

## CLERIC AND DRUID SPELLS PER DAY

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

## DRUID (Wisdom)

Beyond the confines of walls and city battlements, within the vast expanse of the wilderness areas of the world are many folk who live with contentment outside of civilization. Those who push aside material culture to live in harmony with nature often draw upon its forces for spiritual guidance and commune with its spirits. These are the druids, and they offer guidance and wisdom about the order of life and the world, the cycle of life and death, and acceptance thereof. Druids are feared by many, for they call upon powerful elemental and nature spirits, and they can gather great hosts of nature to fight for their causes.

Druids seek to protect the wilderness and its beasts from the encroachments of civilization, lest the order of the natural world be upset. They find the myriad artificial creations of civilized peoples abhorrent, for they believe that reliance upon the unnatural creates people who are weak and dependent upon a material culture. They are fiercely individualistic, and are often found among the barbarian peoples of the world.

Druids live in harmony with nature, revering its power and beauty. Although they are sometimes termed priests of nature, the druid is much more. They allow nature to determine the fate of its creatures, for good or ill. Some druids revere nature and its elements alone, some promote the beliefs of one or more nature deities, and some bind their animistic faith to a strict code of personal conduct. All are devoted to their life's calling and possess specialized wilderness lore, including knowledge of the animal and plant kingdoms. Their divine dispensations are gifts from the spirits of the wood, rock, water and wind.

Storms rage across the plains, seas thunder against coasts,

and the grasses of the wild steppe wave ceaselessly: none knows a motive. Druids must be able to relate to this balance and neutrality in nature. From this closeness to their surroundings, druids possess specialized knowledge of wilderness environments, particularly those in which the druid lives or was trained.

A druid may use weapons crafted from nature's raw materials, such as wood, leather, stone and cold-forged metal. Traditionally forged weapons are antithetical to druidism. Some druids prefer to use a weapon identical to that wielded by the deity whom they worship. In war and combat, druids often wield cold-forged pure metal weapons fashioned of beaten iron or copper, but not of beaten steel or bronze.

Likewise, a druid prefers armor crafted from items found in nature, such as leather and wood. They view armors forged by advanced metal-smithing techniques as tainted and impure. These impure items make one dependent upon them and, in consequence, weak.

Should a druid cease to revere nature, or ignores their code, the wrath and fury of the spirits of the wild descend upon the errant druid in vengeance.

## ABILITIES

**BONUS LANGUAGES:** Druids have a secret language used for communicating with one another. They are forbidden from teaching this language to any but their brethren.

Additionally, if a druid has a high enough intelligence to learn an additional language, the following languages are available to them: aquan, auran, elf, fey, giant, gnome, sylvan and terran. The druid must have lived in or near a community of those whose language they seek to learn.

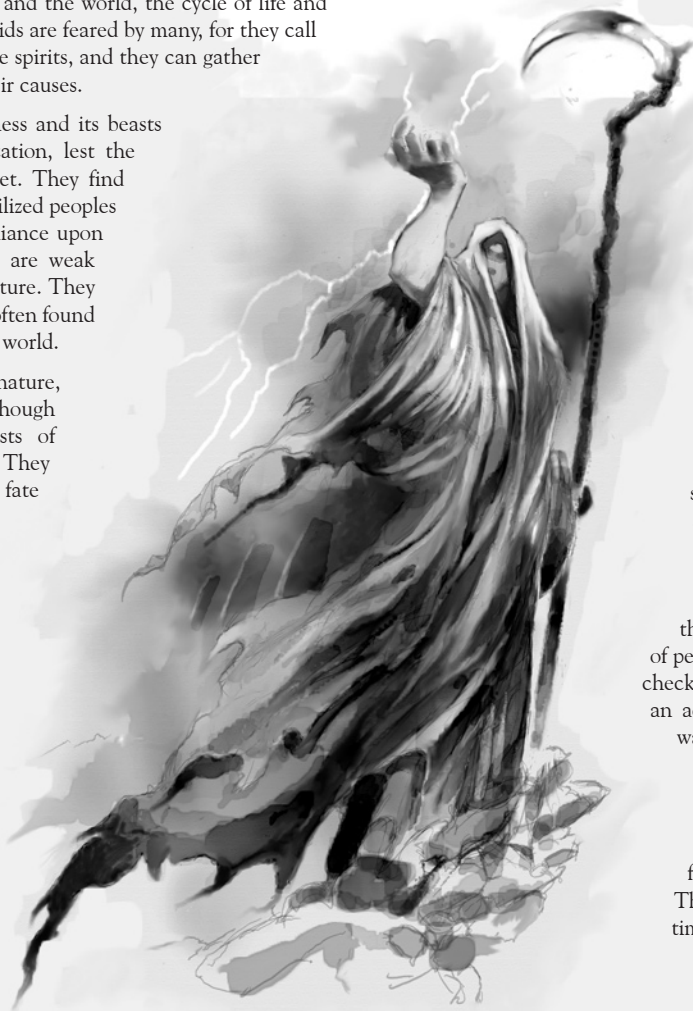
**NATURE LORE (Wisdom):** Druids are connected to the forces of nature.

They mystically coexist with their environment, gradually becoming a larger part of it.

This relationship imparts to them a specialized knowledge of the wilds. A

druid can identify plants and animals with perfect accuracy in the type of environment where the druid was trained or currently lives. In unfamiliar environments, the druid must succeed at a wisdom check to successfully use this ability.

This identification ability allows the druid to determine the species of a plant or animal and the special qualities or abilities of the species. The druid can also determine whether water is safe or dangerous to drink. Additionally, druids can find shelter and forage for food. A druid always succeeds in finding basic shelter and enough food for individual daily sustenance. If the druid wishes to support additional people, They must spend 6 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the druid wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the druid must spend an additional 6 hours gathering food to feed and water an additional 2-8 people. A third attempt to gather food can be made. A wisdom check at -4 is made but if successful, another 6 hours of searching can feed an additional 1-4 people. This additional effort allows the druid to gather food and water for up to 5-20 creatures total. The druid can only hunt and forage for food three times per day.



**SPELLS:** A druid casts divine spells. The spells available are listed on the druid spell list. Each druid can cast a limited number of spells from each spell level per day. The *Cleric and Druid Spells Per Day Table* shows the number of spells per day a druid may cast for each spell level. Druids prepare and cast spells by praying for them. This process is covered in greater detail in the *Magic* section.

**BONUS SPELLS:** High wisdom indicates a greater divine or spiritual connection to their deities, so druids with high wisdom gain bonus spells. If the character has a wisdom of between 13-15, they receive an extra 1<sup>st</sup> level spell. If the wisdom score is 16 or 17, they receive an extra 2<sup>nd</sup> level spell and if 18 or 19, they receive an extra 3<sup>rd</sup> level spell. Bonus spells are cumulative.

Bonus spells can only be acquired if the druid is at a high enough level to cast them. For example, a 4<sup>th</sup> level druid with an 18 wisdom receives four 0 level spells, four 1<sup>st</sup> level spells and three 2<sup>nd</sup> level spells. No bonus 3<sup>rd</sup> level spell is acquired until the druid reaches 5<sup>th</sup> level.

**RESIST ELEMENTS:** At 2<sup>nd</sup> level, druids gain a +2 bonus to saving throws against fire, water, earth, air, cold and lightning attacks.

**WOODLAND STRIDE:** At 3<sup>rd</sup> level, druids gain the ability to move through natural thorns, briars, overgrown areas and similar terrain at normal speed and without suffering damage or other impairment. When doing so, druids leave no trail in the natural surroundings and cannot be tracked. However, thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect druids.

**TOTEM SHAPE:** At 6<sup>th</sup> level, druids gain the spell-like ability to change into a small or medium-size animal and back again once per day. This ability operates like the spell *polymorph self*. Upon attaining this ability, a druid must choose a totem shape. The selection is permanent, and cannot be changed. Each time a druid uses this ability, the character regains 1d4 hit points.

At 7<sup>th</sup> and 8<sup>th</sup> levels, the druid gains a new totem shape. Each shape can be assumed once per day. At 12<sup>th</sup> level, the druid gains the ability to take the shape of a large version of one of the previously chosen totem forms. This large form can be assumed once per day, and the druid can decide between the three forms each time this ability is used. When assuming the large version of a totem form, the druid heals 5d8 hit points. At 15<sup>th</sup> level, the druid can take a totem shape twice per day and at 18<sup>th</sup> level, three times per day.

**PRIME ATTRIBUTE:** Wisdom

**HIT DICE:** d8

**ALIGNMENT:** Neutral (any)

**WEAPONS:** Bows, club, dagger, dart, hand axe, hammers, scimitar, scythe, sling, sickle, spears, sword, staff

**ARMOR:** Cuir bouille, laminar leather, padded, leather, leather coat, hide

**SPECIAL:** Bonus languages, nature lore, resist elements, woodland stride, totem shape, spells

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,001
3	d8	+1	4,251
4	d8	+2	8,501
5	d8	+2	17,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	180,001
9	d8	+4	275,001
10	d8	+5	400,001
11	+3 HP	+5	525,001
12	+3 HP	+6	650,001
13 + 175,000 per level			

## KNIGHT (Charisma)

Upon windswept battlefields where armies struggle for supremacy, there are those who make war their daily bread. They are the professional soldiers who lead and guide in war and in peace. They serve kings, emperors, lords, nobles, merchants and guild houses. War is their vocation, the battlefield their home, and death is their constant companion.

The knight is the archetypical military leader. They are trained from an early age in the use of weapons, armor, siege engines, tactics, strategy and horsemanship. They live by a code of behavior that sets them apart from normal warriors. Though this code may vary from culture to culture, it follows several basic tenets: courage in the face of battle, service to one's lord, honor, faith, humility, generosity and loyalty. Knights are not necessarily nobles, though they may be of noble birth. They are a caste of professional, mounted warrior-leaders. They do not judge another's wealth in terms of land or money, but rather by action and deed. To a knight, a pauper who unseated forty foes in a tournament is wealthier than a potentate whose foot has never touched a field of battle. By the same token, a knight able to supply his fellows with fresh mounts, armor and weaponry is respected far more than one who hoards wealth. The knights' ability on the field of battle makes them leaders in almost any situation.

A knight's power flows from their strength of will, leadership and individual charisma. The latter is the most salient characteristic of all knights. They are men and women of great bearing and powerful demeanor. Knights are as constant and unyielding in their codes as they are upon the field of battle.

Knights follow codes of conduct and honor, dictated by culture and environment. These can vary in many aspects, and the details of a knight's patterns of behavior, acceptable battlefield conduct and use of weapons are unique to their culture and caste; but a knight's virtues stem from certain universal values—strict adherence to their code, bravery, honor and faith. They serve both evil lords and good kings, but all must follow the tenets of their code, or risk losing their knighthood. An example of the typical virtues present in a knightly code of conduct appears below. Knights must conform to this strict code-of-conduct, known as courtesy, at all times.

A knight's selection of weapons is limited by the knightly code of conduct. A knight may use any melee weapon except whips, the sap, chains or the like. In general, they cannot use weapons associated with cowards or cowardly deeds. Bows are rarely used by knights, though occasion does permit their use in siege warfare or at tourney. The Castle Keeper should make that determination.

From an early age, knights are well trained in all aspects of war. Practised in all manner of armor and with many weapons, they inure themselves to the trials and tribulations of battle, becoming virtually fearless in combat. Knights prefer an honorable death in combat to a long life lived as a coward.

As a member of a caste of warriors, the knight may expect noblesse oblige, or hospitality, from any other knight. At times, even knights in conflict will extend this hospitality to one another. The knight, however, is expected to return such courtesy in kind, even to an enemy.

At least 10% of a knight's income must be given as scutage to the knight's superior lord or order as soon as possible after it is acquired.

## ABILITIES

**BIRTHRIGHT MOUNT:** A trained and healthy mount is important to a knight's station and status. In addition to their starting money, knights begin play with a fully outfitted riding horse (saddle, blankets, saddlebags, bit and bridle, harness, horseshoes, and meal). The mounts are hardier than most, having 2d8+2 hit points. A riding horse is not trained for combat, and a knight has some difficulty fighting from a riding horse (see mounted combat).

*Riding Horse (Their vital stats are HD 2d8+2, AC 13, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+1 points of damage.)*

*Light War Horse (Their vital stats are HD 3d10, AC14, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+2, or a bite for 1d4 points of damage.)*