

The Lords of Hack Present

BADLANDS CAMPAIGN CHARACTER RULES

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Final Draft

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Chapter One: Modifications to AD&D

ABILITY SCORES

Each character will be created by rolling 2d6+6 six times and arranging them in any order. The bonuses and penalties attached to each ability score will be as written in the Player's Handbook, with the exception of Charisma. Replace the Charisma table with the following table:

CHARISMA	Reaction/Loyalty	Max. Henchmen	Initiative
3-	-3	1	-3
4-5	-2	2	-2
6-8	-1	3	-1
9-12	0	4	0
13-14	+1	5	0
15	+2	6	+1
16	+3	8	+2
17	+4	10	+3
18	+5	15	+4

CHANGES TO HIT DICE

Any PC or NPC with a level in one of the handbook classes, or any of the new classes in this booklet will have 1 extra hit die of the appropriate type. So, a first level cleric will have 2d8 hit points, a 10th level fighter will have 10d10+3 hit points, and a 2nd level ranger will have 4d8 hit points. All characters (players and NPC's) will re-roll their hit point totals each month based on the amount of money spent on maintenance (see Monthly Maintenance).

CHANGES TO ALIGNMENT

There are only 3 alignments in use: Lawful, Neutral, and Chaotic. Players must begin the game as either Lawful or Neutral. Lawfuls are roughly speaking the good guys. Chaotics are roughly speaking the bad guys. Neutrals are roughly speaking typical jerks.

PHB CLASSES AND RACES

The races and classes listed in the AD&D first edition players handbook will be used as available choices for player characters. Except for changes found in this document, the rules for class and races will be used as written in the PHB. The level limits will be used for demi-humans, but all characters can reach the maximum level listed, ignore the ability score requirements for reaching the higher levels.

DWARVES: dwarf fighter of levels 5 and above have the ability to make magical arms and armor of all sorts (see magic item creation).

ELVES: the elf ability to move silently and gain surprise is modified in the surprise roll rules.

HALFLINGS: the Halfling ability to move silently and gain surprise is modified in the surprise roll rules.

CLERICS: all standard clerics must be Lawful in alignment; they all are members of the clergy of the Lawful Church. Clerics can make scrolls at first level. See below for additional cleric types (Canons, Gothar and Warlocks). Also check the gear book for details on the necessity of prayer beads and holy symbols (applies to Clerics, Canons, Gothar and Warlocks).

DRUIDS: Druids are of the Neutral alignment and serve as the priests of the Westerling pagan faith. Druids can make scrolls at first level.

FIGHTERS: fighters gain +1 (cumulative) to their damage rolls with any proficient weapons at level 1,3,6,9,12,15 and 18.

PALADINS: paladins are all of the Lawful Alignment. All paladins in the world were brought up in a secret castle in the wasteland, unaware of their true origins. When they are of age, they are sent forth in the world to do right and lead the people to justice. Paladins gain +1 (cumulative) to their damage rolls with any proficient weapons at level 3,6,9,12,15 and 18.

RANGERS: rangers must be Lawful in alignment. The rangers are a secret society, descended from the old Ardean 3rd Legion, who continued to attempt to keep their oaths to defend the citizens of the empire, even when the empire fell. The soon became a wilderness-based group hunting the forces of chaos wherever they might be.

MAGIC-USERS: each magic-user character must choose a school or order to belong to. Each such group has benefits and some have restrictions in alignment or behavior. See the separate section on magical orders. Magic-users can make magic items at a much earlier level than in the PHB, see magic item creation section in the magic booklet.

ILLUSIONISTS: the illusionists belong to a magical order, detailed in the same section as the magic-user orders. Illusionists can make scrolls at first level.

THIEVES: thieves are Neutral or Chaotic in alignment.

ASSASSINS: assassins are actually Neutral in alignment, willing to kill anyone as long as the money is paid, but bound by a strict code of loyalty to the employer until the job is done.

MONKS: Monks may be of any of the three alignments. The Lawful monks are part of the Lawful Church and exist to protect shrines, pilgrims and holy sites. Neutral monks are rarer and are part of very small secret orders dedicated to developing their powers for their own sakes. Chaotic monks serve demonic forces in exchange for the chance for power over the world.

BARDS: the bards in the AD&D first edition player's handbook are heavily modified. See complete class description below

CHAPTER TWO: NEW CLASSES

CANON CLERICS: represent those priests who have no military training and are more focused on running the churches and temples. They are far less combat capable than standard clerics, but more powerful in spell casting (see class write-up).

GOTHAR: priests of the old Northron religion are a variant of the cleric class. They cast spells, save and attack as clerics do, but do not have the power to turn the undead, and have a different set of combat abilities (see class write-up).

WARLOCKS: the priesthoods of the various demonic religions are called Warlocks. They generally conform to the cleric class description, except that they can freely use the reverse of various spells, such as *slay living*. A warlock may only use cure wound spells, raise dead, resurrection, regeneration, and similar healing spells on chaotics who make a pact of obedience to the demonic powers. Warlocks have no weapon restrictions and can choose from any weapon. Warlocks may also use poison. Warlocks and those who have made a demonic pact are vulnerable to damage from Holy Water (whereas only paladins are vulnerable to unholy water). See class write up for full details.

BERSERKERS: these are the battle-mad fighter-leaders of berserker bands. They are identical to fighters, except they are limited to leather, padded or skins armor and shields, but use d12 hit dice. In battle they don't check morale (PC's don't anyway) and gain either +2 to hit or may strike twice. Berserkers must be of the Neutral alignment. (See class write-up).

SCOUTS: are a subclass of thieves who represent woodsman, hunters, rustic bandits, trackers and the like. A scout may be of any alignment. Have all of the standard thief abilities except pick pockets and open locks. Find and Remove traps for scouts only apply to outdoor, hunting-style traps and to pit traps and deadfalls in the dungeon (not to small mechanical traps such as poison needles). Scouts, however, have a different set of weapon and armor proficiencies than thieves. Finally, scouts get the ranger skills in tracking (See Class Write-Up)

SUMMONERS: are a subclass of magic-user, who largely conform to the magic-user class, except that they have a different spell list, one that relies heavily on conjuration and summoning spells. (See Class write-up).

NEW CLASSES AND MULTI-CLASSING: Canon clerics may not multi-class. NPC dwarves may multi-class berserker/gothi, or gothi/fighter. Half-Orcs and Half-elves may multi-class as Warlocks any place they can multi-class as clerics. A Half-orc can also multi-class as a Summoner with thief, assassin, fighter, cleric or warlock. Bards may not multi-class. Finally, any race that can multi-class as a thief, and can be a scout, may substitute scout for thief in the multi-class combination.

CLASS MASTER TABLES

Table 1: requirements

CLASS	Alignment	Ability Score	Races
Cleric	L	Wis9	H, HE, HO
Canon	L	Wis9	H, HE, HO
Druid	N	Wis12, Cha15	H, H-E
Gothi	N	Wis9	H
Warlock	C	Wis9	H, H-E, H-O
Fighter	L,N,C	Str 9	Any
Berserker	N	Str13, Con14	H, D
Paladin	L	Str12, Int9, Wis13, Con9, Cha17	H
Ranger	L	Str13, Int13, Wis14, Con14	H, H-E
Magic-User	L,N,C	Int9	H, H-E, E
Illusionist	L,N,C	Int15, Dex16	H, G
Summoner	N,C	Int12, Con12	H, H-O
Monk	L,N,C	Str15, Wis15, Dex15, Con11	H
Thief	N,C	Dex9	any
Assassin	N	Str12, Int11, Dex12	H,D,E,H-E,H-O,G
Bard	L,N,C	Int12, Dex12, Cha14	H, H-E
Scout	L,N,C	Dex9, Wis9	H,H-E, E,G,H-L

Table 2: Equipment

CLASS	Starting Money	Wpn Prof	Weapons	Armor
Cleric	30-180gp	2	Blunt	Any
Canon	30-180	1	Club, staff, hvy club	none
Druid	30-180gp	2	Club, dagger, dart, hammer, scimitar, spear, staff, sling	Leather, wooden shield
Gothi	30-180gp	3	swords, battleaxe, hand axe, spear, war-hammer, javelin, dagger, saxe, knife, club, heavy club.	Any
Warlock	30-180gp	2	Any	Any
Fighter	50-200gp	4	Any	Any
Berserker	30-180gp	4	Any melee, hurled, no bows	Leather, shield
Paladin	50-200gp	3	Any	Any
Ranger	50-200gp	3	Any	Any
Magic-User	20-80gp	1	Dagger, dart, staff	None
Illusionist	20-80gp	1	Dagger, dart, staff	None
Summoner	20-80gp	1	Dagger, dart, staff	None
Monk	5-20gp	1	Club, crossbow, dagger, hand axe, javelin, pole-arm, spear, staff, heavy club	None
Thief	20-120gp	2	Club, dagger, knife, dart, sling, broad sword, shortsword, longsword, blackjack	Leather
Assassin	20-120gp	3	Any	Leather, shield
Bard	20-120gp	2	Any	Leather, studded, chain
Scout	20-120gp	2	all swords, all daggers and knives, spear, javelin, dart, short bow, long bow, hand axe, blackjack, club, heavy club, staff, bullwhip, light lance.	Leather, padded, studded, shield

The Bard

The Bard is a special subclass of thief that combines many features of a fighter, magic-user and thief, with certain special musical powers. A bard is a professional singer and musician who is a master of his people's lore, legends, traditions and customs. A bard may be of any alignment.

Ability Score Requirements: Intelligence 12, Dexterity 12, Charisma 14

Races Permitted: Humans (U), Half-Elves (10th level)

Armor Permitted: leather, studded leather, chain mail, elf chain mail (no shields)

Weapons Permitted: all

Weapon Proficiencies: 2, Non Proficiency Penalty -2, Additional Proficiencies: 1/4

Bard Table 1 (experience levels)

Experience Points	Experience Level	Hit Points	Level Title
0-1500	1	1d6	Rhymer
1501-3000	2	2d6	Lyricist
3001-6000	3	3d6	Sonnateer
6001-12,000	4	4d6	Skald
12,001-25,000	5	5d6	Rocairaide
25,001-50,000	6	6d6	Joungleur
50,001-100,000	7	7d6	Troubador
100,0001-300,000	8	8d6	Minstrel
300,001-500,000	9	9d6	Muse
500,001-700,000	10	10d6	Lorist
700,001-900,000	11	10d6+1	Bard
900,001-1,100,000	12	10d6+2	Master Bard

Additional 200,000xp per level after 12

Additional 1 hp per level after 12

Powers and Abilities

Spell Casting: Bards learn to cast magic-user spells at second level. They must acquire a spell book for themselves, and must find spells to learn (subject to the learn spells percentages based on their intelligence). They do not gain spells for their book automatically, but must acquire them all through adventure. At second level they automatically "know" Read Magic spell and can memorize it as a daily spell even if they don't have a spell book (or else they could never learn a spell from a scroll or book). A bard cannot cast any spells if he is wearing any armor other than elfish chain mail.

Counter Song: if a bard is singing and playing he can counter-act any music- or sound-based magical attack, such as the charm of a harpy.

Charm: if a bard plays a stringed instrument and sings, there is a chance he can create a Charm Person or Charm Monster spell effect, the percentage chance is listed on the table below. The spell effects a single target, who has normal saving throw and magic resistance chances. The bard must play for 1 full round, on the next round he checks to see if the charm spell happens. He can attempt a charm once per turn (10 minutes). If he uses a Great Harp, Cithara or a Lyre, he gains +5% to his charm attempt.

Charm Animals: if a bard uses a flute or pan flute he can attempt to charm groups of normal (non-magical, non-supernatural) animals. He must roll his charm attempt, if he succeeds, up to

4d8 hit die of animals will be charmed by the music. The animals will not attack, and will follow the bard along as long as he keeps playing.

Legend Lore: this is a percentage chance (see table 2 below) that a bard knows important information about a magic item, location or historic person.

Morale: if a bard is singing and playing, then morale levels of his friends, allies and underlings are improved by 1. If morale breaks, a bard can attempt to rally any friendly within 36" by his musical talent. If he rolls his Charm percentage or lower, the broken troops automatically rally.

Thief Abilities: a bard has the following thief abilities as if a thief of his own level: Climb Walls, Detect Noise, Pick Pockets, and Read Languages. If they attempt Climb Walls while wearing armor heavier than leather, apply a -20% penalty.

Followers: if a bard has a stronghold and is of level 10 or better, he attracts 10d6 level 0 soldiers as followers. These men will not be replaced if killed, and must be supported, but will have morale of 11.

Combat and Saves: Bards use the thief table for both attack rolls and saving throws.

Bard Table 2 (spells and powers)

Caster Level	Spell level 1	Spell level 2	Spell level 3	Spell level 4	Spell level 5	Charm Percent	Legend Lore
1	--	--	--	--	--	15	5
2	1	--	--	--	--	20	10
3	2	--	--	--	--	22	15
4	2	1	--	--	--	24	20
5	3	1	--	--	--	30	25
6	3	2	--	--	--	32	30
7	3	2	1	--	--	34	35
8	3	3	1	--	--	40	40
9	3	3	2	--	--	42	45
10	3	3	2	1	--	44	50
11	3	3	3	1	--	50	55
12	3	3	3	2	--	53	60
13	3	3	3	2	1	56	65
14	3	3	3	3	1	60	70
15	3	3	3	3	2	63	75
16	4	3	3	3	2	66	80
17	4	4	3	3	3	70	85
18	4	4	4	3	3	73	90
19	4	4	4	4	3	76	95
20	4	4	4	4	4	80	99

The Berserker

The Berserker is a sub-class of fighter that are members of a Northron cult of the god Woden who are able to summon up a battle-rage. They spurn heavy armor and missile weapons as cowardly, and refuse to flee from combat. Berserkers must be Neutral in alignment.

Ability Score Requirements: Strength 13, Constitution 14

Races Permitted: Humans (U), Dwarf (8)

Armor Permitted: leather, padded, skins, shields

Weapons Permitted: all melee weapons; thrown axes, hammers, spears, clubs, daggers.

Weapon Proficiencies: 4, Non Proficiency Penalty -2, Additional Proficiencies: 1/3

Berserker Table 1 (experience levels)

Experience Points	Experience Level	Hit Points	Level Title
0-2000	1	1d12	Dog Brother
2001-4000	2	2d12	Wolf Brother
4001-8000	3	3d12	Lion Brother
8001-18,000	4	4d12	Bear Brother
18001-35,000	5	5d12	Ulfsark
35,001-70,000	6	6d12	Captain
70,001-125,000	7	7d12	Under Chief
125,001-250,000	8	8d12	Berserker
250,001-500,000	9	9d12	War Chief
500,001-750,000	10	9d12+3	War Chief
750,001-1,000,000	11	9d12+6	War Chief
1,000,001-1,250,000	12	9d12+9	War Chief

Additional 250,000xp per level after 12

Additional 3 hp per level after 12

Powers and Abilities

Combat and Saves: berserkers use the fighter table for attacks and saving throws. They can make multiple attacks against level 0 and low-hit die enemies, just as fighters do.

Battle-Rage: whenever a berserker goes into battle he goes into a rage, this allows him either to take a +2 to hit, or take 2 melee attacks. If he enters combat and does not kill an enemy, he will turn on his friends and attack; he may make a saving throw vs. paralysis to snap out of the rage. While in his rage, a berserker is immune to magical fear attacks, and gets a +2 saving throw vs. charm and hold spells.

Magic Items: berserkers may use the same magic items as fighters, except they are limited to magical leather, padded or skins armor.

Followers: At level 7 a berserker gains 20-50 level 0 berserker followers with 1 first level berserker for each 10 berserkers. At level 9, the berserker gains 20-70 additional level 0 berserker followers with 1 first level berserker follower for each 10 berserkers and 1 5th level berserker follower and a 2nd level Gothi follower.

Leaderless Berserkers: if a berserker of first level or greater encounters level 0 berserkers without a leader, he can offer to become their leader. Make an employment reaction check to see if they join him.

Behavior: a berserker may never flee from combat, refuse a challenge, and never needs to check morale. If he ever voluntarily flees or refuses, he loses 1 level, and permanently switches class to fighter (without the extra weapon damage).

The Canon Cleric

The Canon Cleric is a sub-class of cleric that represents the priests, bishops, monks and friars who do the majority of the work of the Lawful Church away from dangerous adventures. They must be Lawful in alignment. These canon clerics are more powerful in spell casting, but are less capable in combat.

Ability Score Requirements: Wisdom 9

Races Permitted: Humans (U)

Armor Permitted: none

Weapons Permitted: club, staff, heavy club

Weapon Proficiencies: 1, Non Proficiency Penalty -5, Additional Proficiencies: 1/6

Canon Clerics Table 1 (experience levels)

Experience Points	Experience Level	Hit Points	Level Title
0-1500	1	1d6	Chanter
1501-3000	2	2d6	Deacon
3001-6000	3	3d6	Arch-deacon
6001-13,000	4	4d6	Presbyter
13,001-27,500	5	5d6	Archimandrite
27,501-55,000	6	6d6	Flamen
55,001-110,000	7	7d6	Pontifex
110,001-225,000	8	8d6	Episcopus
225,001-450,000	9	9d6	Prelate
450,001-675,000	10	9d6+1	Prelate
675,001-900,000	11	9d6+2	Prelate
900,001-1,125,000	12	9d6+3	Prelate

Additional 225,000xp per level after 12

Additional 1 hp per level after 12

Powers and Abilities

Spell Casting: canon clerics cast spells from the cleric spell list. They get the same chance for spell failure and bonus spells from Wisdom as standard clerics.

Turn Undead: canon clerics can turn undead as clerics of 1 level higher than their own level.

Followers: the canon clerics gain followers similar to standard clerics (but see appendix).

Magic Items: canon clerics can use and create the same magic items (including scrolls) as do standard clerics.

Combat and Saves: canon clerics save as if they were clerics, but use the magic-user chart for melee attacks.

Canon Clerics Table 2 (spells useable)

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

Wisdom of 17+ required to cast level 6 spells.
 Wisdom of 18+ required to cast level 7 spells.

The Gothi

The Gothi is a sub-class of cleric that represents the priests of the neutral religion of the Northron pagans. They have a more warlike aspect than standard clerics, but have no power over the undead. Each Gothi must choose to follow one specific Northern god: Woden, Thunor, Tiwaz, Frea, Oegir, Nerthuz, Baldag or Fricco. The clerics encountered in berserker bands will actually be Gothar.

Ability Score Requirements: Wisdom 9

Races Permitted: Humans (U), Dwarf (8-npc)

Armor Permitted: all, including shields

Weapons Permitted: swords, battleaxe, hand axe, spear, war-hammer, javelin, dagger, saxe, knife, club, heavy club.

Weapon Proficiencies: 3, Non Proficiency Penalty -3, Additional Proficiencies: 1/4

Gothi Table 1 (experience levels)

Experience Points	Experience Level	Hit Points	Level Title
0-1500	1	1d8	Osboran
1501-3000	2	2d8	Wyrdsman
3001-6000	3	3d8	Oswald
6001-13,000	4	4d8	Blotsman
13,001-27,500	5	5d8	Witega
27,501-55,000	6	6d8	Runwita
55,001-110,000	7	7d8	Wigboran
110,001-225,000	8	8d8	Gothi
225,001-450,000	9	9d8	High Gothi
450,001-675,000	10	9d8+2	High Gothi
675,001-900,000	11	9d8+4	High Gothi
900,001-1,125,000	12	9d8+6	High Gothi

Additional 225,000xp per level after 12

Additional 1 hp per level after 12

Powers and Abilities

Spell Casting: Gothar cast spells from the cleric spell list. They get the same chance for spell failure and bonus spells from Wisdom as standard clerics.

Turn Undead: Gothar cannot turn the undead.

Followers: the Gothar gain followers similar to standard clerics, if the Gothi is a follower of Woden, the fighting followers may be berserkers (see appendix).

Combat and Saves: Gothar save and fight as if they were standard clerics.

Smite Trolls: Gothar who are followers of Thunor the Thunder God get +1 damage per level against Giant-Class enemies, just as do rangers.

Berserker Madness: Gothar who are followers of Woden can go into a battle-rage, gaining either +2 to hit or 2 attacks each round, this power can be used once per day for up to 10 rounds.

Sword Mastery: Gothar who are followers of Tiwaz gain +1 to hit and damage when using a sword.

Earth Magic: Gothar who are followers of Nerthuz or Fricco can memorize up to 1 spell per spell level from the Druid list in place of a cleric spell of that level.

The Queen's Blessing: a Gothar of Frea gets a bonus casting of Bless Spell per day.

Sea Magic: a Gothar of Oegir gets 1 bonus spell per day (his choice of level he knows) if he begins the day on a ship at sea.

Light Magic: a Gothi of Baldag may cast Light spell 1/day as an additional spell.

Raising the Dead: since the Northrons believe that the souls of warriors slain in battle go to the halls of Woden, Gothi may not use Raise Dead or Resurrection spells to raise warriors who have been slain in combat.

Scrolls: Gothar cannot make or use clerical scrolls. Instead, beginning at level 1, they make Rune Wands, long thin sticks of wood, carved with mystic rune spells.

Holy Water: Gothi do not make or use Holy Water. If a spell calls for Holy Water as a component (e.g. Bless), Gothi substitute 1 pint of Excellent Mead (5gp).

Magic Items: in addition to Rune Wands, Gothi who have reached level 10 can make a limited number of magic items, see the list in the magic item creation section. Gothar can use most magic items useable by any class or by clerics, except if those items are restricted in alignment.

Gothi Table 2 (spells useable)

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

Wisdom of 17+ required to cast level 6 spells.

Wisdom of 18+ required to cast level 7 spells.

The Scout

The Scout is a subclass of thief that represents more rural stealthy characters, from hunters to bandits to trackers and army scouts. They have slightly better choices of arms and armor, but are somewhat restricted in thief abilities. Scouts may be any alignment.

Ability Score Requirements: Dexterity 9, Wisdom 9

Races Permitted: Humans (U), Half-Elves (U), Elves (U), Halflings (U), Gnomes (U)

Armor Permitted: leather, studded leather, elf chain mail, padded, skins, shields

Weapons Permitted: all swords, all daggers and knives, spear, javelin, dart, short bow, long bow, hand axe, blackjack, club, heavy club, staff, bullwhip, light lance.

Weapon Proficiencies: 2, Non Proficiency Penalty -3, Additional Proficiencies: 1/4

Scout Table 1 (experience levels)

Experience Points	Experience Level	Hit Points	Level Title
0-1,250	1	1d6	Muleskinner
1251-2500	2	2d6	Outrider
2501-5000	3	3d6	Tracker
5001-10,000	4	4d6	Picket
10,001-20,000	5	5d6	Sentinel
20,001-42,500	6	6d6	Watchman
42,501-70,000	7	7d6	Scout
70,001-110,000	8	8d6	Scout Captain
110,001-160,000	9	9d6	Master Scout
160,001-220,000	10	10d6	Master Scout
220,001-440,000	11	10d6+2	Master Scout
440,001-660,001	12	10d6+4	Master Scout

Additional 220,000xp per level after 12

Additional 2 hp per level after 12

Powers and Abilities

Thief Abilities: scouts have the ability to Move Silently, Hide in Shadows, Hear Noise, Climb Walls, and Backstab as a thief of the same level. If he tries to use these abilities while wearing studded leather armor, he suffers a -10% to his attempt.

Outdoor Traps: scouts can find, remove and set outdoor traps which are set in the forest, jungle or other outdoor terrain, with the same percentage as a thief of their same level.

Track: a scout can track as a ranger of the same level.

Combat and Saves: scouts fight and save using the thief table.

Followers: scouts may build a fortress in the wilderness, at least 10 miles from any town or city. If he has such a fortress, he will attract a band of 4-24 first level scouts when he reaches 10th level. Additionally, he will attract a band of 10-60 level 0 soldiers, bandits or brigands, depending on his alignment.

The Summoner

The Summoner is a sub-class of magic-user that focuses on spells that summon up creatures to do their bidding. Since so many of a summoner's spells involve summoning demonic spirits, summoners may never be Lawful in alignment, but only Neutral or Chaotic.

The magic of summoners is more closely aligned to the magic of standard magic-users than is the magic of illusionists. As a result, summoners do need to use Read Magic to read scrolls and the spell books of others. But, if a spell appears both on the summoner list and on the magic-user list, a summoner may learn the spell from a magic-user's book or scroll.

There is no magic school or order for summoners, so new characters will know Read Magic and 3 other first level summoner spells, rolled randomly (re-rolling any duplicates). Like magic-users, summoners learn one new spell automatically on gaining a level, but others must be discovered on adventures. Summoners must roll, based on their intelligence, to see if they can learn the new spells, just as magic-users must.

Ability Score Requirements: Intelligence 12, Constitution 12

Races Permitted: Humans (U), Half-Orcs (5th level), Nasenna (12th level NPC)

Armor Permitted: none

Weapons Permitted: dagger, dart, staff

Weapon Proficiencies: 1, Non Proficiency Penalty -5, Additional Proficiencies: 1/6

Summoner Table 1 (experience levels)

Experience Points	Experience Level	Hit Points	Level Title
0-2250	1	1d4	Journeyman
2251-4500	2	2d4	Disciple of the Art
4501-9000	3	3d4	Caller
9001-18,000	4	4d4	Binder
18,001-35,000	5	5d4	Banisher
35,001-60,000	6	6d4	Grand Banisher
60,0001-95,000	7	7d4	Spirit Master
95,001-145,000	8	8d4	Diabolist
145,001-220,000	9	9d4	Summoner
220,001-440,000	10	10d4	Master Summoner
440,001-660,000	11	10d4+1	Master Summoner
660,001-880,000	12	10d4+2	Master Summoner

Additional 220,000xp per level after 12

Additional 1 hp per level after 12

Attuned Summoning: summoners are such masters of the art, that creatures summoned by them are allowed to make a saving throw vs. spells in order to attempt to bypass the protection granted by a Protection from Evil spell.

Summoners and Magic Items: summoners are restricted in their use of magic items, much as illusionists are. They may use the following items:

--all potions not restricted to fighters

--summoner scrolls, and magic-user scrolls containing summoner spells.

--rod of cancellation, staff of striking, wands of enemy detection, magic detection, metal and mineral detection, secret door and trap detection, conjuration, wonder

--miscellaneous magic items useable by all classes, all robes (except robes of the achmagi), books useable by magic-users, and those items on the list that can be made by summoners (see below).

--artifacts unless restricted in their description

--magic daggers, darts, and weapon-staffs.

Summoners may make the following items:

Scrolls of any spell they know, Protection Scrolls, Ring of Djinni Summoning, Ring of Elemental Command, Ring of Three Wishes, Wand of Conjuraton, Wand of Wonder, Amulet of the Planes, Bag of Beans, Bag of Tricks, Bowl of Commanding Water Elementals, Brazier of Commanding Fire Elementals, Censer of Controlling Air Elementals, Cubic Gate, Horn of Valhalla, Pipes of the Sewers, Quaal's Feather Token, Robe of Useful Items, Stone of Controlling Earth Elementals, Well of Many Worlds

Summoner Table 2 (spells useable)

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

The Warlock

The Warlock is a sub-class of cleric that represents the evil priesthods of a wide variety of demonic and diabolic cults. All warlocks must be of the Chaotic alignment.

Ability Score Requirements: Wisdom 9

Races Permitted: Humans (U), Half-orc (4), Half-elf (5)

Armor Permitted: all, including shields

Weapons Permitted: any, including poison and oil.

Weapon Proficiencies: 2, Non Proficiency Penalty -3, Additional Proficiencies: 1/4

Warlock Table 1 (experience levels)

Experience Points	Experience Level	Hit Points	Level Title
0-1500	1	1d8	Neophyte
1501-3000	2	2d8	Initiate
3001-6000	3	3d8	Tempter
6001-13,000	4	4d8	Coven Leader
13,001-27,500	5	5d8	Deceiver
27,501-55,000	6	6d8	Grumble-Dook
55,001-110,000	7	7d8	Witch
110,001-225,000	8	8d8	Warlock
225,001-450,000	9	9d8	Witch-King
450,001-675,000	10	9d8+2	Witch-King
675,001-900,000	11	9d8+4	Witch-King
900,001-1,125,000	12	9d8+6	Witch-King

Additional 225,000xp per level after 12

Additional 1 hp per level after 12

Powers and Abilities

Spell Casting: Warlocks cast spells from the cleric spell list. They get the same chance for spell failure and bonus spells from Wisdom as standard clerics. Warlocks may freely use the reverse of spells (reverse of Raise Dead, the various cause wounds spells, etc), but are limited in their use of healing magic to only those chaotic characters in their own particular evil cult who have made a pact of obedience.

Administer Pact: a warlock can administer an oath of allegiance to a willing person. The oath turns the taker Chaotic, gets him 5 permanent hit points, and allows him to be healed by a warlock of the cult. However, he is subject to commands by the warlock or his demonic master and must make a save vs. spells to disobey. The pact can only be lifted by an Exorcism spell.

Turn Undead: Warlocks can turn the undead, and even command their service as detailed for evil clerics in the AD&D books.

Followers: the Warlocks gain followers similar to standard clerics, the DM may allow the warrior followers of a Warlock to be orcs, goblins or hobgoblins (see appendix).

Magic Items: Warlocks can use and create magic items as clerics do (including scrolls), see the magic item creation section for details. Treat Warlocks as "evil clerics" in the AD&D rules.

Combat and Saves: Warlocks save and fight as if they were standard clerics, except that they may use poison and can learn to use any weapon.

Water and Symbols: warlocks use unholy symbols and unholy water in place of holy water and holy symbols, but the price is the same, the source is different.

Specific Demon Powers: each demon or devil grants his own special power, but also inflicts some visible sign of allegiance upon a warlock (see table 3)

Warlock Table 2 (spells useable)

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

Wisdom of 17+ required to cast level 6 spells.

Wisdom of 18+ required to cast level 7 spells.

WARLOCK TABLE 3: Sample Demons/Devils, Powers and Signs:

Demon	Power	Sign
Demogorgon	Charm Person 1/day	Scaly Skin
Jubilex	Natural Acid Attack 1/day	Runny Sores
Orcus	Animate Dead 1/day	Ram's Horns
Yeenoghu	+1 hit/damage with flail	Furry Body
Asmodeus	Burning Hands 1/day	Devil Horns
Baalzebul	Pyrotechnics 1/day	Bug Eyes
Dispater	+1 hit/damage with staff	Devil Tail
Geryon	+2 damage with fists	Hairy Body
The 12 Demons	Create Goblins 1/day	Red eyes
The 1000 Devils	Stinking Cloud 1/day	Hooves
Unholy Feaster	Scare 1/day	Slobbery Mouth, really gross
The Great Spider	Spider Climb 1/day	Skinny limbs, totally bald

CHAPTER THREE: ENCUMBRANCE

1. CHARACTERS

Base:

All player characters have a base movement rate of 12" when unarmored. This movement rate is lowered to 9" or 6" if the character is wearing certain armor types (see the armor table in the gear book). Small and normal shields do not affect movement, but a Large Shield reduces movement by 1". Magic armor (but not shields) increases the base movement of the wearer by 1 inch per plus

Weapons:

Characters are allowed to carry up to 5 weapons without incurring an encumbrance penalty, as long as only one of those weapons is two-handed. Each weapon he carries beyond 5 inflicts a minus one to his movement rate. Each two-handed weapon beyond 1 he carried, even if he is carrying less than 5 total, inflicts a minus one to movement. A flask of oil, acid or holy water counts as a weapon. Bastard swords, spears and battle axes count as 1 handed weapons.

Ammunition and Carrying Equipment:

A quiver, of any size or type, counts as a single weapon for encumbrance purposes. Likewise, a sling pouch, or a bandolier counts as a single weapon for encumbrance, no matter how many weapons it carries. A dart clip and its 3 darts on a shield do not count toward weapon totals for encumbrance at all.

Sacks and Packs

3 full small sacks (30 pounds) impose a -1 to movement. 2 full large sacks (30 pounds) impose a -1 to movement. Allow any character or NPC with Strength of 9 or greater to wear a back pack without movement penalty, but weaker characters suffer a -1 move. A porter's pack imposes a -2 to movement (85 pounds). A protective box for a spell book is -1 to movement.

High Strength

Each point of damage adjustment from high strength allows a character to ignore 1" of movement penalty from encumbrance.

2. HORSES

Base

Each type of common pack animal and horse has 2 weight limits. The first is for the animal to move at full speed, the second limit is for half speed. Example: Light Warhorse 300/500: up to 300 pounds its full speed, from 301 to 500 pounds it is at half speed.

Riders

Count any unarmed rider as 200 pounds, count armed riders in type C armor as 250 pounds, and count an armed rider in type M or P armor as 300 pounds. This includes saddles, armor, weaponry etc.

Other Gear:

If the weight of other items is not given in the gear book, the DM should assign a weight.

Horse Armor

Remember to apply the Horse Armor weight too, see Tack and Harness for amount.

CHAPTER FOUR: MONTHLY MAINTENANCE

Each month a character must pay maintenance for himself and each one of his underlings. There are various levels of maintenance that he can choose from, and each level has a definite game effect.

1. People

Level	Price	Hit Dice	Example
Minimal	10sp	Worst of 3	Prisoner, beggar
Lackey	3gp	Worse of 2	Servant, laborer
Standard	30gp	1 roll	Soldier, Craftsman
Exceptional	60gp	Better of 2	Merchant
High	100gp/exp level	Best of 3	Adventurer

Minimal: includes a half ration (1 bushel per month) of grain and water. Person will be dressed in rags and will be lean and starved. Make a saving throw vs. poison or come down with a disease. Lodging is on a pile of garbage.

Lackey: includes a full ration (2 bushels) of grain per month and 1 mug of beer per day, a clothing allowance that ensures 1 set of clothes (tunic, cloak, clogs, hose or dress, clogs and cloak) per year and a 1d8 silvers for spending money. If this is paid to employees with weapons or armor, there is a 1 in 6 chance that each will be damaged due to lack of maintenance. Lodging is a space on the common floor or stable.

Standard: includes 3 weeks of “standard rations” and 1 week of “iron rations”, 1 pint of ale or cheap wine per day, a clothing allowance that allows 2 full sets of clothes (trousers, shirt, jacket, cloak, boots, belt, pelt pouch) per year, maintenance and repair of weaponry or tools plus a 4d6 sp for spending money. If called on to travel, the person will have 3 days of iron rations and a 2-quart skin of ale on hand. Lodging is a shared multi-person room.

Exceptional: includes 3 merchant-quality meals per day, and 1 week of iron rations per month, 2 pints of average wine per day, a 1 gallon of good wine per month, also, a new set of clothes (riding boots, trousers, shirt, belt, jacket, cloak and hat of merchant quality) per month. It also includes maintenance of equipment and arms. An underling will have a 1d4 gold pieces for spending money. If called on to travel, the person will have 1 week of iron rations and a 2-quart skin of good wine on hand. Lodging is half of a double room, unless you own your own place.

High: includes 3 rich-quality meals per day, and 1 week of iron rations per month, 2 pints of good wine per day, a 1 gallon of excellent wine per month, also, a new set of clothes (riding boots, trousers, shirt, belt, jacket, cloak and hat of merchant quality) per month and one set of noble-quality clothes per year. It also includes maintenance of equipment and arms. If called on to travel, the person will have 1 week of iron rations and a 2-quart skin of excellent wine on hand. An underling will have 5gp per level of spending money. Lodging is a private room, unless you own your own place.

Special Note on Monks: monks are trained in ascetic discipline to such an extent that they can get the Hit Die benefits of “high” living and avoid the disease save while only spending the “minimal” amount.

2. Horses and other Draft Animals

Level	Price	Hit Dice	Example
Minimal	5sp	Worst of 3	Neglected nag
Poor	1gp	Worse of 2	Poor man’s plough horse
Standard	5gp	1 roll	Merchant’s riding horse
Exceptional	25gp	Better of 2	Warhorse
High	75gp	Best of 3	Prized steed

Minimal: horse is tied up outside and grazes for food, given fodder ¼ of the time. Make a save vs. poison or die of horse fever.

Poor: horse is corralled outside, given fodder every day. Make a saving throw vs. poison or go lame sometime during the month.

Standard: horse is stabled, fed fodder ¾ of the time and grain ¼ of the time. It is regularly shod, and has the services of 1/10th of a groom’s attention.

Exceptional: horse is stabled, fed grain every day, regularly shod and the services of a groom 1/5 of the time. This level is mandatory for Race horses, Medium and Heavy warhorses.

High: horse is well-stabled, fed superior grain every day, regularly shod and has a private groom in the stable. This level is mandatory for Superior Chargers and Paladin’s warhorses.

3. Dogs

Level	Price	Hit Dice	Example
Minimal	1sp	Worst of 3	Garbage dog
Poor	4sp	Worse of 2	Poor man’s rat-dog
Standard	1gp	1 roll	Merchant’s guard dog
Exceptional	5gp	Better of 2	Noble’s guard dog
High	25gp	Best of 3	Prized hunting dog

Minimal: dog lives on garbage with occasional treat, sleeps on garbage pile.

Poor: given decent meat once a week or so, otherwise garbage, sleeps outside

Standard: dog is fed regularly with decent food, has some moderate shelter.

Exceptional: dog has a bed and decent meat every day.

High: dog has nice bed, excellent food and medicine, is regularly groomed and cared for.

HIT DICE ROLLS

Each new month, every player character re-rolls his hit dice totals for himself, his underlings, his horses and his dogs. The roll is made after the maintenance is paid for the month. If he pays anything other than Standard maintenance, he rolls several times and takes the best or worst of the various rolls, as listed on the maintenance tables. If a character is wounded at the beginning of a month, he must wait until he has healed before rolling his new dice total.

CHAPTER FIVE: SPENDING FOR EXPERIENCE POINTS

Winning and spending treasure is a key aspect of gaining experience points. Characters get experience points equal to the value of treasure, when that treasure is spent or allocated. If the spending is clearly detailed and described, then the experience points are awarded on a 1 to 1 basis (1 experience points per gold piece). If the spending is merely broadly described, then the award is at a 50% rate (1 experience points per 2 gold pieces). For example: if a generous character says "I give the money to the poor", that would get him 50%. However, if he says "I buy the orphans 1 blanket, 1 bowl, 1 spoon, 2 sets of clothes, and a pair of shoes each, and buy a barrel of flour and a barrel of beans for them to eat" and itemizes the purchase, then that would get him 100%.

Maximum Expenditure: A character can receive experience points for spending money equal to a maximum of 1000 times his current level during any one in-game month, or during or between any one game session. This maximum may be waived by the GM if there is a compelling reason.

Things that never grant Experience points for spending:

Personal Armor, Weapons and adventuring gear
Travel rations and lodging for oneself and one's underlings
Mystical Protection or other spells cast for hire to aid the character
Fines, wergild, tolls or taxes
Monthly maintenance for oneself henchmen and hirelings
Money spent to make or purchase spells or magic items

Things that always grant Experience points for spending:

Funeral expenses for comrades, kinsmen or henchmen
Building, furnishing or improving the character's home

Character Traits: each character must pick 1 or 2 character traits when the character is created. Each trait allows the character to spend money for Experience points on certain definite things. When a character reaches 4th level he may add another trait, and when he reaches 9th level, he may add a fourth.

Artistic: the character loves beauty and artworks of all sorts.

Sources of Experience points: any paintings, statues, tapestry or pottery of artistic quality that are purchased or looted and displayed at character's home.

Collector: the character collects a certain class of object.

Sources of Experience points: each separate, unique example of the class of object you choose. If items stolen from you, must be replaced before further XP can be gained for collection.

Compassionate: the character is pre-occupied with alleviating suffering of the people around him.

Sources of Experience points: money that is spent to feed, clothe, house or heal the poor

Competitive: the character needs to be better than other people whenever possible.

Sources of Experience points: money spent to get an obvious, noticeably better version of something someone else has or has done.

Destructive: the character enjoys destroying things. Vandalism, burning down buildings, slashing paintings, smashing sculptures, feeding a race horse to a pack of wolves, etc all of which would render the value of items to completely zero. Sources of Experience Points: the characters would get XP from destroying things, but this doesn't protect them from the consequences of angry owners of property damaged, the law chasing them down, or other players angry the player destroyed 10,000gp worth of loot.

Equestrian: the character loves horses and everything associated with them

Sources of Experience points: money spent on horses and their equipment, if a horse is killed or stolen, the character loses the value lost.

Fashionable: the character loves to look good.

Sources of Experience Points: Money spent on the highest quality clothing, cosmetics, perfumes, furs, jewelry and accessories. With the exception of jewelry and perhaps some furs, they should be thrown away after a few months.

Gambler: the character loves to gamble

Sources of Experience Points: money lost while gambling.

Generous: the character gets great enjoyment out of spreading his wealth around to his friends

Sources of Experience points: presents (but not cash) given to NPC friends, allies and henchmen provide experience points. To get 100% award, it must be a special, appropriate gift. GM may allow presents to fellow PC's but can disallow if any abuses take place.

Glorious: the character is constantly seeking to increase his fame in his chosen profession.

Sources of Experience points: monuments, statues and carved memorials to the character's great deeds and paying minstrels and bards to immortalize and spread the fame of the character.

Hedonistic: the character is focused on physical pleasures.

Sources of Experience points: money spent on feasts, banquets, entertainments, fine wine, mead or pleasurable companionship.

Hunter: the character loves hunting and the chase, and all its trappings

Sources of Experience points: buying hunting dogs, building a hunting lodge, hiring huntsmen or trackers, financing a hunting expedition, buying falcons or hunting hawks.

Lady's Man: the character likes the ladies

Sources of Experience points: presents given to desirable women in the pursuit of one's interest.

Lordly: the character is focused on ruling over land and people, and the amount of territory and subjects he has.

Sources of Experience points: gifts to warrior henchmen, hirelings and followers (but not ordinary gear), building fortresses or walls, purchased lands and halls, improvements to lands.

Loyal: the character is focused on his oaths and his duties to his lord and/or his vassals.

Sources of Experience points: paying ransom for lord or men, gifts of land to men, providing for the family of slain men or lord, helping family members in need.

Miserly: the character wants to hoard treasure and dislikes spending more than absolutely necessary.

Sources of Experience points: treasure stored in a secure location (treasure house, buried in secret). If the money is stolen or spent, he loses the experience points. If special items are stolen, he cannot gain experience points from spending until they are recovered. Miserly characters should always gain 100% for all treasure hoarded.

Patriotic: the character is passionate about his country, home-town, tribe or province.

Sources of Experience points: any money spent defending or improving the defenses of the community in question.

Religious: the character is driven to promote his gods

Sources of Experience points: building a shrine, temple or monastery of some sort, appropriate sacrifices, based on religion in question. Gifts to a religious organization.

Scholarly: the character is driven to collect books, ancient artifacts, and other pieces of ancient lore.

Sources of Experience points: any books, artifacts, or ancient records with valuable knowledge that are purchased or looted and stored in a safe location. Experience points is lost if the items are stolen.

APPENDIX: ADDITIONAL NOTES AND RULES

CLERICAL FOLLOWERS: In addition to the level-0 followers that a cleric gains at high level, add a 3rd level fighter (lieutenant) for each 30 men attracted. These men do not advance in level but act as officers for the men. Additionally, add 1d6 level 1 clerics when first gaining followers, and 1 additional level 1 cleric each time the cleric gains a level.

CANON FOLLOWERS: in addition to the normal cleric troop followers gained by the same rules as clerics, a canon may establish a monastery, consisting of at least a Cloister on an Estate's worth of land. If he does so, and takes up a monastic residence therein, he will attract 48 level 1 canons to join his monastery.

GOTHI FOLLOWERS: a gothi will attract 100 plus 1d100 level 0 warrior followers at the same level the clerics do. These warriors will all be heavy infantry in chainmail, shield (50% spear and battleaxe, 50% broad sword and hand axe). Gothar of Woden may substitute Berserkers for the warriors. Add a 3rd level lieutenant for each 30 men as for clerics above, and add 1d4 level 1 gothar, plus 1 per level gained above 9.

WARLOCK FOLLOWERS: a warlock will gain 100 plus 1d100 level 9 warrior followers at the same level the clerics do. These warriors will either be Brigands or Hobgoblins or Orcs (using the equipment percentages given in the Monster Manual) as the DM deems most appropriate. If the followers are brigands, add 1 3rd level lieutenant for each 30 troops. If the followers are Hobgoblins, then there will be 1 subchief,(total) plus 1 sergeant for each 20 hobgoblins. If the followers are orcs, then there will be a leader and 3 assistants for each 30 orcs. The warlock will also gain a coven of 12 level 1 warlocks (with himself as the 13th), if one is killed, he will be replaced in 1d4 months, but all the warlock's followers suffer -1 morale until the replacement arrives.