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## *Section 1: New classes*

### *The Adventurer*

The adventurer is a quite common class, very well adapted to the adventuring life. Adventurers can fight well, perform a few thief abilities and cast a few magical spells when needed. They are a very welcome addition to any adventuring party. Adventurers are a sub-class of warrior. They fight and make their saving throws as warriors. They can not use armor heavier than the chain mail because it would hinder too much their thieving abilities. Adventurers can use any weapon.

#### *Adventurers Level Progression Table:*

				Mage Spells	
Level	Experience Points	Hit Points	AC bonus	1	2
1	0-2000	1d8	0	-	-
2	2001-4000	2d8	0	-	-
3	4001-9000	3d8	0	-	-
4	9001-20000	4d8	0	-	-
5	20001-45000	5d8	-1	1	-
6	45001-100000	6d8	-1	2	-
7	100001-175000	7d8	-1	2	1
8	175001-300000	8d8	-1	2	2
9	300001-500000	9d8	-1	2	2
10	500001-750000	9d8+2	-2	2	2
	+250000 XP / Lvl.	+2 / Lvl.	-1 / 5 Lvls.		

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The thief abilities of adventurers are: hear noise, hide in shadows, move silently, open locks, read languages and find/remove traps. At first level, the base percentage of these abilities is:

Hear Noise:	15%
Hide in Shadows:	5%
Move Silently:	10%
Open Locks:	10%
Read Languages:	0%
Find/Remove Traps:	5%

They have 50 discretionary points to add to these abilities (not more than 25% in each). At every level thereafter, they gain 20 additional points (max 10% increase in each). They have a bonus to armor class that is improving along with the levels, due to special defense techniques that is part of their training. At first level, they have 3 weapon and 3 non-weapon proficiencies and they gain one of each every three levels afterwards. They can be of any alignment. The requirements for becoming an adventurer are not stringent, strength, dexterity and intelligence of 9. Any result of 47 or more in those three abilities grants the adventurer a 10% bonus on experience points.

Adventurers can be human, elven or half-elven.

## *The Battle Priest*

The battle priest is the strong arm of a church. Some war-god faiths rather have believers fight for their cause rather than mercenaries, that is the reason of the battle priest's existence. Battle priests are formed in their church as well as in a fighter's school. They also have access to priest spells, beginning at second level. They advance in levels at a slower rate than fighters or priests but they have the advantages of both.

Battle priests often go into adventuring simply because it's a good way to become powerful. War gods like to have powerful followers. Their adventures need not have a direct link to the cause of their faith but they will never go against it or they immediately lose their status and become 0-level characters. Due to its intensive combat training, the battle priest receives all the advantages of a fighter, attack table, exceptional strength, constitution bonus and specialization (includes double specialization). They can use all magic items usable for fighters and clerics.

Battle priests are alignment-bounded, their alignment has to be the same as their god. The battle priests can not associate, even momentarily, with anyone having a faith contradictory to his own (good vs. evil, law vs. chaos). If the battle priest is true neutral, he can not associate with

people of extreme alignments (lawful good, chaotic evil, lawful evil, chaotic good). However, battle priests can be interrupted in their adventuring for a while because his church will join him if help is needed, the battle priest always answers these requests positively.

They can cast priest spells like a regular priest, but with one level of delay. A battle priest has his first spell on second level, behaves like a 2nd level priest at 3rd level,... They do not have power over undead. They can receive bonus spells for high wisdom just like regular priests. The minimum ability scores for becoming a battle priest are: strength, constitution and wisdom of 12. If these three total more than 47 points, the battle priest has a 10% experience bonus. Battle priest can only be human. They can not dual-class in a warrior or priest sub-class.

### ***Battle priest level progression table:***

Level	Experience Points	Hit Points
1	0-3250	1d10
2	3251-7000	2d10
3	7001-14000	3d10
4	14001-30000	4d10
5	30001-65000	5d10
6	65001-130000	6d10
7	130001-260000	7d10
8	260001-400000	8d10
9	400001-750000	9d10
10	750001-1100000	9d10+2
	+ 350000 XP / Lvl.	+2 / Lvl.

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## *The Brigand*

The brigand usually comes from a harsh environment, an environment in which he has to fight often, not only thief. He can come from a urban settlement or from the wilderness. One of their most favoured method of attack is the ambush. A brigand knows how to ambush his enemies in a lot of different situations. When he planifies an ambush, everybody involved on his side will have +2 to hit to their first attack, that is, of course, if the brigand surprises the enemy.

The Brigand only leaves his gang rarely, so there are very few adventuring brigands. A player who wishes to be a brigand must find an appropriate reason for his character to leave his former group (he may be bored, he may be kicked out, ...). Even if there are few of them adventuring, they are competent adventurers, due to their skills in both fighting and thievery. They fight better than regular thieves, due to their training, they fight as clerics.

Being a sub-class of the thief, they make their saving throws as thieves do. They are allowed any weapon but they tend to prefer one-handed and quick weapons, it is often important for a brigand to have the first strike. They will not wear armor heavier than the chain mail because it restricts mobility and it would hinder too much their thieving skills. They can use shields. Brigands can be neutral at best, they can not be lawful or good.

They are allowed the fighter's constitution and strength bonuses. They can also specialize (and double specialize) as normal fighters in a weapon, but it will always be a one-handed melee weapon. They can use all magic items that are designed for fighters. Their thief abilities are: Backstab, Climb Walls, Find/Remove Traps, Hear Noise, Move Silently, Open Locks and Pick Pockets. The base percentage of these abilities are:

Climb Walls:	60%
Find/Remove Traps:	5%
Hear Noise:	15%
Move Silently:	10%
Open Locks:	10%
Pick Pockets:	15%

At first level, they have 50 discretionary points to place in whichever ability they want (not more than 25 in each) and they gain an additional 25 points each level thereafter in which no more than half of the points may be placed in a single ability.

They initially have 3 weapon and 3 non-weapon proficiencies and they gain one of each every 3 levels. In the second edition, they can choose between the warrior, rogue and general group. The minimum required ability scores to be a brigand are: strength, dexterity and constitution which must be 12 each. If these three scores together exceed 47, the brigand receives a 10%

experience bonus. Any race that can be a fighter or a thief can be a brigand but non-human level limits should be approximately 12. Human brigands may not be dual-classed with any rogue or warrior subclass. Non-human brigands can not be multi-classed with a rogue or warrior subclass.

### ***Brigands level progression table:***

Level	Experience Points	Hit Points
1	0-2750	1d8
2	2751-5500	2d8
3	5501-12000	3d8
4	12001-27500	4d8
5	27501-55000	5d8
6	55001-100000	6d8
7	100001-200000	7d8
8	200001-350000	8d8
9	350001-625000	9d8
10	625001-900000	9d8+2
	+ 275000 XP / Lvl.	+2 / Lvl.

### ***Combat Mage***

Not liking the idea of a militant wizard in the second edition, I decided to make a special wizard sub-class. The combat mage's training is a mixture of magical and warfare training. He is able to sustain much more punishment than the average wizard. Although he can not wear armor, he can use more weapons than the regular wizard and fights better, too. The use of any slashing weapon does not hinder in any way his spell-casting ability.

The combat mage has special saving throws, which are the best between the mage and the fighter class. See table next page.

### *Combat Mage Saving Throws*

Level	Paralysis Poison, Mag- ical Death	Petrification Polymorph	Wands Rods Staves	Breath Weapon	Spell
1-5	14	13	11	15	12
6-10	11	11	9	13	10
11-15	7	8	7	8	8
16-20	4	5	5	4	6
21 +	3	4	3	4	4

### *Combat Mages Level Progression Table:*

Level	Experience Points	Hit Points
1	0-3500	1d8
2	3501-7000	2d8
3	7001-15000	3d8
4	15001-30000	4d8
5	30001-60000	5d8
6	60001-125000	6d8
7	125001-250000	7d8
8	250001-425000	8d8
9	425001-850000	9d8
	+ 425000 XP / Lvl.	+ 2 h.p. / Lvl.

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He fights like a psionist, that is, a bit better than regular wizards. Of course, for all its advantages, he has to suffer some disadvantages, his training being more taxing than the normal mages, he has to gain more experience points to rise in levels. The combat mage has access to the same spells as the regular mage.

At first level, they initially have 3 weapon and 3 non-weapon proficiencies. They gain 1 of each every four levels after the first (5, 9, 13, ...). They can use the same magic items as wizards do. They roll 8-sided dice for determining their hit points. Any race that can be both a magic-user and a fighter can be a combat mage, with the corresponding level limitations as magic-user.

To be a combat mage, one needs at least strength 10 and intelligence 14.

## *The Enemy*

The enemy is related somewhat to the anti-paladin but his only emphasis is on combat. He is designed specifically as a non-player character, adapting it for PC use would require some modifications. Enemies are, just like their name implies, enemies of your adventuring group that sometimes happen to be on their path. They make very good villains, their level should be adjusted to the party's level, do NOT make a 19th level enemy fight a 1st level party because he would shred them to pieces in but a single round.

Their alignment is always chaotic evil, they are repulsed by everything that is good or that represents the law, especially lawful good characters. They are extremely powerful combatants. Enemies fight as monsters of the same hit dice. Enemies are a sub-class of fighter, they make their saving throws as fighters and can use fighter-specific magic items. They also have access to the fighter's exceptional strength. Enemies can use all weapons and armor. They have a special constitution bonus, for every point beyond 14, they get +2 hit points per level. They also have a special bonus to armor class and to initiative.

To be an enemy, strength 15, constitution 14 and dexterity 15 are required. Unlike fighters, which can only specialize in one weapon, enemies can specialize in as many weapons as they want. They have 6 weapon proficiencies and 2 non-weapon proficiencies at first level, they gain 1 of each at every 2 levels after the first. Enemies can only be human.



### *Enemies level progression table:*

Level	Experience Points	Hit Points	AC bonus	Ini. bonus
1	0-5000	2d12+1	0	0
2	5001-10000	3d12+2	-1	0
3	10001-22500	4d12+3	-1	0
4	22501-50000	5d12+4	-1	0
5	50001-100000	6d12+5	-2	1
6	100001-200000	7d12+6	-2	1
7	200001-400000	8d12+7	-2	1
8	400001-700000	9d12+8	-3	1
9	700001-1000000	10d12+9	-3	1
10	1000001-1500000	10d12+13	-3	2
11	1500001-2000000	10d12+17	-4	2
	+ 500000 XP / Lvl.	+ 4 / Lvl.	top	top

### *The Enforcer*

The enforcer is the middle-age equivalent of today's police officer. In a world where there is so much thieves, there has to be some people who can deal with that. That people are the enforcers. The enforcers are have a lot of skills, that is why their level progression is so slow. They have to be physically fit, combat is no stranger to them and they have to be able to sustain a reasonable amount of damage. They also have a special ability, which is always in effect, they just have to concentrate a little and they have a chance of knowing if someone is telling a lie. The Detect lies ability naturally improves with levels.

Enforcers are also skilled in magic. They study their magic as magic-users do but they do not have access all of the mage spells. They have a special list of spells, and their purpose is not the same as in the case of a magic-user. They also have access to a few thief skills, because to capture thieves, you must be able to play the same game as they do. Enforcers can climb walls,

hear noise, hide in shadows and move silently. The base percentage of these abilities at first level is:

Climb Walls: 60%  
 Hear Noise: 15%  
 Hide in Shadows: 5%  
 Move Silently: 10%

At first level, they have 30 discretionary points that they can place in any ability (but no more than 15% in each). At every level after the first, they get an additional 15 points, again, they can not place more than half of that amount in a single ability. Enforcers also have the disguise ability, they can disguise themselves very efficiently to pretend they are someone else, as the first-edition assassin. They can be considered a sub-class of fighters. They fight as warriors do and they also make their saving throws like warriors. They have the warrior's exceptional strength, constitution bonus and specialization ability.

### *Enforcers level progression table:*

Level	Experience Points	Hit Points	Detect Lie	Enforcer Spells				
				1 4	2 5	3		
1	0-4000	1d10	5%	-	-	-	-	-
2	4001-8000	2d10	10%	1	-	-	-	-
3	8001-18000	3d10	15%	2	-	-	-	-
4	18001-40000	4d10	20%	2	1	-	-	-
5	40001-80000	5d10	25%	2	2	-	-	-
6	80001-150000	6d10	30%	3	2	1	-	-
7	150001-300000	7d10	35%	3	3	2	-	-
8	300001-500000	8d10	40%	4	3	2	1	-
9	500001-1000000	9d10	45%	4	3	3	2	-
10	1000001-1500000	9d10+3	50%	5	4	3	2	1
	+ 500000 XP / Lvl.	+3 / Lvl.	+5%/Lvl					

Enforcers can not cast their spells and they can hardly use their thief skills if they wear armor heavier than chain mail. Enforcers have to be lawful, but there are no restrictions on how they apply the law (they can be lawful good, lawful neutral or lawful evil). They have a code of ethics, but it is simple, they can not knowingly let a crime be committed (of course if they are lawful evil, they can not let a crime be committed by ... someone else).

They can use the fighter class of magic items. At first level, they have 3 weapon and 3 non-weapon proficiencies, they gain one of each at every 3 levels after the first. To be an enforcer, a character must have: strength 12, intelligence 13 and dexterity 12. Enforcers only very rarely go adventuring, if the player wants to be an enforcer, it is up to him to get an adequate background. Enforcers can only be human and may never dual-class.

### ***Enforcer magic spells:***

#### **Level 1:**

Alter Fire (m)  
 Alarm (m)  
 Armor (m)  
 Command (c)  
 Comprehend Languages (m)  
 Detect Magic (m)  
 Feather Fall (m)  
 Identification (m)  
 Light (m)  
 Protection vs. evil (m)  
 Read enforcer magic (\*)  
 Sanctuary (c)  
 Shield (m)  
 Sleep (m)  
 Spider Climb (m)

#### **Level 2:**

Augury (c)  
 Continual Light (m)  
 Detect Evil (m)  
 Detect Charm (c)  
 Detect Invisibility (m)  
 Detect Life (c)  
 Detect Pits and Snares (c)  
 ESP (m)  
 Invisibility (m)  
 Knock (m)  
 Know Alignment (m)  
 Levitate (m)  
 Speak with Animals (c)  
 Strength (m)

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**Level 3:**

Clairaudience (m)  
Clairvoyance (m)  
Detect Illusion (m)  
Dispel Magic (m)  
Feign Death (c)  
Flight (m)  
Haste (m)  
Hold Person (m)  
Infravision (m)  
Tongues (m)  
Water Breathing (m)

**Level 4:**

Detect Lies (c)  
Dimension Door (m)  
Fire Shield (m)  
Hallucinatory Terrain (m)  
Magic Eye (m)  
Minor Globe of Invulnerability (m)  
Polymorph Self (m)  
Remove Curse (m)  
Speak with Plants (c)  
Stoneskin (m)  
Ultravision (m)

**Level 5:**

Airy Water (m)  
Distance Distortion (m)  
Hold Monster (m)  
Telekinesis (m)  
Teleport (m)  
Transmute Rock to Mud (m)  
Wall of Force (m)  
Dispel Evil (m)  
Plane Shift (m)  
True Sight (c)

A spell with (m) indicates a spell coming from the mage class and a (c) means that the spell is coming from the priest class. (\*) indicates a special spell, see description next page.

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### ***Read Enforcer Magic (Divination)***

Level: 1  
Range: 0  
Components: V,S,M  
Duration: 2 rounds per level  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: none

This spell is in all aspects identical to the first-level mage spell read magic. The only difference between the two is that this spell applies only to enforcer magic reading. That spell does not allow to read normal magic nor does the read magic spell can be applied to read enforcer magic. The DM might want to change this for a spell being cast by a high-level spellcaster.

As mentioned before, enforcers do not usually use their magic for the same purpose as mages do. Many enforcer spells are very useful to capture a suspect alive. It is easy to interrogate a victim under the effect of a web spell...

### ***The Healer***

The Healer is a character that devotes his life to healing others. They are a sub-class of the priest but with some psionic abilities. The healer knows many ways to heal people, his healing can come from magic, psionic or natural abilities. Of course, at first level, healers have the healing proficiency as a bonus. The healer does not only heal, he or she can fight to, when necessary.

The healer rolls 8-sided dice for the determination of its hit points. They fight as clerics and their patron deity is a god of healing from any pantheon. Healers have access to the psionic discipline of psychometabolism and they can cast spells as clerics, but they only have access to the sphere of healing. They receive bonus spells for high wisdom just like normal priests. Healers have to be of good alignment because nobody evil or even neutral would devote his life to the healing of others.

Healers are not allowed to use heavy armor, in fact, they will not wear anything heavier than the chain mail. However, they can fight with any weapon. They can use any magical item that priests or psionics can use. Initially, they have two weapon proficiencies and two non-weapon proficiencies. They gain one of each every three levels after. The level progression of healers is quite fast, it is similar to clerics.

Healers do not have any special disadvantages. They usually come from big settlements because of the requirement of their training. They have to be from a place that there is both a temple of a god of healing and a psionics college. But if the player manages to find any other appropriate story (DM's choice), the healer PC can be from virtually anywhere. To be a healer requires a wisdom of 12. Only humans can be healers, on very rare occasions, healers may dual-class but they never do in a priest or psionicist subclass.

### ***Healers Level Progression Table:***

Level	Experience Points	Hit Points	Sciences	Devotions
1	0-1600	1d8	1	3
2	1601-3500	2d8	1	5
3	3501-7500	3d8	2	7
4	7501-15000	4d8	2	9
5	15001-30000	5d8	3	10
6	30001-60000	6d8	3	11
7	60001-125000	7d8	4	12
8	125001-225000	8d8	4	13
9	225001-450000	9d8	5	14
10	450001-675000	9d8+2	5	15
11	675001-900000	9d8+4	6	16
12	900001-1125000	9d8+6	6	17
13	1125001-1350000	9d8+8	7	18
14	1350001-1575000	9d8+10	7	19
15	1575001-1800000	9d8+12	8	20
16	1800001-2025000	9d8+14	8	20
17	2025001-2250000	9d8+16	9	20
18	2250001-2475000	9d8+18	9	20
	+ 225000 XP / Lvl.	+2 hp / Lvl.	10 at 19th (top)	top

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## *The Martial Artist*

I wanted, just to see what it would look like, to make a class that its sole ability is martial arts as the oriental adventures guide. A martial artist is just that, a plain Bruce Lee wannabee, and that is just how they might act like at higher levels. To be a martial artist requires dexterity 15, wisdom 12 and constitution 12. These are the three prime requisites for the martial artist. If these 3 together total more than 47, the martial artist gains a 10% bonus in experience points.

The martial artist is a class of the warrior group, their very existence is devoted to fighting. They gain special abilities when they go up in levels, these are special maneuvers that can be found in the Oriental Adventures book or in an old DRAGON magazine (I had it and lost it, I do not remember which one). The base AC of a martial artist is 4, due to his training. A martial artist can not wear armor nor use shields and they only have access to the martial arts weapons class. They fight and make their saving throws as warriors. They initially have 3 weapon and 3 non-weapon proficiencies and they gain 1 of each at every 3 levels after the first (4, 7, 10, ...).

At first level, there are several abilities that a martial artist has. He can spend an attack luring his opponent into a trap and this gives him a +2 to hit on his next attack. Martial artists are also able to make leaps and when they leap, they can make a 180-degree turn in mid-air. They all get only half-damage from falls. A martial artist can, of course, meditate, 1 hour of meditation is as good as 2 hours of sleep. Martial artists are masters of balance, they can walk on a tight rope like some thieves. If a martial artist concentrates him(her)self, (s)he is able to summon his inner strength potential, thus giving 18/00 strength for 5 rounds. After that, though, they have to rest for 1 full turn or fight at -4 to hit until they rest. Martial artists are also considered to be fully ambidextrous, they can use both hands at the same efficiency. They get +1 bonus to initiative because of their innate quickness. If they spend an attack studying the opponent, they can notice weaknesses in their fighting, thus giving them, for the rest of the combat and for that opponent only, a +1 to hit. They can also deflect non-magical missiles thrown at them if they make a successful saving throw versus paralysis. Martial artists can also walk on a tightened rope with a 25% chance, increasing by 5% at every level after the first.

The life of a martial artist imposes several restrictions. They have to be lawful neutral, the only thing that matters to them is order and discipline, they will never associate with chaotic characters. They always have to donate 10% of their belongings to the dojo where they trained, to encourage the formation of more martial artists. They can not own more than 10 magical items and they can only use those that are usable by any class. Martial artists can be from any race that can meet the ability requirements **and** that does not have a penalty to dexterity.

### *Martial Artists Level Progression Table:*

Level	Experience Points	Hit points	Move	Attacks per round	Damage/Attack	Jump Hgt.	Jump Lgt.	Special Ability Gained
1	0-2000	1d8	14"	3	1d10	4'	3'	--
2	2001-4000	2d8	15"	3	1d10	5'	4'	1
3	4001-8000	3d8	16"	3	1d10	6'	5'	2
4	8001-18000	4d8	17"	7/2	1d10+1	7'	6'	3
5	18001-35000	5d8	18"	7/2	1d10+2	8'	7'	4
6	35001-60000	6d8	19"	7/2	1d10+2	9'	8'	5
7	60001-120000	7d8	20"	4	2d10	10'	9'	6
8	120001-225000	8d8	21"	4	2d10+1	11'	10'	7
9	225001-450000	9d8	22"	4	2d10+2	12'	11'	8
10	450001-675000	9d8+3	23"	9/2	3d10	13'	12'	9
11	675001-900000	9d8+6	24"	9/2	3d10+1	14'	13'	10
12	900001-1125000	9d8+9	26"	9/2	3d10+2	15'	14'	11
13	1125001-1350000	9d8+12	28"	5	4d10	16'	15'	12
14	1350001-1575000	9d8+15	30"	5	5d10	17'	16'	13
	+ 225000 XP / Lvl.	+3hp/Lvl	top	6 at lvl. 17	top	+1'/lv 1	+1'/lv 1	

If a martial artist has a 10' space to run, he can increase his jumping height and length by 4'. The damage they do and the number of attacks is for bare-handed combat only. Martial arts damage is halved for creatures of more than twice the martial artist's height, with a natural armor class below 0 or with opponents that are made out of stone, iron, ... (like golems).



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## **MARTIAL ARTIST SPECIAL ABILITIES EXPLANATION:**

A martial artist gains special abilities when going up in levels, these are:

- 1= The martial artist can fight efficiently even with his back lying on the ground.
- 2= If the martial artist walks at half his normal speed, he can pass without trace as the spell.
- 3= If the martial artist concentrates for 1 round, he can, for 4 rounds make twice more attacks, move twice faster, ... . But after that, he must rest for a full turn or fight at -4 to hit until he rests.
- 4= The martial artist is immune to the slow spells.
- 5= The martial artist learns a technique of quick defensive moves that lowers his armor class by 1. The bonus is increased to +2 at 11th level.
- 6= The martial artist learns how to crush stone ( $\frac{1}{4}$ "/lvl.) and wood ( $\frac{1}{2}$ "/lvl.). If the attack is missed, the martial artist can not use that limb for 24 h. This maneuver can also be used against opponents, the damage done is normal, but with a bonus of +1hp/lvl.
- 7= If the martial artist is lying on the ground, he can spend only one attack and get himself up in a standing position.
- 8= The martial artist is aware of every non-invisible opponent around him, his is therefore immune to backstabs.
- 9= The martial artist now ages only 9 months for every year that passes.
- 10= The martial artist can levitate, at 5' per round. When he is done, he has to rest for 2 rounds.
- 11= The martial artist now only suffers a -1 penalty for fighting in the dark, or with his eyes closed.
- 12= The martial artist gets a +2 to saving throws versus charms, illusions and paralysis.
- 13= The martial artist learns how to incapacitate an opponent's limb. Before making that special maneuver, the player has to tell the DM. It does double damage if the hit is successful and the limb that was hit (or nearly destroyed for a high-level martial artist! ) cannot be used for 24 hours.

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## *The Mystic*

The mystic resembles, on certain points to the first-edition monk. A mystic devotes a lot of time to meditation. They possess great self-discipline. They gain special abilities from their meditation and their particular physical training. The Mystic is a stand-alone class, not a subclass of any other one, because it has various abilities.

Many mystics live as solitaires or in a monastery, they think it as one of the best ways to reach spiritual enlightenment. Sometimes, by changing their lifestyles a bit, such as going adventuring, they can gain additional knowledge that they can not find anywhere else. That is the main reason why mystics could be adventuring. Due to their varied abilities, Mystics can prove to be very useful in an adventuring party. They can cast both priest and mage spells (in limited number, of course). They gain their spells through meditation, from their own inner-self power. The way they can obtain mage spells through meditation is not yet clearly known.

However, by doing all that meditation, Mystics do not have the time for strenuous physical training, that is why they fight as thieves. However, their meditation gives them a way to avoid damage, the natural AC of a mystic goes down when they gain levels. They use six-sided dice to determine hit points. At first level, they roll an additional hit die. They make their saving throws as clerics. Mystics can only be lawful neutral because of their rigid mental discipline. Mystics are not concerned by good or evil.

Mystics have restrictions, they can not own more than 10 magical items and they can not associate with chaotic-aligned people, they do not tolerate people who are not disciplined. They can never wear armor, they are not allowed to use a shield and the only weapons they can use are those available to the magic-user class. They move at 15" and they have the legend lore ability of a bard of the same level. They initially have 2 weapon proficiencies and 4 non-weapon proficiencies, they gain one of each at every 4 levels.

The minimum ability scores to become a mystic are: wisdom 16 and intelligence 14. Only humans may become mystics. Mystics may never dual-class. They do not have power over undead nor do they receive bonus spells for high wisdom. They can only use magical items that can be used by all the classes.

***Mystics level progression table:***

Level	Experience Points	Hit Points	AC	Mage Spells			Priest spells			
				1 4	2	3	1 4	2	3	
1	0-2600	2d6	10	-	-	-	-	-	-	-
2	2601-5200	3d6	9	1	-	-	-	-	-	-
3	5201-11000	4d6	8	2	-	-	-	1	-	-
4	11001-25000	5d6	7	2	1	-	-	2	-	-
5	25001-50000	6d6	6	2	2	-	-	2	1	-
6	50001-100000	7d6	5	3	2	1	-	2	2	-
7	100001-200000	8d6	4	3	3	2	-	2	2	1
8	200001-350000	9d6	3	4	3	2	-	3	2	1
9	350001-600000	10d6	2	4	4	2	1	3	3	1
10	600001-850000	10d6+2	1	4	4	3	2	4	3	2
11	850001-1100000	10d6+4	0	4	4	4	2	4	3	2
12	1100001-1350000	10d6+6	0	4	4	4	3	5	3	2
13	1350001-1600000	10d6+8	0	4	4	4	4	5	4	3
14	1600001-1850000	10d6+10	0	4	4	4	4	5	5	3
15	1850001-2100000	10d6+12	0	4	4	4	4	5	5	4
16	2100001-2350000	10d6+14	0	4	4	4	4	5	5	5
	+250000 XP / Lvl.	+2 / Lvl.	min.							

## *The Sneak*

The sneak is a special kind of warrior, formed by highly specialized schools that might be found at various places in the world. They focus a lot of their energy on improving their own body instead of relying more on armor. Some say that their philosophy is based partly on the special skills that are found in oriental lands, like Kara-Tur, on the Toril planet.

### *Sneaks Level Progression Table:*

Level	Experience Points	Hit Points	Move Silently	Initiative Bonus (with spec. wpn)	Special Ability Gained
1	0-2400	1d8	15%	0	--
2	2401-5000	2d8	21%	0	1
3	5001-11000	3d8	27%	0	2
4	11001-24000	4d8	33%	1	3
5	24001-50000	5d8	40%	1	4
6	50001-100000	6d8	47%	1	5
7	100001-200000	7d8	55%	1	6
8	200001-400000	8d8	62%	1	7
9	400001-700000	9d8	70%	2	8
10	700001-1000000	9d8+2	78%	2	9
11	1000001-1300000	9d8+4	86%	2	10
12	1300001-1600000	9d8+6	94%	2	11
13	1600001-1900000	9d8+8	99%	2	12
14	1900001-2200000	9d8+10	99%	2	13
15	2200001-2500000	9d8+12	99%	2	14
	+ 300000 XP / Lvl.	+2 hp / Lvl.	top	top	

Sneaks, by focusing a lot of energy on their body, come to improve it. Their base AC is 8 instead of 10. A sneak would never willingly wear armor, thinking that his own body can be used as the most powerful armor there is.

Their training also gives them special abilities that are gained later in their career, at higher levels. Sneaks have a special defensive adjustment to AC. For every point of dexterity exceeding 14, their get an AC bonus of 2. A sneak with dexterity 16 would get -4 AC bonus.

A sneak only uses blunt weapons but, as he or she increases in levels, they gain special maneuvers with these weapons. They can specialize (includes double specialization), either in unarmed combat or with a blunt weapon of choice. They also move at 15". To be a sneak requires a dexterity of 15. At first level, they roll a percentile dice and they add the result to their dexterity, just like the first-edition cavalier. Each level thereafter, they add another 2d10% until dexterity reaches 19. They can also move silently as thieves of the same level.

Being a subclass of warriors, they fight and make their saving throws as warriors. They can also use all magic items available for warriors. At first level, the sneak must choose a blunt weapon of choice, it will be in that weapon that he will specialize (if he is not at first level) and he receives his initiative bonus only when using that particular weapon of choice. Sneaks can be human, elven or half-elven. They can be of any lawful alignment.

### **SPECIAL ABILITIES EXPLANATION:**

1= At second level, the sneak learns the backstab ability (as thief). He can backstab with any weapon he knows how to use. The backstab damage improves as thieves, with a 1 level delay.

2= At third level, the sneak learns the art of meditation, he can now meditate instead of sleeping. Time of "waking up" is of course less than regular sleep. 1 hour of meditation is equivalent to 2 hours of sleep, so the sneak only has to meditate 4 hours a night.

3= At fourth level, sneaks begin to get their special initiative bonus, their training gives them a +1 initiative bonus. This bonus is increased at +2 at 9th level.

4= At fifth level, the sneak is immune to backstabs, he is automatically aware of any attack on himself from a non-invisible opponent.

5= At sixth level, the sneak learns how to focus some energy into his own weapon. If he wants to, he declares it to the DM and then he gets double damage (no bonuses included, only physical damage dice) for that attack. Sneaks can use that power an unlimited times per day. However, if they miss their attack, they also lose their next attack.

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6= At seventh level, the sneak needs to rest only every two nights (every three nights, if constitution is 18 or more). He gets no penalties on the second (or third) day.

7= At eighth level, sneaks learn how to deflect blows more effectively, lowering his effective armor class by 2.

8= At ninth level, sneaks learn to focus even more energy into their weapon, if he uses that maneuver, the player has to tell the DM before. Damage is normal but, if the opponent misses his saving throw versus paralyzation, he is stunned for 1d4 rounds. If the attack misses, the sneak misses his next attack.

9= At tenth level, the sneak learns how to become invisible (as the spell), twice per day.

10= At eleventh level, sneaks learn how to focus a tremendous amount of energy in their weapon, it does triple damage but, if the opponent misses his saving throw versus paralyzation, he is knocked out for 3-6 rounds. However, the use of this maneuver requires a great deal of concentration from the sneak. When this special attack is used, no other attacks can be made in that round. If the sneak misses the opponent when doing that attack, he loses his next **two** attacks.

11= At twelfth level, the sneak is totally ambidextrous, having no penalties for using a weapon in his secondary hand.

12= At thirteenth level, sneaks learn how to focus energy on themselves, they can speed up for 4 rounds. They then move at twice their movement rate, they have twice more attacks, ... . However, after the use of that power, sneaks must rest for a full turn or suffer -4 to hit due to exhaustion.

13= At fourteenth level, the sneak knows another way on how to concentrate to focus energy on him(her)self, therefore raising strength to 18/00 for 5 rounds. After that, the sneak must rest for a full turn or suffer -4 to hit due to exhaustion.

14= At fifteenth level, the sneak can turn invisible (as improved invisibility spell) twice per day.

There is no reason why two powers could not be used simultaneously. But in the case of side-effects, the recovery times are added together. Special abilities may not seem related to each other but picture this: a sneak with improved invisibility moves silently past you and decides to concentrate to focus energy (as the sixth-level power) into his two (magical ?) weapons (being ambidextrous) in which he is double-specialized, and onto himself (raising his strength to 18/00) and then backstabbing you. Hope he does not roll a 20 if you are playing with critical hits...

## *The Thug*

Thugs are the perfect assassins, that is their purpose. They are formed by some specific schools to become contract killers. They are always evil. Thugs have lots of different abilities to achieve their goals. They are accomplished psionics and they have some useful thieving abilities. Thugs can also use the assassination table like 1st edition assassins. They also have their disguise ability.

They can go adventuring for many reasons, they have abilities that can be very useful to an adventuring party. Thugs begin to get psionic power upon reaching 2nd level. They then get the same amount of PSPs as regular psionics do and they improve their abilities when increasing levels just as psionics do, in every aspects. However, they do not tend to choose "peaceful" psionic powers. For a thug, psionics is only one of many ways to kill other people, that is how they see it.

Thugs can only be human and they may not dual-class with a psionist or rogue subclass. Thugs never wear armor heavier than studded leather and they may only use weapons with a speed factor of 5 or less, sometimes killing is not enough, it has to be quick killing. Thugs get a +1 bonus to initiative. At first level, they get 2 weapon and 3 non-weapon proficiencies, thugs gain one of each every four levels after the first (5,9,13, ...). They also have special saving throws, which is the best between the psionist and thief tables.

### *Thugs saving throw table*

Level	Paralysis Poison, Mag- ical Death	Petrification Polymorph	Wands Rods Staves	Breath Weapon	Spell
1-4	13	12	10	16	15
5-8	12	11	9	15	13
9-12	11	10	8	13	11
13-16	10	9	7	12	9
17-20	9	7	6	11	7
21+	8	5	4	9	5

Thugs have a special ethos to which they must adhere to. Whatever their alignment is, when they accept a contract (killing business), they have to respect it. Thugs are almost always organized in guilds and if they do not respect a contract, other guild members may take care of him/her ... The ability requirements to be a thug are stringent: dexterity and wisdom of 15, constitution 11 and intelligence 12. They can not have a 10% experience bonus for high ability scores. Thugs can only use magical items that can be used by all classes, no class-specific magic items.

The thief abilities that they can use are backstab, climb walls, hear noise, hide in shadows, move silently and open locks. The base value of these abilities at first level is:

Climb Walls:	60%
Hear Noise:	15%
Hide in Shadows:	5%
Move Silently:	10%
Open Locks:	10%

They get an additional 40 discretionary points at first level in which they can place no more than 20 points in a single ability. Every level afterwards, they gain an additional 20 points in which no more than half (10) may be placed in a single ability.

### ***Thugs level progression table:***

Level	Experience Points	Hit Points	Psionics			
			Disciplines Modes	Sciences	Devotions	Def.
1	0-4000	1d8	--	--	--	--
2	4001-8000	2d8	1	1	3	1
3	8001-18000	3d8	2	1	5	1
4	18001-38000	4d8	2	2	7	2
5	38001-75000	5d8	2	2	9	2
6	75001-150000	6d8	2	3	11	3
7	150001-300000	7d8	3	3	13	3
8	300001-550000	8d8	3	4	14	4



9	550001-900000	9d8	3	4	15	4
10	900001-1250000	10d8	3	5	16	5
11	1250001-1600000	10d8+1	4	5	17	5
12	1600001-1950000	10d8+2	4	6	18	5
13	1950001-2300000	10d8+3	4	6	19	5
14	2300001-2650000	10d8+4	4	7	20	5
15	2650001-3000000	10d8+5	5	7	21	5
16	3000001-3350000	10d8+6	5	8	22	5
17	3350001-3700000	10d8+7	5	8	23	5
18	3700001-4050000	10d8+8	5	9	24	5
19	4050001-4400000	10d8+9	6	9	25	5
20	4400001-4750000	10d8+10	6	10	26	5
21	4750001-5100000	10d8+11	6	11	27	5
22	5100001-5450000	10d8+12	6	12	38	5
23	5450001-5800000	10d8+13	6	14	30	5
24	5800001-6150000	10d8+14	6	16	33	5
25	6150001-6500000	10d8+15	6	18	37	5
26	6500001-6850000	10d8+16	6	20	41	5
27	6850001-7200000	10d8+17	6	22	45	5
28	7200001-7550000	10d8+18	6	24	50	5
29	7550001-7900000	10d8+19	6	26	55	5
30	7900001-8250000	10d8+20	6	28	60	5
31	8250001-8600000	10d8+21	6	30	70	5
	+350000 XP / Lvl.	+1 hp/lvl	top	+2/lvl	+10/lvl	top

## *New Classes in a Table*

<b>Class</b>	<b>Requirements</b>	<b>Hit dice</b>	<b>Alignment</b>
Adventurer	str+int+dex 9	d8, +2	any
Battle Priest	str+con+wis 12	d10, +2	any
Brigand	str+dex+con 12	d8, +2	non-lawful, non-good
Combat Mage	str 10, int 14	d8, +2	any
Enemy	str+con 15, dex 14	d12* (10), +4	chaotic evil
Enforcer	str+dex 12, int 13	d10, +3	any lawful
Healer	wis 12	d8, +2	any good
Martial Artist	dex 15, wis+con 12	d8, +3	lawful neutral
Mystic	int 14, wis 16	d6* (10), +2	lawful neutral
Sneak	dex 15	d8, +2	lawful, non-good
Thug	con 11, int 12, wis+dex 15	d8 (10), +1	any evil

A \* means that the character rolls 2 hit dice at first level. The number in parenthesis after the hit dice type is the maximum number of hit dice. If no number appears, take the default value (9).

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## *Section 2: New races*

In DRAGON issue #141, there was an interesting article about how could our good old humanoids could become fighters, thieves, etc. However, the article dealt only about Kobolds, Xvarts (Fiend Folio), Goblins and Orcs. In this article, I present the same kind of data but for Bugbears, Hobgoblins, Gnolls, Ogres and Trolls. I present the data in first-edition format, but that can easily be converted into second-edition material. In this same issue, three more humanoids were presented, the Jor, the Caivehs and the Cynamolgus. The data given was for their use as monsters but I find these very adaptable for PC and NPC use. This article also covers Jor, Caivehs and Cynamolgus. All humanoids on the list except the caivehs have to roll on the physical abnormalities table presented in page 105. Some of these monsters were already introduced in the Humanoid's Handbook, but I prefer my version of these "monsters as PCs", I wrote the stuff about bugbears, gnolls, ... even before the Humanoid's Handbook came into existence. I also included my player adaptation of the verbeeg giant, inspired by the complete.net.handbook.

### *Bugbears*

Bugbears are a race of humanoids that are about 7 feet tall with a stout build. Of course, they usually are ugly, unintelligent and barbaric, but special PCs or NPCs may behave differently. Most of the bugbears that have a class were "adopted" by strangers for any reason. That is why they are not forced to be of evil alignment. Bugbears receive an additional hit die at first level, this being due to the fact that they are basically a larger-than-man-size race. This hit point supplement is always conserved when they gain levels. If the bugbear is lawful or good, it has not received any influence from his bugbear parents and therefore it does not automatically speak the languages usually spoken by bugbears.

Bugbears usually speak goblin, hobgoblin, their alignment language and of course their own language. The lifespan of a bugbear is the same as humans. As of racial preferences, they usually prefer bugbears, they are neutral towards goblins, hobgoblins and ogres, they are antipathic to kobolbs, orcs and trolls and they hate everybody else. Bugbear are allowed to possibly have a strength of 19 because they usually are of Large size. Due to their size, they can use larger-than-man-sized weapons but they also suffer damage as Large creatures. A creature is considered as large if it is more that 7' high or if it weighs more that 400 pounds (of normal body density).

Bugbears have a spirit and not a soul, so they can not be raised by normal means.

**ABILITY SCORES:**

	MIN.	MAX.	Modifier
Strength	13	19	+1
Intelligence	2	16	-1
Wisdom	2	16	-1
Dexterity	3	17	-1
Constitution	13	19	+1
Charisma	2	16	
Comeliness	2	12	-2

***Bugbear Level limitations:***

Ability Score	Fighter	Shaman	Witch Doctor	Thief	Assassin	Scout
16 or less	12	6	4	6	10	6
17	12	7	5	7	10	7
18	12	8	6	8	10	8
18/99	12					
18/00	13					
19	14	9	7	9	10	9
20	16	10	8	9	10	9
21	19	11	8	9	10	9

A bugbear is allowed to multi-class just like any other non-human character. Any combination is possible.

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## ***Hobgoblin***

Hobgoblins are a race of humanoids that are about 6 and a half feet tall. Of course, they too are usually ugly, unintelligent and barbaric, but special PCs or NPCs may behave differently. Most of the hobgoblins that have a class were "adopted" by strangers for any reason. That is why they are not forced to be of evil alignment. If the hobgoblin is good, it has not received any influence from his hobgoblin parents and therefore it does not automatically speak the languages usually spoken by hobgoblins.

Hobgoblins usually speak goblin, orc, their alignment language and of course their own language. In addition, they can communicate with gorillas. The lifespan of a hobgoblin shorter than a that of a human. They are young adults from 11 to 14, adults from 15 to 30, middle aged from 31 to 40, old from 41 to 55 and venerable beyond 56. As of racial preferences, they usually prefer hobgoblins, they are neutral towards goblins, bugbears, orcs and ogres, they are antipathic to kobolds, half-ogres, gnolls and trolls and they hate everybody else. Depending on its size, a hobgoblin can be considered as a larger-than-man-sized creature. If that is the case, see under bugbear for more information.

Hobgoblins have a spirit and not a soul, so they can not be raised by normal means.

### **ABILITY SCORES**

	MIN.	MAX.	Modifier
Strength	9	18/00	+1
Intelligence	3	17	
Wisdom	3	16	
Dexterity	3	17	-1
Constitution	9	18	
Charisma	2	16	-1
Comeliness	2	12	-2

### *Hobgoblin Level limitations*

Ability Score	Fighter	Shaman	Witch Doctor	Thief	Scout	Assassin
15	4	8	6	7	7	11
16	5	8	6	8	8	11
17	6	9	7	9	9	11
18	7	9	8	9	9	11
18/99	7					
18/00	7					
19	8	10	9	10	10	12
20	10	11	10	10	10	13
21	14	11	11	10	10	14

Hobgoblins can be multi-classed as any other non-human character. Any combination is possible.

### *Gnolls*

Gnolls are a race of humanoids that are about 7 feet tall. They are tall and thin humanoids with heads like hyenas. Of course, they usually are ugly, unintelligent and barbaric, but special PCs or NPCs may behave differently. Most of the gnolls that have a class were "adopted" by strangers for any reason. That is why they are not forced to be of evil alignment. If the gnoll is lawful or good, it has not received any influence from his ogre parents and therefore it does not automatically speak the languages usually spoken by ogres.

Gnolls usually speak troll, hobgoblin or orc, their alignment language and of course their own language. The lifespan of an ogre is short. They are young adults from 7 to 9, adults from 10 to 19, middle aged from 20 to 28, old from 29 to 42 and venerable at 43. As of racial preferences, they usually prefer gnolls, they are tolerant towards bugbears, orcs, hobgoblins, ogres and trolls, they are neutral towards goblins and kobolds and they hate everybody else. Gnolls over 7' tall can use larger-than-man-sized weapons but they also suffer damage as Large creatures.

Gnolls have a spirit, not a soul so they can not be raised by normal means.

## ABILITY SCORES

	MIN.	MAX.	Modifier
Strength	12	18/00	+1
Intelligence	3	16	-1
Wisdom	2	16	-1
Dexterity	8	18	+1
Constitution	3	18	
Charisma	2	16	
Comeliness	2	12	-2

### *Gnoll level limitations*

Ability Score	Fighter	Shaman	Witch Doctor	Thief	Assassin	Scout
16 or less	10	6	4	6	10	6
17	10	7	5	7	10	7
18	10	8	6	8	10	8
18/00	11					
19	12	9	7	9	10	9
20	14	10	8	9	10	9
21	17	11	8	9	10	9

Gnolls can multi-class like any other non-human characters, any combination is allowed.

## *Ogres*

Ogres are a race of humanoids that are about 9 feet tall. Of course, they usually are ugly, unintelligent and barbaric, but special PCs or NPCs may behave differently. Most of the ogres that have a class were "adopted" by strangers for any reason. That is why they are not forced to be of evil alignment. Ogres receive two additional hit dice at first level, this being due to the fact that they are basically a larger-than-man-size race. This hit point supplement is always conserved when they gain levels. If the ogre is lawful or good, it has not received any influence from his ogre parents and therefore it does not automatically speak the languages usually spoken by ogres.

Ogres usually speak orc, troll, stone giant, their alignment language and of course their own language. The lifespan of an ogre is slightly longer than that of a human. They are young adults from 14 to 20, adults from 21 to 45, middle aged from 46 to 90, old from 90 to 125 and venerable at 126. As of racial preferences, they usually prefer ogres, they are "beneficent" towards half-ogres, they are neutral towards goblins, hobgoblins and bugbears, they are antipathic to kobolbs, gnolls and orcs and they hate everybody else. Ogres are allowed to possibly have a strength of 20 because they are significantly larger than humans. Due to their size, they can use larger-than-man-sized weapons but they also suffer damage as Large creatures.

Ogres have a spirit and not a soul, so they can not be raised by normal means.

### **ABILITY SCORES**

	MIN.	MAX.	Modifier
Strength	16	20	+2
Intelligence	2	10	-1
Wisdom	2	10	-1
Dexterity	2	10	-1
Constitution	16	19	+1
Charisma	2	8	(*2 versus other ogres and half-ogres)
Comeliness	2	12	-2



### *Ogre Level limitations*

Ability Score	Fighter	Shaman	Witch Doctor
16 or less	U	4	2
17	U	5	5
18	U	6	8
19	U	8	11
20	U	10	11
21	U	11	11

Ogres can be multi-classed like any other non-human characters, any combination is possible.

### *Trolls*

Trolls are a race of humanoids that are about 9 feet tall. Of course, they usually ugly, unintelligent and barbaric, but special PCs or NPCs may behave differently. Most of the trolls that have a class were "adopted" by strangers for any reason. That is why they are not forced to be of evil alignment. Trolls receive two additional hit dice at first level, this being due to the fact that they are basically a larger-than-man-size race. This hit point supplement is always conserved when they gain levels. If the troll is lawful or good, it has not received any influence from his troll parents and therefore it does not automatically speak the languages usually spoken by trolls.

Trolls usually speak orc, kobold, gnoll, their alignment language and of course their own language. The lifespan of a troll is shorter than that of a human. They are young adults from 7 to 9, adults from 10 to 18, middle aged from 19 to 27, old from 28 to 35 and venerable at 36. As of racial preferences, they usually prefer trolls, they are neutral towards kobolds, orcs and gnolls, they are antipathic to goblins, hobgoblins and bugbears and they hate everybody else. Trolls are allowed to possibly have a strength of 19 because they are significantly larger than humans. Due to their size, they can use larger-than-man-sized weapons but they also suffer damage as Large creatures.

Trolls have a spirit and not a soul, so they can not be raised by normal means. They also regenerate hit points at the rate of 3 hp / round, unless the wound is caused by fire or acid.

## ABILITY SCORES

	MIN.	MAX.	Modifier
Strength	14	19	+1
Intelligence	2	10	-2
Wisdom	2	10	-2
Dexterity	2	14	-1
Constitution	3	18	
Charisma	2	8	(*2 versus other trolls)
Comeliness	-6	6	-9

### *Troll Level Limitations*

Ability Score	Fighter	Shaman	Witch Doctor
16 or less	U	4	2
17	U	4	3
18	U	5	4
19	U	6	5
20	U	7	6
21	U	9	6

### *Jors*

The jors are a sub-race of orcs that live mostly in the swamps. There is a great hatred between them and the lizard-men, which they generally attack on sight. They make very good assassins, and those who are assassins know how to make a special kind of poison which has +2 to save and causes sleep for 2d6 rounds if the save is missed. In the swamps, they are surprised only on a 1 on 1d8 and they surprise 50% percent of the time. They have the same penalties as orcs do in the sunlight.

Jors speak Orc, Jor, Lizard Man, Ogre, Common and their alignment language. They can not learn more languages. As is the case for humanoids, if the jor is not evil, it did not receive influence from its jor parents and does not speak the tongues that jors usually speak. As of racial

preferences, they prefer jors, they are benevolent towards orcs and they hate everybody else, especially lizard men. The lifespan of a jor is quite short, they are young adults from 8 to 10, adults from 11 to 20, middle aged from 22 to 30, old from 31 to 40 and venerable after 41.

## ABILITY SCORES

	MIN.	MAX.	Modifier
Strength	8	18/00	+1
Intelligence	3	17	-1
Wisdom	3	17	-1
Dexterity	3	17	-1
Constitution	10	19	+1
Charisma	2	16	-2
Comeliness	2	12	-2

## *Jor level limitations*

Ability Score	Assassin	Barbarian	Fighter	Scout	Shaman	Thief	Witch Doctor
15	13	8	2	7	5	7	4
16	13	8	3	8	6	8	4
17	13	8	3	9	7	9	4
18	13	8	4	9	8	9	4
18/99		9	5				
19	14	10	6	10	10	10	5
20	15	12	8	10	11	10	6
21	15	16	12	10	11	10	6

Jors can multi-class like any other non-human characters, every combination is possible.

## *Caivehs*

Caiveh are a quite tall species, they average 7' tall for the males. They are human in appearance except for their face, which looks like a lion. Their body is covered with a short fur of about ½ inch thick. At level four (in any class) they can go berserk, when the DM judges appropriate. In this state, they are considered having intelligence and wisdom of 1 but their strength is increased to 18/00. If it is already 18/00, then the strength is increased to 19 and if it is already 19, it becomes 20. The caiveh then fights with its claws, doing 2-5 points of damage each (plus strength bonus).

Due to their "feline" style, they make excellent thieves, even if they are not thieves, they can move silently, hide in shadows, hear noise and climb walls as a first level thief (see DM's book for %). Caiveh speak their own language, common and their alignment tongue. They can learn two more. Their lifespan is exactly the same as humans. As of racial preferences, they prefer caivehs, they are beneficent towards humans and they are neutral towards anybody else.

### **ABILITY SCORES**

	MIN.	MAX.	Modifier
Strength	12	19	+1
Intelligence	6	18	
Wisdom	3	18	
Dexterity	6	18	
Constitution	6	18	
Charisma	3	14	-1
Comeliness	2	12	

*Caiveh level limitations*

Ability Score	Acrobat	Assassin	Druid	Fighter	Ranger	Scout	Thief
15	U	10	10	U	8	U	U
16	U	10	10	U	8	U	U
17	U	10	10	U	9	U	U
18	U	10	11(3)	U	10	U	U
18/90		10		U	11(5)		
18/99		11(1)		U	12(5)		
18/00		12(2)		U	13(6)		
19	U	12(2)	12(3)	U	17(7)	U	U
20	U	12(2)	14(3)	U	17(7)	U	U
21	U	12(2)	17(4)	U	17(7)	U	U

(1) INT. 18 and WIS. 19

(2) INT. 19 or WIS.19

(3) CHA. 18

(4) CHA. 19

(5) INT. 18, SAG. 18, CON. 18

(6) see (5), if SAG. + CON. > 18, level 14, if SAG. + CON. > 19, level 15

(7) INT. 19, SAG. 19, CON. 19

Caiveh can become multi-class characters just like any other non-human characters, any combination is possible.

## *Cynamolgus*

The cynamolgus are a race of humanoids that look very much like humans except for their head, which is like a dog's. This race is not renowned for its intelligence, the average intelligence is about 6 or 7. They are somewhat tall, 75 inches for males in average. They make ferocious warriors, they are 90% resistant to fear. They speak their own language, the common tongue and their alignment language, cynamolgus can only learn one more language.

As of racial preferences, they prefer cynamolgus (or hate them if rivals) and their feelings towards other races range from neutrality to hatred. The lifespan of a cynamolgus is really short, they are young adults from 6 to 8, adults from 9 to 17, middle aged from 18 to 25, old from 26 to 35 and venerable beyond 36.

### ABILITY SCORES

	MIN.	MAX.	Modifier
Strength	10	18/00	+1
Intelligence	2	12	-2
Wisdom	3	16	-1
Dexterity	6	18	
Constitution	10	19	+1
Charisma	2	12	-2
Comeliness	2	12	-1

### *Cynamolgus level limitations*

Ability Score	Acrobat	Assassin	Cleric	Fighter	Scout	Thief
15 or less	--	10	4	12	8	8
16	9	10	5	12	9	9
17	10	10	6	12	10	10
18	11	10	7	12	11	11
18/00				13		
19	11	11	7	14	11	11
20	11	12	7	16	11	11
21	11	12	7	19	11	11

They can be multi-classed like any other non-human, any combination is possible.

### *Verbeeg Giants*

As in *Monster Manual II*, the verbeeg giant is a race of giant humans. They tend to be of chaotic neutral alignment. They speak Hill giant, Ogre and their own language. Verbeegs fight very well with spears, they gain a +2 to hit with it, whether used in melee or thrown. Due to their toughness and size, they gain two additional hit dice when beginning their adventuring career at first level. As it is for other races, a verbeeg raised by human parent does not receive the racial abilities of verbeegs but it does not have to be chaotic neutral. Their lifespan is just the same as humans. Despite their size, which should slow them down, verbeeg giants are able to move quickly, their base movement rate is 18".

**ABILITY SCORES:**

	MIN.	MAX.	MOD.
Strength:	13	19	+1
Intelligence:	6	18	
Wisdom:	3	18	
Dexterity:	3	18	
Constitution:	6	18	
Charisma:	3	14	-2
Comeliness:	3	16	

***Verbeeg Giants Level Limitations***

Ability Score	Fighter	Cleric
18	12	11
18/00	13	
19	14	12
20	16	14
21	19	16

Verbeegs can be multi-classed like any other non-human characters.



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## *Section 2.1: Half-Giants*

Some of these creatures are detailed in the Complete.net.handbook, I liked them a lot and decided to add some more details to each one of them. I also created new ones, like the half-voadkyn and the half-firbolg. These races should be very rare in a campaign world unless there is some specific cause (magic could be involved, like in the creation of Darksun Half-Giants). The natural occurrence of these races should not be commonplace, for obvious reasons.

I tried to be logical when computing the maximum strength for a race. I consider that every race above human height (and thus naturally stronger in most cases) can have 18/00 strength. A race with a base height of 7 feet tall can have strength 19 and a race with a base height of 9 feet tall can have a strength of 20. There are of course some exceptions, smaller races can be stronger and larger races can be weaker.

Half-giants can use any armor or any weapon that their class allows but, obviously, it is very expensive. If they wear armor that is worse than their natural armor class, there is no effect. Half-giants may attack with larger-than-man-sized weapons, the category they can use depends on their height, refer to the giant-sized weapons p.103. Half-giants receive damage as large creatures if they are over 7 feet tall or over 400 pounds (which, usually, is the case). Generally, half-giants do not throw boulders because they do not have the required physical mass and the strength to do so. However, if the half-giant is as tall, as heavy and as strong as a true giant of its kind (which is very rare), he can learn boulder-throwing as a weapon proficiency. It then does damage as a full giant of his type, he then also has the same chance of catching boulders.

All half-giants have a movement rate of 12" unless otherwise indicated. They might be big but they are not very fast. As it is for other races, a half giant raised by a human family can be of any alignment. However, it does not possess the abilities of its giantkind counterpart unless they are innate. A half-giant raised by a human family also does not speak languages usually spoken by giants of its kind. Also, a half-giant priest raised by giants will always be of the race's god but that does not need to be the case for a half-giant raised by humans. All half-giants can multi-class, any combination is possible. Half-voadkyn can multi-class as elves, they can have 3 different classes.

## *Half-Giant, Hill*

A half-giant of hill origin is just that, a crossbreed of human and hill giant. Those half-giants are usually about 8 feet in height and weigh approximately 500 pounds. Due to their size, they receive 2 additional hit dice at first level. If a hill giant has to roll for exceptional strength, he has a 30% bonus on his roll. Due to their tough skin, their base AC is 8. They get a +2 to hit with clubs.

### **ABILITY SCORES:**

	MIN.	MAX.	MOD.
Strength:	14	19	+1
Intelligence:	3	14	-1
Wisdom:	3	17	-1
Dexterity:	3	17	-1
Constitution:	6	18	
Charisma:	3	14	-1
Comeliness:	3	16	

### *Half-Hill Giant Level Limitations*

Ability Score	Fighter	Cleric	Thief
16 or less	13	6	6
17	13	6	6
18	13	7	7
18/00	14		
19	15	8	8
20	17	10	10
21	20	12	12

## *Half-Giant, Stone*

A half-giant of stone origin is a crossbreed of human and stone giant. They are around 9 feet in height and weigh between 500 and 600 pounds. Due to their size, they receive two additional hit dice at first level. They get a 35% bonus to their exceptional strength roll if they have to roll for it. Like half-hill giants, their base AC is 8. They get a +1 bonus to hit with clubs. ½ stone giants wizards are always earth elementalists.

### **ABILITY SCORES:**

	MIN.	MAX.	MOD.
Strength:	15	20	+2
Intelligence:	3	18	
Wisdom:	3	18	
Dexterity:	3	17	-1
Constitution:	6	18	
Charisma:	3	14	-1
Comeliness:	3	16	

### *Half-Stone Giant Level Limitations*

Ability Score	Fighter	Priest	Wizard (Earth Elementalists)
16 or less	13	6	11
17	13	6	11
18	13	7	11
18/00	14		
19	15	8	12
20	17	10	13
21	20	12	14

## *Half-Giant, Frost*

A half-giant of frost origin is a crossbreed of human and frost giant. They usually are about 10 feet tall and weigh approximately 900 pounds. Due to their size, they get two additional hit dice at first level. If they have to roll a percentage dice for exceptional strength, they get a 40% bonus. Their base AC is 8. They have a +1 bonus to save against cold-based attacks and a +1 bonus to hit with battle axes. ½-frost giant wizards are always water elementalists.

### **ABILITY SCORES:**

	MIN.	MAX.	MOD.
Strength:	16	21	+3
Intelligence:	3	16	-1
Wisdom:	3	17	-1
Dexterity:	10	18	
Constitution:	6	18	
Charisma:	3	14	-1
Comeliness:	3	16	

### *Half-Frost Giant Level Limitations*

Ability Score	Fighter	Priest	Wizard (Water Elementalists)
16 or less	14	6	11
17	14	6	11
18	14	7	11
18/00	15		
19	16	8	12
20	18	10	13
21	21	12	14

## *Half-Giant, Fire*

A half-giant of fire origin is a crossbreed of human and fire giant. They are about 9 feet tall and weigh between 700 and 800 pounds. They are not as stocky as true fire giants but they have a strong build. Due to their size, they get two additional hit dice at first level. If they have to roll for exceptional strength, they get a 45% bonus on their roll. They get a +1 bonus to save against all fire-based attacks and a +1 bonus to hit when using 2-handed swords. Their skin tends to be of a dark complexion. ½-fire giants wizards are always fire elementalists.

### **ABILITY SCORES:**

	MIN.	MAX.	MOD.
Strength:	17	22	+4
Intelligence:	3	16	-1
Wisdom:	3	17	-1
Dexterity:	3	16	
Constitution:	3	18	
Charisma:	3	14	-1
Comeliness:	3	16	

### *Half-Fire Giant Level Limitations*

Ability Score	Fighter	Priest	Wizard (Fire Elementalists)
16 or less	14	6	11
17	14	6	11
18	14	7	11
18/00	15		
19	16	8	12
20	18	10	13
21	21	12	14

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## *Half-Giant, Voadkyn*

A half-giant of voadkyn origin is a crossbreed of a human (or a wood elf) and a voadkyn giant. They are about 7½ feet tall and weigh approximately 350 pounds. They look a lot like giant-sized half-elves. They have no body hair, like their giant-kind counterparts. However, they do not retain all of their voadkyn giant's abilities. They can never polymorph like true voadkyn giants. They have a 30% resistance to sleep and charm spells and they have infravision up to 60 feet. Voadkyn half-giants receive a 20% bonus to exceptional strength when they roll for it. Their natural armor class is 10. Unlike other half-giants, their movement rate is 15", because they are not as slow as other half-giants.

### **ABILITY SCORES:**

	MIN.	MAX.	MOD.
Strength:	10	19	+1
Intelligence:	6	18	
Wisdom:	3	17	-1
Dexterity:	8	18	
Constitution:	6	18	
Charisma:	3	18	
Comeliness:	3	18	

### *Half-Voadkyn Giants Level Limitations*

Ability Score	Acrobat	Cleric	Druid	Fighter	Magic-User	Ranger	Thief
16 or less	12	9	10	13	10	13	12
17	12	9	10	13	10	14	12
18	12	9	11(1)	13	10	15	12
18/90				13		16(3)	
18/99				13		17(3)	
18/00				14		18(4)	
19	13	10	12(1)	15	11	20(5)	13
20	14	12	14(1)	17	12	20(5)	14
21	15	15	17(2)	20	14	20(5)	15

(1) CHA. 18

(2) CHA. 19

(3) INT. 18, SAG. 18, CON. 18

(4) see (5), if SAG. + CON. > 18, level 19, if SAG. + CON. > 19, level 20

(5) INT. 19, SAG. 19, CON. 19

### *Half-Giant, Firbolg*

A half-giant of firbolg origin is a crossbreed of a human and a firbolg giant. They are about 8 feet tall and weigh close to 500 pounds. They look a lot like large humans but with some distinct firbolg features. They do not have any of the spellcasting ability of the true firbolgs but they do not have any of the disadvantages either. Their skin is very resistant and very thick, their natural armor class is 7. At first level, they gain two additional hit dice, due to their size.

**ABILITY SCORES:**

	MIN.	MAX.	MOD.
Strength:	11	19	+1
Intelligence:	6	18	
Wisdom:	3	18	
Dexterity:	6	17	-1
Constitution:	8	18	
Charisma:	3	16	-2
Comeliness:	3	14	-2

***Half-Firbolg Giants Level Limitations***

Ability Score	Fighter	Cleric
18	13	9
18/00	14	
19	15	10
20	17	12
21	20	14

***Half-Verbeeg***

The half-verbeeg is simply a cross between a verbeeg giant and a human. This cross is very possible since the verbeegs are one of the smallest giant races and that they are in fact, giant humans. Half-Verbeegs generally stand about 7½ feet tall and weigh between 300 and 350 pounds. They have a +1 to hit with spears if they have a chance to be taught the particular fighting style of verbeegs with spears. Their lifespan is the same as regular humans. They retain some of the quickness of their verbeeg parent, their base movement rate is 15".



**ABILITY SCORES:**

	MIN.	MAX.	MOD.
Strength:	10	19	+1
Intelligence:	4	18	
Wisdom:	3	18	
Dexterity:	3	18	
Constitution:	4	18	
Charisma:	3	16	-1
Comeliness:	3	18	

***Half-Verbeeg Level Limitations***

Ability Score	Fighter	Cleric	Magic-user	Thief
16 or less	14	13	6	6
17	14	13	6	7
18	15	13	6	7
18/00	16			
19	18	14	8	8
20	U	16	10	9
21	U	18	12	10

***Half-Mountain Giant***

Half-Mountain Giant are the result of a crossbreed between a mountain giant and a human. Half-Mountain Giants stand about 9½ feet tall and weigh in the neighbourhood of 800 pounds. Due to their size and toughness, they gain two additional hit dice at first level, when beginning their adventuring career. Their lifespan is the same as humans.

**ABILITY SCORES:**

	MIN.	MAX.	MOD.
Strength:	14	21	+3
Intelligence:	6	18	
Wisdom:	3	18	
Dexterity:	3	17	
Constitution:	4	18	
Charisma:	3	16	-1
Comeliness:	3	16	

***Half-Mountain Giants Level Limitations***

Ability Score	Fighter	Cleric
18	13	7
18/00	14	
19	15	8
20	17	10
21	20	12

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## *Section 3: Magical items*

### **MAGICAL THIEVES'S TOOLS (T)**

These were first created long ago by Aerthul, a human magic-user who later dual-classed as a thief. Nowadays, there are many samples in circulation. The magical thief's tools give bonus to all thief abilities when used. This looks like a regular set of thieves's tools. There are four versions of those, they can give a 5%, 10%, 15% or even 20% bonus on thief skills. Use the table below to determine what type is found in a treasure hoard:

d10	type	G.P. value	XP value
1-4	+5%	1000 g.p.	100 XP
5-7	+10%	2000 g.p.	200 XP
8-9	+15%	4000 g.p.	400 XP
10	+20%	10000 g.p.	1000 XP

### **MAGICAL HOLY SYMBOL (C)**

This item was first created by the powerful Cesar, a cleric of Zeus. This holy symbol gives a better chance of turning undead. It uses its magic to improve the dice roll of the cleric that tries to turn undead. The first magical holy symbol created by Cesar was the most powerful version but there are 4 different versions of it. Use the table below to determine what type is found in a treasure hoard:

d10	type	G.P. value	XP value
1-4	+1	750 g.p.	100 XP
5-7	+2	1500 g.p.	200 XP
8-9	+3	3000 g.p.	400 XP
10	+4	7000 g.p.	1000 XP

The symbol adds its rating (+1 to +4) to the die roll made when attempting to turn undead.

### **HEADBAND OF LEARNING (M)**

This is magical item was first developed by Stromgol, a mage that was frustrated because he sometimes could not learn spells that were very important. This magical item, when worn,

creates energy waves that help the brain to function more efficiently. However, its only use is for spell learning. It adds its rating to the magic-user's intelligence when trying to learn spells. There are five different versions of headbands of learning, use the following table to determine what type is found in a treasure hoard.

d20	type	G.P. value	XP value
1-8	+1	500 g.p.	100 XP
9-14	+2	1000 g.p.	200 XP
15-17	+3	2000 g.p.	400 XP
18-19	+4	5000 g.p.	600 XP
20	+5	10000 g.p.	1000 XP

Intelligence gained for the purpose of spell learning by a headband of learning **can** go above the racial maximum, to a maximum of 25.

### **GIRDLE OF TITAN STRENGTH**

This magical item looks exactly like a girdle of giant strength but it confers a strength of 25 to his wearer, which makes it a very prized item for lots of adventurers. It is in all other game aspects similar to a girdle of giant strength

XP value: 1000  
GP value: 12500

### **RING OF ADDITIONAL PRAYERS (C)**

This ring confers to the priest wearing it about the same powers that a ring of wizardry confers to a magic-user. There are several types of rings of additional prayers, roll a percentile dice to determine the type:

<b>dice roll</b>	<b>effects</b>
01-50	doubles the number of first-level spells
51-75	doubles the number of second-level spells
76-82	doubles the number of third-level spells
83-88	doubles the number of first- and second-level spells
89-92	doubles the number of fourth-level spells
93-95	doubles the number of fifth-level spells
96-99	doubles the number of first-, second- and third-level spells
00	doubles the number of fourth- and fifth-level spells

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## *Section 4: Clerical Spells*

### Level 1

Cesar's Guard Watch  
 Cesar's Item Enlarger  
 Cesar's Minor Fighting Prowess  
 Cesar's Quick Sleeping  
 Cesar's Quick Wakening

### Level 2

Cesar's Cure Light Wounds  
 Cesar's Enhanced Taste  
 Cesar's Heavy Stone I  
 Cesar's Holy Sleep  
 Cesar's Non-Magical Aura  
 Cesar's Protection Vs. Elementals  
 Cesar's Release of Burden  
 Cesar's Restful Sleep  
 Cesar's Weapon Magifier

### Level 3

Cesar's Anvil  
 Cesar's Armor Enhancement  
 Cesar's Clumsiness  
 Cesar's Creature Detector  
 Cesar's Displacement  
 Cesar's Enhanced Hearing  
 Cesar's Enhanced Sight  
 Cesar's Invisible Weapon  
 Cesar's Lucky Warrior  
 Cesar's Magnificent Warrior  
 Cesar's Pre-Raise Dead  
 Cesar's Warp Speed

### Level 4

Cesar's Full Stomach

Cesar's Healing Prowess  
 Cesar's Holy Wings  
 Cesar's Holy Protection  
 Cesar's Improved Cold Resistance  
 Cesar's Improved Fire Resistance  
 Cesar's Mount Improvement  
 Cesar's Striking

### Level 5

Cesar's Cure Serious Wounds  
 Cesar's Heavy Stone II  
 Cesar's Improved Holy Sleep  
 Cesar's Magical Resistance  
 Cesar's Major Fighting Prowess  
 Cesar's Sacrifice Delayer  
 Cesar's Shining Light

### Level 6

Cesar's Cure Critical Wounds  
 Cesar's Djinni Summoning  
 Cesar's Giant Strength  
 Cesar's Magical Weakness  
 Cesar's Weapon Immunity

### Level 7

Cesar's Acid Immunity  
 Cesar's Charm Dragon  
 Cesar's Cold Immunity  
 Cesar's Fire Immunity  
 Cesar's Healing  
 Cesar's Heavy Stone III  
 Cesar's Lightning Immunity  
 Cesar's Revival  
 Cesar's Subdivided Prayers  
 Cesar's Ultimate Fighting Prowess

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## ***Level 1:***

### ***Cesar's Guard Watch (Alteration)***

Sphere: Guardian  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 night  
 Casting Time: 1 round  
 Area of Effect: Creature Touched  
 Saving Throw: None

When a priest casts this spell on another creature (or on himself), it removes the need for sleep for 1 full night. The creature affected will then be able to be awake all through the night, with no chance of falling asleep. This spell is very useful for an adventuring party, someone being able to watch over for a whole night while everyone else sleeps is handy. However, when the spell is cast upon spellcasters, it prevents them from learning spells on the second day, they still need to sleep to recover spells. Cesar's Guard Watch can not be cast more than five nights in a row on a creature. After five days of being awake, a creature needs (and deserves) rest. If the spell is cast anyway, it will simply not work. The material component of the spell is the priest's holy symbol.

### ***Cesar's Item Enlarger (Alteration)***

**reversible**

Sphere: All  
 Range: 40 yards  
 Components: V,S,M  
 Duration: 5 rounds / level  
 Casting Time: 1  
 Area of Effect: 1 object  
 Saving Throw: None

This spell is similar to the first-level magic-user spell enlarge, except that it can only be used on objects, no living creature can be affected by the spell. As with the magic-user spell, the growth of an object is of 10% per level of the caster. Although less powerful than the magic-user spell, this spell can have many practical uses for a creative spellcaster. All dimensions of the object are increased as the magic-user spell, including weight. The reverse of the spell, Cesar's Item Reducer functions as the reverse of the magic-user spell. The material component for both versions of the spell is the priest's holy symbol.

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### *Cesar's Minor Fighting Prowess (Alteration)*

Sphere: Combat  
Range: 10 yards  
Components: V,S,M  
Duration: 1 round per level  
Casting Time: 5  
Area of Effect: 1 Creature  
Saving Throw: None

By casting that spell, a priest improves a creature's fighting ability. In fact, the creature will fight as a fighter of the same level (or number of hit dice) for the duration of the spell. If the creature has more than 6 levels or hit dice, it will get multiple attacks per round. The material component of the spell is a miniature metal sword, which is not consumed by the spell. The priest needs to point a finger at the creature to be affected.

### *Cesar's Quick Sleeping (Alteration)*

Sphere: Necromantic  
Range: Touch  
Components: V,S,M  
Duration: 8 hours or until woken up  
Casting Time: 1 round  
Area of Effect: 1 Creature  
Saving Throw: None

This spell allows the priest to make a willing creature fall asleep in a single round. The spell will not work if used against an unwilling subject. The material component of the spell is the priest's holy symbol. The priest can cast this spell on himself, but obviously, this will be the last spell that he casts in that day !

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### *Cesar's Quick Wakening (Alteration)*

Sphere: Necromantic  
 Range: Touch  
 Components: V,S  
 Duration: Instantaneous  
 Casting Time: 2  
 Area of Effect: 1 Creature  
 Saving Throw: None

Cesar's Quick Wakening makes a creature wake up without being drowsy, and therefore being able to fight in just 3 segments without any maluses. The spell will automatically wake up any sleeping creature under the effect of normal sleep (not magical). The spell has no effect on magically sleeping creatures. The spell's somatic component is that the caster has to clap his hands together.

### *Level 2:*

### *Cesar's Cure Light Wounds (Necromancy)* reversible

Sphere: Healing  
 Range: Touch  
 Components: V,S  
 Duration: Permanent  
 Casting Time: 5  
 Saving Throw: None  
 Area of Effect: Creature Touched

This spell functions in exactly the same way as the regular Cure Light Wounds spell with only 1 difference, this spell will heal anything that exists (humans, elementals, archons, ...). The spell will even heal non-corporeal creatures, the casting priest only has to put his hand "through" the creature to heal it. In other gaming aspects, the spell is identical to the normal cure light wounds. Undead can be healed by the reverse of that spell. Casting the normal spell on an undead will actually harm it.



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***Cesar's Enhanced Taste (Alteration)***

Sphere: Divination  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 turn/level  
 Casting Time: 3  
 Saving Throw: None  
 Area of Effect: Creature Touched

Cesar's Enhanced taste greatly enhances the tasting capability of the recipient. The recipient of this spell will be able, by tasting a kind of food, to know what are its constituents. It is also possible to tell the quality of a wine, of drinking water, ... . The spells also allows the recipient to detect poisons very efficiently. With only a single drop of poison, the recipient of the spell will be able to tell if it is poison. Unless specified otherwise, the quantity of poison necessary to be detected is not enough to cause damage to the imbiber. The material component of the spell is the priest's holy symbol.

***Cesar's Heavy Stone I (Conjuration)***

Sphere: Combat  
 Range: Touch  
 Components: V,S,M  
 Duration: 2 rounds  
 Casting Time: 4  
 Area of Effect: 1 Sling Stone  
 Saving Throw: None

With this spell, the priest may enchant one sling stone to do more damage. The enchanted stone does 2d6 damage and has a +2 bonus to hit. The stone has to be thrown no more than 2 rounds after the spell was cast or else, the enchantment is lost. The stone will do the same damage if thrown from a sling or from a staff sling. The material component of the spell is the priest's holy symbol.

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### ***Cesar's Holy Sleep (Enchantment/Charm)***

Sphere: Combat  
 Range: 30 yards  
 Components: V,S,M  
 Duration: 5 rounds / level  
 Casting Time: 1  
 Area of Effect: Special  
 Saving Throw: None

This spell is exactly the same as the 1st-level magic-user spell Sleep. The material component of the spell is however, the priest's holy symbol.

### ***Cesar's Non-Magical Aura (Abjuration)*** **reversible**

Sphere: All  
 Range: Touch  
 Components: V,S  
 Duration: 1 hour / level  
 Casting Time: 3  
 Area of Effect: 1 object  
 Saving Throw: None

When a priest casts that spell on an item, he makes that object not detectable by a detect magic spell. The spell temporarily negates the magical aura of an object. An object continues to function normally under the effect of the spell, a sword +4 will still be a sword +4. Only higher-level spells like true seeing and the like will allow the caster to detect the true nature of the object.

The reverse of that spell, Cesar's Magical Aura will give an object a magical aura of some sort (caster's choice). The object will not be magical in any other way than detection, the affected item just shows as magic when detect magic is cast upon it. As it is for the normal form of the spell, true seeing and other higher-level spells will allow the caster to detect the true nature of the object.

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### ***Cesar's Protection Vs. Elementals (Abjuration)***

Sphere: Elemental (All), Protection  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 4  
 Area of Effect: Creature Touched  
 Saving Throw: None

This spell grants the affected creature protection versus elementals. True elementals will not be able to attack the recipient of the spell as in the case of a protection versus evil spell. However, the spell is broken if the affected creature attacks the elemental. The spell can only be used for one elemental type at a time. The material component of the spell depends on the type of elemental the caster wants the affected creature to be protected from, it is a small piece of the concerned element, be it a small rock, a bit of water, ...

### ***Cesar's Release of Burden (Alteration)***

Sphere: All  
 Range: Touch  
 Components: V,S,M  
 Duration: 1d6 hours + 1 hour / level  
 Casting Time: 1 round  
 Area of Effect: Creature Touched  
 Saving Throw: None

By casting that spell, the priest will lighten the burden of a creature (encumbrance). The recipient of the spell will feel as if it is only lightly encumbered. The spell has no effect on the maximum carrying capacity. If the spell is cast on a creature that is not encumbered or slightly encumbered, it has no effect. If a creature under the influence of the spell is at maximal carrying capacity and picks up something else, the spell is broken and the creature is then unable to move. The spell can of course be cast on beasts of burden or on mounts. Any living creature can be influenced by that spell. The material component of the spell is the priest's holy symbol.

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### *Cesar's Restful Sleep (Alteration)*

Sphere: Necromantic  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 night  
 Casting Time: 1 round  
 Area of Effect: Creature Touched  
 Saving Throw: None

When this spell is cast on a creature, the affected subject will only need to sleep  $\frac{3}{4}$  of the normal regular time that they usually have to sleep. A regular night, under the effect of a Cesar's Restful Sleep spell will last for 6 hours. This affects spellcasters as well. A spellcaster that normally have to sleep for 10 hours to be able to regain his spells will now only have to sleep 7.5 hours. The material component of this spell is a small feather.

### *Cesar's Weapon Magifier (Enchantment/Charm)*

Sphere: Combat  
 Range: Touch  
 Components: V,S,M  
 Duration: 1round / level  
 Casting Time: 6  
 Area of Effect: 1 weapon  
 Saving Throw: None

This spell will temporarily enchant a normal weapon so that it becomes magical. The effect of the spell depends on the caster's level as follows:

<b>level</b>	<b>magical bonus</b>
3-6	+1
7-10	+2
11-14	+3
15-18	+4
19 and up	+5

The affected weapon need not be the caster's own weapon. Any weapon can be affected by that spell. The spell can also be cast on a magical weapon but the pluses do not add together, take whichever is higher. Example: Cesar, a 22nd level priest casts this spell on his +4 mace. For 22

rounds, his mace will be treated as a +5 weapon. If however a 3rd level priest casts the spell on Cesar's mace, there will be no effect because the magical bonus offered by the spell (+1) is lower than the magical bonus of the weapon (+4). The material component of the spell is the weapon to be affected.

### ***Level 3:***

#### ***Cesar's Anvil (Conjuration)***

Sphere: Creation  
 Range: 20 yards  
 Components: V,S,M  
 Duration: 1 Turn  
 Casting Time: 1  
 Area of Effect: 1 Creature  
 Saving Throw: Special (see below)

Cesar's Anvil is a rather funny spell, it simply conjures a regular anvil about 20 feet about the victim's head which will, if it falls on the victim's head, cause 3-18 points of blunt damage. The saving throw is special for that spell, in order to avoid the anvil's fall, the victim must roll his dexterity or less on a 20-sided die (a 20 is always a miss). The anvil's existence lasts for 1 turn, no matter if the target is hit or not. The anvil is quite heavy and spellcasters should be aware that some monsters (as giants) **may** use it as a boulder. There is no way that the anvil may exist for longer than 1 turn. The material component of the spell is a miniature version of an anvil and the somatic component is a mimic of a heavy object falling.

#### ***Cesar's Armor Enhancement (Alteration)***

Sphere: Combat  
 Range: 20 yards  
 Components: V,S,M  
 Duration: 1 turn/level  
 Casting Time: 5  
 Area of Effect: 1 armor  
 Saving Throw: None

By casting that spell, the priest actually betters the defense of a creature wearing armor.

The recipient of the spell gets a bonus to its armor class. Of course, the bonus acquired increases with levels, as the table below shows:

<b>level:</b>	<b>bonus:</b>
5-9	-1
10-13	-2
11-14	-3
15-18	-4
19-22	-5
23 and +	-6

For the spell to have effect, it must be cast on a creature that is wearing armor or it will have no effect. The spell actually makes the armor of the recipient more efficient, a magic-user does not wear armor therefore he does not have any armor to be strengthened (skin does not count!). The material component of the spell is a small silver shield (worth 10 g.p.) that vanishes when the spell is cast.

### *Cesar's Clumsiness (Alteration)*

Sphere: Charm  
 Range: 40 yards  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 3  
 Area of Effect: 1 Creature  
 Saving Throw: Negates

When a priest casts Cesar's clumsiness on a creature, the target has to save versus spell. If the save is missed, the recipient's dexterity is reduced by 1d4 +1/level. Consider monsters as having a dexterity of 10. The dexterity penalty returns at the rate of 1 point per round when the spell duration expires. The dexterity of the recipient of the spell may not go under 3 with the spell. A creature under the effect of that spell will have all the penalties for low dexterity, penalties to initiative, armor class, ... . The material component of the spell is the priest's holy symbol.

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### *Cesar's Creature Detector (Divination)*

Sphere: Divination  
 Range: 1 mile radius  
 Components: V,M  
 Duration: 5 rounds / level  
 Casting Time: 1  
 Area of Effect: Special  
 Saving Throw: None

By casting this spell, the priest will be able to locate a particular creature in his surroundings. The caster has to specify what type of creature he wants to locate. The specification can not be more precise than "a dragon" or "orcs". If the caster tries to locate a "huge ancient old nasty red dragon", the spell does not work and is wasted. The caster has to have already seen the type of creature once in his life. The material components of the spell are the priest's holy symbol and a piece of whatever type of creature that he wants to know the location of. The component can be a hair from a giant to detect giants, ... . The spell only reveals the general direction and distance of creatures. The number of creatures is revealed within 50% of its exact value.

### *Cesar's Displacement (Alteration)*

Sphere: Protection  
 Range: Touch  
 Components: V,S,M  
 Duration: 2 turns + 1 round / level  
 Casting Time: 3  
 Area of Effect: Creature Touched  
 Saving Throw: None

The recipient of this spell receives exactly the same bonuses as a cloak of displacement for the duration of the spell. The recipient appears to be 2 meters away from his actual position (direction is up to the player as long as it is not impossible). The first attack on the recipient of the spell is automatically a miss, and for subsequent attacks, the recipient of the spell gains a -2 bonus to his armor class. The spell will have no effect if cast on a creature already wearing a cloak of displacement. The material component of the spell is a bit of skin from a displacer beast, blink dog or any other creature that has the displacement ability.

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### ***Cesar's Enhanced Hearing (Alteration)***

Sphere: Divination  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 3  
 Area of Effect: Creature Touched  
 Saving Throw: None

The recipient of that spell gains an incredibly acute hearing. Cesar's Enhanced Hearing gives the recipient a 90% of hearing noises. His acute hearing also allows him to be surprised only on a 1 on a 10-sided die, unless the opponents are magically silenced, in which case, the surprise chance is normal. This spell makes the recipient's ears go red, this being a mystery that even Cesar himself could not figure out. The ways of the gods are bizarre sometimes. The material component of the spell is the priest's holy symbol.

### ***Cesar's Enhanced Sight (Alteration)***

Sphere: Divination  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 3  
 Area of Effect: Creature Touched  
 Saving Throw: None

The recipient of this spell will benefit from an incredibly accurate sight for the duration of the spell. The visual acuity is 50 times better, from both short and long range objects. Thus, the recipient of the spell will be able to recognize people from 50 times the normal distance and will be able to detect things 50 times smaller, like the flaws in an apparently perfect jewel. The material component of the spell is a pair of glasses, the glasses are not consumed by the spell.



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### ***Cesar's Invisible Weapon (Illusion/Phantasm)***

Sphere: Combat  
 Range: 10 yards  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 3  
 Area of Effect: 1 weapon  
 Saving Throw: None

By casting that spell, the priest makes one weapon invisible to everyone except the wielder. An opponent can be hit more easily with an invisible weapon, since it does not see it. The effect in game terms is that the opponent gets a +2 penalty to his armor class for the duration of the spell. The AC penalty only applies for being struck by an invisible weapon. True seeing, detect invisible, and all other invisible detection spells will allow the victim to see the weapon, thus negating the spell's effect. The weapon remains invisible for the duration of the spell, whether it hits the target or not. The material components for the spell are an eyelash and a bit of gum arabic.

### ***Cesar's Magnificent Warrior (Enchantment/Charm)***

Sphere: Combat  
 Range: 20 yards  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 3  
 Area of Effect: 1 Creature  
 Saving Throw: None

Cesar's Magnificent Warrior betters the fighting ability of a creature. The recipient of the spell will temporarily gain the THACO of a character of his class of 3 levels higher than he currently is. A 4th level fighter will fight as a 7th level fighter and a 2nd level priest will fight as a 5th level priest. Spellcasters do not get additional spells, they only fight better. Cesar's Magnificent Warrior has no effect on a creature's hit points, they remain the same. The spell can be cast on animals or monsters that do not have a class. In that case, they will fight as creatures having 3 more hit dice. If the spell is cast on a 0 level character, he will temporarily fight as a 3rd level fighter. The material component of this spell is a green quartz.

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### *Cesar's Pre-Raise Dead (Necromancy)*

Sphere: Necromantic  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 turn  
 Casting Time: 1 round  
 Area of Effect: Creature Touched  
 Saving Throw: None

Cesar's Pre-Raise Dead allows the caster to give a creature a better chance to be resurrected or raised from the dead. It increases the recipient's constitution by 1d6. The constitution can go above racial maximum for that purpose. However, the constitution gained is only valid for the Resurrection or Raise Dead spell that is about to be cast. These latter spells have to be cast no more than 1 turn after Cesar's Pre-Raise Dead or the former spell loses its effect. Cesar's Pre-Raise Dead has can have no effect if the resurrection roll fails. It can not be cast a second time or give the character another chance of being brought back to life. It can not either help in any way a creature that has a spirit (like an elf) to be brought back to life by a simple raise dead spell. The material component of the spell is the priest's holy symbol.

### *Cesar's Warp Speed (Alteration)*

Sphere: Necromancy  
 Range: 50 yards  
 Components: V,S  
 Duration: 1 round / level  
 Casting Time: 2  
 Area of Effect: 1 Creature  
 Saving Throw: None

This spell only affects the speed at which a creature may run. The speed increase varies with the level of the casting priest, as follows:

<b>level</b>	<b>movement rate</b>
5-8	doubled
9-12	tripled
13-16	quadrupled
17 and up	quintupled

The spell does not have any effect on the number of attacks per round. It was designed as an easy way to escape a dangerous situation. Running at 48" or 60" might prove very useful sometimes. The spell does not age the recipient. There is no material component for that spell but the somatic component is some very quick hand gestures .

### ***Level 4:***

#### ***Cesar's Full Stomach (Alteration)***

Sphere: Creation  
 Range: Touch  
 Components: V,S,M  
 Duration: 3 days  
 Casting Time: 1 round  
 Area of Effect: Creature Touched  
 Saving Throw: None

This spell, when cast on a creature, allows it to function normally for 5 days without eating or drinking. The recipient does not feel hungry nor thirsty and does not need food or water for that period. The spell can not be cast in advance and can not be cast two times in a row. After 5 days, a creature has to eat and drink normally for 1 day before being eligible again to Cesar's Full Stomach. If the spell is cast anyway, it is lost and nothing happens. The recipient of the spell is, however, not protected fully against magical thirsts or hungers, like a chime of hunger. Against such effects, this spell offers a bonus of +2. The spell has to be cast before the magical thirst or hunger's happening or it will not work. The material component of the spell is a piece of meat that must be ingested by the recipient.

#### ***Cesar's Healing Prowess (Necromancy)***

Sphere: Healing  
 Range: 0  
 Components: V,S,M  
 Duration: 1 day  
 Casting Time: 1 turn  
 Area of Effect: The Priest

Cesar's Healing Prowess is just that, a spell that makes the casting priest a wondrous healing machine. Every healing spell castes by the priest for the following 24 hours will have the

maximum effect possible, a cure light wounds spell will always restore 8 hit points, a heal spell will bring a creature to 1 hit point of his current total, ... . The material component of the spell is the priest's holy symbol.

### *Cesar's Holy Wings (Alteration)*

Sphere: Creation  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 turn / level +1d6 turns  
 Casting Time: 3  
 Area of Effect: Creature Touched  
 Saving Throw: None

By casting this spell, a pair of wings magically and instantly grow on the affected creature's back. The recipient is able to fly with maneuverability class C and to move at 12". Flying only requires minimal concentration, just as walking. If the recipient is a spellcaster, he can cast spells normally and move at 3" in the air. On other aspects, the spell is similar to the 3rd level magic-user spell Fly.

### *Cesar's Holy Protection (Abjuration)*

Sphere: Protection  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 4  
 Area of Effect: Creature Touched  
 Saving Throw: None

With this spell, the caster can give magical protection to a creature (like the ring or cloak of protection). The spell efficiency varies with the caster's level as follows:

<b>level</b>	<b>bonus</b>
7-10	+1
11-13	+2
14-16	+3
17-20	+4
21 and up	+5

The bonus is not cumulative with those offered by a ring or a cloak. In that case, take whichever is higher. The bonus applies to armor class and to saving throws. The material component of the spell is the priest's holy symbol.

### ***Cesar's Improved Cold Resistance (Alteration)***

Sphere: Protection  
 Range: 20 yards  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 3  
 Area of Effect: Creature Touched  
 Saving Throw: None

This spells confer to the recipient a great protection from all cold-related attacks. It gives a +4 saving throw and if the save is made, no damage is taken at all. If the save is missed, the damage is first reduced by 1 per die (minimum 1) and then halved. If a magical cold attack does not allow a saving throw, then the recipient of that spell gets one. If the save is made, only half damage is taken, if it is missed, full damage is taken. The material component of the spell is the priest's holy symbol.

### ***Cesar's Improved Fire Resistance (Alteration)***

Sphere: Protection  
 Range: 20 yards  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 3  
 Area of Effect: Creature Touched  
 Saving Throw: None

This spells confer to the recipient a great protection from all fire-related attacks. It gives a +4 saving throw and if the save is made, no damage is taken at all. If the save is missed, the damage is first reduced by 1 per die (minimum 1) and then halved. If a magical fire attack does not allow a saving throw, then the recipient of that spell gets one. If the save is made, only half damage is taken, if it is missed, full damage is taken. The material component of the spell is the priest's holy symbol.

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***Cesar's Lucky Warrior (Alteration, Enchantment / Charm)***  
**reversible**

Sphere: Combat  
 Range: 10 yards  
 Components: V,S,M  
 Duration: 1 round / 2 levels  
 Casting Time: 3  
 Area of Effect: 1 Creature  
 Saving Throw: None

Cesar's Lucky Warrior bestows a creature with a special form of luck in combat for the duration of the spell. The affected creature will have three times the normal chances of getting a good hit in combat, as well as three times less chances of getting a bad-miss. If you are not using a good-hit and bad-miss system, then discard the spell. The spell does not confer bonus to the dice roll to determine the type of good-hits, it just increases the probability of one actually happening. The material component of the spell is the priest's holy symbol along with a vial of holy water, the holy water is wasted at the end of the spell.

The spell's reverse, Cesar's Unlucky Warrior allows a regular saving throw versus spells to avoid its effects. If the save is missed, it causes the recipient to have three times more chances to get a bad-miss as well as three times less chances of getting a good-hit for the duration of the spell. The material component of the reverse of the spell is a vial of unholy water or a vial of any poison. The vial is wasted at the end of the spell.

***Cesar's Mount Improvement (Alteration)***

Sphere: Animal  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 day  
 Casting Time: 1 round  
 Area of Effect: 1 creature  
 Saving Throw: None

Casting this spell will increase the capabilities of any mount. Movement is increased by 50% as well as carrying capacity. The spell duration is 1 day but an affected creature will not be able to function normally longer than it usually can. Any mount can be improved by that spell, whether it is a dragon, a horse, a pegasus, ... . The spell **can** be combined with other spells like Cesar's Release of Burden and Cesar's Warp Speed. A mount under the effect of Cesar's Release

of Burden and Cesar's Mount Improvement will be able to function as unencumbered when being loaded at 150% of normal carrying capacity ! The material component of the spell is the priest's holy symbol as well as the mount to be affected.

### ***Cesar's Striking (Alteration)***

Sphere: Combat  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round / level over 6  
 Casting Time: 4  
 Area of Effect: 1 weapon  
 Saving Throw: None

When a priest casts this spell on a weapon (need not be his own), it obtains the same powers as a staff of striking spending 3 charges, that is, doing 9 more points of damage. The spell can not however be combined with any other weapon-enhancing spells but it can work on magical weapons, adding the damage bonus. For all of you rule-benders, no, the spell will not work on a staff of striking nor will it give back charges to the magical item.

## ***Level 5:***

### ***Cesar's Cure Serious Wounds (Necromancy)*** **reversible**

Sphere: Healing  
 Range: Touch  
 Components: V,S  
 Duration: Permanent  
 Casting Time: 7  
 Saving Throw: None  
 Area of Effect: Creature Touched

This spell functions in exactly the same way as the regular Cure Serious Wounds spell with only 1 difference, this spell will heal anything that exists (humans, elementals, archons, ...). The spell will even heal non-corporeal creatures, the casting priest only has to put his hand "through" the creature to heal it. In other gaming aspects, the spell is identical to the normal cure serious wounds. Undead can be healed by the reverse of that spell. Casting the normal spell on an undead

will actually harm it.

### ***Cesar's Heavy Stone II (Conjuration)***

Sphere: Combat  
 Range: Touch  
 Components: V,S,M  
 Duration: 2 rounds  
 Casting Time: 6  
 Area of Effect: 1 Sling Stone  
 Saving Throw: None

This spell is in all aspects similar to the second-level spell Cesar's Heavy Stone I except that the enchanted stone now does 6d6 damage and has a +4 bonus to hit.

### ***Cesar's Improved Holy Sleep (Enchantment/Charm)***

Sphere: Combat  
 Range: 40 yards  
 Components: V,S,M  
 Duration: 5 rounds / level  
 Casting Time: 2  
 Area of Effect: Special  
 Saving Throw: None

This spell is actually an improvement of the second-level spell Cesar's Holy Sleep. It affects twice more creatures or 2 with 5 or 6 hit dice or levels, or one creature with 7 or 8 hit dice or levels. In any other aspects, this spells function as Cesar's Holy Sleep.

### ***Cesar's Magical Resistance (Abjuration)***

Sphere: Protection  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 turn + 1 round/level  
 Casting Time: 1 round  
 Area of Effect: Creature Touched  
 Saving Throw: None



This spell gives the recipient magic resistance. The percentage given is  $((\text{caster's level} - 8) + 1d4) * 5\%$ . Thus a 13th level priest casting that spell and rolling 2 on a 4-sided die could give  $(13-8 = 5) + 2 = 7$ ,  $5\% * 7 = 35\%$  magical resistance to a creature (or to himself). Any creature can be affected by that spell. When the recipient has to resist a spell, roll the magic resistance dice before the saving throw. If the creature rolls under its magical resistance score, the spell has no effect, there is no need for a saving throw. The spell does not work if the recipient creature already has **any** degree of magical resistance. The material component of the spell is a crystal worth at least 100 gp, which vanishes after the spell has been cast.

### ***Cesar's Major Fighting Prowess (Alteration)***

Sphere: Combat  
 Range: 10 yards  
 Components: V,S,M  
 Duration: 1 round per level  
 Casting Time: 7  
 Area of Effect: 1 Creature  
 Saving Throw: None

By casting that spell, a priest improves a creature's fighting ability. In fact, the creature will fight as a fighter of the same level (or number of hit dice) for the duration of the spell. In addition, the recipient will gain double specialization (+3, +3) with the weapon he is now using and the attacks per round corresponding to a specialized fighter of the same level or number of hit dice. The material component of the spell is a miniature metal sword, which is not consumed by the spell. The priest needs to point a finger at the creature to be affected.

### ***Cesar's Sacrifice Delayer (Alteration)***

Sphere: All  
 Range: 0  
 Components: V,S,M  
 Duration: Special  
 Casting Time: 6 hours  
 Area of Effect: Priest  
 Saving Throw: None

This spell can be used by priests of sufficient level and that can not make the usual sacrifice to their god. For example, our friend Cesar, being deep into s... somewhere can not perform the ritual sacrifice that his god, Zeus, requires, being a cow every full moon. He casts this

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spell and his Zeus will be pleased enough not to make him suffer the consequences. The drawback of that spell is that the priest will have to make twice more the regular offerings that he missed the next time. So on the next full moon, Cesar will have to sacrifice 3 cows instead of 1 (2 for the last full moon and one for the present one). A priest that casts the spell in unjustified circumstances (DM's judgement) will be severely punished by his god. An unjustified circumstance is when the priest casts the spell but can, to a reasonable extent make the usual sacrifice. A priest that forgets to make the additional offerings required the next time will be severely punished as well. The spell can be cast more than once in a row but he has to remember that he sometimes will have to make one **big** sacrifice or suffer the consequences! The material component of the spell is the priest's holy symbol.

### *Cesar's Shining Light (Conjuration/Summoning)*

Sphere: Sun  
Range: 0  
Components: V,S,M  
Duration: 3 rounds  
Casting Time: 1  
Area of Effect: 10 yards  
Saving Throw: Negates

When the priest casts that spell, his eyes begin to glow with a blinding light, just like the sun. If a creature looks at the priest during that round, it has to make a saving throw versus spell or become blind for 2d4 rounds. The chance of meeting the priest's gaze should be treated in the same way as the chance of meeting a medusa's gaze. The material component of the spell is two crystal lenses, that the caster must put on his eyes when casting the spell. The lenses do not vanish when the spell ends.

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**Level 6:*****Cesar's Cure Critical Wounds (Necromancy)*****reversible**

Sphere: Healing  
 Range: Touch  
 Components: V,S  
 Duration: Permanent  
 Casting Time: 5  
 Saving Throw:None  
 Area of Effect:Creature Touched

This spell functions in exactly the same way as the regular Cure Critical Wounds spell with only 1 difference, this spell will heal anything that exists (humans, elementals, archons, ...). The spell will even heal non-corporeal creatures, the casting priest only has to put his hand "through" the creature to heal it. In other gaming aspects, the spell is identical to the normal cure critical wounds. Undead can be healed by the reverse of that spell. Casting the normal spell on an undead will actually harm it.

***Cesar's Djinni Summoning (Enchantment / Charm)***

Sphere: Summoning  
 Range: 10 yards  
 Components: V,S,M  
 Duration: 1 hour/level  
 Casting Time: 1 round  
 Area of Effect:1 Djinni  
 Saving Throw:None

This spell allows the priest to summon a Djinni (see monster manual). The Djinni will be friendly to the caster and will accept to serve him for the spell duration. If the caster orders him to do suicidal acts, or tries to attack him, the Djinni will simply go back to the elemental plane of air and the spell will be wasted. There is no chance of getting a noble djinni by this summoning, only regular djinnis answer the call. The material component of the spell is riches for a value of 500 gold pieces (might be gems, money or anything that would prove useful to the djinni) that has to be given to the djinni upon his appearance. Of course, when the spell expires, the djinni will go back to the elemental plane of air with the treasure.

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### *Cesar's Giant Strength (Alteration)*

Sphere: Necromantic  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round per level  
 Casting Time: 5  
 Area of Effect: Creature Touched  
 Saving Throw: None

The recipient of this spell temporarily gains a phenomenal strength (as the potions of giant strength). The spell efficiency varies with the caster's level as follows:

<b>level</b>	<b>strength</b>
11-13	20 (+3, +8)
14-16	21 (+4, +9)
17-19	22 (+4, +10)
20-22	23 (+5, +11)
23-25	24 (+6, +12)
26 and up	25 (+7, +14)

The strength gained may not be combined with a girdle of giant strength or giant strength potions, in these cases, take whichever is higher. The material component of the spell is a body part (might be a hair, a tooth, ...) from a giant.

### *Cesar's Magical Weakness (Abjuration)*

Sphere: Protection  
 Range: 40 yards  
 Components: V,S,M  
 Duration: 1 round / level  
 Casting Time: 4  
 Area of Effect: 1 Creature  
 Saving Throw: None (see spell description)

Cesar's magical weakness is a means of reducing an opponent's magic resistance for a while. To see how much magic resistance is removed, take the following formula:  $((\text{caster's level} - 10) + 1d6) * 5\%$ . Cesar, a 22nd level priest, casts the spell and rolls a 5 on a 6-sided die. He then removes  $(22 - 10) = 12$ ,  $12 + 5 = 17$ ,  $17 * 5\% = 85\%$  of the opponent's magic resistance. The

opponent's magic resistance is now 85% percent lower, probably now standard. A magic resistance reduced to 0% is considered standard, there is no such thing as a negative magical resistance. There is no saving throw to that spell but the affected creature **can** use its magical resistance as a means of countering the spell. It is then really hard to lower a higher being's magical resistance, if it is close to 100%. The material component of the spell is a crystal worth no less than 100 gp, which vanishes after the spell has been cast.

### *Cesar's Weapon Immunity (Abjuration)*

Sphere: Protection  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round /level  
 Casting Time: 5  
 Area of Effect: Creature Touched  
 Saving Throw: None

This spell allows the priest or another creature to gain weapon immunity, like the monsters which require a +"x" weapon to hit. The effects of the spell depend on the level of the caster, as follows:

<b>level</b>	<b>immunity granted</b>
11-14	Requires magical weapon to hit
15-18	Requires +2 weapon to hit
19-22	Requires +3 weapon to hit
23-26	Requires +4 weapon to hit
27 and up	Requires +5 weapon to hit

The recipient of the spell becomes immune to the effects of weapons that do not meet the "plus" requirement. Example: Cesar, a 22nd level priest, casts this spell onto himself. For 22 rounds, he is totally immune to the effects of +2 or lesser weapons, it requires a +3 weapon to inflict him damage. The material component of this spell is a small diamond of no less than 500 g.p. in value. The diamond is shattered by the spell and is wasted.

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**Level 7:*****Cesar's Acid Immunity (Abjuration)***

Sphere: Protection  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round / 2 levels  
 Casting Time: 5  
 Area of Effect: Creature Touched  
 Saving Throw: None

This spell is very powerful indeed, it gives the recipient total immunity against any form of acid attack. Period. No need to bother with saving throws, for the duration of the spell, it is impossible that the recipient of the spell receives one hp of acid damage. The material component of the spell is one ounce of pure acid, which must be spread in front of the recipient. The acid can be found in an alchemist's shop, at a cost of no less than a thousand gold piece an ounce.

***Cesar's Charm Dragon (Enchantment / Charm)***

Sphere: Charm  
 Range: 80 yards  
 Components: V,S,M  
 Duration: Special  
 Casting Time: 6  
 Area of Effect: 1 Dragon  
 Saving Throw: Negates

This spell is a much more powerful version of the Charm Person or Mammal spell. It can only be used against true dragons, it will not work on any other monster. The affected dragon has to save versus spells at -4 to counter the spell's effect. Other aspects of the spell are the same as the 2nd level spell Charm Person or Mammal. The material component of the spell is the priest's holy symbol.

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### ***Cesar's Cold Immunity (Abjuration)***

Sphere: Protection  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round / 2 levels  
 Casting Time: 5  
 Area of Effect: Creature Touched  
 Saving Throw: None

This spell is very powerful indeed, it gives the recipient total immunity against any form of cold attack. Period. No need to bother with saving throws, for the duration of the spell, it is impossible that the recipient of the spell receives one hp of cold damage. The material component of the spell is an 1-inch ice cube, which must be swallowed by the recipient before the spell can take its full effect.

### ***Cesar's Fire Immunity (Abjuration)***

Sphere: Protection  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round / 2 levels  
 Casting Time: 5  
 Area of Effect: Creature Touched  
 Saving Throw: None

This spell is really powerful, it gives the recipient total immunity against any form of fire or heat attack. Period. No need to bother with saving throws, for the duration of the spell, it is impossible that the recipient of the spell receives one hp of fire or heat damage. The material component of the spell is a book made out of rare parchment that must be set afire before the spell can take its full effect. The book has to cost at least 1000 gold pieces for the spell to work, as you might think, the book is destroyed by the spell. A suitable book might be a spellbook from a wizard friend but it would be very unwise to do so!

***Cesar's Healing (Necromancy)*****reversible**

Sphere: Healing  
 Range: Touch  
 Components: V,S  
 Duration: Permanent  
 Casting Time: 5  
 Saving Throw:None  
 Area of Effect:Creature Touched

This spell functions in exactly the same way as the regular Heal spell with only 1 difference, this spell will heal anything that exists (humans, elementals, archons, ...). The spell will even heal non-corporeal creatures, the casting priest only has to put his hand "through" the creature to heal it. In other gaming aspects, the spell is identical to the Heal spell. Undead can be healed by the reverse of that spell. Casting the normal spell on an undead will actually harm it.

***Cesar's Heavy Stone III (Conjuration)***

Sphere: Combat  
 Range: Touch  
 Components: V,S,M  
 Duration: 2 rounds  
 Casting Time: 8  
 Area of Effect:1 Sling Stone  
 Saving Throw:None

This spell is in all aspects similar to the second-level spell Cesar's Heavy Stone I except that the enchanted stone now does 10d6 damage and has a +6 bonus to hit.

***Cesar's Lightning Immunity (Abjuration)***

Sphere: Protection  
 Range: Touch  
 Components: V,S,M  
 Duration: 1 round / 2 levels  
 Casting Time: 5  
 Area of Effect:Creature Touched  
 Saving Throw:None



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This spell is really powerful, it gives the recipient total immunity against any form of lightning or electricity attack. Period. No need to bother with saving throws, for the duration of the spell, it is impossible that the recipient of the spell receives one hp of lightning or electricity damage. The material component of the spell is two metal plates made from a special alloy (worth at least 500 gp each) which must be rubbed together, until they create an electric arc at the end of the fifth segment of the casting. The metal plates **are** reusable.

### *Cesar's Revival (Necromancy)*

Sphere: Healing  
 Range: Touch  
 Components: V,S,M  
 Duration: Permanent  
 Casting Time: 1 round  
 Area of Effect: Creature Touched  
 Saving Throw: None

This is a very potent healing spell. When cast upon a creature, it will automatically heal all wounds and all diseases (magical or not) simultaneously if the creature was alive (even at -9 hp) before the casting. Anything that is normally curable by a heal spell is healed by that spell at the same time. If cast after a raise dead spell, it reduces the recovery time by 90%.

### *Cesar's Subdivided Prayers (Alteration)*

Sphere: All  
 Range: 0  
 Components: V  
 Duration: Special  
 Casting Time: 1 round  
 Area of Effect: Special  
 Saving Throw: None

By praying for this 7th level spell, the priest is able to get 6 spell levels instead. The priest may choose 6 1st level spells, 2 1st level spells and 2 2nd level spells, or any other combination of spell levels that total 6. The spell can be prayed for as many times a day that the priest wants to and is able to.

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### *Cesar's Ultimate Fighting Prowess (Alteration)*

Sphere: Combat  
Range: 10 yards  
Components: V,S,M  
Duration: 1 round per level  
Casting Time: 8  
Area of Effect: 1 Creature  
Saving Throw: None

By casting that spell, a priest dramatically improves a creature's fighting ability. The affected creature will now have a THACO of 1, have 3 attacks per round and be tripled specialized (+4, +5) in the weapon it is currently using. The material component of the spell is a miniature metal sword, which is not consumed by the spell. The priest needs to point a finger at the creature to be affected. For more information about triple specialization, see *The Gladiator's Handbook*.

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## *Section 5: Creatures of the lower planes*

Here are some special creatures of the lower planes, they actually come from Gehenna. Once, when I was a Dungeon Master, my players were (accidentally) sent there and I wanted to add a little spice to the adventure by creating a new evil kind of lower plane creatures. The inhabitants of the plane of Gehenna are dremons. They all have special attacks and special defenses particular to their kind. My players found out soon enough that Gehenna might not be the Abyss, but it is still **not** a nice place to visit !

### *Guardian Dremons*

The guardian dremons are mainly used by lords of the Gehenna for protection but they can be found wandering anywhere in the plane for reason of their own. They are very dangerous and they come in three varieties, lesser, normal and greater guardian dremons. Guardian dremons all look like humans, except of course, for minor changes. The most obvious is that they have four arms, all equipped with razor-sharp claws. They also have a set of big horns. Guardian dremons have a very muscular appearance and usually wear no armor. Their eyes are red and their jaws are enlarged, they have a powerful bite. There is also, somewhere in the Gehenna a dremon lord that first created these creatures to his image, his name is Azzarlog, prince of guardian dremons.

All guardian dremons are highly intelligent and can use magic-user spells. A lesser guardian dremon can be considered as a 5th level mage, a normal one 1 7th level mage and a greater guardian dremon can cast spells as a 9th level mage. They all have huge bat-like wings and they can fly at will with a maneuverability class B.

The heat generation attack is always in effect when in combat, everybody in a 20' radius around the guardian dremon is affected, loosing 5 hp per round due to the heat. This attack is not cumulative if more than 1 guardian dremon is encountered. All guardian dremons have a poison gland located in their tail, the poison is very powerful, save is at -2 or die. If a guardian dremon decides to gate another one of his kind, it takes a full round for the other creature to appear. All guardian dremons are very quick, even if they are of large size, they are able to make a total of 8 attacks in a single round. Like all other dremons, they can attack several opponents at once.

## Statistics

	<b>lesser</b>	<b>normal</b>	<b>greater</b>
Frequency	common	rare	very rare
No. Appearing	2-8	1-3	1 (2 rarely)
Move	18"/30"	18"/30"	18"/30"
AC	1	-1	-3
Hit Dice	7+7	8+16	10+40
% in lair	--	--	--
Treasure Type	--	--	--
Attacks	1-6*4 (claws) 1-8 (bite) 1-6 + poison (tail) 1-4*2 (horns)	2-8*4 (claws) 1-10 (bite) 1-6 + poison (tail) 1-6*2 (horns)	2-12*4 (claws) 3-12 (bite) 1-6 + poison (tail) 1-8*2 (horns)
Special Attacks	(all) heat generation, spell use, 50% chance of gating another guardian demon of its type		
Special Defenses	(all) immune to fire and electrical damage, +2 weapon required to hit, regenerate 1 hp/round.		
Magic Resistance	35%	50%	65%
Intelligence	high	high	high
Alignment	(all) from LE to NE		
Size	6½'	8½'	11'
Psionics	nil	nil	nil

### *Azzarlog, dremon prince of guardian dremons*

Azzarlog lives in a huge castle made out of a strange non-meltable black metal located in Gehenna. He is very well protected in his lair. When he travels, he is always accompanied by 10 greater guardian dremons. He can cast spells as an 18th level magic-user. His heat generation power is so intense that it makes everyone in a 40' radius lose 2 hit points every **segment** they spend in that area. Normally flammable materials must save or else catch fire. Azzarlog has a strength of 25, giving him a +7 to hit and a +14 to damage.

## Statistics

Frequency	unique
Number Appearing	1
Move	24"/48"
AC	-7
Hit Dice	180 hit points
% in lair	90 %
Treasure Type	I,R,U,V
Attacks	4-24*4 (claws) 6-24 (bite) 2-12 + poison (tail) 2-16*2 (horns)
Special Attacks	Heat generation, Major spell use, Gate 100% of other guardian dremons (1 greater, 2 normal or 4 lesser equal chance for each).
Special Defenses	Immune to fire and electrical attacks, +4 or better weapon required to hit, regeneration 5 hp / round
Magic Resistance	90%
Intelligence	supra-genius
Alignment	LE (neutral tendencies)
Size	20'
Psionics	nil

## *Boggerwad dremons*

Boggerwad dremons are a race of monkey-like humanoids that live in Gehenna. They are common on that plane but very rare elsewhere. They are small, being only four feet high but they are very resistant and very strong for their size. They live in small communities of about 20-40 individuals. They appear to be sexless.

Boggerwad dremons have an incredible hearing, it is impossible that they do not hear any non-magically silenced sound, that is why their ears tend to be largely overgrown. They have flaming-red eyes and a surprisingly powerful bite for their size. Boggerwad dremons also have 2 small horns on their skull however, they do not attack with them, it would only cause 1 point of damage. They also have a prehensile tail, but its only use may be for posture, it is ineffective in combat. They are considered as having a strength of 18, giving them a +1 to hit and a +2 to damage.

Half of the time, they will cast their magic missiles instead of attacking. That means that in the first round, each one of them has 50% chance of firing magical missiles. Those who do not in

the first round have a 50% chance of doing it in the second round, etc... . Remember, each Boggerwad dremon may only cast magical missiles once per day. If the boggerwad dremons are encountered in lair, there will be a chief with 7 hit dice, 18/76 strength, 5' tall, claws do 1-10 damage, bite does 1-8 damage and the chief has high intelligence.

### Statistics

Frequency	common on Gehenna, very rare elsewhere
Number Appearing	2-8
AC	0
Move	12"
Hit Dice	5
% in lair	10 %
Treasure Type	D in lair
Attacks	1-8*2 (claws) 1-6 (bite)
Special Attacks	Magic missiles as 7th level M.-U. once a day
Special Defenses	Immune to fire and electrical damage, magical weapon required to hit
Magic Resistance	35%
Intelligence	average
Alignment	from LE to NE
Size	4'
Psionics	nil

### *Boggerwad, dremon prince of boggerwad dremons*

Boggerwad is the dremon prince who first created the boggerwad dremons (hence their name) to his image. He appears as a huge boggerwad dremon with a set of big horns, he can use them in combat. When he travels, he is always accompanied by 20 boggerwad dremons of maximum hit points.

His lair is located somewhere in Gehenna. He lives in a big fortress and he is surrounded by lots of his kind, ready to fight and die for him. Being a very cunning opponent, the DM should play him accordingly if the players fight him. He has special abilities that he always uses in the most efficient way. It takes a full round to gate boggerwad dremons, they appear at the end of that round. Even if he is hit during that round, the summons will work. The boggerwad dremons appear at the end of the round. He can use the gate ability an unlimited number of times per day.

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## Statistics

Frequency	unique
Number Appearing	1
Move	24"
AC	-6
Hit Dice	120 hit points (fights as 16 HD monster)
% in lair	90 %
Treasure Type	R,U,V
Attacks	2-20*2 (claws) 3-18 (bite) 1-8*2 (horns)
Special Attacks	Magic missiles as 19th level magic-user, 5 times per day, 100% gate of 2-24 boggerwad dremons.
Special Defenses	Immune to fire and electrical attacks, +3 or better weapon required to hit, regeneration 3 hp / round
Magic Resistance	85%
Intelligence	supra-genius
Alignment	LE (neutral tendencies)
Size	8'
Psionics	nil

## *Centaur Dremon*

It is unknown how these creatures came to exist but they look a lot like the centaurs that are found in the prime material plane. The only difference is that their human hands are clawed and that their eyes are jet black, without any pupil. They are uncommon on Gehenna and very rare elsewhere. Any other characteristics are similar to normal centaurs.

## Statistics

Frequency	uncommon on Gehenna, very rare elsewhere
Number Appearing	1-2
AC	-1
Hit Dice	10+20
% in lair	20%
Treasure Type	C in lair
Attacks	2-8*2 (claws) 2-8*2 (hooves)
Special Attacks	gate (50% success) of another one of their kind
Special Defenses	Immune to fire and electrical damage, regenerates 1 hit point per round, magical weapon required to hit
Magic Resistance	50%
Intelligence	average
Alignment	from LE to NE
Size	7' at the shoulders
Psionics	nil

## *Vulkand Dremons*

Vulkand dremons are a very common type of dremon in Gehenna, they look a lot like regular bears, but with some differences of course. Their fur is a bright fiery-red, they have 2 very short horns on their foreheads and they always have a threatening grin on their face. All vulkand dremons constantly have the burning hands spell in effect on their claws. Remember, however, that there is a save vs. spells for half damage.

The burning hands effect is most of the times equivalent to a 3rd level mage but, it can be higher, roll the following percentile dice for each vulkand dremon to determine at which effective level is the burning hands ability:

01-80	3rd level
81-90	4th level
91-95	5th level
96-98	6th level
99	8th level
00	10th level (maximum)

Vulkand dremons are in addition, very strong, roll a d4 to determine it; 1=18/00, 2-3 = 19, 4=20. Their strength gives them a +3 to hit and a damage adjustment of +6 to +8 depending on their



strength, see player's handbook for strength stats.

### Statistics

Frequency	common on Gehenna, very rare elsewhere
Number Appearing	1-4
AC	1
Hit Dice	9+27
% in lair	--
Treasure Type	--
Attacks	2-12*2 (claws)+Burning Hands 1-6 (bite)
Special Attacks	Burning Hands as mage spell, always in effect
Special Defenses	Immune to fire and electrical damage, regenerates 1 hit point per round, magical weapon required to hit
Magic Resistance	55%
Intelligence	average
Alignment	from LE to NE
Size	9' in full form
Psionics	nil

### *Reaper Dremons*

Reaper dremons look like giant skeletons except that they are a lot more powerful. These dreadful creatures, in addition of having demonic powers can draw energy from the negative plane as well. When a reaper demon strikes with a claw, it drains a level of its victim as well. Being of this size, reaper dremons are also very strong, despite their skeletal appearance. They can be considered as having a strength of 18/51, giving them a +2 to hit and a +3 damage adjustment.

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**Statistics**

Frequency	rare on Gehenna, very rare elsewhere
Number Appearing	1-2
AC	-1
Hit Dice	10+10
% in lair	--
Treasure Type	--
Attacks	(2-12 + energy drain)*2
Special Attacks	Energy drain
Special Defenses	Immune to fire and electrical damage, +2 weapon required to hit
Magic Resistance	standard
Intelligence	average
Alignment	from LE to NE
Size	10'
Psionics	nil

## *Section 6: Miscellaneous*

### *Tables for Acrobats*

I personally think that the tables for acrobat characters are incomplete. Once I played a dwarven fighter acrobat with 18/92 strength. 18/92 is a lot stronger than 18, and I wanted to know what were the adjustments to his skills. The answer could not be found, no table is given for exceptional strength, that is why I made one. I also included very high ability scores (all the way up to 25) for all the Darksun fans out there.

*Table 1: Strength adjustments*

Strength	High Jumping	Standing	Running
18/01-50	+ ¾'	+ ¾'	+3'
18/51-75	+1'	+1'	+4'
18/76-90	+1¼'	+1¼'	+5'
18/91-99	+1½'	+1½'	+6'
18/00	+1¾'	+1¾'	+7'
19	+2'	+2'	+8'
20	+2¼'	+2¼'	+9'
21	+2½'	+2½'	+10'
22	+2¾'	+2¾'	+11'
23	+3'	+3'	+12'
24	+3¼'	+3¼'	+13'
25	+3½'	+3½'	+14'

The second table is for the dexterity adjustments. Once again, I continued the table all the way to 25. Table 3 lists the adjustments for thieving abilities for non-standard races. Table 4 is the same as table 3 except that it is for acrobat skills.

***Table 2: Dexterity adjustments***

Dexterity	Tightrope Walking	Pole Vault	Attack	Evasion	Falling
20	+25%	+4'	+5%	+12%	+15'
21	+30%	+5'	+6%	+17%	+20'
22	+35%	+6'	+7%	+23%	+25'
23	+40%	+7'	+8%	+30%	+30'
24	+45%	+8'	+9%	+38%	+35'
25	+50%	+9'	+10%	+47%	+40'

**Table 3: Thief Adjustments for non-standard races**

	6	7	1 8	2 9	3	4	5		
Bugbear	-15%	+5%	+10%	-10%	-10%	+5%	+10%	-10%	-20%
Caiveh	-10%		+5%	+5%	+5%	+5%	+10%		
Cynamolgus	-5%	+5%	+5%			+5%	+5%	-10%	-15%
Gnoll	-10%	+5%	+5%		-5%	+5%	+10%	-10%	-15%
Half-Dryad	+5%	-5%		+5%		+5%			+5%
Half-Ogre	-15%	-5%	-5%	-10%	-15%	+5%	+10%	-10%	-20%
Half-Satyr	+5%			-10%		+5%	-15%		-5%
Hobgoblin	-10%	+5%	+10%	-5%	-5%	+5%	+10%	-10%	-15%
Irda		+10%	+15%	+5%		+5%		+5%	
Jor	-5%	+5%	+10%			+5%	+10%	-15%	-10%
Kender	+20%	+5%	+5%	+10%	+15%	+5%	-15%	-5%	+10%
Korobokuru		+10%	+15%				-10%	-5%	-10%
Lizard Man	-10%		+5%		-5%	+5%		-5%	-15%
Spirit Folk	+5%	-5%		+5%	+10%	+5%			+5%

- 1 - Pick Pockets
- 2 - Open Locks
- 3 - Find and Remove Traps
- 4 - Silent Move
- 5 - Hide in Shadows
- 6 - Hear Noise
- 7 - Climb Walls
- 8 - Read Languages
- 9 - Back Protection

**Table 4: Adjustments for acrobat skills for non-standard races**

	7	8	1	2	3	4	5	6
Caiveh	+5%	+2'	+1'	+1½'	+3'	-5%	-10%	+15%
Cynamolgus	-5%	+1'	+½'	+½'	+1'		-5%	
Half-Dryad	+10%				-1'		+5%	+5%
Irda	+10%						+5%	+15%
Kender		-2'	-1'	-1½'	-4'	+5%	+10%	+5%
Korobokuru	-5%	-2'	-1'	-2'	-3'	+10%	+5%	
Lizard Man		+2'	+1'	+1½'	+3'	-5%	-10%	
Spirit Folk	+10%				-1'		+5%	+5%

- 1 - Tightrope Walking
- 2 - Pole Vault
- 3 - High Jump
- 4 - Broad Jump, Standing
- 5 - Broad Jump, Running
- 6 - Attack
- 7 - Evasion
- 8 - Falling

## *Rules for 1st edition monks*

The monks in the first edition have the capability of killing or incapacitating an opponent. However, this ability does not take into account the monk's own size. Here's a table that does. The percentages are referring to the percentages of the monk's own height and weight. This table can also be applied to the martial artist, p.14 if you wish to use that class.

### *Table for monks:*

Level	Maximum height	Maximum weight
1	115%	234%
2	118%	283%
3	120%	312%
4	123%	351%
5	126%	390%
6	129%	429%
7	132%	468%
8	135%	507%
9	138%	546%
10	141%	585%
11	144%	624%
12	147%	663%
13	150%	702%
14	156%	780%
15	162%	858%
16	167%	936%
17	173%	1014%

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## *Height & Weight of Characters*

I will always remember the first time that I played AD&D. When I rolled my character's height and weight, I got an incomprehensible result. I got a 6'11" character weighing 135 pounds ! And, on top of that, my character had a strength of 18 ! Now something's not logical around here ! The system for the second edition is a bit better but not much. The main flaw is that height is unrelated to weight and that the strength does not have any bearing on the size of a character. O.K. the strongest people are not always huge but, admit it, you expect a 18/00 - strength fighter to be a bit bigger than a scrawny 9 - strength magic-user !

The method that I use is based on an old DRAGON magazine from the mid-80's, so if anybody knows which dragon it is and the name of the author, then tell me and I will gladly add it to my article. Actually, my method is an expansion of the previous one. The previous one only dealt with common races and there were some things that were still not logical like the fact that you could get more variation while generating a human than other races. Also, with this method, you can get extreme results, that is, you can obtain real big characters or real small ones, but then again, these happen very rarely.

The tallest human being in history was 8'11" tall and the tallest you can get with my method is 8'1". The chance of getting that result is, as you expected, really small, 1 in over 300 millions. I really wanted to cover all possibilities to make the most realistic system possible. Of course, if you always roll characters with 18 strength, you **will** often get football players as PCs. You have to consider that by using the 3d6 method (for NPCs, PCs are exceptional), there is 1 chance in 216 of having a strength of 18. The strongest man in 216 is usually, but not always, one of the biggest. This method is complex but generates good and logical results. Now, the people who always wanted to play a 6'6" 300 pounds barbarian might, if they are lucky, just roll what they wanted to get!

You will notice that there is no adjustments for exceptional strength, this is because I consider exceptional strength to be part of a **training process** for the warrior class, not something innate. Also the modifiers for strength are computed using the regular human maximum, that is, 18. That is not the case of all races. For example, if you were to roll a mul from Darksun, with a maximum strength of 22, in the tables you will have to consider Strength 22 as Strength 18, 21 as 17, 20 as 16, ...

The first step is to roll the basic dice for the race and sex of your character, in table 1. For example, if you want to create a human character, you roll 2d6 and add it to 60, this is the base unmodified height in inches of your character. For odd-numbered dice, like d7, you roll a d8 and discard 8 results. After that, you have to roll on table 2 to find if the base height will be modified. You have to roll a d10000 !, that means two d% in a row, treat 0 as 0. Per example, if you roll 0,0,0,3, the result is 0003, you will have a really little character (at least, for his race). Then you will get a modifier, in our previous example, the modifier is 0.80 - 0.83, or  $0.79 + d4 * 0.01$ . This



is the modifier that you have to apply to the base height. Your character's height is now (base height \* modifier) or simply non-augmented height.

Then you have to consult table 3, the height modifications of strength. For example, if you have strength of 17, the modifier is 1.06. You then multiply the non-augmented height by that multiplier and it will give you your real character's height.

Then, you will have to go on to table 4 to roll your character's weight. To find your character's weight, you divide its height (after all modifiers) by 72. That number cubed multiplied by 175 is your character's base weight in pounds. Symbolically, the formula is:

$$((height/72)**3) * 175$$

Now you have to roll another d10000 like you did on table 2. You will then find an adjustment, like 1.09-1.16, or  $1.08+d8*0.01$ . You multiply that modifier to your character's base weight. Example:  $1.1 * 175 = 192.5$  or 193 lbs. This is the non-augmented weight of your character. Then you have to go on table 5, to find out what is your weight modifier related to strength. You then multiply that by your non-augmented weight and it gives you your character's final weight ! Complicated, but realistic.

There is but one final step, if you are not a human. You have to multiply your final weight by your racial weight modifier. This weight modifier is in the right-most column in table 1. For example, for Hill dwarves, it is 1.9. A hill dwarf has to multiply his final weight by that modifier to find out his real final weight. All the races that I know of are hereby included (a lot), except the races found in the AD&D guide to Star Trek because I am really not familiar with these races (I am just a part-time Trekkie). I had to modify some weight statistics because they were sometimes totally illogical. For example, the Fremlin, its picture in the Humanoids handbook indicates that it is a stout creature, but if you had a 6-foot tall character with the proportionate average height and weight of a fremlin, it would be a bit too heavy. If you use the formula given above, it will yield a result of 1704 pounds for an average 6 foot tall, a bit too heavy isn't it ?. I will not detail all the modifications that I've made but I've made them with the goal of obtaining the most logical results possible.

Also included are the races found in the Great Net Handbook, in which I found the Half-Giants very interesting.

**Table 1: Height for Many Races**

<i>Race</i>	<i>Average Height (inches)</i>	<i>Die Roll</i>	<i>Weight Modifier</i>
Fremlin	15.5	13.5+d3	1.5

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Pixie (F)	33.5	$29+d3+d4$	1.5
Pixie (M)	34.5	$30+d3+d4$	1.5

**Table 1: Height for Many Races (p.2)**

Kobold (F)	34	29.5+d3+d4	0.95
Kobold (M)	36	31.5+d3+d4	0.95
Xvart (F)	34	29.5+d3+d4	0.95
Xvart (M)	36	31.5+d3+d4	0.95
Gnome, Tinker (F)	34	29.5+d3+d4	1
Gnome, Tinker (M)	36	31.5+d3+d4	1
Saurial, Flyer (F)	35	30.5+d3+d4	1
Saurial, Flyer (M)	37	32.5+d3+d4	1
Halfling, Hairfoot (F)	38	33+2d4	1.5
Halfling, Hairfoot (M)	40	35+2d4	1.5
Halfling, Stout (F)	38	33+2d4	1.7
Halfling, Stout (M)	40	35+2d4	1.7
Halfling, Athasian (F)	38.5	33.5+2d4	1.7
Halfling, Athasian (M)	40.5	35.5+2d4	1.7
Gnome (F)	40	35+2d4	1.3
Gnome (M)	42	37+2d4	1.3
Svirfneblin (F)	40	35+2d4	1.3
Svirfneblin (M)	42	37+2d4	1.3
Kender (F)	41	36+2d4	1.5
Kender (M)	43	38+2d4	1.5
Halfling, Tallfellow (F)	44	38.5+d4+d5	1.3
Halfling, Tallfellow (M)	46	40.5+d4+d5	1.3
Korobokuru (F)	45.5	40+d4+d5	1.8
Korobokuru (M)	48	42.5+d4+d5	1.8
Duergar (F)	45.5	40+d4+d5	1.8

**Table 1: Height for Many Races (p.3)**

Duergar (M)	48	42.5+d4+d5	1.8
Goblin (F)	45.5	40+d4+d5	1.8
Goblin (M)	48	42.5+d4+d5	1.8
Dwarf, Hill (F)	48.5	43+d4+d5	1.9
Dwarf, Hill (M)	51	45+d4+d6	1.9
Elf, Wild (F)	51.5	45.5+d4+d6	0.9
Elf, Wild (M)	54	48+d4+d6	0.9
Falloy (F)	51.5	45.5+d4+d6	1.65
Falloy (M)	54	48+d4+d6	1.65
Dwarf, Gully (F)	52.5	46.5+d4+d6	1.5
Dwarf, Gully (M)	55	49+d4+d6	1.5
Dwarf, Mountain (F)	54	48+d4+d6	1.7
Dwarf, Mountain (M)	57	50.5+d5+d6	1.7
Dwarf, Athasian (F)	54	48+d4+d6	2.3
Dwarf, Athasian (M)	57	50.5+d5+d6	2.3
Half-Dryad	57	50.5+d5+d6	1
Elf, Drow (F)	57	50.5+d5+d6	0.9
Elf, Drow (M)	60	53.5+d5+d6	0.9
Elf, Qualinesti (F)	58	51.5+d5+d6	0.9
Elf, Qualinesti (M)	61	54.5+d5+d6	0.9
Beastmen (F)	58.5	52+d5+d6	1.1
Beastmen (M)	61.5	55+d5+d6	1.1
Spirit Folk (F)	60	53.5+d5+d6	0.9
Spirit Folk (M)	63	56.5+d5+d6	0.9
Elf, Other (F)	60	53.5+d5+d6	0.9

**Table 1: Height for Many Races (p.4)**

Elf, Other (M)	63	56.5+d5+d6	0.9
Satyr	60.5	54+d5+d6	1.2
Winged Folk (F)	61.5	55+d5+d6	0.95
Winged Folk (M)	64.5	57.5+2d6	0.95
Aarakocra (F)	61.5	55+d5+d6	0.7
Aarakocra (M)	64.5	57.5+2d6	0.7
Half-Orc (F)	61.5	55+d5+d6	1.1
Half-Orc (M)	64.5	57.5+2d6	1.1
Half-Elf (F)	61.5	55+d5+d6	0.95
Half-Elf (M)	64.5	57.5+2d6	0.95
Saurial, Finhead (F)	62	55.5+d5+d6	1.2
Saurial, Finhead (M)	65	58+2d6	1.2
Elf, Valley (F)	63	56.5+d5+d6	0.9
Elf, Valley (M)	66	59+2d6	0.9
Bullywug (F)	64	57+2d6	1
Bullywug (M)	67	60+2d6	1
Hengeyokai Creatures (F)	64	57+2d6	1
Hengeyokai Creatures (M)	67	60+2d6	1
Human (F)	64	57+2d6	1
Human (M)	67	60+2d6	1
Mongrelman (F)	64	57+2d6	1
Mongrelman (M)	67	60+2d6	1
Half-Elf, Valley (F)	66	59+2d6	0.95
Half-Elf, Valley (M)	69	62+2d6	0.95
Swanmay	67	60+2d6	0.95

**Table 1: Height for Many Races (p.5)**

Jor (F)	68	61+2d6	1.2
Jor (M)	72	64.5+d6+d7	1.2
Half-Elf, Snow (F)	69	62+2d6	0.95
Half-Elf, Snow (M)	72	64.5+d6+d7	0.95
Mul (F)	69	62+2d6	1.35
Mul (M)	73	65.5+d6+d7	1.35
Alaghi (F)	70.5	63+d6+d7	2
Alaghi (M)	72.5	65+d6+d7	2
Cynamolgus (F)	71	63.5+d6+d7	1
Cynamolgus (M)	75	67.5+d6+d7	1
Irda	72	64.5+d6+d7	1
Half-Elf, Athasian (F)	71.5	64+d6+d7	0.88
Half-Elf, Athasian (M)	75.5	68+d6+d7	0.88
Orc (F)	72	64.5+d6+d7	1.2
Orc (M)	76	68.5+d6+d7	1.2
Elf, Snow (F)	73	65.5+d6+d7	0.9
Elf, Snow (M)	77	69.5+d6+d7	0.9
Hobgoblin (F)	74	66.5+d6+d7	1.2
Hobgoblin (M)	78	70+d6+d8	1.2
Flind (F)	74.5	67+d6+d7	1
Flind (M)	78.5	70.5+d6+d8	1
Centaur (F)	76.5	69+d6+d7	6
Centaur (M)	80.5	72.5+d6+d8	6
Elf, Athasian (F)	80	72+d6+d8	0.75
Elf, Athasian (M)	84	75.5+d7+d8	0.75

**Table 1: Height for Many Races (p.6)**

Lizard Man (F)	80	$72+d6+d8$	1
Lizard Man (M)	84	$75.5+d7+d8$	1
Caiveh (F)	80	$72+d6+d8$	1
Caiveh (M)	84	$75.5+d7+d8$	1
Bugbear (F)	80	$72+d6+d8$	1.5
Bugbear (M)	84	$75.5+d7+d8$	1.5
Gnoll (F)	80	$72+d6+d8$	0.9
Gnoll (M)	84	$75.5+d7+d8$	0.9
Thri-Kreen	84.5	$76+d7+d8$	1.6
Krynn Minotaur (F)	83	$75+d6+d8$	1.2
Krynn Minotaur (M)	87	$78.5+d7+d8$	1.2
Saurial, Bladeback (F)	83	$75+d6+d8$	1.8
Saurial, Bladeback (M)	87	$78.5+d7+d8$	1.8
Wemic (F)	84.5	$76+d7+d8$	3
Wemic (M)	88.5	$80+d7+d8$	3
Half-Giant, Verbeeg (F)	85	$76.5+d7+d8$	1
Half-Giant, Verbeeg (M)	89	$80.5+d7+d8$	1
Half-Ogre (F)	85.5	$77+d7+d8$	1.2
Half-Ogre (M)	90	$81.5+d7+d8$	1.2
Half-Giant, Voadkyn (F)	87	$78.5+d7+d8$	1
Half-Giant, Voadkyn (M)	91	$82+2d8$	1
Half-Giant, Hill (F)	92	$83+2d8$	1.15
Half-Giant, Hill (M)	96.5	$87.5+2d8$	1.15
Half-Giant, Firbolg (F)	92.5	$83.5+2d8$	1.1
Half-Giant, Firbolg (M)	97	$88+2d8$	1.1

**Table 1: Height for Many Races (p.7)**

Half-Giant, Fire (F)	101	91.5+d8+d9	1.35
Half-Giant, Fire (M)	105.5	95.5+d8+d10	1.35
Half-Giant, Stone (F)	101	91.5+d8+d9	1.35
Half-Giant, Stone (M)	105.5	95.5+d8+d10	1.35
Giant, Verbeeg (F)	105.5	95.5+d8+d10	1
Giant, Verbeeg (M)	111	100.5+d9+d10	1
Troll (F)	105.5	95.5+d8+d10	0.95
Troll (M)	111	100.5+d9+d10	0.95
Ogre (F)	105.5	95.5+d8+d10	1.3
Ogre (M)	111	100.5+d9+d10	1.3
Saurial, Hornhead (F)	108	98+d8+d10	1.1
Saurial, Hornhead (M)	114	103.5+d9+d10	1.1
Giant, Voadkyn (F)	108.5	98.5+d8+d10	1
Giant, Voadkyn (M)	114.5	104+d9+d10	1
Half-Giant, Mountain (F)	112	101.5+d9+d10	1.1
Half-Giant, Mountain (M)	117.5	106.5+2d10	1.1
Ogre Mage (F)	115	104.5+d9+d10	1
Ogre Mage (M)	121	110+2d10	1
Half-Giant, Frost (F)	118	107+2d10	1
Half-Giant, Frost (M)	123.5	112.5+2d10	1
Giant, Firbolg (F)	120.5	109.5+2d10	1.2
Giant, Firbolg (M)	126.5	114.5+d10+d12	1.2
Half-Giant, Athasian (F)	126	114+d10+d12	1.5
Half-Giant, Athasian (M)	132	120+d10+d12	1.5



**Table 2: Height modifier**

d 10000 roll	Weight modifier
0001	0.76-0.79
0002-0010	0.80-0.83
0011-0050	0.84-0.87
0051-0250	0.88-0.91
0251-1500	0.92-0.95
1501-3500	0.96-0.99
3501-6500	1.00
6501-8500	1.01-1.04
8501-9750	1.05-1.08
9751-9950	1.09-1.12
9951-9990	1.13-1.16
9991-9999	1.17-1.20
0000	1.21-1.24

**Table 3: Strength vs. height**

Strength	Modifier
3	0.91
4	0.94
5	0.97
6-15	1
16	1.03
17	1.06
18	1.09

**Table 4: Weight modifier**

d 10000 roll	modifier
0001	0.52-0.59
0002-0010	0.60-0.67
0011-0050	0.68-0.75
0051-0250	0.76-0.83
0251-1500	0.84-0.91
1501-3500	0.92-0.99
3501-6500	1.00
6501-8500	1.01-1.08
8501-9750	1.09-1.16
9751-9950	1.17-1.24
9951-9990	1.25-1.32
9991-9999	1.33-1.40
0000	1.41-1.48

***Table 5: Strength vs. weight***

Strength	modifier
3	0.80
4	0.84
5	0.88
6	0.92
7	0.96
8-13	1.00
14	1.04
15	1.08
16	1.12
17	1.16
18	1.20

## *Lifespan of Characters:*

Here is a method of my own to determine how old a being will live. It is simple to use. Just take the base age as being the maximum age (120 years for humans). Then roll the following percentile dice on table 1:

**Table 1:**

<b>score</b>	<b>age modifier</b>
01-05	40-45%
06-30	46-55%
31-60	56-65%
61-85	66-75%
86-92	76-79%
93-95	80-82%
96-98	83-84%
99	85%
00	roll on table 2

**Table 2:**

<b>score</b>	<b>age modifier</b>
01-50	86-89%
51-75	90-92%
76-95	93-95%
96	96%
97	97%
98	98%
99	99%
00	100%

The age modifier is the age that your character will live, for example, a human gets a 75%, his dying age will be  $120 * 0.75 = 90$  years. This method will often yield reasonable life spans, many characters will live for about 75 years and there is but a very small chance, which is logical, how many 120-years have you seen (or heard of) in your life ? Optionally, you can add another modifier related to the constitution score (at adult age). Some people say that if you are healthy, you will have a better chance of dying at an older age. You just multiply the dying age by the result in table 3.

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***Table 3 Constitution modifiers:***

<b>Constitution score</b>	<b>modifier</b>
racial max.	1.15
racial max. -1	1.10
racial max. -2	1.05
5	0.95
4	0.90
3	0.85
2	0.80
1	0.75

## *Endnote*

Any questions, commentaries, flames, ... should be e-mailed to:

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Your suggestions and additions are very welcome. Suggestions will be given full credit to the author. If you happen to notice that I am using information from a source that I do not mention, just tell me and I will add it.