



Footprints

Issue No. 2
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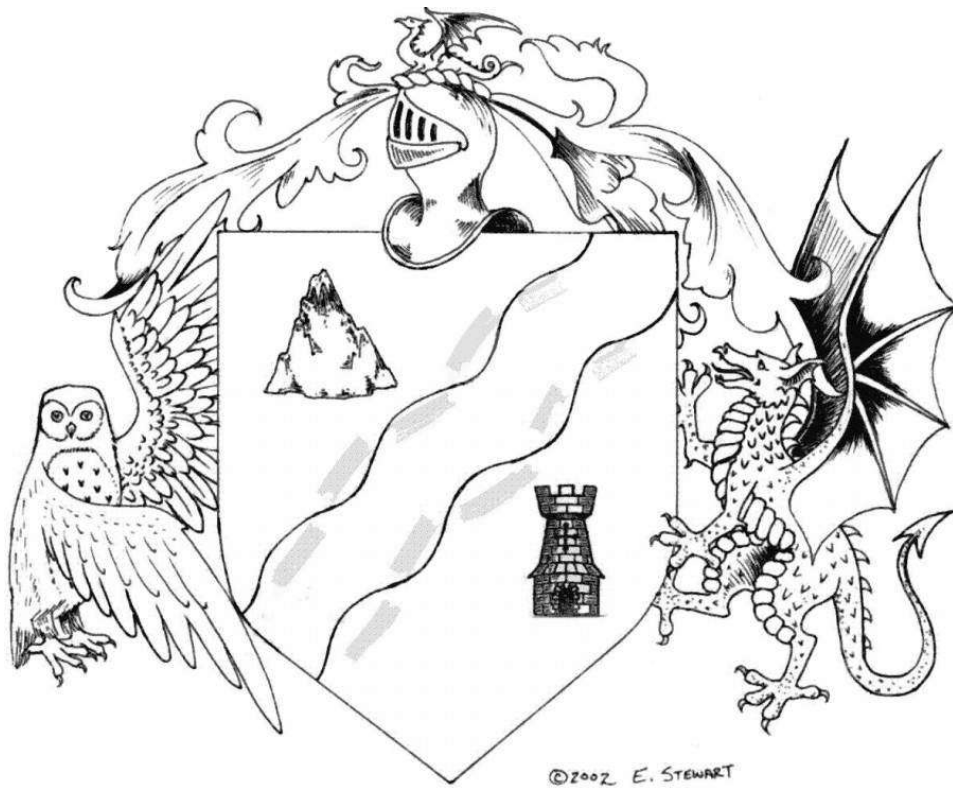
First let me introduce myself. My name is Chris Gonnerman, and I'm the new Editor in Chief of Footprints. If you are a Dragonsfoot member, you've seen my posts as Solomoriah. I served as Layout and Assistant Editor for issue 1, and now the reins have been passed to me.

Mike Stewart, founder and former Editor in Chief of this ezine, received a lot of questions about the editorial direction of Footprints. Let me answer for myself: Footprints is dedicated to AD&D 1st Edition first and foremost, and to all other pre-D20 editions secondly. We'll publish articles, stories, monsters, humor, and cartoons devoted to these editions and their players.

I see Footprints becoming a sort of "Best of Dragonsfoot" in that we will publish, in handy printable format, materials first seen on Dragonsfoot. Bill Silvey's mini-module, *Keeper of the Old Faith*, from our first issue is just one example of this, and this issue continues to include such content. Of course we will also publish original articles not previously seen as they are submitted.

I hope you like this issue, and those to come!

Chris Gonnerman



What Have I Got in My Pocket?

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"My thief works his way through the crowd, picking pockets as he goes." How many times has a Dungeon Master heard this declaration, or something much like it? Conversely, how many players have wondered at the utility of this, the first-listed thief's skill? The *Pick Pockets* skill has always been something of the ugly stepchild of a thief's repertoire, much less loved than its siblings, *Find Traps* or *Open Locks*. Even *Read Languages* sees more game play. Very rarely, in dungeon settings, the skill might be used to "borrow" a choice item from an unsuspecting foe, a ring of keys from an ogre warden, perhaps. More often than not, the DM is lulled into forgetting this skill exists, only to see it raise its hoary head unsuspectingly when the party visits a city or civilized area. There, surrounded by a plethora of pockets, the player – perhaps noticing the skill for the first time – decides to set about plying his trade.

What is a DM to do? With a successful roll, the thief has surely pilfered something from his or her mark. What is within the picked pocket or stolen belt pouch? Never fear, for the following tables provide a myriad of pocketable items, useful not only for city folk, but for monsters as well. Encourage your thief to test his skills; eventually the roll will be fumbled! This list should provide entertainment for all.

Note: The following list deviates from the strict application of the TREASURE TYPE listed in the Monster Manual. If the target's possessions have already been determined, these tables should not be used. The following tables provide a resource for successful Pick Pocket rolls against completely random individuals; it should not be used for important opponents or NPCs. The tables also allow for an empty pocket result. It is the author's position that a successful roll indicates that the thief has gone through the opponent's pockets unnoticed, and there is surely a chance that the target has nothing to take.

Table I: Human, Demi-Human Pocket Possessions

d% Roll	Result
01	Whetstone
02	Rind of Cheese (01-60 Edible, 61-90 Edible but rancid, 91-00 Inedible)
03-10	Coins (See Coins Sub-table)
11-12	Gems (See Gems Sub-table)
13	Small Mirror
14	Jerked Meat (See Meat Sub-table)
15	Flute
16	Scissors
17	Sewing Needles
18-20	Ring (See Ring Sub-table)
21-22	Jewelry (See Jewelry Sub-table)
23	Spell Component's (DM's discretion, preferably something slimy)
24	Iron Spike
25	Iron Rations (1 day)
26	Tinderbox
27	Small Knife
28	Roll of Twine
29	Whistle
30-34	1 d6 Dice
34-35	Playing Cards (50% chance complete set)

d% Roll	Result
36	Pipe and Tobacco Pouch (10% pipe is inlaid with mother-of-pearl, 1d8 gp value)
37	Candle (tallow)
38-42	Comb (10% made of silver/mother-of-pearl, 2d20gp value)
43-45	Brush (See Comb)
46	Bottle of Ink
47	Quill Pen
48	Fishing Lure
49-52	Writing (Use Writing Sub-table)
53-55	Candle (wax)
56	Small Book (DM's discretion)
57-67	Empty
68	Trap (See Trap Subtable)
69-70	Small Animal (See Small Animal Sub-table)
71-73	Hairpins (10% precious metal, 1d20 gp value)
74	Herbs
75	Rabbit's Foot
76	Small Sack (50% chance holds 1d4 items from this table)
77	Oil Flask
78	Holy Water Flask (25% Unholy Water)
79	(Un)Holy Symbol (DM's discretion)
80-81	Flint and Steel set
82-84	Parchment/Vellum (Blank)
85-87	Perfume (See Perfume Sub-table)
88-90	Handkerchief (5% chance silk, 1d4 gp value)
91-92	Candy (1d4 pieces)
93	Silverware (1d3 gp value)
94-96	Flask of Alcohol (See Alcohol Sub-table)
97-98	Lint
99	Potion (See Potion Sub-table)
00	DM's Choice

Table II: Humanoid and Monster Pocket Contents

d% Roll	Result
01-06	Meat (See Meat Sub-table)
07-09	Cheese (01-40 Edible, 41-60, Edible but rancid, 61-00 Inedible)
10-12	Flask of Alcohol (see Alcohol Sub-table)
13-14	1d6 Dice
15-17	Small Sack (50% holds 1d3 items from this list)
18-19	Bone Totem (DM's discretion)
20-22	2d8 Teeth
23-24	Small Mirror
25-27	Set of Playing Cards (incomplete)
28-31	1d3 miscellaneous bones
32-33	Small Monster (See Small Monster Sub-table)
34-35	Hard Tack

d% Roll	Result
36-37	Coins (see Coins Sub-table)
38-39	Gems (See Gems Sub-table)
40-41	Jewelry (See Jewelry Sub-table)
42-43	Interesting yet Worthless Stones
44-45	Flask of Oil
46-47	Flask Unholy Water
48-49	Unholy Symbol (DM's discretion)
50-51	Tinderbox
52-53	Whistle
54-56	Vile, Disgusting Contents (Save v. petrification or suffer the effects of a <i>Stinking Cloud</i> spell for 1 round)
57-67	Empty
67	Bunch of Flowers
68-69	Tobacco (Chewing)
70-71	Pipe
72-73	Whetstone
74	Very Small Rocks
75-77	Lint
78-79	Iron Rations (1 day)
80-81	Colorful Shards of Glass
82-83	Trap (See Trap Sub-table)
84	Worthless Glass Beads
85-86	Small Knife
87-88	Shrunken Head (DM's discretion)
89	Ball of Twine
90	Ball of Wax
91	Shears
92-93	Flint & Steel Set
94-95	Flask (empty)
96-97	1d3 Candles (tallow)
98	Potion (See Potion Sub-table)
99	Vial of Acid (See Acid Sub-table)
00	DM's Choice

A. Acid Sub-table

Such substances are always found in glass containers. The damage figures following the acid description indicate how much damage the fluid inflicts on a direct hit or a splash (see DMG, p. 64).

d% Roll	Description
01-25	Very Weak (0 hp/0 hp)
26-51	Weak (1 hp/0 hp)
52-75	Moderate (1d4 hp/1d2 hp)
76-86	Strong (1d6 hp/1d3 hp)
86-98	Very Strong (2d4 hp/1d4 hp)
99-00	Strongest (2d6 hp/1d6 hp)

B. Alcohol Sub-table

Roll on each of the following sub-tables; once for the type of the container, a second time for the contents. For game purposes, consider each container to hold one pint of liquid.

d% Roll	Container	d% Roll	Description
01-20	Skin	01-25	Beer
21-40	Ceramic	26-40	Wine
41-61	Tin	41-61	Whiskey
62-70	Crystal	62-81	Brandy
70-75	Glass	82-91	Mead
76-00	Steel	92-00	Grog

C. Coin Sub-table

Roll on each of the following sub-tables; once for the number of coins stolen, a second time for the type of coins.

d% Roll	Number of Coins:	d% Roll	Type(s) of Coins:
01-33	Solitary (1)	01-15	Wooden (worthless)
34-45	Paltry (1d3)	16-50	Copper
46-74	Fair (1d6)	51-76	Silver
75-95	Wealthy (1d10)	77-87	Electrum
96-98	Rich (2d10)	88-98	Gold
99-00	Filthy Rich (3d10)	99-00	Platinum

NOTE: There is a 2% chance that any coins stolen, except for wooden, are *counterfeit*, being, in fact, brass (worthless) coins.

D. Gem Sub-table

Roll on each of the following sub-tables; once for the number of gems found, a second time for the type of gem(s), and a third time for the base value of the gem(s).

d% Roll	Number of Gems	d% Roll	Type of Gem	d% Roll	Value of Gem
01-55	Solitary (1)	01-35	Quartz	01-40	10 gp
76-95	Wealthy (1d6)	56-65	Amethyst	61-70	50 gp
96-99	Rich (2d4)	66-75	Amber	71-80	100 gp
00	Filthy Rich (2d10)	76-85	Pearl	81-90	250 gp
		86-95	Opal	91-95	500 gp
		96-97	Ruby	96-99	750 gp *
		98-99	Sapphire	00	1000 gp *
		00	Diamond		

* At the DM's discretion, if the gem type is determined to be 01-75, the stone may be found in a valuable setting that, combined with the stone(s), totals the value determined.

E. Jewelry Sub-table

Roll on each of the following sub-tables; once for the number of items of jewelry found, a second time for the type of jewelry, and a third time for the value of the jewelry.

d% Roll	Number of Items	d% Roll	Type of Jewelry	d% Roll	Value of Item
01-55	Solitary (1)	01-33	Bracelet	01-35	25 gp
56-75	Fair (1d2)	34-55	Brooch	36-55	50 gp
76-95	Wealthy (1d3)	56-75	Earrings (set)	56-75	100 gp
96-99	Rich (1d4)	76-85	Necklace	76-85	250 gp
00	Filthy Rich (2d3)	86-90	Pendant	86-95	500 gp
		91-99	Ring	96-99	1000 gp
		00	Tiara	00	2000 gp

F. Meat Subtable

----- d% Roll -----		
Human/Demi-Human	Humanoid/Monster	Description
01-33	01-20	Fowl
34-55	21-35	Mutton
56-65	36-45	Venison
66-80	46-55	Pork
81-90	56-65	Beef
91-98	66-75	Wild Game (DM's discretion)
99	76-80	Other Animal (DM's discretion)
00	81-85	Monster (DM's discretion)
	86-95	Humanoid or Demi-Human
	96-00	Human

G. Perfume Sub-table

Perfume is always found in either a glass (70%) or crystal (30%) container. For game purposes, consider each container to hold 1 fluid ounce of perfume (8 drams). Only one container of perfume will be pocketed.

d% Roll	Description and Value
01-10	Foul (1 sp.)
11-46	Fair (1 gp)
47-75	Good (5 gp)
76-90	Excellent (20 gp)
91-99	Magnificent (50 gp)
00	Wondrous (75 gp)

H. Potion Sub-table

Roll on the following sub-tables, once to ascertain the type of potion container, a second time to ascertain the type of potion. Only one potion will be pocketed.

d% Roll	Container Type	d% Roll	Potion Type
01-35	Glass	01-25	Healing
36-65	Crystal	26-40	Extra-Healing
66-80	Ceramic	41-50	Philter of Love
81-90	Copper	51-60	Sweet Water
91-00	Steel	61-70	Speed
		71-80	Invisibility
		81-90	Gaseous Form
		91-00	Flying

I. Small Animal Sub-Table

Note that only one small monster of the indicated type will be found. There is a 75% chance that such creatures, when found, are held captive in a small pouch, box, etc.

d% Roll	Description
01-10	Mouse
11-20	Canary
21-30	Dove
31-40	Rabbit (Hare)
41-50	Rat
51-60	Bat
61-70	Squirrel
71-80	Frog (Toad)
81-90	Newt
91-00	Snake (non-venomous)

J. Small Monster Sub-table

Following the description of each small monster is the publication in which it appears. MM = Monster Manual, FF = Field Folio, MM2 = Monster Manual II. Note that only one small monster of the indicated type will be found. There is a 75% chance that such creatures, when found, are held captive in a small pouch, box, etc.

d% Roll	Description
01-18	Gallitrit (FF)
19-35	Goldbug (FF)
36-40	Pernicon (FF)
41-55	Bookworm (MM2)
56-70	Minimal (MM2)
71-85	Webbird (MM2)
86-00	Stirge (MM)

K. Ring Sub-table

Generally, only one (worn) ring can be pocketed at a time.

d% Roll	Description and Value
01-33	Wrought Silver (25 gp)
34-50	Wrought Silver and Gold (50 gp)
51-75	Wrought Gold (100 gp)
76-85	Platinum (125 gp)
86-90	Silver with Gems (150 gp)
91-98	Gold with Gems (200 gp)
99-00	Platinum with gems (500 gp)

L. Trap Sub-table

In the event a trap is indicated, the thief should be permitted a saving throw versus *petrification*, or suffer the listed ill effect.

d% Roll	Description and Effect
01-40	Mousetrap (1 hp damage)
41-60	Chinese Finger Prison (hold immobile)
61-70	Small Blades (1-2 hp damage)
71-85	Needle and Dye (1 hp., finger/hand dyed blue)
86-90	Needle and Poison (1 hp, save versus poison or be slowed for 1d4 turns)
91-95	Needle and Poison (1 hp, save versus poison or be paralyzed 1d4 hours)
96-99	Needle and Poison (1 hp, save versus poison or suffer 3d10 hp damage)
00	<i>Magic Mouth</i> spell (on small item in pocket) shouts, "Thief! Pickpocket! Help!"

M. Writing Sub-table

At the DM's discretion, a purloined writing may lead to other adventure leads, including blackmail and extortion.

d% Roll	Description
01-33	Love Poem
34-45	Deed to Real Property
46-50	Writ from Local Magistrate/Lord
51-55	Spell Component List
56-70	Common Correspondence
71-80	Official Correspondence
81-90	Map
91-95	Treaty
96-00	Treasure Map (DM's discretion regarding veracity)

The Nasty NPC Competition

Prior to Halloween 2003, Dragonsfoot held a competition to select nastiest NPC anyone could come up with. There were eight entrants altogether, and after the voting was complete the rankings were as follows:

Rank	NPC Name	Author
1 st	Jocasta the Black	Mike Stewart
2 nd	The Thing	Christopher Tichenor
2 nd	Delorn	Quinn "Lothar TVNI" Munnerlyn
3 rd	Zoron, Thief of Lives	Chris Gonnerman
4 th	Professor Angus Skyhook / Mr. Hide	Axe Mental
4 th	Drak' Tor Bloodthorn	Radwizard
4 th	Arspen	ska
4 th	Scyth	Kevin McCarley

We're planning to publish the entire set of Nasty NPC's here in Footprints... keep watching!

Jocasta the Black

by Mike Stewart

Class Magic-User
Race Human (Vampire)
Sex Female
Level 16
Hit Points 50
Alignment Chaotic Evil
Sec. Skill Alchemy

Strength 9 (18/76 as Vampire)
Intelligence 17
Wisdom 15
Dexterity 17
Constitution 13
Charisma 7
Comeliness 17

Height 5'11"
Weight 130lb
Armor Class 1/0

Languages: Common, Chaotic Evil, Goblin, Orc, Dwarvish, Ettin, Elvish, Dragon

Vampire Abilities:

- +1 or better weapon to hit
- 18/76 Strength
- 5-10 hp damage with blow plus 2 level energy drain
- Regenerate 3 hp per melee round
- Immune to sleep, charm, hold person, paralyzation, and poison



One-half damage from cold or electricity
 Change to bat or gaseous form at will
 Gaze charms victims who save at -2
 Summon 10-100 bats or rats in underground
 Summon 3-18 wolves in wilderness
 Repelled by mirror, garlic, or holy item
 Sunlight kills permanently in 1 turn
 Loses 1/3rd hps in running water per round, with 3 rounds causing death
 Wooden stake kills for as long as vampire is staked
 Decapitation kills instantly

Magic-User Spells:

Level	1	2	3	4	5	6	7
Number	5	5	5	5	3	2	1

Spellbook:

Level 1: Burning Hands, Enlarge, Feather Fall, Identify, Magic Missile, Mending, Message, Protection from Good, Read Magic, Shield, Shocking Grasp, Sleep, Precipitation, Taunt, Wizard Mark

Level 2: Audible Glamer, Continual Light, Darkness 15' Radius, ESP, Knock, Mirror Image, Rope Trick, Stinking Cloud, Wizard Lock, Flaming Sphere, Know Alignment, Melf's Acid Arrow, Preserve, Zephyr

Level 3: Explosive Runes, Fireball, Fly, Gust of Wind, Lightning Bolt, Phantasmal Force, Protection from Normal Missiles, Slow, Tongues, Item, Material, Secret Page, Sepia Snake Sigil, Wind Wall

Level 4: Dimension Door, Fear, Fire Charm, Fire Trap, Fumble, Massmorph, Minor Globe of Invulnerability, Polymorph Self, Wall of Fire, Dispel Illusion, Magic Mirror, Shout, Stoneskin, Ultravision

Level 5: Animate Dead, Bigby's Interposing Hand, Conjure Elemental, Cone of Cold, Distance Distortion, Feeblemind, Leomund's Secret Chest, Magic Jar, Stone Shape, Telekinesis, Wall of Force, Avoidance, Fabricate, Leomund's Lamentable Belabourment

Level 6: Control Weather, Death Spell, Geas, Glassee, Legend Lore, Otiluke's Freezing Sphere, Contingency, Ensnarement, Transmute Water to Dust

Level 7: Bigby's Grasping Hand, Cacodemon, Charm Plants, Duo-Dimension, Mordenkainen's Sword, Reverse Gravity, Simulacrum, Forcecage, Torment

Level 8: Bigby's Clenched Fist, Incendiary Cloud, Monster Summoning VI, Symbol

Magic Items:

Potion of Extra Healing
 Potion of Invisibility
 Ring of Fire Protection
 Staff of Withering
 Amulet of Proof Against Detection
 Ring of Protection +1
 Wand of Orcus (see DMG)

Familiar:

Mortis

Protolich (see the Wandering Monsters section)

Hit Points: 16

(for details see entry at the end of this article)

Proficiencies: Dagger, Staff, Darts

Equipment: silver dagger, robe, spell components, spellbook

Treasure: 2,400 pp, 1,542 gp, 290 ep, 14 sp, 11 cp

Background:

The woman known as Jocasta was born in a small farming village in Leeshire, a petty lordship on the Wild Coast. Throughout her life, she was drawn to the arcane arts, and by the age of 12 had outstripped the minor mage of the village. She was then sent to the bustling (for the Wild Coast) metropolis of Isenflow to the Mage Guild tower for further study. Her skill and intelligence were matched only by her beauty, but the other apprentices noted her coldness to others and an utter disinterest in making friends. For Jocasta, magic was power and power was all.

She was apprenticed to the Archmage Malkoris, whom was quite pleased with his latest apprentice. Her studies continued, and Malkoris took great pleasure at the innuendos and sly smiles he received from the other Mages of Isenflow at his good fortune to have such a lovely apprentice serving him.

But this joy was short lived. Malkoris caught Jocasta one evening using stolen texts on necromancy to speak with undead creatures and demons! The Archmage tried to stop Jocasta and bring her to the justice of the Guild, but his pupil was far more skilled than he reckoned with.

Jocasta strode over the burned corpse of her Master and quickly killed the other apprentices in residence in the tower. Once this was done, she animated the bodies to act as porters to take all of Malkoris's magic tomes and equipment from the tower. With this cache of power, she fled into the wild northlands.

Jocasta continued her studies and grew in both power and evil. Her study of necromancy continued, and soon wraiths and specters did her bidding. With these minions, she built a small tower in the wilds and began to raid local communities for the dead bodies and live victims she needed to continue her foul arts. Soon, the name "Jocasta the Black" was whispered with fear and terror from Leeshire to the Grand Duchy of Tys Ygithir. The Mage Guild sent several Incanters to deal with this renegade, but none ever returned...

But age was slowly beginning to take its toll. Jocasta cared not for her beauty for any carnal or vain reasons. To her, maintaining her physical appearance was no more or less important than maintaining the wards of her tower or the numbers of her minions. The cold sorceress could only see her appearance as another mark of power and status.

But one day her minions brought her a fabled artifact, a black wand with a skull upon the tip. During her investigation of this relic, the demon lord Orcus appeared before her and offered a bargain. He would make her a Vampire, maintaining her life and beauty into eternity... if she would only serve him as the Vicarix of his church on Aedenne. She readily agreed, and now the Vampiress Jocasta the Black plots even greater evil in the north for Orcus' glory... and especially her own.

Personality: Jocasta is not an overbearing villain, and does not make grandiose speeches of the infallibility of her plans. She feels that there is no point in belaboring the obvious, and will speak in clipped tones to issue orders or vague responses. Her beauty is important to her, but she has little interests in romance or the attraction of the opposite sex. To her, the maintenance of her beauty is similar to maintaining a magnificent painting or sculpture in her collection. Even when angered she never loses her temper in public, but will order the deaths of innocents and those that thwart her without a second thought. Due to her low Charisma, she prefers the company of undead and those whose only function is to obey her orders.

Next Month: Look for both second place winners, The Thing and Delorn!



Multiclasses as Classes

By Mike Stewart

During the course of my gaming career I frequently switched between the Basic/Expert D&D rules and AD&D 1st Edition. While there were some things about BED&D I didn't like, one of the mechanics of the system that I found interesting was how certain demi-human multiclass options were combined in one single class. Thus, the "Elf" class was really a Fighter/Magic-User multiclass with everything combined into one class: one experience point table, one "to hit" number, etc. Dwarves in BED&D were a variant Fighter subclass, and the Halfling meshed Fighter with some Thief capabilities. This simplified "Race equals Class" system aided greatly in smoother play throughout several campaigns.

Inevitably I return to AD&D, my first and favorite love. Time and again I've noticed the confusion of players regarding multiclasses. "What race can be a Cleric/Fighter?" or "Can Elves be Fighter/Assassins or not?" Some races may be certain class combinations, while others cannot. Add to this the issue of level limits and you have a recipe for confusion.

With these things in mind, I took the allowed multiclassses from the AD&D Players Handbook and recreated them as single classes with the capabilities of their multiclass progenitors, combining the same variety as ever with the ease of bookkeeping of the Basic/Expert D&D system. This work is the result.

Some minor alterations in gameplay were inevitable with this change. For instance, a Half-Orc may only be a 4th level Cleric and a 10th level fighter as listed in the PHB (pg. 14). The combined Fighter/Cleric class below (The Crusader) allows Half-Orcs to advance to 10th level. This gives a notable advantage to the Half-Orc character as they now have access to additional Clerical spells they would otherwise not be able to cast.

In the standard system, the above Half-Orc would advance in Clerical levels more rapidly than Fighter levels due to the lower experience point requirement of the Cleric class; this will not be true for the Crusader. Some classes where the race had unlimited advancement (like Halflings as Thieves) now

are capped by the level limit of the new combination class.

In the AD&D rules, only demi-humans may multiclass. However, the DM who wishes to use these new classes must decide whether or not to allow Humans access to these classes. If Humans are allowed into the combined classes, it is suggested that they not be allowed to advance higher than the experience point charts given in this work. Such would, in the opinion of this author, overly empower Humans and reduce the importance of the archetypal classes of Fighter, Magic-User, Cleric, and Thief.

Finally, and this may be redundant, these classes are presented as a replacement for multiclassing. As such, in any campaign that uses these rules, it is recommended that standard multiclassing not be allowed at all. If these classes presented here are allowed to multiclass with each other or the four prime classes (Fighter, Magic-User, Cleric, Thief) then the DM has only himself or herself to blame for the resultant mess of overpowered PCs.

Original Multi-Class	Combined Class
Cleric/Assassin	Macabre
Cleric/Fighter	Crusader
Cleric/Fighter/Magic-user	Templar
Cleric/Magic-user	Witch
Cleric/Ranger	Wolf's Head
Cleric/Thief	Hermit
Fighter/Assassin	Scourge
Fighter/Illusionist	Charade
Fighter/Magic-user	Feyblood
Fighter/Thief	Brigand
Fighter/Magic-user/Thief	Scoundrel
Illusionist/Thief	Mocker
Magic-user/Thief	Charlatan

NOTES: Classes will be listed in alphabetical order by their new names. Hit dice are given as two or three numbers; at each level, roll one die of each type and average the result (or see the Editor's Note at the end of the article).

Brigand

Combination: Fighter/Thief

Prime Requisites: Strength, Dexterity

Hit Dice: Average of d10 & d6

Races: Dwarves (9), elves (10), gnomes (8), half-elves (11), halflings (6), and half-orcs (9)

Armor Allowed: any, but anything over Studded leather precludes use of Thief Skills.

Weapons Allowed: any

Alignments: Any non-Lawful

Skills/Spells?: As Thief of same level

To Hit: As fighter

Save As: Cleric

Proficiencies: As fighter

As civilization spreads throughout a land, trade and commerce are its lifeblood. For every merchant willing to stake all they own on goods and trade, there are those who long to take it away from them. The Brigand is an exceptional bandit, combining the capabilities of the Fighter and the Thief in order to maximize their ability to extort and plunder. Usually found as leaders of bandits, Brigands have a wealth of skills and talents to call upon to separate someone from their hard earned coin... willingly or not.

As noted above, Brigands are limited to armor allowable to a Thief if they wish to perform any Thief skills or functions, such as Open Locks or Backstab.

A Brigand with at least a 16 In both Strength and Dexterity is eligible to gain the +10% bonus to experience point awards for superior Prime Requisite statistics.

BRIGAND TABLE I

Experience Points	Experience Level	10/6-Sided Dice for Accumulated	
		Hit Points	Level Title
0--3,250	1	1	Churl
3,251--6,500	2	2	Villein
6,501--13,000	3	3	Skulker
13,001--28,000	4	4	Prowler
28,001--55,000	5	5	Caser
55,001--112,500	6	6	Bandit
112,501--195,000	7	7	Highwayman
195,001--360,000	8	8	Highway Lord
360,001--660,000	9	9	Hooded Man
660,001--970,000	10	10	Brigand
970,001+	11	11	Brigand Lord

Charade

Combination: Fighter/Illusionist

Prime Requisites: Strength; none for Illusionist, though a Charade must have a minimum intelligence of 15 and a minimum dexterity of 16.

Hit Dice: Average of d10 & d4

Races: Gnomes (7)

Armor Allowed: any

Weapons Allowed: Any

Alignments: Any

Skills/Spells?: As Illusionist of same level.

To Hit: As Fighter

Save As: Illusionist

Proficiencies: As Fighter

Charades are warriors who develop a knowledge of the illusory arts, casting such spells more to enhance their effectiveness in melee combat rather than as a pursuit all their own. Charades make excellent guardians (when they can be trusted), as their illusions aid in protecting those things that may not be held by strength and steel alone.

A *Charade* must fulfill the minimum attribute requirements for Illusionist (see PHB) in order to become part of this class. As such, no experience point bonuses are granted for exceptional Prime Requisite scores.

CHARADE TABLE I

Experience Points	Experience Level	10/4-Sided Dice for Accumulated	
		Hit Points	Level Title
0--4,250	1	1	Pretender
4,251--8,500	2	2	Deceiver
8,501--17,000	3	3	Faker
17,001--36,000	4	4	Travester
36,001--70,000	5	5	Joker
70,001--130,000	6	6	Master of the Farce
130,001+	7	7	Charade

Charlatan

Combination: Magic-User/Thief

Prime Requisites: Intelligence, Dexterity

Hit Dice: Average of d6 & d4

Races: Elves (11) and Half-Elves (11)

Armor Allowed: Studded Leather or less, no shield

Weapons Allowed: Dagger, Short Sword, Short Bow, Sling, Darts

Alignments: No Lawfuls

Skills/Spells?: As Thief and Magic-User of same level

To Hit: As Thief

Save As: Magic-User

Proficiencies: As Thief

There are those who study the arcane arts for power, and those who study for the sake of knowledge and learning. There are also those who learn so as to aid their fellow beings. Finally, there are those who study to make a quick coin or ten. Thus the Charlatan may be a Magic User who studies other ways of gaining illicit profit, or a Thief looking for an adjunct to his skills. Charlatans tend to frequent inns, taverns, and other places of ill repute using a combination of thievery and magic to get their gold. However, dungeon exploring and adventuring are not beyond their interests, so long as money... first, last, and foremost... is assured.

A Charlatan with at least a 16 In both Intelligence and Dexterity is eligible to gain the +10% bonus to experience point awards for superior Prime Requisite statistics.

CHARLATAN TABLE I

Experience Points	Experience Level	6/4-Sided Dice for Accumulated		Level Title
		Hit Points		
0--3,750	1	1		Huckster
3,751--7,500	2	2		Tramp
7,501—15,000	3	3		Nomad
15,001--32,500	4	4		Drifter
32,501--60,000	5	5		Fraud
60,001--102,500	6	6		Scammer
102,501—160,000	7	7		Swindler
160,001--245,000	8	8		Fast Talker
245,001—410,000	9	9		Grifter
410,001—595,000	10	10		Charlatan
595,001+	11	10+2		King of Charlatans

Crusader

Combination: Cleric/Fighter

Prime Requisites: Strength, Wisdom

Hit Dice: Average of d10 & d8

Races: Half Elves (8) and Half-Orcs (10)

Armor Allowed: any

Weapons Allowed: any

Alignments: any

Skills/Spells?: As Cleric of same level

To Hit: As fighter

Save As: Cleric

Proficiencies: As Fighter

The Crusader is a unique class that combines the divine abilities of the Cleric with the martial prowess of the Fighter. It is easier to become a Crusader class than a Paladin, although the Crusader lacks some of the abilities of the holy knights. Crusaders are frequently temple guards, perhaps leading patrols on missions for their churches, and generally provide mundane military functions that Paladins are too few (and perhaps too haughty) to perform.

A Crusader with at least a 16 In both Strength and Wisdom is eligible to gain the +10% bonus to experience point awards for superior Prime Requisite statistics.

CRUSADER TABLE I

Experience Points	Experience Level	10/6-Sided Dice for Accumulated	
		Hit Points	Level Title
0--3,500	1	1	Petitioner
3,501--7,000	2	2	Believer
7,001--14,000	3	3	Brother
14,001--31,000	4	4	Lay Brother
31,001 --62,000	5	5	Deacon
62,001--125,000	6	6	Lord Deacon
125,001--235,000	7	7	Deacon-Commander
235,001--475,000	8	8	Arch-Deacon
475,001—950,000	9	9	Crusader
950,001+	10	10	Crusader Lord

Feyblood

Combination: Fighter/Magic-User

Prime Requisites: Strength, Intelligence

Hit Dice: Average of d10 & d4

Races: Elf (11) and Half Elves (8)

Armor Allowed: any

Weapons Allowed: any

Alignments: any

Skills/Spells?: As Magic-User of same level

To Hit: As fighter

Save As: Magic User

Proficiencies: As Fighter

The Elves are legendary in their ability to meld the best of the Fighter class with the mysteries of the Magic User. Those who can are known as Feybloods (translated from the Elven). The Elves seem to perform the feat of combining such contradictory professions easily, but few outside this race have discovered the secret of the Feyblood. Those that do are powerful and respected (and envied) wherever they travel... though many consider their powers derived from actual fey blood, and this can cause friction among other races.

A Feyblood with at least a 16 In both Strength and Intelligence is eligible to gain the +10% bonus to experience point awards for superior Prime Requisite statistics.

FEYBLOOD TABLE I

Experience Points	Experience Level	10/4-Sided Dice for Accumulated	
		Hit Points	Level Title
0--4,500	1	1	Observer
4,501--9,000	2	2	Beckoner
9,001--18,000	3	3	Inhibitor
18,001--58,500	4	4	Sentinel
58,501--75,000	5	5	Sentinel of the dark
75,001--130,000	6	6	Lore Seeker
130,001--215,000	7	7	Fey Incanter
215,001--385,000	8	8	Fey Magus
385,001--750,000	9	9	Feyblood
750,001--1,125,000	10	10	Feyblood Lord
1,125,001+	11	10+4	Feyblood Marshall

Hermit

Combination: Cleric/Thief

Prime Requisites: Wisdom, Dexterity

Hit Dice: Average of d8 & d6

Races: Half-Orcs (8)

Armor Allowed: Studded Leather or less, no shield

Weapons Allowed: Dagger, Short Sword, Short Bow, Sling, Darts, Mace, Hammer, Flails

Alignments: No Lawfuls

Skills/Spells?: As Thief and Cleric of same level

To Hit: As Cleric

Save As: Thief

Proficiencies: As Thief

There are many paths to faith. Some become Clerics, others Druids or Paladins. But there are those whose methods of worship are a bit less rigid than normal Clericism. These individuals also see little wrong in breaking the occasional law or regulation so long as the greater benefit to their deity is assured. These individuals combine both Cleric and Thief to live as Hermits, occasionally preaching for their faith and always asking for donations to the cause. If gold is not forthcoming, they are not above "liberating" some donations from miserly sinners. No doubt they just forgot to donate, and the Hermit will take care of the oversight for them. Due to misunderstandings about their activities, Hermits, like Witches, are frequently found in the wilderness, living alone or in small groups in order to better commune with their deity. Probably near some inns or beside caravan routes... The better to preach to the unwashed, of course!

As noted above, Hermits are limited to armor allowable to a Thief if they wish to perform any Thief skills or functions, such as Open Locks or Backstab.

A Hermit with at least a 16 In both Wisdom and Dexterity is eligible to gain the +10% bonus to experience point awards for superior Prime Requisite statistics.

HERMIT TABLE I

Experience Points	Experience Level	8/6-Sided Dice for Accumulated	
		Hit Points	Level Title
0--2,750	1	1	Outcast
2,751--5,500	2	2	Avoider
5,501--11,000	3	3	Solitary
11,001--23,000	4	4	Recluse
23,001--47,500	5	5	Seeker
47,501--97,500	6	6	Seeker of Wisdom
97,501--180,000	7	7	Contemplator of Wisdom
180,001--335,000	8	8	Eater of Wisdom
335,001--610,000	9	9	Hoarder of Wisdom
610,001--895,000	10	9+3	Hermit
895,001+	11	9+6	Master Hermit

Macabre

Combination: Cleric/Assassin

Prime Requisites: Wisdom, a character must have a minimum strength of 12, an intelligence of 11 or more, and a dexterity score of not less than 12.

Hit Dice: Average of d8 & d6

Races: Half-Orcs (8)

Armor Allowed: Studded Leather or less, Shield

Weapons Allowed: any

Alignments: any evil

Skills/Spells?: As Cleric of same level

To Hit: As Cleric

Save As: Cleric

Proficiencies: As Assassin

Death is viewed by many to be a deity as well, and none worship that dark force with more fervor than the Macabre. Priests of Death, they bend their will and energy to bringing that blessed state to as many beings as they can. Most Macabres can find those that deserve the blessing of Death more than others... usually those who have crossed them in some manner. The perfect blend of Cleric and Assassin, members of this class make poor friends who are not someone to trust or turn one's back on.

As noted above, Macabres are limited to armor allowable to a Assassin if they wish to perform any Assassin skills or functions, such as Open Locks or Assassinate.

A Macabre must fulfill the minimum attribute requirements for Assassin (see PHB) in order to become part of this class. No experience point bonuses are granted for exceptional Prime Requisite scores.

MACABRE TABLE I

Experience Points	Experience Level	8/6-Sided Dice for Accumulated Hit Points	Level Title
0--3,000	1	1	Flayer
3,001--6,000	2	2	Aberrant
6,001--12,000	3	3	Eerie
12,001--25,000	4	4	Grim
25,001--52,500	5	5	Gruesome
52,001--105,000	6	6	Fiend
102,001--210,000	7	7	Morbane
210,001+	8	8	Macabre

Mocker

Combination: Illusionist/Thief

Prime Requisites: Dexterity; none for Illusionist, though a Mocker must have a minimum intelligence of 15 and a minimum dexterity of 16.

Hit Dice: Average of d6 & d4

Races: Gnomes (8)

Armor Allowed: Same as Thief Class

Weapons Allowed: Same as Thief Class.

Alignments: any but Lawfuls

Skills/Spells?: As Illusionist & Thief of same level

To Hit: As Thief

Save As: Illusionist

Proficiencies: As Thief

The Mockers are similar in some ways to the Charlatans, as they are certainly motivated by the same drives (foremost, greed) that motivate the Charlatans. However, due either to predispositions or a belief that illusion is preferable to the rigors of true magic, the Mockers have instead emphasized the use of illusions in their thievery instead of Magic-User spells. While not as powerful at low levels as MU spells, illusions give the Mocker greater versatility at lower levels with spells of deception and distraction. Mockers, however, are notorious for boasting of their exploits... usually to their own victims; albeit at a discrete and safe distance. This eccentricity is the basis for the name "Mocker."

A Mocker must fulfill the minimum attribute requirements for Illusionist (see PHB) in order to become part of this class. As such, no experience point bonuses are granted for exceptional Prime Requisite scores.

MOCKER TABLE I

Experience Points	Experience Level	6/4-Sided Dice for Accumulated	
		Hit Points	Level Title
0--3,500	1	1	Hooligan
3,501--7,000	2	2	Mimicker
7,001--14,000	3	3	Miscreant
14,001--28,000	4	4	Parodier
28,001--55,000	5	5	Swindler
55,001--102,500	6	6	Misanthrope
102,501--165,000	7	7	Mocker
165,001+	8	8	Master Mocker

Scoundrel

Combination: Fighter/Magic-User/Thief

Prime Requisites: Strength, Intelligence, and Dexterity

Hit Dice: Average of d6 & d4

Races: Elves and Half Elves (11)

Armor Allowed: Same as Thief Class

Weapons Allowed: Same as Thief Class.

Alignments: any non-Lawful

Skills/Spells?: As Magic-User& Thief of same level

To Hit: As Fighter

Save As: Magic User

Proficiencies: As Fighter

Unlike most other classes, the "Scoundrels" were given this name by others in their society. Eschewing the laws of the Guilds of Magic and Thievery, they freely dabbled in both as well as the fighting arts. To the dismay of all, a few have excelled and become dangerous opponents. Due to their thieving nature and the disdain of the more ordered professions, the Scoundrels can never be Lawful.

A Scoundrel with at least a 16 In Strength, Intelligence and Dexterity is eligible to gain the +10% bonus to experience point awards for superior Prime Requisite statistics.

SCOUNDREL TABLE I

Experience Points	Experience Level	10/6/4-Sided Dice for Accumulated	
		Hit Points	Level Title
0--5,750	1	1	Rapscallion
5,751--11,500	2	2	Vagabond
11,501--23,000	3	3	Caitiff
23,001--68,500	4	4	Flouter
68,501--95,000	5	5	Cheat
95,001--172,500	6	6	Incorrigible
172,501--285,000	7	7	Lowlife
285,001--495,000	8	8	Mischief-maker
495,001--910,000	9	9	Rascal
910,001--1,345,000	10	10	Reprobate
1,345,001+	11	10+3	Scoundrel

Scourge

Combination: Fighter/Assassin

Prime Requisites: Strength, a character must have a minimum strength of 12, an intelligence of 11 or more, and a dexterity score of not less than 12. NOTE: Scourges do not gain experience point bonuses for high Prime Requisites.

Hit Dice: Average of d10 & d6

Races: Half-Orcs (10)

Armor Allowed: Studded Leather or less, Shield

Weapons Allowed: any

Alignments: any evil

Skills/Spells?: As Assassin of same level

To Hit: As fighter

Save As: Assassin

Proficiencies: As Fighter

As the Macabre is the Priest of Death, the Scourge is its Paladin. Murder is a sacrament, butchery is a prayer, and the blood of victims are holy water to this callous class that merges Fighter with Assassin. On occasion they are employed as escorts for Macabres, but all too often they gather other malcontents around them to exact blood and souls for the glory of their deity and the furtherance of their own infamy.

As noted above, Scourges are limited to armor allowable to a Assassin if they wish to perform any Assassin skills or functions such as Open Locks or Assassinate.

A Scourge must fulfill the minimum attribute requirements for Assassin (see PHB) in order to become part of this class. As such, no experience point bonuses are granted for exceptional Prime Requisite scores.

SCOURGE TABLE I

Experience Points	Experience Level	10/6-Sided Dice for Accumulated	
		Hit Points	Level Title
0--3,500	1	1	Pest
3,501--7,000	2	2	Pestilence
7,001--14,000	3	3	Afflictor
14,001--30,000	4	4	Bane
30,001--60,000	5	5	Inflictor
60,001--120,000	6	6	Calamitous
120,001--225,000	7	7	Retributor
225,001--450,000	8	8	Terror
450,001--800,000	9	9	Tormentor
800,001+	10	10	Scourge

Templar

Combination: Cleric/Fighter/Magic-User

Prime Requisites: Strength, Intelligence, Wisdom

Hit Dice: Average of d10, d8, and d4

Races: Half Elves (8)

Armor Allowed: any

Weapons Allowed: any , but two handed weapons prevent spell use

Alignments: any

Skills/Spells?: As Cleric & Magic-User of same level

To Hit: As fighter

Save As: Cleric

Proficiencies: As Fighter

The Templar, or Knights of the Temple, differ from their brethren the Paladins in several ways. While the Paladin frequently goes off in search of wrongs to right and the faith to be spread, the Templar's duty is to his superiors in the clergy. The Templars are alone able to grasp the difficult abilities of Fighter, Cleric, and Magic User; this is quite taxing and requires much devotion and study. As such, they are rarely found outside Temples and even then on errands for the Temple and Order; usually in the company of several Crusaders.

A Templar with at least a 16 In Strength, Intelligence, and Wisdom is eligible to gain the +10% bonus to experience point awards for superior Prime Requisite statistics.

TEMPLAR TABLE I

Experience Points	Experience Level	10/8/4-Sided Dice for Accumulated	
		Hit Points	Level Title
0--6,000	1	1	Penitent
6,001--12,000	2	2	Sentinal
12,001--24,000	3	3	Warden
24,001--84,500	4	4	Vigilant-Esquire
84,501--165,000	5	5	Knight-Vigilant
165,001--185,000	6	6	Vigilant of the Order
185,001--325,000	7	7	Preceptor
325,001+	8	8	Templar

Witch

Combination: Cleric/Magic-User

Prime Requisites: Intelligence, Wisdom

Hit Dice: Average of d8, and d4

Races: Half Elves (8)

Armor Allowed: any

Weapons Allowed: any non-edged save for dagger

Alignments: any

Skills/Spells?: As Cleric & Magic-User of same level

To Hit: As Cleric

Save As: Magic User

Proficiencies: As Cleric

Witches, who can be male or female, are those who worship deities of the arcane. As part of their religious worship, magic is practiced in equal measure as are their prayers for divine assistance. Frequently misunderstood by both Clerics and Magic-Users, they usually meet in secluded places in small groups or covens to work their rites and worship those they revere.

A Witch with at least a 16 in both Intelligence and Wisdom is eligible to gain the +10% bonus to experience point awards for superior Prime Requisite statistics.

WITCH TABLE I

Experience Points	Experience Level	8/4-Sided Dice for Accumulated	
		Hit Points	Level Title
0--4,000	1	1	Student
4,001--8,000	2	2	Covener
8,001--16,000	3	3	First Degree
16,001--35,500	4	4	Watchtower
35,501--67,500	5	5	Second Degree
67,501--115,000	6	6	Circle Priest
115,001--200,000	7	7	Third Degree
200,001+	8	8	Witch

Wolfshead

Combination: Cleric/Ranger

Prime Requisites: Wisdom, must have strength of not less than 13, intelligence of not less than 13, wisdom of not less than 14, and a 14 or greater Constitution.

Hit Dice: Average of 2d8 & d8

Races: Half-elf (8)

Armor Allowed: Any

Weapons Allowed: Any allowed to Ranger

Alignments: Must be Good in Alignment

Skills/Spells?: As Cleric and Ranger of same level

To Hit: As Ranger

The Wolfsheads are a splinter group of Rangers and Druids. They worship nature as do Druids, but do not feel the need to maintain the balance of Neutrality as fervently as the latter do. They are also similar to Rangers but have a greater affinity for their deity than do the guardians of the wilderlands. Part of both classes and yet neither, they are treated with varying degrees of toleration by the established Druids and Rangers in the world. They are called "Wolfsheads" for their rejection of the traditional paths of Druid or Ranger, and are rebels on the fringes of these societies.

A Wolfshead must fulfill the minimum attribute requirements for Ranger (see PHB) in order to become part of this class. If the Wolfshead has ability scores of greater than 15 in Strength, Intelligence and Wisdom, he or she gains the benefit of adding 10% to experience points awarded by the referee.

WOLFSHEAD TABLE I

Experience Points	Experience Level	8-Sided Dice for Accumulated	
		Hit Points	Level Title
0--3,750	1	1	Outlander
3,751--7,500	2	2	Outlaw
7,501--16,000	3	3	Fringe Rogue
16,001--33,000	4	4	Rogue of the Wood
33,001--67,500	5	5	Fringe Heretic
67,501--145,000	6	6	Heretic of the Wood
145,000--260,000	7	7	Wolvesbairn
260,001+	8	8	Wolfshead

Editor's Note: One thing this article retains from the standard rules is divided hit die rolls. If you would prefer to simplify this also, the hit dice suggested below can be used in place of the hit dice in the class descriptions.

Combined Class	Hit Dice
Brigand	d8
Charade	d6
Charlatan	d4
Crusader	d8
Feyblood	d6
Hermit	d6
Macabre	d6

Combined Class	Hit Dice
Mocker	d4
Scoundrel	d6
Scourge	d8
Templar	d8
Witch	d6
Wolf's Head	d8



The Spell-Weaver

By Jared Hallett

The Spell-Weaver is an individual who possesses an unusual link to the Weave, the source of all arcane magic, and can cause magical effects through sheer force of will. They do not have to memorize spells as Magic-Users do, since they create their spells on the spot. As the Spell-Weaver does not need intense study to create their magic, they are generally much more physically fit than their Magic-User cousins.

Requirements

A Spell-Weaver must have a minimum Charisma of 16, Dexterity of 10, and a minimum Intelligence score of 15.

Class Abilities

Spell-Weavers use the Thieves' Matrix in combat and make all saving throws as thieves as well. This class uses d6 for hit points, up to a maximum of 9d6. Thereafter, Spell-Weavers gain 2 Hit Points per level. There is no maximum level for Spell-Weavers.

Subject to the limitations set forth below, Spell-Weavers are treated as Magic-Users of the same level for purposes of the spells they can cast per day, and the effects of such spells. Unlike a Magic-User, they are not required to memorize spells, but may instead cast any spells known to them, limited by the number and levels of spells permitted to them. For example, a fifth level Spell-Weaver may cast only one third level spell per day. However, that same Spell-Weaver may choose from any of the third level spells that he or she knows, rather than being required to memorize a single spell of that level.

Limitations

Spell-Weavers are limited to fifth level spells. Although they may continue to progress in experience level, sixth level spells and higher are denied them. Spell-Weavers also suffer a -35% penalty when attempting to learn spells from scrolls.

The most severe limitation suffered by Spell-Weavers is that there is a 5% chance of miscasting a spell when drawing upon the Weave. If a spell is miscast, a random magical effect occurs. The exact effect is left to the DM's discretion.

After exhausting all his or her spells, a Spell-Weaver has depleted their "spell battery." When this occurs, it requires a Spell-Weaver twice the amount of time to recover his or her spells as it would take a Magic-User of comparable level.

The 5% Principle for Classic D&D

By Chris Gonnerman

Not long after my group made the transition from the Moldvay/Cook edition of D&D (the “Basic and Expert” set) to AD&D 1st Edition, I read an article by Len Lakofka titled “The 5% Principle.”

Len disliked the standard AD&D combat table, wherein characters gained 2 or 3 points (on a d20) every so many levels. He preferred a smoother advancement, where characters would receive a 1 point gain (i.e. 5%) more often (with average odds of hitting maintained).

In the article, Len presented an alternative combat table based on the 5% principle, along with saving throws altered the same way. We changed from the standard tables to Len's tables in my group right away, and never felt the need to change back.

Fast forward twenty years, and I am drawn back to the “Classic D&D” rules. One of the first things I noticed was the uneven advancement in the standard combat tables.

So, here is my version of the 5% Principle for Classic D&D. Looking at the standard tables, the progression (ignoring Normal Men) is 2 points in three cases, and 3 points in one case, for an average of 2.25 points. Let's just say this is inconvenient. I decided to use a 2-point advancement rate instead. The boldface numbers on the THAC0 table show where my table corresponds to the standard table.

Based on this, Fighters advance 2 points every 3 levels, Clerics every 4 levels, and Magic-Users every 5 levels. I also decided that Fighters should get their first advancement at 2nd level, Clerics at 3rd level, and Magic-Users at 4th level. I base this on the theory that the class most likely to fight should demonstrate higher prowess earlier than those less likely to fight.

This led me directly to the table above. If you are a THAC0 fan, this table is all you need; however, below I present combat tables more similar to the standard combat table.

Like the combat table, the saving throw tables advance in 2 to 3 point “lurches.” Below I present tables based on the 5% Principle. I noticed while researching this article that the demi-human saving throws appear to be based on the Fighter table; they all advance one row every three levels, and there appears to be a straightforward mathematical relationship between the numbers on the tables. To wit:

THAC0 Table

Level	Fighters, Dwarves, Elves, and Halflings	Clerics & Thieves	Magic-Users
1	19	19	19
2	18	19	19
3	18	18	19
4	17	18	18
5	16	17	18
6	16	17	17
7	15	16	17
8	14	16	17
9	14	15	16
10	13	15	16
11	12	14	15
12	12	14	15
13	11	13	15
14	10	13	14

-- Dwarves and Halflings have saving throws which are 4 points better than Fighters in the Death Ray or Poison, Magic Wands, Paralysis or Turn to Stone, and Rods, Staves, and Spells, and 3 points better against Dragon Breath.

-- Elves have saving throws 1 point better in the Paralysis or Turn to Stone column and 2 points better in the Rods, Staves, and Spells column. All their other saves are just like Fighters.

Below I present both combat and saving throw tables for all seven classes (Dwarves and Halflings still use the same table). All tables below run to exactly 14th level (regardless of level limits) for two reasons: first, the Cook Edition Expert rules experience tables run to a maximum of 14th level, and second, because I know many DM's run games without level limits.

Combat Tables

Fighters, Dwarves, Elves, and Halflings

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
2-3	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
4	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
5-6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
8-9	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11-12	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
13	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
14	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Clerics and Thieves

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
1-2	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
3-4	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
5-6	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
7-8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
9-10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
11-12	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13-14	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Magic-Users

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
4-5	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
6-8	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
9-10	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
11-13	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
14	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

Saving Throws

Cleric

<i>Level</i>	<i>Death Ray or Poison</i>	<i>Magic Wands</i>	<i>Paralysis or Turn to Stone</i>	<i>Dragon Breath</i>	<i>Rods, Staves, or Spells</i>
<i>1</i>	11	12	14	16	15
<i>2-3</i>	10	11	13	15	14
<i>4-5</i>	9	10	12	14	13
<i>6-7</i>	8	9	11	13	12
<i>8-9</i>	7	8	10	12	11
<i>10-11</i>	6	7	9	11	10
<i>12-13</i>	5	6	8	10	9
<i>14</i>	4	5	7	9	8

Fighter

<i>Level</i>	<i>Death Ray or Poison</i>	<i>Magic Wands</i>	<i>Paralysis or Turn to Stone</i>	<i>Dragon Breath</i>	<i>Rods, Staves, or Spells</i>
<i>NM</i>	14	15	16	17	18
<i>1</i>	12	13	14	15	16
<i>2-3</i>	11	12	13	14	15
<i>4</i>	10	11	12	13	14
<i>5-6</i>	9	10	11	12	13
<i>7</i>	8	9	10	11	12
<i>8-9</i>	7	8	9	10	11
<i>10</i>	6	7	8	9	10
<i>11-12</i>	5	6	7	8	9
<i>13</i>	4	5	6	7	8
<i>14</i>	3	4	5	6	7

Magic-User

<i>Level</i>	<i>Death Ray or Poison</i>	<i>Magic Wands</i>	<i>Paralysis or Turn to Stone</i>	<i>Dragon Breath</i>	<i>Rods, Staves, or Spells</i>
<i>1</i>	13	14	13	16	15
<i>2-3</i>	13	14	13	16	14
<i>4-5</i>	12	13	12	15	13
<i>6-7</i>	11	12	11	14	12
<i>8-9</i>	10	11	10	13	11
<i>10-11</i>	9	10	9	12	10
<i>12-13</i>	9	10	9	12	9
<i>14</i>	8	9	8	11	8

Thief

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells	
1-2	13	14	13	16	15	
3-4	12	13	12	15	14	
5-6	11	13	11	14	13	
7-8	11	12	10	13	12	
9-10	10	11	9	12	11	
11-12	9	10	8	11	10	
13-14	8	9	7	10	9	

Dwarf/Halfling

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells	
1	8	9	10	12	12	
2-3	7	8	9	11	11	
4	6	7	8	10	10	
5-6	5	6	7	9	9	
7	4	5	6	8	8	
8-9	3	4	5	7	7	
10	2	3	4	6	8	
11-12	2	2	3	5	7	
13	2	2	2	4	6	
14	2	2	2	3	5	

Elf

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells	
1	12	13	13	15	14	
2-3	11	12	12	14	13	
4	10	11	11	13	12	
5-6	9	10	10	12	11	
7	8	9	9	11	10	
8-9	7	8	8	10	9	
10	6	7	7	9	8	
11-12	5	6	6	8	7	
13	4	5	5	7	6	
14	3	4	4	6	5	

Wandering Monsters

Gaunt

by Mike Stewart

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 12"/9" (gaseous)
HIT DICE: 6+1
% IN LAIR: 25%
TREASURE TYPE: F
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 5-8
SPECIAL ATTACKS: Energy Drain
SPECIAL DEFENSES: Cold iron, mistletoe or magic weapon to hit
MAGIC RESISTANCE: See below
INTELLIGENCE: Exceptional
ALIGNMENT: Chaotic Evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



Gaunts are the results of necromantic experimentations upon the corpses of elves and other woodland beings. The result is similar to, but weaker than, the vampires of human stock.

Like vampires, they feast on the blood of the living and shun daylight. One full turn of sunlight will irrevocably kill gaunts, and they react as do vampires to the presence of holy symbols. Like their human undead counterparts, they are immune to sleep, charm, hold person, paralyzation, and poison. They also share the vampire's resistance to cold and electricity, taking only one-half damage from such attacks.

However, the gaunt is weaker than the human vampire in several areas. They only regenerate 1 hit point per round, and their touch drains only 1 energy level from their victims. Their strength is only 18, making them physically weaker than the "common" vampire; this is reflected in the reduced damage they can inflict (5-8). They do not have the vampire's innate charm ability, though dryads made into gaunts will still have their racial charming capability. They cannot change to a bat as vampires, but can assume gaseous form.

Gaunts can summon creatures to their aid as the vampire, but they summon 1-12 stirges and 2-7 large spiders instead of bats and wolves.

They do not have the vampire's vulnerability to wooden stakes, but cold iron burns their flesh and they cannot abide its touch (+1 hp damage w/cold iron weapons). Magic weapons also do standard damage to them. They are not repelled by garlic as is the more common sort of vampire, but mistletoe repels them and its touch does 1 hp of damage. If a druid touches them with either cold iron or mistletoe, the damage done is 1 hp for each level of the druid. Such damage inflicted by a druid cannot be regenerated, but must heal at the normal rate. Running water does not affect them, but decapitation has the same effect as it does on human vampires. Sunlight will kill gaunts (as described above), as will cold iron driven through the heart.

Gaunts do not rest in coffins as do vampires, but instead turn to a gaseous form and enter the structure of a tree during the daylight hours. Only burning or cutting down the tree and cutting it

into pieces will kill a gaunt residing within. Trees with a resident gaunt may be recognized by their grey, unhealthy appearance and twisted limbs and roots, which reflect the agony of the undead spirit within.

Any female woodfolk slain as a gaunt has a 5% chance of rising yet again as a Banshee in 1d4 days.

Gaunts are turned as Spectres. Any woodland beings killed by a gaunt rise in 1d4 days as half-strength gaunts (with a Strength of 16) under the control of the gaunt who slew them. *Editor's Note: the DM may want to allow humans slain by a gaunt to arise as zombies or wights, again under the control of the gaunt that slew them.*

Description: The gaunt appears much as it did in life, but emaciated with greyish sallow skin and limp hair. Their eyes glow a foul green, and their nails are long and wickedly sharp, as are the fangs they will bare in a snarl before attacking their prey.

Protolich

by Mike Stewart

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 2

MOVE: see below

HIT DICE: 3

% IN LAIR: 0%

TREASURE TYPE: Q (X3)

NO. OF ATTACKS: 1-3

DAMAGE/ATTACK: see below

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: +1 or blessed weapon to hit

MAGIC RESISTANCE: 30%

INTELLIGENCE: High

ALIGNMENT: Chaotic evil

SIZE: S

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Protoliches are the animated skeletons of dead familiars, returned to an undead existence to serve as familiars to evil Magic-users or Clerics. The form of a Protolich may vary, and its physical attack abilities (claws, fangs, etc.) will mimic its powers in life. After the table is consulted for form, please check the Monster Manuals I & II for number of attacks and damage per attack. Note that Protoliches will lose any special abilities that their form had in life, but purely physical abilities (number of attacks, damage per attack, movement modes and speeds, etc.) will be retained.

Editor's Note: The DM may wish to allow the Magic-user to regain all but one of the hit points lost from the death of the familiar when the familiar is animated. Also, the DM must choose whether the Animate Dead spell can be used for this purpose, or if another specific spell or ritual is needed.

Pseudo Dragon

Miniquest

by "Wheggi"



"... so the beast comes crawling out of its hole,
I pull the rope and, hell, any idiot can see how much
damage this will do."

THE YAWNING TROG by Barabuz



Seating Arrangements

THE YAWNING TROG by Barabuz



Blatant Dwarfism

THE YAWNING TROG by Barabuz



"We really gotta invest in a 'No Druken Brawl' sign!"

Siblings of the Stake by Elizabeth "Indigo Rose" Stewart

