	-	-
280,000	Dread Lord	9	9d4	Coven	2	2	2	-	-
430,000	Dread Lord, 10th level	10	9d4+1*	Summon infernal creature	3	2	2	1	-
580,000	Dread Lord, 11th level	11	9d4+2*	-	3	2	2	1	-
730,000	Dread Lord, 12th level	12	9d4+3*	-	3	3	2	2	-
880,000	Dread Lord, 13th level	13	9d4+4*	Magic research, necromancy	3	3	3	2	1
1,030,000	Dread King	14	9d4+5*	Forbidden spells	3	3	3	2	1

**Hit point modifiers from constitution are ignored*

Warlock Attack and Saving Throws						
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**	**Attack Throw**
1-3	13+	13+	15+	11+	12+	10+
4-6	12+	12+	14+	10+	11+	9+
7-9	11+	11+	13+	9+	10+	8+
10-12	10+	10+	12+	8+	9+	7+
13-14	9+	9+	11+	7+	8+	6+

WITCH

Prime Requisite: WIS and CHA
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

The ignorant will often refer to any female spellcaster as a witch. Actual witches, however, are practitioners of a distinct craft of magic. Like priestesses and shamans, witches invoke divine magic, but they do not organize into communities of faith nor do they dedicate themselves to the service of their gods or goddesses. Rather, the relationship of a witch to her divine patron is that of student to teacher, rooted in ancient pacts and secretive traditions. The witch seeks to gain personal knowledge and strength by accepting the guidance and patronage of ancient powers. This quest for knowledge and power often drives witches to become adventurers.

Within the Auran Empire, witches are viewed with deep suspicion by the Empyrean priests, but many rural villages nevertheless have a wise woman with some skill in witchcraft. Witches are fairly common in Southern Argollë, Jutland, Rorn, Kemesh, and the Ivory Kingdoms, each of which has flourishing traditions of witchcraft.

Witches receive little combat training. At first level, witches hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws only two points every *six* levels of experience (i.e. the same as mages), but they advance in saving throws by two points every *four* levels of experience (i.e. as clerics). They may only fight with clubs, daggers, darts, or staffs. They are unable to use shields, fight with two weapons, or wear any kind of armor.

Starting at 1st level, witches are able to cast **divine spells**, which are granted through esoteric nighttime rituals. The power and number of divine spells available to the character are determined by level according to the Witch Spell Progression table. See the **Spells** chapter for the witch's spell lists. They may use any magic items usable by clerics.

When a witch reaches 3rd level (Siren), she may begin to brew potions. When a witch reaches 5th level (Sibyl), she is able to research spells. Upon reaching 7th level (Sorceress), she may scribe magical scrolls. At 9th level (Witch), she is able to create more powerful magic items such as weapons, rings, and staffs. At 11th level, a witch may learn and cast ritual divine spells of great power (6th and 7th level) and craft magical constructs. Witches perform such magic research as clerics of their level.

Every witch must belong to a **tradition**, which defines her approach to the magic and her relationship with the gods and spirits that are her source of power. When a witch is created, select a tradition for the character from the Tradition table below, and write down the spells and powers of the tradition. Each tradition adds four spells to the witch's spell list at the spell levels designated below. Each also provides a special ability at 1st, 3rd, 5th, and 7th level.

The regions within the Auran Empire campaign setting associated with each tradition are noted below. The Judge may create other traditions for his own campaign setting where necessary.



Tradition	Region	Description
Antiquarian	Auran Empire, Jutland	Wise women who focus on healing and beneficial potions, they practice their traditional craft wherever rural human settlements may be found.
Chthonic	Kemesh	Malefic practitioners who consort with the darkest of powers, reveling in the seduction and corruption of the innocent.
Sylvan	Rorn, Southern Argollë	Reclusive witches who travel the borderlands between human settlements and fey forests.
Voudon	Ivory Kingdoms	Tribal witches who barter with ancestral spirits and animistic powers to gain power over the living and the dead.

ANTIQUARIAN WITCH

Bonus Spells
- 1st – **detect poison**
- 2nd – **delay poison**
- 3rd – **cure disease**
- 4th – **cure serious wounds**

1st level: With simple herbs and medicinal folklore, the antiquarian witch learns to treat ailments and injuries. The witch gains one rank of the **Healing** proficiency.

3rd level: The antiquarian witch knows much that has been lost about the healing arts. She gains the power to **cure moderate wounds** by touch once every 8 hours. Each use takes 1 turn (10 minutes).

5th level: The antiquarian witch expands her knowledge of herbs and brews into truly arcane formulations. She gains one rank of Alchemy proficiency.

7th level: Poisons are much studied and little feared by the antiquarian witch. She gains the power to **neutralize poison** once per day. Each use takes 1 turn (10 minutes).

CHTHONIC WITCH

Bonus Spells
- 1st – **detect undead**
- 2nd – **spiritual weapon**
- 3rd – **necromantic potence**
- 4th – **animate dead**

1st level: The chthonic witch learns depraved arts of pleasure from the dark powers. She gains the **Seduction** proficiency.

3rd level: The mysteries of death are unlocked for the chthonic witch. She gains the **Black Lore of Zahar** proficiency.

5th level: Few can resist the chthonic witch's ravishing glamour. The witch gains the **Mystic Aura** proficiency.

7th level: With dark whispers the chthonic witch can dominate the weak-willed. The witch gains the power to **charm person** once per day. Each use takes 1 round (10 seconds).

SYLVAN WITCH

Bonus Spells
- 2nd – **obscuring cloud**, **silent step**
- 3rd – **glitterdust**
- 4th – **summon animals**

1st level: From long years in the company of wild and fey things, the sylvan witch gains the **Beast Friendship** proficiency.

3rd level: Through fey glamours and bewitching dweomers, the witch can appear however she desires. She gains the power to **change shape** (as a warlock) once per day. Each use takes 1 turn (10 minutes).

5th level: The sylvan witch becomes one with the forests around her. She gains the **Passing Without Trace** proficiency.

7th level: No longer bound by the humanoid form, the sylvan witch can take on fantastical shapes. The witch gains the power to **polymorph self** once per week. Each use takes 1 turn (10 minutes).

VOUDON WITCH

Bonus Spells
- 1st – **detect undead**
- 2nd – **holy chant**
- 3rd – **prayer**
- 4th – **smite undead**

1st level: The witch gains a **Craft** proficiency of her choice. Voudon witches craft a wide variety of symbols and talismans to be used when casting their spells, with individual witches choosing a single craft with which to make their talismans.

3rd level: The witch has learned **grey lore**, straddling darkness and light. She gains the ability to turn undead as a cleric of one half her class level. When the witch casts spells that inflict fear effects (such as **cause fear**), the spell effects are calculated as if she were two class levels higher than her actual level of experience, and are resisted with a -2 penalty on the saving throw.

5th level: Through ecstatic dancing, wild drumming, chanting, and intoxicating smoke, the voudon witch can regain her strength. She may **perform spiritual rituals** as a shaman.

7th level: The voudon witch's evil eye can bewitch and deceive. She gains **mastery of charms and illusions**, identical to that of an elven enchanter.

Upon attaining 9th level (Witch), a witch of any tradition may establish a **coven**, usually in a remote and desolate location. If she does so, he will attract 1d6 apprentices of her tradition between 1st-3rd level plus 2d6 normal women seeking to become witches. Their Wisdom scores will be above average, but many will become fearful of the sacrifices involved and quit after 1d6 months. While in the witch's service, apprentices must be provided food and lodging, but need not be paid wages. If the witch builds a **dungeon** beneath or near her coven, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them. Witches' covens are otherwise identical to mages' sanctums, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

Witch Proficiency List: Alchemy, Apostasy, Arcane Dabbling, Beast Friendship, Black Lore of Zahar, Contemplation, Craft, Divine Blessing, Divine Health, Elementalism, Elven Bloodline, Familiar, Healing, Illusion Resistance, Laying on Hands, Loremastery, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Prestidigitation, Prophecy, Quiet Magic, Seduction, Sensing Power, Theology, Transmogrification, Unflappable Casting

Template:	**Village Witch**
Proficiencies:	Laying on Hands Healing *Healing 2*
Starting Equipment:	Holy symbol (pair of horns around lunar disc), slender oak staff, freeholder's dress, leather belt, leather shoes, backpack, 1lb birthwort, 2lb comfrey, 1lb goldenrod, 1lb woundwort, 5 scented wax candles, flask of holy water, 2 weeks' iron rations, 7gp

Village Witch Template: This pre-generated template represents a rural witch from the antiquarian tradition. The template is ready for adventure. However, if your witch's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

Witch Level Progression				Spell Progression				
Experience	**Title**	**Level**	**Hit Dice**	**1**	**2**	**3**	**4**	**5**
0	Initiate	1	1d4	1	-	-	-	-
2,000	Seeress	2	2d4	2	-	-	-	-
4,000	Siren	3	3d4	3	-	-	-	-
8,000	Pythoness	4	4d4	3	2	-	-	-
16,000	Sibyl	5	5d4	3	3	-	-	-
32,000	Enchantress	6	6d4	3	3	2	2	-
65,000	Sorceress	7	7d4	3	3	3	2	2
130,000	Incantrix	8	8d4	5	5	3	3	2
230,000	Witch	9	9d4	5	5	5	3	3
330,000	Witch, 10th level	10	9d4+1*	6	6	5	5	3
430,000	Witch, 11th level	11	9d4+2*	6	6	6	5	5
530,000	Witch, 12th level	12	9d4+3*	8	8	6	6	5
630,000	Witch, 13th level	13	9d4+4*	8	8	8	6	5
730,000	Witch Queen	14	9d4+5*	9	8	8	8	6

**Hit point modifiers from constitution are ignored*

Witch Saving Throws					
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**
1-2	13+	10+	16+	13+	15+
3-4	12+	9+	15+	12+	14+
5-6	11+	8+	14+	11+	13+
7-8	10+	7+	13+	10+	12+
9-10	9+	6+	12+	9+	11+
11-12	8+	5+	11+	8+	10+
13- 14	7+	4+	10+	7+	9+

Witch Attack Throws	
Level	**Attack Throw**
1-3	10+
4-6	9+
7-9	8+
10-12	7+
13-14	6+

ZAHARAN RUINGUARD

Prime Requisite: STR and INT
Requirements: INT 9, WIS 9, CHA 9
Hit Dice: 1d6
Maximum Level: 12

In the waning days of the decadent Zaharan empire, as its graceful cities burned to ash and the races of man, elf, and dwarf slaughtered the children of Zahar without mercy for their arrogance and tyranny, an order of militant sorcerer-knights known as ruinguards was ordained by Sebek, last of the sorcerer-kings. The ruinguards were charged with safeguarding the powerful secrets of the chthonic gods and laying down their lives to prevent the voice of chaos from passing into oblivion.

The hobbled eunuch-seers and iron-bound tomes of the great Zaharan libraries were too burdensome to carry away and hide from the wrathful judgment of Law as it descended upon crumbling Zahar. The ruinguards mastered arcane bindings to focus the dark chthonic secrets of a dying empire within a receptacle they knew they would always have at hand – their very weapons. The Zaharan empire vanished over a millennium ago, but the masters of this tenebrous order have not only carried the knowledge of chaos with them, but learned to call upon that knowledge to enhance their own martial and magical skill and bring doom to their enemies.

Each ruinguard is a master of their own fate; an individual conduit to the knowledge of chaos and the chthonic powers spread across the void. Whether they carry such power within them and focus it upon the weapon they wield, or whether the weapon itself holds the chthonic power and they merely call it forth to do battle, even the ruinguard does not truly know. Ruinguards typically adventure to accumulate power, skill, and allies in order to dominate more and more around them – some even harbor dreams of rebuilding an empire. Others resist succumbing completely to the chaos that constantly seeks to consume them. This rarer breed of ruinguard seeks adventure to quell the wanderlust within themselves and find camaraderie and kinship amongst those adventurers who also choose to wander dark roads and distant lands.



Ruinguards are brutal combatants who rarely show mercy. At first level, a ruinguard hits an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws as a fighter, by two points every *three* levels of experience. The chthonic powers a ruinguard channels revel in the chaos and brutality of face-to-face combat, and frown upon weapons and attacks which draw blood from a distance. A ruinguard may only fight with the following weapons: sword, two-handed sword, battle axe, great axe, flail, and whip. They increase their base damage roll from successful melee attacks using these weapons by +1 at 1st level, and by an additional +1 at 3rd, 6th, 9th, and 12th level. They are trained to fight wielding a weapon and shield and wielding a two-handed weapon. They may wear any armor, and generally favor the heaviest available.

In addition to their fighting ability, a ruinguard's eager embrace of chthonic secrets provides him with several benefits. All ruinguards enjoy a **dark blessing**, which provides them with a +2 bonus to all saving throws. In addition, they benefit from a preternatural **quickening**, which grants them a +1 bonus to surprise rolls and initiative rolls. Finally, at first level, ruinguards choose a specific weapon type (battle axes, great axes, flails, swords, two-handed swords, or whips) and are considered to possess **weapon focus** while wielding the weapon type chosen.

As sorcerers as well as warriors, ruinguards **learn and cast arcane spells** as mages of one-half their level, using the same spell list and the same rules for learning and casting spells. Unlike (human) mages, a Zaharan ruinguard may cast spells while wearing any type of armor. They can use any magical items available to mages or fighters.

As a ruinguard gains experience, he achieves mastery over his weapon and the chthonic forces within. These channeling powers manifest in three stages. The first channeling power, **arcane striking**, may be invoked beginning at 2nd level (Ruinborn). When the ruinguard successfully strikes a target with a melee attack, he can expend one of his daily spell slots to increase damage. Damage is increased by 1d6 per level of the spell slot expended.

EXAMPLE: Moruvai needs to make an attack throw of 14+ to strike the great dragon Urm. Finally, he does so! He immediately expends a 1st level spell slot to do an extra 1d6 damage on his hit.

The second channeling power, **death healing**, manifests at 4th level (Son of Ruin). When the ruinguard successfully slays a sentient creature with a melee attack, he can, in lieu of cleaving, expend a spell slot to heal himself. Healing is 1d6 per level of the spell slot expended, to a maximum value equal to the slain victim's maximum (starting) hit points.

EXAMPLE: Moruvai slays a hobgoblin (hp7). Rather than cleave, he sacrifices a 2nd level spell and heals himself 2d6 hit points. The 2d6 roll is an 8; Moruvai heals 7hp because he cannot heal more than the slain victim's hit points.

At 9th level (Lord of Ruin), a ruinguard's final channeling power, **spell storing**, manifests. When a ruinguard casts a spell that would normally target a creature, he may instead cast it into his melee weapon, where it remains stored until discharged. The effect will discharge onto the next creature the ruinguard strikes with the weapon, resulting in both melee damage and the normal effects of the spell. The ruinguard may only store one spell at a time, and the spell will discharge harmlessly if not used in 1 turn, if the weapon is sundered, or if the ruinguard loses his grip on the weapon.

A ruinguard with sufficient spell slots can combine spell storing, death healing, and arcane striking.

EXAMPLE: Moruvai casts **dismember** into his two-handed sword, spell storing it. He then attacks a minotaur, and hits, dealing his normal melee damage. Upon hitting, Moruvai uses his arcane striking power, expending a 2nd level spell slot to deal an additional 2d6 damage. **Dismember** also discharges, and the minotaur fails its save, taking an additional 3d6 damage and permanent wound from the spell. The cumulative damage slays the minotaur. Rather than cleave, Moruvai expends a 3rd level spell slot and death heals himself 3d6 damage.

Due to their background and training, all Zaharan ruinguards speak four bonus languages: Ancient Zaharan, Goblin, Orc, and Kemeshi. As true Zaharans, all ruinguards also possess certain inhuman benefits and drawbacks from their near-extinct bloodline. Chief among these are the **ancient pacts** of service and obedience by which the lords of Zahar ensorcelled the dark powers of the world. Some creatures still remember these pacts and will aid Zaharans when commanded. All ruinguards gain a +2 bonus to reaction rolls when encountering intelligent chaotic monsters. Intelligent chaotic monsters suffer a -2 penalty to saving throws against any charm spells cast by a Zaharan ruinguard.

Secondly, ruinguards are **inexorable** in the face of horrors that terrify normal men. They are immune to all natural and magical fear effects.

Finally, ruinguards grow in power **after the flesh**. If transformed into intelligent undead, they retain their racial powers and any class abilities. Once transformed, the ruinguard may continue to advance in Hit Dice without limit, even past his class's maximum level. A 1 HD undead ruinguard requires 4,000 XP to advanced to 2 HD, and the amount of XP required to advance as an undead doubles with each HD thereafter (round values greater than 20,000 XP to the nearest 1,000). All of the ruinguard's class abilities will continue to progress without regard to his class's maximum level, to a maximum of 14th level.

However, because of their **dark souls**, the grim embrace of death holds special perils for Zaharans. Whenever a deceased Zaharan rolls on the Tampering With Mortality table, he suffers a penalty on the 1d20 roll of -1 per level of experience.

Should a ruinguard survive to reach 5th level (Ruinwielder), his **dark charisma** begins to inspire others to follow him. Any chaotic characters or monsters in the ruinguard's service gain a +1 bonus to their morale score whenever he personally leads them. The bonus stacks with any modifiers from the ruinguard's Charisma or proficiencies.

At 9th level (Lord of Ruin), a ruinguard can, assuming enough gold is at hand, build a **dark fortress**. When he does so, up to 1d4+1x10 0th level mercenaries and 1d6 ruinguards of 1st-3rd level will come for jobs and training. If hired, they must be paid standard rates for mercenaries. Should he prove a powerful, ruthless leader, the ruinguard's power may spread like a dark blight across the realm as those drawn to dark power flock to his banner. Ruinguards' dark fortresses are otherwise identical to fighters' castles, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

Finally, when a ruinguard reaches 10th level (Lord of Secrets), he may begin to research spells, scribe magical scrolls, and brew potions, as if he were a 5th level mage.

Zaharan Ruinguard Proficiency List: Alertness, Ambushing, Battle Magic, Berserkergang, Black Lore of Zahar, Blind Fighting, Combat Trickery (force back, knock down, overrun, sunder), Command, Dungeon Bashing, Elementalism, Endurance, Familiar, Fighting Style, Intimidation, Kin-Slaying*, Leadership, Manual of Arms, Military Strategy, Mystic Aura, Sensing Good, Sensing Power, Siege Engineering, Skirmishing, Theology, Unflappable Casting, Wakefulness, Weapon Focus

*New proficiencies described in Chapter 6.

Template:	Doomwielder
Proficiencies:	Fighting Style (two-handed weapon) Endurance
Starting Equipment:	Serrated two-handed sword, barbed morning star, plate armor adorned with skulls, heavy skull helmet, blood-stained wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations, 7gp

Doomwielder Template: This pre-generated template represents a Doomwielder specialized in crushing foes with two-handed blows. The template is ready for adventure. However, if your ruingard's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like.



Zaharan Ruinguard Level Progression

Experience	Title	Level	Hit Dice	Special Abilities
0	Insignificant	1	1d6	+1 damage, dark blessing, quickening, weapon focus, ancient pacts, inexorable, after the flesh, dark soul
3,850	Ruinborn	2	2d6	Arcane striking, spellcasting
7,700	Ruinchild	3	3d6	+2 damage
15,400	Son of Ruin	4	4d6	Death healing
30,800	Ruinwielder	5	5d6	Dark charisma
61,600	Ruinscourge	6	6d6	+3 damage
125,000	Ruinmaster	7	7d6	-
250,000	Father of Ruin	8	8d6	-
425,000	Lord of Ruin	9	9d6	+4 damage, spell storing, dark fortress
600,000	Lord of Secrets	10	9d6+2*	Magic research (minor)
775,000	Lord of Bindings	11	9d6+4*	-
950,000	Prince of Ruin	12	9d6+6*	+5 damage

*Hit point modifiers from constitution are ignored

Spell Progression

Level	1	2	3
1	-	-	-
2	1	-	-
3	2	-	-
4	2	-	-
5	2	1	-
6	2	1	-
7	2	2	-
8	2	2	-
9	2	2	1
10	2	2	1
11	2	2	2
12	2	2	2

Zaharan Ruinguard Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	13+	14+	14+	14+	15+	10+
2-3	12+	13+	13+	13+	14+	9+
4	11+	12+	12+	12+	13+	8+
5-6	10+	11+	11+	11+	12+	7+
7	9+	10+	10+	10+	11+	6+
8-9	8+	9+	9+	9+	10+	5+
10	7+	8+	8+	8+	9+	4+
11-12	6+	5+	7+	7+	8+	3+

Chapter 3: **Character Class Templates**



INTRODUCTION TO TEMPLATES

Selecting equipment and proficiencies can be time-consuming, especially for new players. Even experienced players may find want a faster alternative, particularly in campaigns that tend to be highly lethal on low level characters. For this reason each class described in either *ACKS* or the *Player's Companion* always includes a pre-generated template with weapons, armor, equipment, proficiencies, and spells ready for immediate play.

In this chapter, we expand and explore the concept of templates, offering 8 templates for each class. Each of the 8 templates is designed to represent a particular archetype for its class, allowing us to show the many ways that each character class can be customized to fit within any given campaign setting.

Note that the 12 templates that appear in the *ACKS* core rules should be replaced by the templates of the same name that appear in this rulebook. These templates vary slightly from those in *ACKS* as they have been updated to include new equipment, proficiencies, and spells added by the *Player's Companion.*

CHOOSING OR ROLLING FOR TEMPLATES

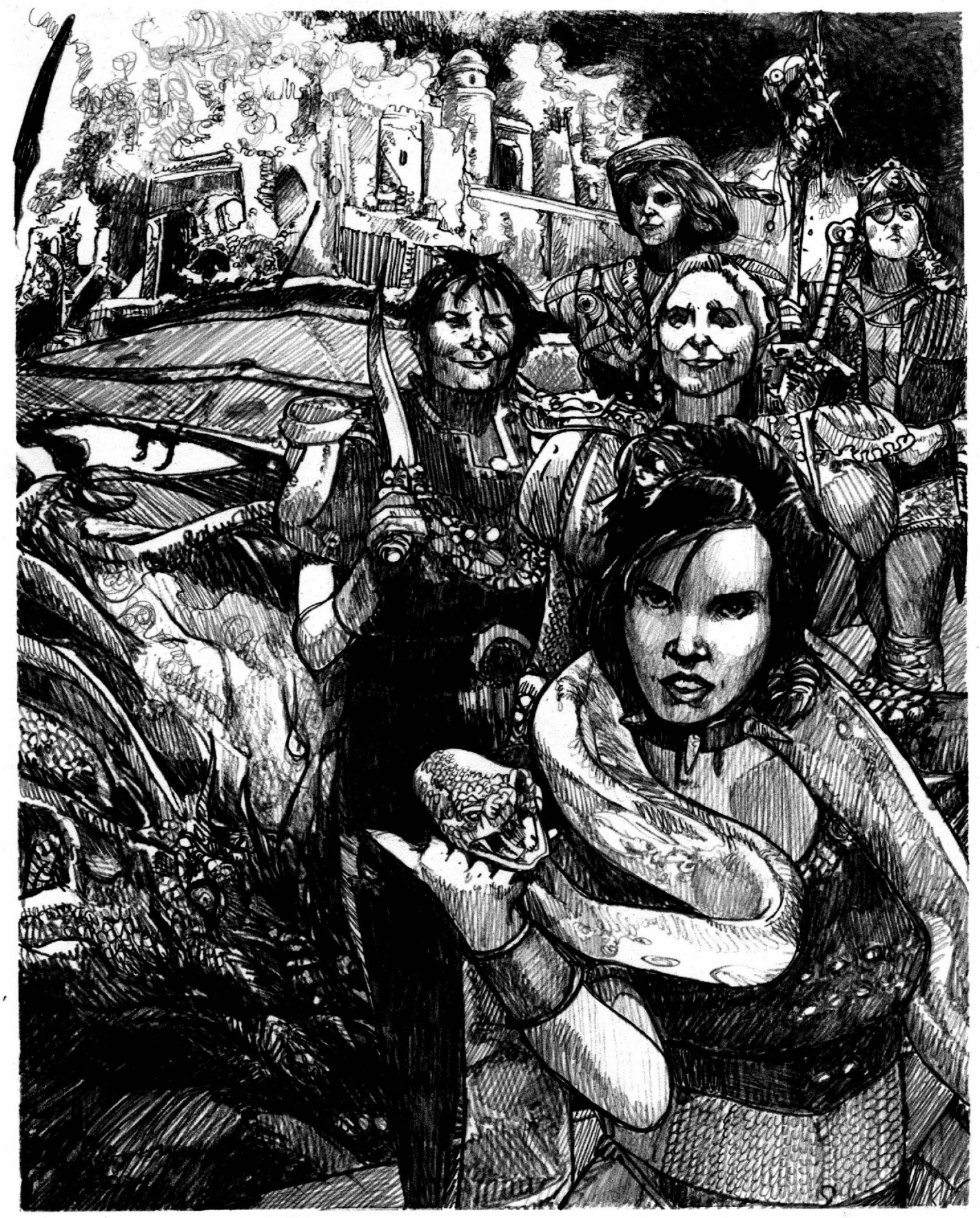
In most campaigns, a character's templates will be determined randomly. The 3d6 roll to determine the character's template replaces the 3d6 roll to determine the character's starting gold pieces. Players who are risk averse may choose the standard template for their character class (e.g. mercenary for fighter or engineer for dwarven machinist) instead of rolling, if desired.

For a campaign with a highly specific setting, the Judge might allow players to default to a different template that is more appropriate to his campaign. For example, a maritime or "saltbox" campaign might allow fighters to default to the corsair template, thieves to the buccaneer template, and explorers to the mariner template. A campaign filled with Renaissance era intrigue might allow bards to default to the spy template, bladedancers to the veiled assassin template, and mages to the court magist template. The ultimate decision of whether templates are used during character creation, and if so under what conditions, is always in the Judge's hands.

CREATING CHARACTERS WITH TEMPLATES

To create a character using these templates, follow the steps below.

1. Start with a fresh character sheet. You can copy the one provided in this book, download and print one, or reproduce it by hand on a piece of paper. If all else fails, just scribble down notes on scratch paper!
2. Roll 3d6 in order for your character's **ability scores**, as described in Chapter 2 of *ACKS*, **Character Abilities**, and write the results after the names of the abilities. Write down the ability score bonus or penalty for each score, as shown on the Ability Score table.
3. Choose a **class** which suits your character's abilities from the **Character Classes** section. All classes have prime requisites, and some classes require minimum scores for some abilities. If abilities are not quite high enough for the class you would like to play, see **Classes and Ability Scores** in *ACKS* for some options to adjust your scores. Write down the special abilities of your class, as described for each class.
4. Note on your character sheet that your character has zero (0) **experience points** (or **XP**); you may also want to note the number needed to advance to second level, as shown in the table for your class. Gaining experience points is explained in the **Adventures** and **Campaigns** chapters of *ACKS*.
5. Roll **hit points** (**hp**) using the appropriate die for your class, adding your Constitution bonus or penalty, and note the result as your hit points on your character sheet. If your character has a Constitution penalty, the penalty will not lower any Hit Die roll below 1. (At your Judge's discretion, you may begin with the maximum hit points for 1st level.)
6. Record your character's **attack throws** and **saving throws** on your character sheet. Attack throws and saving throws are listed with each class, and described fully in the **Adventures** chapter of *ACKS*. Note that attacks with melee weapons are modified by your Strength, while missile weapons such as bows or thrown daggers are modified by Dexterity. Don't forget to adjust your attack throws to reflect these modifiers.
7. Find the appropriate template table for your character's class in Chapter 3, **Character Class Templates**. With the Judge's permission, choose a template appropriate to the campaign. Otherwise, roll 3d6 on the table to determine your character's starting template. Note down your character's starting **proficiencies** from the table. All characters always begin with the Adventuring proficiency in addition to those listed. Apply any modifiers to your ability scores, hit points, attack throws, or saving throws from proficiencies. If you have chosen to play a mage, warlock, elven enchanter, or elven spellsword, note down the starting **spells** from your template.
8. Write your character's starting equipment and gold pieces as listed for your template. You do not roll for starting wealth when using a template. Since you now know what armor your character is wearing, note your **Armor Class** (**AC**) on the character sheet based on the type of armor you choose. Calculate your character's **encumbrance** based on how much weight he is carrying**.**
9. Give your character a name, and create a description of what your character looks like, his personality, and maybe even a brief note about the character's background. Then choose an appropriate **Alignment** for your character. Your Judge will have information on the setting of your character's world that can be helpful in naming your new character and developing his background.



CHARACTER TEMPLATES AND INTELLIGENCE SCORES

In building the character class templates, we assumed that the character had an Intelligence score of 12 or less. If your character has an INT score of 13-15, you should select one additional general proficiency on top of those listed for the template. If your character has an INT of 16-17, you should select two additional general proficiencies. If your character has an INT of 18, you should select three additional general proficiencies. It's helpful to select proficiencies that complement the template, but you are free to choose any general proficiency you'd like (unless the GM rules otherwise).

EXAMPLE: Jim has created an assassin with INT 16. The assassin's template is Infiltrator, so he begins with the Skulking and Disguise proficiencies. Since the assassin has an INT of 16, Jim gets to select an additional two general proficiencies. Reviewing the list of general proficiencies, he decides on Mimicry and Performance (Acting).

INTELLIGENCE SCORES OF ARCANE SPELLCASTERS

In general, the character class templates assume that characters have average INT. However, arcane spellcasters tend to have higher than average Intelligence scores. Therefore, the templates for elven enchanters, elven spellswords, mages, and warlocks assume that the character has an INT ability score of between 13 and 15, qualifying him for one bonus proficiency and one bonus spell. The bonus proficiency and bonus spell that each arcane spellcasting template begins with are noted in italics.

If an arcane spellcaster is created with an INT of 12 or less, then the template actually has more proficiencies and spells than the character is eligible to possess. In this case, you must delete the third listed proficiency and the second listed spell from the template.

EXAMPLE: Jim creates a mage with an INT of 11. The mage's template is warmage. The listed proficiencies for the warmage are Battle Magic, Military Strategy, and Siege Engineering, while the listed spells are **magic missile** and **sharpness**. Because Jim's mage only has INT 11, he loses the Siege Engineering proficiency and the **sharpness** spell.

On the other hand, if you create an arcane spellcaster has an INT of 16-17, you should select one additional general proficiency and roll for one additional spell. If you roll up an arcane spellcaster with an INT of 18, you should select two additional general proficiencies and roll for two additional spells. Additional spells should be selected randomly using the rules for **Starting Spell Repertoires** in Chapter 5 of *ACKS*.

Anti-Paladin Templates

3d6 Roll	Template	Proficiencies	Starting Equipment
3-4	Desecrator	Dungeon Bashing Knowledge (occult)	Gnawed wooden unholy symbol (mouth surrounded by eyes of Kaleth), befouled scourge, rusty ball-and-chain, filthy wool tunic and pants, dirty sandals, 2 small tattered sacks, 2 weeks' iron rations
5-6	Tormentor	Combat Trickery (incapacitate) Profession (torturer)	Blackened wavy dagger (consecrated as an unholy symbol of Raviled), jagged battle axe, scourge, black hide armor with antlered leather cap, ill-kept wool tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 6gp
7-8	Deceiver	Ambushing Diplomacy	Unholy symbol (horned rat of Galmorm), trio of well-concealed daggers, fine leather armor, dark hooded cloak, black armiger's tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations
9-10	Corruptor	Mystic Aura Seduction	Unholy symbol (medusa's head of Nasga), slender scimitar, copper-barbed scourge, form-fitting black leather armor, armiger's tunic and pants, high boots, long leather gloves, embroidered hooded cloak, hand-sized steel mirror, velvet-lined pouch, bottle (4 pints) of fine wine, 1 week's iron rations, 7gp
11-12	Slayer	Berserkergang Endurance	Unholy symbol (black gauntlet with six arrows of Bel), barbed morning star, serrated two-handed sword, fire-blackened banded plate armor, blood-stained wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations, 12gp
13-14	Enforcer	Alertness Intimidation	Unholy symbol (silver draconic eye of Iskara), black-shafted spear, blackened sword, black steel shield bearing draconic eye symbol, black lamellar armor, black hooded cloak, black guard's tunic and pants, leather belt, low boots, gloves, backpack, 2 large sacks, crowbar, tinderbox, flask of military oil, 12 torches, 50' rope, waterskin, 2 manacles, 2 weeks' iron rations, 13gp
15-16	Doombringer	Kin-Slaying Theology	Unholy symbol (skull on black circle of Dirgion), wickedly-curved scythe, barbed flail, black banded plate armor, black steel shield with skull symbol, red hooded leather cloak, red armiger's tunic and pants, high black boots, backpack, flask of unholy water, 3gp
17-18	Oppressor	Command Riding	Unholy symbol (all-devouring worm of chaos), black-shafted spear, polished sword, black steel shield bearing all-devouring worm symbol, black lamellar armor, black armiger's tunic and pants, riding boots, medium riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 3gp

Anti-Paladin Notes: The scourge is a type of whip. The desecrator's ball-and-chain is a type of flail. The corruptor's scimitar is a type of short sword. The doombringer's scythe is a type of pole arm.

Assassin Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Cutthroat	Combat Reflexes Gambling	Hand axe, dagger, leather armor, cheap tunic and pants, leather belt, low boots, backpack, 12 iron spikes, small hammer, 1 flask of military oil, tinderbox, 12 torches, 2 weeks' iron rations
5-6	Bounty Hunter	Combat Trickery (incapacitate) Tracking	Bola, serrated sword, dagger, net, leather armor, black cloak, traveler's tunic and pants, high boots, backpack, crowbar, 50' rope, manacles, 12 iron spikes, small hammer, 2 weeks' iron rations, 2gp
7-8	Pirate	Swashbuckling Seafaring	Shortbow, quiver with 20 arrows, scimitar, 2 well-balanced daggers with boot-sheathes, leather armor, colorful tunic and pants, silk sash, high boots, wineskin with good wine, small sack, 50' rope, grappling hook, 1 week's iron rations, 7gp
9-10	Bravo	Fighting Style (two weapon) Intimidation	Crossbow, case with 20 bolts, serrated sword, left-hand dagger, black leather armor, duelist's cloak, armiger's tunic and pants, high boots, belt pouch with bone dice made from last foe, backpack, 2 weeks' iron rations, 6gp
11-12	Assassin-for-Hire	Precise Shooting Bargaining	Arbalest, case with 20 bolts, pair of well-sharpened short swords, bloodstained leather armor, dark cloak with hood, black tunic and pants, low boots, leather belt, belt pouch, 2 flasks of military oil, tinderbox, wineskin with good wine, backpack, 50' rope, 2 weeks' iron rations, 17gp
13-14	Betrayer	Bribery Seduction	Slender short sword, dagger, long leather whip, tight leather armor, leather cloak, elegant silk tunic and pants, silk sash, high boots, backpack, manacles, 1 dose of giant centipede poison, 1lb of dried belladonna, 1 week's iron rations, 6gp
15-16	Infiltrator	Skulking Disguise	Crossbow, case with 20 bolts, short sword, dagger, unmarked leather armor, simple hooded cloak, plain tunic and pants, leather gloves, low boots, backpack, thieves' tools, disguise kit, 2 weeks' iron rations, 40gp for bribes
17-18	Cult Deathbringer	Arcane Dabbling Theology	Crossbow, case with 20 bolts, wavy-bladed sword and short sword, dagger in wrist sheath, leather armor under grey cassock with hood, long leather gloves, soft-soled shoes, leather belt, belt pouch, holy symbol (eclipsed sun), 2 flasks of holy water, sacred religious text, 6 torches, 2 weeks' iron rations, 2gp

Assassin Notes: The pirate's scimitar is a type of short sword.

Barbarian Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Tribal Warrior (Ivory Kingdoms)	Beast Friendship Tracking *Running*	Bola, 5 feathered darts, spear decorated with beads and feathers, club, cowhide shield, wildebeest hide armor, loincloth, sandals, leather pouch, 1 week's iron rations, 7gp
5-6	Berserker (Jutland)	Berserkergang Intimidation *Climbing*	Long bearded axe, chain mail armor, rough spun wool tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 3gp
7-8	Sea Rover (Jutland)	Swashbuckling Seafaring *Climbing*	Shortbow, quiver with 20 arrows, iron-tipped spear, bearded axe, kite shield painted with dragon, leather armor, rough spun wool tunic and pants, leather belt, low boots, wineskin with strong ale, small sack, 50' rope, grappling hook, 1 week's iron rations, 3gp
9-10	Skirmisher (Skysostan)	Skirmishing Endurance *Precise Shooting*	Composite bow, quiver with 20 arrows, pair of scimitars, leather scale armor, wool tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 6gp
11-12	Death Dealer (Jutland)	Ambushing Survival *Climbing*	Two-handed iron sword, francisca, chain mail armor, wool tunic and pants, leather belt, low boots, silver arm-bands (25gp value), wineskin with strong ale, small sack, 50' rope, grappling hook, 2 weeks' iron rations, 1gp
13-14	Pit Fighter (Ivory Kingdoms)	Combat Reflexes Gambling *Running*	Spear, weighted net, hand axe, gladiatorial armor, plumed heavy helmet with visor and crested, armiger's tunic and pants, sandals, small sack, amphora of oil (for polishing body), 2 weeks' iron rations, 49gp in arena winnings
15-16	Housecarl (Jutland)	Fighting Style (weapon and shield) Military Strategy *Climbing*	Shortbow, quiver with 20 arrows, iron spear, iron sword, kite shield painted with house crest, chain mail armor, wool tunic and pants, silver arm-bands (25gp value), silver amulet (25gp value), leather belt, high boots, wineskin, backpack, 50' rope, grappling hook, 1 week's meaty iron rations, 8gp
17-18	Nomad (Skysostan)	Weapon Focus (bow/crossbow) Riding *Precise Shooting*	Composite bow, quiver with 20 arrows, scimitar, leather scale armor, wool tunic and pants, riding boots, light riding horse, riding saddle and tack, leather saddlebags, 2 weeks' iron rations, 2gp

Barbarian Notes: The region from which each template hails is noted in parentheses in the Template column. The natural proficiency that each barbarian template begins with is noted in italics in the Proficiencies column.

The berserker's long bearded axe is a type of great axe. The sea rover's bearded axe is a type of battle axe. The death dealer's francisca is a type of hand axe. The pit fighter's gladiatorial armor is equivalent to chain mail armor.

Bard Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Woodland Piper	Beast Friendship Naturalism *Performance (instruments)*	2 javelins, hide armor, leather shoes, leather belt, belt pouch, pan pipes, 1 week's iron rations, 7sp
5-6	Charlatan	Prestidigitation Alchemy *Performance (oration)*	Quarterstaff, leather armor under mage's cassock, cloak with embroidered sigils, fancy silver sash, leather shoes, backpack, 4 tallow candles, tinderbox, 4 pints of rare wine in potion vials, leather-bound spellbook (blank), 1 week's iron rations
7-8	Swashbuckler	Swashbuckler Seafaring *Performance (singing)*	Shortbow, quiver with 20 arrows, scimitar, 2 well-balanced daggers with boot-sheathes, leather armor, colorful tunic and pants, bright silk girdle, high boots, wineskin with good wine, small sack, 50' rope, grappling hook, 1 week's iron rations, 7gp
9-10	Wandering Minstrel	Magical Music Diplomacy *Performance (instruments)*	Crossbow, quiver with 20 bolts, short sword, dagger, well-maintained leather armor, traveler's tunic and pants, sturdy low boots, backpack, lute, 2 weeks' iron rations, 2gp
11-12	Historian	Magical Engineering Knowledge (history) *Performance (epic poetry)*	Crossbow, quiver with 20 bolts, shortsword, dagger, well-maintained leather armor, traveler's tunic and pants, sturdy low boots, backpack, parchment journal half-filled with entries, quill and ink, 1 week's iron rations, 20gp
13-14	Beguiler	Mystic Aura Seduction *Performance (singing)*	Crossbow, case with 20 bolts, sword, polished leather armor, flamboyant silk cloak, fancy tunic and pants, long leather gloves, high boots, bright silk sash, purse, belt pouch, 2 weeks' iron rations, 15gp
15-16	Spy	Eavesdropping Lip Reading *Performance (acting)*	Crossbow, case with 20 bolts, short sword, dagger, unmarked leather armor, simple hooded cloak, traveler's tunic and pants, leather belt, low boots, backpack, disguise kit, crowbar, 50' rope, 3 weeks' iron rations, 60gp for bribes
17-18	Aristocrat	Command Leadership *Performance (oration)*	Crossbow, case with 20 bolts, matching sword and dagger with lacquered hilts, exquisitely stitched leather armor, fur-lined cloak, armiger's tunic and pants, embossed leather belt, high boots, medium riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 20gp

Bard Notes: The Performance proficiency that each bard template begins with is noted in italics. The swashbuckler's scimitar is a type of short sword.

Bladedancer Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Warrior Witch	Apostasy Alchemy	Holy symbol (lion of Ianna), wickedly curved short sword, animal skin cloak, leather girdle, leather breast band, loin cloth, high boots, leather pouch, 1 week's iron rations, 1gp
5-6	Oracle Dancer	Prophecy Theology	Holy symbol (9-pointed star of Ianna), wavy-bladed short sword, strappy leather armor, crimson and gold chiton, loin cloth, sandals, purse, 1 week's iron rations, 2gp
7-8	Bringer of Mercy	Laying on Hands Healing	Holy symbol (9-pointed star of Ianna), slender-bladed sword, very sharp dagger, leather armor, white chiton, white sash, high sandals, backpack, 1lb comfrey, 2 weeks' iron rations, 3gp
9-10	Bladesinger	Magical Music Performance (singing)	Holy symbol (9-pointed star of Ianna), long-bladed glaive, polished sword and dagger, strappy leather armor, bladedancer's head dress (20gp value), crimson chiton, gold silk sash, high boots, backpack, 2 weeks' iron rations, 3gp
11-12	Temple Bladedancer	Swashbuckler Performance (dancing)	Holy symbol (9-pointed star of Ianna), pair of gracefully curved swords, polished leather armor, bladedancer's head dress (20gp value), golden silk cloak, white chiton, high boots, backpack, 1 week's iron rations
13-14	Veiled Assassin	Quiet Magic Seduction	Holy symbol (9-pointed star of Ianna), slender short sword, dagger, leather armor, black silk cloak, veil, and sash, black silk chiton, long leather gloves, gold bangles (20gp value), high boots, backpack, 2 weeks' iron rations, 20gp
15-16	Consular	Contemplation Diplomacy	Holy symbol (9-pointed star of Ianna), finely made sword and dagger, elegant leather armor, bladedancer's head dress (20gp value), white silk chiton, gold bangles (20gp value), high boots, backpack, 2 weeks' iron rations, 35gp
17-18	Warrior Princess	Martial Training (bows/crossbows) Riding	Holy symbol (9-pointed star of Ianna), composite bow, 20 arrows, finely made glaive, elegant leather armor, crimson chiton, gold silk sash, high boots, bladedancer's head dress (20gp value), medium riding horse, riding tack and saddle, saddlebags, 2 weeks' iron rations, 2gp

Bladedancer Notes: The bladesinger's and warrior princess's glaive is a type of pole arm.

Cleric Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Hermit	Laying on Hands Naturalism	Hand-carved wood holy symbol (white lady of Mityara), quarterstaff, hide armor, itchy wool tunic and pants, sandals, 2 small sacks, 1 week's iron rations
5-6	Prophet	Prophecy Performance (storytelling)	Holy symbol (silver crescent of Istreus), sling, 30 sling stones, quarterstaff, leather armor, grey wool tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 3gp
7-8	Mendicant	Beast Friendship Animal Husbandry	Holy symbol (gallery of Naurivus), wooden walking staff, leather scale armor, green traveler's cloak, green cassock, sandals, 2 small sacks, 2 weeks' iron rations, trained hunting dog, 3gp
9-10	Proselytizer	Divine Health Diplomacy	Holy symbol (winged sun of Ammonar), mace, wooden shield, ring mail armor, purple priest's cassock, leather belt, low boots, wineskin with good wine, small sack, holy book (The Laws of the Light), 1 week's iron rations
11-12	Priest	Divine Blessing Theology	Holy symbol (winged sun of Ammonar), mace, wooden shield, banded plate armor, purple priest's cassock, leather belt, low boots, wineskin with good wine, small sack, holy book (The Laws of the Light), 1 week's iron rations
13-14	Undead Slayer	Righteous Turning Healing	Holy symbol (hammer of Türas), war hammer, steel shield, chain mail armor, blue priest's cassock, leather belt, low boots, backpack, 1 flask of holy water, 1lb garlic, 1lb wolfsbane, mirror, 4 stakes and mallet, 2 weeks' iron rations
15-16	Exorcist	Sensing Evil Intimidation	Holy symbol (hammer of Türas), war hammer, steel shield, banded plate armor, blue priest's cassock, leather belt, low boots, backpack, 2 flasks of holy water, 12 torches, tinder box, 50' rope, manacles, 1 week's iron rations, 5gp
17-18	Crusader	Martial Training (swords/daggers) Riding	Holy symbol (winged sun of Ammonar), polished sword and dagger, steel shield bearing symbol of the winged sun, banded plate armor, purple armiger's tunic and pants, riding boots, medium riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 3gp

Cleric Notes: None.

Dwarven Craftpriest Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Outcast	Quiet Magic Caving *Craft (leatherwork) 2*	Wood and leather holy symbol (leatherworker's insignia), hand axe, hide tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 1 week's iron rations, 1gp
5-6	Runeseer	Prophecy Performance (chanting) *Craft (rune-carving) 2*	Carved stone holy symbol (rune-carver's insignia), hand axe, leather armor, stone-grey wool tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 1gp
7-8	Reliquary Guardian	Battle Magic Signaling *Craft (weaponsmithing) 2*	Iron holy symbol (weaponsmith's insignia), morning star, ring mail armor, wool tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 3gp
9-10	Documentarian	Loremastery Mapping *Craft (bookbinding) 2*	Bronze holy symbol (bookbinder's insignia), battle axe, ring mail armor, wool tunic and pants, leather belt, low boots, wineskin with good wine, small sack, blank parchment book half-filled with journal entries, quill and ink, 1 week's iron rations, 3gp
11-12	Reclaimer	Magical Engineering Knowledge (history) *Craft (stonemasonry) 2*	Steel holy symbol (stonemason's insignia), war hammer with carved head, engraved banded plate armor, steel shield with craft insignia, backpack, stonemason's tools, 2 weeks' iron rations, 1gp
13-14	Sacrementalist	Dwarven Brewing Alchemy *Craft (brewing) 2*	Glass holy symbol (brewer's insignia), mace, round wooden shield, chain mail armor, wool tunic and pants, leather belt, low boots, backpack, 1 flask of holy water, brewer's tools, 2 weeks' iron rations, 1gp
15-16	Purifier	Righteous Turning Knowledge (occult) *Craft (jewelling) 2*	Bejeweled holy symbol (jeweler's insignia), mace with diamond-shaped head, steel shield with craft insignia, banded plate armor, wool tunic and pants, leather belt, low boots, backpack, 1 flask of holy water, 1lb garlic, 12 torches, tinder box, jeweler's tools, 2 weeks' iron rations
17-18	Seeker	Sensing Evil Theology *Craft (armor-making) 2*	Steel holy symbol (armorer's insignia), flail, steel shield with craft insignia, banded plate armor, wool tunic and pants, leather belt, low boots, mule, riding saddle and tack, saddlebags, 1 flask of holy water, armorer's tools, 1 week's iron rations, 9gp

Dwarven Craftpriest Notes: The Craft proficiency that each craftpriest template begins with is noted in italics.

Dwarven Delver Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Survivalist	Blind-Fighting Survival	Handcrafted shortbow, quiver with 20 arrows, battle axe, leather armor, tattered cloak, threadbare tunic and pants, leather belt, scuffed low boots, backpack, tinderbox, 12 torches, 1 week's iron rations
5-6	Prowler	Skulking Lip Reading	Shortbow, quiver with 20 arrows, mace, 2 hand axes, leather armor, charcoal grey cloak, tunic and pants, high boots, backpack, crowbar, 50' rope, manacles, tinderbox, 12 torches, small hammer, 12 iron spikes, 1 week's iron rations, 2gp
7-8	Mountaineer	Mountaineering Endurance	Shortbow, quiver with 20 arrows, battle axe, hand axe, leather armor, traveler's tunic and pants, leather belt, leather gloves, high boots, 100' sturdy climbing rope, grappling hook, small hammer, 12 iron spikes, mallet and 4 stakes, tinderbox, 12 torches, 1 week's iron rations, 2gp
9-10	Tunnel Runner	Running Mapping	Crossbow, case with 20 bolts, 10' pole, battle axe, 2 hand axes, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large sacks, 50' rope, tinderbox, lantern, small hammer, 12 iron spikes, 2 flasks of military oil, wineskin, 2 weeks' iron rations, 1gp
11-12	Pest Controller	Precise Shooting Animal Training	Crossbow, case with 20 bolts, 10' pole, war hammer splattered with bug-guts, 2 hand axes, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large treasure sacks, 50' rope, tinderbox, lantern, small hammer, 12 iron spikes, 2 flasks of military oil, wineskin, 2 ill-tempered dwarven terriers, 2 weeks' iron rations, 3gp
13-14	Treasure Hunter	Trap Finding Bargaining	Crossbow, case with 20 bolts, 10' pole, battle axe, 2 hand axes, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large treasure sacks, strange curio found in an old tomb (15gp value), 50' rope, grappling hook, tinderbox, lantern, 2 flasks of military oil, small hammer, 12 iron spikes, wineskin, 2 weeks' iron rations, 1gp
15-16	Vermin Slayer	Vermin-Slaying Trapping	Crossbow, case with 20 bolts, war hammer, leather armor, cloak with hood and bandana, thick tunic and pants, leather belt, leather gloves, high boots, backpack, 50' rope, grappling hook, tinderbox, 12 torches, 4 flasks of military oil, small hammer, 12 iron spikes, 1 dose of giant centipede poison, 1 week's iron rations, 3gp
17-18	Patroller	Alertness Riding	Arbalest, case with 20 bolts, 10 darts, battle axe, leather armor, traveler's tunic and pants, leather belt, leather gloves, riding boots, backpack, tinderbox, 12 torches, lantern, sure-footed mule, riding saddle and tack, leather saddlebags, 1 week's iron rations, 40gp

Dwarven Delver Notes: The pest controller's dwarven terriers are a type of hunting dog.

Dwarven Fury Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Foe Eater	Goblin Slaying Craft (cooking)	Battle axe, hand axe, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 6 weeks' goblin jerky, 15gp
5-6	Dungeoneer	Dungeon Bashing Caving	Iron-shod spear, war hammer, wooden kite shield, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 2 flasks of military oil, 50' rope, small hammer, 12 iron spikes, crowbar, 2 weeks' iron rations, 7gp
7-8	Belligerent	Weapon Focus (axes) Endurance	Battle axe, brace of 3 hand axes, steel shield repainted many times, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 2 flasks of military oil, 2 weeks' iron rations, 21gp
9-10	Warmonger	Combat Reflexes Manual of Arms	Iron-shod spear, war hammer, steel shield painted with clan emblem, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 2 flasks of military oil, 1 week's iron rations, 53gp
11-12	Tempest	Fighting Style (two weapons) Endurance	Pair of battle axes notched with many kills, 2 hand axes, military cloak, wool tunic and pants, leather belt, low boots, backpack, tinder box, 12 torches, 2 flasks of military oil, 2 weeks' iron rations, 43gp
13-14	Dirge Marcher	Alertness Performance (play instruments)	War hammer, steel kite shield, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 2 flasks of military oil, 50' rope, small hammer, 12 iron spikes, crowbar, 1 week's iron rations, dwarven bagpipes, 41gp
15-16	Bloodboiler	Dwarven Brewing Siege Engineering	Spiked mace, heavy steel shield with many dents, wool tunic and pants, leather belt, low boots, backpack, 2 tinderboxes, 24 torches, 12 flasks of military oil, 50' rope, small hammer, 12 iron spikes, crowbar, 1 week's iron rations, 10gp
17-18	Vengeful Lord	Command Riding	War hammer carved with clan emblem, 2 hand axes, steel shield painted with clan emblem, wool tunic and pants, gold bracers earned in battle (25gp), leather belt, low boots, backpack, tinderbox, 12 torches, mule, riding saddle and tack, saddlebags, 1 week's iron rations, 85gp

Dwarven Fury Notes: The foe eater's goblin jerky is a type of iron rations.

Dwarven Machinist Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Scavenger	Scavenging Survival *Craft (carpentry) 3*	Beat-up war hammer, scruffy workman's apron, stained wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, scavenged machinist's tools, 1 week's iron rations
5-6	Apothecary	Dwarven Brewing Alchemy *Craft (brewing) 3*	War hammer, wooden shield, stained workman's apron, wool tunic and pants smelling of alcohol, leather belt, low boots, backpack, tinderbox, 12 torches, 4 flasks of military oil, 2 flasks of common oil, 2 wineskins with dwarven honey-mead, machinist's tools, 1 week's iron rations
7-8	Mechanic	Jury-Rigging Signaling *Craft (blacksmith) 3*	War hammer, hand axe, ring mail armor, greasy workman's apron, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 50' rope, crowbar, small hammer, 12 iron spikes, machinist's tools, 1 week's iron rations, 1gp
9-10	Discoverer	Inventing Seafaring *Craft (shipwright) 3*	Battle axe, chain mail armor, cloak with hood, wool tunic and pants, leather belt, low boots, backpack, parchment journal half-filled with automaton sketches, quill and ink, tinderbox, 12 torches, machinist's tools, 1 week's iron rations
11-12	Engineer	Tinkering Engineering *Craft (stonemasonry) 3*	War hammer, steel shield, chain mail armor, workman's apron, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, crowbar, small hammer, 12 iron spikes, machinist's tools, stonemason's tools, 1 week's iron rations, 1gp
13-14	Artillerist	Precise Shooting Siege Engineering *Craft (weaponsmithing) 3*	Crossbow, 2 cases with 20 bolts each, war hammer, chain mail armor, military cloak, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, machinist's tools, weaponsmith's tools, 1 week's iron rations, 1gp
15-16	War Machinist	Martial Training (plate armor) Military Strategy *Craft (armor-making) 3*	War hammer, steel shield, personally-forged plate armor, military cloak, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, crowbar, small hammer, 12 iron spikes, 2 flasks of military oil, machinist's tools, armorer's tools, 1 week's iron rations, 17gp
17-18	Artificer	Magical Engineering Collegiate Wizardry *Craft (jewelling) 3*	Crossbow, case with 20 bolts, battle axe, steel shield, chain mail armor, embroidered cloak, silk tunic and pants, leather belt, leather gloves, high boots, backpack, small hammer, 12 iron spikes, machinist's tools, jeweler's tools, 1 week's iron rations, 7gp

Dwarven Machinist Notes: The Craft proficiency that each machinist template begins with is noted in italics.

Dwarven Vaultguard Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Deserter	Blind Fighting Survival	Battle axe, hand axe, leather armor, threadbare tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 1 week's iron rations
5-6	Battlerager	Berserkergang Intimidation	Rune-carved battle axe, wooden kite shield, dagger, ring mail armor, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 1 week's iron rations
7-8	Sentinel	Alertness Signaling	Iron-shod spear, war hammer, wooden kite shield, banded plate armor, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 2 weeks' iron rations, 2gp
9-10	Clansdwarf	Fighting Style (weapon and shield) Manual of Arms	Iron-shod spear, war hammer, steel shield painted with clan emblem, banded plate armor, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 1 week's iron rations, 3gp
11-12	Goblin Slayer	Goblin-Slaying Caving	Crossbow, case with 20 bolts, battle axe notched with many kills, 2 hand axes, steel shield painted with vault insignia, banded plate armor, military cloak, wool tunic and pants, leather belt, low boots, backpack, tinder box, 12 torches, flask of military oil, 2 weeks' iron rations
13-14	Axebearer	Weapon Focus (axes) Endurance	Crossbow, case with 20 bolts, battle axe, brace of 3 hand axes, steel shield repainted many times, banded plate armor, wool tunic and pants, gold bracers earned in battle (15gp), leather belt, low boots, backpack, tinderbox, 12 torches, 2 flasks of military oil, 1 week's iron rations, 1gp
15-16	Besieger	Dungeon Bashing Siege Engineering	Arbalest, case with 20 bolts, spiked mace, heavy steel shield with many dents, dwarf-forged plate armor, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 2 flasks of military oil, 50' rope, small hammer, 12 iron spikes, crowbar, 2 weeks' iron rations, 14gp
17-18	Highborn	Command Riding	Arbalest, war hammer carved with clan emblem, 2 hand axes, steel shield painted with clan emblem, dwarf-forged plate armor, wool tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, mule, riding saddle and tack, saddlebags, 1 week's iron rations, 3gp

Dwarven Vaultguard Notes: None.

Elven Courtier Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Dilettante	Loremastery Gambling *Performance (oration)*	Slightly notched short sword, dagger, leather armor, shabby linen tunic and pants, leather belt, low boots, belt pouch, pair of dice carved with leaves, 1 week's iron rations, 3gp
5-6	Philanthropist	Laying on Hands Healing *Performance (singing)*	Slender short sword, stiletto, leather scale armor, silvery white cloak, white linen tunic and pants, leather belt, low boots, backpack, 1lb comfrey, 2 weeks' iron rations
7-8	Colonizer	Swashbuckling Seafaring *Performance (oration)*	Gracefully curved short sword, leather armor, mariner's tunic and pants, well-stitched sash, embroidered high boots, backpack, 50' rope, grappling hook, wineskin, 2 weeks' iron rations, 15gp
9-10	Rake	Combat Trickery (disarm) Manual of Arms *Performance (instruments)*	Slender short sword, stiletto, leather scale armor, sunset red cloak embroidered with gold flowers, crimson linen tunic and pants, high boots, aulos, backpack, 2 weeks' iron rations, 10gp
11-12	Scion	Command Military Strategy *Performance (epic poetry)*	Gracefully curved sword, light steel shield with Argollëan house crest, well-made chain mail armor, sapphire blue cloak embroidered with teal leaves, armiger's tunic and pants, high boots, backpack, 1 week's iron rations, 30gp
13-14	Socialite	Familiar (small dog) Seduction *Performance (singing)*	*Small dog familiar*, long slender sword, stiletto, form-fitting chain mail armor, silvery white silk cloak and sapphire blue dress, tear-drop silver earrings (10gp value), high boots, 2 purses, 1 week's iron rations, 31gp
15-16	Intriguer	Eavesdropping Lip Reading *Performance (oration)*	Composite bow, quiver with 20 arrows, long slender sword, stiletto, light steel shield, form-fitting chain mail armor, midnight blue cloak embroidered with silvery, midnight blue cassock, high boots, backpack, 34gp
17-18	Emissary	Mystic Aura Riding *Performance (epic poetry)*	Whitewood lance, gracefully curved sword, light steel shield with Argollëan house crest, gleaming chain mail armor, winged heavy helmet, silvery white cloak embroidered with leaf motif, sunset red armiger's tunic and pants, high boots, medium riding horse, riding tack and saddle, saddlebags, 2 weeks' iron rations, 15gp

Elven Courtier Notes: The Performance proficiency that each elven courtier template begins with is noted in italics.

A stiletto is a type of dagger. The rake's aulos is a type of woodwind musical instrument. The socialite's small dog familiar is a breed of elven hunting dog bred down to fit within a purse. Its characteristics are Move 60' AC0, #AT 1, Dmg 1d3-1.

Elven Enchanter Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Trickster	Passing Without Trace Disguise *Mimicry*	Spellbook with **charm person** and slipperiness, oaken staff, simple robe, leather shoes, small sack, 2 weeks' iron rations, 10gp
5-6	Charlatan	Quiet Magic Bargaining *Performance (storytelling)*	Fancy spellbook with **charm person** and **magic mouth**, quarterstaff, blue mage's cassock, cloak with embroidered sigils, fancy silver sash, leather shoes, backpack, 4 tallow candles, tinderbox, 4 pints of rare wine in potion vials, ornamental crystal ball (20gp value), 1 week's iron rations
7-8	Occultist	Sensing Power Knowledge (occult) *Theology*	Black leather spellbook with **charm person** and **choking grip**, silver dagger, midnight blue robe, leather belt, leather gloves, high boots, backpack, quill and ink, 2 weeks' iron rations, 8gp
9-10	Transmogrifier	Transmogrification Naturalism *Alchemy*	Wood-paneled spellbook with **charm person** and **chameleon**, gnarled oaken quarterstaff, 5 darts, leaf green cassock with hood, leather belt, low boots, backpack, quill and ink, 2 weeks' iron rations, 57gp
11-12	Antiquarian	Loremastery Knowledge (history) Language	Well-kept spellbook with **charm person** and **read languages**, rune-etched staff, blue mage's cassock, leather belt, low boots, backpack, parchment journal half-filled with entries, quill and ink, 1 week's iron rations, 70gp
13-14	Siren	Magical Music Seduction *Diplomacy*	Silk stitched spellbook with **charm person** and **ventriloquism**, silver dagger, blue silk cloak, veil, sash, white silk dress, long leather gloves, silver bangles (10gp value), silver earrings (10gp), high boots, backpack, quill and ink, 2 weeks' iron rations, 4gp
15-16	Militant	Wakefulness Military Strategy *Manual of Arms*	Steel-bound spellbook with **charm person** and **shield**, iron-shod staff, 2 silver daggers, 10 darts, leaf green armiger's tunic and pants, leather belt, leather gloves, high boots, backpack, quill and ink, 1 week's iron rations, 40gp
17-18	Patrician	Unflappable Casting Diplomacy *Collegiate Wizardry*	Bronze-framed spellbook with **charm person** and **unseen servant**, quarterstaff tipped with glass gemstone (45gp value), 10 darts, silk mage's cassock, feathered hat, leather belt, leather gloves, high boots, backpack, quill and ink, medium riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 20gp

Elven Enchanter Notes: Most characters of this class have above average Intelligence, and the templates above reflect that. Each template assumes that the character has an INT ability score of between 13 and 15, qualifying him for one bonus proficiency and one bonus spell. The bonus proficiency and bonus spell that each template begins with are noted last. For characters with INT of less than 13 or greater than 15, see the **Intelligence Scores of Arcane Spellcasters** section earlier in this Chapter.

Elven Nightblade Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Rogue	Prestidigitation Survival	Handmade shortbow, quiver with 20 arrows, short sword, leather armor, patched cloak, stained tunic and pants, leather belt, scuffed low boots, backpack, 50' rope, 2 weeks' iron rations
5-6	Pursuer	Sniping Tracking	Longbow, quiver with 20 arrows, bola, gracefully curved sword, dagger in boot-sheath, supple leather armor, grey-green cloak, dark tunic and pants, leather belt, low boots, backpack, 50' rope, manacles, 2 weeks' iron rations, 1gp
7-8	Antagonist	Skirmishing Intimidation	Longbow, quiver with 20 arrows, well-honed sword, short sword, 5 darts in bandoleer, 2 daggers in boot sheathes, scarred leather armor, grey-green cloak, dark tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 17gp
9-10	Duelist-for-Hire	Fighting Style (two weapons) Manual of Arms	Composite bow, quiver with 20 arrows, dueling sword and short sword, 2 throwing daggers, sturdy leather armor, duelist's cloak, tunic and pants, leather belt, leather gloves, high boots, backpack, 2 weeks' iron rations, 3gp
11-12	Silent Slayer	Skulking Alchemy	Composite bow, quiver with 20 arrows, pair of gracefully curved short swords, supple leather armor, black cloak with hood and bandana, black tunic and pants, padded sandals, backpack, 2 large sacks, crowbar, 100' rope, grappling hook, tinderbox, 2 flasks of common oil, small hammer, 12 iron spikes, wineskin, 1 week's iron rations, 2gp
13-14	Arcane Avenger	Battle Magic Collegiate Wizardry	Composite bow, quiver with 20 arrows, short sword, wavy-bladed silver dagger, leather armor under midnight blue mage's cassock, leather belt, low boots, backpack, spellbook (blank), quill and ink, 1 week's iron rations, 3gp
15-16	Deceiver	Quiet Magic Seduction	Composite bow, quiver with 20 arrows, slender short sword, dagger, coiled leather whip, strappy leather armor, leather cloak, elegant silk tunic and pants, silk sash, high boots, backpack, manacles, 1 week's iron rations, 30gp
17-18	Royal Enforcer	Sensing Power Diplomacy	Composite bow, quiver with 20 arrows, pair of gracefully curved short swords, leather armor, traveler's tunic and pants, riding boots, light riding horse, riding saddle and tack, leather saddlebags, 1 week's iron rations, 7gp

Elven Nightblade Notes: None.

Elven Ranger Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Wanderer	Running Endurance	Shortbow, quiver with 20 arrows, old spear, hand axe, battered leather armor, deep cowled traveler's cloak, wool tunic and pants, leather belt, well-worn low boots, backpack, tinderbox, 12 torches, 2 weeks' iron rations
5-6	Trapper	Ambushing Trapping	Well-oiled longbow, quiver with 20 arrows, spear, gracefully curved short sword, dagger, leather armor, hooded cloak, wool tunic and pants, leather belt, sturdy low boots, backpack, tinderbox, 12 torches, 2 weeks' iron rations
7-8	Mariner	Swashbuckling Seafaring	Shortbow, quiver with 20 arrows, gracefully curved short sword, leather armor, mariner's tunic and pants, well-stitched sash, embroidered high boots, backpack, 50' rope, grappling hook, tinderbox, 12 torches, wineskin, 2 weeks' iron rations, 10gp
9-10	Hunter	Weapon Focus (bows/crossbows) Tracking	Sturdy longbow, quiver with 20 arrows, leaf-headed spear, gracefully curved short sword, dagger, chain mail armor, wind-battered fur cloak, wool tunic and pants, leather belt, low boots, backpack, lantern, tinderbox, 2 flasks of common oil, blanket, 50' rope, 12 iron spikes, small hammer, wineskin, 1 week's iron rations
11-12	Woodland Stalker	Precise Shooting Naturalism	Elven composite bow, quiver with 20 arrows, net, gracefully curved short sword, dagger, chain mail armor, hooded cloak, dark tunic and pants, high boots, backpack, 50' rope, 2 flasks of military oil, tinder box, 12 torches, 2 weeks' iron rations
13-14	Scout	Alertness Survival	Elven composite bow, quiver with 20 arrows, 2 gracefully curved short swords, hand axe, chain mail armor, grey-green traveler's cloak, wool tunic and pants, high boots, backpack, 50' rope, grappling hook, blanket, tinder box, 12 torches, 1 week's iron rations
15-16	Falconer	Skirmishing Animal Training	Elven composite bow, quiver with 20 arrows, leaf-headed spear, gracefully curved short sword, round wooden shield, chain mail armor, forest green cloak, traveler's tunic and pants, leather belt, low boots, backpack, 1lb garlic, 50' rope, tinderbox, 12 torches, 2 trained hawks, 2 weeks' iron rations, 2gp
17-18	Mounted Archer	Fighting Style (missile weapon) Riding	Elven composite bow, quiver with 20 arrows, gracefully curved shortsword, dagger, leather scale armor, traveler's tunic and pants, riding boots, light riding horse, riding saddle and tack, leather saddlebags, 2 weeks' iron rations

Elven Ranger Notes: None.

Elven Spellsword Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Exile	Running Survival *Navigation*	Tattered spellbook with **darkness** and **slipperiness**, shortbow, quiver with 20 arrows, old short sword, dagger, threadbare tunic and pants, leather belt, low boots, backpack, 1 week's iron rations
5-6	Beastmaster	Beast Friendship Animal Husbandry *Naturalism*	Hidebound spellbook with **sleep** and **chameleon**, longbow, quiver with 20 arrows, gracefully curved sword, dagger, well-stitched fur armor, thick wool cloak, wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations
7-8	Dreadsword	Black Lore of Zahar Knowledge (occult) *Intimidation*	Black leather spellbook with **choking grip** and **silent step**, shortbow, quiver with 20 arrows, wickedly curved sword, 2 well-balanced daggers with boot-sheathes, ring mail armor, black cloak, charcoal grey tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations
9-10	Bladesinger	Magical Music Performance (singing) *Diplomacy*	Embossed spellbook with **charm person** and **read languages**, shortbow, quiver with 20 arrows, two-handed sword with elaborate hilt, chain mail armor, sea-green hooded cloak traveler's tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 1gp
11-12	Swordmage	Battle Magic Military Strategy *Manual of Arms*	Leather-bound spellbook with **magic missile** and **sharpness**, elven composite bow, quiver with 20 arrows, gracefully curved sword and dagger, chain mail armor, traveler's tunic and pants, leather belt, low boots, backpack, 1 week's iron rations
13-14	Flametongue	Elementalism Naturalism *Survival*	Redwood spellbook with **burning hands** and **shield**, longbow, quiver with 20 arrows, pair of gracefully curved swords, banded plate armor, armiger's tunic and pants, leather belt, low boots, backpack, tinderbox, 12 torches, 4 flasks of military oil, 10gp
15-16	Captain	Command Leadership *Military Strategy*	Battle-scarred spellbook with **summon berserkers** and **hold portal**, elven composite bow, quiver with 20 arrows, whitewood spear with leaf-head, gracefully curved sword, steel shield bearing house crest, banded plate armor, armiger's tunic and pants, leather belt, low boots, backpack, 2 weeks' rations, 1gp
17-18	Winged Knight	Familiar (eagle) Riding *Leadership*	**Eagle familiar**, finely-made spellbook with **protection from evil** and **jump**, lance with pennant, polished sword, steel shield bearing house crest, banded plate armor with eagle feather wings, armiger's tunic, high boots, medium riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 10gp

Elven Spellsword Notes: The eagle feather wings on the winged knight's banded plate armor are purely decorative. They do not actually grant the character the power to fly.

Most characters of this class have above average Intelligence, and the templates above reflect that. Each template assumes that the character has an INT ability score of between 13 and 15, qualifying him for one bonus proficiency and one bonus spell. The bonus proficiency and bonus spell that each template begins with are noted last. For characters with INT of less than 13 or greater than 15, see the **Intelligence Scores of Arcane Spellcasters** section earlier in this Chapter.

Explorer Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Wanderer	Running Endurance	Shortbow, quiver with 20 arrows, old spear, hand axe, battered leather armor, deep cowled traveler's cloak, wool tunic and pants, leather belt, well-worn low boots, backpack, tinderbox, 12 torches, 2 weeks' iron rations
5-6	Cartographer	Land Surveying Mapping	Shortbow, quiver with 20 arrows, spear, hand axe, leather armor, hooded cloak, wool tunic and pants, leather belt, sturdy low boots, backpack, tattered cartographic journal, quill and ink, tinderbox, 12 torches, 2 weeks' iron rations
7-8	Mariner	Swashbuckling Seafaring	Shortbow, quiver with 20 arrows, scimitar, leather armor, mariner's tunic and pants, fancy red sash, polished high boots, backpack, 50' rope, grappling hook, tinderbox, 12 torches, wineskin, 2 weeks' iron rations, 10gp
9-10	Pathfinder	Precise Shooting Tracking	Sturdy longbow, quiver with 20 arrows, spear, short sword, dagger, chain mail armor, wind-battered fur cloak, wool tunic and pants, leather belt, low boots, backpack, lantern, tinderbox, 2 flasks of common oil, blanket, 50' rope, 12 iron spikes, small hammer, wineskin, 1 week's iron rations
11-12	Waylayer	Ambushing Intimidation	Crossbow, case with 30 bolts, net, short sword, dagger, chain mail armor, hooded cloak, dark tunic and pants, high boots, backpack, 4 stakes and mallet, 12 iron spikes, 50' rope, 2 flasks of military oil, tinder box, 12 torches, 2 weeks' iron rations, 5gp
13-14	Scout	Passing without Trace Survival	Composite bow, quiver with 20 arrows, 2 short swords, hand axe, chain mail armor, grey-green traveler's cloak, wool tunic and pants, high boots, backpack, 50' rope, grappling hook, blanket, tinder box, 12 torches, 1 week's iron rations
15-16	Monster Hunter	Skirmishing Trapping	Composite bow, quiver with 20 arrows, spear, short sword, net, shield, chain mail armor, hunter green cloak, tunic, and pants, high boots, backpack, 1lb garlic, 1lb wolfsbane, 1 vial of holy water, 50' rope, 12 torches, tinderbox, 2 weeks' iron rations, 4gp
17-18	Outrider	Fighting Style (missile weapon) Riding	Composite bow, quiver with 20 arrows, scimitar, dagger, leather scale armor, traveler's tunic and pants, riding boots, light riding horse, riding saddle and tack, leather saddlebags, 2 weeks' iron rations

Explorer Notes: The mariner's and outrider's scimitar is a type of short sword.

Fighter Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Thug	Dungeon Bashing Intimidation	Shortbow, quiver with 20 arrows, morning star, scarred leather armor, wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations
5-6	Ravager	Berserkergang Endurance	Long bearded axe, francisca, chain mail armor, thick wool cloak, wool tunic and pants, leather belt, low boots, small sack, wineskin with strong ale, 1 week's iron rations
7-8	Corsair	Swashbuckling Seafaring	Shortbow, quiver with 20 arrows, scimitar, 2 well-balanced daggers with boot-sheathes, leather armor, colorful tunic and pants, silk girdle, high boots, wineskin with good wine, small sack, 50' rope, grappling hook, 1 week's iron rations, 7gp
9-10	Guardsman	Alertness Signaling	Glaive, flanged mace, wooden shield, chain mail armor, armiger's tunic and pants, low boots, backpack, lantern, 2 flasks of military oil, 1 week's iron rations, 10gp
11-12	Mercenary	Combat Reflexes Manual of Arms	Crossbow, case with 20 bolts, well-oiled sword, steel shield re-painted many times, slightly battered chain mail armor, armiger's tunic and pants, low boots, backpack, 2 weeks' iron rations
13-14	Gladiator	Weapon Focus (swords and daggers) Gambling	2 gilded swords, lamellar armor, plumed heavy helmet with visor and crest, armiger's tunic and pants, sandals, small sack, amphora of oil (for polishing body), 2 weeks' iron rations, 13gp in arena winnings
15-16	Legionary	Fighting Style (weapon and shield) Siege Engineering	Military-issue sword and spear, steel shield bearing Imperial eagle, banded plate armor, armiger's tunic and pants, low boots, backpack, Imperial field manual, tent, wool blanket, waterskin, 2 weeks' iron rations, 30gp in back pay
17-18	Lancer	Command Riding	Lance with pennant, polished sword, steel shield bearing noble house's crest, banded plate armor, armiger's tunic, high boots, light riding horse, riding saddle and tack, saddlebags, 1 week's iron rations

Fighter Notes: The ravager's long bearded axe is a type of great axe. The ravager's francisca is a type of hand axe. The corsair's scimitar is a type of short sword. The guardsman's glaive is a type of pole arm.

Gnomish Trickster Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Wastrel	Skirmishing Survival	Shortbow, quiver with 20 arrows, war hammer, dagger, leather armor, cheap wool tunic and pants, leather belt, scuffed low boots, backpack, 2 weeks' iron rations, 1gp
5-6	Know-It-All	Loremastery Knowledge (trivia)	Shortbow, quiver with 20 arrows, war hammer, dagger, leather armor, meticulous wool tunic and pants, leather belt, low boots, backpack, carefully-detailed journal, quill and ink, 2 weeks' iron rations, 1gp
7-8	Tinker	Magical Engineering Craft (tinkering)	Shortbow, quiver with 20 arrows, war hammer, dagger, leather armor, stained wool tunic and pants, leather belt, low boots, backpack, tinker's tools, crowbar, small hammer, 12 iron spikes, hand-sized mirror, tinderbox, 12 torches, 2 weeks' iron rations, 4gp
9-10	Performer	Unflappable Casting Performance (acting)	Crossbow, case with 20 bolts, short sword with lacquered hilt, dagger, leather armor, dyed and patched wool tunic and pants, leather belt, low boots, backpack, journal with plays, quill and ink, 1 week's iron rations, 2gp
11-12	Mummer	Quiet Magic Disguise	Crossbow, case with 20 bolts, blackened short sword, blackened dagger, leather armor, embroidered cloak, mummer's mask, wool tunic and pants, leather belt, low boots, backpack, disguise kit, 1 week's iron rations, 10gp
13-14	Jongleur	Magical Music Performance (instrument)	Arbalest, case with 20 bolts, short sword, 4 throwing daggers, leather armor, embroidered cloak, colorful wool tunic and pants, jongleur's cap, leather belt, low boots, backpack, zither, 1 week's iron rations, 1gp
15-16	Voluptuary	Mystic Aura Seduction	Arbalest, case with 20 bolts, short sword, dagger, leather armor, embroidered cloak, feathered hat, expensive linen tunic and pants, leather belt, low boots, backpack, 4 pints of rare wine, 1 week's iron rations, 47gp
17-18	Swindler	Bribery Bargaining	Arbalest, case with 20 bolts, short sword, dagger, leather armor, embroidered cloak, well-made linen tunic and pants, leather belt, low boots, backpack, mule, draft harness and tack, gaudily painted peddler's cart, 1 week's iron rations, 20gp

Gnomish Trickster Notes: The jongleur's zither is a type of stringed musical instrument.

Mage Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Hedge Wizard	Familiar (owl) Healing *Animal Husbandry*	*Owl familiar*, musty old spellbook with **slipperiness** and **ventriloquism**, gnarled oaken staff, simple robe, leather shoes, medicine bag, 1lb comfrey, 2 weeks' iron rations
5-6	Soothsayer	Soothsaying Performance (storytelling) *Theology*	Enameled spellbook with **protection from evil** and **magic mouth**, smooth-worn staff, blue robe with crescents, leather belt, low boots, backpack, ornamental crystal ball (20gp value), quill and ink, 2 weeks' iron rations
7-8	Necromancer	Black Lore of Zahar Alchemy *Healing*	Iron-bound snakeskin spellbook with **choking grip** and **darkness**, curved sacrificial dagger, grey robes, leather belt, leather gloves, high boots, backpack, 1lb birthwort, 1lb goldenrod, 1lb woundwort, quill and ink, 2 weeks' iron rations, 5gp
9-10	Elementalist	Elementalism Naturalism *Alchemy*	Wood-paneled spellbook with **burning hands** and **detect magic**, gnarled oaken quarterstaff, 5 darts, four-colored cassock with hood, leather belt, low boots, backpack, quill and ink, 2 weeks' iron rations, 57gp
11-12	Magical Scholar	Loremastery Collegiate Wizardry *Knowledge (astrology)*	Well-kept spellbook with **sleep** and **read languages**, rune-etched staff, blue mage's cassock, leather belt, low boots, backpack, quill and ink, 1 week's iron rations, 80gp
13-14	Eunuch Sorcerer	Mystic Aura Intimidation *Theology*	Rolled papyrus spellbook with **summon berserkers** and **wall of smoke**, wavy-bladed dagger, black and gold Somirean robes, polished iron skullcap, leather belt, low boots, backpack, quill and ink, 2 weeks' iron rations, 95gp
15-16	Warmage	Battle Magic Military Strategy *Siege Engineering*	Academy-issue spellbook with **magic missile** and **shield**, iron-shod staff, officer's dagger, red armiger's tunic and pants, leather belt, leather gloves, high boots, backpack, quill and ink, 2 weeks' iron rations, 100gp
17-18	Court Magist	Prestidigitation Diplomacy *Language*	Bronze-framed spellbook with **charm person** and **unseen servant**, quarterstaff tipped with glass gemstone (45gp value), 5 darts, silk mage's cassock, extravagant hat, leather belt, leather gloves, high boots, backpack, quill and ink, medium riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 22gp

Mage Notes: Most characters of this class have above average Intelligence, and the templates above reflect that. Each template assumes that the character has an INT ability score of between 13 and 15, qualifying him for one bonus proficiency and one bonus spell. The bonus proficiency and bonus spell that each template begins with are noted last. For characters with INT of less than 13 or greater than 15, see the **Intelligence Scores of Arcane Spellcasters** section earlier in this Chapter.

Mystic Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Ascetic	Wakefulness Survival	Staff, 5 war rings, wide-brimmed hat, simple wool tunic and pants, leather belt, sandals, backpack, 1 week's iron rations, 30gp
5-6	Yogi	Contortionism Performance (yoga)	Elephant trunk blade, 5 war rings, wide-brimmed hat, saffron yellow robe, leather belt, sandals, backpack, 1 week's iron rations, 40gp
7-8	Temple Guard	Precise Shooting Manual of Arms	Bamboo longbow, quiver with 20 arrows, pair of khanda, 5 war rings, saffron red robe with head wrapping, leather belt, sandals, backpack, 1 week's iron rations, 40gp
9-10	Enlightened Mind	Illusion Resistance Theology	Double-ended flail, pair of khanda, 5 war rings, wide-brimmed hat, blue robe, leather belt, sandals, backpack, 1 week's iron rations, 63gp
11-12	Warrior Monk	Swashbuckling Performance (chanting)	Elephant trunk blade, pair of khanda, 5 war rings, saffron red robe with head wrapping, leather belt, sandals, backpack, 2 weeks' iron rations, 80gp
13-14	Cultist	Arcane Dabbling Knowledge (occult)	Coiling blade, pair of double-bladed daggers, pair of tiger's claws, grey robe with hood, leather belt, low boots, backpack, 2 weeks' iron rations, 2 doses of giant centipede poison, 10gp
15-16	Faith Healer	Laying on Hands Healing	Spear, pair of tulwars, wide-brimmed hat, white robe, leather belt, sandals, backpack, 2lb birthwort, 2lb comfrey, 2lb goldenrod, 2lb woundwort, 1 week's iron rations, 60gp
17-18	Noble Philosopher	Command Diplomacy	Bamboo longbow, quiver with 20 arrows, elephant trunk blade, pair of khanda, 5 war rings, ochre silk robe, silk sash, high boots, backpack, light riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 26gp

Mystic Notes: The mystic templates above use weapons drawn from Indian and Chinese martial arts.

- A war ring (or "chakram") is a sharpened metal hoop 4.5" in diameter. Treat as a dart.
- An elephant trunk blade (or "xiang bi dao") is a halberd with a chopping head resembling an elephant trunk. Treat as a pole arm.
- A coiling blade (or "chuttuval") is an edged 4' to 5' band of thin steel, flexible enough to be coiled in a tight roll. Treat as a whip.
- A double bladed dagger (or "haladie") is a dagger with a 6" to 9" blade attached to each end of the handle. Treat as a short sword.
- A set of tiger's claws (or "bagh nakh") are five curved blades affixed to a glove or handgrip. Treat as a dagger.
- A tulwar is a short, curved blade similar to a scimitar. Treat as a short sword.
- A double-ended flail (or "cumberjung") is a wooden handle with a wooden striking head reinforced with a sharp metal ring at each end, attached with stout cord. Treat as a flail.
- A khanda is a double-edged broadsword with a blunt tip and handguard. Treat as a sword.

Nobiran Wonderworker Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Ferine	Beast Friendship Naturalism *Survival*	Tattered spellbook with **slipperiness** and **chameleon**, gnarled oaken staff, simple robe, leather shoes, belt pouch, fiercely loyal hunting dog, 2 weeks' iron rations, 2gp
5-6	Augur	Prophecy Performance (storytelling) *Theology*	Rolled papyrus spellbook with **charm person** and **magic mouth**, elaborately-carved staff, blue robe with crescents, leather belt, low boots, backpack, ornamental crystal ball (20gp value), quill and ink, 2 weeks' iron rations
7-8	Corrupted Soul	Apostasy Alchemy *Knowledge (occult)*	Iron-bound snakeskin spellbook with **choking grip** and **darkness**, unholy symbol (serpent of Saqqara), curved sacrificial dagger, grey robes, leather belt, leather gloves, high boots, backpack, quill and ink, 2 weeks' iron rations, 10gp
9-10	Servant of Fire	Elementalism (fire) Theology *Naturalism*	Red leather spellbook with **burning hands** and **shield**, holy symbol (ivory torch of Mityara), gnarled oaken quarterstaff, 5 darts, flame red cassock with hood, leather belt, low boots, backpack, quill and ink, flask of holy water, 2 weeks' iron rations, 7gp
11-12	Astrologer	Sensing Power Knowledge (astrology) *Collegiate Wizardry*	Bronze-framed spellbook with **sleep** and **detect magic**, holy symbol (ankh of Teos), rune-etched staff, blue mage's cassock, leather belt, low boots, backpack, flask of holy water, astrologer's journal tracking constellations, quill and ink, 1 week's iron rations, 20gp
13-14	Inceptor	Transmogrification Healing *Alchemy*	Rolled papyrus spellbook with **summon berserkers** and **unseen servant**, holy symbol (winged sun of Ammonar), silver dagger, purple cassock, leather belt, low boots, backpack, quill and ink, flask of holy water, 2 weeks' iron rations, 25gp
15-16	Wrathbringer	Martial Training (axes) Military Strategy *Profession (judge)*	Iron-shod spellbook with **magic missile** and **sharpness**, holy symbol (axe of Indura), battle axe, 2 hand axes, red and gold cassock, leather belt, leather gloves, high boots, backpack, quill and ink, 2 flasks of holy water, 2 weeks' iron rations, 27gp
17-18	Messiah	Contemplation Diplomacy *Leadership*	White leather spellbook with **protection from evil** and **light**, holy symbol (winged sun of Ammonar), quarterstaff tipped with glass gemstone (45gp value), white cassock, leather belt, leather gloves, high boots, backpack, quill and ink, medium riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 14gp

Nobiran Wonderworker Notes: Most characters of this class have above average intelligence, and the templates above reflect that. Each template assumes that the character has an INT ability score of between 13 and 15, qualifying him for one bonus proficiency and one bonus spell. The bonus proficiency and bonus spell that each template begins with are noted last. For characters with INT of less than 13 or greater than 15, see the **Intelligence Scores of Arcane Spellcasters** section in this Chapter.

Saqqara is another name for Iskara, goddess of chaos. Teos is another name for Istreus, god of secrets. Indura is another name for Ianna, goddess of love and war.

Paladin Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Errant	Running Survival	Hand-carved wood holy symbol (gallery of Naurivus), morning star, peasant's wool tunic and pants, sandals, 2 small sacks, 2 weeks' iron rations
5-6	Gallant	Mystic Aura Diplomacy	Holy symbol (9-pointed star of Ianna), sword, leather armor, well-kept wool tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations
7-8	Temple Guard	Alertness Manual of Arms	Holy symbol (winged sun of Ammonar), spear, round wooden shield, ring mail armor, purple military cloak, guard's tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 2gp
9-10	Champion	Divine Blessing Theology	Holy symbol (winged sun of Ammonar), sword, steel shield bearing symbol of winged sun, banded plate armor, wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations
11-12	Foe Hunter	Goblin-Slaying Military Strategy	Holy symbol (winged sun of Ammonar), two-handed sword, banded plate armor, wool tunic and pants, leather belt, low boots, backpack, 1lb garlic, 1lb wolfsbane, 4 stakes and mallet, 2 weeks' iron rations
13-14	Vanguard	Combat Reflexes Endurance	Holy symbol (hammer of Türas), razor-sharp glaive, war hammer, steel shield bearing symbol of Türas, banded plate armor, blue armiger's tunic and pants, leather belt, low boots, backpack, flask of holy water, 1 week's iron rations, 10gp
15-16	Inquisitor	Illusion Resistance Profession (judge)	Holy symbol (hammer of Türas), ball-and-chain, steel shield bearing symbol of Türas, banded plate armor, blue priest's cassock, leather belt, low boots, backpack, 2 flasks of holy water, 12 torches, tinder box, 50' rope, manacles, 1 week's iron rations, 5gp
17-18	Templar	Command Riding	Holy symbol (winged sun of Ammonar), white lance, polished sword, steel shield bearing symbol of the winged sun, banded plate armor, purple armiger's tunic and pants, riding boots, medium riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 5gp

Paladin Notes: The vanguard's glaive is a type of pole arm. The inquisitor's ball-and-chain is a type of flail.

Priestess Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Anchorite	Contemplation Survival	Holy symbol (wheel of Calefa), wickedly curved dagger, animal skin cloak, leather girdle, leather breast band, loin cloth, high boots, leather pouch, 1 week's iron rations, 5gp
5-6	Oracle	Prophecy Performance (storytelling)	Holy symbol (wheel of Calefa), wavy-bladed dagger, white and grey chiton, sandals, purse, flask of holy water, 2 weeks' iron rations
7-8	Chantress	Magical Music Performance (singing)	Holy symbol (9-pointed star of Ianna), stiletto, priestess's headdress (20gp), scarlet silk chiton, gold sash, high sandals, backpack, 2 weeks' iron rations, 7gp
9-10	Canoness	Divine Blessing Theology	Holy symbol (white lady of Mityara), slender whitewood staff, priestess's head dress (20gp value), white silk chiton, gold silk sash, high boots, backpack, flask of holy water, 2 weeks' iron rations, 1gp
11-12	Medician	Laying on Hands Healing	Holy symbol (white lady of Mityara), slender whitewood staff, white silk chiton, gold silk sash, high boots, backpack, 1lb birthwort, 1lb comfrey, 1lb goldenrod, 1lb woundwort, flask of holy water, 2 weeks' iron rations, 1gp
13-14	Sacred Courtesan	Mystic Aura Seduction	Holy symbol (9-pointed star of Ianna), stiletto, gold silk cloak, veil, and sash, scarlet silk chiton, long leather gloves, gold bangles (20gp value), gold earrings (20gp), high boots, backpack, 2 weeks' iron rations, 17gp
15-16	Missionary	Divine Health Diplomacy	Holy symbol (white lady of Mityara), slender whitewood staff, priestess's head dress (20gp value), white silk chiton, gold silk sash, high boots, backpack, 2 flask of holy water, holy book (The Laws of the Light), 2 weeks' iron rations, 16gp
17-18	Lightbringer	Righteous Turning Leadership	Holy symbol (white lady of Mityara), slender whitewood staff, priestess's head dress (20gp value), white silk chiton, gold silk sash, high boots, light riding horse, riding tack and saddle, saddlebags, 2 weeks' iron rations, 18gp

Priestess Notes: None.

Shaman Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Pariah	Apostasy Survival *Quiet Magic*	*Rat totem animal*, heretical holy symbol (horned rat), club, hide armor, itchy wool tunic and pants, sandals, 2 small sacks, 1 week's iron rations
5-6	Wise Man	Loremastery Knowledge (history) *Sensing Power*	*Owl totem animal*, holy symbol (silver crescent), quarterstaff, leather armor, grey wool tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 5gp
7-8	Warchanter	Battle Magic Performance (chanting) *Berserkergang*	*Bear totem animal,* holy symbol (bear's teeth), iron spear, round wooden shield, leather armor, bear fur cloak, wool tunic and pants, leather belt, low boots, backpack, flask of holy water, 2 weeks' iron rations
9-10	Runecaster	Elementalism Craft (rune-carving) *Ambushing*	*Wolf totem animal*, holy symbol (runestone), short sword, wooden shield, leather armor, wool tunic and pants, leather belt, low boots, backpack, small hammer, carving knife, flask of holy water, 2 weeks' iron rations
11-12	Druid	Beast Friendship Naturalism *Divine Blessing*	*Raven totem animal*, holy symbol (golden sickle), whitewood spear, sickle sword, dagger, shield, leather armor under white druid's robes, leather belt, low boots, backpack, flask of holy water, 1lb garlic, 1lb wolfsbane, 2 weeks' iron rations, 1gp
13-14	Snake Handler	Divine Health Healing *Laying on Hands*	*Python totem animal*, holy symbol (two snakes coiled around rod), long staff, 2 daggers, leather armor under forest green robes, leather belt, low boots, backpack, 2lb birthwort, 2lb comfrey, 2lb goldenrod, 2lb woundwort, 1 week's iron rations
15-16	Spirit Raiser	Sensing Evil Leadership *Command*	*Eagle totem animal*, holy symbol (eagle on sun), quarterstaff, dagger, leather armor under blue robes, leather belt, low boots, backpack, 3 flasks of holy water, tinderbox, 6 tallow candles, 4lb garlic, 1 week's iron rations
17-18	Nomad Shaman	Unflappable Casting Riding *Running*	*Horse totem animal*, holy symbol (engraved horn), scimitar, round wooden shield, leather armor, fur-lined cloak, wool tunic and pants, leather gloves, leather belt, high boots, backpack, 2 flasks of holy water, riding saddle and tack, saddlebags, 2 weeks' iron rations, 26gp

Shaman Notes: The totem animal and totem proficiency that each shaman template begins with is noted in italics. The druid's sickle sword is a type of short sword. The nomad shaman's scimitar is a type of short sword.

Thief Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Outlaw	Skulking Survival	Handmade shortbow, quiver with 20 arrows, short sword, leather armor, tattered cloak, old freeholder's tunic and pants, leather belt, well-worn low boots, backpack, 50' rope, 1 week's iron rations
5-6	Thief-Acrobat	Acrobatics Endurance	Bola, quarterstaff, supple leather armor, cloak, tunic and pants, leather belt, low boots, 50' rope, grappling hook, backpack, 2 weeks' iron rations
7-8	Buccaneer	Swashbuckling Seafaring	Shortbow, quiver with 20 arrows, scimitar, 2 well-balanced daggers with boot-sheathes, leather armor, colorful tunic and pants, silk girdle, high boots, wineskin with good wine, small sack, 50' rope, thieves' tools, 1 week's iron rations, 7gp
9-10	Tomb Raider	Trap Finding Mapping	Crossbow, case with 20 bolts, 10' pole, short sword, 2 throwing daggers, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large treasure sacks, thieves' tools, 50' rope, tinderbox, lantern, small hammer, 12 iron spikes, 2 flasks of military oil, wineskin, 2 weeks' iron rations
11-12	Cat Burglar	Cat Burglary Gambling	Shortbow, quiver with 20 arrows, short sword, 2 throwing daggers, supple leather armor, black cloak with hood and bandana, black tunic and pants, padded sandals, backpack, 2 large sacks, thieves' tools, crowbar, 100' rope, grappling hook, lantern, tinderbox, 2 flasks of common oil, small hammer, 12 iron spikes, wineskin, 1 week's iron rations, 5gp
13-14	Lockbreaker	Lockpicking Craft (locksmithing)	Crossbow, case with 20 bolts, short sword, 2 throwing daggers, leather armor, hooded cloak, freeholder's tunic and pants, leather belt, low boots, backpack, thieves' tools, 50' rope, grappling hook, tinderbox, lantern, 2 flasks of common oil, small hammer, 12 iron spikes, wineskin, 1 week's iron rations
15-16	Failed Apprentice	Arcane Dabbling Collegiate Wizardry	Crossbow, case with 20 bolts, quarterstaff, 2 throwing daggers, leather armor under blue mage's cassock, high boots, backpack, thieves' tools, 50' rope, spellbook (blank), lantern, tinderbox, 4 flasks of military oil, 2 flasks of common oil, small hammer, 12 iron spikes, 1lb garlic, 1lb wolfsbane wineskin, 1 week's iron rations, 4gp
17-18	Traveler	Skirmishing Riding	Crossbow, case with 20 bolts, short sword, leather armor, traveler's tunic and pants, riding boots, light riding horse, riding saddle and tack, leather saddlebags, thieves' tools, 1 week's iron rations

Thief Notes: The buccaneer's scimitar is a type of short sword.

Thrassian Gladiator Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Runaway	Ambushing Survival	Spiked club, 2 javelins, 5 barbed darts, round wooden shield, leather armor, loincloth, high sandals, small sack, 1 week's iron rations, 3gp
5-6	Rampager	Berserkergang Intimidation	Great axe tipped with spike, leather scale armor, leather cloak, loincloth, high sandals, small sack, 2 weeks' iron rations, 7gp
7-8	Beastfighter	Skirmishing Animal Training	Shortbow, quiver with 20 arrows, hunting spear, pair of short swords, chain mail armor, leather cloak, loincloth, high sandals, small sack, 2 weeks' iron rations, 6gp
9-10	Manhunter	Kin-Slaying Tracking	Bola, razor-sharp trident, weighted net, serrated short sword, chain mail armor, leather cloak, loincloth, high sandals, small sack, 2 weeks' iron rations, 37gp
11-12	Arena Veteran	Combat Reflexes Endurance	Gilded sword, large steel shield, chain mail armor, plumed heavy helmet with visor and crest, leather cloak, loincloth, high sandals, backpack, amphora of oil (for polishing body), 2 weeks' iron rations, 25gp in arena winnings
13-14	Prizefighter	Weapon Focus (sword and dagger) Gambling	2 gilded swords, large steel shield, chain mail armor, plumed heavy helmet with visor and crest, leather cloak, loincloth, high sandals, backpack, amphora of oil (for polishing body), 2 weeks' iron rations, 35gp in arena winnings
15-16	Gladiator Trainer	Fighting Style (weapon and shield) Manual of Arms	Trainer's whip, razor-sharp trident, weighted net, 2 gilded swords, large steel shield, chain mail armor, plumed heavy helmet with visor and crest, leather cloak, loincloth, high sandals, backpack, amphora of oil (for polishing body), 2 weeks' iron rations, 42gp in arena winnings
17-18	Slaver	Combat Trickery (incapacitate) Riding	Bola, 5 barbed darts, slaver's whip, mancatcher, weighted net, chain mail armor, loincloth, high sandals, small sack, slave laborer (40gp value), medium riding horse, riding saddle and tack, leather saddlebags, 2 weeks' iron rations, 18gp

Thrassian Gladiator Notes: The beastfighter's and gladiator trainer's trident is a type of pole arm. The slaver's mancatcher is a type of pole arm. The slaver's slave laborer is a normal man (AC 0, Move 120', HD ½, hp 3, #AT 1, Dmg by weapon, ML -4).

Venturer Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Bankrupt	Running Gambling	Slightly notched short sword, dagger, leather armor, shabby linen tunic and pants, leather belt, low boots, belt pouch, pair of bone dice, 1 week's iron rations, 5gp
5-6	Factotum	Arcane Dabbling Bargaining	Shortbow, quiver with 20 arrows, short sword, dagger, leather armor, wool tunic and pants, hooded cloak, leather belt, low boots, backpack, tinderbox, 12 torches, 1 week's iron rations, 14gp
7-8	Merchant Mariner	Swashbuckling Seafaring	Shortbow, quiver with 20 arrows, scimitar, leather armor, mariner's tunic and pants, fancy gold sash, polished high boots, backpack, 50' rope, grappling hook, tinderbox, 12 torches, 2 weeks' iron rations, 10gp
9-10	Merchant Traveler	Alertness Navigation	Crossbow, case with 20 bolts, short sword, 2 throwing daggers, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large treasure sacks, 50' rope, tinderbox, lantern, small hammer, 12 iron spikes, 2 flasks of military oil, wineskin, 2 weeks' iron rations, 3gp
11-12	Antiquary	Magical Engineering Knowledge (history)	Crossbow, case with 20 bolts, short sword, dagger, well-maintained leather armor, traveler's tunic and pants, leather belt, sturdy low boots, backpack, collector's journal, quill and ink, collection of ancient coins (32gp value), 1 week's iron rations
13-14	Caravaneer	Precise Shot Animal Husbandry	Crossbow, case with 20 bolts, short sword, dagger, leather armor under dusty robes, leather belt, sturdy low boots, backpack, tinderbox, 12 torches, 1 flask of common oil, 1 pint of good wine in wineskin, small cart, mule, draft harness and tack, 2 leather saddlebags, 2 weeks' iron rations, 5gp
15-16	Comprador	Lip Reading Language	Crossbow, case with 20 bolts, short sword, dagger, leather armor, embroidered cloak, armiger's tunic and pants, leather gloves, low boots, backpack, 1 week's iron rations, 70gp for bribes
17-18	Magnate	Leadership Riding	Crossbow, case with 20 bolts, short sword, dagger, leather armor, embroidered cloak, armiger's tunic and pants, gaudy silver rings (20gp value), riding boots, medium riding horse, riding saddle and tack, leather saddlebags, 2 weeks' iron rations, 14gp

Venturer Notes: The merchant mariner's scimitar is a type of short sword.

Warlock Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Pact Witch	Beast Friendship Animal Husbandry *Healing*	*Cat familiar*, musty old spellbook with **choking grip** and **protection from evil**, gnarled oaken staff, simple robe, leather shoes, medicine bag, 1lb comfrey, 2 weeks' iron rations
5-6	Changeling	Elven Bloodline Mimicry *Naturalism*	*Lizard familiar*, wood-paneled spellbook with **choking grip** and **ventriloquism**, smooth-worn staff, robe stitched together of many fabrics, leather belt, low boots, backpack, 1lb birthwort, 1lb woundwort, quill and ink, 2 weeks' iron rations
7-8	Deranged Alchemist	Transmogrification Alchemy *Alchemy 2*	*Toad familiar*, curiously-stained spellbook with **choking grip** and **slipperiness**, razor-like dagger, grey warlock's cassock, leather belt, leather gloves, high boots, backpack, 1lb birthwort, 1lb goldenrod, 1lb woundwort, quill and ink, 2 weeks' iron rations, 5gp
9-10	Defiler	Elementalism Naturalism *Intimidation*	*Raven familiar*, rusted iron-bound spellbook with **choking grip** and **burning hands**, misshapen yew quarterstaff, 5 darts, grey and green cassock with hood, leather belt, low boots, backpack, quill and ink, 2 weeks' iron rations, 57gp
11-12	Corrupted Scholar	Loremastery Knowledge (occult) *Alchemy*	*Owl familiar*, bloodstained spellbook with **choking grip** and **read languages**, rune-etched staff, silver dagger, grey warlock's cassock, leather belt, low boots, backpack, quill and ink, 1 week's iron rations, 50gp
13-14	Diabolist	Divine Blessing Theology *Knowledge (occult)*	*Bat familiar*, leather and bone spellbook with **choking grip** and **summon berserkers**, wavy-bladed silver dagger, long leather whip, grey warlock's cassock, polished iron skullcap, leather belt, leather gloves, high boots, backpack, quill and ink, 1 week's iron rations, 60gp
15-16	Destroyer	Battle Magic Military Strategy *Siege Engineering*	*Hawk familiar*, battle-scarred spellbook with **choking grip** and **magic missile**, iron-shod staff topped with skull, 2 wickedly curved silver daggers, 10 darts, black armiger's tunic and pants, leather belt, leather gloves, high boots, backpack, quill and ink, 1 week's iron rations, 40gp
17-18	Scheming Vizier	Mystic Aura Intimidation *Leadership*	*Viper familiar*, rolled papyrus spellbook with **choking grip** and **charm person**, wavy-bladed dagger, long leather whip, black silk robes, gleaming silver skullcap (45gp value), leather belt, low boots, backpack, quill and ink, medium riding horse, riding saddle and tack, saddlebags, 1 week's iron rations, 20gp

Warlock Notes: Most characters of this class have above average Intelligence, and the templates above reflect that. Each template assumes that the character has an INT ability score of between 13 and 15, qualifying him for one bonus proficiency and one bonus spell. The bonus proficiency and bonus spell that each template begins with are noted last. For characters with INT of less than 13 or greater than 15, see the **Intelligence Scores of Arcane Spellcasters** section earlier in this Chapter.

Witch Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Crone (Antiquarian)	Contemplation Survival *Healing*	Holy symbol (7-spoked wheel), rusty dagger, tattered cloak, patched wool dress, leather shoes, leather pouch, 1 week's iron rations, 5gp
5-6	Dark Oracle (Chthonic)	Prophecy Performance (storytelling) *Seduction*	Unholy symbol (purple circle on black), wavy-bladed dagger, purple and black chiton, sandals, purse, flask of unholy water, 2 weeks' iron rations
7-8	Botono (Voudon)	Prestidigitation Intimidation *Craft (doll-making)*	Holy symbol (bloody teeth), ivory dagger, baobab staff topped with hyena skull, zebra-hide cloak, linen breastwrap, loincloth, sandals, backpack, 2 clay dolls (5gp each), craftsman's tools, 12 iron spikes, 6 torches, 2 weeks' iron rations
9-10	Lorelei (Sylvan)	Magical Music Performance (singing) *Beast Friendship*	Holy symbol (white bird), slender whitewood staff, elaborate bronze choker necklace (20gp value), green silk dress, autumn-hued silk sash, high boots, backpack, flask of holy water, 2 weeks' iron rations, 1gp
11-12	Village Witch (Antiquarian)	Laying on Hands Healing *Healing 2*	Holy symbol (pair of horns around lunar disc), slender oak staff, freeholder's dress, leather belt, leather shoes, backpack, 1lb birthwort, 2lb comfrey, 1lb goldenrod, 1lb woundwort, 5 scented wax candles, flask of holy water, 2 weeks' iron rations, 7gp
13-14	Death Mistress (Chthonic)	Familiar (python) Knowledge (occult) *Seduction*	*Python familiar*, unholy symbol (medusa's head), stiletto, black silk cloak, veil, and sash, black silk chiton, long leather gloves, silver bangles (20gp value), silver earrings (20gp), high boots, backpack, 5 black wax candles, 2 weeks' iron rations, 14gp
15-16	Fetishist (Voudon)	Arcane Dabbling Knowledge (occult) *Craft (jewelling)*	Unholy symbol (green eye surrounded by tentacles), gnarled baobab staff, copper and clay amulet (20gp value), elephant hide cloak, linen breastwrap, loincloth, sandals, backpack, 2 flask of unholy water, 6 torches, craftsman's tools, 2 weeks' iron rations, 23gp
17-18	Faerie Princess (Sylvan)	Elven Bloodline Riding *Beast Friendship*	Holy symbol (flower garland), slender whitewood staff, gossamer head dress (20gp value), white silk dress, colorful silk sash, high boots, light riding horse, riding tack and saddle, saddlebags, 2 weeks' iron rations, 18gp

Witch Notes: The tradition to which each template belongs is noted in parentheses in the Template column. Any bonus proficiencies from the tradition are noted in italics in the Proficiencies column.

The death mistress's stiletto is a type of dagger.

Zaharan Ruinguard Templates			
3d6 Roll	**Template**	**Proficiencies**	**Starting Equipment**
3-4	Flesheater	Kin-Slaying Craft (cooking)	Serrated sword, wooden shield, curiously pale-colored hide armor, blood-stained wool tunic and pants, leather belt, low boots, backpack, 3 weeks' dried white meat
5-6	Hatemonger	Berserkergang Intimidation	Great axe tipped with spike, chain mail armor, torn wool tunic and pants, leather belt, low boots, backpack, 2 weeks' iron rations, 1gp
7-8	Grimguard	Fighting Style (weapon and shield) Manual of Arms	Jagged battle axe, iron-shod shield, grey banded plate armor, grey hooded cloak, wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations, 4gp
9-10	Avenger	Sensing Good Profession (torturer)	Serrated sword, copper-barbed scourge, iron-shod shield, grey plate armor, wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations, 7gp
11-12	Doomwielder	Fighting Style (two-handed weapon) Endurance	Serrated two-handed sword, barbed morning star, plate armor adorned with skulls, heavy skull helmet, blood-stained wool tunic and pants, leather belt, low boots, backpack, 1 week's iron rations, 7gp
13-14	Warmaster	Ambushing Military Strategy	Ball-and-chain, black steel shield bearing taloned hand of Bel, black plate armor, heavy black horned helmet, black armiger's tunic and pants, leather belt, low boots, backpack, crowbar, tinderbox, 12 torches, 1 flask of military oil, 50' rope, 2 weeks' iron rations, 7gp
15-16	Ruinbinder	Familiar Knowledge (occult)	*Vulture familiar*, rune-carved two-handed sword, red-lacquered plate armor, heavy helmet with crimson crest, red armiger's tunic and pants, leather belt, low boots, backpack, 2 flasks of unholy water, 2 weeks' iron rations
17-18	Shadowcrown	Command Riding	Polished sword, black steel shield bearing red eye of fire, black plate armor, heavy helmet affixed with black iron crown, black armiger's tunic and pants, riding boots, medium riding horse, riding saddle and tack, saddlebags, 2 weeks' iron rations

Zaharan Ruinguard Notes: The flesheater's dried white meat is a type of iron rations. The avenger's scourge is a type of whip. The warmaster's ball-and-chain is a type of flail.



Chapter 4: **Custom Classes**



CREATING A CUSTOM CLASS

The core, campaign, and racial classes available in *Adventurer Conqueror King* can create characters that fill the most common and popular archetypes of myth, legend, film, and literature. The variety of options for proficiencies, spells, spell signatures, alignment, and such can allow for fine-tuning characters, such that a fighter can be easily be a pirate or a mage can easily be a necromancer. Nevertheless, sometimes a campaign setting or a player's character concept will demand a set of game mechanics that no combination of existing class powers and proficiencies can offer. In this case, the custom class rules can be deployed.

To create a custom class of the human race, follow these ten steps:

1. Start by allocating a total of 4 **build points** across each of 5 class categories: Hit Die, Fighting, Thievery, Divine, and Arcane. See the **Build Points and Class Categories** section, below.
2. Determine the class Hit Dice per level based on its Hit Die Value. See the **Hit Die Value** section.
3. Select weapons, armor, and fighting styles appropriate to the chosen Fighting Value. If desired, trade in selections of weapons, armor, or fighting styles in exchange for a choice of one or more custom powers. If the class has Fighting Value 2 or higher, note down the experience point cost for the custom powers. See the **Fighting Value** section.
4. Select thief skills appropriate to the chosen Thievery Value. If desired, trade in thief skills for custom powers. See the **Thievery Value** section.
5. Note down any spellcasting abilities appropriate to the chosen Divine or Arcane Values. If desired, trade in the ability to turn undead for one or more custom powers. See the **Divine Value** and **Arcane Value** sections, respectively.
6. Determine the custom class's saving throw progression based on its build point allocation. Use this information to determine magic items useable by the class, proficiencies, hit points after 9th level, and prime requisites. See the **Saving Throw Progress** section.
7. Determine what type of stronghold and followers the custom class will receive at 9th level based on its build point allocation. Select a 5th level bonus power if appropriate. See the **Stronghold and Followers** section.
8. Final the selection of the class's custom powers. If desired, trade in a selection of skills or powers at 1st level for a larger selection of multiple powers unlocked at a higher level. See the **Custom Powers** section.
9. Calculate the experience points required to advance to 2nd level and each level thereafter. Write these values down, assigning a title to each level appropriate to the theme of the custom class. See the **Experience Points per Level** section.
10. Name the character class. Detail its role in the game world and explain why members of the class become adventurers.

Note that Demi-Human Classes, discussed later under **Custom Demi-Human Classes**, are built using the same steps, but have more build points and categories.

BUILD POINTS AND CLASS CATEGORIES

Creating a custom class is primarily process of allocating **build points** to various **class categories** that define the strengths and weaknesses of the class, and then making various choices that flow from the build point allocation.

All Human Classes have **4** (**four**) build points to spend on five class categories: **Hit Dice**, **Fighting**, **Thievery**, **Divine**, and **Arcane**. Each category is allocated between 0 and 4 points. The Hit Dice class category determines the Hit Die the class uses, while the Fighting, Thievery, Divine, and Arcane class categories grant abilities associated with the core *ACKS* classes of fighter, thief, cleric, and mage. The final total spent on the class *must* equal 4 build points.

Within each category, there are sometimes opportunities to make **trade-offs** after build points have been allocated**.** Trade-offs allow characters to buy **custom powers** such as the elven nightblade's Acrobatics or the bard's Inspire Courage ability. Custom powers are powers which are not present in the core four classes (cleric, fighter, mage, thief) and they can only be selected by making trade-offs. Trade-offs can be complex. When creating an initial set of Custom Classes, it may be helpful to ignore the trade-off options initially.

Note that certain values, which appear in parentheses, exceed the abilities normally found in *Adventurer Conqueror King* and similar games. While we believe the values below are balanced, these selections could and should be prohibited in a given campaign by any Judge which feels they would disrupt play.

In general, any system of build points is susceptible to abuse and the Judge must carefully review all custom classes for balance. Just because something *can* be built doesn't mean it *should* be built or *must* be allowed in play.

HIT DICE VALUE

Value	Hit Die	XP Cost
4	(d12)	2000
3	(d10)	1500
2	d8	1000
1	d6	500
0	d4	0

The Hit Dice Value determines the Hit Die the class uses from 1st to 9th level. (A class's hit points increase after 9th level based on its saving throw progression). Assign from 0 to 4 build points to the class's Hit Dice Value, noting down the appropriate Hit Die and the XP cost.

EXAMPLE: The standard fighter was built with Hit Die Value 2. Fighters roll 1d8 for hit points from 1st to 9th level.



FIGHTING VALUE

The Fighting Value determines the class's effectiveness in combat, including the rate at which the class's attack throws improve; the weapons and armor that the class is trained to use; and any special combat abilities. Assign 0 to 4 build points to the class's Fighting Value, noting down the appropriate abilities and XP cost. If 1 build point is assigned, choose from either 1a (Thief) or 1b (Cleric). The table below summarizes the different capabilities at each build point.

FIGHTING VALUE MECHANICS

The rules below define the capabilities for each Fighting Value. Further information on Weapon and Armor Selection is provided after this section.

Fighting 0 (Mage): The class advances in attack throws by two points every six levels. The class can use only a **restricted** selection of weapons. The class may not wear armor. It may fight with only one of the following two selections from among the fighting styles: two weapons or two-handed weapons. The class may not perform cleaves.

EXAMPLE: The standard mage was built with Fighting Value 0. A mage cannot wear armor and may only use quarterstaffs, clubs, daggers, and darts. A mage can fight with two-handed weapons (e.g., staffs).

Fighting 1a (Cleric): The class advances in attack throws by two points every four levels. The class can use a **narrow** selection of weapons, determined when the class is created, but has an **unrestricted** selection of armor. It may fight with any two of the following three selections from among the fighting styles, chosen at the time the class is created: two weapons, weapons and shields, and two-handed weapons. The class may perform one cleave attack per two levels.

EXAMPLE: The standard cleric was built with Fighting Value 1a. A cleric may wear any armor, but is restricted to only use blunt weapons. A cleric's fighting styles are weapons and shield and two-handed weapons.

Fighting 1b (Thief): The class advances in attack throws by two points every four levels. The class can use a **broad** selection of weapons, but only a **narrow** selection of armor. It may fight with any two of the following three selections from among the fighting styles: two weapons, weapons and shields, and two-handed weapons. The class may perform one cleave attack per two levels.

EXAMPLE: The standard thief was built with Fighting Value 1b. A thief may use any one-handed or missile weapons, but may only wear leather armor. A thief's fighting styles are two weapons and two-handed weapons. (Even though a thief cannot fight with a two-handed weapon such as a pole-arm, he could still fight two-handed using a one-handed weapon such as a sword.)

Fighting 2 (Fighter): The class advances in attack throws by two points every three levels. The class can use an **unrestricted** selection of weapons and armor, and may fight in any style, including two weapons, weapons and shields, and two-handed weapons. The class gains +1 to damage rolls at level 1, and +1 every three levels thereafter. The class may perform one cleave attack per level.

Fighting 3 (Monster): The class advances in attack throws by two points every two levels. The class can use an **unrestricted** selection of weapons and armor, and may fight in any style, including two weapons, weapons and shields, and two-handed weapons. The class gains +1 to damage rolls at level 1, and +1 every three levels thereafter. The class may perform one cleave attack per level.

Fighting 4 (Hero): The class advances in attack throws by three points every two levels. The class can use an **unrestricted** selection of weapons and armor, and may fight in any style, including two weapons, weapons and shields, and two-handed weapons. The class gains +1 to damage rolls at level 1, and +1 every three levels thereafter. The class may perform one cleave attack per level.

WEAPON AND ARMOR SELECTIONS

A class's weapon selection may be restricted, narrow, broad, or unlimited. Likewise, a class's armor selection may be forbidden, restricted, narrow, broad, or unlimited. The rules below explain the options available at each selection level.

Forbidden: A forbidden armor selection means the class may not wear any armor, nor may the class select weapon and shield fighting style.

Restricted: A restricted armor selection means the class can only wear hide armor or lighter. The class may use shields if it selects weapon and shield as one of its fighting styles. A restricted weapon selection means the class can wield 4 of the following 8 specific weapons: (i) club; (ii) dagger; (iii) bola; (iv) dart; (v) sling; (vi) sap; (vii) staff; (viii) whip.

Value	Fighting Capability	Attack Throws	Weapon Selection	Armor Selection	Fighting Styles	Damage Bonus	Cleaves	XP Cost
4	(Hero)	+3 per 2 levels	Unrestricted	Unrestricted	3	+1 per 3 levels	1 per level	2000
3	(Monster)	+2 per 2 levels	Unrestricted	Unrestricted	3	+1 per 3 levels	1 per level	1500
2	Fighter	+2 per 3 levels	Unrestricted	Unrestricted	3	+1 per 3 levels	1 per level	1000
1b	Thief	+2 per 4 levels	Broad	Narrow	2	None	1 per 2 levels	500
1a	Cleric	+2 per 4 levels	Narrow	Unrestricted	2	None	1 per 2 levels	500
0	Mage	+2 per 6 levels	Restricted	Forbidden	1	None	None	0

EXAMPLE: The standard mage (Fighting Value 0) received a restricted selection of weapons. The mage's choices were club, dagger, dart, and staff.

Narrow: A narrow armor selection means the class can only wear leather armor or lighter. The class may use shields if it selects weapon and shield as one of its fighting styles. A narrow weapon selection means the class can wield weapons from any 2 of the following 7 narrow categories: (i) axes; (ii) bows/crossbows; (iii) flails/hammers/maces; (iv) swords/daggers; (v) spears/pole arms; (vi) bolas/darts/nets/slings/saps/staffs; (vii) any combination of 3 weapons.

EXAMPLE: The standard cleric, bladedancer, and dwarven craftpriest (all Fighting Value 1a) received a narrow selection of weapons. The cleric's choices were flails/hammers/maces and bolas/nets/slings/saps/staffs. In contrast, the bladedancer chose swords/daggers and spears/pole arms; while the dwarven craftpriest chose axes and flails/hammers/maces.

Broad: A broad armor selection means the class can wear chain mail armor or lighter. The class may use shields if it selects weapon and shield as one of its fighting styles. A broad weapon selection means the class can wield weapons from any 2 of the following 6 broad choices: (i) any one-handed melee weapons, (ii) any two-handed melee weapons, (iii) any axes, flails, hammers, and maces; (iv) any swords, daggers, spears, and polearms; (v) all missile weapons; and (vi) any combination of 5 weapons.

EXAMPLE: The standard thief (Fighting Value 1b) received a broad selection of weapons. The thief's choices were all one-handed melee weapons and all missile weapons.

Unrestricted: An unrestricted armor selection means the class can wear any armor. The class may use shields if it selects weapon and shield as one of its fighting styles. An unrestricted weapon selection means the class can wield any weapons.

FIGHTING VALUE TRADE-OFFS

Trade-Off	Benefit
Reduce armor selection from Unrestricted to Broad	1 custom power
Reduce armor selection from Broad to Narrow	1 custom power
Reduce armor selection from Narrow to Restricted	1 custom power
Reduce armor selection from Restricted to None	1 custom power
Reduce weapon selection from Unrestricted to Broad	1 custom power
Reduce weapon selection from Broad to Narrow	2 custom powers
Reduce weapon selection from Narrow to Restricted	1 custom power
Eliminate one fighting style	1 custom power
Eliminate fighter damage bonus (melee or missile)	1 custom power
Eliminate fighter damage bonus (both)	2 custom powers

A class more may voluntarily trade off its fighting style selections, armor selections, weapon selections, or damage bonus in exchange for bonus **custom powers**. Custom powers are explained in detail later in these rules. In general, custom powers include any class proficiency, any general proficiency, or any single non-spellcasting non-thief power possessed by a character class. All trade-offs are cumulative, so trading from, e.g., unrestricted armor to broad armor, and then broad armor to narrow armor, gives a benefit of 2 custom powers.

EXAMPLE: The standard bladedancer was built with Fighting Value of 1a. Before trade-offs, the bladedancer had two fighting styles (two weapons and two-handed weapons), unrestricted armor selection, and narrow weapon selection (swords/daggers, spears/pole arms). The bladedancer then made two trade-offs, reducing its armor selection from unrestricted to broad, and then again from broad to narrow. In exchange, the bladedancer received the benefit of two custom powers – the class's initiative bonus and AC bonus. Note that we could also have built the bladedancer with a Fighting Value of 1b (Thief). The bladedancer would then have started with a broad weapon selection and a narrow armor selection. The trade-off from broad to narrow weapon selection would provide the benefit of two additional custom powers.

Level Lock Trade-Off: A class may trade one or more initial custom powers for custom powers unlocked at a later date. In general, one skill at 1st level can be given up for two skills unlocked at a higher level. See the **Custom Power Trade-Offs** section for more details.

FIGHTING VALUE TRADE-OFF EXPERIENCE POINT PENALTY

A class with a Fighting Value of 2 or greater that makes a trade-off increases the experience point cost of its Fighting Value by 150XP per custom power gained. This is because once a class has a Fighting Value of 2 or higher, it has so many weapon, armor, and fighting style choices available to it that it can specialize without suffering much loss of effectiveness.

EXAMPLE: The standard explorer has a Fighting Value of 2 (Fighter). Before trade-offs, the explorer had unlimited weapon and armor selection and had all three fighting styles (two weapons, weapons and shields, and two-handed weapons). The explorer then made two trade-offs, reducing its armor selection from unrestricted to broad and its weapon selection from unrestricted to broad. In exchange, the explorer received the benefit of two custom powers – the class's initiative bonus and missile attack bonus. However, because the explorer has a Fighting Value of 2 or more, the experience point cost of its Fighting Value is increased by 150XP per custom power, from 1,000 to 1,300XP.

THIEVERY VALUE

Value	Thievery	XP Cost
4	(15 Skills)	1,100
3	10 Skills	700
2	5 Skills	400
1	3 Skills	200
0	none	0

The Thievery Value determines the class's access to thief skills. Assign 0 to 4 build points to the class's Thievery Value. Then note down the appropriate skill choices and the XP cost.

There are eleven thief skills available: (1) Open Locks, (2) Find Traps, (3) Remove Traps, (4) Pick Pockets, (5) Move Silently, (6) Climb Walls, (7) Hide in Shadows, (8) Hear Noise, (9) Backstab, (10) Read Languages, and (11) Read and Cast Magic Scrolls.

THIEVERY VALUE TRADE-OFFS

Custom Power Trade-Off: A class may choose trade one or more thief skills for one custom power each. Custom powers are explained in detail later in these rules. In general, custom powers include any class proficiency, any general proficiency, or single non-spell casting power possessed by any character class. The Judge may limit particular combinations of custom powers at his discretion to maintain game balance.

EXAMPLE: The standard explorer has a Thievery Value of 1. The explorer traded all of its thief skills to acquire three custom powers (Difficult to Spot, Avoid Getting Lost, and Evade Wilderness Encounters).

Level Lock Trade-Off: A class may trade one or more initial thief skills for skills or custom powers unlocked at a higher level. In general, one skill at 1st level can be given up for two skills unlocked at a higher level. See the **Custom Power Trade-Offs** section for more details.

EXAMPLE: The standard thief has a Thievery Value of 3. The standard thief selected nine thief skills initially: (1) Open Locks, (2) Find Traps, (3) Remove Traps, (4) Pick Pockets, (5) Move Silently, (6) Climb Walls, (7) Hide in Shadows, (8) Hear Noise, and (9) Backstab. The standard thief then exchanged its final skill selections for the ability to Read Languages at 4th level and Read and Cast Magic Scrolls at 10th level.

LIMITATIONS ON THIEF SKILL USAGE

Regardless of a class's Fighting Value, certain thief skills require that the character be in leather armor or lighter, and be free of a shield. The skills are: Pick Pockets, Move Silently, Climb Walls, Hide in Shadows, and Backstab.

EXAMPLE: The standard assassin has a Thievery Value of 1. This makes the class eligible for three thief skills. The assassin chose Move Silently, Hide in Shadows, and Backstab. These skills can only be used when the assassin is wearing leather armor or lighter and free of a shield.

At the Judge's discretion, other custom powers may also be limited to characters in leather armor or lighter, or have other requirements he deems necessary for balance.

DIVINE VALUE

Value	Divine	XP Cost
4	(Spells x150%)	2,000
3	(Spells x 133%)	1,000
2	Cleric	500
1	½ level Cleric	250
0	none	0

The Divine Value determines the extent of the class's divine spellcasting abilities, if any. Assign 0 to 4 build points to the class's Divine Value, noting down the appropriate powers and the XP cost.

Divine 1: A Divine Value of 1 gives the class the ability to turn undead, casts spells, and engage in magical research as a cleric of ½ the character's actual class level, rounded up. For instance, At 5th level, the character has the abilities of a 3rd level cleric. The class uses its effective caster level (½ class level) for purposes of level-dependent spell ranges, durations, and damage. The class's divine spell repertoire is based on a spell list of 5 spells per level.

Divine 2: A Divine Value of 2 points gives the class the ability to turn undead, cast spells, and engage in magical research as a cleric. The class's divine spell repertoire is based on a spell list of 10 spells per level.

Divine 3: A Divine Value of 3 gives the class the ability to turn undead and cast spells as a cleric, with additional spells per level. Increase the class's spells per level by ⅓ (rounding fractions of 0.5 or greater up) to determine the class's spell progression. The class uses its class level for all level-dependent spell ranges, durations, and damages; these are not increased by ⅓. The class's divine spell repertoire is based on a spell list of 12 spells per level.

EXAMPLE: A 4th level cleric can cast 2 1st and 1 2nd level spells; therefore, a 4th level character of a custom class with Divine Value 3 could cast 3 1st and 1 2nd level spells (2.66 1st level spells rounds to 3; 1.33 2nd level spells rounds to 1).

Divine 4: A Divine Value of 4 gives the class the ability to turn undead and cast spells as a cleric, with additional bonus spells per level. Increase the class's spells per level by 50% to determine the class's spell progression. Round fractions of .5 or greater up. The class uses its class level for all level-dependent spell ranges, durations, and damages; these are not increased by 50%. In addition, a class with Divine 4 can cast one 1st level divine spell per day at 1st level. The class's divine spell repertoire is based on a spell list of 15 spells per level.

EXAMPLE: A 4th level cleric can cast 2 1st and 1 2nd level spells; therefore, a 4th level character of a custom class with Divine Value 4 could cast 3 1st and 2 2nd level spells.

When creating a custom class with divine spellcasting abilities, be sure to build a spell repertoire appropriate to the class. Select from 5-15 divine spells from Chapter 5 of *ACKS* or Chapter 5 of this *Player's Companion*. The spells selected should reflect the flavor of the class and be balanced relative to other similar classes.

DIVINE VALUE CODES

All custom classes with a Divine Value of 1 or more must have a code of behavior. The higher the Divine Value, the more restrictive the behavior code will be.

Divine 1: The class's code will be similar to the commandments on a lay member of a religious faith, such as not to commit adultery, to follow minor dietary restrictions, and to engage in prayer on worship days, etc. A knight's chivalric vows would also qualify.

Divine 2: The code will add additional rules to an extent similar to that imposed on clergy, such as monogamy or celibacy, restrictions on dress, bans on certain indulgences, strict dietary rules, daily prayer, etc. The bladedancer, cleric, dwarven craftpriest, and shaman have such codes.

Divine 3: The code will require a highly restrictive set of behaviors akin to those of a monastic order, including vows of chastity, obedience, and so on.

Divine 4: The class's code will be similar to that of Divine Value 3, but with an additional restriction such as pacifism, silence, or poverty. The Priestess class, in this book, is an example: Priestesses must refrain from the taking of human and demi-human life.

A code of behavior need not demand virtue – a class's code could dictate strange or vile behavior if appropriate to the class's concept. For example, a cultist class devoted to chaotic powers might require ritual sacrifices, or use of strange drugs. The Judge is the ultimate authority on the permissibility of any class's code.

DIVINE VALUE TRADE-OFFS

A custom class with a Divine Value of 1 or more may voluntarily trade off its ability to turn undead in exchange for custom powers. The custom class gains 1 custom power for every point allocated to Divine Value.

A class which trades off its ability to turn undead loses the ability to perform necromantic research at 11th level.

Level Lock Trade-Off: A selection of custom powers received from a Divine Value trade-off may be exchanged for a larger selection at a higher level of experience. See the **Custom Power Trade-Offs** section for more details.

EXAMPLE: The shaman class has a Divine Value of 2. The shaman class traded off its ability to turn undead in exchange for 2 custom powers. It then exchanged these 2 custom powers for a selection of 3 custom powers at 3rd, 5th, and 7th level (Shamanic Ritual, Shapechange, and Spirit Walk).

ARCANE VALUE

The Arcane Value determines the extent of the class's arcane spellcasting abilities, if any. Assign 0 to 4 build points to the class's Arcane Value, noting down the appropriate powers and the XP cost.

Value	Arcane	XP Cost
4	Mage	2500
3	⅔ level Mage	1875
2	½ level Mage	1250
1	⅓ level Mage	625
0	none	0

Arcane 1: An Arcane Value of 1 gives the class the ability to casts spells and engage in magical research as a mage of ⅓ the character's actual class level, rounded down. For instance, at 3rd level, the character has the abilities of a 1st level mage. The class uses its effective caster level (⅓ its level of experience) for purposes of level-dependent spell ranges, durations, and damage.

Arcane 2: An Arcane Value of 2 gives the class the ability to casts spells and engage in magical research as a mage of ½ the character's actual class level. After 1st level, round fractions of 0.5 or greater up. For instance, at 5th level, the character has the abilities of a 3rd level mage. The class uses its effective caster level (½ its level of experience) for purposes of level-dependent spell ranges, durations, and damage.

Arcane 3: An Arcane Value of 3 gives the class the ability to casts spells and engage in magical research as a mage of ⅔ the character's actual class level. Round fractions of 0.5 or greater up. For instance, at 5th level, the character has the abilities of a 4th level mage. The class uses its effective caster level (⅔ its level of experience) for purposes of level-dependent spell ranges, durations, and damage.

Arcane 4: An Arcane Value of 4 gives the class the ability to cast spells and engage in magical research as a mage.

SPELL PROGRESSION

Effective Caster Level (Fractional Level)	Effective Caster level (Delayed Availability)
Class level	Class Level
⅔ class level	Class level – 3
½ class level	Class level – 5
⅓ class level	Class level – 7
None	None

For character classes that use spells, spell progression will be determined by the classes' Arcane and/or Divine Values.

At the Judge's discretion, a fractional level of arcane casting ability can be traded in for full arcane casting unlocked at a higher level. When the higher level is reached, the character will gain the ability to cast spells as if he were a 1st level mage. His spellcasting ability will thereafter advance by one caster level with each level of experience earned.

The ability to cast spells at ⅓ class level can be exchanged for spellcasting at 1st level of ability unlocked when the character reaches 8th level. The class gains the ability to casts spells and engage in magical research as a full caster of seven levels below the character's actual class level. The class uses its effective caster level (level of experience - 7) for purposes of level-dependent spell ranges, durations, and damage.

The ability to cast spells at ½ class level can be exchanged for spellcasting at 1st level of ability unlocked when the character reaches 6th level. The class gains the ability to casts spells and engage in magical research as a full caster of five levels below the character's actual class level. The class uses its effective caster level (level of experience - 5) for purposes of level-dependent spell ranges, durations, and damage.

The ability to cast spells at ⅔ class level can be exchanged for spellcasting at 1st level of ability unlocked when the character reaches 4th level. The class gains the ability to casts spells and engage in magical research as a full caster of three levels below the character's actual class level. The class uses its effective caster level (level of experience - 3) for purposes of level-dependent spell ranges, durations, and damage.

SAVING THROW PROGRESSION

Every custom class will use one of the four standard Saving Throw progressions of fighter, cleric, thief, or mage. The saving throw progression is critical, because it also determines the character's magical item options, prime requisite, proficiencies, and hit points after 9th level.

To determine which saving throw progression your class uses, follow these steps:

1. Compare the values for Fighting, Thievery, Divine, and Arcane.
2. If the rating for one category is highest, use the Saving Throw progression for the core class which is associated with that category - fighter for Fighting, thief for Thievery, cleric for Divine, and mage for Arcane.

3. If two or more abilities are tied, use the progression for the first of the tied categories to appear in order on this list: Arcane, then Divine, then Thievery, then Fighting.

EXAMPLE: A custom class has the values Hit Die 0, Fighting 0, Thievery 0, Divine 2, Arcane 2. The class uses the saving throw progression for mages, because Arcane takes priority over Divine.

MAGICAL ITEMS

Every custom class has access to magical items useable by all classes as well as the ability to use enchanted versions of weapons and armor available to it based on its Fighting Value. A custom class will also gain access to magic items useable by the core class associated with its saving throw progression, and for any class category with a value of at least 2 assigned.

EXAMPLE #1: A custom class has the values Hit Die 0, Fighting 0, Thievery 0, Divine 2, Arcane 2. The class uses the saving throw progression for mages, so it can use magical items restricted to mages. The class can also use magic items restricted to clerics, because it has a Divine value of 2.

EXAMPLE #2: A custom class has the values Hit Die 0, Fighting 1, Thievery 2, Divine 0, Arcane 1. The class uses the saving throw progression for thieves, so it can use magical items restricted to thieves. Even though the class can cast arcane spells, it cannot use magic items restricted to mages because it only has an Arcane value of 1.

PRIME REQUISITES

Every custom class must have a prime requisite. The prime requisite is determined by the class's saving throw progression: Either STR or CON for fighter, INT for mage, WIS for cleric, and either DEX or CHA for thieves. The prime requisite is chosen when the class is created.

An additional prime requisite is required for each class category in which a value of at least 2 is assigned. Additional requirements or prime requisites may be imposed by the GM if he deems it necessary for balance or class favor.

PROFICIENCIES

Each custom class has access to general proficiencies. Each custom class will also have access to a custom list of proficiencies specifically chosen to reflect its powers and background. The custom class's proficiency list could be drawn from whichever class it saves as, and/or from class categories with a value of at least 1 assigned. If desired, the Judge can create new and unique proficiencies for the custom class's proficiency list as well.

Number of Proficiencies in Class List: The number of proficiencies available to a custom class is always equal to (42 - maximum level). For most classes, this will be 28 proficiencies. Certain racial classes (described later) will have more proficiencies on their class list.

Specialized Selection: When a class list only has access to a specialized selection within either Art, Craft, Performance, or Profession, such as Performance (dance) or Profession (mortician), count that specialized selection as only ½ a proficiency for purposes of the class list. For instance, the cleric's class list includes Performance (chant) and Profession (judge); these collectively count as 1 proficiency for the class list, leaving 27 other proficiencies available.

HIT POINTS AFTER 9TH LEVEL

A custom class's saving throw progression determines how many hit points it gains per level after 9th, according to the following mechanic:

» **Cleric or Mage:** 1 hit point per level after 9th
» **Fighter or Thief:** 2 hit points per level after 9th

STRONGHOLDS AND FOLLOWERS

At particular milestones, all classes become eligible to build strongholds and attract followers. The exact nature of the stronghold and followers will depend on the choices made in allocating the custom class's build points. The Custom Class Strongholds and Followers table below lists the available types of strongholds and the stronghold's associated followers, along with the required build point allocation to qualify for them. The type of stronghold and followers must be selected when the custom class is created. A custom class can choose from any stronghold type and its associated followers it qualifies for. The name of the stronghold can be changed to match the name and theme of the custom class if desired.

EXAMPLE #1: The standard explorer has the values Hit Die 1, Fighting 2, Thievery 1, Divine 0, Arcane 0. The explorer qualified for both a Castle and a Hideout type stronghold. The class was envisioned as a settler-conquistador type, so we selected Castle for its stronghold type, which we renamed Border Fort. One could imagine an alternative explorer class that graduates to building a Hideout at 9th level, akin to Robin Hood's merry band of archers and outlaws.

Custom Class Strongholds and Followers

Stronghold Type	Associated Followers	Requirements
Fortified Church (temple, etc.)	5d6x10 0th level, 1d6 1st-3rd level	Divine Value 2+
Castle (border fort, etc.)	5d10 0th level, 1d6 1st-3rd level	Fighting Value 2+
Sanctum and Dungeon	2d6 0th level, 1d6 1st level	Mage Value 2+
Hideout (conservatory, etc.)	2d6 1st level	Thievery Value 1+
Dwarven Vault	3d6x10 1st level	Dwarf Value 0+
Elven Fastness	3d6x10 1st level	Elf Value 0+
Gnome Vault	3d6x10 1st level	Gnome Value 0+

EXAMPLE #2: The standard assassin has the values Hit Die 1, Fighting 2, Thievery 1, Divine 0, Arcane 0. The assassin qualified for either a Castle or Hideout type stronghold. The assassin class was envisioned as functioning secretly within society, so we selected Hideout for its stronghold type. We could imagine an alternative assassin class that graduates to building a Castle at 9th level, perhaps resembling the historical Hashishin's desert compounds.

STRONGHOLD-BASED BONUS POWERS

A custom class that selects Fortified Church as its stronghold type pays only half the cost for its stronghold. This can be due to, e.g., divine intervention, or it can simply represent subsidy from a church or guild. Additionally, the followers associated with Fortified Churches are completely loyal (+4 Morale) and need not be paid.

A custom class that selects Castle as its stronghold type receives a bonus custom power at 5th level that increases the morale of his retainers and henchmen under certain circumstances. The custom power may be **battlefield prowess**, **chronicles of battle**, or **experience and hardiness**, or a similar custom power approved by the Judge.

A custom class that selects Dwarven Vault or Elven Fastness receives the bonus powers, and consequent limitations, described in the **Dwarven Vaults** and **Elven Fastnesses** section of Chapter 7 of *ACKS*.

EXPERIENCE POINTS PER LEVEL

To calculate the custom class's XP, find the XP cost in each category that corresponds with your class's value in that category, and add all the costs together. This is the experience required for your class to advance to 2nd level. The experience required to advance doubles each level thereafter until 8th level is reached.

After 8th level, the amount of experience required to advance no longer doubles. Instead, it increases by a flat amount each level. The amount required is based on the saving throw progression of the class.

- Cleric or Thief: Additional 100,000XP for each level after 8th.
- Fighter: An additional 120,000XP for each level after 8th.
- Mage: An additional 150,000XP for each level after 8th.

EXAMPLE: The standard bard requires 45,000XP to reach 7th level, and 90,000XP to reach 8th level. The bard saves on the thief progression, so to reach 9th level, the bard requires (90,000 + 100,000) 190,000XP. Then to reach 10th level, the bard requires (190,000 + 100,000) 290,000XP, and so on.

EXPERIENCE POINT SMOOTHING

The level progressions in the *Adventurer Conqueror King System* rulebook were modified to create a smoother, more elegant progression at higher levels. To emulate this for your custom class, round the experience point requirement for 7th level to the nearest 5,000.

EXAMPLE: The standard assassin requires 28,000XP to reach 6th level. Normally, that would mean that the assassin would require 56,000XP to reach 7th level. However, the experience point progression has been smoothed, so 56,000XP is rounded to 55,000XP.

CUSTOM RACIAL CLASSES

Custom racial classes are built using a similar system, with minor differences to reflect the race's unique capabilities.

RACIAL CLASS CATEGORY

The most important aspect of a racial class is that it has a **racial value** which gives special powers unique to that race. A racial custom class may allocate as many as 4 *extra* build points to its racial class category, for a total of *8 build points*. A racial custom class will have a maximum level between 8 and 13 determined by how many total build points the custom class uses, as noted on the accompanying table.

A racial class may still only spend a maximum of 4 build points on the Hit Dice, Fighting, Thievery, Divine, and Arcane categories.

REQUIREMENTS

A race will impose one or more additional requirements on its custom classes. For example, all dwarven classes require Constitution 9 or better. All elven classes require Intelligence 9 or better. If, for instance, an elven custom class also has Intelligence as a prime requisite then this requirement is moot, of course.

CLASS CATEGORY VALUES

Certain races may receive slightly different benefits or penalties at different point values. Certain races may pay more or less XP for different point values.

RACIAL VALUE

Build Points	Level Limit
8	8
7	10
6	11
5	12
4	13

The class's racial value will determine its racial custom powers. These may include both general abilities such as spotting secret doors or seeing in the dark, as well as class-like abilities such as casting spells. Assigning a Racial Value of 0 will generally provide the race's general abilities, while a higher allocation will yield class-like abilities or additions or expansions on the race's abilities.

SAVING THROWS

Racial classes save as fighters, mages, thieves, or clerics. However, each race will modify the saving throws based on its strengths and weaknesses, determined by its Racial Value.

Apart from any innate modifiers it might provide, the Racial Value is *not* used for purposes of determining a demi-human class's saving throws, even when the Racial Value stacks with one of the Class Category Values.

EXAMPLE: The standard elven spellsword was built with Hit Dice Value 1, Fighting Value 2, Elf Value 4. The elven spellsword

uses the saving throw progression for Fighters, even though the class spent the most build points in the Elf category.

Note that the elven spellswords and nightblade and dwarven craftpriest and vaultguard saving throw tables in the *ACKS* rulebook are simply the saving throw progressions for their respective underlying class progression, modified by their respective race's adjustments.

MAGIC ITEMS

A racial value that stacks with one of the class category values will provide access to magic items useable by the class category if a combined value of at least 2 is assigned.

EXAMPLE: The standard elven spellsword was built with Hit Dice Value 1, Fighting Value 2, Elf Value 4. The class uses the saving throw progression for fighters, so it can use magical items restricted to fighters. The class can also use magic items restricted to mages, because Elf Value stacks with Arcane Value, and it has a combined value of at least 2 in Arcane + Elf.

STRONGHOLDS

A racial value that stacks with one of the class category values will provide access to strongholds of the type appropriate to the class category if a combined value sufficient to meet the threshold is assigned. Some racial values also provide access to unique racial strongholds.

EXAMPLE: The standard elven spellsword was built with Hit Dice Value 1, Fighting Value 2, Arcane Value 1, Elf Value 3. The elven spellsword qualified for either a Castle or Elven Fastness type stronghold. We chose Elven Fastness.

HIT POINTS PER LEVEL AFTER 9TH

Some races will gain additional hit points per level after 9th in addition to those provided by their saving throw progression.

EXPERIENCE POINT PROGRESSION AFTER 8TH LEVEL

Some races will increase the amount of experience required to gain each level after 8th.

DWARVEN CUSTOM CLASSES

Dwarves believe that they were forged by the hand of Istreus when the world was young, and were first taught the secrets of metal-work and machinery by the god himself. For centuries the stout, cunning people delved vast vaults in the Meniri and Jutting Mountains, gathering rich ores and creating enduring works of stone and iron. Eventually they came into contact with the expanding elven and human peoples of Aurëpos. These meetings were not peaceful, and the dwarven annalists still recite tales of ancient battles that the elves and humans have long forgotten.

When the Aurans launched the great Empyrean War against Zahar, the dwarves took no part. The mighty automatons and war machines of the dwarves would have greatly aided in securing victory over the Zaharans, but the dwarves saw little cause in joining one faction of men in fighting another faction of men. History has shown the dwarves' decision not to intervene to be a terrible error in judgment, however. When the Aurans defeated Zahar, they were too exhausted to fully cleanse the land of the beastmen. In the absence of constant warfare to reduce their numbers, the beastman population exploded. The beastmen were largely kept out of the north by elven and human garrisons, and soon migrated into the mountains in great numbers. The dwarves soon found themselves in a never-ending war for their own tunnels and vaults. Today, the dwarves are a dying race barely clinging to the last of their vaults in the great Meniri and Jutting Mountains. They constantly seek new artifacts and war machines to make up for ever dwindling numbers.

Dwarven character classes are created using the dwarven racial category and experience points. Requirements, class category values, hit points per level after 9th, and experience point progressions are modified as noted below.

REQUIREMENTS

All dwarven classes require a minimum Constitution 9 or better.

CLASS CATEGORY VALUES

Fighting: Due to their short stature, dwarves may never use two-handed swords or longbows, regardless of their Fighting Value. Dwarves with narrow or broad weapon selections *must* include at least four axes, flails, hammers, and/or maces among their selections.

Divine: Dwarves who reach the 9th level of Divine spellcasting are eligible to create Constructs, as if they were 11th level clerics.

Arcane: Dwarves may never allocate build points to the Arcane category.

DWARF VALUE

Value	Dwarf	XP Cost
4	Dwarf +4 proficiencies	1400
3	Dwarf +3 proficiencies	900
2	Dwarf +2 proficiencies	600
1	Dwarf +1 proficiencies	400
0	Dwarf	200

When building a dwarven custom class, assign between 0 and 4 build points to the class's Dwarf Value. At Dwarf 0, all dwarves gain the following four dwarven custom powers:

- **Sensitivity to Rock:** All dwarves gain a +1 bonus to surprise rolls when underground.
- **Dwarf Tongues:** All dwarves speak four bonus languages: Dwarf, Gnome, Goblin, and Kobold.
- **Detect Traps:** Because of their experience underground, all dwarves may detect traps, false walls, hidden construction, and notice if passages are sloped with a proficiency throw of 14+ on 1d20.
- **Hardy People:** All dwarves gain a +3 bonus on saving throws versus Blast and Breath and a +4 bonus on all other saving throws.

Additional points allocated to the Dwarf Value represents the dwarven expertise in crafts and lore. Each point provides one bonus general proficiency as well as a +1 bonus on proficiency throws and thief skills. The bonus does *not* apply to the racial ability to detect traps, as that proficiency throw's target value

already reflects the full measure of dwarven expertise. (That is, a human can detect traps on an 18+ and a dwarf can do so on a 14+; a full +4 bonus has already been added).

EXAMPLE: The dwarven craftpriest has Dwarf Value 3. The dwarven craftpriest began with 3 bonus general proficiencies and gains +3 to all proficiency throws.

HIT POINTS PER LEVEL AFTER 9TH

Dwarves receive an extra 1 hp per level after 9th, in addition to hit points gained based on their saving throw progression.

EXPERIENCE POINT PROGRESSION AFTER 8TH LEVEL

Dwarves using the fighter progression increase the amount of experience required to gain each level after 8th by 10,000XP. Dwarves using the cleric or thief progression increase the amount of experience required to gain each level after 8th by 30,000XP.

ELVEN CUSTOM CLASSES

The elves claim to be the first born children of the Empyrean gods. As evidence of their elder status, they point to early elven settlements in the Pillars of Dawn and the forests of Argollë, closest to the rising sun of Ammonar. It is unquestioned that elven civilization was at an advanced state well before human civilization had progressed past tribal bands. From 3,500 B.E. to 1,650 B.E., the elves expanded to every shore of the Ammas Aurë, establishing the longest-lasting empire yet to dominate Aurëpos. The Argollëan Empire was eventually destroyed in a terrible cataclysm known to historians as the Fall.

Few facts are confirmed about the Fall, and all elven records from that time period have been lost or destroyed. The Temple of the Winged Sun teaches that The Fall came about from hubris: The elves aspired to be like the Empyreans, and emulated them in creating life. It is taught that from these works came the terrible *things* that later corrupted Zahar. Whatever the truth of the Fall, afterwards the elves were a scattered and ruined people, and the now-extinct Thrassian race claimed their lands.

Today only a single elven kingdom survives, in Northern Argollë, though scattered fastnesses can still be found in forests throughout Aurëpos. Elves that hail from Northern Argollë style themselves *high elves*, and count themselves as the inheritors of their race's ancient glories. Elves from the outlying fastnesses call themselves *wood elves*. While less cultured than high elves, wood elves yet retain something of the martial vigor of the elves of old.

Elven character classes are created using the elven racial category and experience points. Requirements, class category values, hit points per level after 9th, and experience point progressions are modified as noted below. There are no mechanical differences between "high" and "wood" elves, but different classes may be appropriate.

REQUIREMENTS

All elven classes require a minimum Intelligence 9 or better.

CLASS CATEGORY VALUES

Fighting: Elves with narrow or broad weapon selections *must* include at least two bows, crossbows, swords, or daggers among their selections.

Arcane: Any build points allocated to the Arcane Value stack with build points allocated to the Elf value for purposes of determining the class's spellcasting ability (see below). Because of their innate magical power, the XP Cost for the Arcane Value is reduced by 125XP for elven classes.

EXAMPLE: The standard elven spellsword is built with Hit Dice 1, Fighting Value 2, Arcane Value 1, Elf Value 3. The XP cost for level 2 is 500 + 1,000 + (625-125) + 2000, for a total of 4,000XP.

ELF VALUE

Value	Elf	XP Cost
4	Elf + Mage	2500
3	Elf + ⅔ level Mage	2000
2	Elf + ½ level Mage	1375
1	Elf + ⅓ level Mage	750
0	Elf	125

When building an elven custom class, assign between 0 and 4 build points to the class's Elf Value. At Elf 0, all elves gain the following four elven custom powers:

- **Attunement to Nature:** All elves gain a +1 bonus to surprise rolls when in the wilderness.
- **Elf Tongues:** All elves speak four bonus languages: Elf, Gnoll, Hobgoblin, and Orc.
- **Keen Eyes:** All elves detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection.
- **Connection to Nature:** All elves are unaffected by the paralysis ghouls can inflict, and gain a +1 bonus on saving throws versus Petrification/Paralysis and Spells.
- **Animal Friendship:** Whenever elves build fastnesses, all ordinary animals within 5 miles of the stronghold become kind and helpful to the elves.

Additional points allocated to the Elf Value stack with points allocated to the Arcane Value for purposes of spellcasting, magical research, strongholds, and magic item usability. Add the two values to find the class's effective spellcasting abilities. For values of 5 or greater, use the following mechanics:

Arcane + Elf 5: The class has the ability to cast spells and engage in magical research as a mage, with the class's spells per level increased by 33%. The class uses its class level for all level-dependent spell ranges, durations, and damages; these are not increased.

Arcane + Elf 6: As above, but the class's spells per level are increased by 50%.

Arcane + Elf 7: As above, but the class's spells per level are increased by 66%.

Arcane + Elf 8: As above, but the class's spells per level are increased by 100%.

When calculating number of spells available, round fractions of ½ or more up; round any smaller fractions down.

EXAMPLE: An elven custom class has Arcane 3 and Elf 3. Adding the values together yields 6. The custom class has the spellcasting abilities of a mage with a spell progression with 50% more spells. A 3rd level mage has 2 1st and 1 2nd level spells; when this custom class is 3rd level, it will have (2 x 1.5 = 3) 3 1st level spells and (1 x 1.5 =1.5, rounded up to 2) 2 2nd level spell.

All elven spellcasters can cast spells wearing whatever armor they are permitted to use.

High Elves: The elven courtier class received Diplomacy proficiency as an additional racial power, representing his high elven bloodline. Should you wish to build other classes with this benefit, increase the XP cost for each Elf Value by 25XP.

EXPERIENCE POINT PROGRESSION AFTER 8TH LEVEL

Elves increase the amount of experience required to gain each level after 8th by 50,000XP.

GNOME CUSTOM CLASSES

Gnomes are rare humanoids that stand 3' to 3 ½' tall and are slighter of build than dwarves. They are believed to be the outcome of dwarven and elven crossbreeding in the distant past. Their skin color ranges from dark tan to woody brown, while their hair is fair, noses large, and eyes any shade of blue. Gnome males prefer long beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. These cousins to dwarves share many of their likes, and often live in vast mines looking for precious metals and gems. Because of their dwarven blood, they have a fondness for contraptions and tools, and often employ crossbows and war hammers. From their elven ancestors, they inherited a love of illusions and the mischievousness to enjoy it.

Like dwarves, gnomes are none too fond of any beastmen, though they have a particular hatred for kobolds. Dwarves, of course, are treated as welcome relatives. Elves see gnomes as something of an embarrassment, a relationship only worsened by constant gnomish attempts to impress their aristocratic cousins.

Gnome character classes are created using the gnome racial category and experience points. Requirements, class category values, hit points per level after 9th, and experience point progressions are modified as noted below.

REQUIREMENTS

All gnome classes require a minimum Intelligence and Constitution of 9 or better.

CLASS CATEGORY VALUES

Fighting: Due to their short stature, gnomes can never use two-handed swords or longbows, regardless of their Fighting Value. Gnomes with narrow or broad weapon selections *must* include arbalests, crossbows, and war hammers among their selections.

Divine: Gnomes who reach the 9th level of Divine spellcasting are eligible to create Constructs, as if they were 11th level clerics.

Arcane: Like dwarves, gnomes may never allocate build points to the Arcane category. However, gnomes may gain the ability to cast arcane spells by allocating points to the Gnome Value.

GNOME VALUE

Value	Gnome	XP Cost
4	Gnome + ½ level mage + 6 racial powers	1975
3	Gnome + ⅓ level mage + 5 racial powers	1275
2	Gnome + ⅓ level mage + 3 racial powers	1075
1	Gnome + 3 racial powers	450
0	Gnome	250

When building a gnome custom class, assign between 0 and 4 build points to the class's Gnome Value.

Gnome 0: At Gnome 0, all gnomes gain the following four Gnome custom powers:

- **Nose for Potions:** Because of their familiarity with alchemy, gnomes may make a proficiency throw of 11+ to determine the magical properties of a potion or oil on taste. Starting at 5th level, all gnomes may brew potions as if mages of their class level.
- **Gnome Tongues:** All gnomes speak four bonus languages: Dwarf, Elf, Goblin, and Kobold.
- **Infravision:** The Gnomish tendency to underground life has granted them extended infravision to 90'.
- **Resistance to Illusions:** A lifetime spent in the company of illusionists leaves gnomes hard to fool. Gnomes receive a +4 bonus on saving throws to disbelieve magical illusions.

Additional points allocated to the Gnome Value provide a variety of additional casting abilities and racial powers, depending on the total value.

Gnome 1: A Gnome Value of 1 gives the class the ability to cast **faerie fire** and **ventriloquism** once per hour. In addition, the class gains the ability to **speak with animals** at will.

Gnome 2: In addition to the powers above, a Gnome Value of 2 gives the class the ability to casts spells and engage in magical research as a mage of ⅓ the character's actual class level, rounded down. For instance, at 3rd level, the character has the abilities of a 1st level mage. The class uses its effective caster level (⅓ its level of experience) for purposes of level-dependent spell ranges, durations, and damage.

Gnome 3: A Gnome Value of 3 gives the class all the benefits from a Gnome Value of 2. In addition the class gains the ability to cast **mirror image** and **phantasmal force** once every 8 hours. Finally, gnome classes with Gnome Value 3 or greater may use any magic items usable by thieves.

Gnome 4: A Gnome Value of 4 gives the class all of the abilities of Gnome Value 3. However, instead of functioning as a mage of ⅓ the character's actual class level, the class casts spells and engages in magical research as a mage of ½ the character's actual

class level. After 1st level, round fractions of 0.5 or greater up. For instance, at 5th level, the character has the abilities of a 3rd level mage. The class uses its effective caster level (½ its level of experience) for purposes of level-dependent spell ranges, durations, and damage.

In addition, the class gains the power of **innate illusion mastery**. Whenever a class with Gnome Value 4 casts illusion spells or uses any innate powers, the spell effects are calculated as if the character were two caster levels higher than his actual level of experience. Attempts to disbelieve illusions created by such a class are at a -2 penalty on the saving throw. The class may also conduct magical research into illusion spells as if characters were two caster levels higher than actual.

Finally, gnome classes with Gnome Value 4 or greater may use any magic items usable by mages. All gnomish spellcasters can cast spells wearing whatever armor they are permitted to use.

EXPERIENCE POINT PROGRESSION AFTER 8TH LEVEL

Gnomes using the fighter progression increase the amount of experience required to gain each level after 8th by 15,000XP. Gnomes using the cleric or thief progression increase the amount of experience required to gain each level after 8th by 50,000XP.

NOBIRAN CUSTOM CLASSES

Nobiran is a classical Auran term meaning "descended from the gods"; and a Nobirus is one such descendant (the plural is Nobir). The original Nobir were the heroes of the Empyrean War, kings and prophets granted epic power by the gods. Though these bloodlines have faded with the passing of time, occasionally a child is still born with some measure of the old gifts, superior to normal humans in nobility of spirit and strength of body. Nobiran appearance can vary depending on ethnicity, but they are always tall, well-built, and proud featured.

Outside of the Auran Empire campaign setting, Nobir could be used to model any demi-human race of exceptional power and nobility, such as the half-human, half-divine demigods of Greek myth, the Aasimar of the Forgotten Realms, or the Dúnedain of Tolkien's Middle Earth.

Nobiran character classes are created using the Nobirus racial category and experience points. Requirements, class category values, hit points per level after 9th, and experience point progressions are modified as noted below.

REQUIREMENTS

All Nobiran classes require a minimum 11 or better in *all* ability scores. Those who truly embody the epic heroes of old must be above average in every respect.

CLASS CATEGORY VALUES

Divine: Any build points allocated to the class's Divine Value stack with build points allocated to the Nobirus value for purposes of determining the class's divine spellcasting ability (see below).

NOBIRUS VALUE

Value	Nobirus	XP Cost
4	Nobirus + Cleric (Spells x 150%)	2125
3	Nobirus + Cleric (Spells x 133%)	1125
2	Nobirus + Cleric	625
1	Nobirus + ½ level Cleric	250
0	Nobirus	125

When building a Nobirus custom class, assign between 0 and 4 build points to the class's Nobirus Value. At Nobirus 0, all Nobirus gain the following Nobirus custom powers:

- **Divine Blessing:** As the favored of the Empyrean powers, all Nobirus characters receive a +2 bonus to all saving throws.
- **Blood of Kings:** The blood of ancient kings and heroes flows in every Nobirus. The character may hire one more henchman than his Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1.
- **Heroic Spirit:** Because of the Nobir's courageous spirit, the maximum class level for any Nobirus class is increased by 1.
- **Longevity:** All Nobirus characters are ageless and enjoy a lifespan three times longer than that of normal men. Like elves, they are immune to ghoul paralysis.

Additional points allocated to the Nobirus Value stack with points allocated to the Divine Value for purposes of spellcasting, magical research, strongholds, and magic item usability. Add the effective values to find the class's spellcasting abilities, up to a maximum of 4 points. When calculating number of spells available, round fractions of ½ or more up; round any smaller fractions down.

EXAMPLE #1: A Nobiran custom class has Hit Dice 2, Divine 1, and Nobirus 2. Adding the effective Divine Values together (1+2) yields 3. The class has an effective Divine Value of 3. The class gains the ability to turn undead and cast spells as a cleric, with spells per level increased by 33% (rounding fractions of 0.5 or greater up).

EXAMPLE #2: A Nobiran custom class has Hit Dice 1, Divine 3, and Nobirus 2. Adding the effective Divine Values together (3+2) yields 5. This is above the maximum permitted value of 4, so the class must be modified.

Remember that, like other demi-humans, a Nobirus may still only spend a maximum of 4 build points on the Hit Dice, Fighting, Thievery, Divine, and Arcane categories in total.

EXAMPLE: A Nobiran custom class has Hit Dice 2, Divine 3, and Nobirus 1. Adding the build points spent on Hit Dice and Divine (2+3) yields 5. This is above the maximum permitted of 4, so the class must be modified.

EXPERIENCE POINT PROGRESSION AFTER 8TH LEVEL

Nobir increase the amount of experience required to gain each level after 8th by 40,000XP.

THRASSIAN CUSTOM CLASSES

The scaly Thrassian race was magically bred from a cross of men and giant lizards long ago by unknown arcanists. They proved a formidable race, and Thrassians once held the entirety of the Ammas Aurë region in their scaly claws. Such was their power that primitive man worshiped them as gods and served them as slaves. Yet from this height, the Thrassian people fell to abyssal lows. Some taint in the Thrassian bloodline caused them to slowly degenerate into primitive savagery. Had they been kinder to their subject peoples, the Thrassians might have slipped into obscurity peacefully. Instead they were violently overthrown by the Zaharans, who seized power from their former masters and formed their own dark empire.

Most of the Thrassian race was slaughtered in the Zaharan uprising. Of the few that survived, most fled to the outlying swamps and jungles, where they continued their devolution to the primitive lizardmen of today. But here and there, a few Thrassians were captured and enslaved by their former servants. These hapless Thrassians were bred with each other to form a pool of laborers and soldiers. The Zaharans soon discovered that the degeneration of the Thrassian bloodline was ubiquitous. The brood of even the most cunning Thrassian warriors was frequently dim-witted and often weak.

In order to maintain their Thrassian stock, the Zaharan arcanists began to crossbreed their Thrassians with fresh bloodlines of humans, generally prisoners of war. The resulting hybrids would, for a generation or two, regain some of the vigor and cunning of the Thrassians of old. Centuries of such efforts led to an array of different Thrassian bloodlines, ranging from creatures that were almost human to monstrosities resembling the ancient Thrassians.

These breeding programs were eventually abandoned in favor of the superior races of beastmen that fought in the Empyrean War – orcs, bugbears, ogres, and similar humanoids. Most civilized lands remember Thrassians as stories to frighten children, and look on lizardmen with contempt as brutes. Only in dusky Kemesh, untouched by the Empyrean War, are Thrassian slaves of the old stock still kept in any number. There it is a mark of opulence and power to be able to maintain a Thrassian of good bloodline, and to field them as pitfighters in the gladiatorial games.

Thrassian character classes are created using the Thrassian racial category and experience points. Requirements, class category values, hit points per level after 9th, and experience point progressions are modified as noted below.

REQUIREMENTS

All Thrassian classes require a minimum Strength, Dexterity, and Constitution of 9 or better.

CLASS CATEGORY VALUES

Fighting: The build points allocated to the class's Fighting Value may be increased by 1 or 2 points by the Thrassian Value (see below). Use the effective values to find the class's fighting abilities, up to a maximum of 4 points.

Divine: Thrassians may not have a Divine Value higher than 2, unless they have a Thrassian Value of 4.

Arcane: Thrassians may not have an Arcane Value higher than 3, unless they have a Thrassian Value of 4.

THRASSIAN VALUE

Value	Thrassian	XP Cost
4	Thrassian 4	2300
3	Thrassian 3	1250
2	Thrassian 2	1000
1	Thrassian 1	400
0	Thrassian 0	200

When building a Thrassian custom class, assign between 0 and 4 build points to the class's Thrassian Value. These points represent the degree by which members of the class represent pureblood Thrassians.

Thrassian 0: At Thrassian 0, the character appears largely human, but his skin is scaly, his teeth are pointed, and his fingernails are long and claw-like. At Thrassian 0, the class will have the following four custom powers:

- **Fangs and Claws:** The character gains a claw/claw/bite attack. The claws deal 1d2-1 damage each, while the bite deals 1d4-1 damage.
- **Infravision:** The character gains **infravision** to a range of 30'.
- **Scaly Hide:** The character's base unarmored AC is 1 instead of 0.
- **Swimming:** The character gains a swimming movement rate of 60' per turn. The character may hold his breath for 12 rounds (2 minutes).

Thrassian 1: At Thrassian 1, the character's skin develops into a light, scaly hide, and the jaws of the head are elongated. A short, vestigial tail appears, and the fingernails develop into true claws. At Thrassian 1, the class will have the following five custom powers:

- **Fangs and Claws:** The character gains a claw/claw/bite attack routine. The claws deal 1d3-1 damage each, while the bite deals 1d6-1 damage.
- **Infravision:** The character gains **infravision** to a range of 45'.
- **Inhumanity:** The character suffers a -1 penalty to the reactions, loyalty, and morale of humans and demi-humans. The character gets a +1 bonus to the reactions, loyalty, and morale of lizardmen.
- **Scaly Hide:** The character's base unarmored AC is 2 instead of 0. The character has a base movement rate of only 90'.
- **Swimming:** The character gains a swimming movement rate of 90' per turn. The character may hold his breath for 30 rounds (5 minutes).

Thrassian 2: At Thrassian 2, the character is a full-blooded lizardman. He stands 6' to 7' tall, and has the head and tail of a lizard. His hands have evolved into sharp claws, his reptilian mouth is filled with fangs, and his skin has developed into a tough scaly hide. At Thrassian 2, the class will have the following five custom powers:

- **Fangs and Claws:** The character gains a claw/claw/bite attack routine. The claws deal 1d3-1 damage each, while the bite deals 1d8-1 damage.

» **Infravision:** The character gains **infravision** to a range of 60'.
» **Inhumanity:** The character suffers a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans. The character gets a +2 bonus to the reactions, loyalty, and morale of lizardmen.
» **Scaly Hide:** The character's base unarmored AC is 3 instead of 0. The character has a base movement rate of only 60'.
» **Superior Fighting:** The class's Fighting Value is effectively increased by 1 for all purposes.
» **Swimming:** The character gains a swimming movement rate of 120' per turn. The character may hold his breath for 1 turn.

Thrassian 3: At Thrassian 3, the character begins to resemble an ancient Thrassian, a greater lizardman. He is massive, standing 6½' to 7½' tall. His eyes glow with a slight yellowish glint, and his claws are sharper and longer than a normal lizardman's. Strange stumps appear on his shoulder blades. At Thrassian 3, the class will have the following six custom powers:

» **Fangs and Claws:** The character gains a claw/claw/bite attack routine. The claws deal 1d4-1 damage each, while the bite deals 1d8-1 damage.
» **Infravision:** The character gains **infravision** to a range of 90'.
» **Inhumanity:** The character suffers a -3 penalty to the reactions, loyalty, and morale of humans and demi-humans. The character gets a +3 bonus to the reactions, loyalty, and morale of lizardmen.
» **Scaly Hide:** The character's base unarmored AC is 4 instead of 0. The character has a base movement rate of only 60'.
» **Superior Fighting:** The class's Fighting Value is effectively increased by 1 for all purposes.
» **Swimming:** The character gains a swimming movement rate of 120' per turn. The character may hold his breath for 1 turn.

Thrassian 4: At Thrassian 4, the character is a throwback to the great Thrassians of old. He stands 7' to 8' tall, with glowing yellow eyes. His head is large, with prominent and protruding fangs. Dragon-like wings erupt from the shoulder blades, giving him a crude flight capability. At Thrassian 4, the class will have the following seven custom powers:

» **After the Flesh:** The character can grow stronger in undead. See the entry for Zaharans for details on this power.
» **Fangs and Claws:** The character gains a claw/claw/bite attack routine. The claws deal 1d4-1 damage each, while the bite deals 1d10-1 damage.
» **Flying:** The character gains a flying movement rate of 30' per turn. The character can fly for 60 rounds (1 turn) before becoming fatigued.
» **Infravision:** The character gains **infravision** to a range of 120'.
» **Inhumanity:** The character suffers a -4 penalty to the reactions, loyalty, and morale of humans and demi-humans. The character gets a +4 bonus to the reactions, loyalty, and morale of lizardmen.
» **Scaly Hide:** The character's base unarmored AC is 5 instead of 0. The character has a base movement rate of 60'.
» **Superior Fighting:** The class's Fighting Value is effectively increased by 2 for all purposes.
» **Swimming:** The character gains a swimming movement rate of 120' per turn. The character may hold his breath for 1 turn.

A Thrassian's claw and/or bite damage will be modified by the character's STR adjustment and damage bonus. However, Thrassians cannot use their fangs and claws while wielding weapons, using shields, or wearing armor heavier than chain mail.

EXPERIENCE POINT PROGRESSION AFTER 8TH LEVEL

Unlike the experience point progression for human and demi-human classes, the experience points progression required to advance in Thrassian classes always continues to double, even after 8th level.

ZAHARAN CUSTOM CLASSES

The Zaharan race originated in the fertile southlands that today are called the Waste. The Zaharans learned black arts of sorcery in countless centuries of foul service to the reptilian Thrassians. But as evil breeds evil, in time the Zaharans turned their sorcery against their inhuman masters. The Zaharan sorcerer Uragasi, calling himself the savior of men, led an uprising against the Thrassians and toppled the reptilian empire. Victorious over the reptile race, the Zaharans claimed the ancient capital of the Thrassians as their own, beginning an imperial era of all-too-human cruelty and rapaciousness. At their height, the Zaharans became the uncontested rulers of everything from the Pillars of Dawn to the Endless Steppe. Like the Thrassians before them, the Zaharans worshipped the Chthonic powers, and they created sub-human creatures to serve as slaves and soldiers. After four centuries of tyrannical dominance, the kingdom of Zahar fell to the wrath of Empyrean crusaders. In the aftermath, the Zaharan people were scattered and their civilization left in ruins. Only in Kemesh, Zahar's most far-flung province, did Zaharan society survive the fall of their empire intact.

Though they once dominated the entire Ammas Aurë region, pure-blooded Zaharans are today exceptionally rare outside of the noble families of Kemesh. When they do appear, pure-blooded Zaharans are of moderate height, with gaunt stature. They have very long heads and faces featuring long, high noses, giving them an arrogant, slightly inhuman appearance. Their skin color is a warm brown, while their hair is thick, straight, and dark, and their eyes are black and deep set.

Outside of the Auran Empire campaign setting, Zaharans could be used to model any dark, eldritch race, such as the Melnibonéans of Moorcock's Multiverse or the Drow of Gygax's Greyhawk.

Zaharan character classes are created using the Zaharan racial category and experience points. Requirements, class category values, hit points per level after 9th, and experience point progressions are modified as noted below.



REQUIREMENTS

All Zaharan classes require a minimum Intelligence, Wisdom, and Charisma of 9 or better.

CLASS CATEGORY VALUES

Arcane: Any build points allocated to the Arcane Value stack with build points allocated to the Zaharan value for purposes of determining the class's spellcasting ability (see below).

ZAHARAN VALUE

When building a Zaharan custom class, assign between 0 and 4 build points to the class's Zaharan Value. At Zaharan 0, all Zaharans gain the following four Zaharan custom powers:

Value	Zaharan	XP Cost
4	Zaharan + Mage	2700
3	Zaharan + ⅔ level Mage	2075
2	Zaharan + ½ level Mage	1450
1	Zaharan + ⅓ level Mage	825
0	Zaharan	200

- **Ancient Pacts:** In elder days, the lords of Zahar ensorcelled the dark powers of the world in pacts of service and obedience. Some creatures still remember these pacts and will aid Zaharans when commanded. All Zaharans gain a +2 bonus to reaction rolls when encountering intelligent chaotic monsters. Intelligent chaotic monsters suffer a -2 penalty to saving throws against any **charm** spells cast by a Zaharan.
- **Zaharan Tongues:** All Zaharans speak four bonus languages: Ancient Zaharan, Goblin, Orc, and Kemeshi.
- **Inexorable:** Zaharans are unflinching in the face of horrors that terrify normal men. The character is immune to all natural and magical fear effects.
- **Dark Soul:** The grim embrace of death holds special perils for Zaharan characters. Whenever a deceased Zaharan rolls on the Tampering With Mortality table, they suffer a penalty on the 1d20 roll of -1 per level of experience.
- **After the Flesh:** Through undeath, the black sorcerers of Zahar can grow stronger. If transformed into intelligent undead, they retain their racial powers and any class abilities. Their class abilities must still be paid for as special abilities (see below).

  To calculate how many special abilities the class abilities are worth, total up the number of build points spent in class and racial categories excluding the Hit Dice category. If the total is 1-3 build points, the class's abilities collectively count as one special ability (*). If the total is 4-5 build points, the class's abilities count as two special abilities (**). If the total is 6-7 build points, the class's abilities count as three special abilities (***). If the total is 8 build points, the class's abilities count as four special abilities (****).

Build Points (excluding HD)	# of Special Abilities (*)
1-3	*
4-5	**
6-7	***
8	****

  Once transformed, a Zaharan may continue to advance in Hit Dice without limit, regardless of his class's maximum level. At 1 HD, it requires 3,000XP plus 500XP per special ability (*) to advance to 2 HD. The amount of XP required doubles with each HD (round values greater than 20,000XP to the nearest 1,000).

  As the undead Zaharan's Hit Dice increase, any class abilities (such as thief skills, spellcasting, turning undead, etc.) will continue to progress without regard to his class's maximum level, to a maximum of 14th level.

EXAMPLE: A Zaharan Sorcerer-Priest is designed as a custom class with all the spellcasting abilities of both a cleric and mage (Hit Dice 0, Fighting 0, Thievery 0, Divine 2, Arcane 2, Zaharan 2). This class costs 6 build points, meaning its maximum level is 11. After many sessions of play, a Zaharan Sorcerer-Priest character has advanced to 11th level. The character then transforms into a mummy by necromantic ritual. The class's build points, excluding Hit Dice, are (2+2+2) 6, so retaining the class abilities count as three special abilities. The character is therefore an 11**** HD mummy (11 HD because he was 11th level; * from mummy; *** from class abilities). The Zaharan Mummy Sorcerer-Priest then begins advancing in HD. His HD may advance without limit. His class abilities will continue to increase as he gains HD, until he achieves the maximum of 14th level of divine and arcane spellcasting ability.

Additional points allocated to the Zaharan Value stack with points allocated to the Arcane Value for purposes of spellcasting, magical research, strongholds, and magic item usability. Add the two values to find the class's effective spellcasting abilities. For values of 5 or greater, use the following mechanics:

Arcane + Zaharan 5: The class has the ability to cast spells and engage in magical research as a mage, with the class's spells per level increased by 33%. The class uses its class level for all level-dependent spell ranges, durations, and damages; these are not increased.

Arcane + Zaharan 6: As above, but the class's spells per level are increased by 50%.

Arcane + Zaharan 7: As above, but the class's spells per level are increased by 66%.

Arcane + Zaharan 8: As above, but the class's spells per level are increased by 100%.

When calculating number of spells available, round fractions of ½ or more up; round any smaller fractions down. All Zaharan spellcasters can cast spells wearing whatever armor they are permitted to use.

EXPERIENCE POINT PROGRESSION AFTER 8TH LEVEL

Zaharans increase the amount of experience required to gain each level after 8th by 50,000XP. This penalty does not apply if they become undead, however.

CUSTOM POWERS

Custom powers are the special abilities that make classes unique. Custom powers may simply be class proficiencies or general proficiencies that are automatically assigned to every member of the class (such as the bard's performance proficiency) or they may be special abilities unique to the class.

By definition, custom powers are powers that are outside of the core class powers of clerics, fighters, mages, and thieves. For purposes of these rules, custom powers do *not* include (i) arcane or divine spellcasting, (ii) turning undead, (iii) fighter cleaving or weapon damage, or (iv) thief skills.

For instance, a character cannot trade in fighting skill or turning undead powers to get thief skills – thief skills can *only* be acquired by putting points into the Thievery Value. This is why the Eavesdropping, Climbing, and Ambushing proficiencies exist, as these powers might be selected by classes not otherwise interested in thievery.

CUSTOM POWER TRADE-OFFS

In lieu of beginning with one or more custom powers, a custom class may instead select multiple powers that are "locked" until an advanced level of experience is earned. For example, a class might trade one custom power at 1st level in exchange for two custom powers, one unlocking at 4th level and 10th level.

The Custom Power Trade-Offs table below shows some possible options. The Judge may devise other options along these lines as desired.

A custom class with thief skills *is* permitted to trade initial thief skill selections for multiple "locked" selections at a higher level. In this way, a class can be built that unlocks thief skills over time, or that mixes thief skills and custom powers.

EXAMPLE: A custom class has a Thievery Value of 2, giving it 5 skills. It trades two skill selections for skills at 2nd, 4th, and 9th level. It trades its third skill selection for skills at 3rd and 11th level. It trades its fourth skill selection for skills at 5th and 9th level. It trades its fifth skill selection for skills at 6th and 8th level. Finally, the class then trades one of the skills it will receive at 9th level for a skill at 10th level and 14th level. The class will get a skill at 2nd, 3rd, 4th, 5th, 6th, 8th, 9th, 10th, 11th, and 14th level. It is possible to make very complex trade-offs, obviously!

When a thief skill or custom power is locked until a higher level of experience, the skill or power will unlock with its proficiency throw at its starting (earliest) value, e.g. as if the character were 1st level. It thereafter advances with each level normally. For this reason, most classes select custom powers with static proficiency throws for their higher level powers.

EXAMPLE: A custom class exchanges one thief skill selection to get Pick Pockets unlocking at 4th level and Climb Walls unlocking at 10th level. At 4th level the class has Pick Pockets 17+, equivalent to a 1st level thief. At 10th level, the class has Climb Walls 6+, equivalent to a 1st level thief. Pick Pockets has advanced to 10+, equivalent to a 6th level thief.

Custom Power Trade-Offs

Trade-Off	Benefit
1 initial skill	1 skill at 2nd and 1 skill at 12th level
1 initial skill	1 skill at 3rd and 1 skill at 11th level
1 initial skill	1 skill at 4th and 1 skill at 10th level
1 initial skill	1 skill at 5th and 1 skill at 9th level
1 initial skill	1 skill at 6th and 1 skill at 8th level
1 initial skill	2 skills at 7th level
2 initial skills	1 skill at 3rd, 5th, and 7th level
2 initial skills	1 skill at 2nd, 4th, and 9th level
2 initial skills	3 skills at 5th level
1 skill at 7th level	1 skill at 9th and 1 skill at 13th level
1 skill at 7th level	1 skill at 8th and 1 skill at 14th level
1 skill at 8th level	1 skill at 10th and 1 skill at 13th level
1 skill at 8th level	1 skill at 9th and 1 skill at 14th level
1 skill at 9th level	1 skill at 10th and 1 skill at 14th level
1 skill at 9th level	1 skill at 11th and 1 skill at 13th level
1 skill at 9th level	2 skills at 12th level
1 skill at 10th level	1 skill at 11th and 1 skill at 14th level
1 skill at 10th level	1 skill at 12th and 1 skill at 13th level
1 skill at 11th level	2 skills at 13th level
1 skill at 11th level	1 skill at 12th and 1 skill at 14th level
1 skill at 12th level	1 skill at 13th and 1 skill at 14th level

CUSTOM POWER INDEX

Below is the list of the exact custom powers used in building all of the classes in the *ACKS* rulebook and the *Player's Companion*. When used in the powers below, "the character" refers to any member of the class.

We have not listed below those custom powers which simply assign the character a bonus proficiency or spell effect, such as the barbarian's **natural proficiency** power. However, in some cases a class's custom power as described is effectively identical to a proficiency. This usually occurs when the class's power was the basis from which the proficiency was derived (such as the elven nightblade's Acrobatics) or where we felt the power was so important as to merit a description with the class description. Where a custom power is effectively identical to a proficiency, we have noted it below. A power cannot normally stack with a proficiency which provides an identical benefit.

Some custom powers below are so limited in scope that they only count as ½ a power. Others are so useful as to count as 2 or more custom powers if selected. This is noted in italics.

Accuracy: The character gains an accuracy bonus of +1 to all attack throws with missile weapons. [Elven Ranger, Explorer]

Acrobatics: In lieu of moving during a round, the character may attempt a proficiency throw of 20+ to tumble behind an opponent in melee. The proficiency throw required for the tumble is reduced by 1 per level of experience the character possesses. If successful, the character is now behind his opponent. The opponent loses the benefit of his shield, if any, and the character can **backstab** his opponent if he possesses that ability. Otherwise, the character simply gains +2 to his attack throw. The character also gain a +2 bonus to saving throws where agility would help avoid the situation, such as tilting

floors and pit traps. This is effectively the Acrobatics proficiency selected as a custom power. [Elven Nightblade]

After the Flesh: The character grows in power if he becomes undead. For a full a description of this power, see the **Zaharan Custom Classes** section. *This power counts as 1 power when selected by a human custom class; but if the Judge creates a new race to which he assigns this power, it should counts as 3 powers.* [Anti-Paladin, Zaharan Ruinguard]

Alertness: The character gains a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+ he can notice secret doors with just casual observation. He gains a +1 bonus to avoid surprise. This is effectively the Alertness proficiency selected as a custom power. For flavor, mystics call this **mindfulness**. [Mystic]

Alter Shape: The character can cast alter shape once per 8 hours. [Warlock, Sylvan Witch].

Ambush: When attacking with surprise, the character gets a +4 bonus on attack throws and deals double damage on the attack. This is effectively the Ambush proficiency, selecting as a custom power. [Gnomish Trickster]

Ancient Pacts: The character gains a +2 bonus to reaction rolls when encountering intelligent chaotic monsters. Intelligent chaotic monsters suffer a -2 penalty to saving throws against any charm spells cast by the character. [Zaharan Ruinguard]

Animal Friendship: Whenever the character builds a fastness, all ordinary animals within 5 miles of the stronghold become kind and helpful. *This custom power only counts as ½ a power if selected.* [Elven Ranger, Elven Spellsword]

Animal Magnetism: See **Battlefield Prowess**, below.

Animal Reflexes: The character gains a +1 bonus on surprise rolls and initiative rolls. This does not provide a bonus to casting spells. While Animal Reflexes is similar to taking the Combat Reflexes proficiency selected as a custom power, for game balance reasons, consider Animal Reflexes as a separate class power and allow it to stack with Combat Reflexes. For flavor, mystics call this power **speed of thought** and Zaharan ruinguards call it **quickening**. [Barbarian, Explorer, Elven Ranger, Mystic, Zaharan Ruinguard]

Arcane Dabbling: The character may attempt to use wands, staffs, and other magic Items only useable by mages. At 1st level, the character must make a proficiency throw of 18+ on 1d20 or the attempt backfires in some desultory way (Judge's discretion). The proficiency throw required reduces by 2 per level, to a minimum of 3+. This is effectively the Arcane Dabbling proficiency selected as a custom power. [Bard]

Arcane Striking: When the character successfully strikes a target with a melee attack, he can expend one of his daily spell slots to increase damage. Damage is increased by 1d6 per level of the spell slot expended. *This custom power counts as 1 power at Arcane Value 1-2 and 2 powers at Arcane Value 3-4.* [Zaharan Ruinguard]

Attunement to Nature: The character gains a +1 bonus to surprise rolls when in the wilderness. *This custom power counts as only ½ a power if selected.* [Elven Courtier, Elven Enchanter, Elven Nightblade, Elven Ranger, Elven Spellsword]

Aura of Protection: The character has a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil (or, alternatively, good) creatures. The character's aura of protection appears as a golden halo (or, alternatively, a tenebrous shroud) when viewed with **detect good**, **detect magic**, or **true seeing**. [Anti-Paladin, Paladin]

Avoid Getting Lost: Parties guided by the character gain significant advantages on wilderness adventures. Any time the explorer's party is in country familiar to the explorer, they get a +4 bonus on proficiency throws to avoid getting lost. [Explorer, Venturer]

Battlefield Prowess: Any henchmen and mercenaries hired by the character gain a +1 bonus to their morale score whenever he personally leads them. For flavor, barbarians call this **animal magnetism**. [Barbarian, Fighter, Thrassian Gladiator]

Blade-Dancing: The character gains a +1 bonus to Armor Class if wearing leather armor or lighter and able to move freely. At level 7, the AC bonus increases to +2, and at level 13 the AC bonus increases to +3. For flavor, mystics call this power graceful fighting. While Blade-Dancing is similar to taking the Swashbuckling proficiency selected as a custom power, for game balance reasons, consider Blade-Dancing as a separate class power and allow it to stack with Swashbuckling. [Bladedancer, Mystic]

Blood of Kings: The blood of ancient kings and heroes flows in the character. The character may hire one more henchman than his Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1. [Nobirus]

Bonus Languages: The character begins play speaking four bonus languages. [Dwarven Craftpriest, Dwarven Fury, Dwarven Machinist, Dwarven Delver, Dwarven Vaultguard, Elven Courtier, Elven Nightblade, Elven Ranger, Elven Spellsword, Gnomish Trickster, Zaharan Ruinguard]

Bribery: Offering a bribe permits an additional reaction roll during encounters, with the throw modified by the size of the bribe. As a general rule, a bribe equal to one day's pay for the target provides a +1 bonus, a week's pay provides a +2 bonus, and a month's pay provides a +3 bonus. Only one bribe can be attempted per target in any given situation. This is effectively the Briber proficiency, selected as a class power. [Venturer]

Chronicles of Battle: Any henchmen and mercenaries hired by the character gain a +1 bonus to their morale score if the character is there to witness and record their deeds. [Bard]

Command of Voice: The character gains a +2 bonus to reaction rolls with creatures he speaks to. If this bonus results in a total of 12 or more, the subjects act as if **charmed** while in his presence. Creatures with a WIS greater than the character's CHA are immune to this power (and the character will know they are immune). This power is a slightly modified version of the Mystic Aura proficiency. [Mystic]

Command Undead: The character can command undead as a Chaotic cleric of half their level. [Anti-Paladin]

Commune with Ancestral Spirits: The character may cast **commune** once per week. It takes 1 turn (10 minutes) to cast. This is effectively the Prophecy proficiency, selected as a custom power. [Shaman]

Connection to Nature: The character is unaffected by the paralysis ghouls can inflict, and gain a +1 bonus on saving throws versus Petrification/Paralysis and Spells. [Elven Courtier, Elven Enchanter, Elven Nightblade, Elven Ranger, Elven Spellsword]

Contact Dark Powers: The character may cast **contact other plane** once per week. It takes 1 turn (10 minutes) to cast. This is effectively the Soothsaying proficiency, selected as a custom power. [Warlock]

Dark Blessing: See **Divine Blessing**, below.

Dark Charisma: Any chaotic characters or monsters in the character's service gain a +1 bonus to their morale score whenever he personally leads them. [Zaharan Ruinguard]

Dark Soul: The grim embrace of death holds special perils for the characters. Whenever the deceased character rolls on the Tampering With Mortality table, he suffers a penalty on the 1d20 roll of -1 per level of experience. *Dark Soul is actually a custom drawback. If selected, a character may select 1 additional custom power.* [Zaharan Ruinguard]

Death Healing: When the character successfully slays a sentient creature with a melee attack, he can, in lieu of cleaving, expend a spell slot to heal himself. Healing is 1d6 per level of the spell slot expended, to a maximum value equal to the slain victim's maximum (starting) hit points. *This custom power counts as 1 power with Arcane Value 1-2 and 2 powers with Arcane Value 3-4.* [Zaharan Ruinguard]

Design, Build, and Repair Automatons: The character may design, build, and repair automatons, following the procedures detailed in the dwarven machinist class. *This custom power counts as 3 custom powers if selected.* [Dwarven Machinist]

Detect Evil: The character can **detect evil** (as the spell) up to 60' away simply by concentrating. Each use takes a turn. This is effectively the Detecting Evil proficiency, selected as a custom power. [Paladin]

Detect Good: The character **detect good** (as the spell) up to 60' away, simply by concentrating. Each use takes a turn. This is effectively the Detecting Good proficiency, selected as a custom power. [Anti-Paladin]

Detect Traps: The character may detect traps, false walls, hidden construction, and notice if passages are sloped with a proficiency throw of 14+ on 1d20. [Dwarven Craftpriest, Dwarven Fury, Dwarven Machinist, Dwarven Delver, Dwarven Vaultguard]

Difficult to Spot: The character has the ability to seemingly disappear into woods and underbrush with a proficiency throw of 3+ on 1d20. In dungeons, if the character is motionless and quiet in cover, he can escape detection with a proficiency throw of 14+ on 1d20. [Explorer, Elven Ranger]

Diplomacy and Protocol: The character receives a +2 bonus on all reaction rolls when they attempt to parley with intelligent characters. This is effectively the Diplomacy proficiency, selected as a custom power. [Elven Courtier, Venturer]

Divine Blessing: The character gains a +2 bonus to all saving throws. This is effectively the Divine Blessing proficiency, selected as a custom power. For flavor, mystics call this power **harmony of spirit** and Zaharan ruinguards call this **dark blessing**. [Mystic, Zaharan Ruinguard]

Divine Health: The character knows how to purify his body and soul. He is immune to all forms of disease, including magical diseases caused by spells, mummies, or lycanthropes. This is effectively the Divine Health proficiency selected as a custom power. For flavor, mystics call this power **purity of body and soul** and paladins call it **sanctified body**. [Mystic, Paladin]

Experience and Hardiness: Retainers on a wilderness adventure led by the explorer gain a +1 bonus to their morale score. This bonus stacks with any modifiers from this character's Charisma or proficiencies. [Explorer]

Expert Bargainer: Any items the character purchases cost 10% less than the listed price and any items he sells go for 10% more than the listed price. This is effectively the Bargaining proficiency, selected as a custom power. [Venturer]

Expert Caver: The character is able to keep maps in his head of where he is when exploring underground caves, cavern complexes, and rivers. On a proficiency throw of 11+, the character will be able to automatically know the route he has taken to get here he is, if he was conscious at the time. This is effectively the Caving proficiency, selected as a custom power. [Dwarven Delver]

Fangs and Claws: The character gains a claw/claw/bite attack routine. *This custom power counts as 2 or more custom powers if selected, depending on the damage of the claws and bite.* [Thrassian Gladiator]

Cost	Claw Damage	Bite Damage
2 powers	1d2-1	1d4-1
3 powers	1d3-1	1d6-1
4 powers	1d3-1	1d8-1
5 powers	1d4-1	1d8-1
6 powers	1d4-1	1d10-1

Familiar: The character begins play with a familiar. This is effectively the Familiar proficiency, selected as a custom power. [Warlock]

Fighting Fury: At will, the character can enter a fighting fury. While furious, the character gains a +2 bonus to damage rolls and becomes immune to fear. However, the character cannot retreat from combat. Once it has begun, a fighting fury cannot be ended until combat ends. *This custom power counts as 2 custom powers if selected.* [Dwarven Fury]

Flesh-Runes: At 1st level, the character gains a +2 bonus to AC and decrease the damage from any non-magical attacks by 1 point per die. At 7th level, this protection increases to +4 AC and 2 points per die. At 13th level, the protection increases to +6 AC and 3 points per die. The damage reduction is applied per die. Damage can be reduced to 0, but not less than 0, on each die. The AC bonus from flesh-runes stacks with **potions**

of invulnerability, **rings of protection**, and similar effects, but does not stack with armor. Attacks from monsters of 5 HD or more are considered magical attacks due to the monster's ferocity. *This custom power counts as 3 custom powers if selected.* [Dwarven Fury]

Flying: The character gains a flying movement rate of 30' per turn. *This custom power counts as 5 custom powers if selected.*

Forbidden Spells: The character adds four spells to his class spell list. This is effectively the Apostasy proficiency, selected as a custom power. [Warlock]

Friend of Birds and Beasts: The character is well-schooled in the natural world. He can identify plants and fauna with a proficiency throw of 11+, and understands the subtle body language and moods of birds and beasts (though they may not understand the character). He gains +2 to all reaction rolls when encountering normal animals, and can take animals as henchmen. This is effectively the Beast Friendship proficiency, selected as a custom power. [Elven Ranger]

Glamorous Aura: The character is able to project a glamorous aura that awes, bedazzles and seduces those in his presence. He gains a +2 bonus to reaction rolls to impress and intimidate people he encounters. If this bonus results in a total of 12 or more, the subjects act as if **charmed** while in his presence. This is effectively the Mystic Aura proficiency, selected as a custom power. [Elven Enchanter]

Grey Lore: The character gains the ability to turn undead as a cleric of one half her class level. When the character casts spells that inflict fear effects (such as **cause fear**), the spell effects are calculated as if he were two class levels higher than his actual level of experience, and are resisted with a -2 penalty on the saving throw. [Voudon Witch]

Hardy People: The character gains a +3 bonus on saving throws versus Blast and Breath and a +4 bonus on all other saving throws. *This custom power counts as 2½ custom powers if selected.* [Dwarven Craftpriest, Dwarven Fury, Dwarven Machinist, Dwarven Delver, Dwarven Vaultguard]

Harmony of Spirit: See **Divine Blessing**, above.

Heroic Spirit: Because of the character's courageous spirit, the maximum class level for the character's class is increased by 1. *This custom power may only be selected by classes with a maximum class level of 13 or lower.* [Nobiran Wonderworker]

Hex: The character can cast **bestow curse** once per day. [Warlock]

Holy Fervor: Any hirelings of the same religion as the character gain a +1 bonus to their morale score whenever he is present. For flavor, anti-paladins call this **Unholy Fanaticism**. [Anti-Paladin, Paladin]

Infravision: The character has infravision at the stated range. *30' infravision counts as 1 custom power. 45' infravision counts as 1½ custom powers. 60' infravision counts as 2 custom powers. 90' infravision counts as 2½ custom powers.* [Gnomish Trickster, Thrassian Gladiator]

Inhumanity: The character suffers a penalty to the reactions, loyalty, and morale of humans and demi-humans. The character gets a an equivalent bonus to the reactions, loyalty, and morale with a particular monster type. *This custom power counts as 0 custom powers if selected.* [Thrassian Gladiator]

Initiative: The character receives a +1 bonus to initiative rolls, including combat and spellcasting. [Bladedancer]

Innate Illusion Mastery: Whenever the character casts illusion spells or uses any of his innate powers, the spell effects are calculated as if the character were two class levels higher than his actual level of experience. Attempts to disbelieve illusions created by the character are at a -2 penalty on the saving throw. The character may also conduct magical research into illusion spells as if he were two caster levels higher than actual. [Gnomish Trickster]

Inspire Courage: The class can improve the morale of troops. Inspiring courage requires a few moments of oration before a battle (one round), and grants the character's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical **fear**. The bonus lasts for 10 minutes (1 turn). The character can inspire courage in any given character once per day per class level. The character cannot inspire courage on characters who are already engaged in combat. [Bard, Elven Courtier]

Keen Eyes: The character can detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection. [Elven Courtier, Elven Enchanter, Elven Nightblade, Elven Ranger, Elven Spellsword]

Lay on Hands: The character can heal himself or another by laying on hands once per day. The character can restore 2 hit points per experience level. This is effectively the Laying on Hands proficiency, selected as a custom power, and the character may select the Laying on Hands proficiency to gain additional uses of the power per day. [Nobiran Wonderworker, Paladin]

Longevity: The character becomes ageless and enjoys a lifespan three times longer than normal. He also becomes immune to ghoul paralysis. This is effectively the Elven Bloodline proficiency, selected as a custom power. For flavor, mystics call this power **perfection of body** and Nobiran wonderworkers call it **ageless**. [Mystic, Nobiran]

Loremastery: The character can decipher occult runes, remember ancient history, identify historic artifacts, and similar tasks. At 1st level, the character must make a proficiency throw of 18+ on 1d20 to succeed in these tasks. The proficiency throw required reduces by 1 per level. This is effectively the Loremastery proficiency, selected as a custom power. [Bard]

Magical Music: The character can work magic with their song and poetry. At will, the character can conduct a performance that can serenade creatures with a potential prurient interest (as a **charm person** spell) or quiet savage beasts (as a **sleep** spell, but it only functions on ordinary and giant animals of 4 HD or less). These abilities require one minute (6 rounds) of performance and may not be used if combat has already begun. This is effectively the Magical Music proficiency, selected as a custom power. [Elven Courtier]

Mapper: The character can understand and make maps. With a proficiency throw of 11+, the character can interpret or draft complicated layouts or map an area by memory. This is effectively the Mapping proficiency selected as a custom power. [Dwarven Delver]

Mastery of Charms and Illusions: When the character casts charm spells (such as **charm person**) or illusion spells (such as **phantasmal force**), the spell effects are calculated as if he were two class levels higher than his actual level of experience. Targets of his charm spells suffer a -2 penalty to their saving throw, as do those who attempt to disbelieve his illusions. [Elven Enchanter, Voudon Witch]

Mechanical Engineering: The character has specialized knowledge of automatons. He gains a +1 to throws to design, repair and build automatons. He can recognize most common automatons after careful investigation with a proficiency throw of 11+, but is unable to recognize uncommon or unique automatons, to discern command words, or to assess the specific abilities of an item. This proficiency can be selected multiple times, each time adding an additional +1 bonus to design, repair, and build throws and reducing the proficiency throw required to recognize common automatons by 4.

Meditative Focus: The character can go into focus once per day per level of experience. While in focus, the character gains a +1 bonus to all attack throws, proficiency throws, saving throws, and initiative rolls. A meditative focus lasts for 1 turn (10 minutes). [Mystic]

Mercantile Network: Whenever the character buys and sells equipment, hires retainers, and engages in mercantile ventures in a market they have previously visited, he treats the market as if it were one market class larger than its actual size. (Class I markets remain Class I markets). [Venturer]

Mindfulness: See **Alertness**, above.

Naturally Stealthy: Opponents suffer a -1 penalty to surprise rolls when encountering the character. [Barbarian]

Nose for Potions: The character make a proficiency throw of 11+ to determine the magical properties of a potion or oil on taste. Starting at 5th level, the character may brew potions as if mages of their class level. *This custom power counts as 2½ custom powers if selected.*

Perceive Intentions: The character always know the exact reaction result (Hostile, Unfriendly, etc.) of creatures he interacts with, even if the creatures attempt to lie or conceal their reactions. Creatures with a CHA greater than the character's WIS are immune to this power (and the character will know they are immune). [Mystic]

Perfection of Body: See **Longevity**, above.

Perform: The character can sing, recite poetry or play a group of instruments in a skilled manner. This is effectively the Performance proficiency, selected as a custom power, and the character may take the Perform proficiency to learn other types of performances or improve his rank. [Bard, Elven Courtier]

Perform Spiritual Ritual: The character may re-gain the ability to cast a spell of a level he had previously expended. Each shamanic ritual requires one hour (6 turns). The character may perform a shamanic ritual as often as desired, but may not regain the same level of spell more than once per day. This power is a slightly modified version of the Contemplation proficiency. [Shaman, Voudon Witch]

Precise Shot: The character may conduct missile attacks against opponents engaged in melee at a -4 penalty to his attack throw. This is effectively the Precise Shooting proficiency, selected as a custom power, and the character may take ranks in the Precise Shooting proficiency to reduce this penalty to -2 or less. [Elven Ranger]

Prestidigitation: The character can magically accomplish simple illusions and sleight of hand tricks suitable for impressing peasants, such as lighting a candle or shuffling cards, at will. The character must be able to perform the task physically, and be free to speak and gesture. He may use magical sleight-of-hand to pick pockets as a thief of one half his class level. This is effectively the Prestidigitation proficiency, selected as a custom power. [Elven Enchanter, Gnomish Trickster]

Probability Trance: The character can cast **Divination** once per day. [Mystic]

Purity of Body and Soul: See **Divine Health**, above.

Quickening: See **Animal Reflexes**, above.

Resistant to Illusion: The character receives a +4 bonus on saving throws to disbelieve magical illusions. This is effectively the Illusion Resistance proficiency, selected as a custom power. [Gnomish Trickster]

Sanctified Body: See **Divine Health**, above.

Savage Resilience: When the character is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. The character also subtracts his class level from the number of days of bed rest required to recover. [Barbarian, Dwarven Fury]

Scaly Hide: The character has a scaly hide which increases his unarmored AC to 1 or more. A heavy scaly hide may reduce the character's base movement rate. *This custom power counts as 1 or more custom powers if selected, depending on the AC.* [Thrassian Gladiator]

Cost	Armor Class	Base Move Reduction
1 power	1	0'
2 powers	2	-30'
3 powers	3	-60'
4 powers	4	-60'
5 powers	5	-60'

Secrets of the Dark Arts: The character can control undead as a Chaotic cleric of one half his class level. If the character casts spells that require a saving throw versus Death, his targets suffer a -2 penalty on the save. When the character casts necromantic spells (such as **animate dead**), the spell effects are calculated as if he were two class levels higher than his actual level of experience. He may also conduct necromantic research as if he were two class levels higher than actual. This is effectively the Black Lore of Zahar proficiency, selected as a custom power. [Warlock]

Sensitivity to Rock and Stone: The character gains a +1 bonus to surprise rolls when underground. *This custom power only counts*

as ½ a power if selected. [Dwarven Craftpriest, Dwarven Fury Dwarven Machinist, Dwarven Delver, Dwarven Vaultguard]

Shapechange: The character can shapechange into one specific type of normal animal once per day per level of experience. While in animal form, the character has the movement, armor class, attacks, damage, and powers of the animal. He retains his normal Hit Dice, hit points, attack throws, and saving throws. [Shaman]

Speak with Animals: The character can **speak with animals** (as the spell) at will. [Gnomish Trickster]

Speed of Thought: See **Animal Reflexes**, above.

Spell Storing: When the character casts a spell that would normally target a creature, he may instead cast it into his melee weapon, where it remains stored until discharged. The effect will discharge onto the next creature the character strikes with the weapon, resulting in both melee damage and the normal effects of the spell. The character may only store one spell at a time, and the spell will discharge harmlessly if not used in 1 turn, if the weapon is sundered, or if the character loses his grip on the weapon. *This custom power counts as 1 power with Arcane Value 1-2 and 2 powers with Arcane Value 3-4.* [Zaharan Ruinguard]

Spiritwalk: The character may spiritwalk, following the procedures detailed in the shaman class. [Shaman]

Strength of Spirit: The character is immune to all natural and magical fear effects. For flavor, Zaharan ruinguards call this power **inexorable**. [Mystic, Zaharan Ruinguard]

Summon Infernal Powers: The character can cast **invisible stalker** once per month. It takes 1 turn (10 minutes) to cast. [Warlock]

Swimming: The character gains a swimming movement rate and may hold his breath. *This custom power counts as 1 or more custom power if selected, depending on the ability gained.* [Thrassian Gladiator]

Cost	Swim Rate	Hold Breath Duration
2 power	60'	12 rounds (2 minutes)
2 ½ powers	90'	30 rounds (5 minutes)
3 powers	120'	1 turn (10 minutes)

Totem Animal: The character may acquire a totem animal, following the procedures detailed in the shaman class. This power is a slightly modified version of the Familiar proficiency. [Shaman]

Tracking: The character can follow tracks with a proficiency throw of 11+. This is effectively the Tracking proficiency, selected as a class power. [Elven Ranger]

Unholy Fanaticism: See **Holy Fervor**, above.

Wholeness of Body: The character is immune to all forms of poison, including magical poisons. [Mystic]

Wilderness Evasion: In any terrain except clear and grassland terrain, the character's party receives a +5 bonus to proficiency throws to evade. A party guided by the character can evade wilderness encounters even when surprised on a skill roll of 19+. [Explorer]

CREATING NEW CUSTOM POWERS

The Judge may wish to create new custom powers. Custom powers generally either (1) provide a bonus to one or more rolls or throws; (2) provide a specialized skill; or (3) enable the character to use a spell-like ability.

BONUSES TO ROLLS AND THROWS

Many custom powers provide bonuses to attack throws, initiative rolls, and so on. The guidelines below can be helpful in creating similar new powers.

Armor Class: A flat AC bonus of +1 in all circumstances counts as 1 custom power. If the power provides a bonus regardless of the armor the character is wearing, the bonus should never exceed +1. If the bonus is limited to leather armor or less, the bonus should begin at +1 but can increase to +2 at 7th level and +3 at 13th level. If the bonus requires a particular piece of equipment (such as a shield), it can provide a secondary benefit related to the equipment. For example, Fighting Style (weapon and shield) requires a shield, but has the secondary benefit of allowing the character to ready and sling his shield without using a combat action to do so.

Attack Throws: A flat +1 bonus to attack throws in all circumstances counts as 1 custom power. Attack throw bonuses can also be limited to a +1 bonus with either a specific group of weapons (e.g. Fighting Style) or against a specific category of opponents (e.g. Goblin-Slaying). If limited to a specific category of opponents, the bonus can increase with level (+2 at 7th level, +3 at 13th level). If limited to a specific group of weapons, the power can include a secondary benefit, such as free readying/sheathing of the weapon. If the power carries substantial drawbacks, such as the inability to retreat from combat, a +2 bonus with a secondary benefit might be allowed (e.g. Berserkergang).

Damage: A flat damage bonus of +1 with all weapons counts as 1 custom power. It should have no secondary benefits. A power that offers a damage bonus of +1 with a specific group of weapons (e.g. Fighting Style) should offer a secondary benefit, such as free readying/sheathing of the weapons. Characters can only gain damage bonuses that scale with level by selecting a Fighting Value 2 or higher; the Fighter Damage bonus (or something analogous to it) cannot be gained with trade-offs.

Initiative: A universal bonus of +1 to initiative counts as 1 custom power. If the power provides a bonus to initiative only in specific circumstances, it can have a secondary benefit. For instance, Battle Magic only provides an initiative bonus when casting spells, so it offers secondary benefits against spell resistance. An explorer's Animal Reflexes does not provide an initiative bonus for spellcasting, so it offers a secondary benefit on surprise rolls. A bladedancer's Initiative bonus applies in all circumstances, so it has no secondary benefits.

Saving Throws: A universal +2 bonus to all saving throws counts as 1 custom power. If a custom power offers only a +1 bonus to all saving throws, it should have some secondary benefits, such as elves' Connection to Nature. A custom power that offers +3 or better to saving throws should only be used in rare circumstances, and should count as at least 2 custom powers. The Hardy People power possessed by dwarves, for instance, counts as 2½ custom powers.

Surprise: A universal +2 bonus to surprise rolls counts as 1 custom power. A universal +1 bonus to surprise rolls is usually a secondary benefit to another class power, such as an explorer's Animal Reflexes. A +1 bonus to surprise throws that is limited in circumstances and has no other special benefits, such as elves' Attunement to Nature, counts as ½ a custom power. Imposing a penalty of -1 to opponent's surprise rolls counts as 1 custom power.

SPECIALIZED SKILLS

Some custom powers give characters specialized skills, such as Loremastery or Magical Engineering.

Powers that allow the character to attempt a specialized, but not particularly adventurous, task should have a fixed target value that does not change with character level. Making maps, crafting items, and similar tasks fall are examples. *ACKS* uses a default proficiency throw of 11+ for these tasks, with a +4 bonus for each additional proficiency or power allocated to the power. When a proficiency throw is set at 11+, a character has a 50% chance of succeeding at using it. This makes it very easy for the player and Judge to understand the implications of any bonuses or penalties on the roll. Moreover, these default values reward breadth across characters and depth of specialization within one character at approximately the same rate. That is, if two characters in the party take the same ability, the chance at least one succeeds will be 75%. If one character takes the same ability twice, the chance he succeeds will be 70%. Parties can have well-rounded or highly specialized characters, and both types of parties can succeed 70% of the time.

Powers that exclusively relate to adventuring, fighting, and casting spells should follow a per-level progression of target values, with initial target values ranging from 14+ to 20+, depending on the utility and risk of the power. The target value should then decrease with each level of experience earned, usually by 1 point per level.

SPELL-LIKE ABILITIES

Several custom powers grant the class the ability to cast a spell at certain intervals. Should the Judge wish to create other examples of similar custom powers, the following guidelines should be used:

Level 1: The power can be used at will with a casting time of 1 turn. Alternatively, the power can be available once per hour with a casting time of 1 round. For instance, the paladin's Detect Evil custom power grants him the ability to cast **detect evil** at will with a casting time of 1 turn.

Level 2: The spell can be used once per hour with a casting time of 1 turn. Alternatively, the power can be available once per 8 hours with a casting time of 1 round. For instance, the warlock's Change Shape custom power grants him the ability to cast **alter self** once per 8 hours with a casting time of 1 round.

Level 3: The spell can be used once per 8 hours with a casting time of 1 turn. Alternatively, the power can be available once per day with a casting time of 1 round. For instance, the warlock's Hex custom power grants him the ability to cast **bestow curse** once per day with a casting time of 1 round.

Level 4: The spell can be used once per day with a casting time of 1 turn. Alternatively, the power can be available once per week with a casting time of 1 round.

Level 5: The spell can be used once per week with a casting time of 1 turn. Alternatively, the power can be available once per month with a casting time of 1 round. For instance, the shaman's Commune with Ancestral Spirits custom power grants him the ability to cast **commune** once per week with a casting time of 1 turn.

Level 6: The spell can be used once per month with a casting time of 1 turn. For instance, the warlock's Summon Infernal Creature custom power grants him the ability to cast **invisible stalker** once per month with a casting time of 1 turn.

BALANCING SPELL-LIKE ABILITIES

When permitting spell-like abilities as class powers, the Judge should always use careful discretion, as certain combinations of powers, or certain otherwise innocuous spells turned into class powers, can have unexpected results out of proportion to their normal game effect.

For this reason, charm, damage, death, hold, and sleep effects should generally not be permitted as spell-like abilities.

When detection spells such as **detect magic**, **detect evil**, **find traps**, and similar effects are granted as spell-like abilities, their duration should always be concentration. The character must remain stationary while using the effect.

Spell-like abilities other than detection and divination should generally not appear as a class power at a level of experience lower than the spell's level. For example, a class with the ability to **reincarnate** once per month should not be permitted.



Chapter 5: **Spells**



MAGIC EXPERIMENTATION

As noted on page 117 of *ACKS,* all magical research requires a magic research throw of 1d20 against the magical research target value listed for the spellcaster's level. The target value will be adjusted upward based on the difficulty of the research task. For example, when throwing to create a new spell, the target value is increased by the level of the spell. When designing a construct, the target value is increased by +1 for every 5,000gp of construct cost.

When making a magic research throw, the spellcaster adds his Intelligence bonus to the die roll, and if he has the Magical Engineering proficiency, he may add his proficiency rank. He may also add a bonus from using a library, workshop, or precious materials. If the modified die roll equals or exceeds the adjusted target value, the magic research succeeds. If the modified die roll is lower than the adjusted target value, the magic research fails. In addition, an unmodified die roll of 1-3 is an *automatic* failure. A failed magic research throw results in the loss of all the time, money, precious materials, and special components invested. Failing at magic research is thus quite costly!

In order to improve their chances of successful research, spellcasters can **experiment**. When experimenting, the spellcaster gains a bonus on the magic research throw. If the magic research throw is high enough, the character may even achieve a **breakthrough**, resulting in a more powerful spell or item than expected. However, if the magic research fails, the experimenting spellcaster will suffer a **mishap**. The amount of the bonus and the harm caused by a mishap is determined by the spellcaster's method of experimentation.

METHOD OF EXPERIMENTATION

When a spellcaster choose to experiment, he may choose from **conventional**, **pioneering**, or **radical** methods. Conventional experiments rely on the customary approaches of collegiate wizards, designed to create incremental gains with minimum risk. Examples would be slight changes to magical algorithms, minor adjustments to potion or scroll formula, and so on. Pioneering experiments seek significant advances at greater risk. A pioneering experiment might deploy new paradigms of magical theory or major changes to customary formulas and may draw on alternative traditions outside the spellcaster's craft. Radical experiments risk catastrophe to accomplish the otherwise impossible. Radical experiments use highly dangerous and often forbidden practices, such as directly accessing extraplanar forces, binding demons, or blood magic.

Experimentation			
Method of Experimentation	**Magic Research Throw Bonus**	**Result of Failed Experiment**	**Minimum Level**
Conventional	+2	Minor Mishap	5th
Pioneering	+4	Major Mishap	9th
Radical	+6	Catastrophic Mishap	11th

Using conventional methods provides a +2 bonus on the magic research throw, but triggers **minor mishaps** if the research fails. Using pioneering methods provides a +4 bonus on the magic research throw, while triggering **major mishaps** if the research fails. Using radical methods provides a +6 bonus on the magic research throw, but triggers **catastrophic mishaps** if the research fails. (Remember that an unmodified die roll of 1-3 is an *automatic failure*. Any spellcaster using experimental methods risks at least a 15% chance of a mishap!)

MISHAPS

When an experiment fails, the spellcaster must roll 1d10 on whichever Mishap table is appropriate for the type of research he was attempting (e.g. creating a construct or researching a spell) and suffer the effect listed in the column matching the degree of mishap. Some of the results on the Mishap tables require that the spellcaster roll on other tables; these are either in the *ACKS* core rules, or listed after the Mishaps tables.

BREAKTHROUGHS

A breakthrough occurs when the experimenter's magic research throw exceeds his target value by a particular threshold. A **minor breakthrough** occurs when the target value is exceeded by 5+. A **major breakthrough** is achieved when the target value is exceeded by 10+. A **revolutionary breakthrough** is achieved when the target value is exceeded by 20+. However, regardless of the throw, conventional experiments cannot achieve better than minor breakthroughs, while pioneering experiments cannot achieve better than major breakthroughs. Additionally, spellcasters must reach a certain minimum level before they are able to achieve certain levels of breakthrough. (A caster who

Level of Breakthroughs			
Breakthrough	**Threshold of Success**	**Required Method**	**Minimum Level**
Minor	Target Value Exceeded by 5+	Any	7th
Major	Target Value Exceeded by 10+	Pioneering or Radical	9th
Revolutionary	Target Value Exceeded by 20+	Radical	11th

Results of Breakthroughs			
Type of Magical Research	**Minor Breakthrough**	**Major Breakthrough**	**Revolutionary Breakthrough**
Creating Construct	1 ability (roll 3d6)	2 abilities (roll 2d10)	3 abilities (roll 1d20)
Creating Crossbreeds	1 ability (roll 3d6)	2 abilities (roll 2d10)	3 abilities (roll 1d20)
Designing Construct	+2 HD maximum	+6 HD maximum	+12 HD maximum
Enchanting Magic Item	Minor ancillary effect	Notable ancillary effect	Powerful ancillary effect
Granting Unlife	1 ability (roll 3d6)	2 abilities (roll 2d10)	3 abilities (roll 1d20)
Researching Spell/Ritual	+ ½ spell level	+1 spell level	+2 spell levels
Ritual Casting	+ ½ spell level	+1 spell level	+2 spell levels

has not mastered the basics of his art cannot hope to push the boundaries.) The requirements to achieve a breakthrough are summarized on the Level of Breakthroughs table.

When the magic throw results in a breakthrough exceeding that permitted by the caster's level or method of experimentation, the highest level of breakthrough that would be permitted occurs instead.

The results of a breakthrough depends on the type of magical research and the level of the breakthrough. The Results of Breakthroughs table summarizes the benefits of various levels of breakthrough for different types of research.

Creating Crossbreeds: A breakthrough results in the crossbreed gaining special abilities that were not present in the progenitor creatures. Such abilities are the result of unexpected synergies between the two progenitors. A minor breakthrough provides the crossbreed with 1 special ability. A major breakthrough provides the crossbreed with 2 special abilities. A revolutionary breakthrough provides the crossbreed with 3 special abilities. Major and revolutionary breakthroughs tend to provide more powerful abilities. The Judge may select appropriate special abilities or have the player roll on the Unexpected Abilities table using the listed die.

EXAMPLE: Artashumara has achieved a revolutionary breakthrough while crossbreeding a hell hound with a stegosaurus to create a hellish luposaurus (AC 6, Move 120', HD 11, Attacks 1 tail or 1 trample, or fiery breath, Dmg 2d8/2d6/11d6, ML +1, detects invisibility 60'). He rolls 1d20 three times on the Unexpected Abilities table. His first roll is an 8, gaining a swallow attack. The Judge decides that when the luposaurus hits with its tail on a natural 19-20, it flings creatures smaller than itself into its maw. Artashumara's second roll is a 4, a breath weapon. The hellish luposaurus already has a breath weapon, so he re-rolls and gets a 7, immunity. The Judge rules that the luposaurus is immune to fire, to correspond with its breath weapon. Artashumara's third roll is an 18, petrification. The follow-on roll determines that the luposaurus petrifies creatures struck by its attacks. The Judge justifies this by saying that the creature's extreme heat instantly petrifies living tissue. (Clearly the creature must enjoy eating calcified flesh, since it swallows its victims whole…)

Creating Constructs: Unexpected synergies during the construction process yield special abilities that were not present in the experimenter's formula or sample. A minor breakthrough provides the construct with 1 special ability, a major breakthrough provides 2 special abilities, and a revolutionary breakthrough provides 3 special abilities. Major and revolutionary breakthroughs tend to provide more powerful abilities. The Judge may select appropriate special abilities or have the player roll on the Unexpected Abilities table using the listed die.

EXAMPLE: Quintus has achieved a minor breakthrough while creating a bronze golem. He rolls 3d6 once on the Unexpected Abilities table and gets a 9, indicating ongoing damage. The Judge determines that when the bronze golem hits, it seizes hold of its victim and can squeeze it each round for 3d10 more damage.

Designing Constructs: Innovative design techniques and cutting-edge engineering allows the experimenter to exceed his normal design parameters. Normally the spellcaster is limited to designing constructs with HD no more than twice his class level. A Minor Breakthrough increases the HD limit by 2, a Major Breakthrough by 6, and a Revolutionary Breakthrough by 12. The time and cost to design the construct does not increase, but the higher HD will increase the cost and time to actually create the construct.

EXAMPLE: Quintus achieves a Revolutionary Breakthrough when designing a 28 HD construct. Quintus's design will be for a construct of 40 HD.

Enchanting Magic Item: The magic item unexpectedly gains additional powers as a result of the breakthrough. A minor breakthrough gives the item a minor ancillary effect, such as a +1 bonus versus a particular monster type or an additional 1st-3rd level spell effect. A major breakthrough results provides the item with a notable ancillary effect, such as a +2 bonus versus a particular monster type a or a 4th-6th level spell effect. A revolutionary breakthrough results in the item acquiring a powerful ancillary effect, such as a becoming sentient, becoming a **life drinking**, **luck**, **vorpal**, or **dwarven throwing** weapon**,** or acquiring a 7th-9th level spell effect. Any ancillary effects acquired have the same uses as the item's primary effect. The Judge may roll randomly to choose a spell-like effect (as per a spell scroll) or select an effect based on the context and history of the item.

EXAMPLE #1: Quintus has achieved a minor breakthrough while enchanting a **sword +2**. The item gains a +1 bonus versus a particular monster type. Quintus has long warred against the beastmen of the Waste, so the Judge decides this hatred has imbued itself into the weapon, making it a **sword +2, +3 versus beastmen**.

EXAMPLE #2: Artashumara has achieved a revolutionary breakthrough while enchanting a **ring of djinni calling** (one use per week). This results in the ring acquiring a powerful ancillary effect, such as a 7th-9th level spell effect. Reviewing the ritual spell list, the Judge notes that **summon efreeti** is an 8th level spell. He decides that Artashumara's breakthrough is that his ring can call both types of genies, making it a **ring of djinni and efreeti calling**. Each power can be used once per week.

Granting Unlife: The dark magic used in the experiment results in the undead gaining unexpected special abilities. Where the undead has the ability to reproduce (e.g. ghouls), this may result in the creation of an entirely new sub-type of undead in the world! A minor breakthrough provides the undead with 1 special ability. A major breakthrough provides the undead with 2 special abilities. A revolutionary breakthrough provides the undead with 3 special abilities. Major and revolutionary breakthroughs tend to provide more powerful abilities. The Judge may select appropriate special abilities or roll on the Unexpected Abilities table using the listed die.

EXAMPLE: Sargon has achieved a major breakthrough while transforming a henchman into a 5+1 HD mummy. He rolls 2d10 twice on the Unexpected Abilities table. The first roll is a 16, so the mummy is massive size. The result is a 10+2 HD mummy that deals 2d12 damage with its strike. The second roll is a 10, so the mummy gains a bonus melee attack identical

to the mummy's primary attack. Since its primary attack has gained double damage (2d12), so does its bonus attack. Brutal!

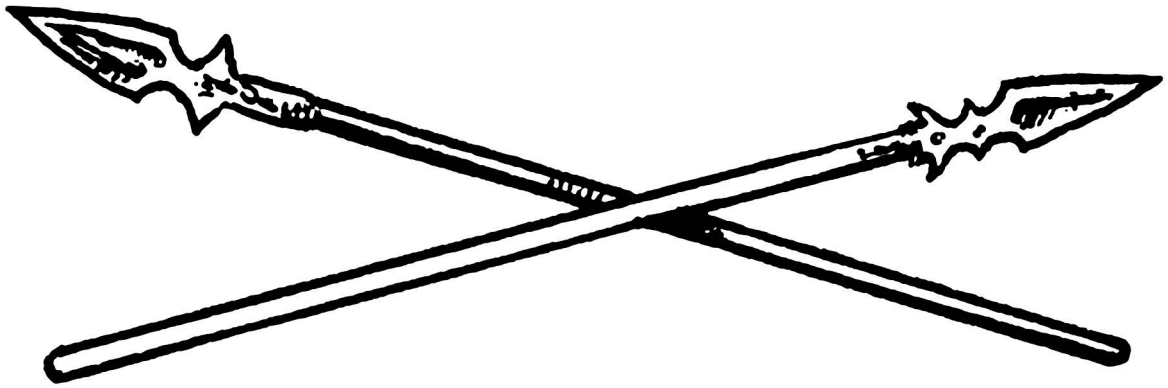
Researching Spells: When researching spells, breakthroughs increase the power of the spell without increasing its actual spell level. A minor breakthrough raises the spell's power by ½ level (e.g. mid-way to the next level). A major breakthrough raises the spell's power by 1 level. A revolutionary breakthrough raises the spell's power by 2 levels. In this way, low level spells can be created which are as powerful as higher level spells. Once such a spell is created, other arcane casters can learn it from spellbooks and scrolls normally. Many of the most famous and popular spells were created in this way. For example, the 3rd level **fireball** was the result of a revolutionary breakthrough that resulted in a spell as powerful as the 5th level **cone of cold**. See **Spell Power Guidelines** later in this chapter for additional details on determining the power level of spells.

Ritual Casting: When casting ritual spells, breakthroughs increase the power of the spell, as per researching spells above. However, the increase in power occurs only for that particular instance of the ritual. Achieving a revolutionary breakthrough while casting **cataclysm** will wreak incredible havoc, but the next **cataclysm** the caster performs will have its usual effects.

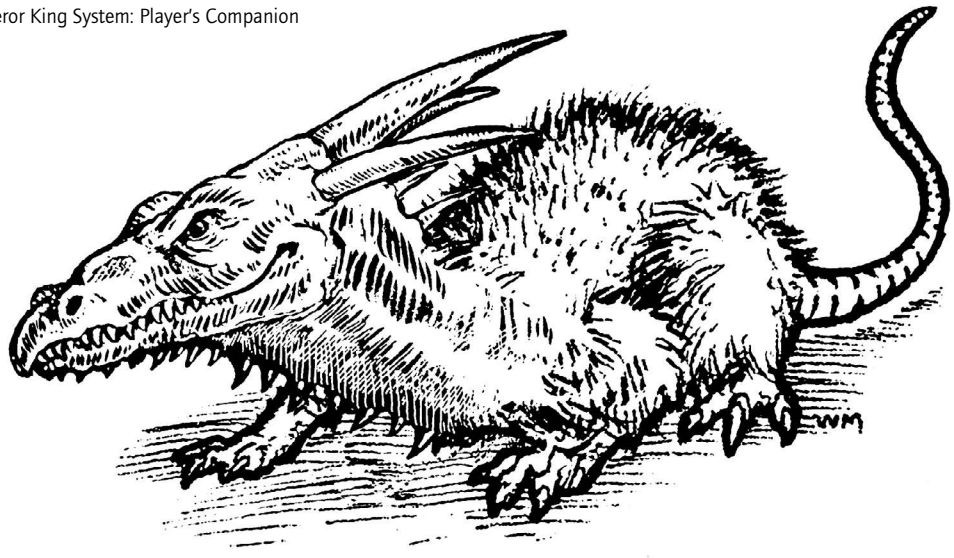
Construct Design Mishaps

1d10 Roll	Minor Mishap	Major Mishap	Catastrophic Mishap
1	While testing a new power source for constructs, you accidentally drain one of your magic items of all its power (as if touched by a **rod of cancellation**).	While testing a new power source for constructs, you accidentally drain your most powerful magic item of all its power (as if touched by a **rod of cancellation**).	While testing a new power source for constructs, you accidentally drain all your magic items of their power (as if touched by a **rod of cancellation**).
2	Your spell signature acquires an annoying side effect. Roll 1d10 on the **spell signature** sub-table. Only a **wish** or **miracle** can remove the side effect.	Your spell signature acquires a deleterious side effect. Roll 1d10+5 on the **spell signature** sub-table. Only a **wish** or **miracle** can remove the side effect.	Your spell signature acquires a debilitating side effect. Roll 1d10+10 on the **spell signature** sub-table. Only a **wish** or **miracle** can remove the side effect.
3	The failure of your experiment gives you a nervous breakdown. You are restricted to bed rest for 1 day per 5,000gp of research cost.	Your failure teaches you unthinkable truths. You go insane for 1 week per 5,000gp of research cost.	The unspeakable horror you witness drives you permanently insane. Only a **miracle** or **wish** can cure you.
4	While drafting a blueprint, you glimpse the Logos, the words of creation. You must save v. Spells or become **feebleminded**. A **dispel magic** from a 9th + level caster can remove the effect.	While drafting a blueprint, you gaze at the Logos. You must save v. Spells at -4 or become **feebleminded**. A **dispel magic** from a 12th + level caster can remove the effect.	While drafting a blueprint, you look directly upon the Logos. You are **feebleminded** with no saving throw. Only a **wish** or **miracle** can remove the effect.
5	The strange magic you are exploring leaves you somehow altered. Roll 1d10 on the **magical mutation** sub-table. Only a **wish** or **miracle** can remove the mutation.	The strange magic you are exploring leaves you greatly changed. Roll 1d10+5 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.	The strange magic you are exploring leaves you massively warped and changed. Roll 1d10+10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.
6	A magical accident causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. The wound can be healed with **restore life and limb**.	A bad magical accident causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a **regeneration**, **resurrection**, **wish** or **miracle** can heal the wound.	A terrible magical accident causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a **wish** or **miracle** can heal the wound.
7	The experiment slightly disrupts your connection to magic. You lose 1 random spell from your repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.	The experiment significantly disrupts your connection to magic. You lose 1d4+1 random spells from your repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.	The experiment completely disrupts your connection to magic. You lose your entire spell repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.
8	An accident causes 1d6x1,000gp damage to your library. You must save v. Blast or take 2d6 damage from the accident.	An explosion causes 2d6x5,000gp damage to your library. You must save v. Blast or take 4d6 damage from the explosion.	A conflagration destroys your entire library. You must save v. Blast or take 8d6 damage from the conflagration.
9	Few can relate to what you have learned. You permanently lose 1 point of Charisma.	The things you've learned can hardly be shared with lesser minds. You permanently lose 1d3 points of Charisma.	No one can understand your genius. No one! You permanently lose 1d4+1 points of Charisma.
10	Testing the utility of lightning as a power source, you accidentally shock yourself. You take 8d6 damage from the shock. A successful saving throw v. Blast reduces damage to half.	Testing for new power sources is quite risky. You take 12d6 damage from a blast of lightning. A successful save v. Blast reduces damage to half.	Testing for new power sources is very risky. You are disintegrated by exposure to incredibly high voltages of lightning unless you make a successful saving throw v. Death.

Construct Creation Mishaps			
1d10 Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	An experiment gone wrong leaves your soul in the body of the construct you were creating. Your actual body is left comatose and mindless. It loses 1 point of Constitution a week, dying when it reaches 0 Constitution. A **magic jar** spell can return your soul to your body. See the rules for Transformation (p.252 of *ACKS*) if you continue play in your new monstrous form.	An experiment gone wrong leaves your soul in the body of the construct you were creating. Your actual body is left comatose and mindless. It loses 1 point of Constitution a week, dying when it reaches 0 Constitution. Only a **miracle** or **wish** can return your soul to your body. See the rules for Transformation (p.252 of *ACKS*) if you continue play in your new monstrous form.	An experiment gone terribly wrong leaves your soul in the body of the construct you were creating. Your actual body is destroyed. A **miracle** or **wish** can re-create your body, and a second such spell can return your soul to your body. See the rules for Transformation (p.252 of *ACKS*) if you continue play in your new monstrous form.
2	Trying to give life to your creation costs you 1 level of experience, unless you save versus Death.	Trying to give life to your creation costs you 1 level of experience.	Trying to give life to your creation costs you 2 levels of experience.
3	The failure of your experiment gives you a nervous breakdown. You are restricted to bed rest for 1 day per 5,000gp of research cost.	Your failure teaches you unthinkable truths. You go insane for 1 week per 5,000gp of research cost.	The unspeakable horror you witness drives you permanently insane. Only a **miracle** or **wish** can cure you.
4	The construction succeeds, but the construct is uncontrollable. It begins attacking you immediately.	The construction succeeds, but the construct is uncontrollable. It begins attacking you immediately. Because it is your creation, the creature gains +4 saving throws against any spells you cast.	The construction succeeds, but the construct is uncontrollable. It begins attacking you immediately. Because it is your creation, the creature is immune to all spells you cast.
5	Exposure to strange alloys and power sources leaves you changed. Roll 1d10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.	Exposure to strange alloys and power sources leaves you greatly changed. Roll 2d10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.	Exposure to strange alloys and power sources leaves you massively warped and changed. Roll 1d10+10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.
6	A slip-up with a tool causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. The wound can be healed with **restore life and limb**.	A bad mistake with a large tool causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a **regeneration**, **resurrection**, **wish** or **miracle** can heal the wound.	A terrible error with a construction tool causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a **wish** or **miracle** can heal the wound.
7	While attempting to power your construct, you accidentally drain one of your magic items of all its power (as if touched by a **rod of cancellation**).	While attempting to power your construct, you accidentally drain your most powerful magic item of all its power (as if touched by a **rod of cancellation**).	While attempting to power your construct, you accidentally drain all your magic items of their power (as if touched by a **rod of cancellation**).
8	An accident causes 1d6x1,000gp damage to your workshop. You must save v. Blast or take 2d6 damage from the accident.	An explosion causes 2d6x5,000gp damage to your workshop. You must save v. Blast or take 4d6 damage from the explosion.	A conflagration destroys your entire workshop You must save v. Blast or take 8d6 damage from the conflagration.
9	The fumes and vapors of your workshop have a deleterious effect on your mind. You permanently lose 1 point of Wisdom.	The fumes and vapors of your workshop have a highly damaging effect on your mind. You permanently lose 1d3 point of Wisdom.	The fumes and vapors of your workshop have a devastating effect on your mind. You permanently lose 1d4+1 point of Wisdom.
10	Exposure to a dose of toxic fuel kills you in 1 turn unless you save v. Poison.	Exposure to a high dose of toxic fuel kills you instantly unless you save v. Poison.	Bathed in toxic fuel, you are killed instantly with no saving throw.

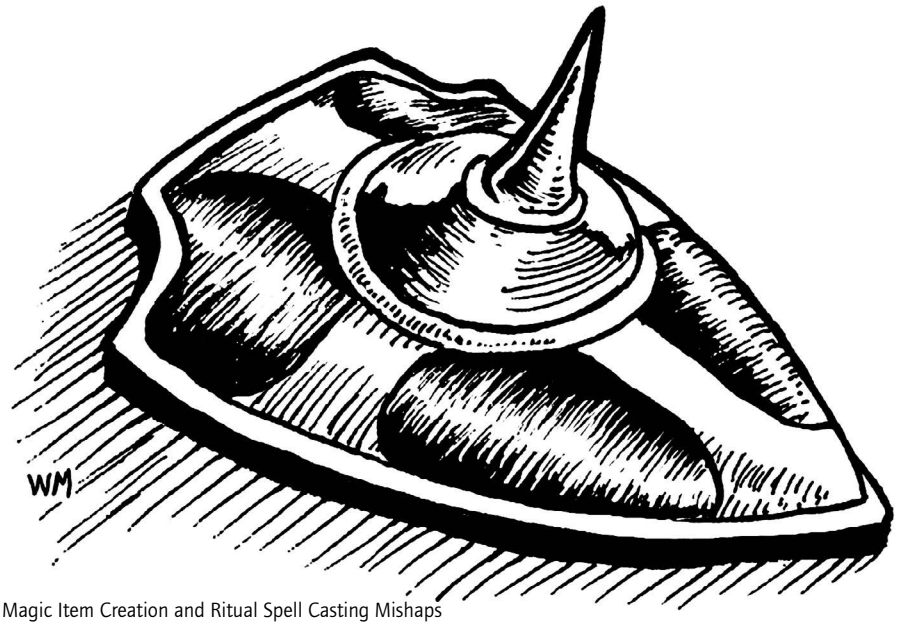



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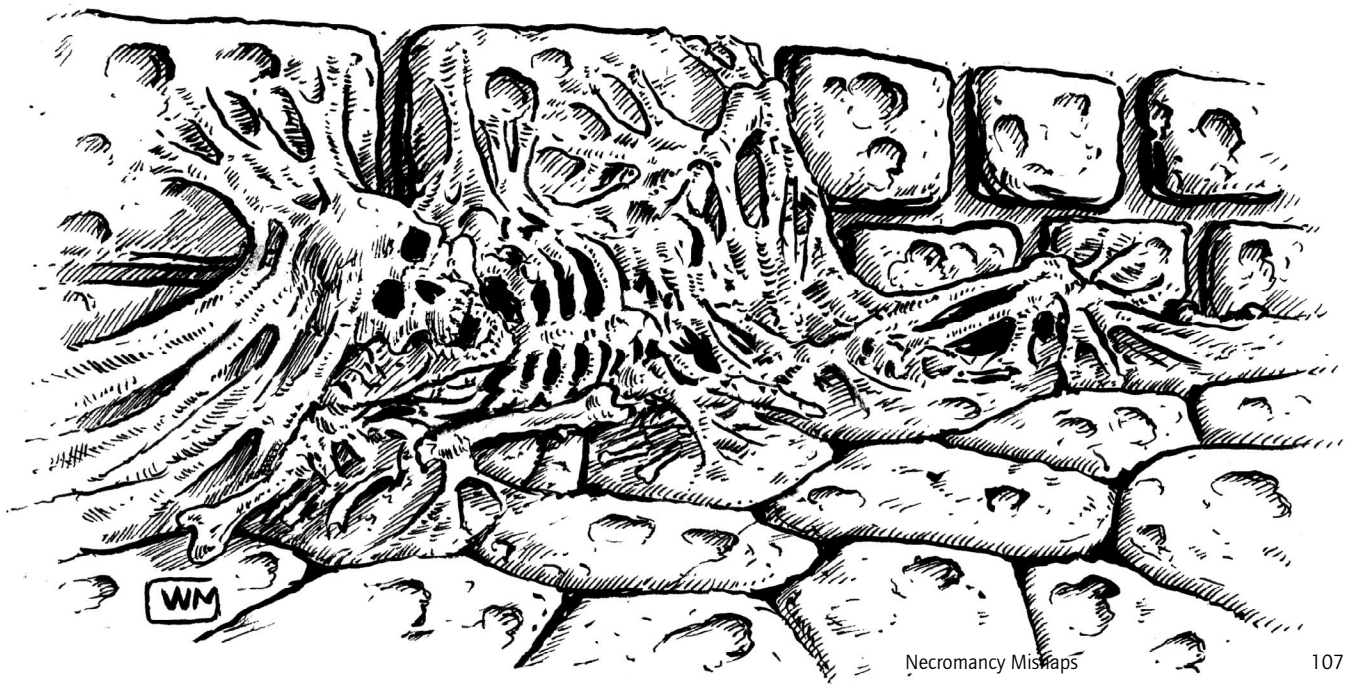
Crossbreeding Mishaps			
1d10 Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	You accidentally crossbreed with one of the progenitor creatures. You are physically altered but retain your mental characteristics.	You accidentally crossbred with one of the progenitor creatures. You are physically altered in a deeply disturbing manner. Your mental characteristics are half-way between your own and those of the progenitor you crossbred with.	You accidentally crossbreed with one of the progenitor creatures. You are physically altered in the most horrific way possible. You take on the mental characteristics of the progenitor you crossbred with.
2	Tampering with life energy costs you 1 level of experience unless you save versus Death.	Tampering with life energy costs you 1 level of experience.	Tampering with life energy costs you 2 levels of experience.
3	The failure of your experiment gives you a nervous breakdown. You are restricted to bed rest for 1 day per 5,000gp of research cost.	Your failure teaches you unthinkable truths. You go insane for 1 week per 5,000gp of research cost.	The unspeakable horror you witness drives you permanently insane. Only a **miracle** or **wish** can cure you.
4	The crossbreeding succeeds, but the creature is enraged with pain and hatred. It begins attacking you immediately.	The crossbreeding succeeds, but the creature is enraged with pain and hatred. It begins attacking you immediately. Because it is your creation, the creature is immune to any **charm** spells you cast.	The crossbreeding succeeds, but the creature is enraged with pain and hatred! It begins attacking you immediately. Because it is your creation, the creature is immune to all spells you cast.
5	The transmogrification leaves you somehow altered. Roll 1d10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.	The transmogrification leaves you greatly changed. Roll 2d10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.	The transmogrification leaves you massively warped and changed. Roll 1d10+10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.
6	A magical accident causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. The wound can be healed with **restore life and limb**.	A bad magical accident causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a **regeneration**, **resurrection**, **wish** or **miracle** can heal the wound.	A terrible magical accident causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a **regeneration**, **resurrection**, **wish** or **miracle** can heal the wound.
7	Noticeable changes wrack your body. Over the next 1d4 days, your eyes, hair, and skin permanently change color. Only a **wish** or **miracle** can undo the change.	Strange changes wrack your body. Over the next 1d4 days, you slowly transform into the opposite sex. Only a **wish** or **miracle** can undo the change.	Strange changes wrack your body. Over the next 1d4 days, you slowly transform into a different demi-human race. (The Judge will create a new demi-human class for you). Only a **wish** or **miracle** can undo the change.
8	An accident causes 1d6x1,000gp damage to your laboratory. You must save v. Blast or take 2d6 damage from the accident.	An explosion causes 2d6x5,000gp damage to your laboratory. You must save v. Blast or take 4d6 damage from the explosion.	A conflagration destroys your entire laboratory. You must save v. Blast or take 8d6 damage from the conflagration.
9	Tampering with blood magic takes a toll. You permanently lose 1 point of Constitution.	Your use of blood magic is harmful to your health. You permanently lose 1d3 points of Constitution.	Rampant use of blood magic takes a terrible toll. You permanently lose 1d4+1 points of Constitution.
10	Creating life? The gods **curse** you for your pride! Your prime requisite is halved. A **remove curse** from a 9th+ level caster can remove the curse.	Creating life? The gods **curse** you for your hubris. You suffer a -4 penalty on all attack and saving throws, and your prime requisite is halved. A **remove curse** from a 12th+ level caster can remove the curse.	Creating life? The gods **curse** you for your overweening arrogance. You suffer a 20% penalty on XP, -4 penalty on all attack and saving throws, and your prime requisite is halved. Only a **wish** or **miracle** can remove the curse.

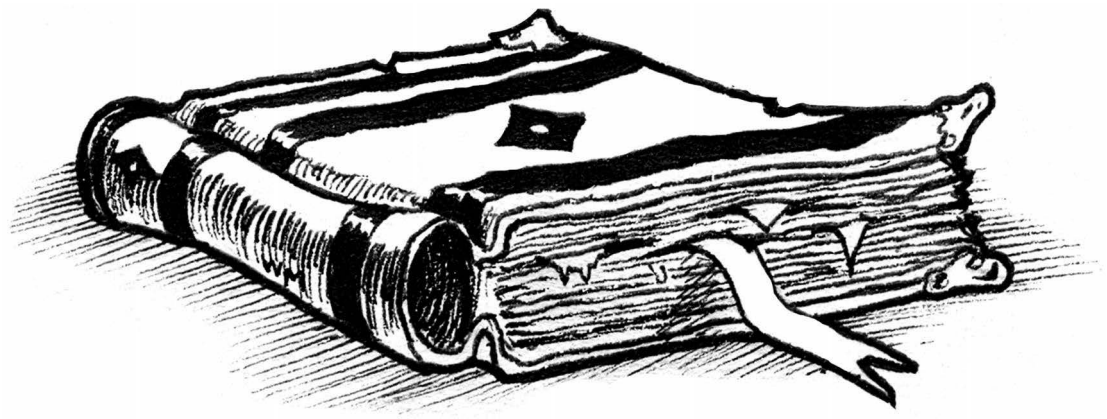
Magic Item Creation and Ritual Spell Casting Mishaps			
1d10 Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	You accidentally open a gate to the outer spheres. An invisible stalker appears in your workshop and attacks.	You accidentally open a gate to the outer spheres. 1d4 invisible stalkers appear in your workshop and attack.	You accidentally open a gate to the outer spheres. 2d4 invisible stalkers appear in your workshop and attack.
2	Your spell signature acquires an annoying side effect. Roll 1d10 on the **spell signature** sub-table. Only a **wish** or **miracle** can remove the side effect.	Your spell signature acquires a deleterious side effect. Roll 1d10+5 on the **spell signature** sub-table. Only a **wish** or **miracle** can remove the side effect.	Your spell signature acquires a debilitating side effect. Roll 1d10+10 on the **spell signature** sub-table. Only a **wish** or **miracle** can remove the side effect.
3	The failure of your experiment gives you a nervous breakdown. You are restricted to bed rest for 1 day per 5,000gp of research cost.	Your failure teaches you unthinkable truths. You go insane for 1 week per 5,000gp of research cost.	The unspeakable horror you witness drives you permanently insane. Only a **miracle** or **wish** can cure you.
4	You are lost in time and space. A **wish** or **miracle** can bring you back immediately; otherwise you will reappear in 1d10 months.	You are lost deep in time and space. A **wish** or **miracle** can bring you back immediately; otherwise, you will reappear in 1d10 years.	You are consigned to oblivion, trapped forever in some unknown sphere of existence, or transported to a distant time and place. You have a cumulative 1% chance per 100 years of reappearing. Otherwise, only a **wish** or **miracle** can bring you back.
5	The enchantment leaves you somehow altered. Roll 1d10 on the **magical mutation** sub-table. Only a **wish** or **miracle** can remove the mutation.	The enchantment leaves you greatly changed. Roll 2d10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.	The enchantment leaves you massively warped and changed. Roll 1d10+10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.
6	A magical accident causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. The wound can be healed with **restore life and limb**.	A bad magical accident causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a **regeneration**, **resurrection**, **wish** or **miracle** can heal the wound.	A terrible magical accident causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a **wish** or **miracle** can heal the wound.
7	The experiment slightly disrupts your connection to magic. You lose 1 random spell from your repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.	The experiment significantly disrupts your connection to magic. You lose 1d4+1 random spells from your repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.	The experiment completely disrupts your connection to magic. You lose your entire spell repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.
8	An accident causes 1d6x1,000gp damage to your workshop. You must save v. Blast or take 2d6 damage from the accident.	An explosion causes 2d6x5,000gp damage to your workshop. You must save v. Blast or take 4d6 damage from the explosion.	A conflagration destroys your entire workshop. You must save v. Blast or take 8d6 damage from the conflagration.
9	The fumes and vapors of your workshop have a deleterious effect on your mind. You permanently lose 1 point of Wisdom.	The fumes and vapors of your workshop have a highly damaging effect on your mind. You permanently lose 1d3 point of Wisdom.	The fumes and vapors of your workshop have a devastating effect on your mind. You permanently lose 1d4+1 point of Wisdom.
10	Wild magic begins coursing through your body. You die in 1 turn unless you save v. Death.	A blast of wild magic discharges into you. You die instantly unless you save v. Death.	A massive blast of wild magic **disintegrates** you unless you save v. Death.



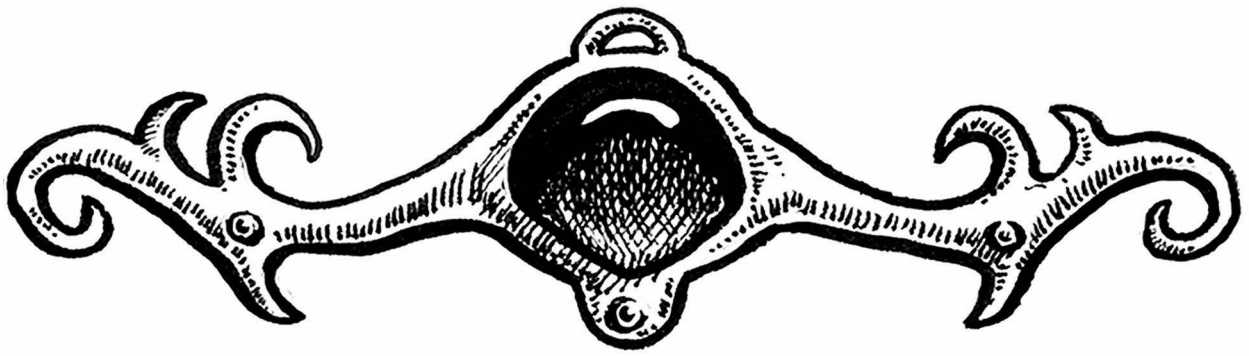
Necromancy Mishaps			
1d10 Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	Darkness gathers. 1d4 shadows appear in your embalming chamber and attack. The area is **shadowed** until they are dealt with.	Great darkness looms. 1d6 wraiths appear in your embalming chamber and attack. The area is **blighted** until they are dealt with.	Terrible darkness storms over you. 1d8 specters appear in your embalming chamber and attack. The area is **forsaken** until they are dealt with.
2	Tampering with life energy costs you 1 level of experience unless you save versus Death.	Tampering with life energy costs you 1 level of experience.	Tampering with life energy costs you 2 levels of experience.
3	The failure of your experiment gives you a nervous breakdown. You are restricted to bed rest for 1 day per 5,000gp of research cost.	Your failure teaches you unthinkable truths. You go insane for 1 week per 5,000gp of research cost.	The unspeakable horror you witness drives you permanently insane. Only a **miracle** or **wish** can cure you.
4	The necromancy goes horribly wrong. A mindless, hostile undead is created. It begins attacking you immediately.	The necromancy goes horribly wrong. A mindless, hostile undead is created. It begins attacking you immediately. Because it is your creation, it is immune to being **turned** by you.	The necromancy goes horribly wrong. A mindless, hostile undead is created. It begins attacking you immediately. Because it is your creation, it is immune to any spellcasting or turning attempts you make.
5	The necromancy leaves you somehow altered. Roll 1d10 on the **magical mutation** sub-table. Only a **wish** or **miracle** can remove the mutation.	The necromancy leaves you greatly changed. Roll 1d10+5 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.	The necromancy leaves you massively warped and changed. Roll 1d10+10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.
6	Tampering with mortality is always a risk. Roll 1d6 on the "11-15" row of the Tampering with Mortality table.	You have taken grave risks with your mind and body. Roll 1d6 on the "5-10" row of the Tampering with Mortality table.	Tampering with mortality has imperiled your mind and body. Roll 1d6 on the "1-5" row of the Tampering with Mortality table.
7	The negative energy ages you 1d10 years.* The shock of the sudden aging kills you instantly unless you save v. Death at +4.	The negative energy ages you 2d10 years.* The shock of the sudden aging kills you instantly unless you save v. Death at +2.	The negative energy ages you 2d20 years* and withers one of your limbs. The shock of the sudden aging kills you instantly unless you save v. Death.
8	An accident causes 1d6x1,000gp damage to your embalming chamber. You must save v. Blast or take 2d6 damage from the accident.	An explosion causes 2d6x5,000gp damage to your embalming chamber. You must save v. Blast or take 4d6 damage from the explosion.	A conflagration destroys your entire embalming changer. You must save v. Blast or take 8d6 damage from the conflagration.
9	Tampering with blood magic takes a toll. You permanently lose 1 point of Constitution.	Your use of blood magic is harmful to your health. You permanently lose 1d3 points of Constitution.	Rampant use of blood magic takes a terrible toll. You permanently lose 1d4+1 points of Constitution.
10	Sinner! The gods **curse** you for your villainy. Your prime requisite is halved. A **remove curse** from a 9th+ level caster can remove the curse.	Vile profaner! The gods **curse** you for your awful deeds. You suffer a -4 penalty on all attack and saving throws, and your prime requisite is halved. A **remove curse** from a 12th+ level caster can remove the curse.	Obscene blasphemer! The gods **curse** you for your unspeakable evil. You suffer a 20% penalty on XP, -4 penalty on all attack and saving throws, and your prime requisite is halved. Only a **wish** or **miracle** can remove the curse.

**x1.5 for dwarves and gnomes, x2 for elves and Nobirans.*



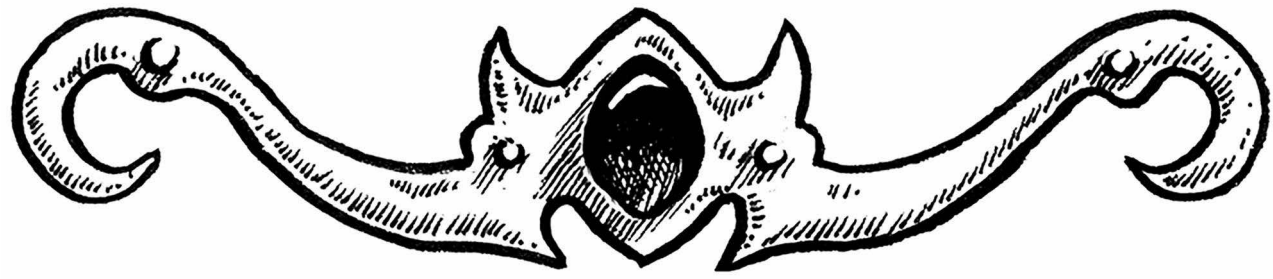


Spell Research and Ritual Spell Research Mishaps			
1d10 Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	You accidentally open a gate to the outer spheres. An invisible stalker appears in your library and attacks.	You accidentally open a gate to the outer spheres. 1d4 invisible stalkers appear in your library and attack.	You accidentally open a gate to the outer spheres. 2d4 invisible stalkers appear in your library and attack.
2	Your spell signature acquires an annoying side effect. Roll 1d10 on the **spell signature** sub-table. Only a **wish** or **miracle** can remove the side effect.	Your spell signature acquires a deleterious side effect. Roll 1d10+5 on the **spell signature** sub-table. Only a **wish** or **miracle** can remove the side effect.	Your spell signature acquires a debilitating side effect. Roll 1d10+10 on the **spell signature** sub-table. Only a **wish** or **miracle** can remove the side effect.
3	The failure of your experiment gives you a nervous breakdown. You are restricted to bed rest for 1 day per 5,000gp of research cost.	Your failure teaches you unthinkable truths. You go insane for 1 week per 5,000gp of research cost.	The unspeakable horror you witness drives you permanently insane. Only a **miracle** or **wish** can cure you.
4	While formulating a spell, you glimpse the Logos, the words of creation. You must save v. Spells or become **feebleminded**. A **dispel magic** from a 9th + level caster can remove the effect.	While formulating a spell, you gaze at the Logos. You must save v. Spells at -4 or become **feebleminded**. A **dispel magic** from a 12th + level caster can remove the effect.	While formulating a spell, you look directly upon the Logos. You are **feebleminded** with no saving throw. Only a **wish** or **miracle** can remove the effect.
5	The strange magic you are exploring leaves you somehow altered. Roll 1d10 on the **magical mutation** sub-table. Only a **wish** or **miracle** can remove the mutation.	The strange magic you are exploring leaves you greatly changed. Roll 1d10+5 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.	The strange magic you are exploring leaves you massively warped and changed. Roll 1d10+10 on the **magical mutations** sub-table. Only a **wish** or **miracle** can remove the mutation.
6	Experimenting with spells causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. The wound can be healed with **restore life and limb**.	Incautious experimenting with spells causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a **regeneration**, **resurrection**, **wish** or **miracle** can heal the wound.	Reckless experimenting with spells causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a **wish** or **miracle** can heal the wound.
7	The experiment slightly disrupts your connection to magic. You lose 1 random spell from your repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.	The experiment significantly disrupts your connection to magic. You lose 1d4+1 random spells from your repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.	The experiment completely disrupts your connection to magic. You lose your entire spell repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.
8	An accident causes 1d6x1,000gp damage to your library. You must save v. Blast or take 2d6 damage from the accident.	An explosion causes 2d6x5,000gp damage to your library. You must save v. Blast or take 4d6 damage from the explosion.	A conflagration destroys your entire library. You must save v. Blast or take 8d6 damage from the conflagration.
9	Few can relate to what you have learned. You permanently lose 1 point of Charisma.	The things you've learned can hardly be shared with lesser minds. You permanently lose 1d3 points of Charisma.	No one can understand your genius. No one! You permanently lose 1d4+1 points of Charisma.
10	Wild magic begins coursing through your body. You die in 1 turn unless you save v. Death.	A blast of wild magic discharges into you. You die instantly unless you save v. Death.	A massive blast of wild magic **disintegrates** you unless you save v. Death.



Magical Mutations Sub-Table	
Die Roll	**Mutation Suffered**
1	You either (50% either way) shrink to tiny size (as per a **potion of diminution**) or grow to giant size (as per a **potion of growth**). You are unused to your new size, and your DEX is immediately reduced to 3. Each week spent at your new size increases your DEX by 1 point until it reaches its normal score.
2	You acquire the characteristics of the animal that your character most resembles (Judge's discretion). As a result of this change, 3 ability scores will be increased by 2 points, and 3 other ability scores will be decreased by 2 points.
3	Your skin thickens like rhinoceros hide. You gain a bonus of +2 to your armor class, but lose 1 point of DEX and CHA because the skin is clumsy and unattractive.
4	Your physical form becomes exceptionally delicate, but very beautiful. You gain 4 points of CHA (maximum 18) but lose 4 points of STR (minimum 3). You are a subject of objectification and jealousy by those attracted to your sex, but tend to be scorned as useless by those not attracted to your sex.
5	You grow an alien eye on the center of your forehead. The eye stays lidded most of the time. Three times per day you may unlid the eye and use **ESP** (as the spell). Normal men view you with fear and trepidation (-3 to reaction rolls).
6	You take on the pallor and stench of death. You suffer a -4 to reaction rolls with living creatures, but undead treat you like one of them unless you attack them or cast a good-aligned spell in their presence.
7	Your nails become long and sharp. You may make claw attacks for 1d4 damage, but suffer a -1 penalty on any proficiency throws involving fine manipulation. If you cut your nails, they re-grow in 1 turn.
8	Your mouth grows large and your teeth fanged. You can bite for 1d6 damage, but can no longer speak human or demi-human languages intelligibly. You can still cast spells.
9	One of your arms becomes a hideous tentacle. You may make tentacle attacks for 1d8 damage, but your CHA is reduced by 3 points, and you have a -4 penalty on any rolls involving fine manipulation, use of weapons, or similar actions. You cannot use bows or two-handed weapons.
10	You mutate into a form appropriate to your alignment. Roll on the Reincarnation table in the appropriate column (Law, Neutral, or Chaos).
11	You mutate into a form inappropriate to your alignment. Roll on the Reincarnation table in the column opposite to your alignment. Neutral characters have a 50% chance of becoming either a lawful or chaotic creature. Your alignment itself does not change.
12	The fabric of your mind frays and cracks. Each day upon awakening, you must save v. Spells or completely forget who you are. Once dementia sets in, the effect lasts for 1d6 days.
13	Your thoughts dissolve into madness. Roll for your actions each round as if suffering a **confusion** spell. The madness lasts for 1d6 days and thereafter has a 5% cumulative chance of recurring each day, with each relapse lasting 1d6 days.
14	Your blood thins and begins to leak from your orifices. If you are reduced to ½ hit points or less, the bleeding is of such magnitude that you lose 1hp per round until dead or the blood flow is staunched. A successful Healing proficiency throw or **cure** spell with staunch the bleeding, but it will immediately resume if you are again injured to below ½ hp).
15	You instantly age halfway to your racial maximum age. If already over halfway, you age to 1 year from racial maximum age. You must save v. Death to survive the shock to your system.
16	Your body degenerates grotesquely. You lose 1d3 points of STR, DEX, and CON permanently, and your movement rate is halved.
17	Your bones become brittle and hollow. Your CON is halved, and you take double damage from bludgeoning attacks (maces, hammers, etc.) and falls. Your weight is reduced by 30%.
18	Your body is afflicted with a wasting disease. Your CHA and CON are permanently reduced by 1d3 points immediately and another 1 point each day. A **cure disease** spell slows the waste by one day, but does not dispel the effect.
19	Your body degenerates into a rotting piece of meat. Maggots constantly crawl from your orifices, and flies buzz around you ceaselessly. Your CHA is reduced to 3, and your movement rate is halved. You no longer heal naturally.
20	You dissolve into a sentient ochre jelly. You retain your mental characteristics, but you may not speak, use items, cast spells, open locks, or perform similar actions. Any equipment on your body is instantly destroyed at the time of transformation.

Spell Signatures Sub-Table	
Die Roll	**Side Effect Acquired**
1	You emanate a magical glow, equal to a **light** spell, for one round after you cast a spell. (If chaotic, you instead emanate a magical **darkness**).
2	A mumbling sound fills the air for one round after you cast a spell. A successful Hear Noise throw by nearby creatures will hear the sound, unless it is obscured by a battle or other loud noise nearby.
3	Any candles, torches, or lanterns near you are snuffed out whenever you cast a spell. The effect extends around you to a radius of 1' per spell level.
4	All non-magical plants near you wilt and die whenever you cast a spell. The effect extends around you to a radius of 1' per spell level. Plant-like monsters within the area of effect take 1 point of damage per spell level.
5	A faint and unpleasant aroma lingers around you whenever you cast a spell. The stench remains for 1 turn (10 minutes) per spell level. While it lingers, you suffer a -3 penalty on reaction rolls.
6	When you cast a spell, everything around you seems hideous and rotten, as if from a terrible nightmare. You suffer a -2 penalty to saving throws for 1 round per spell level.
7	When you cast a spell, you feel disembodied and ghostly, as if in a dream. You suffer a -1 to initiative and -2 to attack throws for 1 round per spell level.
8	Your spell signature makes normal animals angry and fearful. Any within 10' will immediately attack you (if wild) or flee (if domesticated). The effect lasts for 1 turn (10 minutes) per spell level.
9	After you cast a spell, you experience nerve-wracking sensations (e.g. bugs crawling on your skin or restless limbs). The sensations are not actually harmful, but they are so distracting that you suffer a -2 penalty to initiative. The effect lasts for 1 round per level. Repeatedly casting spells makes the initiative penalty cumulative as the sensations become increasingly overwhelming. If you become undead, this effect is removed.
10	Your magic diffuses into your spell signature, rather than channeling into your spells. Any damaging spells do 1 less point of damage per die, and saving throws against your magic are at +2.
11	After you cast a spell, you emanate a painful glow, equal to a **continual light** spell, for one round per spell level. (If chaotic, you instead emanate a magical **continual darkness**).
12	A tumultuous cacophony fills the air for one round after you cast a spell. Any creatures within 120' will automatically hear the sound, even if there is a battle or other loud noise nearby.
13	Your body cools to an icy temperature after you cast a spell, and remains frigid for 1 round per spell level. Unless you are wearing winter clothing, you suffer a -4 penalty to attack throws, saving throws, and initiative rolls from the cold. If you become undead, this effect is removed.
14	Your body rises to a very warm temperature after you cast a spell, and remains fevered for 1 round per spell level. If you are wearing anything heavier than underclothes, you suffer a -4 penalty to attack throws, saving throws, and initiative rolls from the heat. If you become undead, this effect is removed.
15	Your spell signature is filled with glorious images that entrance and seduce you. You cannot take any action for 1 round after you cast a spell.
16	Whenever you cast a spell, your shadow transforms into the monster of the same name. The shadow has 1 HD per spell level and attacks you ceaselessly until destroyed. If you cast spells in total darkness, this prevents the effect.
17	Your magic burns you with power. Each time you cast a spell, any flammable material you carry is ignited. This includes most clothing, torches, paper, oil, etc. If any material is ignited, you suffer 1d8 damage for 2 rounds.
18	You must pay for your spells with your own flesh and blood. Each time you cast a spell, you lose 1 pound per spell level. Once your weight dips below 1.5lb/inch, you begin to weaken, losing 3 points of CON per 10lbs thereafter. If you become undead, this effect is removed.
19	The chaotic energies released by your spells take a terrible toll on your body. Each time you cast a spell, you age 1 year per spell level. If you become undead, this effect is removed.
20	Casting spells sends harmful negative energy coursing through your body. Each time you cast a spell, you suffer 1 point of damage per spell level. If you become undead, this effect is removed.





Unexpected Abilities	
Die Roll	**Special Ability**
1	Magic Resistance: The creature gains magic resistance with a target value of (20-HD).
2	Charm: The creature can enslave victims to its will 3/day. The target must save v. Spells or be totally enthralled by the creature. If the creature has 3 HD or less, the save is at +2. If the creature has 9 HD or more, the save is at -2.
3	Invisibility: The creature is naturally **invisible**. It may act freely, including attacking, without becoming visible.
4	Breath Weapon: The creature gains a dragon-like breath weapon usable 3/day. The breath weapon deals 1d6 points of damage per HD of the creature, with a saving throw v. Blast reducing damage by half. Roll 1d8 for the type of breath weapon: 1 – fire; 2 – lightning; 3 – freezing vapors; 4 – poison vapor; 5 – scouring wind; 6 – acid; 7 – blistering steam; 8 – fetid gas. Area of effect and special properties are as per a dragon.
5	Flying: The creature is capable of flying at an exploration movement rate of 10' per HD. If already flies, it becomes capable of making dive attacks that deal double damage. If a dive hits a victim smaller than itself, it grabs and carries him off, unless the victim makes a successful save v. Paralysis. If it already has a dive attack, re-roll.
6	Poison: Victims of the creature's primary attack(s) must save v. Poison or die. If the creature has 3 HD or less, the save is at +2. If the creature has 9 HD or more, the save is at -2.
7	Immunity: The creature gains an immunity. Roll 1d10: 1 – fire; 2 – lightning; 3 – cold; 4 – acid; 5 – **sleep**, **charm**, and **hold**; 6 – poison; 7 – fear; 8 – blunt weapons; 9 – edged weapons; 10 – non-magical weapons;
8	Swallow Attack: The creature can swallow whole victims smaller than itself on an unmodified attack throw of 19 or 20. A victim that is swallowed whole takes damage equal to the creature's most damaging attack each round until the creature is killed or the victim dies.
9	Ongoing Damage: Once the creature has hit its victim, it does ongoing damage each round equal to its most damaging attack. Special effects (energy drain, poison, etc.) are not ongoing.
10	Bonus Attack: The creature gains a bonus attack identical to its primary attack.
11	Infravision: The creature gains 60' infravision. If it already has infravision, its infravision is increased to 90' . If it already has 90' infravision, re-roll.
12	Regeneration: The creature regenerates like a troll (3 points of damage per round unless the damage is from fire or acid, with the ability to re-attach lost limbs).
13	Grab: Victims of creature's primary attack must save v. Paralysis or be grabbed. Grabbed victims are helpless until they escape by making a successful saving throw v. Paralysis on their turn.
14	Aura: The creature is surrounded by a damaging aura that deals damage to susceptible creatures each round. The aura has a radius of 2' per HD, and deals 1d8 damage per round. Roll 1d8 for the type of breath weapon: 1 – fire; 2 – lightning; 3 – freezing vapors; 4 – poison vapor; 5 – scouring wind; 6 – acid; 7 – blistering steam; 8 – fetid gas.
15	Paralysis: Victims of the creature's primary attack(s) must save v. Paralysis or be paralyzed for 2d4 turns.
16	Massive Size: The creature's HD are doubled, and all of its attacks deal twice the normal damage.
17	Acid: The creature's attacks destroy non-magical armor or clothing on a successful hit. A non-magical weapon that strikes the creature dissolves immediately after dealing damage. Magical weapons and armor are allowed a saving throw using the wearer's save versus Death, adding any magical bonus to the roll if applicable.
18	Petrification: Any victim that either (1-3) meets the creature's gaze or (4-6) is struck by the creature's attack(s) is required to make a saving throw v. Petrification or be turned to stone.
19	Energy Drain: Victims of the creature's primary attack lose 1 or more levels of experience. If the creature has 6 HD or less, it drains 1 level of experience. If it has 7 HD or more, it drains 2 levels of experience.
20	Spell-like Abilities: The creature gains 1d4 spell-like abilities, each usable 1/day. Generate the abilities as if rolling for spell scrolls or select appropriate abilities based on the creature's other powers (Judge's choice).

When rolling on the Unexpected Abilities table, re-roll any results that duplicate abilities the creature already possesses except where otherwise noted. At the Judge's discretion, particular special abilities may be chosen based on existing powers, or adjusted to match earlier results. For example, if the first ability a creature gains is a lightning aura, and a later roll indicates an immunity, it would make sense for the immunity to be versus lightning. All results are cumulative.

SPELL POWER GUIDELINES

It is evident from even casual perusal of the spell lists that spells of the same level may greatly vary in power. The most powerful spells of any given spell level outshine their peers, and often equal or exceed the power of spells of greater levels. **Sleep** is certainly as powerful as the 2nd level **hold person**. **Fireball** is as powerful as **cone of cold**, even though **fireball** is 3rd level and **cone of cold** is 5th level. And **wish**, ostensibly a 9th level spell, seems more powerful than any other 9th level spell.

Such disparity can prove troublesome to the player or Judge seeking to develop a new spell for his campaign. The following guidelines can be used to assist magical researchers and Judges in assigning an appropriate spell level to newly-created spells.

These spell power guidelines assume that the disparity in spell power has occurred because of magical experimentation: Over eons of magical research, pioneering spellcasters have occasionally achieved breakthroughs that created now-famous spells such as **sleep**. Spellcasters who research new spells using these guidelines will find that they can replicate such mighty incantations as **sleep, fireball**, or **wish**, but only by making breakthroughs through experimentation. Short of experimentation, they will be confined to the more mundane levels of spell power seen in, e.g., **hold person** or **cone of cold**.

DETERMINING SPELL LEVEL

> *If you want to maintain the "feel" of magic presented in* ACKS *and the* Player's Companion*, damaging spells should be restricted to appearing on odd spell levels (e.g. 1st, 3rd, or 5th level). This reduces the total volume of direct damage a caster can deliver, and helps ensure variety in caster repertoires, as the 2nd, 4th, and 6th level spells will be enchantments, illusions, and similar utilities.*

A spell's level is determined by its number of **spell points**. Each spell level encompasses a range of 10 spell points: A 1st level spell is a spell costing 1 to 10 spell points, a 2nd level spell is a spell costing 11 to 20 spell points, and so on. The number of spell points are calculated from the spell's characteristics, including its type, effect cost, target factor, duration factor, range factor, saving throw factor, and source factor. These characteristics are discussed below.

SPELL CHARACTERISTICS

Type: The spell type is a broad description of what the spell is supposed to do. 11 types of spells are covered in this book: **blast**, **death**, **detection**, **enchantment**, **healing**, **illusion**, **movement**, **protection**, **summoning**, **transmogrification**, and **wall** spells. These 11 categories can be used to re-create 90% of all spells in the game. A spell's type determines the costs of all of its other characteristics, which can vary greatly between types. For example, it is much more difficult to heal wounds at long range than it is to cast an illusion, and this is reflected in the much higher range factors for healing spells.

» Blast spells deal damage or detrimental effects to individual targets or over areas of effect through evoking a medium such as arcane force, fire, or toxic gas. **Fireball**, **lightning bolt**, **magic missile**, and **stinking cloud** are examples of blast spells. In contrast, a spell that deals damage directly through magic, such as **dismember**, is a death spell. Blast spells with an elemental component will benefit from Elementalism proficiency.

» Death spells deal damage or detrimental effects directly. Death spells also deal in necromantic energy, capable of draining life or animating the dead. **Animate dead**, **dismember**, and **necromantic potence** are examples of death spells. Death spells usually require their targets to save versus death to avoid their effects, so they benefit from the warlock's Secrets of the Dark Arts class power (or the Black Lore of Zahar proficiency). Similarly, if a death spell involves necromantic potence, level draining, or undead, it is considered to be necromantic for purposes of Secrets of the Dark Arts or Black Lore of Zahar.

» Detection spells detect particular categories of creatures, powers, or objects within range. **Detect magic**, **find traps**, **and locate object** are examples of detection spells. Detection spells are not affected by any particular class powers or proficiencies, although the Judge may create these if desired.

» Enchantment spells are used to charm, command, hold, mesmerize, and otherwise affect the will of target creatures. **Charm person**, **hypnotic pattern,** and **hold monster** are examples of enchantment spells. The elven enchanter's Mastery of Charms and Illusions class power applies to all enchantment spells.

» Healing spells can regenerate, revitalize, reincarnate, or even resurrect creatures. Healing spells can be reversed to damage or kill, in which case they function like weak death spells (above). **Cure light wounds**, **neutralize poison**, and **restore life and limb** are examples of healing spells. Reversed healing spells that require a save versus death would benefit from Secrets of the Dark Arts or Black Lore of Zahar, just as death spells do.

» Illusion spells create phantasmal images and sounds, conceal or manipulate light and motion, and manufacture figments of the imagination. While they may draw figments from the minds of their targets, illusions do not directly affect the consciousness of their targets (in contrast to enchantments, which do). **Phantasmal force**, **mirror image**, and **hallucinatory terrain** are examples of illusion spells. The elven enchanter's Mastery of Charms and Illusions applies to all Illusion spells.

» Movement spells allow creatures to move, or be moved, directly through the application of magical power. **Fly**, **teleportation**, and **telekinesis** are all movement spells. In contrast, a spell that allows a

character to fly by taking on the characteristics of a bird would be a transmogrification spell.

» Protection spells enhance armor and saving throws, ward off enchanted foes, and provide protection from various spells, weapons, and elements, directly through magic. **Anti-magic shell**, **protection from evil**, and **shimmer** are examples of protection spells. In contrast, a spell that increased a character's armor class by taking on the characteristics of a turtle would be a transmogrification spell. Protection spells are not affected by any particular class powers or proficiencies, although the Judge may create these if desired.

» Summoning spells call creatures from "elsewhere" to serve the spellcaster. **Conjure elemental**, **invisible stalker**, and **insect plague** are examples of summoning spells. Summoning spells that call on creatures from the elemental planes will benefit from Elementalism proficiency. The Judge might wish to create class powers or proficiencies for spellcasters specializing in summoning spells.

» Transmogrification spells transform the physical and/or mental characteristics of creatures or objects. Some transmogrification spells affect the creature's entire being, whereas others only modify a characteristic while leaving the creature mostly unaltered. **Alter self**, **polymorph other**, and **spider climb** are examples of transmogrification spells. Transmogrification spells benefit from the Transmogrification proficiency, naturally. Some transmogrification spells have an elemental component (usually stone) and will benefit from Elementalism proficiency.

» Wall spells create barriers of physical, elemental, or magical substance. While drawing on similar energies as blast spells, wall spells benefit from having malleable or mobile areas of effect with very long durations. **Cloudkill**, **wall of fire**, and **wall of stone** are examples of wall spells. Wall spells with an elemental component will benefit from Elementalism proficiency. Unusual wall (one might say "off the wall") spells may sometimes benefit from other proficiencies. For example, **wall of corpses** creates a wall made of undead, and so benefits from Secrets of the Black Arts and Black Lore of Zahar.

Effect Cost: A spell's effect is what the spell accomplishes when it is cast. Each effect has a base cost in spell points. Effects may also have modifiers, which multiply the base cost. Some spells may have a number of effects and/or modifiers to the effects. When a spell has multiple effects, only some of which are modified, apply the modifiers to each effect separately, then sum the totals.

EXAMPLE: Dismember, a death spell, has two effects. First, it deals 1d6 damage per caster level (base cost 33 points), capped at a maximum of 3d6 damage (an effect modifier which multiplies the base cost by x0.5). Second, it causes a mortal wounds roll(base cost 60 points). The first effect costs (33 x 0.5) 16.5 points while the second effect costs 60 points. The total effect cost for Dismember is 76.5.

Target Factor: A spell's target is the subject of its effect. Targets are generally either creatures or areas. When a spell targets an area, it affects all creatures and objects in the area, regardless of the caster's wishes, unless it has a selective targeting modifier. When a spell targets creatures, the caster may choose the creatures targeted, unless the spell has a targeting modifier that prevents this (e.g. "creatures with the lowest HD must be targeted first"). Spells that can affect more creatures or larger areas have higher target factors.

Range Factor: Range is an indication of how far from the caster the spell can reach. Longer ranges cost more spell points, reflected in a higher range factor. If a spell has a range of 0', it means the caster must be close enough to touch the target. However, the caster does not have to make an attack throw to cast a spell with a range of 0' unless "attack throw required" is selected as a targeting modifier. Spells with a range of 0' that require an attack throw are designated as **touch** range.

Duration Factor: A spell's duration is the length of time the effects of the spell last. Most spells have a duration measured in time, such as rounds, turns, minutes, hours, or days. A duration of **instantaneous** means that the spell's effects energy come and go the instant the spell is cast, though the consequences might be long-lasting. A duration of **indefinite** means that the spell effects lasts until it is **dispelled** or otherwise cancelled. Longer durations cost more spell points, reflected in a higher duration factor.

Saving Throw Factor: Whether or not a spell permits a saving throw will greatly affect its cost. Spells without a saving throw have high saving throw factors. Spells which can be avoided entirely with a saving throw have lower saving throw factors. Spells which can be partly avoided with a saving throw have save factors mid-way in between. Spells which have only beneficial effects always having a saving throw factor of 1.

Source: A spell's source is either arcane or divine. A spell's source factor will depend on the type of spell and the source of the magic. For example, arcane magic excels at creating blast spells (source factor x1) while divine magic is poor at doing so (source factor x2.25).

When building a spell, begin by choosing the spell's type. Once the spell type is selected, consult the appropriate Spell Characteristics table, and choose (in order) the effect(s), target(s), duration, range, saving throw, and source of the spell. Each of these characteristics will have an associated spell point cost.

The spell's cost in spell points is calculated as:

> (Base cost of all effects) x (target factor) x (duration factor) x (range factor) x (saving throw factor) x (source factor)

Round the final value to the nearest whole number. Round .5 down if the preceding number is even, up if odd.

BLAST SPELLS

Effect(s)	Base Cost
Damaging Effects	
1d4 damage per level	20
1d6 damage per level	27
1d6+1 damage per level	33
1d8 damage per level	35
1d10 or 2d4 damage per level	44
1d12 damage per level	52
Maximum Damage Modifiers	
Maximum 1d damage	x0.1
Maximum 2d damage	x0.25
Maximum 3d damage	x0.33
Maximum 4d damage	x0.5
Maximum 5d damage	x0.7
Maximum 6d damage	x0.8
Maximum 7d damage	X0.9
No maximum damage	x1
Additional Effects	
Nausea-inducing (as per **stinking cloud**)	10
Gusting (as per **gust of wind**)	20
Effect Modifiers	
Blast is elemental (fire, earth, water, air)	x1

Notes: To prevent low level spells from dealing very high damage, all damaging spells deal variable damage based on the level of the caster. To create damaging spells with a fixed damage, select an appropriate variable damage, and then apply a maximum damage modifier that's equal to or lower than the caster level required to cast the spell. For example, to cast a 3rd level spell, a caster must be level 5, so if a 3rd level spell deals 1d6 damage per caster level with a maximum of 3d damage, then it effectively deals a flat 3d6 damage

EXAMPLES:

- **Earth's Teeth**: 1d6 damage per level capped at 5d (27x0.7=18.9), elemental – earth (x1), target 1 creature per level within 30' (x5), attack throw required (x0.35), range 120' (x0.9), duration instantaneous (x1), no saving throw (x1), arcane (x1), total cost 30
- **Fireball**: 1d6 damage per level (27), elemental – fire (x1), target 20' diameter sphere (x2), range 240' (x1.2), duration instantaneous (x1), saving throw for ½ effect (x0.75), arcane (x1), total cost 49
- **Flame Strike**: 1d8 damage per level capped at 6d (35x0.8 =28), elemental – fire (x1), target 10' diameter x 30' tall cylinder (x1.5), range 60' (x0.7), duration instantaneous (x1), saving throw for ½ effect (x0.75), divine (x2.25), total cost 50
- **Gust of Wind**: Forceful gust (20), elemental – air (x1), target 60' long x 10' wide cone (x4.5), range 0' (x0.4), duration instantaneous (x1), saving throw avoids effect (x0.5), cost 18
- **Magic Missile**: 1d6+1 damage per level capped at 1d (33x0.1=3.3), target 1 creature +2 per additional 5 levels (x3), range 150' (x1), duration instantaneous (x1), no saving throw (x1), arcane (x1), total cost 10

Targeting	Factor
Target By Number of Creatures	
1 creature	x1
1 creature + 1 per 5 additional levels	x2
1 creature + 2 per 5 additional levels	x3
1 creature + 1 per 2 additional levels	x4
1 creature per level within 30' diameter	x5
1 creature per level	x7
Target by Area of Effect	
5' diameter sphere	x1
10' diameter sphere	x1.25
10' long x 10' wide x 10' deep cube	x1.5
10' diameter x 30' tall cylinder	x1.5
15' diameter sphere	x1.5
60' long x 5' wide line	x1.75
20' diameter sphere	x2
20' long x 20' wide x 20' deep cube	x2.25
40' long x 20' wide cone	x2.5
25' diameter sphere	x4
60' long x 10' wide cone	x4.5
30' diameter sphere	x5
60' long x 30' wide cone	x6
Targeting Modifiers	
Selective targeting within area of effect	x3
Attack throw required to hit target	x0.35

Range	Factor
0'/Touch*	x0.4
15'	x0.5
30'	x0.6
60'	x0.7
90'	x0.8
120'	x.9
150'	x1
180'	x1.1
240'	x1.2
360'	x1.5

**Touch means an attack throw to target is required*

Duration	Factor
Instantaneous	x1
1 round	x1.1
Concentration or until target makes save	x2
1 round per level	x4
Concentration	x4

Saving Throw	Factor
No saving throw permitted	x1
Saving throw reduces spell effect by half	x0.75
Saving throw avoids spell effect	x0.5

Source	Factor
Arcane	x1
Divine	x2.25



DEATH SPELLS

Effect(s)	Base Cost
Destructive Effect on Target	
Target held helpless	15
Target temporarily drained of 1 HD or life level	15
Target suffers mortal wound (as per dismember)	60
Target slain	85
Target permanently drained of 1 HD or life level	100
Target disintegrated	135
Damage to Targets	
1d4 damage per level	27
1d6 damage per level	33
1d6+1 damage per level	35
1d8 damage per level	44
1d10 damage per level	52
1d12 damage per level	60
Maximum Damage Modifiers	
Maximum 1d damage	x0.1
Maximum 2d damage	x0.3
Maximum 3d damage	x0.5
Maximum 4d damage	x0.7
Maximum 5d damage	x0.9
Maximum 6d damage	x1.1
Maximum 7d damage	x1.3
No maximum damage	x1.5
Other Death-Related Effects	
Imbue target with necromantic potence	10
Animate dead target as undead skeleton/zombie	10
De-animate undead skeleton/zombie	27

Notes: To prevent low level spells from dealing very high damage, all damaging spells deal variable damage based on the level of the caster. See **blast spells**, above, for a fuller discussion on these mechanics.

EXAMPLES:

- **Animate Dead**: Animate dead target as undead skeleton/zombie (10), target 1 HD worth of creature per level (x1.75), range 0' (x0.4), duration 1 day (x7), no saving throw (x1), arcane (x1), total cost 49
- **Choking Grip**: 1d6 damage per level capped at 1d (33x0.1=3.3) and target held helpless (15) (18.3 total), target 1 creature (x1), range 30' (x0.6), duration concentration or until target makes save (x1.75), saving throw avoids effect (x0.5), arcane (x1), total cost 10
- **Death Spell**: Slay target (85), target 4d8 HD worth of creatures within 30' diameter (x3), creatures with fewest highest affected first (x0.5), creatures with 8 HD or more cannot be targeted (x0.75), range 240' (x1.2), duration instantaneous (x1), saving throw avoids effect (x0.5), arcane (x1), total cost 57
- **Dismember**: 1d6 damage per level capped at 3d (33x0.5=16.5) and target suffers mortal wound roll (60) (76.5 total), target 1 creature (x1), range 60' (x0.7), duration instantaneous (x1), saving throw avoids effect (x0.5), arcane (x1), total cost 27

Targeting	Factor
Target By Number of Creatures	
1 creature	x1
1 HD of creatures per level within 60' diameter	x1.5
1 HD of creatures per level	x1.75
1 creature + 1 per 5 additional levels	x2
1 creature + 2 per 5 additional levels	x3
4d8 HD of creatures within 30' diameter	x3
1 creature + 1 per 2 additional levels	x4
4d8 HD of creatures	x4
1 creature per level within 30' diameter	x5
1 creature per level	x7
Targeting Modifiers	
Attack throw required to hit target	x0.35
Creatures with fewest HD are affected first*	x0.5
Creatures with 8 HD or more cannot be targeted	x0.75
Able to target object (10' x 10' x 10')	x1.25
**Spell must affect a number of HD of creatures*	

Range	Factor
0'/Touch*	x0.4
15'	x0.5
30'	x0.6
60'	x0.7
90'	x0.8
120'	x.9
150'	x1
180'	x1.1
240'	x1.2
360'	x1.5
**Touch means an attack throw to target is required*	

Duration	Factor
Instantaneous	x1
Concentration or until target makes save*	x1.75
1 round per level	x4
Concentration	x4
1 turn	x5
1 hour	x6
1 hour per level	x7
1 day	x7
**May only be selected if spell permits saving throw for no effect*	

Saving Throw	Factor
No saving throw permitted	x1
Saving throw reduces spell effect by half	x0.75
Saving throw avoids spell effect	x0.5

Source	Factor
Arcane	x1
Divine	x1.5
Source Modifiers	
Divine spell affecting undead or life energy	x0.5



Death Spells

DETECTION SPELLS

Effect(s)	Base Cost
Detect evil/good in range	5
Detect ritual magic in range	5
Detect danger in range	8
Detect known object in range	8
Detect invisible in range	10
Detect magic in range	10
Detect poison in range	10
Detect undead in range	10
Detect treasure in range	15
Detect charm in range	20
Detect secret doors in range	20
Detect trap in range	20
Detect curse in range	30
Effect Modifiers	
Spell takes 1 turn to cast	x0.8
Spell can only be performed once per week	x0.2

Targeting	Factor
All areas/creatures/objects within range	x1
1 small area/object/creature within range	x0.7

Range	Factor
Self	x 0.2
0'	x 0.5
30'	x0.8
60'	x1
120'	x1.5
240'	x2
360'	x3
1/2 mile	x4
1 mile	x5
5 miles	x6
25 miles	x7
100 miles	x8

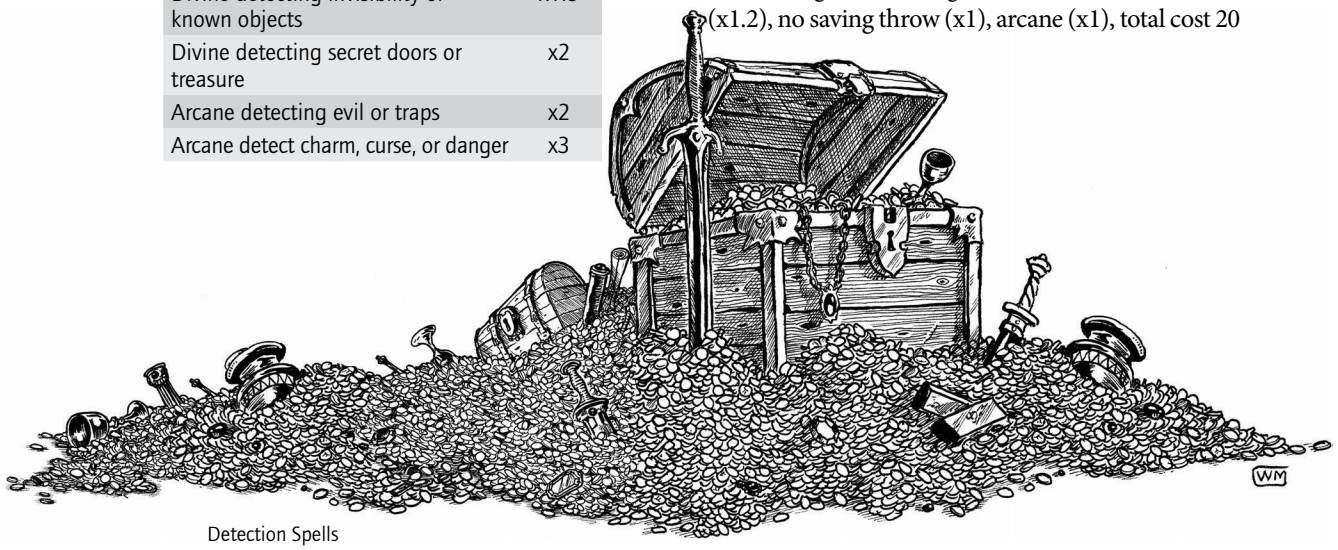
Duration	Factor
Concentration	x1
1 round per level	x0.25
1 turn	x0.5
2 turns	x1
3 turns	x1.2
4 turns	x1.5
5 turns	x1.7
6 turns	x2
1 turn per level	x2
1 Day	x8

Saving Throw	Factor
No saving throw permitted	x1
Saving throw avoids spell effect (e.g. not detected)	x0.5

Source	Factor
Arcane	x1
Divine	x1
Source Modifiers	
Divine detecting invisibility or known objects	x1.5
Divine detecting secret doors or treasure	x2
Arcane detecting evil or traps	x2
Arcane detect charm, curse, or danger	x3

EXAMPLES:

- **Detect Curse**: Detect curse (30), all areas/creatures/objects within range (x1), range 30' (x0.8), duration 3 turns (x1.2), no saving throw (x1), divine (x1), total cost 29
- **Detect Danger**: Detect danger (8), 1 small area, object, or creature in range (x0.7), range 30' (x0.8), duration 6 turns (x2), no saving throw (x1), divine (x1), total cost 9
- **Detect Evil**: Detect evil (5), all areas/creatures/objects within range (x1), range 60' (x1), duration 6 turns (x2), no saving throw (x1), divine (x1), total cost 10
- **Detect Invisible**: Detect invisible (10), all areas/creatures/objects within range (x1), range 60' (x1), duration 6 turns (x2), no saving throw (x1), arcane (x1), total cost 20
- **Detect Magic**: Detect magic (10), all areas/creatures/objects within range (x1), range 60' (x1), duration 2 turns (x1), no saving throw (x1), arcane (x1) or divine (x1), total cost 10
- **Detect Poison**: Detect poison (10), all areas/creatures/objects within range (x1), range 30' (x0.8), duration 3 turns (x1.2), no saving throw (x1), divine (x1), total cost 10
- **Detect Secret Doors**: Detect secret doors (20), all areas/creatures/objects within range (x1), range 30' (x0.8), duration 3 turns (x1.2), no saving throw (x1), arcane (x1), total cost 19
- **Detect Ritual Magic**: Detect ritual magic (5), takes 1 turn to cast (x0.8), can only be performed once per week (x0.2), all areas/creatures/objects within range (x1), range 100 miles (x9), duration 1 day (x8), no saving throw (x1), arcane (x1), total cost 58
- **Find Traps**: Detect traps (20), all areas/creatures/objects within range (x1), range 30' (x0.8), duration 3 turns (x1.2), no saving throw (x1), divine (x1), total cost 19
- **Find Treasure**: Detect treasure (15), 1 small area, object, or creature in range (x0.7), range 360' (x3), duration 3 turns (x1.2), no saving throw (x1), arcane (x1), total cost 38
- **Locate Object**: Detect known object (8), 1 object within range (x0.7), range 360' (x3), duration 3 turns (x1.2), no saving throw (x1), arcane (x1), total cost 20



ENCHANTMENT SPELLS

Effect(s)	Base Cost
Target confused for duration of spell	11
Target asleep for duration of spell	15
Target mesmerized for duration of spell	30
Target charmed for duration of spell	30
Target feebleminded fur duration of spell	30
Target held for duration of spell	36
Target flees in panic for 30 rounds	40
Target commanded for duration of spell	60

Targeting	Factor
Target by HD of Creatures	
1 creature of up to 4+1 HD	x1
1 creature of any HD	x1.1
1d4 creatures of up to 4 HD	x1.2
1d4 creatures of any HD	x1.5
6 HD worth of creatures	x1.75
2d8 (or 3d6) HD of creatures of up to 4 HD	x2.25
1 creature up to 4+1 HD or 2d8 HD of creatures of 4 HD-	x2.3
1 creature of any HD or 3d6 HD of creatures of 4 HD-	x2.5
2d8 (or 3d6) HD worth of creatures of any HD	x3
24 HD worth of creatures	x4
3d6 creatures	x5
Target by Area of Effect	
60' long x 30' wide cone	x5
480' diameter sphere	x8
Targeting Modifiers	
Only target undead creatures	x0.75
Only target living creatures	x0.75
Only target animals and giant animals	x0.5
Only target humanoids	x0.5
Only target plants	x0.5
Attack throw required to target spell	x0.4
Creatures with fewest HD are affected first*	x0.5

**Spell must affect more than 1 creature*

Range	Factor
0'/Touch*	x0.4
15'	x0.6
30'	x0.8
60'	x1
120'	x1.1
180'	x1.25
240'	x1.5
360'	x1.75

**Touch means an attack throw to target is required*

Duration	Factor
Concentration, must remain stationary	x0.8
Concentration, maximum 1 round per level	x0.9
Concentration	x1
Instantaneous	x1
1 round per level	x1.1
12 rounds	x1.15
1 turn per level	x1.2
2d8 or 4d4 turns	x1.2
6 turns	x1.2
9 turns	x1.25
Until saving throw succeeds*	x1.33
Indefinite (permanent until dispelled)	x2.2

**Saving throws made at intervals determined by INT or HD, even if no initial save is permitted*

Saving Throw	Factor
No saving throw permitted (initially)*	x1
Saving throw avoids spell effect	x0.5
Saving throw avoids spell effect (intelligent only)	x0.6
Saving throw avoids spell effect (more than 2 HD)	x0.75
Saving Throw Modifiers	
Saving throw is at -4 if target is arcane caster	x1.1
Saving throw is at -2 if only 1 creature targeted**	x1.1

**Spells may allow for later saves based on actions or duration*
***Spell must be able to target multiple creatures*

Source	Factor
Arcane Source	
Arcane enchantment other than hold	x1
Arcane hold	x1.5
Divine Source	
Divine charm, command, confusion, feeblemind, sleep	x1.5
Divine fear	x1.33
Divine hold	x1
Source Modifiers	
Arcane enchantment (any) exclusively affecting undead	x1.25
Arcane enchantment (any) exclusively affecting animals	x2
Divine charm affecting exclusively humanoids	x2
Divine command affecting exclusively humanoids	x1.33
Divine enchantment (any) exclusively affecting undead	x0.66

EXAMPLES:

- **Charm Monster**: Charm target (30), target 1 creature of any HD or 3d6 HD worth of creatures of 4 HD- (x2.5), only target living creatures (x0.75), range 60' (x1), duration until saving throw succeeds (x1.33), saving throw avoids effect (x0.5), arcane (x1), total cost 37
- **Command Animals**: Command targets (60), target 6 HD worth of creatures (x1.75), only target animals (x0.5), range 60' (x1), duration concentration while stationary (x0.8), intelligent creatures may save to avoid effect (x0.6), divine (x1.5), total cost 38
- **Confusion:** Confuse targets (11), target 3d6 creatures (x5), only target living creatures (x0.75), range 120' (x1.1),duration 12 rounds (x1.15), creatures of more than 2 HD may save to avoid effect, arcane (x1), total cost 39
- **Control Animals**: Charm targets (30), target 3d6 HD of creatures (x3), only target animals (x0.5), range 60' range (x1), duration 1 turn per level (x1.2), intelligent creatures may save to avoid effect (x0.6), divine charm (x1.5), total cost 49
- **Sleep**: Sleep targets (15), target 1 creature of up to 4+1 HD or 2d8 HD of creatures up to 4 HD (x2.3), creatures must be living (x0.75), creatures with fewest HD affected first (x0.75), range 240' (x1.25), duration 4d4 turns (x1.2), no saving throw (x1), total cost 28

HEALING SPELLS

Effect(s)	Base Cost
Cure/Cause Damage	
1d6+1 (or flat 3 points)	10
2d6 (or flat 5 points)	20
2d6 + level	30
2d6 + level	40
4d6 + level	50
Cure/Inflict Trauma	
Blindness	30
Disease	30
Poison	40
Reincarnation	40
Restoration of life and limb / death ray	50
Regeneration / withering	60
Resurrection / destruction	60

Targeting	Cost
Target By Number of Creatures	
1 creature	x1
1 creature + 1 per 5 additional levels	x2
1 creature + 2 per 5 additional levels	x3
1 creature + 1 per 2 additional levels	x4
1 creature per level within 30' diameter	x5
1 creature per level	x7
Targeting Modifiers	
Attack throw required to target spell	x1
No attack throw required to target spell	x1.4

Range	Cost
Self	x0.75
0' / Touch*	x1
15'	x1.1
30'	X1.2
60'	x1.3
120'	x1.4
**Touch means an attack throw to target is required*	

Duration	Cost
Instantaneous	x1
Concentration, maximum 1 round per level	x3
Concentration	x4
1 round per level	x5

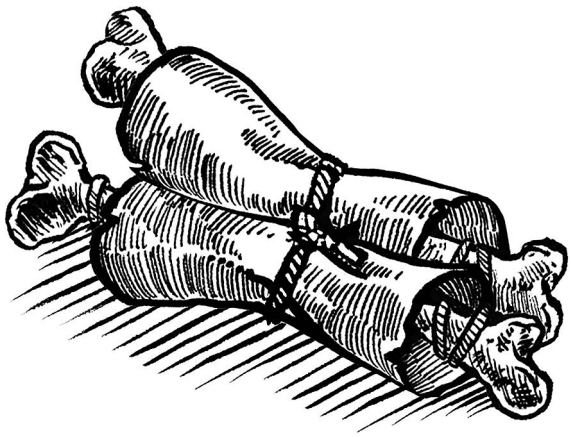
Saving Throw	Cost
Beneficial effect	x1
No saving throw permitted*	x1
Saving throw reduces spell effect by half*	x0.75
Saving throw avoids spell effect*	x0.5
*Reverse version of spell only	

Source	Cost
Arcane	x1.5
Divine	x1

Notes: Damage and trauma cured or caused by healing spells is always inflicted instantaneously. When healing spells are assigned a duration, the duration allows the spellcaster to apply the effect to additional targets on subsequent rounds. For example, a spell curing 1d6+1 damage with a duration of one round per level could heal the same target, or multiple targets, 1d6+1 per round over several rounds.

EXAMPLES:

- **Cure Critical Wounds**: 4d6 + level curing (50), target 1 creature (x1), attack throw required (x1), range 0' (x1), duration instantaneous (x1), divine (x1), beneficial effect (x1), total cost 50, reverses to **Cause Critical Wounds**: 4d6 + level causing (50), target 1 creature (x1), attack throw required (x1), range 0' (x1), duration instantaneous (x1), no saving throw (x1), divine (x1), total cost 50
- **Cure Light Wounds**: 1d6+1 curing (10), target 1 creature (x1), attack throw required (x1), range 0' (x1), duration instantaneous (x1), divine (x1), beneficial effect (x1), total cost 10, reverses to **Cause Light Wounds**: 1d6+1 causing (10), target 1 creature (x1), attack throw required (x1), range 0' (x1), duration instantaneous (x1), no saving throw (x1), divine (x1), total cost 10
- **Cure Serious Wounds**: 2d6 + level curing (40), target 1 creature (x1), attack throw required (x1), range 0' (x1), duration instantaneous (x1), divine (x1), beneficial effect (x1), total cost 40, reverses to **Cause Serious Wounds**: 2d6 + level causing (40), target 1 creature (x1), attack throw required (x1), range 0' (x1), duration instantaneous (x1), no saving throw (x1), divine (x1), total cost 40
- **Reincarnation**: Reincarnation (40), target 1 creature (x1), attack throw required (x1), range 0' (x1), duration instantaneous (x1), beneficial effect (x1), arcane (x1.5), total cost 60
- **Restore Life and Limb**: Restoration of life and limb (50), target 1 creature (x1), range 0' (x1), duration instantaneous (x1), beneficial effect (x1), divine (x1), total cost 50, reverses to **Finger of Death**: Death ray (50), target 1 creature (x1), no attack throw required (x1.4), range 120' (x1.4), duration instantaneous (x1), saving throw avoids effect (x0.5), total cost 49



ILLUSION SPELLS

Effect(s)	Base Cost
Create illusion, non-visual mono-sensory	3
Create illusion, visual mono-sensory	9
Create illusion, bi-sensory	12
Create illusion, multi-sensory	15
Target becomes completely inaudible	22
Target becomes complete invisible	24
Target surrounded by mirror images	24
Send phantasmal killer against target	130
Effect Modifiers	
Illusion limited to 1 obviously fake, harmless category	x0.2
Illusion limited to 1 category (e.g. terrain)	x0.7
Illusion static	x0.7
Illusion dynamic (animated/moving)	x1
Illusion under control of caster for duration	x2

Targeting	Factor
Target by Number of Creatures	
1 creature	x1
1 or more creatures within 10' radius	x1.5
1-100 creatures within 120' radius	x4.5
Target by Area of Effect	
1' x 1' x 1' cube	x1
10' x 10' x 10' cube	x2
15' x 15' x 15' cube	x2.1
20' x 20' x 20' cube	x2.2
30' x 30' x 30' cube	x2.3
40' x 40' x 40' cube	x2.4
480' diameter sphere	x8.5

Range	Factor
Self	x0.33
0'	x0.5
30'	x0.75
60'	x1
10' per level	x1
240'	x1.2

Duration	Factor
1 round per level	x1
Concentration	x1
Concentration plus 1 round	x1.1
Concentration plus 2 rounds	x1.2
Concentration plus 3 rounds	x1.3
Concentration plus 4 rounds	x1.4
1 turn	x1.75
2 turns	x2
3 turns	x2.25
6 turns	x2.5
1 day	x3
Indefinite (permanent until disbelieved/expires)	x3.25
Duration Modifiers	
Expires if illusion successfully attacked	x0.75
Expires if illusion touched by intelligent creature	x0.75
Expires if target creature speaks	x0.9
Expires if target creature successfully attacked	x0.9
Expires if target creature casts spell	x0.75
Expires if target creature attacks	x0.75
Expires if target creature moves	x0.5
Duration does not begin until triggered	x2.75

Saving Throw	Factor
Beneficial effect*	x1
No saving throw permitted (e.g. cannot disbelieve)	x1
Saving throw avoids spells effect (e.g. disbelieved)	x0.5

A beneficial illusion is one whose target is the recipient of the beneficial effect, such as* **mirror image *or* **invisibility**

Source	Factor
Arcane	x1
Divine	x1.5

EXAMPLES:

- **Phantasmal Force**: Mono-sensory visual illusion (9), dynamic (x1), remains under control of caster throughout duration (x2), target 20' x 20' x 20' cube (x2.2), range 240' (x1.2), duration concentration (x 1), expires if successfully attacked (x0.75), saving throw avoids effect (x0.5), arcane (x1), total cost 18
- **Massmorph**: Mono-sensory visual illusion (9), limited 1 category (terrain) (x0.7), static (x0.7), target 1-100 creatures within 120' radius (x4.5), range 240' (x1.2), duration indefinite (x3.5), expires if target creature moves (x0.5), beneficial effect (x1), arcane (x1), total cost 39
- **Hallucinatory Terrain**: Multi-sensory illusion (15), limited to 1 category (terrain) (x0.7), static (0.7), target 480' diameter sphere (x8.5), expires if touched by intelligent creature (x0.75), range 0' (x0.5), duration indefinite (x3.25), saving throw avoids effect (x0.5), arcane (x1), total cost 38
- **Permanent Illusion**: Multi-sensory illusion (15), dynamic (x1), target 40' x 40' x 40' cube (x 2.4), range 240' (x1.2), duration indefinite (x 3.25), saving throw avoids effect (x0.5), arcane (x1), total cost 70
- **Programmed Illusion**: Multi-sensory illusion (15), dynamic (x1), target 40' x 40' x 40' cube (x 2.4), range 240' (x1.2),duration 1 round per level (x 1), duration does not begin until triggered (x2.75), saving throw avoids effect (x0.5), arcane (x1), total cost 59
- **Invisibility**: Invisibility (24), target 1 creature (x1), range 0' (x0.5), duration 1 day (x3), expires if target attacks (x0.75), expires if target casts spells (x0.75), beneficial effect (x1), arcane (x1), total cost 20
- **Magic Mouth**: Bi-sensory illusion (12), dynamic (x1), limited to 1 obviously fake category (x0.2), target 1' x1' x1' cube (x1), range 30' (x0.75), duration 1 turn (x1.75), duration does not begin until triggered (x2.75), no saving throw (x1), arcane (x1), total cost 9
- **Ventriloquism**: Mono-sensory non-visual illusion (3), dynamic (x1), remains under control of caster throughout duration (x2), target 1' x 1' x 1' cube (x1), range 60' (x1), duration 2 turns (x2), no saving throw (0), arcane (x1), total cost 12

MOVEMENT SPELLS

Effect(s)	Base Cost
Target's normal movement rate doubled	5
Target can climb sheer surfaces at 20' per round	12
Target can walk on water at normal rate	15
Target's attack routine doubled	20
Target can fly (as fly spell)	35
Target can fly and carry others (as broom of flying)	45
Target can fly and carry others (as magic carpet)	50
Caster can move target vertically 20' per round	20
Caster can move target any direction 20'/round	40
Caster teleports target any place within 360'	300
Caster teleports target any place within 1 mile	450
Caster teleports target any place within 10 miles	600
Caster teleports target any place within 100 miles	900
Caster teleports target any place in same plane	1,250
Caster teleports target any place in existence	2,500
Effect Modifiers	
All willing targets of spell aged 1 to 5 years	x0.3
Teleport effect has chance of error	x0.5
Teleport effect limited to one specific destination	x0.66
Willing target unstable while affected (as levitation)	x0.66
Unwilling target unstable while affected	x1.5
Willing target cannot carry anything while affected	x0.66
Unwilling target cannot carry anything if affected	x1.5
Target has normal carrying capacity while affected	x1

Targeting	Factor
Target By Number of Creatures	
1 willing creature or object	x1
1 willing creature/object + 1 per 5 additional levels	x1.5
1 willing creature/object + 2 per 5 additional levels	x2.5
1 willing creature/object + 1 per 2 additional levels	x3
1 willing creature/object per level	x4
Target Modifiers	
Attack throw required (versus unwilling target only)	x0.66
Only objects can be targeted	x0.8
Only creatures can be targeted	x0.8
Target must weigh 2 stone/caster level or less	x0.8
Unwilling targets permitted (must affect creatures)	x1.5
Caster can designate new target to affect	x2

Range	Factor
Self	x0.75
0'/Touch*	x1
10'	x1.1
30'	x1.2
60'	x1.33
120'	x1.66
180'	x1.75
240'	x2

**Touch means an attack throw to target is required*

Duration	Factor
1 round (instantaneous)	x0.1
6 rounds	x0.6
1 turn	x0.75
3 turns	x0.9
6 turns	x1
1 turn per level	x1
6 turns plus 1 turn per level	x1.5
12 turns	x2
8 hours	x4
Duration Modifiers	
Concentration required to sustain spell	x0.6

Saving Throw	Factor
Beneficial effect	x1
Saving throw permitted for unwilling targets	x1
No saving throw permitted for unwilling targets	x4

Source	Factor
Arcane	x1
Divine	x1.25

EXAMPLES:

- **Dimension Door**: Caster teleports target any place within 360' (300), target 1 willing creature or object, (x1), only creatures (x0.8), unwilling targets permitted (x1.5), range 10' (x1.1), duration instantaneous (x0.1), saving throw permitted for unwilling targets (x1), arcane (x1), total cost 40
- **Fly**: Target can fly as fly spell (35), target 1 willing creature or object (x1), only creatures (x0.8), range 0' (x1), duration 1 turn per level (x1), beneficial effect (x1), arcane (x1), total cost 28
- **Haste**: Target's normal movement rate doubled (5) and target's attack routine doubled (20) (25 total), all willing targets aged 1 to 5 years (x0.3), target 1 willing creature or object per level (x4), only creatures can be targeted (x0.8), range 240' (x2), duration 3 turns (x0.9), beneficial effect (x1), arcane (x1), total cost 43
- **Levitate**: Caster can move target vertically 20' per round (20), target is unstable while affected (x0.66), target 1 willing creature or object (x1), range 0' (x1), duration 6 turns plus 1 turn per level (x1.5), beneficial effect (x1), arcane (x1), total cost 20
- **Telekinesis**: Caster can move target any direction 20' per round (40), target 1 willing creature or object (x1), unwilling targets permitted (x1.5), target must weight 2 stone/caster level or less (x0.8), caster can designate new target to affect (x2), range 120' (x1.66), duration 6 rounds (x0.6), concentration required to sustain spell (x0.6), saving throw permitted for unwilling targets (x1), arcane (x1), total cost 50
- **Teleportation**: Caster teleports target any place in same plane (1,250), teleport effect has chance of error (x0.5), target 1 willing creature or object (x1), only creatures (x0.8), unwilling targets permitted (x1.5), attack throw required versus unwilling targets (x0.66), range 0' (x1), duration instantaneous (x0.1), saving throw permitted for unwilling targets (x1), arcane (x1), total cost 50

PROTECTION SPELLS

Effect(s)	Base Cost
Armor	
AC 5 v. missiles and melee	5
AC 7 v. missiles and AC 5 v. melee	10
AC 7 v. melee and AC 5 v. missiles	10
AC 7 v. missiles and melee	20
Enhancements	
+1 bonus to armor class or saving throws	5
+2 bonus to armor class or saving throws	10
+3 bonus to armor class or saving throws	20
+4 bonus to armor class or saving throws	33
Magic Invulnerabilities	
Invulnerability to specific spell	Level x5
Invulnerability to 1 effect of spell type (e.g. charm)*	25
Invulnerability to 1 type of spell (e.g. death spells)	55
Invulnerability to all 1st level spells	25
Invulnerability to all 1st – 2nd level spells	35
Invulnerability to all 1st – 3rd level spells	55
Invulnerability to all 1st - 4th level spells	85
Invulnerability to all 1st – 5th level spells	125
Invulnerability to all 1st – 6th level spells	175
Resistances and Immunities	
Resistance to normal missiles or normal melee	10
Resistance to damage type (e.g. acid, cold, fire)	15
Immunity to normal missiles or normal melee	15
Resistance to all normal weapons	20
Immunity to all normal weapons	40
Immunity to damage type (e.g. acid, cold, fire)	36
Wards	
Ward v. certain monsters (e.g. elementals)	3
Ward v. monster type (e.g. enchanted creatures)	6
Ward v. magic	25
Effect Modifiers	
Saving throw bonus limited to 4 of 5 categories	x0.7
Saving throw bonus limited to 3 of 5 categories	x0.5
Protection only applies v. "evil"	x0.9
**Non-damaging spell effects only*	

Targeting	Factor
Target By Number of Creatures	
1 creature	x1
1 creature + 1 per 5 additional levels	x2
1 creature + 2 per 5 additional levels	x3
1 creature + 1 per 2 additional levels	x4
1 creature per level within 30' diameter	x5
1 creature per level	x7
*Creature Targeting Modifiers**	
Protection in 5' radius sphere around target	x1.25
Protection in 7.5' radius sphere around target	x1.5
Protection in 10' radius sphere around target	x1.75
Protection in 12.5' radius sphere around target	x2.5
Protection in 15' radius sphere around target	x3
Protection in 30' radius sphere around target	x10
Target by Area of Effect*	
10' diameter sphere	x1.1
10' long x 10' wide x 10' deep cube	x1.25
15' diameter sphere	x1.33
20' diameter sphere	x1.5
20' long x 20' wide x 20' deep cube	x1.75
25' diameter sphere	x3
30' diameter sphere	x5

**Protective benefits will only apply to creatures, other than the actual target, while the creatures are in the area of effect*

Range	Factor
Self	x0.75
0'	x1
30'	x1.1
60'	x1.2
90'	x1.3
120'	x1.4
150'	x1.5
180'	x1.6

Source	Factor
Arcane	x1
Divine	x1

Duration	Factor
Instantaneous	x0.5
1 round per level	x0.75
Concentration	x1
1 turn	x1
3 turns	x1.2
6 turns	x1.33
1 turn per level	x1.33
12 turns	x1.75
Duration Modifiers	
Caster must remain stationary for duration	x0.5
Concentration required to sustain to max duration	x0.6

Saving Throw	Factor
Beneficial effect	x1
No saving throw permitted	x4
Saving throw avoids spell effect	x0.5
Saving Throw Modifiers	
Saving throw is at -2 if only 1 creature targeted*	x1.1

**Spell must be able to target multiple creatures*

EXAMPLES:

» **Anti-Magic Shell**: Ward versus magic (25), target 1 creature (x1), protection in 10' radius around target (x1.75),range self (x.75), duration 12 turns (x1.75), beneficial effect (x1), arcane (x1), total cost 57

» **Dispel Magic**: Ward versus magic (25), target 20' x 20' x 20' cube (x1.75), range 120' (x1.4), duration instantaneous (x0.5), beneficial effect (x1), arcane (x1), total cost 30

» **Minor Globe of Invulnerability**: Invulnerability to 1st-3rd level spells (55), target 1 creature (x1), protection in 5' radius around target (x1.25), range self (x0.75), duration 1 round per level (x0.75), beneficial effect (x1), arcane (x1), total cost 39

» **Protection from Evil, Sustained**: +1 bonus to AC and saving throws (10), protection only applies v. "evil" (x0.9), ward versus all enchanted creatures (6) (15 total), 1 creature (x1), protection in 10' radius around target (x1.75), range self (x0.75), duration 12 turns (x1.75), beneficial effect (x1), arcane (x1), total cost 28

» **Shimmer:** +2 to AC and saving throws (20), range self (x0.75), duration 6 turns (x1.33), beneficial effect (x1), divine (x1), total cost 20

SUMMONING SPELLS

Effect	Base Cost
Summon a creature	65
Summon creatures totaling up to caster's level in HD	75
Summon 1d4 creatures	100
Summon 4 creatures	150
Summon 2d4 creatures	250
Summon 3d4 creatures	500
Maximum Hit Dice Modifiers	
Creature may have up to 1 HD	x0.15
Creature may have up to 2 HD	x0.25
Creature may have up to 4 HD	x0.4
Creature may have up to 6 HD	x0.6
Creature may have up to 10 HD	x0.8
Creature may have up to 14 HD	x1
Creature may have up to 18 HD	x1.33
Creature may have up to 25 HD	x2
Creature may have up to 36 HD	x2.5
Maximum Special Ability Modifiers	
Creature may have up to 3 special abilities (***)	x2.33
Creature may have up to 2 special abilities (**)	x1.66
Creature may have up to 1 special ability (*)	x1
Effect Modifiers	
Summoning may of any type and species	x1.25
Summoning restricted to general type (e.g. animals)	x1
Summoning restricted to certain monsters (e.g. djinni)	x0.7
Summoned creature(s)s passively hostile to caster	x0.8
Summoned creature(s) actively hostile to caster	x0.5
Caster must concentrate to control creature(s)	x0.5
Spell takes one turn to cast	x0.8
Spell can only be performed once per week	x0.8
Spell can only be performed once per day	x0.9

Targeting	Factor
Targets summoned only from within spell's range	x0.66
Targets summoned from thin air (alternative plane, etc.)	x1

Range	Factor
10'	x1
30'	x1.1
60'	x1.15
120'	x1.25
240'	x1.33
360'	x1.4
480'	x1.6

Duration	Factor
1 turn	x0.5
3 turns	x0.6
1 turn per level	x0.6
6 turns	x0.75
6 turns plus 1 turn per level	x1
12 turns	x1
1 day	x1.25
33 1/3 days	x1.75
Until one specific task is completed	x2
Indefinite (permanent until dispelled)	x2.5
Duration Modifiers	
Creature can be dismissed at will while controlled	x1.1
Creature freed if performs exceptional task	x0.66

Saving Throw	Factor
No saving throw permitted	x1
Saving throw avoids spell effect	x0.5

Source	Factor
Arcane	x1
Divine	x1.2

EXAMPLES:

- **Conjure Elemental**: Summon a creature (65), creature may have up to 18 HD (x1.33), summoning restricted to certain monsters – elementals (x0.7), summoned creature actively hostile (x0.5), caster must concentrate to control creature (x0.5), spell can only be performed once per day (x0.9), target summoned from thin air (x1), range 240' (x1.33), duration until dismissed (x2.5), creature can be dismissed at will while controlled (x1.1), no saving throw (x1), arcane (x1), total cost 50
- **Insect Plague**: Summon 4 creatures (150), creature may have up to 4 HD (x0.4), summoning restricted to certain monsters – insect swarms (x0.7), caster must concentrate to control creatures (x0.5), range 480' (x1.6), duration 1 day (x1.25), no saving throw (x1), divine (x1.2), total cost 50
- **Invisible Stalker**: Summon a creature (65), creature may have up to 10 HD (x0.8), summoning restricted to certain monsters – invisible stalkers (x0.7), summoned creature passively hostile (x0.8), target summoned from thin air (x1), range 10' (x1), duration until one specific task completed (x2), no saving throw (x1), arcane (x1), total cost 58
- **Summon Animals**: Summon creatures totaling up to caster's level in HD (75), creature may have up to 14 HD (x1), summoning restricted to general type – animals (x1), targets summoned only from within spell's range (x0.66), range 360' (x1.4), duration 3 turns (x0.6), no saving throw (x1), divine (x1.2), total cost 50
- **Summon Djinni**: Summon a creature (65), creature may have up to 10 HD (x0.8), creature may have up to 2 special abilities (x1.66), summoning restricted to certain monsters – djinni (x0.7), spell can only be cast once per week (x0.8), target summoned from thin air (x1), range 10' (x1), duration 1 day (x1.25), no saving throw (x1), arcane (x1), total cost 60
- **Summon Efreeti**: Summon a creature (65), creature may have up to 10 HD (x0.8), creature may have up to 3 special abilities (x2.33), summoning restricted to certain monsters – efreeti (x0.7), summoned creature passively hostile (x0.8), target summoned from thin air (x1), range 10' (x1), duration 33 1/3 days (x1.75), creature freed if performs exceptional task – casting **wish** (x0.66), no saving throw (x1), arcane (x1), total cost 78

TRANSMOGRIFICATION SPELLS

Effect	Base Cost
Total Transformation Effects	
Transform to a statue	15
Transform to the form of a living creature	35
Transform to the form of an undead creature	35
Gain new form's physical characteristics	10
Gain new form's physical attacks	10
Gain new form's special abilities	20
Total Transformation Effect Modifiers	
Dynamically change form during spell duration	x1.5
Form limited to particular type of creature	x0.75
HD limited to caster level and 2 x target level	x0.75
Mental characteristics replaced by new form's	x0.2
Partial Transformation Effects	
Current form gains ability to breath water	10
Current form gains infravision	15
Current form gains proficiency-like ability	20
Current form gains ability to blend into surroundings	20
Current form gains ability to leap in great bounds	20
Current form gains ability to climb like a spider	20
Current form gains ability to move noiselessly	20
Current form gains sight of an eagle	20
Current form grows to giant size / shrinks to tiny size	25
Current form becomes gaseous	30
Current form becomes incorporeal	40
Current form gains strength of an ogre	40
Current form gains flight of a giant hawk	60
Current form gains strength of a giant	80
Current form gains regenerative powers of troll	160

Targeting	Factor
Target by Number of Creatures	
1 living corporeal creature	x1
1 living corporeal creature + 1 per 5 additional levels	x2
1 living corporeal creature + 2 per 5 additional levels	x3
1 living corporeal creature + 1 per 2 additional levels	x4
1 living corporeal creature per level	x7
Target by Area of Effect	
3,000 square feet of unintelligent plants	x0.3
3,000 square feet of unworked stone	x0.45
Target Modifiers	
Target may be undead creature	x1.25
Target may be incorporeal or gaseous creature	x1.5
Attack throw required (v. unwilling targets only)	x0.75

Range	Factor
Self	x0.5
0' /Touch*	x0.6
30'	x0.9
60'	x1
120'	x1.5
360'	x2

**Touch means an attack throw to target is required*

Duration	Factor
1 turn	x0.7
3 turns	x0.8
1 turn per level	x0.8
6 turns	x1
6 turns plus 1 turn per level	x1.5
12 turns	x2
1 day	x3
3d6 days	x3.5
Indefinite (permanent until dispelled)	x3.5
Duration Modifiers	
Target may cancel spell at will	x1.3

Saving Throw	Factor
Beneficial effect	x1
No saving throw permitted	x4
Saving throw avoids spell effect	x1

Source	Factor
Arcane	x1
Divine	x1.25

EXAMPLES:

- **Alter Self**: Transform to living creature's form (35), form limited to particular creature type (humanoid) (x0.75), target 1 living corporeal creature (x1), range self (x0.5), duration 6 turns + 1 turn per level (x1.5), beneficial effect (x1), arcane (x1), total cost 20
- **Chameleon**: Current form gains ability to blend into surroundings (20), target 1 living corporeal creature (x1), range 0' (x0.6), duration 1 turn per level (x0.8), beneficial effect (x1), arcane (x1), total cost 10
- **Gaseous Form**: Current form becomes gaseous (30), target 1 living corporeal creature x1), range 60' (x1), duration 6 turns (x1), saving throw avoids spell effect (x1), arcane (x1), total cost 30
- **Growth of Plants**: Current form grows to giant size (25), target 3,000' square feet of unintelligent plants (x0.30), range 120' (x1.5), duration indefinite (x3.5), beneficial effect (x1), arcane (x1), total cost 39
- **Polymorph Self**: Transform to living creature's physical form (35), gain form's physical characteristics (10), and gain form's physical attacks (10) (55 total), HD limited to caster level and 2 x target's level (x0.75), target 1 living corporeal creature (x1), range self (x0.5), duration 6 turns + 1 turn per level (x1.5), cancel spell at will (x1.3), beneficial effect (x1), arcane (x1), total cost 40
- **Polymorph Other**: Transform to living creature's physical form (35), gain form's physical characteristics (10), gain form's physical attacks (10), and gain form's special abilities (20) (75 total), mental characteristics replaced by new form's (x0.2), HD limited to caster level and 2 x target's level (x0.75), targe living corporeal creature (x1), range 60' (x1), duration indefinite (x3.5), saving throw avoids spell effect (x1), arcane (x1), total cost 39



Effect(s)	Base Cost
Base Effects	
Attacks creatures within 5' as 2 HD monster	25
Attacks creatures within 5' as 4 HD monster	60
Attacks creatures within 5' as 8 HD monster	120
Causes **fear** upon sight	45
Causes **cloudkill** to creatures that pass through	27
Causes mortal wounds roll on creatures that pass	60
Causes death on creatures that pass through	85
Causes disintegration on creatures that pass	135
Deals 1d6 damage to creatures that pass through	10
Deals 2d6 damage to creatures that pass through	20
Impermeable to creatures	25
Impermeable to creatures with less than 4 HD	20
Impermeable to magic	10
Impermeable to vision and light (opaque)	10
Impermeable to vision (translucent)	5
Destructibility Modifiers	
Not affected by disintegrate	x3
Not affected by dispel magic	x1.5
Not affected by physical & magical effects	x1
Affected as smoke by physical & magical effects	x0.9
Affected as iron by physical & magical effects	x0.8
Affected as stone by physical & magical effects	x0.7
Affected as earth by physical & magical effects	x0.6
Affected as flesh/bone by physical & magical effects	x0.5
Affected as wood by physical & magical effects	x0.4
Affected as undead by turn undead	x0.75
Manipulability Modifiers	
Wall may be readily shaped by reducing area	x1
Area may be crudely shaped by reducing area	x0.8
Thickness may be reduced to increase area	x1.5
Wall may be bonded to surrounding material	x1.2
Wall must be bonded to surrounding material	x0.75
Wall must be solidly supported	x0.75
Wall must always be a flat, vertical plane	x0.75
Wall must always be a sphere	x0.75
Wall must always be in contact with ground	x0.75
General Effect Modifiers	
Wall is elemental (fire, earth, water, air)	x1
Wall moves away from caster at 20' per turn	x1.5

Range	Factor
0'	x0.4
30'	x0.6
60'	x0.8
120'	x1
180'	x1.2
240'	x1.5
360'	x2

Duration	Factor
Concentration	x0.5
1 turn	x0.75
2 turns	x1
3 turns	x1.5
6 turns	x2
8 hours	x2.33
Indefinite (until dispelled/destroyed)	x2.66

Targeting	Factor
Wall's Area	
100 square feet	x0.5
500 square feet	x0.75
750 square feet	x1
1,000 square feet	x1.25
1,200 square feet	x1.5
1,500 square feet	x2
Wall's Thickness	
1"	x0.75
1'	x1
10'	x2
20'	x3
Targeting Modifiers	
May not be evoked where objects/creatures are	x1
May be evoked where objects/creatures are	x2

Saving Throw	Factor
No saving throw permitted	x1
Saving throw reduces spell effect by half*	x0.75
Saving throw avoids spell effect*	x0.5

**A saving throw versus a wall reduces or avoids the wall's damaging effects, but does not change permeability or destructibility*

Source	Factor
Arcane	x1
Divine	x1.5

EXAMPLES:

» **Cloudkill**: Cause **cloudkill** on creatures that pass through (27), affected as smoke by physical and magical effects (x0.9), must always be a sphere (x0.75), must always be in contact with ground (x0.75), is elemental – air (x1), moves away from caster at 20' per turn (x1.5), target 750 square feet (x1), 20' thick (x3), may be evoked where objects/area are (x2), range 0' (x0.4), duration 6 turns (x2), saving throw avoids spell effect (x0.5), arcane (x1), total cost 49

» **Wall of Corpses**: Attack creatures within 5' as 2 HD monster (25), cause **fear** upon sight (45), impermeable to creatures (25), impermeable to magic (10), and impermeable to vision and light (10) (115 total), affected as flesh/bone by physical and magical effects (x0.5), affected as undead by turn undead (x0.75), readily shaped by reducing area (x1), target 1,200 square feet (x1.5), 1' thick (x1), may not be evoked where objects/creatures are (x1), range 120' (x1), duration 2 turns (x1), saving throw reduces spell effect (x0.75), arcane (x1), total cost 50

» **Wall of Fire**: Deals 1d6 damage to creatures that pass through (10), impermeable to creatures with less than 4 HD (20), and impermeable to vision and light (10) (40 total), not affected by physical and magical effects (x1), readily shaped by reducing area (x1), is elemental – fire (x1), target 1,200 square feet (x1.5), 1" thick (x0.75), may not be evoked where objects/creatures are (x1), range 60' (x0.8), duration 2 turns (x1), no saving throw (x1), arcane (x1), total cost 36

SPELL LISTS

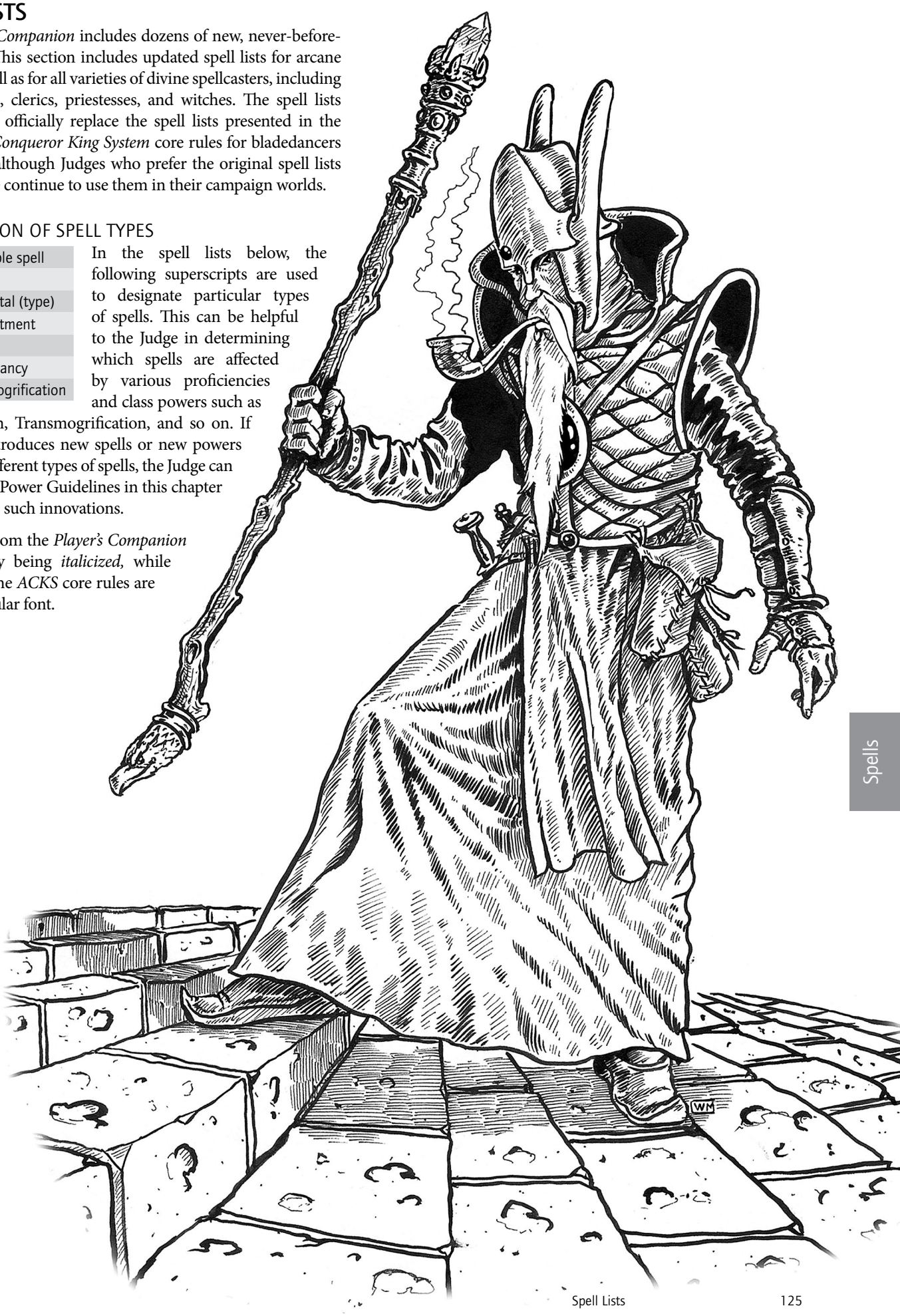
The *Player's Companion* includes dozens of new, never-before-seen spells. This section includes updated spell lists for arcane casters, as well as for all varieties of divine spellcasters, including bladedancers, clerics, priestesses, and witches. The spell lists in this book officially replace the spell lists presented in the *Adventurer Conqueror King System* core rules for bladedancers and clerics, although Judges who prefer the original spell lists can of course continue to use them in their campaign worlds.

DESIGNATION OF SPELL TYPES

*	reversible spell
dth	death
elm()	elemental (type)
enc	enchantment
ill	illusion
nec	necromancy
trn	transmogrification

In the spell lists below, the following superscripts are used to designate particular types of spells. This can be helpful to the Judge in determining which spells are affected by various proficiencies and class powers such as Elementalism, Transmogrification, and so on. If the Judge introduces new spells or new powers that affect different types of spells, the Judge can use the Spell Power Guidelines in this chapter to categorize such innovations.

New spells from the *Player's Companion* are noted by being *italicized,* while spells from the *ACKS* core rules are noted in regular font.



ARCANE SPELL LIST

First Level Arcane Spells	
1	*Burning Hands* elm(fire)
2	Charm Person enc
3	*Chameleon* trn
4	*Choking Grip* dth
5	Detect Magic
6	Floating Disc
7	Hold Portal
8	*Jump* trn
9	Light*
10	Magic Missile elm(any)
11	Magic Mouth ill
12	*Magic Rope*
13	Protection from Evil*
14	Read Languages
15	*Sharpness*
16	Shield
17	*Silent Step* trn
18	Sleep enc
19	*Slipperiness*
20	*Spider Climb* trn
21	*Summon Berserkers*
22	*Unseen Servant*
23	Ventriloquism ill
24	*Wall of Smoke* elm(air)

Second Level Arcane Spells	
1	*Alter Self* trn
2	Continual Light*
3	*Deathless Minion* nec
4	Detect Evil*
5	Detect Invisible
6	*Detect Secret Doors*
7	ESP
8	*Glitterdust* elm(fire)
9	*Gust of Wind* elm(air)
10	*Hypnotic Pattern* enc
11	*Inaudibility* ill
12	Invisibility ill
13	Knock
14	Levitate
15	Locate Object
16	Mirror Image ill
17	*Necromantic Potence* nec
18	*Ogre Power* trn
19	Phantasmal Force ill
20	*Stinking Cloud* elm(air)
21	*Summon Hero*
22	*Uncanny Gyration*
23	Web
24	Wizard Lock

Third Level Arcane Spells	
1	Clairvoyance
2	*Clairaudience*
3	*Chimerical Force* ill
4	*Command Person* enc
5	*Dismember* dth
6	Dispel Magic
7	*Earth's Teeth* elm(earth)
8	*Enervate* dth
9	Fireball elm(fire)
10	Fly
11	*Gaseous Form* elm(air) trn
12	*Growth** trn
13	Haste*
14	Hold Person enc
15	Infravision trn
16	Invisibility 10' radius ill
17	Lightning Bolt elm(air)
18	*Nondetection* ill
19	Protection from Evil, Sustained*
20	Protection from Normal Missiles
21	*Skinchange* trn
22	*Summon Winged Steed*
23	*Telepathy*
24	Water Breathing elm(water) trn

Fourth Level Arcane Spells	
1	Charm Monster enc
2	*Command Plant* enc
3	Confusion enc
4	*Conjure Ooze*
5	Dimension Door
6	*Fear* enc
7	*Find Treasure*
8	*Giant Strength* trn
9	Growth of Plants* trn
10	Hallucinatory Terrain ill
11	*Magic Carpet*
12	Massmorph ill
13	*Minor Globe of Invulnerability*
14	Polymorph Other trn
15	Polymorph Self trn
16	Remove Curse*
17	*Scry*
18	*Spectral Force* ill
19	*Spell Storing*
20	*Summon Fantastic Creature*
21	Wall of Fire elm(fire)
22	Wall of Ice elm(water)
23	*Wall of Wood* elm(earth)
24	Wizard Eye

Fifth Level Arcane Spells	
1	Animate Dead nec
2	*Adaptation*
3	Cloudkill elm(air)
4	*Cone of Cold* elm(water)
5	*Cone of Paralysis*
6	Conjure Elemental elm(any)
7	Contact Other Plane
8	*Control Undead* enc nec
9	*Curse of Swine* trn
10	*Enchanted Container*
11	Feeblemind enc
12	Hold Monster enc
13	Magic Jar
14	*Mass Infravision* trn
15	*Panic* enc
16	Passwall elm(earth)
17	*Phantasmal Killer* ill
18	*Protection from Normal Weapons*
19	*Scouring Wind* elm(air)
20	Telekinesis
21	Teleport
22	Transform Rock to Mud* elm(earth) trn
23	Wall of Stone elm(earth)
24	*X-Ray Vision*

Sixth Level Arcane Spells	
1	Anti-Magic Shell
2	*Control Plants* enc
3	*Control Weather* elm(air)
4	Death Spell dth
5	*Detect Ritual Magic*
6	Disintegrate dth
7	*Enslave* enc
8	Flesh to Stone* trn
9	Geas* enc
10	*Globe of Invulnerability*
11	Invisible Stalker
12	Lower Water elm(water)
13	Move Earth elm(earth)
14	*Oblivion*
15	*Permanent Illusion* ill
16	*Programmed Illusion* ill
17	Projected Image ill
18	Reincarnate nec
19	*Summon Djinni* elm(air)
20	*Torpor* dth nec
21	*Trollblood* trn
22	*Wall of Corpses* nec
23	*Wall of Force*
24	Wall of Iron elm(earth)

ARCANE SPELL LIST (RITUAL)

Seventh Level Arcane Spells	
1	*Cancellation*
2	*Energy Drain* nec
3	Phase Door
4	*Spell Turning*

Eight Level Arcane Spells	
1	*Opposition*
2	Permanency
3	*Summon Efreeti* elm(fire)
4	*Temporal Stasis* dth

Ninth Level Arcane Spells	
1	*Life Trapping* nec
2	*Plague*
3	*Undead Legion* nec
4	Wish

DIVINE SPELL LIST (BLADEDANCER)

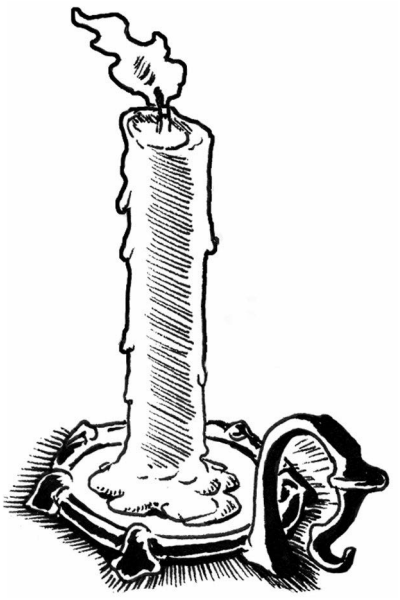
First Level Divine Spells	
1	*Angelic Choir* ill
2	Cure Light Wounds*
3	Detect Evil*
4	Detect Magic
5	Faerie Fire elm(fire)
6	Fellowship enc
7	Light*
8	Protection from Evil*
9	Remove Fear*
10	Resist Cold elm(water)

Second Level Divine Spells	
1	Bless*
2	Charm Animal enc
3	*Enthrall* enc
4	Hold Person enc
5	Holy Chant
6	Resist Fire elm(fire)
7	Shimmer
8	Speak with Animals
9	Spiritual Weapon
10	*Swift Sword*

Third Level Divine Spells	
1	Continual Light*
2	Cure Disease
3	Glyph of Warding
4	Growth of Animals trn
5	*Invulnerability to Evil*
6	Prayer
7	Remove Curse*
8	Speak with Dead nec
9	Striking
10	*Winged Flight* trn

Fourth Level Divine Spells	
1	Create Water elm(water)
2	Cure Serious Wounds*
3	Dispel Magic
4	Divination
5	Neutralize Poison*
6	Protection from Evil, Sustained*
7	Smite Undead* nec
8	Speak with Plants
9	Vigor
10	Tongues

Fifth Level Divine Spells	
1	Atonement
2	Commune
3	Create Food
4	Dispel Evil
5	Flame Strike elm(fire)
6	Insect Plague
7	Quest* enc
8	Restore Life and Limb* dth
9	Sword of Fire elm(fire)
10	True Seeing



DIVINE SPELL LIST (CLERIC)

First Level Divine Spells	
1	Command Word enc
2	Cure Light Wounds*
3	Detect Evil*
4	Detect Magic
5	Light*
6	Protection from Evil*
7	Purify Food and Water
8	Remove Fear*
9	Resist Cold elm(water)
10	Sanctuary

Second Level Divine Spells	
1	Augury
2	Bless*
3	Delay Poison
4	Find Traps
5	Hold Person enc
6	Resist Fire elm(fire)
7	*Righteous Wrath*
8	Silence 15' radius
9	Speak with Animals
10	Spiritual Weapon

Third Level Divine Spells	
1	Continual Light*
2	Cure Blindness
3	Cure Disease*
4	Feign Death
5	Glyph of Warding
6	Growth of Animals trn
7	Locate Object
8	Remove Curse*
9	Speak with Dead nec
10	Striking

Fourth Level Divine Spells	
1	Create Water elm(water)
2	Cure Serious Wounds*
3	Dispel Magic
4	Divination
5	Neutralize Poison*
6	Protection from Evil, Sustained*
7	Smite Undead* nec
8	Speak with Plants
9	Sticks to Snakes trn
10	Tongues

Fifth Level Divine Spells	
1	Atonement
2	Commune
3	Create Food
4	Dispel Evil
5	Flame Strike elm(fire)
6	Insect Plague
7	Quest* enc
8	Restore Life and Limb* dth
9	Strength of Mind*
10	True Seeing

DIVINE SPELL LIST (PRIESTESS)

First Level Divine Spells	
1	*Angelic Choir* ill
2	Command Word enc
3	Cure Light Wounds
4	*Delay Disease*
5	*Detect Danger*
6	Detect Evil
7	Detect Magic
8	Fellowship enc
9	Light
10	Protection from Evil
11	Purify Food and Water elm(water)
12	Remove Fear
13	Resist Cold elm(water)
14	Sanctuary
15	*Salving Rest*

Second Level Divine Spells	
1	Augury
2	Bless
3	Charm Animal enc
4	*Cure Moderate Wounds*
5	Delay Poison
6	*Detect Charm*
7	*Divine Grace*
8	*Enthrall* enc
9	Hold Person enc
10	Holy Chant
11	Resist Fire elm(fire)
12	Silence 15' radius
13	Shimmer
14	Snake Charm enc
15	Speak with Animals

Third Level Divine Spells	
1	Continual Light
2	Cure Blindness
3	Cure Disease
4	*Cure Major Wounds*
5	*Detect Curse*
6	Feign Death
7	Glyph of Warding
8	Growth of Animals trn
9	Locate Object
10	Prayer
11	*Prot. from Normal Missiles*
12	Remove Curse*
13	Speak with Dead
14	*Sphere of Visibility*
15	*Water Walking* elm(water)

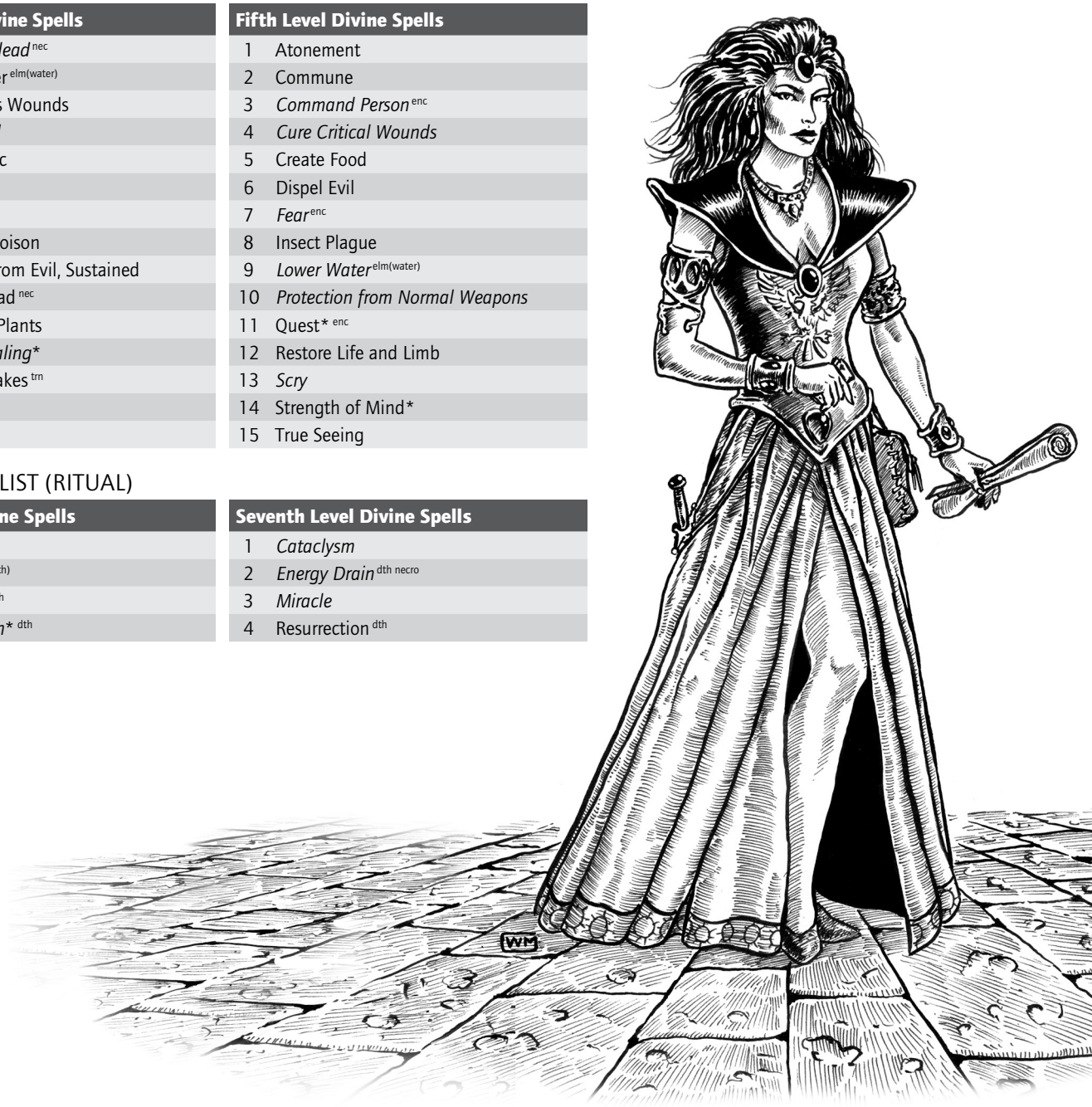
Fourth Level Divine Spells	
1	*Control Undead* nec
2	Create Water elm(water)
3	Cure Serious Wounds
4	*Death Ward*
5	Dispel Magic
6	Divination
7	*Fate*
8	Neutralize Poison
9	Protection from Evil, Sustained
10	Smite Undead nec
11	Speak with Plants
12	*Spirit of Healing**
13	Sticks to Snakes trn
14	Tongues
15	Vigor

Fifth Level Divine Spells	
1	Atonement
2	Commune
3	*Command Person* enc
4	*Cure Critical Wounds*
5	Create Food
6	Dispel Evil
7	*Fear* enc
8	Insect Plague
9	*Lower Water* elm(water)
10	*Protection from Normal Weapons*
11	Quest* enc
12	Restore Life and Limb
13	*Scry*
14	Strength of Mind*
15	True Seeing

DIVINE SPELL LIST (RITUAL)

Sixth Level Divine Spells	
1	*Forbiddance*
2	Harvest elm(earth)
3	*Longevity** dth
4	*Regeneration** dth

Seventh Level Divine Spells	
1	*Cataclysm*
2	*Energy Drain* dth necro
3	*Miracle*
4	Resurrection dth



DIVINE SPELL LIST (SHAMAN)

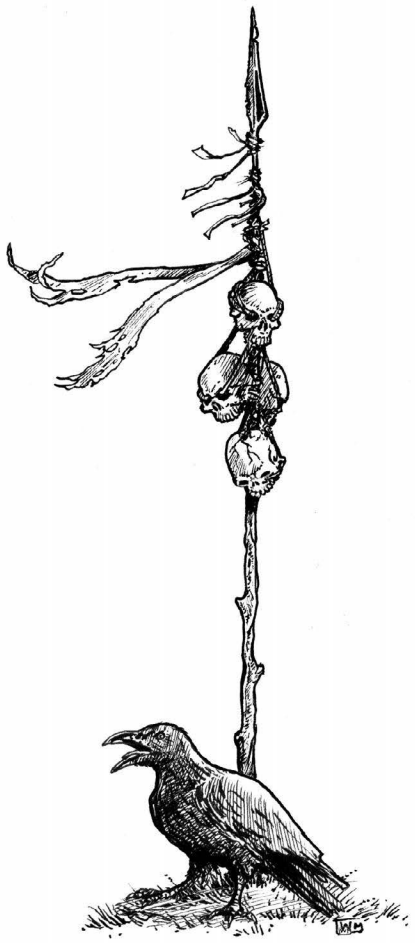
First Level Divine Spells	
1	Command Word [enc]
2	Cure Light Wounds*
3	Faerie Fire [elm(fire)]
4	*Locate Animal or Plant*
5	*Pass Without Trace*
6	*Predict Weather*
7	Purify Food and Water
8	Remove Fear*
9	Resist Cold [elm(water)]
10	*Trance*

Second Level Divine Spells	
1	Bless*
2	Charm Animal [enc]
3	Delay Poison
4	Holy Chant
5	*Obscuring Cloud* [elm(air)]
6	*Produce Fire* [elm(fire)]
7	Resist Fire [elm(fire)]
8	Snake Charm [enc]
9	Speak with Animals
10	*Warp Wood* [trn]

Third Level Divine Spells	
1	*Call Lightning* [elm(air)]
2	Cure Blindness
3	Cure Disease*
4	*Detect Curse*
5	*Eyes of the Eagle* [trn]
6	Growth of Animals [trn]
7	Striking
8	*Water Breathing* [trn elm(water)]
9	*Water Walking* [elm(water)]
10	*Winged Flight* [trn]

Fourth Level Divine Spells	
1	*Command Animals* [enc]
2	Create Water [elm(water)]
3	Cure Serious Wounds*
4	Dispel Magic
5	Divination
6	*Fate*
7	Neutralize Poison*
8	*Skinchange* [trn]
9	Sticks to Snakes [trn]
10	*Summon Animals*

Fifth Level Divine Spells	
1	*Call Dragon* [elm(any)]
2	*Control Animals* [enc]
3	*Control Winds* [elm(air)]
4	Create Food
5	Finger of Death [dth]
6	Insect Plague
7	Quest* [enc]
8	*Reincarnation*
9	Sword of Fire [elm(fire)]
10	*Summon Weather* [elm(air)]



DIVINE SPELL LIST (WITCH)

First Level Divine Spells	
1	Cause Fear [enc]
2	Command Word [enc]
3	Cure Light Wounds*
4	*Delay Disease*
5	Detect Magic
6	*Faerie Fire* [elm(fire)]
7	Light*
8	*Locate Animal or Plant*
9	*Predict Weather*
10	Protection from Evil*
11	*Purify Food and Water**
12	*Read Languages*
13	Resist Cold [elm(water)]
14	*Salving Rest*
15	*Trance*

Second Level Divine Spells	
1	Augury
2	Bane
3	Charm Animal [enc]
4	*Chameleon* [trn]
5	*Choking Grip* [dth]
6	*Detect Charm*
7	*Enthrall* [enc]
8	Locate Object
9	Hold Person [enc]
10	*Magic Mouth* [ill]
11	Resist Fire [elm(fire)]
12	Speak with Animals
13	*Sleep* [enc]
14	*Ventriloquism* [ill]
15	*Unseen Servant*

Third Level Divine Spells	
1	*Alter Self* [trn]
2	Cause Disease
3	*Charm Person* [enc]
4	Continual Light
5	*Cure Major Wounds**
6	*Detect Curse**
7	*Detect Invisible*
8	*ESP*
9	Growth of Animals [trn]
10	*Invisibility* [ill]
11	Levitate
12	*Mirror Image* [ill]
13	*Phantasmal Force* [ill]
14	Remove Curse*
15	Speak with Dead

Fourth Level Divine Spells	
1	*Clairaudience*
2	*Clairvoyance*
3	*Chimerical Force* [ill]
4	Dispel Magic
5	Divination
6	*Fate*
7	*Fly*
8	*Infravision* [trn]
9	Neutralize Poison*
10	*Nondetection*
11	Protection from Evil, Sustained*
12	*Telepathy*
13	Tongues*
14	Speak with Plants
15	*Water Breathing* [elm(water) trn]

Fifth Level Divine Spells	
1	*Charm Monster* [enc]
2	*Command Person* [enc]
3	Commune
4	Dispel Evil
5	*Fear* [enc]
6	*Growth of Plants* [trn]
7	*Magic Carpet*
8	*Polymorph Self* [trn]
9	*Polymorph Other* [trn]
10	Quest* [enc]
11	*Scry*
12	*Spectral Force* [ill]
13	Strength of Mind*
14	*Summon Weather* [elm(air)]
15	True Seeing

DIVINE SPELL LIST (WITCH TRADITIONS)

First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells	Fourth Level Divine Spells
1 *Detect Poison*	1 Delay Poison	1 Cure Disease	1 Animate Dead [nec]
2 *Detect Undead*	2 Holy Chant	2 *Glitterdust*	2 Cure Serious Wounds
	3 *Obscuring Cloud* [elm(air)]	3 *Necromantic Potence* [nec]	3 Smite Undead [nec]
	4 *Silent Step* [trm]	4 Prayer	4 *Summon Animals*
	5 Spiritual Weapon		

SPELL INDEX

Adaptation
Arcane 5
Range: touch
Duration: 1 week

This spell surrounds the creature touched in a shell of fresh air, making the recipient immune to all harmful vapors and gases. The bubble can enable the recipient to survive in an environment without air for 1 week. It will also protect the recipient from pressure deep underwater or the vacuum of space. This spell is used to create **necklaces of adaptation**.

Alter Self
Arcane 2, Divine 3 (Witch)
Range: self
Duration: 6 turns plus 1 turn per level

This spell grants the caster the ability to alter his shape into that of any other humanoid creature. The caster can control his new shape's physical qualities (such as height, weight, gender, hair color, hair texture, and skin color) within the normal ranges for a creature of its kind. His equipment, if any, remains worn or held where possible, and otherwise melds into the new form. If used in conjunction with a successful Disguise proficiency throw, **alter self** can allow the caster to appear as a specific individual.

Angelic Choir
Divine 1 (Bladedancer, Priestess)
Range: 30'
Duration: 6 turns

This spell creates an auditory illusion of choir music. The **angelic choir** can produce a volume of sound ranging from a soloist to an entire chorus of 64 singers of a variety of vocal types. The music can originate from any place in range. The melody, harmony, and volume of the **angelic choir** are controlled by the caster. Any lyrics will be impossible to precisely decipher, regardless of what language they are sung in. The **angelic choir** can continue for up to 1 hour (6 turns), but ceases immediately if the caster attacks or is attacked.

Angelic choir is primarily used by priestesses to impress their congregants during benedictions and holy rites, but some adventurers hire priestesses to cast it from the rear ranks to ensure their epic adventures are accompanied by appropriately epic music.

Burning Hands
Arcane 1
Range: 0'
Duration: instantaneous

This spell produces a cone of searing flame 40' long and 20' wide stretching from the caster's hands. Any creatures within the cone will suffer 1d4 points of damage per level of the caster (maximum 5d4). A successful saving throw versus Blast reduces damage to half.

Call Dragon
Divine 5 (Shaman)
Range: 10'
Duration: 1 turn per level

Dragons are deeply connected with the elemental powers of the world. This spell invokes these powers to call a **dragon** to the caster's service. The **dragon** is always of the **Old** age category, possessing 14 Hit Dice and 1 draconic special ability, and will be possess a hide color and breath weapon appropriate to the terrain in which it is summoned (see the **Monsters** chapter of *Adventurer Conqueror King System* for details).

The **dragon** will serve and obey the character that summoned it for 1 turn per caster level, or until the **dragon** is slain or **dispelled**. This spell takes 1 turn to complete, and may be performed safely but once per week. Should it be cast sooner than that, the **dragon** summoned will be hostile to the caster and will immediately attack.

Call Lightning
Divine 3 (Shaman)
Range: 360'
Duration: 1 turn per level

This spell can only be used when a storm is within range. When a storm is present, **call lightning** enables the caster to bring down 1 lightning bolt per turn (10 minutes) on any point within range. The lightning bolt strikes from the sky, hitting an area 20' in diameter. All creatures within the area of effect take 8d6 points of damage. A successful saving Throw versus Blast reduces damage to half. The caster does not have to call the lightning every turn. Lightning bolts will remain available until either the spell duration or the storm ends.

Chameleon
Arcane 1, Divine 2 (Witch)
Range: touch
Duration: 1 turn per level

This spell allows the character touched to blend into his surroundings to the point of becoming nearly invisible. The character gains a +8 bonus to any proficiency throws to hide in shadows. Characters affected by a **chameleon** spell can always hide in shadows with a throw of at least 12+. This spell is used to create **elven cloaks**.

Charm Monster
Divine 5 (Witch)
Range: 60′
Duration: special

Except as noted above, this spell is identical to the 4th level arcane spell of the same name.

Charm Person
Divine 3 (Witch)
Range: 60'
Duration: special

Except as noted above, this spell is identical to the 1st level arcane spell of the same name.

Chimerical Force Range: 240'
Arcane 3, Divine 4 (Witch) Duration: concentration plus 2 rounds

This spell creates the visual and auditory illusion of an object, creature, or force, as visualized by the caster, up to a maximum size of 30' x 30' x 30'. The illusion does not create smell, texture, or temperature. The caster can move the image within the limits of the size of the effect. The image persists so long as the caster concentrates upon it, plus an additional 2 rounds after the caster ceases to concentrate.

If used to create the illusion of one or more creatures, they will have an Armor Class of 0 and will disappear if hit in combat. If used to simulate an attack spell or an attacking creature, the illusory damage done will be equivalent to the normal damage for any attack form simulated. A successful save versus Spells, however, will allow victims to avoid all damage. Illusory damage is not real. Those "killed" or injured will realize they are unharmed (at least from this spell) after 1d4 rounds.

Choking Grip Range: 30'
Arcane 1, Divine 2 (Witch) Duration: special

This spell creates an invisible grip around the throat of the target creature. Unless the target makes a successful saving throw versus Death, it begins choking. A choking creature suffers 1d6 points of damage per round, and cannot take any action (although it can still defend itself). The target of the spell receives a new saving throw each round. The **choking grip** lasts so long as the caster concentrates upon it, or until the target makes a successful saving throw.

Clairaudience Range: 60'
Arcane 3, Divine 4 (Witch) Duration: 12 turns

This spell enables the caster to hear the sounds in another area through the ears of a living creature in that area. The caster must specify the direction and approximate distance, up to a maximum of 60' away, but the target area need not be in line of sight. A lead barrier between the caster and the subject creature will block the effect. If there is no appropriate creature in that area, the spell fails. No saving throw is allowed, and the target is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be heard. If the subject creature moves out of range, contact is lost, though the caster may be able to choose another target in this case. This spell is used to create **potions of clairaudience**.

Clairvoyance Range: 60'
Divine 4 (Witch) Duration: 12 turns

Except as noted above, this spell is identical to the 3rd level arcane spell of the same name.

Command Animals Range: 60'
Divine 4 (Shaman) Duration: concentration

This spell grants the caster the ability to command giant and/or normal-sized animals within 60'. Animals totaling 6 Hit Dice can be commanded. Humans, demi-humans, humanoids, and fantastic creatures are not affected. Intelligent animals may resist the effect with a saving throw versus Spells, but unintelligent animals receive no saving throw. The commanded animals will respond to the caster's will and do whatever is commanded of them. The effect lasts so long as concentration is maintained, and the caster can take no other actions while concentrating. Once control ends, animals will not be well disposed to the spellcaster, and any reaction rolls suffer a penalty of -1. This spell is used to create **rings of animal command**.

Command Person Range: 60'
Arcane 3, Divine 5 (Priestess, Witch) Duration: concentration

This spells grants the caster the ability to command humans, demi-humans, and/or humanoids up to 60' away. Humans totaling 6 Hit Dice can be commanded (0th level humans are treated as half of a Hit Die for this calculation). The targets may resist the effect with a saving throw versus Spells. The commanded creatures will respond to the caster's will and do whatever is commanded of them. The effect lasts so long as concentration is maintained, and the caster can take no other actions while concentrating. Once control ends, commanded creatures will not be well disposed to the spellcaster, and any reaction rolls suffer a penalty of -1. This spell is used to create **rings of human command**.

Command Plants Range: 60'
Arcane 4 Duration: concentration

This spell grants the caster the ability to command plants and plant-like creatures within a 10' x 10' area up to 60' away. Intelligent plant-like creatures may resist the effect with a saving throw versus Spells, but unintelligent plants receive no saving throw. The controlled plants will obey the user's will, and even if the plant is not normally mobile, the spell grants the ability to make the plants move. The effect lasts so long as concentration is maintained, and the caster can take no other actions while concentrating. Intelligent plants will be hostile to the spellcaster when the control ends. This spell is used to create rings of plant command.

Cone of Cold Range: 0'
Arcane 5 Duration: instantaneous

This spell produces a chilling cone 60' long and 30' wide stretching from the caster's hands. Any beings within the **cone of cold** will suffer 1d6 points of damage per level of the caster. A successful saving throw versus Blast reduces damage to half. This spell is used to create **wands of cold**.

Cone of Paralysis Range: 0'
Arcane 5 Duration: instantaneous

This spell produces a 60' long and 30' wide cone of **paralysis** stretching from the caster's hands. Any creatures within the cone will become paralyzed for 6 turns unless they succeed in a saving throw versus Paralysis. This spell is used to create **wands of paralysis**.

Conjure Oozes Range: 480'
Arcane 4 Duration: 1 turn per level

This spell conjures 2d4 oozes from some primordial sphere of existence. The oozes can be any combination of gelatinous cubes, gray oozes, green slimes, ochre jellies, or similar oozes of 6 HD or less with one or fewer special abilities. See the **Monsters** chapter of *Adventurer Conqueror King System* for details on these creatures. The oozes will appear anywhere within range.

The conjured oozes will respond to the caster's will and do whatever is commanded of them. The effect lasts so long as concentration is maintained If the caster loses concentration, control of the oozes is lost and cannot be regained. The creatures will then seek to attack the caster and all others in their path. . The caster, while in control of the oozes, can dismiss them at will (doing so on his Initiative if in combat), but only **dispel magic** or **dispel evil** will dismiss the oozes once control has been lost. In no case will the oozes linger on this plane for longer than 1 turn per level of the caster.

Control Animals Range: 60'
Divine 5 (Shaman) Duration: 1 turn per level

This spell grants the caster the ability to control up to 3d6 Hit Dice of normal or giant animals within 60', as if using a **charm monster** spell. Humans, demi-humans, humanoids, and fantastic creatures such as griffons or wyverns cannot be controlled by this spell. The caster may decide which individual creatures out of a mixed group are to be affected first; excess Hit Dice of effect are ignored. At least one creature will always be affected. Intelligent animals may resist the effect with a saving throw versus Spells, but unintelligent animals receive no saving throw. When the control ends, unintelligent animals will be afraid and leave the area if they can. Intelligent animals will be hostile. This spell is used to create **potions of animal control**.

Control Plants Range: 60'
Arcane 6 Duration: 1 turn per level

This spell grants the caster the ability to control plants or plant-like creatures (including fungi and molds) within an area of 30' x 30' to a range of 60'. Intelligent plant-like creatures may resist the effect with a saving throw versus Spells, but unintelligent plants receive no saving throw. The controlled plants will obey the user's will, and even if the plant is not normally mobile, the potion grants the ability to make the plants move. For instance, vines can be controlled to twist, writhe, and wrap around targets in the area. Intelligent plant-like creatures can be given orders, subject to the normal limitations of **charm** effects, but will be hostile when the control ends. This spell is used to create **potions of plant control**.

Control Undead Range: 60'
Arcane 5, Divine 4 (Priestess) Duration: 1 turn per level

Normally, undead are immune to **charm** effects. However, this spell grants the caster the ability to control up to 3d6 Hit Dice of undead of 4 HD or fewer or one undead creature of more than 4 HD, as if using a **charm monster** spell. Intelligent undead may resist the effect with a saving throw versus Spells, but unintelligent undead receive no saving throw. Unintelligent undead will be completely under the caster's control and will obey the caster's will entirely. Intelligent undead can be given orders, subject to the normal limitations of **charm monster**. Controlled undead will be hostile when the control ends. This spell is used to create **potions of undead control**.

Control Wind Range: 10' radius per level
Divine 5 (Shaman) Duration: 1 turn per level

This spell enables the caster to manipulate the air flows within range as desired. He can slow the air to a dead calm, create a gentle breeze, or whip up the wind to gale force. To change the wind completely (from calm to gale), the caster must concentrate for one full turn (10 minutes), during which time he cannot move or attack. If two spellcasters are both using **control wind**, the higher-level spellcaster will win control over the winds after one turn.

When used at sea, **control wind** can increase or decrease ship speed, depending on if the ship is sailing with or against the wind. See the rules for **Sea Movement** in Chapter 6 of **ACKS**.

If the caster stirs up gale force winds, flying creatures will be grounded, creatures on the ground will have their movement reduced by half, and missile weapon use will become impossible. If the surrounding terrain is sandy or dusty, clouds of debris will reduce visibility to 20'.

Cure Critical Wounds* Range: touch
Divine 5(Priestess) Duration: instantaneous

This spell works exactly like **cure light wounds**, save that it heals 4d6 points of damage, plus 1 point per caster level.

The reverse, **cause critical wounds**, also works exactly like **cause light wounds**, except that it inflicts 4d6 + caster level in damage.

Cure Major Wounds* Range: touch
Divine 3 (Priestess, Witch) Duration: instantaneous

This spell works exactly like **cure light wounds**, save that it heals 2d6 points of damage, plus 1 point per 2 caster levels. The reverse, **cause major wounds**, also works exactly like **cause light wounds**, except that it inflicts 2d6 points of damage, plus 1 point per 2 caster levels.

Cure Moderate Wounds* Range: touch
Divine 2 (Priestess) Duration: instantaneous

This spell works exactly like **cure light wounds**, save that it heals 2d6 points of damage. The reverse, **cause moderate wounds**, also works exactly like **cause light wounds**, except that it inflicts 2d6 points of damage.

Curse of Swine Range: 60'
Arcane 5 Duration: 1 turn per level

This spell allows the caster to transform 1 target per level into the form of a pig for the duration of the spell. The targets may make a saving throw versus Spells to avoid the effect.

Targets who fail the saving throw immediately gain the form, physical characteristics, and mental characteristics of pigs. The transformation is total, including intelligence, behavioral traits, and mentality. Because of the low intelligence of their new form, the targets will not remember their former life, and will seek only to engage in swinish behavior for the duration of the spell. However, the target creatures will have the same number of hit points as pigs that they previously had in their original forms.

Undead, incorporeal or gaseous creatures are immune to this spell, and creatures with shape changing abilities such as dopplegangers can revert to their natural forms in one round.

Death Ward Range: touch
Divine 4 (Priestess) Duration: 3 turns

This spell grants the creature touched immunity to any **curse** and **death** spells or effects, regardless of the source. This spell is used to create **scarabs of protection**.

Deathless Minion Range: touch
Arcane 2 Duration: 1 turn

This spell raises the bones or body of a single dead creature as an undead skeleton or zombie that follows the caster's spoken commands. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated.

Skeletons will have Hit Dice equal to the number the monster had in life; for skeletons of humans or demi-humans, this means one Hit Die, regardless of the character level of the deceased. Zombies will have one more Hit Die than the monster had in life. Unlike **animate dead**, the HD of the skeleton or zombie created are not limited by the caster's level. However, a **deathless minion** lasts for just one turn, after which it crumbles to dust.

Delay Disease Range: touch
Divine 1 (Priestess, Witch) Duration: 24 hours

This spell temporarily staves off the ravages of most types of disease. It will affect acute illnesses such as flu; chronic diseases such as consumption or leprosy; the infection caused by giant rats; the necrosis caused by green slime and rot grubs; the lycanthropy caused by werecreatures; and even the rotting disease caused by a dragon's fetid breath. The spell will temporarily halt the incubation of a disease that has not yet become symptomatic, and ameliorate the symptoms of an existing disease, but it will not reverse any damage already caused by the disease. For example, it would allow a character bedridden by a giant rat's infection to move and fight normally, and would prevent further loss of ability scores to a dragon's fetid breath for a day, but it would not undo ability score loss already suffered, or restore a finger destroyed by leprosy. Unless the disease is cured, its progress will resume as soon as the spell's duration ends.

Detect Charm* Range: 30'
Divine 2 (Priestess, Witch) Duration: 3 turns (24 hours)

This spell causes any creatures subject to a **charm** spell or similar effect (e.g. **command** and **control** potions, rings, and spells, or the charm of a harpy or vampire) within 30' to glow with a pale blue light. It does not reveal the nature of the **charm**, only that a creature is **charmed**. However, if the caster concentrates on a particular creature for 1 turn, he has a 5% chance per level to determine the exact nature of the **charm**.

The reverse of this spell, **undetectable charm**, completely masks any and all **charms** on a single creature for a period of 24 hours. A **detect magic** will reveal that the subject has a spell affecting them, however. **Undetectable charm** is not on the Priestess spell list but is included for the Judge's use in custom classes.

Detect Curse* Range: 30'
Divine 3 (Priestess, Shaman, Witch) Duration: 3 turns

This spell causes **cursed** items and areas within 30' to glow with a pale blue light. It does not reveal the nature of the **curse** or how it is triggered, only that an item or area is **cursed**. However, if the caster concentrates on a particular item or area for 1 turn, he has a 5% chance per level to determine the exact nature of the **curse**.

The reverse of this spell, **undetectable curse**, completely masks any and all **curses** on a single item or area for a period of 24 hours. A **detect magic** will reveal that the item or area has a spell affecting them, however.

Detect Danger Range: 30'
Divine 1 (Priestess) Duration: 6 turns

This spell allows the caster to know whether a small area (1' x 1'), creature (man-sized), or object (such as chest, weapon, or smaller item) is dangerous. A full round of concentration is needed for each small area, creature, or object examined. Larger areas, creatures, or objects can be examined by spending proportionally more time. After examining the thing, the caster will learn whether it poses him a clear and present danger, a potential danger, or no danger. The precise nature of the danger is not, however, revealed. Most creatures are potential dangers. Most poisons are clear and present dangers.

Detect Invisible Range: 60'
Divine 3 (Witch) Duration: 6 turns

Except as noted above, this spell is identical to the 2nd level arcane spell of the same name.

Detect Poison Range: 30'
Divine 1 Duration: 3 turns
(Antiquarian Witch)

This spell reveals whether a creature, object, or area within 30' has been poisoned or is poisonous. The caster sees the poisoned or poisonous things surrounded by a glowing greenish-yellow aura, but the glow cannot be seen by anyone else.

Detect Ritual Magic Range: 100 miles per level
Arcane 6 Duration: 1 day

This spell reveals whether any ritual spells are being cast within its range. If one or more ritual spells are detected, the character will sense the direction and approximate range to the rituals and

the spell signature of the rituals' casters. This spell takes 1 turn to complete, and may be performed but once per week.

Detect Secret Doors Range: 30'
Arcane 2 Duration: 3 turns

This spell allows the caster to detect any and all secret doors within 30'. The caster sees the secret doors with a blue glowing aura around them, but the glow cannot be seen by anyone else.

Detect Undead Range: 30'
Divine 1 (Chthonic Witch, Voudon Witch) Duration: 3 turns

This spell detects the presence of undead within 60'. If the undead are within the caster's line of sight, the caster sees them as surrounded by a sickly grey-green aura - the more powerful the undead, the thicker the aura. Invisible undead are rendered visible to the caster by this aura. If the undead are not within the caster's line of sight, he is nevertheless aware of them in his mind's eye, gaining a sense of their proximity, number, and relative power.

Dismember Range: 30'
Arcane 3 Duration: instantaneous

With this horrific spell, the caster can maim and dismember a creature within range. The target may make a saving throw versus Death to avoid the effect. If the saving throw fails, the target suffers 3d6 points of damage and must immediately roll on the Mortal Wounds table and suffer the result listed under Permanent Wounds Suffered. (The target does not suffer from the results listed in the Condition & Recovery column.) When rolling on the Mortal Wound table due to **dismember**, the only modifier that applies is the target's CON modifier.

EXAMPLE: Marcus (a fighter with CON 18) is the target of a **dismember** cast by his foe, the sorcerer-king Sebek. Marcus fails his save versus Death, so he takes 3d6 points of damage and must roll on the Mortal Wounds table. Consulting the Mortal Wounds table, Marcus sees he must roll 1d20 and 1d6. Marcus's 1d20 roll is a 7, modified by +3 for his CON 18. Marcus cross indexes a modified d20 roll of 10 against a d6 roll of 3 on the table and finds that one of his arms has been severed!

Divine Grace Range: touch
Divine 2 (Priestess) Duration: 6 turns

This spell grants the creature touched a bonus of +2 to all saving throws. The **divine grace** ends immediately if the recipient acts in ways contrary to the divine caster's alignment or deity.

Earth's Teeth Range: 120'
Arcane 3 Duration: instantaneous

When this spell is cast, several pillars of jagged rock erupt from the earth, impaling up to one creature per level of the caster for 5d6 points of damage each. All of the target creatures must be within a 30' diameter area of effect, and the spellcaster must make a successful attack throw against each target, using the target values for a fighter of his level. The caster may choose which creatures in the area of effect are targeted. The pillars immediately crumble to dust after damage is dealt.

EXAMPLE: A party of adventurers is set upon by a band of 8 ogres. A fierce melee ensues, into which Quintus, a 6th level mage, casts **earth's teeth**. Quintus can target 6 creatures, so he selects 6 of the ogres. Quintus must make a successful attack throw against each ogre (AC4) using the target value for a 6th level fighter (7+). Quintus will need an 11+ to impale each of the 6 ogres, and will deal 5d6 points of damage to each ogre he successfully impales.

Enchanted Container Range: 0'
Arcane 5 Duration: 60 days

This spell can be used to create a nondimensional space within a small container (holding 6 stone or less) such as a box, chest, coffer, jar, or small sack. The **enchanted container** becomes larger on its inside than its outside dimensions. The nondimensional space is large enough to hold an object or objects of up to 10' x 5'x 3' in volume and 100 stone (1,000lb) in weight. Regardless of what is put into the enchanter container, it will weigh a maximum of 6 stone.

Once the **enchanted container** is created, its nondimensional space will remain intact for 60 days. Thereafter, there is a cumulative 5% chance per day that the nondimensional space will collapse. The nondimensional space will also collapse if the **enchanted container** is **dispelled** or if one **enchanted container** is placed within another. If the nondimensional space collapses, anything stored therein will violently erupt out of the container. Fragile objects (e.g. potions, scrolls, jewelry) will be destroyed if the nondimensional space collapses.

Living creatures unfortunate enough to be in a nondimensional space when it collapses take 1d6 damage per 10 stone of objects stored in the **enchanted container**. Living things can otherwise be safely kept in the nondimensional space, but must eat, sleep, and age normally, and they die if they run out of food, air, water, etc. This spell is used to create **bags of holding**.

Enervate Range: 150'
Arcane 3 Duration: 1 round per level

The caster strikes the target creature with a blast of crackling negative energy. Unless the creature targeted makes a successful saving throw versus Death, it loses one Hit Die or life level. A creature with only 1 HD or less affected by **enervate** will be instantly slain. Otherwise, the creature will recover its lost Hit Dice or life level with no permanent harm when the spell's duration expires.

Enslave Range: 30'
Arcane 6 Duration: permanent

This spells totally **enslaves** a living creature to the caster's will. A target with 2 HD or more may resist the effect with a saving throw versus Spells. Otherwise, the creature is entirely under the caster's command until the effect is **dispelled**.

When the caster is present, the **enslaved** creature will respond to the caster's orders and do whatever is commanded of it. If the

caster and the **enslaved** creature cannot communicate due to a language barrier or some other situation, the **enslaved** creature will act in the interest of the caster to serve and protect it as best it can. Even if the caster attacks the **enslaved** creature or its friends, it will not defend itself or take arms against the caster.

When the caster is not present, the **enslaved** creature will be confused and passive. It will be capable of carrying out routine activities, but cannot use spells or magic items or make complex decisions. Characters familiar with the **enslaved** creature before its enslavement will be able to tell that something is amiss, although they may not know it is **enslaved** unless they **detect charm**.

Enthrall
Divine 2 (Bladedancer, Priestess, Witch)
Range: 60'
Duration: 1 hour or less

This spell will capture the attention of a group of creatures and hold them spellbound. To the cast the spell, the caster must dance, play an instrument, speak, sing, or otherwise perform without interruption for 1 full round. The caster must have a Performance proficiency appropriate to the activity to cast this spell.

After the first round of the caster's performance, all those within 60' of the spellcaster must make a saving throw versus Paralysis or give the caster their undivided attention, ignoring their surroundings. Affected creatures are considered to have a reaction result of Friendly while under the effect of the spell. They will take no action while the caster performs, nor for 1d3 rounds thereafter, while they discuss the performance. Those entering the area during the performance must also successfully save or become **enthralled**.

Creatures that were Hostile to the caster at the time the performance began gain a +4 bonus to their saving throw. Affected monsters with 4 or more HD, or characters with WIS 16 or higher, remain aware of their surroundings and have a reaction result of Indifferent rather than Friendly.

Enthrall lasts as long as the caster performs, to a maximum of 1 hour. Creatures unaffected by the spell can attempt to disrupt the caster's performance early by jeering and heckling him (one heckling attempt is allowed per use of the spell). A successful Performance proficiency throw is required to ignore heckling. Heckling does not include physically or magically attacking the caster; if the caster's performance is interrupted by such an attack, all the affected creatures will rush to the caster's defense for 1d3 rounds.

The spell ends immediately if any affected creature is attacked or threatened by the caster or his party. In this case, the affected creatures become Unfriendly if they were Friendly, and Hostile if they were Indifferent.

ESP
Divine 3 (Witch)
Range: 60'
Duration: 12 turns

Except as noted above, this spell is identical to the 2nd level arcane spell of the same name.

Eyes of the Eagle
Divine 3 (Shaman)
Range: touch
Duration: 12 turns

This spell allows the affected creature to see 100 times further than normal. The creature's improved vision reduces its penalty for missile attacks at medium range to -1 and at long range to -2. The **eyes of the eagle** spell is used to create the magic item of the same name.

Fate
Divine 4 (Priestess, Shaman, Witch)
Range: touch
Duration: Until it happens

This spell grants the caster a prophetic insight into what the future holds for a particular character. While the exact date and place are not known, a general indication of the character's **fate** will be provided. The specific **fate** revealed may be determined by the Judge, or rolled randomly on the following table:

Roll (1d10)	Answer
1	You shall set your eyes on the heavens; time enough for the earth in the grave.
2	You shall be anointed, before you die, as one who walked among the high.
3	You shall have, in the end, many true vassals, but one false friend.
4	Your many victories shall be won at the cost of many a woman's son.
5	Precious jewels shall buy you only tools and fools.
6	When the battle is won, a great lord shall be undone.
7	By steel you shall lead, and by steel you shall bleed.
8	Reap what you have sown; blood, sorrow, or throne.
9	You shall be remembered for your deeds, or for your greeds.
10	The world shall lie at your feet until the day of your defeat.

Fate is not entirely unalterable; a character can still die from gross stupidity and recklessness, or by willfully avoiding his fate (e.g. suicide). In most cases, however, a character's **fate** will be fulfilled, even if only poetically or in the moment of his death. No character may have more than one **fate** at any time.

Fear
Arcane 4, Divine 5 (Priestess, Witch)
Range: 0'
Duration: instantaneous

This spell produces a 60' long and 30' wide cone of **fear** stretching from the caster's hands. All within the cone must save versus Spells or flee from the caster at their running speed for 30 rounds. This spell is used to create **wands of fear**.

Find Treasure
Arcane 4
Range: 360'
Duration: 3 turns

The spellcaster may, by concentrating for one turn, sense the direction and distance of the most valuable treasure within 360'. In order to be detected, the total value of the treasure must meet or exceed a value of 50gp. No physical barrier will impede detection, with the exception of magical wards or lead. This spell is used to create **potions of treasure finding**.

Fly Range: touch
Divine 4 (Witch) Duration: 1 turn per level

Except as noted above, this spell is identical to the 3rd level arcane spell of the same name.

Gaseous Form Range: 60'
Arcane 3 Duration: 6 turns

This spell causes the recipient to immediately take on the form of a translucent cloud of gas. Anything the subject was carrying or wearing immediately falls to the floor. While **in gaseous form**, a creature cannot attack, but it can move at 30' per round and can flow below doors and other small spaces that are not sealed airtight. A gaseous creature has an AC of 11 and is immune to non-magical weapons. An unwilling target of this spell may make a saving throw versus Spells to resist the effect. This spell is used to create **potions of gaseous form**.

Giant Strength Range: touch
Arcane 4 Duration: 3 turns

The recipient of this spell temporarily becomes as strong as a hill giant. The recipient attacks as an 8 HD monster or as his own class and level, whichever is better, and inflicts double normal damage with his attacks. The character also can throw rocks at opponents to a distance of 200' for 3d6 points of damage and gains a +16 bonus to force open doors. The strength bonus of this spell may not be combined with any other magical effects that influence strength, but it does stack with the character's normal bonus or penalty from Strength – a weak character who is enchanted with this spell has the strength of a weak giant, while a very strong character would gain the strength of a very strong giant! This spell is used to create **girdles of giant strength** and **potions of giant strength**.

Glitterdust Range: 120'
Arcane 2, Divine 3 (Sylvan Witch) Duration: 1 round per level

A cloud of golden particles covers everything and everyone within a 10' radius area. Creatures within the area of effect must make a saving throw versus Spells or be blinded (from dust in their eyes) for the duration of the spell. Any **invisible** or hidden creatures within the area of effect are visibly outlined by the glowing particles, and creatures so outlined cannot thereafter benefit from **invisibility** or hiding in shadows while the **glitterdust** remains. The **glitterdust** cannot be removed, but vanishes when the spell's duration expires, or if **dispelled**.

Globe of Invulnerability Range: 0'
Arcane 6 Duration: 1 round per level

This spell is identical to the 4th level spell **minor globe of invulnerability**, except that it prevents up to 4th level spells or spell effects from penetrating.

Growth* Range: touch
Arcane 3 Duration: 12 turns

The recipient of this spell doubles in size. Strength increases proportionately, such that the recipient deals double normal damage with his attacks and gains a +16 bonus to force open doors. (The character's attack throws do not improve because his increased strength is offset by unfamiliarity with his giant size.) The strength bonus of this spell may not be combined with any other magical effects that influence strength, but it does stack with the character's normal bonus or penalty from Strength. This spell is used to create **potions of growth**.

The reverse of this spell, **diminution**, shrinks the target and everything he carries to 6 inches tall. An unwilling target may make a saving throw versus Spells to resist the effect. If a diminished character remains motionless, he can avoid being spotted with a proficiency throw of 3+ on 1d20. The character can only deal normal damage to opponents smaller than 1'; larger opponents take only 1 point of damage from any successful hit. This spell is used to create **potions of diminution**.

If a creature under the effect of a **growth** spell is subject to **diminution**, or vice versa, both spells are cancelled.

Growth of Plants Range: 120'
Divine 5 (Witch) Duration: permanent

Except as noted above, this spell is identical to the 4th level arcane spell of the same name.

Gust of Wind Range: 0'
Arcane 2 Duration: 1 round

This spell creates a strong blast of air that originates from the caster and affects all creatures in a line 10' wide and 60' long. The effect of the **gust** depends on the size of the creatures. Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10', taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10' feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures, such as halflings or goblins, are knocked prone by the force of the wind, or if flying are knocked back 1d6x10' feet. Man-sized creatures are unable to move forward against the force of the wind, or if flying are knocked back 1d6x5' feet. Creatures of ogre size or larger may move normally within a **gust of wind**. Creatures which make a successful saving throw versus Blast are not affected by the wind.

Missile attack throws within or through a **gust of wind** are at a -4 penalty, as are proficiency throws to hear noise. The force of the **gust** automatically extinguishes any candles, torches, or other unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance of being extinguished. A **gust of wind** will also do anything that a sudden blast of 50mph wind would be expected to do, such as fan a large fire, overturn delicate awnings, create a spray of dust, or blow vapors out of range (Judge's discretion).

Hypnotic Pattern Range: 30'
Arcane 2 Duration: concentration

By means of this spell, the caster creates a mesmerizing pattern of color and light in the air. The **hypnotic pattern** causes any creatures within range that see it to become mesmerized unless

they succeed on a saving throw versus Spells. Affected creatures will stand motionless and take no action, even to defend themselves. The spell can mesmerize a maximum of 24 Hit Dice or levels of characters or monsters. Creatures with the fewest HD are affected first. The **hypnotic pattern** lasts as long as the spellcaster remains stationary and concentrates on it.

Inaudibility Range: touch
Arcane 2 Duration: special

This spell grants the creature touched the ability to move and fight noiselessly. Should the recipient carry or pick up any items, these items also become noiseless so long as they remain in the creature's possession. For instance, a bell carried by the recipient would not toll, and a bag of coins would not jingle. Conversely, any items leaving the recipient's possession regain their normal audibility if fired, dropped or put down. The spell ends if the recipient speaks, suffers damage, fails a saving throw, or casts a spell. Merely attacking or interacting with objects does not end the effect. The spell lasts at most 24 hours.

Infravision Range: touch
Divine 4 (Witch) Duration: 1 day

Except as noted above, this spell is identical to the 3rd level arcane spell of the same name.

Invisibility Range: touch
Divine 3 (Witch) Duration: special

Except as noted above, this spell is identical to the 2nd level arcane spell of the same name.

Invulnerability to Evil Range: self
Divine 3 (Bladedancer) Duration: 1 turn

This spell protects the caster from normal, non-magical attacks by "evil" creatures. Magic or silver weapons can harm the character, but any number of normal swords, arrows, clubs, or natural weapons wielded by an evil creature will be fended off. Evil monsters which themselves can only be affected by silver or magical weapons can still harm the subject, and evil monsters with 5 HD or more are able to affect the subject through natural ferocity. For purposes of this spell, evil creatures include hostile creatures of an alignment other than the caster's alignment, and inherently evil creatures such as undead and summoned creatures of Chaotic alignment.

Jump Range: touch
Arcane 1 Duration: 3 turns

The recipient of this spell gains the ability to leap in great bounds. The recipient may leap 10' vertically and 30' horizontally from a standing start. This prodigious jumping ability grants the recipient a +10 bonus on Acrobatics throws. Because of his light step, the recipient needs no rest if engaged in ordinary movement. This spell is used to create **boots of traveling and springing**.

Levitate Range: touch
Divine 3 (Witch) Duration: 6 turns + 1 turn per level

Except as noted above, this spell is identical to the 2nd level arcane spell of the same name.

Locate Animal or Plant Range: 120'
Divine 1 (Shaman, Witch) Duration: 6 turns

This spell reveals the direction to the closest specimen of a particular type of animal or plant within range. The spellcaster must name the specific type of animal or plant he wishes to locate. If no specimens of the desired type of animal or plant are within range, the caster will learn that instead.

If a specimen comes into range later in the duration of the spell, either because the caster moved or the specimen did, the caster will learn the direction at that time. The spell will locate normal or giant-sized animals, but not intelligent creatures, fantastic creatures such as owlbears or wyverns, or plant-like monsters. The animal or plant gets no saving throw. This spell is most often used to find special rare plants; a character using this spell receives a +4 bonus on Naturalism proficiency throws to locate poisonous plants.

Locate Object Range: 120'
Divine 2 (Witch) Duration: 6 turns

Except as noted above, this spell is identical to the 2nd level arcane spell of the same name.

Lower Water Range: 240'
Divine 5 (Priestess) Duration: 10 turns

Except as noted above, this spell is identical to the 6st level arcane spell of the same name.

Magic Carpet Range: touch
Arcane 4, Divine 5 (Witch) Duration: 1 turn per level

This spell transforms a carpet, rug, or tapestry into a flying vehicle. The carpet must be at least 4' x 6' in size, and can be up to 10' x 15'. Once enchanted, the **magic carpet** will fly at the spellcaster's command. Controlling the **magic carpet** requires as much concentration as riding a horse. If only one human-sized passenger is carried, the carpet may move up to 300' per turn. If two or three human-sized passengers are carried, this is reduced to 240' or 180' per turn, respectively. No more than three human-sized creatures, or a total of 60 stone, may be carried on the **magic carpet**. If the **magic carpet** spell is dispelled, the carpet and its passengers will plummet from the air. This spell is used to create **flying carpets**.

Magic Mouth Range: 30'
Divine 2 (Witch) Duration: special

Except as noted above, this spell is identical to the 1st level arcane spell of the same name.

Magic Rope
Arcane 1
Range: touch
Duration: 1 turn per level

This spell enchants a length of up to 50' of rope. The rope must be at least as thick as a finger and in reasonable condition, e.g. not severed or completely frayed. Once enchanted, the **magic rope** is strong enough to support 100 stone (1,000lb) regardless of its normal carrying capacity. Upon command, the **magic rope** snakes forward, upward, downward, or in any other direction at 10' per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A creature must hold one end of the **magic rope** when its magic is invoked. This spell is used to create **ropes of climbing**.

Mass Infravision
Arcane 5
Range: touch
Duration: 1 day

The subjects of a **mass infravision** spell gain the ability to see in the dark to a distance of 60' for the duration of the spell. The spell can affect one subject, plus one subject per two caster levels beyond 1st. **Mass infravision** will therefore affect five subjects at 9th level, six subjects at 11th level, and a maximum of seven subjects at 13th level.

Minor Globe of Invulnerability
Arcane 4
Range: 0'
Duration: 1 round per level

This spell creates a magical sphere of protection in a 5' radius around the caster that prevents any 1st, 2nd, or 3rd level spells or spell effects from penetrating. The area of effect of any such spells will exclude the area protected by the **globe**. However, 4th and higher level spells are not affected by the **globe**. **Minor globe of invulnerability** does not restrict spells from being cast *out,* and these spells can pass from the caster through the **globe** and to their target freely. A **minor globe of invulnerability** can be destroyed by **dispel magic**.

Mirror Image
Divine 3 (Witch)
Range: self
Duration: 6 turns

Except as noted above, this spell is identical to the 2nd level arcane spell of the same name.

Necromantic Potence
Arcane 2, Divine 3 (Chthonic Witch)
Range: caster
Duration: 1 hour per level

This spell imbues the caster with powerful necromantic energies, granting him 1d10 temporary hit points + 1hp per caster level. These temporary hit points will be the first lost if any damage is suffered, but cannot be regained through rest or healing magic, and will disappear at the expiration of the spell's duration. While **necromantic potence** is in effect, the spellcaster is treated as an inherently evil summoned creature for purposes of **detect evil** and **protection from evil** effects. A **dispel evil** or **dispel magic** spell will strip the caster of his temporary hit points unless he makes a successful saving throw versus Spells.

Nondetection
Arcane 3, Divine 4 (Witch)
Range: touch
Duration: 1 hour per level

This spell protects the creature touched from being spied on by **crystal balls** or any type of **ESP**. The spell's magical protection also prevents a **crystal ball** from spying on the items the recipient is wearing and his present location. A character attempting to spy upon the recipient will learn he is being magically protected, but will not gain any other information. This spell is used to create **amulets versus crystal balls and ESP**.

Oblivion
Arcane 6
Range: touch
Duration: instantaneous

This spell instantly condemns the creature touched to **oblivion**. The target is entitled to resist with a saving throw versus Spells. Should it fail this saving throw, the creature vanishes, never to be seen again.

Whether such creatures are destroyed, trapped forever in some horrific plane of existence, or simply transported to some distant time and place is unknown even to those who invented this spell. What is known is that only a **wish** or **miracle** can rescue a creature sent to **oblivion**. So dreadful is **oblivion** that rescued characters will be insane for 3d4 weeks after their return.

Obscuring Cloud
Divine 2 (Shaman, Sylvan Witch)
Range: 0'
Duration: 1 turn per level

When this spell is cast, a misty vapor wafts upward from the ground around the spellcaster, forming a billowing cloud 1' high and 10' in diameter per level of the caster. The **obscuring cloud** is harmless, but blocks line of sight for most creatures. The caster, and any creatures able to see invisible, can see dimly through the **obscuring cloud** but all others within the cloud are effectively blind.

Ogre Power
Arcane 2
Range: touch
Duration: 3 turns

This spell grants the recipient the strength and prowess of an ogre. For the duration of the spell, the character has an effective Strength score of 18, receiving a +3 bonus to attack throws and damage rolls and other benefits that this ability score confers. In addition, the character gains the ability to strike barehanded for 1d4 points of damage, and to carry an extra 10 stone. This spell is used to create **gauntlets of ogre power**.

Panic
Arcane 5
Range: 0'
Duration: instantaneous

This spell causes all creatures within 240' feet of the spellcaster, with the exception of those within a 10' radius safe zone, to become fearful and flee for 30 rounds at running speed. A saving throw versus Spells is allowed to resist the effect. This spell is used to create **drums of panic**.

Pass Without Trace Range: touch
Divine 1 (Shaman) Duration: 1 turn per level

The recipient of this spell may move without leaving any trace of his passage. The affected creature could, for example, walk across fresh snow without leaving prints, or pass through brush without breaking twigs. However, **detect magic** or **true seeing** cast within three turns will reveal the recipient's passage.

Permanent Illusion Range: 240'
Arcane 6 Duration: permanent

This spell creates a permanent multi-sensory illusion of an object, creature, or force, as visualized by the caster, up to a maximum size of 40' x 40' x 40'. The illusion includes visual, auditory, olfactory, and thermal components. The illusion can be static (e.g. a wall) or dynamic (e.g. a crackling fire or a dragon circling overhead). If dynamic, the illusion will not be interactive in any way, and will repeat itself every round (10 seconds). The illusion will last until **dispelled**. Those who successfully disbelieve the illusion, with a successful save versus Spells, will see it as a translucent outline.

As with all illusions, any damage inflicted by the **permanent illusion** will be not real. A successful save versus Spells will allow victims to avoid all damage. In any event, any creatures "killed" or injured will realize they are unharmed (at least from this spell) after 1d6 rounds.

Phantasmal Force Range: 240'
Divine 3 (Witch) Duration: concentration

Except as noted above, this spell is identical to the 2nd level arcane spell of the same name.

Phantasmal Killer Range: 30'
Arcane 5 Duration: 1 round per level

This spell creates an illusion of whatever its target fears most, drawing on the target's subconscious nightmares to create the most terrifying beast imaginable. Once created, the **phantasmal killer** attacks its target each round after its creation, rolling to hit as a 4 Hit Dice monster. If it makes even one successful attack throw, the target immediately dies of fright. The **phantasmal killer** is invulnerable to all attacks and can pass through any barriers, for it exists only as a figment of the target's mind. The only defense against the **phantasmal killer** is to disbelieve the illusion with a successful saving throw versus Spells, to incapacitate the spellcaster who created it, or to somehow avoid being hit for the duration of the spell. The target receives only one chance to disbelieve the **phantasmal killer**. Only the spellcaster and the target can see the **phantasmal killer**, and others cannot assist the target in disbelieving.

Polymorph Self Range: self
Divine 5 (Witch) Duration: 6 turns plus
1 turn per level

Except as noted above, this spell is identical to the 4th level arcane spell of the same name.

Polymorph Self Range: self
Divine 5 (Witch) Duration: 6 turns plus
1 turn per level

Except as noted above, this spell is identical to the 4th level arcane spell of the same name.

Predict Weather Range: 1 mile per level
Divine 1 (Shaman, Witch) Duration: 12 hours

Using this spell, the caster can accurately predict the weather within range of the spell over the period of the next 12 hours. The spell provides no ability to control the weather, merely foreknowledge of what is coming.

Produce Fire Range: 0'
Divine 2 (Shaman) Duration: 2 turns per level

With this spell, the caster produces a small flame in the palm of his hand. The flame is harmless to the caster, but sheds light as if a normal touch. If the caster touches the flame to combustible materials (e.g. a lantern, torch, or oil) it will ignite them, without harming the magical flame. The flame may be dropped at will, or thrown to 30' range, either way disappearing 1 round after leaving the caster's hand. The caster can cause the flame to disappear and reappear by concentration once per round for the duration of the spell. Other items may be held and used in the hand while the fire is out.

Programmed Illusion Range: 240'
Arcane 6 Duration: special

This spell imbues an area or object with a 40' x 40' x 40' multi-sensory illusion, identical to that created by **spectral force**, which will activate when a specific condition occurs. The **programmed illusion** must be placed upon a particular area or object. The illusion can be static (e.g. a wall) or dynamic (e.g. a crackling fire or a dragon circling overhead). If dynamic, the illusion will not be interactive in any way, and the dynamic sequence cannot be longer than 1 round per level of the caster.

The conditions to trigger the **programmed illusion** can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical **darkness** or **invisibility** does. Silent movement or magical **silence** defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A **programmed illusion** cannot distinguish level, Hit Dice, or class except by external garb.

The range limit of a trigger is 10' per caster level, so a 12th level caster can command a **programmed illusion** to respond to triggers as far as 120' away. Regardless of range, the illusion can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Once it triggers, the **programmed illusion** will last until **dispelled**, or to a maximum duration of 1 round per level of

the caster. Those who successfully disbelieve the illusion, with a successful save versus Spells, will see it as a translucent outline.

As with all illusions, any damage inflicted by the **programmed illusion** will be not real. A successful save versus Spells will allow victims to avoid all damage. In any event, any creatures "killed" or injured will realize they are unharmed (at least from this spell) after 1d6 rounds.

Protection from Normal Missiles Range: 30'
Divine 3 (Priestess) Duration: 12 turns

Except as noted above, this spell is identical to the 3rd level arcane spell of the same name.

Protection from Normal Weapons Range: touch
Arcane 5, Duration: 3 turns
Divine 5 (Priestess)

The subject of this spell is completely protected from normal, non-magical attacks. Magic or silver weapons can harm the character, but any number of normal swords, arrows, clubs, or natural weapons will be fended off. Monsters which themselves can only be affected by silver or magical weapons can still harm the subject, and monsters with 5 HD or more are able to affect the subject through natural ferocity.

Purify Food and Water* Range: 10'
Divine 1 (Witch) Duration: instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell will purify one ration of food, 6 skins of water, or enough normal food to feed a dozen people. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by **purify food and water**, but the spell has no effect on creatures of any type, nor upon magic potions.

Reversed, this spell becomes **putrefy food and water**. It will spoil one ration of food, 6 skins of water, or enough normal food to feed a dozen people. Anyone consuming putrefied food and water must make a saving throw versus Poison or become violently ill for the next 2 hours (12 turns), unable to do anything save retch and heave.

Read Languages Range: self
Divine 1 (Witch) Duration: 2 turns

Except as noted above, this spell is identical to the 1st level arcane spell of the same name.

Reincarnate Range: touch
Divine 5 (Shaman) Duration: instantaneous

Except as noted above, this spell is identical to the 6th level arcane spell of the same name.

Righteous Wrath Range: touch
Divine 2 (Cleric) Duration: 1 turn

This spell imbues willing creatures with **righteous wrath** towards the enemies of the faith. The caster can affect one creature initially, one additional creature at 6th level, and another at 11th level. The subjects of **righteous wrath** gain a +2 bonus to attack throws and become immune to fear, but suffer a -2 penalty to AC and cannot retreat from combat once it has begun. A **righteous wrath** will last until combat ends or until 1 turn elapses, whichever comes first.

Salving Rest Range: touch
Divine 1 (Priestess, Witch) Duration: special

This spell allows its subject to enjoy soothing, peaceful sleep, free of pain and sorrow, whenever he slumbers. As a result of this **salving rest**, the subject of the spell will heals an extra 1d3 hit points during each day of complete rest. The spell ends when the subject stops completely resting or if he takes any damage.

Scouring Wind Range: 0'
Arcane 5 Duration: 1 round

This spell creates a **scouring wind** that originates from the caster and affects all creatures in a line 10' wide and 60' long. Any creatures within the cone will suffer 1d4 points of damage per level of the caster from abrasion and debris whipped up by the **wind**. A successful saving throw versus Blast reduces damage to half.

Creatures subjected to the **scouring wind** that fail their saving throw suffer additional effects, depending on their size. Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10', taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10' feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures, such as halflings or goblins, are knocked prone by the force of the wind, or if flying are knocked back 1d6x10' feet. Man-sized creatures are unable to move forward against the force of the wind, or if flying are knocked back 1d6x5' feet. Creatures of ogre size or larger may move normally within a **scouring wind**.

Missile attack throws within or through a **scouring wind** are at a -4 penalty, as are proficiency throws to hear noise. The force of the **scouring wind** automatically extinguishes any candles, torches, or other unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance of being extinguished. A **scouring wind** will also do anything that a sudden blast of 50mph wind would be expected to do, such as fan a large fire, overturn delicate awnings, create a spray of dust, or blow vapors out of range (Judge's discretion).

Scry Range: special
Arcane 4, Divine 5 Duration: 1 turn
(Priestess, Witch)

This spell enables the spellcaster to see images of distant creatures, objects, or places. The spellcaster must have access to a mirror, crystal, reflective pool, or other surface upon which

the images can be displayed. The more familiar the caster is with the creature, object or place viewed, the clearer the images will be. Each use of **scry** can last for up to 1 turn, during which time the caster must fully concentrate and remain stationary. Certain spells can be cast in conjunction with **scry**. Casting **clairaudience** enables the caster to hear noises **and** conversations taking place at the location being observed. Casting **ESP** enables the caster to hear the thoughts of any one creature being observed. The spellcaster is otherwise unable to cast spells at or communicate with what he views. This spell is used to create **crystal balls**.

Sharpness
Arcane 1
Range: touch
Duration: 3 turns

When cast on the blade of an edged or pointed weapon, this spell temporarily enhances it to the equivalent of a **magic weapon +1**. Weapons that are already enchanted gain an additional +1 while the spell is in effect. A single casting will affect 20 arrows, 2 one-handed weapons, or one two-handed weapon. This spell is used to create **oil of sharpness**.

Silent Step
Arcane 1, Divine 2 (Sylvan Witch)
Range: touch
Duration: 1 turn per level

This spell allows the character touched to move almost noiselessly. The character gains a +8 bonus to any proficiency throws to move silently. Characters affected by a **silent step** spell can always move silently with a throw of at least 12+. This spell is used to create **elven boots**.

Skinchange
Arcane 3, Divine 4 (Shaman)
Range: self
Duration: 1 turn per level

This spell allows the caster to assume the form of a normal or giant animal. (See the Animals type in the **Monsters** chapter of *Adventurer Conqueror King System* for details). The caster gains the physical capabilities, physical attacks, special abilities, and statistics of the animal form he assumes, while retaining his own mental abilities.

The caster can change to a new animal form each round. For example, he might initially transform into a rabbit to spy on enemies, change into a lion for a fight, then transform into an eagle to fly away when the fight goes badly. The caster can continue to **skinchange** freely until he reverts to his original form or until 1 turn per level has elapsed. If slain, the caster reverts to his original form.

Sleep
Divine 2 (Witch)
Range: 240'
Duration: 4d4 turns

Except as noted above, this spell is identical to the 1st level arcane spell of the same name.

Slipperiness
Arcane 1
Range: touch
Duration: 3 turns

This spell can be cast on characters, objects, or floors. When cast on a character, the recipient cannot be restrained or grabbed, wrapped in the grip of constrictor snakes, or otherwise be subject to any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character affected by **slipperiness**. The spell can also be cast on objects. A single casting is sufficient to affect 20 arrows, 2 one-handed weapons, 1 two-handed weapon, or one 10' x 10' patch of floor. Any object subject to the spell is virtually impossible to grasp, and characters must make an attack throw versus Armor Class 10 each round to grab or maintain their grip on such objects. Any individual moving or even standing on an affected area of floor must make a proficiency throw of 20+ each round or fall down. This spell is used to create **oil of slipperiness**.

Spectral Force
Arcane 4, Divine 5 (Witch)
Range: 240'
Duration: concentration plus 3 rounds

This spell creates a multi-sensory illusion of an object, creature, or force, as visualized by the caster, up to a maximum size of 30' x 30'x 30'. The illusion includes visual, auditory, olfactory, tactile, and thermal components. The caster can move the image within the limits of the size of the effect. The image persists so long as the caster concentrates upon it, plus an additional 3 rounds after the caster ceases to concentrate.

If used to create the illusion of one or more creatures, they will have an Armor Class of 0 and will disappear if hit in combat. If used to simulate an attack spell or an attacking creature, the illusory damage done will be equivalent to the normal damage for any attack form simulated. A successful save versus Spells, however, will allow victims to avoid all damage. Illusory damage is not real. Those "killed" or injured will realize they are unharmed (at least from this spell) after 1d6 rounds.

Spell Storing
Arcane 4
Range: touch
Duration: special

This spell prepares a necklace, ring, or similar item to have up to six spells stored within it. Only the character who casts **spell storing** may store spells in the item. The caster stores spells in the item by casting them one at a time. All spells to be stored must be cast within 1 turn of **spell storing** being cast. Thereafter, any character who puts the item on automatically gains the knowledge of which spells are stored, and may discharge them as if a spellcaster of the minimum level required to cast the spell. The spells will remain stored in the item until discharged, or until one day passes, whichever comes first. This spell is used to create **rings of spell storing**.

Sphere of Visibility
Divine 3(Priestess)
Range: 0'
Duration: 3 turns

This spell surrounds the caster with a sphere of power with a radius of 5' per caster level. The sphere negates all forms of **invisibility**. Anything **invisible** becomes visible while in the area. The sphere does not necessarily reveal the location of creatures obscured by cover, darkness, etc.



Spider Climb Range: touch
Arcane 1 Duration: 3 turns

The recipient of this spell gains the ability to climb unimpeded across vertical surfaces and hang upside from ceilings. The recipient climbs at a combat movement rate of 20'. The affected creature must have at least three limbs (hands and feet) free to **spider climb**, but needs no climbing gear or handholds. The recipient can attack with a one-handed weapon, cast spells, and defend itself normally, but cannot charge or run while climbing.

Spirit of Healing Range: 60'
Divine 4 (Priestess) Duration: 1 round per level

This spell creates a divine force that may be used to heal a creature within 60' of the spellcaster of 1d6+1 points of damage each round. The **spirit of healing** may continue to heal the same creature on subsequent rounds, or it may be directed to heal another creature instead. The caster must concentrate for the duration of the spell. If the caster loses concentration, the **spirit of healing** vanishes and the spell ends.

As with other **cure** spells, the **spirit of healing** may be used to cure a creature of paralysis in lieu of curing any points of damage, and the spell will never increase a creature's hit points beyond the normal amount.

Stinking Cloud Range: 30'
Arcane 2 Duration: 1 round per level

This spell creates a billowing mass of foul-smelling vapors to arise within 30'. The **stinking cloud** will be 20' x 20' x 20' in size. Any creature caught within the cloud must make a successful saving throw versus Poison or be helpless due to nausea. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds on its save but remains in the cloud must continue to save each round.

Summon Animals Range: 360'
Divine 4 Duration: 3 turns
(Shaman, Sylvan Witch)

This spell summons any or all normal animals within range to the aid of the spellcaster. Only normal animals are affected; the spell does not affect fantastic creatures, giant-sized animals, humanoids, or vermin such as insects or oozes. The spellcaster may choose to summon one or more known animals, specific types of animals, or every animal within range. Creatures totaling up to the spellcaster's level in Hit Dice will respond to the summons. Treat normal small creatures (e.g. birds, hares, squirrels) as swarms (per the **Monsters** chapter in *ACKS*).

Summoned animals will arrive at their fastest movement rate. For the duration of the spell, the animals will understand the spellcaster's speech, and will befriend and help him as best they can. Summoned animals will generally flee if harmed, but if the spellcaster is under attack when a summoned animal arrives, the animal will immediately attack his opponent.

Clever spellcasters have learned that hostile wild life encountered while adventuring can be calmed and befriended with this spell. The caster effectively "summons" creatures that are already present, which are then immediately befriended and placated by the spell.

Summon Berserkers Range: 10'
Arcane 1 Duration: 3 turns

The caster summons 4 **berserkers** to fight for the caster (see the **Monsters** chapter of *Adventurer Conqueror King System* for details). The **berserkers** appear anywhere within range and are completely loyal to the caster, seeking only to die gloriously in the caster's service and return to the warrior's afterlife. The **berserkers** will persist until slain, until **dispelled**, or until 3 turns have elapsed.

Summon Djinni Range: 10'
Arcane 6 Duration: 1 day

This powerful spell can be used to summon a **djinni**, which appears anywhere within range (see the **Monsters** chapter of *Adventurer Conqueror King System* for details). The **djinni** will serve and obey the character that summoned it for 1 day, or until the **djinni** is slain or **dispelled**. This spell takes 1 turn to complete, and may be performed safely but once per week. Should it be cast sooner than that, the **djinni** summoned will be hostile to the caster and will immediately attack. This spell is used to create **rings of djinni calling**.

Summon Fantastic Creature Range: 10'
Arcane 4 Duration: 6 turns

This potent dweomer summons a **fantastic creature** of the caster's choice to his service. The creature summoned can be any of the following: blink dog, centaur, chimera, griffon, harpy, hell hound, hippogriff, 10-headed hydra, manticore, minotaur, owl bear, pegasus, phase tiger, small rocs, rust monster, sea serpent, stirge, treant, unicorn, or any similar fantastic creature (i.e. fantastic creatures of 10 HD or less with one or fewer special abilities). See the **Monsters** chapter of *Adventurer Conqueror King System* for details on these creatures. The **fantastic creature** instantly appears anywhere within the spell's range. Once summoned, the **fantastic creature** will serve and obey the character that summoned it. The spell persists until the **fantastic creature** is slain or **dispelled**, or until 6 turns passes.

Summon Hero Range: 10'
Arcane 2 Duration: 3 turns

With this spell, the caster summons a **hero** (4th level fighter) from another sphere of existence to his service. The hero will be armed with *sword +1*, shield, and plate armor, and will have the following characteristics: AC 8, Move 90', F4, hp 20, #AT 1, +1 to attack throws, Dmg 1d6+4, SV F4, ML 12, AL N, +1 initiative. The **hero** will be completely loyal to the caster, capable of fighting his enemies, guarding him, opening doors, and performing other heroics. The spell will persist until the **hero** is slain or **dispelled**, or until 3 turns have elapsed. (Note that the hero's magic sword and other equipment disappear when the **hero** does!)

Summon Weather Range: 5 miles or more
Divine 5 (Shaman, Witch) Duration: 6 turns per level

This spell pulls a nearby weather condition to the spellcaster's location. The caster does not control the weather, he merely summons it. The range of summoning is 5 miles at level 7, adding 1 mile for each level of the caster above 7th. For example, a caster of 11th level could summon weather from 9 miles away.

Summon Winged Steed Range: 120'
Arcane 3 Duration: 1 day

This spell calls a **pegasus** to the caster to serve as a winged steed (see the **Monsters** chapter of *Adventurer Conqueror King System* for details). The **pegasus** will appear anywhere within range, tacked and saddled for riding. The spellcaster may choose to mount the **pegasus** himself, or command that the **pegasus** carry another, but in no case will the **pegasus** submit to more than one rider! This spell does *not* automatically grant the rider the equivalent of Riding proficiency, so unproficient characters who ride the **pegasus** into battle do so at their own risk. The spell persists until the **pegasus** is slain or **dispelled**, or until 1 days passes.

Swift Sword Range: self
Divine 2 (Bladedancer) Duration: 3 turns

This spell accelerates the attacks of the caster, allowing her to make twice the normal attacks per round for the duration of the spell. Movement and spellcasting are not accelerated, nor is the use of magic items such as wands, which may still be used just once per round. Multiple speed effects don't combine; only apply the most powerful or longest lasting effect.

Telepathy Range: 90'
Arcane 3, Divine 4 (Witch) Duration: concentration

This spell allows the spellcaster to read the thoughts of any creature within 90' at will. Furthermore, the caster can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Use of this spell requires full concentration by the spellcaster, who may not move or take any action. This spell is used to create **helms of telepathy**.

Torpor Range: touch
Arcane 6 Duration: permanent

The caster puts an undead creature into a pseudo-sleep of indefinite duration. In order to be placed into **torpor**, the creature must be in its tomb, coffin, sarcophagus, ossuary, or other final resting place. While in **torpor**, undead creature such as zombies, mummies, and liches do not suffer physical decay, while hungering undead such as ghouls or vampires do not need to feed. An undead is awakened from **torpor** if its final resting place is disturbed. The caster may set other conditions; a common condition is a particular alignment of the stars or outer planes. An awakened undead may choose to return to **torpor** after it has resolved the reason for its awakening, or it may remain awake. **Torpor** may be cast against an unwilling target, but a successful saving throw versus Death allows the undead creature to avoid being placed into **torpor**.

Trance Range: 120'
Divine 1 (Shaman, Witch) Duration: 1 round per level

This spell places the caster into a deep trance. For the duration of the spell, the caster cannot move, speak, or take any action. Each round while in the **trance**, the caster can detect the presence and location of one the following, if within range: curses, incorporeal undead, permanent magical effects, sinkholes of evil, or summoned creatures.

Trollblood Range: self
Arcane 6 Duration: 1 turn

This spell grants the caster the regenerative powers similar to those of a troll. For the duration of the spell, the caster will regenerate 3 points of damage each round. Even if the caster is reduced below 0 hit points, he will continue to regenerate, and he will be have no need for bed rest if he regenerates to 1 or more hp before the spell expires. If the caster loses a limb or body part to a mortal wound, these parts will attempt to crawl or squirm back toward the main portion of the body to reattach, and can be reattach instantly simply by being held to the stump.

However, only damage taken while under the effect of the spell can be regenerated. The caster does *not* regenerate from the effects of damage or mortal wounds suffered before the spell was cast. Further, the spell is powerless to regenerate damage caused by acid or fire.

Uncanny Gyration Range: 60'
Arcane 2 Duration: 6 rounds

Uncanny gyration allows the caster to violently whirl a target creature through the air. The target creature must not weigh more (in stones) than the caster could lift physically, and it may make a saving throw versus Spells to avoid the effect. If the saving throw fails, the caster can thereafter mentally fling the target creature in any direction by up to 20' per round. If flung into a hard surface (such as a wall or ceiling), the creature will take 2d6 points of damage from the impact.

While affected by **uncanny gyration**, targets unable to fly are left highly unstable. If the target is on the ground, or up against a surface it can push against, it can move at half speed. Otherwise it merely gyrates helplessly. Should the target attempt to attack, it will gyrate even more violently. Its first attack throw will suffer a -1 penalty, its second a -2 penalty, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the target creature to begin again at -1.

Targets able to fly may move normally while under the effects of **uncanny gyration**, and do not suffer attack penalties since they can stabilize themselves in the air.

The caster must concentrate to sustain the target's **uncanny gyration**. Any cessation or interruption in concentration causes the spell to end immediately. This usually results in the target creature plummeting to the earth violently and taking additional damage, of course.

Unseen Servant Range: 30'
Arcane 1, Divine 2 (Witch) Duration: 6 turns plus 1 turn per level

An unseen servant is an invisible, mindless, shapeless force used as a valet or assistant by mages. It can fetch items, open doors, hold chairs, clean, and perform other simple tasks. The servant can perform only one activity at a time but will perform this task unceasingly until ordered otherwise or the spell expires. The servant has a combat movement rate of 20' per round. It can carry a maximum of 2 stone (20lb) or pull 4 stone (40lb) across a smooth surface. The servant can be used to trigger traps, but since it can only exert 20 pounds of force it cannot active certain pressure plates. The unseen servant cannot fight, nor can it be harmed by normal attacks. It can be **dispelled** or it can be dissipated by receiving 6 points of damage from area attacks. If the caster attempts to send it outside the spell's range, the servant dissipates instantly.

Ventriloquism Range: 60′
Divine 2 (Witch) Duration: 2 turns

Except as noted above, this spell is identical to the 1st level arcane spell of the same name.

Wall of Corpses Range: 120'
Arcane 6 Duration: 2 turns

The caster conjures a horrific barrier formed writhing, animated corpses. The **wall of corpses** can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires. For instance, it might be a straight wall 120' long and 10' high, or a protective circle 10' high with a 10' radius. Upon first seeing a **wall of corpses**, creatures must make a successful saving throw versus Spells or flee in terror for 30 rounds. Any creatures approaching within 5' of the wall are subject to attack as if from a zombie (see the **Monsters** Chapter of *ACKS*) each round.

A **dispel magic** or a **disintegrate** spell will destroy a **wall of corpses** immediately. The **wall of corpses** can also be affected by normal or magical attacks, fire, cold, lightning, or any other physical or magical effect, but is quite sturdy, having AC 4 and 2 Hit Dice per level of the caster. A **wall of corpses** may be turned by a cleric as an Infernal creature; successfully turning the **wall of corpses** will cause the corpses within to lose their animating force, rendering it merely an inert, fleshy barrier for the duration of the turning. The **wall of corpses** may not be evoked so that it appears where objects or creatures already are.

Wall of Force Range: 120'
Arcane 6 Duration: 2 turns

An invisible, impenetrable **wall of force** springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires. For instance, it might be a straight wall 120' long and 10' high, or a protective circle 10' high with a 10' radius. The **wall of force** is totally impenetrable, and is unaffected by normal or magical attacks, fire, cold, lightning, or any other physical or magical effect. Even a **dispel magic** will not affect it, but a **disintegrate** spell will destroy it. A **wall of force** may not be evoked so that it appears where objects or creatures already are.

Wall of Smoke Range: 120'
Arcane 1 Duration: 1 turn

This spell causes an immobile, opaque, wall of billowing smoke to spring into existence. The wall can be as large as 1,000 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. As with other spells of this sort, the **wall of smoke** may not be evoked so that it appears where objects or creatures already are.

The **wall of smoke** is impermeable to vision and light, but presents no obstacle to movement or magical effects (except for those requiring a line of sight to target, of course). Once created, the **wall of smoke** can be affected by water or strong winds like an ordinary cloud of smoke, though other attacks will have correspondingly little effect on it. A **disintegrate** or **dispel magic** spell will destroy the **wall of smoke** instantly; it will otherwise dissipate in 1 turn.

Wall of Wood Range: 60'
Arcane 4 Duration: permanent

The caster brings a wooden wall into existence. The wall is normally 1" thick and can be as large as 1,200 square feet. The wall can be made thicker than 1" with a proportionate reduction in area, but cannot be made less than 1" thick. The wall is permanent unless otherwise destroyed or **dispelled** with **dispel magic**. The wall may not be evoked so that it appears where objects or creatures already are.

The caster can create a **wall of wood** in almost any shape he desires. The wall created need not be vertical, but must rest upon a firm foundation. It can be used to bridge a chasm, for instance, or as a ramp, but the wall must be shaped properly, reducing the spell's area by half. Likewise, the wall can be crudely shaped to form battlements and ramparts by reducing the area.

Warp Wood Range: 240'
Divine 2 (Shaman) Duration: permanent

By means of this spell, the caster can warp and bend wooden weapons, wands, and staffs. The spell will affect one arrow or bolt for each level of the caster. A spear, javelin, or wand counts as 2 arrows, while a club, bow, or staff counts as four. The spell has no effect on wooden items other than weapons, wands, and staffs. If a magical wooden item is targeted by this spell, the wielder may make a saving throw versus Spells to avoid the effect. The saving throw is +1 for each charge or point of magical bonus the item possesses.

Water Breathing Range: 30'
Divine 3 (Shaman), Duration: 1 day
Divine 4 (Witch)

Except as noted above, this spell is identical to the 3rd level arcane spell of the same name.

Water Walking Range: 30'
Divine 3(Shaman, Priestess) Duration: 6 turns plus 1 turn per level

This spell allows the affected creature to walk on water as if it were solid, dry land. The creature can still attack creatures in or beneath the surface of the water, but cannot swim or submerge itself without ending the spell effect. This spell is used to create **rings of water walking**.

Winged Flight Range: self
Divine 3 Duration: 1 turn per level
(Bladedancer, Shaman)

This spell endows the caster with a pair of majestic wings on his shoulders. The caster's alignment, deity and spell signature determine the appearance of the wings (e.g. bat wings or eagle wings). The wings permit the caster to fly in any direction at a speed of up to 120' per round (360' per turn). **Winged flight** requires only as much concentration as walking, so the caster can attack or cast spells normally. The caster of **winged flight** cannot carry aloft more weight than his maximum load. If **winged flight** is dispelled, the caster will plummet from the air.

X-Ray Vision Range: 60'
Arcane 5 Duration: concentration

The caster of this spell can see through a stone wall up to 30'. The wearer may see 60' if looking through wood and other low-density material. A 10' square area (100 square feet) can be visually examined each turn, and any secret doors, hidden recesses, or traps will be evident. This activity takes full concentration, and the spellcaster cannot move or take any other action. Lead or gold will block **x-ray vision**. This spell is used to create **rings of x-ray vision**.

RITUAL SPELL INDEX

Cancellation Range: touch
Arcane Ritual 7 Duration: instantaneous

When cast on a magic item, the ritual causes the item to permanently lose all of its power and becomes an ordinary item in all respects. Normally this spell will not affect artifacts and relics, but at the Judge's discretion such items might be susceptible if the **cancellation** was cast using special components of great rarity. This ritual is used to create **rods of cancellation**.

Cataclysm Range: special
Divine Ritual 7 Duration: 1 day

When a divine spellcaster performs the **cataclysm** ritual, he is unleashing the full wrath of his god. The nature of the **cataclysm** will depend on the deity the spellcaster serves: Ammonar, Lord of the Dawn favors a meteor from the heavens, while Telith, the Earth Mother, often sends earthquakes, and Dirgion the Doom Lord prefers a rain of hell fire. Regardless of its form, a **cataclysm** will affect one domain with an area of up to 16 6-mile hexes (or 1 24-mile hex). It can affect both the domain and any urban settlement within the domain, but each should be treated separately.

A **cataclysm** has unlimited range, but the caster must have either visited the target domain, or personally met the ruler of the target domain. **Cataclysm** cannot be cast against the domain of a ruler of the same alignment and religion as the divine caster, and is usually reserved for punishing terrible heresies or during holy wars. A **cataclysm**'s special component is *always* divine power (see **Divine Power** in Chapter 7 of *ACKS* for more details).

Once the **cataclysm** ritual is begun, ominous signs and portents (swelling tides, falling stars, rippling fault-lines, etc.) will warn of imminent doom, with increasing frequency as the ritual nears completion. A **miracle** or **wish**, if available, can be used during this time period to avert the **cataclysm**. The death of the ritual's caster will also avert the **cataclysm**. Left unchecked, the actual **cataclysm** will occur when the ritual is completed.

If it is allowed to occur, the **cataclysm** devastates the target domain. The extent of damage caused by the **cataclysm** will depend on the population density of the affected domain. For every 1,000 families in a domain, each stronghold and each urban settlement will lose 3d6x1000gp in value, and 1d10x100 families will be slain. (Where the number of dice is quite large, the Judge can simply use the average values or use an online die rolling tool). If the remaining stronghold value or urban investment value in the hex is too low to sustain the domain's population, it will immediately lose any excess population as the population scatters. A domain subject to a **cataclysm** must also make an immediate domain morale roll with a -4 penalty.

EXAMPLE: Mentu the Death-Priest unleashes a **cataclysm** on the domain of Aura itself. A band of heroes fails to stop him in time, and the **cataclysm** occurs as rains of hell fire plummet downward. Aura has a population of 12,500 plus an urban settlement with 100,000 families. Its stronghold value is 720,000gp and its urban investment is 2,500,000gp. The **cataclysm** causes the loss of (12,500/1000 x 1d10x100) 12d10x100 peasant families and (100,000/1000 x 1d10x100) 100d10x100 urban families. The dice result in the loss of 5,700 peasant families and 54,400 urban families. The **cataclysm** also causes the loss of (12,500/1000 x 3d6x1000gp) 36d6x1000gp in stronghold value and (100,000/1000 x 3d6x1000gp) 300d6x1000gp in urban investment. The dice result in the loss of 132,000gp in stronghold value and 1,085,000gp in urban investment.

Energy Drain Range: 60'
Arcane Ritual 7, Divine Ritual 7 Duration: instantaneous

This horrific ritual permanently drains one Hit Die or life level from a target within range with no saving throw. This ritual is used to create **swords of life drinking**.

Forbiddance Range: 120'
Divine Ritual 6 Duration: permanent

Through a **forbiddance** ritual, the divine spellcaster seals an area of up to 100 cubic feet per level against extradimensional beings and extradimensional means of travel. No **dimension door** or **teleportation** spells or spell effects will enter, leave, or function within the area of effect. No summoned creatures (such as djinni, efreet, elementals, or invisible stalkers) can be conjured by any means within the area. A **forbiddance** spell lasts until it is **dispelled** by either the caster or a higher-level spellcaster.

In addition, **forbiddance** damages creatures that enter the area of effect if their alignment differs from that of the divine spellcaster. If the alignment differs by one degree (e.g. a Neutral creature entering an area of Lawful **forbiddance**), the creature suffers 6d6 points of damage. If the alignment differs by two degrees (e.g. a Lawful creature entering an area of Chaotic **forbiddance**), the creature suffers 12d6 points of damage. In either case, the creature may make a saving throw versus Spells to reduce the damage to half.

Life Trapping Range: 0'
Arcane Ritual 9 Duration: special

This ritual enables the spellcaster to create an extradimensional compartment within a reflective device such as a mirror, crystal, or polished jewel. The first human-sized or smaller creature that sees its reflection in the device must make a saving throw versus Spells or be trapped within the device's extradimensional compartment. When a creature is trapped, it is taken bodily into the object, along with all its clothing and equipment. Creatures trapped by the device do not age, breathe, or eat, and are completely powerless. Anyone holding the device may call the reflection of the creature trapped within the device to its surface, and engage the powerless prisoner in conversation. The spell ends if the device is broken or subject to a **dispel evil** or **dispel magic** by a higher-level spellcaster. In either event, the creature within is freed. This ritual is used to create **mirrors of life trapping**.

Longevity* Range: touch
Divine Ritual 6 Duration: instantaneous

This ritual makes the creature touched 10 years younger. This restored youth is possible not only for natural aging, but also for aging from magic or creature effects. Age cannot be reduced below 15 (or mid-adolescence for creatures other than humans). Each time a creature is subject to a **longevity** ritual, there is a cumulative 1% probability that all previous age reversals from rituals of this type (including potions) will be negated, raising the character's age to the age he would be without the effects of the magic. This ritual is used to create **potions of longevity**.

The reverse of this spell, **decrepitude**, will age the victim by 10 years. There is no saving throw against the aging. Worse, creatures with short lifespans (such as humans) must make a saving throw versus Death to avoid dying from the shock of the sudden aging. This ritual is used to create **staffs of withering**.

Miracle Range: unlimited
Divine Ritual 7 Duration: see below

Like its arcane counterpart, **wish**, this ritual can accomplish any the effects of any other spell, or create comparable effects. Events can be reversed; the dead can be brought back to life; or an entire army might be healed of damage. An entire group could be teleported to any location with no chance of error. Unlike **wish**, however, **miracles** are fulfilled indirectly, via the intercessory power of the cleric's deity, and successful fulfillment of the **miracle** is contingent on the approval of the deity rather than on the precise wording used. **Miracles** which do not advance the agenda of the deity will invariably go unfulfilled, and unless the **miracle** is obviously self-sacrificing on the part of the divine caster, the deity will subject him to a **quest** when the **miracle** is granted. A **miracle**'s special component is *always* divine power (see **Divine Power** in Chapter 7 of *ACKS* for more details).

Opposition Range: 0'
Arcane Ritual 8 Duration: special

This ritual enables the spellcaster to place a deadly dweomer upon a reflective device such as a mirror, crystal, or polished jewel. The first human-sized or smaller creature that sees its reflection in the device is immediately confronted by a duplicate of itself. This duplicate has all the possessions and powers of its original (including magic), but has an opposite and inimical disposition. The duplicate immediately and relentlessly attacks the original. Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely. This ritual is used to create **mirrors of opposition**.

Plague Range: special
Arcane Ritual 9 Duration: 1 month per level

This ritual creates a terrible pestilence that devastates the local population. The **plague** initially targets one 6-mile hex. Each month, it affects an additional 6-mile hex adjacent to those already affected. Each hex targeted by **plague** loses 1d10 families for every 100 families each month. Any die that rolls a 10 should be rolled again, with the new result added to the total (repeating the process if a subsequent 10 is rolled).

EXAMPLE: A 1-hex barony with a population of 700 families is subject to **plague**. Each month it loses 7d10 families. After 14 months, the barony has lost a total of 505 families from a roll of 98d10.

A **plague** can devastate a domain's morale as well as its population. Any time that a domain affected by **plague** must make a morale roll, its morale score is reduced by 1 point prior to making the roll.

EXAMPLE: A 1-hex barony with a morale score of +1 (Loyal) is subject to **plague** in the first month of the year. At the end of three months, the barony must make its seasonal morale roll; the

morale score is reduced by 1 point, to 0 (Apathetic). The domain then makes its morale roll; the result is a 4, meaning morale is reduced by 1 point, to -1 (Demoralized). Another three months passes, and the barony must make another seasonal morale roll. Its morale score is reduced by another point, to -2. It then makes its morale roll. The result is, luckily, a 9, so its morale score is increased by 1 point, back to -1.

Regeneration* Range: 30'
Divine Ritual 6 Duration: permanent

This ritual heals a living subject of any permanent wounds, including severed body parts, broken bones, ruined organs, etc. After the spell is cast, the physical regeneration is instantly complete if the severed members are present and touching the creature. It takes 1 turn otherwise. Regenerate also cures 4d8 points of damage +1 point per caster level, and removes any requirement for bed rest. Unlike **restore life and limb**, the subject does not need to roll on the Tampering With Mortality table.

The reverse of this ritual, **withering**, deals 4d8 points of damage +1 point per caster level, and inflicts a permanent wound of the caster's choice on the target. The spellcaster may choose to ruin the target's lips and tongue (result 5/6 on the Mortal Wounds table), destroy the target's eyes (result 5/5), wither one of the target's legs (10/4) or arms (10/3), or damage the target's hearts and lungs (15/1). The target may resist the effects with a successful saving throw versus Spells. This ritual is used to create **staffs of withering**.

Spell Turning Range: touch
Arcane Ritual 7 Duration: special

This ritual creates a protective dweomer around the creature touched that reflects other spells back against their casters, leaving the recipient of **spell turning** unaffected. The recipient's own spells can still affect him, but spells of allies will be reflected even if their effects would be beneficial. Only spells are affected, not monster powers or magical effects which aren't spells. One spell per level of the ritual's caster can be reflected. If two casters are both protected by this ritual, and one casts a spell at the other, the spell will bounce between them until one of the rituals ends. The ritual ends when subject to **dispel magic** or when the maximum number of spells is turned. This ritual is used to create **rings of spell turning**.

Summon Efreeti Range: 10'
Arcane Ritual 8 Duration: 33⅓ days

This ritual summons an **efreeti** (as described in the **Monsters** chapter of *Adventurer Conqueror King System*). The **efreeti** will serve and obey the character that summoned it for a period of 33⅓ days, until it grants a **wish**, or until slain or **dispelled**. Whether asked to grant **wishes** or perform other services, efreet resent being summoned, and they will attempt to twist the meaning of their orders wherever possible. Because of the hostility and unreliability of efreet, wizards often prefer to learn and cast **wish** themselves, even though it is a more difficult ritual. This ritual is used to create **efreeti bottles**.

Temporal Stasis Range: touch
Arcane Ritual 8 Duration: permanent

This ritual places the subject into a state of **temporal stasis**. Time ceases to flow for the subject; its body does not age, its condition does not change, and no force or effect can harm it. This state persists until the **temporal stasis** is **dispelled** by the caster or a higher-level spellcaster, or until a condition, set when the ritual is cast, is met. A common condition is a particular alignment of the stars or outer planes. **Temporal stasis** may be cast against an unwilling target, but a successful saving throw versus Death allows the target to avoid being placed into **temporal stasis**.

Undead Legion Range: touch
Arcane Ritual 9 Duration: permanent

This ritual can only be cast in a place of death (such as a cemetery, catacomb, or battleground). When it is complete, the spellcaster raises an **undead legion** under his command from the corpses and skeletons residing therein. The **undead legion** will include a number of Hit Dice of skeletons or zombies equal to 200 times the caster's level, subject to the maximum number of dead in his area. Whether the **undead legion** consists of skeletons or zombies will depend on the state of the corpses in the surrounding area. Animated skeletons have Hit Dice equal to the number the monster had in life, excluding class levels; for skeletons of humans or demi-humans, this means one Hit Die, regardless of the class level of the deceased. Zombies have one more Hit Die than the monster had in life. The **undead legion** normally lasts for just one week, but the spellcaster can make the spell permanent by sprinkling 1 vial of unholy water per Hit Die on each zombie or skeleton. If this is done, the undead remain animated until they are destroyed or **dispelled**.

EXAMPLE: Sebek, a 14th level mage, travels to the catacombs of Old Zahar, in order to perform the **undead legion** ritual. After 9 weeks, his Magic Research throw succeeds, so he animates 2,800 Hit Dice of undead. Since the Old Zaharans mummified the dead, the corpses are relatively intact and become zombies. Sebek's **undead legion** consists of 1,400 2 HD human zombies. Sebek then sprinkles his army with unholy water so that it will remain animated indefinitely. The ritual has taken 9 weeks to complete, at a cost of 74,500gp (4,500gp for the ritual and 70,000gp for unholy water). Compared to the cost of training and equipping 1,400 heavy infantry (177,800gp), Sebek considers his ritual a wise investment.

Note that if **undead legion** is cast in a **sinkhole of evil**, the spellcaster will calculate the spell effects as if he were one or more class levels higher than his actual level of experience. See **Sinkholes of Evil** in Chapter 10 of *ACKS* for more information on sinkholes and places of death.

Chapter 6: **Supplemental Rules**



AGING

The **Character Starting Age** table gives the starting ages of the new character classes featured in the Player's Companion.

Character Starting Age	
Class	**Starting Age**
Anti-Paladin	17+1d6
Barbarian	14+1d8
Dwarven Fury	23+3d4
Dwarven Machinist	28+2d8
Dwarven Delver	21+3d4
Elven Courtier	75+5d4
Elven Enchanter	80+5d4
Elven Ranger	70+5d4
Gnomish Trickster	50+4d4
Mystic	17+3d6
Nobiran Wonderworker	17+3d6
Paladin	17+1d6
Priestess	17+1d6
Shaman	17+1d6
Thrassian Gladiator	14+1d6
Venturer	17+2d4
Warlock	17+3d6
Witch	17+1d6
Zaharan Ruinguard	17+1d6

EQUIPMENT

Several of the templates presented in this book make use of new armor, clothing, and equipment options. Costs for these items are listed on the tables below. Additional information about some items is provided in the **Equipment Descriptions** section following the tables.

EQUIPMENT DESCRIPTIONS

Belt: Embossed leather or silk belts are worn as a sign of wealth and status.

Breastwrap: This is a band of wool or linen wrapped across the breasts for support. Silk breastwraps signify a woman of wealth and status. Historical examples include the Greek apodesmos and Roman mamillare.

Chiton: The chiton is a linen or wool garment made up of a single rectangle of fabric, worn draped over the shoulders and girdled around the waist, to fasten a blouse and skirt. A silk chiton is a mark of status and money.

Cloak: Embroidered, leather, and silk cloaks are a sign of status and wealth.

Craftsman's Tools: Craftsman's tools include the various implements used by tradesman in their craft. Craftsman's tools are required to make Craft proficiency throws. Each craft has its own specific type of craftsman's tools. Craftsman's tools weigh 1 stone.

Craftsman's Workshop: A craftsman's workshop has a full complement of craftsman's tools and furnishings sufficient to allow up to 8 craftsmen to work together. A master craftsman must have access to a craftsman's workshop in order to increase the productivity of journeymen and apprentices. Each craft has its own specific type of craftsman's workshop. When set up, a workshop takes up 20' x 20' space.

Dice: Dice are commonly available in many shapes and sizes, made from bone, ivory, talus, or wood.

Gloves: Long gloves are worn primarily for fashion. They are custom fitted to tightly cover the hands, forearms and elbows. Wearing gloves does not protect against curses or slime. Thief abilities such as picking pockets, opening locks, or removing traps cannot be performed while wearing gloves.

Heavy Helmet: This is a metal close-faced or visored helmet that completely covers the face, head, and neck. A heavy helmet must be purchased separately from a suit of armor. Wearing a heavy helm imposes a -1 penalty to surprise rolls and -4 penalty to proficiency throws to hear noise, but offers a +2 bonus on d20 rolls made on the Mortal Wounds table. Historical examples of heavy helmets include the classical Corinthian helmet, Roman gladiatorial helmets, and the medieval armet, barbute, close helm, great helm, and hounskull.

Equipment			
Clothing	**Cost**	**Adventuring Equipment**	**Cost**
Belt / Sash (embossed leather)	1gp	Craftsman's tools (any)	25gp
Belt / Sash (silk)	1gp	Craftsman's workshop (any)	350gp
Breastwrap (wool or linen)	4sp	Dice (pair)	5sp
Breastwrap (silk)	1gp	Holy Book	20gp
Chiton (wool or linen)	4gp	Journal	10gp
Chiton (silk)	20gp	Machinist's tools	25gp
Cloak (embroidered, hooded)	4gp	Manacles	2gp
Cloak (leather, hooded)	10gp	**Armor**	**Cost**
Cloak (silk, hooded)	25gp	Heavy Helmet	20gp
Gloves (long, leather)	1gp	Light Helmet	0gp (5gp)
Loincloth	1sp	**Foodstuffs**	**Cost**
Sandals (high)	6sp	Ale/Beer (strong, 1 pint)	1sp
Skullcap (metal)	3gp		
Veil (silk)	1gp		



Light Helmet: This is any leather or metal open-faced helmet designed to protect the head and neck while maintaining unrestricted sight and breathing. A light helmet is included in the cost of any suit of armor. If a suit of armor is worn without a helmet, decrease the character's armor class by 1 point. A light helmet can purchased separately from a suit of armor at a cost of 5gp, but provides no in-game benefit. Historical examples include the Illyrian, Phyrgian, Boeotian, Attic, and Galean helmets of Antiquity, the medieval bascinet, nasal helm, and spangenhelm, and the Renaissance burgonet and sallet.

Holy Book: A holy book is a parchment, papyrus, or vellum codex or scroll of religious writings. Access to a holy book grants a +1 bonus on Theology proficiency throws. Historical examples include the Egyptian Book of the Dead, the Hebrew Torah, the Ancient Greek Theogony, and the Tao Te Ching.

Journal: A journal is a folded parchment or papyrus notebook used for writing ship's logs, maps, illustrations, and book-keeping entries. A journal has 50 pages and is considerably less sturdy than a spell book. A historical example is the Roman *pugillares membrane.*

Machinist's Tools: Machinist's tools encompass a variety of implements including the adz, auger, bow drill, chisel, drawknife, fine gold wire, hand-plane hand-saw, hammer, ruler, toothed saw, and touchstone. Machinist's tools are required to make proficiency throws to design, build, and repair automatons. Machinist's tools weigh one stone.

Manacles: These are metal fetters designed to shackle a creature's hands or ankles. A character with Contortionism proficiency can escape from manacles in 1 turn with a proficiency throw of 18+. Breaking free of manacles through brute strength requires 1 turn and a proficiency throw of 24+ on 1d20. Any bonuses or penalties that would apply to a proficiency throw to open doors also apply to this roll. (For example, a character with STR 18 would gain a +12 bonus to break free of manacles, while a character with Dungeon Bashing proficiency would gain a +4 bonus). Manacles of unusual material or size may impose a penalty on this proficiency throw.

FOLLOWERS

The Follower Type and Equipment by Class table, below, expands the table found in the *ACKS* core rules to include the new classes in the *Player's Companion*. The Barbarian sets can be used as an example for how to modify the tables to reflect distinct cultures or traditions.

Apprentices (including 1st level dwarven machinists, elven enchanters, Nobiran wonderworkers, priestesses, venturers, warlocks, and witches) and leader types (1st-3rd level anti-paladins, barbarians, mystics, paladins, shamans, Thrassian gladiators, and Zaharan ruinguards) can be quickly created using the pre-generated templates for their class, or the Judge may allow the adventurer to generate and equip them using the **Character Creation** rules in Chapter 1.

Follower Type and Equipment by Class	
Die Roll (1d100)	**Type and Equipment**
Barbarians (Jutland)	
01-25	Archers (shortbow, hand axe, leather armor, shield)
26-50	Light Infantry (great axe, leather armor)
51-70	Light Infantry (spear, battle axe, leather armor, shield)
71-85	Heavy Infantry (two-handed sword, chain mail armor)
86-100	Heavy Infantry (spear, sword, chain mail armor, shield)
Barbarians (Ivory Kingdoms)	
01-25	Hunters (bola, net, 5 darts, hand axe, hide armor)
26-50	Hunters (bola, net, 3 javelins, hand axe, leather armor)
51-70	Archers (shortbow, hand axe, leather armor)
71-85	Light Infantry (spear, club, shield, hide armor)
86-100	Light Infantry (spear, hand axe, shield, leather armor)
Barbarians (Skysos)	
01-25	Light Infantry (spear, scimitar, shield, leather armor)
26-50	Archers (composite bow, scimitar, shield, leather armor)
51-70	Horse Archers (composite bow, scimitar, leather armor, light warhorse)
71-85	Medium Cavalry (lance, shield, lamellar armor, and medium warhorse)
86-100	Light Cavalry (3 javelins, sword, shield, leather armor, light warhorse)
Bards, Bladedancers, & Mystics	
01-10	Heavy Cavalry (lance, sword, shield, plate armor, chain barded medium warhorse)
11-20	Medium Cavalry (lance, shield, lamellar armor, and medium warhorse)
21-35	Light Cavalry (3 javelins, 2 swords, leather armor, light warhorse)
36-55	Heavy Infantry (pole arm, sword, shield, banded plate armor)
56-80	Light Infantry (2 swords, dagger, leather armor)
81-90	Archers (short bow, sword, leather armor)
91-100	Slingers (sling, short sword, shield, leather armor)

Follower Type and Equipment by Class Cont.	
Die Roll (1d100)	**Type and Equipment**
Clerics, Fighters, Paladins, Anti-Paladins, & Zaharan Ruinguards	
01-05	Cataphract Cavalry (composite bow, sword, shield, plate armor, chain barded medium warhorse)
06-15	Heavy Cavalry (lance, sword, shield, plate armor, chain barded medium warhorse)
16-25	Medium Cavalry (lance, shield, lamellar armor, and medium warhorse)
26-35	Light Cavalry (3 javelins, sword, shield, leather armor, light warhorse)
36-60	Heavy Infantry (pole arm, sword, shield, banded plate armor)
61-80	Light Infantry (spear, short sword, shield, leather armor)
81-90	Archers (short bow, short sword, leather armor)
91-100	Slingers (sling, short sword, shield, leather armor)
*Dwarven Craftpriests, Dwarven Delvers, Dwarven Furies, Dwarven Vaultguards, & Gnomish Tricksters**	
01-20	Dwarven Heavy Infantry (great axe, plate armor)
21-40	Dwarven Heavy Infantry (war hammer, shield, banded plate armor)
41-60	Dwarven Heavy Infantry (battle axe, shield, chain mail armor)
61-80	Dwarven Crossbowman (arbalest, dagger, chain mail armor)
81-100	Dwarven Mounted Crossbowmen (crossbow, chain mail, mule)
Elven Courtiers, Elven Rangers & Elven Spellswords	
01-15	Elven Horse Archers (composite bow, scimitar, leather armor, light warhorse)
16-30	Elven Light Cavalry (lance, shield, leather armor, light warhorse)
31-45	Elven Light Infantry (spear, short sword, shield, leather armor)
46-60	Elven Heavy Infantry (spear, sword, shield, chain mail armor)
61-75	Elven Archers (short bow, dagger, leather armor)
76-100	Elven Longbowmen (long bow, sword, chain mail armor)
Explorers & Shamans	
01-10	Medium Cavalry (lance, shield, lamellar armor, and medium warhorse)
11-25	Light Cavalry (3 javelins, 2 swords, leather armor, light warhorse)
26-40	Horse Archers (composite bow, scimitar, leather armor, light warhorse)
41-60	Light Infantry (spear, hand axe, shield, leather armor)
61-70	Longbowmen (long bow, sword, chain mail armor)
71-80	Archers (short bow, short sword, leather armor)
81-90	Slingers (sling, short sword, shield, leather armor)
91-100	Hunters (bola, net, 3 javelins, hand axe, leather armor)

** Gnomish Tricksters replace Dwarven troops with Gnomish troops of the same type.*

PROFICIENCIES

The anti-paladin, barbarian, dwarven machinist and dwarven delver classes have several new proficiencies in their class list, all of which are detailed below.

Armor Training: The character may fight wearing armor up to 2 points heavier than normally permitted by his class without penalty. Armor Training proficiency does not grant the character the ability to cast spells in armor, use thief skills in armor heavier than leather, or benefit from proficiencies or class powers that forbid use of certain armor.

Inventing: The character has a creative mind capable of envisioning new machines and devices. He may design automatons as if he were two class levels higher than actual. The time required for the character to design automatons is reduced by 20%.

Jury-Rigging: The character can somehow get automatons running again with seemingly little more than lantern oil and a 10' pole. He may repair automatons as if he were two class levels higher than actual. He can perform hasty repairs, taking just 10 minutes (1 turn) rather than 1 hour. Hasty repairs only last for 4d6 turns, with any hp repaired being lost when the duration ends. The Judge should make the determination of how long the repairs will last in secret.

Kin-Slaying: The character has been trained to ruthlessly cut down his chthonic master's foes. He receives +1 on attack throws against humans, elves, dwarves, halflings, gnomes, and Nobiran. At level 7, this bonus increases to +2, and at level 13 it increases to +3.

Personal Automaton: All machinists enjoy tinkering with customized creations. A machinist with the Personal Automaton proficiency is obsessed with one particular creation, his **personal automaton**, which he continuously modifies and upgrades.

When the proficiency is first taken, the character immediately gains a personal automaton of his own design worth up to 7,000gp. If the character's personal automaton is ever destroyed or disassembled, the character may design and/or build a new one. A character may never have more than one personal automaton at a time.

Designing a personal automaton costs 7,000gp less than normal, with the equivalent reductions in design time and library requirements. As a consequence the finished design

can only be used by the character, and only to build a personal automaton. This represents the character making incomplete and undocumented designs for personal use.

Building a personal automaton also costs 7,000gp less than normal, with equivalent reductions in building time and workshop requirements. As a consequence, the personal automaton requires daily maintenance from its builder of at least 1 turn per day. If the maintenance is not performed, the automaton is nonfunctional until 3d6 turns are spent returning it to working order. This represents the personal automaton's perpetually unfinished state.

Any proficiency throws to design and build personal automatons are always successful.

If desired, the character may disassemble his personal automaton for up to 50% of the unadjusted build cost in materials. This takes 1 day per 1,000gp of returned value. These materials may only be used to offset the cost of constructing another Personal automatons may be sold, but are only worth scrap value (1/100th build cost).

A personal automaton may not be controlled or operated by anyone other than the character.

Scavenging: One dwarf's junk is another dwarf's treasure, the saying goes. The character knows how to find and salvage spare parts and components from dwarven ruins, wrecked machines, and remnants of old automatons. As a result, the cost for the character to build or design automatons is reduced by 10%. This proficiency can be selected multiple times. Each time it is selected, the cost for the character to build or design automatons is reduced by an additional 10% of the base cost.

Tinkering: The character is an expert at tweaking and optimizing machines. He may build automatons as if he were two class levels higher than actual. The time required for the character to build an automaton is reduced by 20%.

Unarmed Fighting: The character is an expert in striking with fist and feet. When brawling (see *ACKS* p.109), he may deal lethal damage. He can punch or kick characters in metal armor without himself taking damage.

Vermin-Slaying: The character specializes in exterminating the insects, slimes, and swarms that plague the underdark. With a proficiency throw of 11+, he can identify the abilities and vulnerabilities of various vermin based on their physical appearance. He receives a +1 bonus when making saving throws against special attacks by vermin (e.g. a carcass scavenger's paralyzing stinger or yellow mold's spores).

STRUCTURES

Mages, thieves, and other characters who value their privacy may wish to construct traps in and around their strongholds. Such constructions can be built using the following tables. See *ACKS* Chapter 7 for rules on **Establishing Strongholds** and Chapter 10 for rules on **Placing Traps**.

EXAMPLE: Viktir places a 20' wide x 20' long x 30' deep tiled stone pit in his stronghold. This is 12,000 square feet. Each 1,000 square feet costs 500gp, so the total cost is 6,000gp. At the bottom of the pit, he adds 20' x 20' of spikes at a cost of (100gp per 100 square feet) 400gp. He then puts purple worm poison (1,500gp per 100 square feet) on all 20' x 20' of the spikes, at a cost of 6,000gp. He covers it with a concealed spring-loaded trap door, costing 1,100gp. The total cost of his pit is 13,500gp. The pit will deal 3d6 falling damage plus 1d6 damage from each of 1d4 spikes, and those struck by the spikes must save versus Poison to avoid death. Nasty!

Pits	Cost
Pit, open earth, 10' x 10' x 10' (1d6 damage per 10')	20gp
Pit, open tiled stone, 10' x 10' x 10' (1d6 damage per 10')	500gp
Pit cover, piled material or rug, 10' x 10'	+5gp
Pit cover, concealed trap door (opens beneath feet), 10' x 10'	+500gp
Pit cover, concealed spring-loaded trap door (opens beneath feet and then closes), 10' x 10'	+1,100gp
Pit poison, for spikes (save v. Poison or suffer poison effect), 10' x 10'	By poison
Pit spikes (1d4 spikes each dealing 1d6 damage), 10' x 10'	+100gp
Traps	
Trap, arrow (fires from hidden location, attacks as 1st level fighter, 1d6+1 damage)	400gp
Trap, bricks from ceiling (10' x 10' collapse, save v. Blast or 2d6 damage)	1,200gp
Trap, dart (fires from hidden location, attacks as 1st level fighter, 1d4+1 damage)	380gp
Trap, needle (1 damage)	120gp
Trap, portcullis (falls suddenly downward, save v. Blast or 3d6 damage)	1,850gp
Trap, rolling rock (rolls from hidden location, save v. Blast or 3d6 damage)	400gp
Trap, scything blade (swings from hidden location, save v. Blast or 1d8 damage)	550gp
Trap poison, for arrows/darts/needles/scythes (save v. Poison or suffer poison effect), per trap	By poison

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