

APPENDIX A: NEW SUBCLASSES

The character subclasses listed in the Player's Handbook are not the only ones that can exist in the H&H game. Many other character subclasses, either general or highly specialized, could also exist. Indeed, a common reaction of players to the character classes is to question why their characters can't have the powers or skills of another class. You can create subclasses that draw from a combination of existing character features.

Creating a new subclass is not recommended for novice GMs or players. Before attempting this, be sure that you are familiar and comfortable with the H&H rules. Furthermore, it is not a good idea to create new subclasses in a brand-new campaign which has no background for players to base actions and decisions on.

The guidelines and examples provided here require you to use your judgment – they aren't fool-proof. Without careful thought, you may find you've created an overly forceful combination of powers or a bizarre, unplayable character class. As with new character ancestries, start with a single test case before you approve the class for all players.

Naturally, the GM must approve a class before a player can begin using it. The GM also has the right to make any changes he sees fit, even after the character has been played for some time!

You are advised not to try to create a super class - a class that allows players to do everything. Consider what is lost: A super character undermines party cooperation and group play. If you have a character who can do everything, you don't need other characters (and hence other players). Further, a whole group of super characters is nothing more than a group of one-class characters. You lose as much variety, as much color, as if you had a group consisting only of fighters. And a group of fighters (or any other single class), no matter what their abilities, is boring. There is nothing to distinguish Joe Fighter from Fred Fighter in ability.

Another factor to consider when creating character subclasses is whether the class is really needed. Some players want to create a character class for every profession or ability – duelists, jesters, shamans, vampire hunters, vikings, mountaineers, etc. They forget that these are really based upon the character's background and skill proficiencies, not classes.

What is a viking but a fighter from a Scandinavian-inspired culture with sailing skills and a certain outlook on life and warfare? A shaman is really nothing but a tribal spellcaster who advances in both the mage and druid (or cleric) classes. A vampire hunter is only a title assumed by a character of any class who is dedicated to the destruction and elimination of those loathsome creatures. Choosing the title does not imply any special powers or abilities. The character just uses his current skills to fulfill a specific, personal set of goals.

Before creating a new subclass, stop and ask yourself, "Is there already a class or subclass that can fill the niche?" Think of ways an existing class could fulfill the desired goal through roleplaying and careful choice of proficiencies. A mountaineer could easily be a fighter or ranger, born and bred on the slopes, with a love of the rugged peaks and proficiencies in Athletics, Nature, Survival, and the like. There is no need for a mountaineer class. Similarly, a cavalier or samurai is simply a lawfully-aligned fighter who is trained in mounted combat.

Also, consider how much fun the character is going to be to play. This is particularly true when you plan to create subclasses with highly specialized abilities. True, there may be a place for a wise old sage, but would it be fun to play? Consider that all the sage does is conduct research and answer questions. An important task, perhaps, but boring when compared to fighters, mages, and the like. Clearly there is no great demand for the sage as a player character. So, there is no need for the character class.

Finally, remember that there is no such thing as an exclusively NPC character subclass. What is the logic of saying a non-player character can be such-and-such, but a player character cannot? None. This is a false restriction. Every character subclass you create should be open to player characters and non-player characters alike.

With all these considerations in mind, you can use the following guidelines to create new character subclasses:



When designing a subclass, first choose the class upon which the subclass is based. Most of the details pertaining to the subclass should be derived from this base class.

Example: The eldritch knight subclass presented below is fighter subclass that uses magic to augment their attacks and defense. As such, their spell slot progression is slowed and their choice of spells is limited, but they may cast spells in armor and are competent warriors. In developing this subclass, the abilities of a multiclassed fighter/mage were used as the basis for determining the eldritch knight's class features, Hit Dice, and Attack Bonus.

When altering the base class, try to balance any new subclass features by removing an existing class feature of comparable value.

Example: Cloistered clerics gain additional skill proficiencies, as well as the Lore ability of the bard class and the ability to regain a limited number of spell slots through prayer. They also keep the full spell progression and Turn Undead ability of clerics. To balance these abilities, the cloistered cleric loses most of the armor and weapon proficiencies of standard clerics and may not cast spells while armored. Additionally, their Hit Die type and Attack Bonus progression is reduced to that of a mage.

Sometimes, creating a subclass is as simple as altering existing the base class's features to better mirror the theme of the subclass. Rather than adding or removing class features, the existing features are tweaked so that they fit the variant's purpose.

Example: The blackguard subclass detailed below is simply a re-skinned paladin who acts as a champion of chaos and evil. The paladin class features are simply renamed and the benefits of those features altered to fit with the theme of the blackguard.

Unless otherwise noted, new subclasses attract followers as would the class that they are based upon, but may substitute members of their subclass for those normally gained. For example, cloistered clerics may substitute cloistered clerics for their clerical retainers, while wardens and skalds may replace ranger and bard followers with members of their own subclass. Blackguards, like paladins, do not attract followers but may lead chaotic evil henchmen and hirelings. The following pages present nine new subclasses for the Heroes & Hexes game.

New Subclasses

This tome presents 9 new subclasses that you, as GM, may wish to incorporate into your game. The following table provides a brief overview of these subclasses and their abilities.

Class	Hit Die	Ability Requirements	Alignment	Class Features
Arcane Trickster (Rogue)	d6 (4)	Intelligence 13, Dexterity 13	Any	Backstab (1), Find Traps (1), Mage Spells (1), Sneak Attack (1), Spellbook (1), Ranged Legerdemain (3)
Blackguard (Fighter)	d10 (6)	Strength 13, Wisdom 13, Charisma 13	Chaotic evil	Detect Good (1), Lay of Hands (1), Smite Good (1), Immunity to Disease (2), Unholy Aura (3), Command Undead (3), Skeletal Mount (4), Extra Attacks (5), Blackguard Spells (6)
Cloistered Cleric (Cleric)	d6 (4)	Intelligence 13, Wisdom 13	Any	Cleric Spells (1), Domain (1), Lore (1), Turn Undead (1), Silent Reflection (6)
Eldritch Knight (Fighter)	d8 (5)	Strength 13, Intelligence 13	Any	Mage Spells (1), Spellbook (1), Weapon Focus (1), Summon Weapon (3), Extra Attacks (5)
Paragon (Fighter)	d10 (6)	Strength 13, Wisdom 13, Charisma 13	Lawful good	Detect Evil (1), Lay on Hands (1), Smite Evil (1), Fighting Style (2), Immunity to Disease (2), Divine Grace (3), Turn Undead (3), Trusty Steed (4), Extra Attacks (5)
Skald (Fighter)	d10 (6)	Strength 13, Charisma 13	Any neutral	Bardic Music (1), Lore (1), Warrior-Poet (2), Extra Attacks (5), Epic Verse (6), Use Written Magic Items (8), A Thousand Faces (10)
Sorcerer (Mage)	d6 (4)	Constitution 13, Charisma 13	Any	Mage Spells (1), Sorcerous Bloodline (1), Sorcerous Focus (1)
Warden (Fighter)	d10 (6)	Strength 13, Dexterity 13, Constitution 13	Any	Animal Empathy (1), Favored Enemies (1), Foe Hunter (1), Fighting Style (2), Healing Lore (3), Pathfinder (3), Extra Attacks (5), Use Scrying Devices (8)
Witch (Mage)	d6 (4)	Intelligence 13, Wisdom 13	Any	Animal Empathy (1), Spellbook (1), Spellcasting Focus (1), Witch Spells (1), Greater Hex (2), Green Craft (3), Natural Lore (5)

Each subclass is briefly described in the pages that follow. In choosing a subclass, keep the following in mind:

- **Hit Die:** The relative hardness of your character is determined by Hit Die type. A fighter, who rolls a d10 for Hit Points when advancing in level, will typically be more resilient than a mage who only rolls a d6. Rather than rolling for Hit Points, players may opt to choose a set level of Hit Points when advancing in level. That number is shown in parentheses beside the Hit Die Type.
At 1st level, your character has 1 Hit Die, and the die type is determined by your class. You add your Constitution modifier to this die roll to determine your Hit Point maximum. After 10th level all classes receive a set number of Hit Points per level and no longer roll for Hit Points. The character's Constitution modifier is no longer applied to their Hit Points after 10th level.
- **Ability Requirements:** A character must meet or exceed these requirements in order to qualify for that subclass.
- **Alignment:** In choosing a character subclass, its alignment restrictions should be carefully considered. If the character is restricted in their choice of alignment, their outlook and the actions they are permitted to engage in are more narrowly defined. A character whose alignment changes to one incompatible with their character subclass may not advance further in that subclass without atoning for their actions and returning to a suitable alignment.
- **Attack Bonus:** Each class has an Attack Bonus that improves as your character advances in level. You add your Attack Bonus to your attack roll when attacking with a weapon or unarmed strike.
- **Class Features:** These are the special abilities of the character's chosen subclass. Each is described in detail in the subclass's description.

Adventurers sometimes advance in more than one class or subclass. Pages 33-34 of the Player's Handbook provide rules for advancing in two classes simultaneously, called multiclassing, and for dabbling in different classes, called split-classing.

Armor and Weapon Proficiencies by Class

Class	Armor	Shield	Weapon Proficiencies	Poison
Arcane Trickster (Rogue)	Light	None	Club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, horseman's mace, quarterstaff, scimitar, sickle, shortbow, short sword, sling, whip	?
Blackguard (Fighter)	Any	Any	Any	Yes
Cloistered Cleric (Cleric)	None	None	Club, dagger, dart, light crossbow, and quarterstaff	?
Eldritch Knight (Fighter)	Light and Medium	Any	Any	?
Paragon (Fighter)	Any	Any	Any	?
Skald (Fighter)	Light and Medium	None	Any	?
Sorcerer (Mage)	None	None	Club, dagger, dart, light crossbow, and quarterstaff	?
Warden (Fighter)	Any	Any	Any	?
Witch (Mage)	None	None	Club, dagger, dart, quarterstaff, sickle, and sling	?

Armor

The listed armors are those that the character is proficient with; those that he has trained in and may use without additional penalties. If a character dons armor that he is not proficient with, he is penalized on all attack rolls, taking a -1 penalty to attack rolls if wearing light armor or using a shield unskilled, a -2 penalty if wearing medium armor unskilled, or a -4 penalty if wearing heavy armor without training in its use.

Weapons

The listed weapons are those that the character can use proficiently. If a character attempts to use a weapon with which they are not proficient, they suffer a -4 penalty to all of their attack rolls.

Poison

The question mark indicates that the use of poisons is possible depending upon your character's alignment and the permission of your Gamemaster.

Arcane Trickster (Rogue Subclass)

The Arcane Trickster is a rogue subclass that blends stealth with magic use, specifically the use of illusion and enchantment spells to deceive, misdirect, and surprise enemies. They are also able to use the Mage Hand cantrip to filch items, and disable traps and locks from a distance.

Arcane tricksters may join a thieves' guild and attract followers just as any other rogue does. Their arcane gifts make them vital assets to any guild, even if their talents sometimes draw the unwelcome attention of local mages.



Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Backstab, Find Traps, Mage Spells, Sneak Attack, Spellbook
2	2	+1	
3	3	+1	Ranged Legerdemain
4	4	+2	
5	5	+2	
6	6	+3	
7	7	+3	
8	8	+4	
9	9	+4	
10	10	+5	
11	+1	+5	
12	+1	+6	
13	+1	+6	
14	+1	+7	
15	+1	+7	
16	+1	+8	
17	+1	+8	
18	+1	+9	
19	+1	+9	
20	+1	+10	

Ability Requirements:	Intelligence 13, Dexterity 13
Hit Die Type:	d6 (4)
Alignment:	Any
Weapon Proficiencies:	Club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, horseman's mace, quarterstaff, scimitar, sickle, shortbow, short sword, sling, and whip
Armor Proficiencies:	Light
Saving Throw Proficiencies:	Intelligence and Dexterity
Skill Proficiencies:	Arcana, Disable Device, Language (Thieves' Cant), Sleight of Hand, and Stealth, plus any 2 of the following: Acrobatics, Ciphers, Deception, Disguise, History, Insight, Intimidation, Investigation, Perception, Performance (any), Persuasion, Poison, and Profession (any)
Starting Funds:	2d6 x 10 gold pieces
Prohibited Ancestries:	Dwarf, elf (wild), halfling, half-ogre

Backstab

Arcane tricksters are opportunistic attackers, striking vulnerable foes more effectively than others. When making a melee or ranged attack against a blinded, surprised, or flanked foe, arcane tricksters gain a +2 bonus to their attack and damage rolls. The damage bonus increases by 1 point at arcane trickster levels 6 (+3), 11 (+4), and 16 (+5).

An arcane trickster may only Backstab creatures that have a discernible anatomy. They may only Backstab with weapons listed on the arcane trickster weapon proficiency list. If making ranged Backstab attacks, they must be within close range for the weapon used. Arcane tricksters gain no Backstab bonus against opponents with a concealment bonus to their Armor Class.

Find Traps

Arcane tricksters may make Investigation checks to search for traps, including magical traps, with their full Proficiency Bonus. Other characters may attempt to find traps with an Investigation check, but do not apply their Proficiency Bonus to such checks, even if they are proficient in the Investigation skill.

To find a trap, the arcane trickster spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area. The DC of this check is usually 10 + the Proficiency Bonus + the Dexterity modifier of the NPC who set the trap with a Disable Device check. For spell traps, such as Glyph of Warding, the DC is equal to the spell's Saving Throw DC.

A successful Investigation check indicates that the arcane trickster finds a trap, if one is present. If multiple traps are in an area, the result of this Investigation check is applied against all traps in the area.

Mage Spells

Arcane tricksters casts arcane spells from the mage spell list (PHB 82-84). Due to their limited arcane training, arcane tricksters may only learn and cast spells from the Enchantment/Charm, Illusion/Phantasm, and Universal schools of magic. See pages 228-229 of the Player's Handbook to see which spells belong to each of these schools of magic.

Arcane tricksters may prepare a limited number of spells from each spell level per day. The table below lists the number of spells per day an arcane trickster may prepare from each spell level.

An arcane trickster must prepare spells before casting them by studying from a spellbook. While studying, the arcane trickster decides which spells to prepare. Spell preparation and descriptions are covered in greater detail in the Magic section beginning on page 73 of the Player's Handbook. Arcane tricksters may cast mage spells while wearing light armor.

Intelligence is the spellcasting ability for casting mage spells, since arcane tricksters learn their spells through dedicated study and

memorization. Arcane tricksters use Intelligence whenever a spell refers to their spellcasting ability. In addition, arcane tricksters use their Intelligence modifier when setting the Saving Throw DC for a mage spell they cast. An arcane trickster's caster level is equal to his arcane trickster level.

Spell Slots

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

Spell save DC = 10 + the spell level + the arcane trickster's Intelligence modifier

Cantrips: Arcane tricksters know all of the 0-level spells, also known as cantrips, listed for the mage class but can only prepare a limited number of them each day, as noted on the table above.



Sneak Attack

An arcane trickster normally avoids face-to-face combat if possible, preferring to use magic, stealth, or guile to catch opponents unaware or off-guard. If an arcane trickster successfully strikes a surprised opponent (PHB 62 and 68), their first attack deals 4 times the usual Backstab damage (8 points of damage at levels 1-5, 12 points of damage at levels 6-10, 16 points at level 11-15, and 20 points at levels 16-20).

The Sneak Attack ability faces the same weapon, range, and concealment restrictions as the Backstab ability.

Spellbook

At 1st level, your spellbook contains all of the mage cantrips and four 1st level mage spells from the Enchantment/Charm, Illusion/Phantasm, and Universal schools of magic.

Ranged Legerdemain

Starting at 3rd level, when you cast Mage Hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can use the hand to make Sleight of Hand checks at range.
- You can use thieves' tools to make Disable Device checks at range.

Arcane Trickster Followers

Arcane tricksters, like other rogues, do not build castles or fortresses in the usual sense. Instead, they favor small, fortified dwellings, especially if the true purpose of the buildings can easily be disguised. An arcane trickster might, for example, construct a well-protected den in a large city behind the facade of a seedy tavern or old warehouse. Unlike other rogues, arcane tricksters are more likely to employ illusions to keep prying eyes from finding and exploring their dwellings. Arcane tricksters almost always build their strongholds in or near cities, since that is where they ply their trades most lucratively.

This, of course, assumes that the arcane trickster is interested in operating a band of thieves out of his stronghold. Not all arcane tricksters have larceny in their hearts, however. If a character devoted his life to those aspects of thieving that focus on scouting, stealth, and the intricacies of locks and traps, he could build an entirely different sort of stronghold - one filled with the unusual and intriguing objects he has collected during his adventurous life. Similarly, those who dabble more into arcane magic may have dwellings that look, to the untrained eye, like a mage's library. Like any thief's home, it should blend in with its surroundings in order to avoid unnecessary intrusion from rivals or the authorities. It might be a formidable maze of rooms, secret passages, magical deterrents, sliding panels, and mysterious paraphernalia from across the world.

Once an arcane trickster reaches 9th level, his reputation is such that he can attract followers who are eager to learn from a reputed master. The arcane trickster attracts 4d6 of these fellows. They are generally loyal to him, but a wise arcane trickster is always suspicious of his comrades. The table below can be used to determine the type and level of followers, or the GM can choose followers appropriate to his campaign. Followers with two or more classes may be either multiclassed or split-classed, at the GM's discretion.

D% Roll	Follower	Level Range
01	Dwarf fighter/rogue	1-4
03-06	Dwarf rogue	1-6
07-11	Elf rogue	1-6
12	Elf fighter/mage/rogue	1-3
13-18	Elf arcane trickster	1-6
19	Elf mage/rogue	1-4
20-23	Gnome rogue	1-6
24	Gnome fighter/rogue	1-4
25-29	Gnome arcane tricker	1-6
30	Gnome mage/rogue	1-4
31-34	Half-elf rogue	1-6
35	Half-elf fighter/rogue	1-4
36-40	Half-elf arcane trickster	1-6
41	Half-elf fighter/mage/rogue	1-3
42-46	Halfling rogue	1-6
47	Halfling rogue/fighter	1-4
48-50	Half-orc rogue	1-6
51	Half-orc fighter/rogue	1-4
52-55	Half-orc arcane trickster	1-6
56	Half-orc mage/rogue	1-4
57-70	Human rogue	1-8
71-90	Human arcane trickster	1-8
91-98	Human mage/rogue	1-6
99	Human fighter/rogue	1-6
00	Other (GM selection)	

Rogues and arcane tricksters tend to be very jealous of their territory. If more than one rogue or arcane trickster starts a gang in the same area, the result is usually a war. The feud continues until one side or the other is totally eliminated or forced to move its operation elsewhere.

Blackguard (Fighter Subclass)

Few evil creatures would call themselves evil, and fewer still would champion it. Those select few are the blackguards. Blackguards champion either an evil god or demon, tyranny, or evil itself in the belief that it is needed to balance out good. A blackguard is a blight upon the land, bringing fear, misery, and destruction wherever they go. Many powerful blackguards seek positions of power, either over a regiment of like-minded soldiers, or over a town or city, using it for his own dark desires. Unlike most evil creatures, a blackguard is fearless and will die for his cause.

The blackguard represents everything that is mean, low and despicable. No act of treachery is too base, no deed of violence too vile for him. Thoughtless cruelty, sheer depravity, and senseless bloodshed are his hallmarks: chaotic and evil deeds are, in fact, his very lifeblood.

Where the paladin is the champion of all that is good and lawful, the blackguard is the ultimate black knight, a defender of the powers of chaos and evil who is devoid of honor or remorse. By nature, therefore, his alignment is always chaotic evil, without exception.

Blackguards, also known as anti-paladins or avengers, usually lead undead or monstrous minions in their quest for destruction and domination. They sometimes serve powerful overlords or act as mercenaries of the darkest stripe.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Detect Good, Lay on Hands, Smite Good
2	2	+2	Immunity to Disease
3	3	+3	Unholy Aura, Command Undead
4	4	+4	Skeletal Mount
5	5	+5	Extra Attacks
6	6	+6	Cleric Spells
7	7	+7	
8	8	+8	
9	9	+9	
10	10	+10	
11	+3	+11	
12	+3	+12	
13	+3	+13	
14	+3	+14	
15	+3	+15	
16	+3	+16	
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	

Ability Requirements: Strength 13, Wisdom 13, and Charisma 13

Hit Die Type: d10 (6)

Alignment: Chaotic Evil

Weapons Proficiencies: All

Armor Proficiencies: All armor types and shields

Saving Throw Proficiencies: Wisdom and Charisma

Skill Proficiencies: Religion plus any 2 of the following: Animal Handling, Athletics, Craft (any), History, Insight, Intimidation, Investigation, Medicine, Nature, Poison, Profession (any), or Survival

Starting Funds: 5d4 x 10 gold pieces

Prohibited Ancestries: Elf (wild), half-ogre

Detect Good

Blackguards may cast the Detect Good spell at will but must use an action to do so and must concentrate (PHB 76) in order to maintain the spell. The caster level of this ability equals half of the blackguard's level (1 minimum).

Lay on Hands

A blackguard's cursed touch can heal wounds on himself or on undead creatures. This pool of corrupted power replenishes each day. With this feature, blackguards can restore a total number of Hit Points equal to their blackguard level times 3.

As an action, a blackguard can heal himself or touch an undead creature and draw power from the pool to restore a number of Hit Points to that creature, up to the maximum amount remaining in his pool.

Starting at 2nd level, a blackguard can expend 5 Hit Points from their pool of corrupt power to inflict a disease (as the Cause Disease spell, PHB 103) upon a living creature. The blackguard must touch their target with his hand, requiring a successful melee attack roll, and the target may make a Constitution Saving Throw to resist the attack. The DC of this save equals 10 + ½ of the blackguard's level + the blackguard's Wisdom modifier.

Smite Good

Blackguards may expend the healing power of their Lay on Hands ability to damage paladins and natives of the Upper Planes (Arcadia, The Seven Heavens, The Twin Paradises, Elysium, The Happy Hunting Grounds, Olympus, and Gladshiem). Paladins, in turn, may smite blackguards with their Smite Evil ability.



When striking such a creature in melee combat, the blackguard may choose to expend any number of Hit Points remaining in their pool of healing power. Each expended point deals an additional Hit Point of damage to the struck creature.

Immunity to Disease

Starting at 2nd level, blackguards are immune to all diseases, whatever their origin.

Unholy Aura

Starting at 3rd level, the favor of the blackguard's diabolical lord grants them a +2 bonus to all Saving Throws. This bonus increases by 1 at blackguard levels 8 and 15.

Blackguards grant all allies within 30' their Unholy Aura bonus to all Saving Throws versus charm and fear spells and effects. If the blackguard is knocked unconscious or killed their allies lose this bonus.



Command Undead

At 3rd level, the blackguard gains the ability to control undead creatures as an evil cleric does. As an action, the blackguard presents his unholy symbol and recites a prayer of command over the undead. Each undead within 30' that can see or hear the blackguard must make a Wisdom Saving Throw.

The DC of this Saving Throw is equal to 10 + ½ the blackguard's level (minimum of 1) + the blackguard's Wisdom modifier. Those that fail their save are commanded for 10 rounds. Only undead with Hit Dice equal to or less than half the blackguard's level may be so commanded (rounding all fractions down).

This ability may be used 2 times per day. At levels 9 and 15 the blackguard gains an additional use of this ability.

Skeletal Mount

Upon reaching 4th level, the blackguard gains the service of a skeletal steed to serve him in his crusade against all that is good and just.

This is a skeletal heavy warhorse (for a Medium-sized blackguard) or a war pony (for a Small-sized blackguard). Both have an Armor Class of 14, 6 Hit Dice (30 Hit Points), a Movement Rate of 45', and deal 1d6 points of bludgeoning damage with their hoof attacks. See the Skeleton: Monster entry on page 315 of the Monstrous Manual for more details on skeletons.

If this mount, which is turned as a 12 Hit Die creature, is destroyed, the blackguard may not summon another mount for a year and a day.

Extra Attacks

Blackguards gain the ability to make more than one attack each round. At level 5, blackguards may make 1 extra attack per round. At levels 10 and beyond blackguards may make two extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Cleric Spells

A blackguard casts divine spells as a cleric does. The spells available are listed on the cleric spell list (PHB 80). A blackguard is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare.

Blackguards prepare spells each day through prayer to their deity or infernal patron. This process is covered in greater detail in the Magic section, beginning on page 73 of the Player's Handbook.

Spell Slots

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

Through 5th level, a blackguard has no caster level. At 6th level and beyond, a blackguard's caster level equals ½ of the blackguard's level.

Wisdom is a blackguard's spellcasting ability for casting spells. The power of a blackguard's spells comes from their devotion to their patron deity or infernal master. Blackguards use their Wisdom modifier when setting the Saving Throw DC for a cleric spell they cast.

Spell save DC = 10 + the spell level + the blackguard's Wisdom modifier

Cantrips: Blackguards know all of the 0-level spells, also known as cantrips, listed for the cleric class but can only prepare a limited number of them each day, as noted on the table above.

Blackguard Followers

A blackguard does not attract a body of followers upon reaching 9th level or building a castle. However, he can still employ hirelings and attract henchmen, although these must be chaotic evil in comportment.

Cloistered Cleric (Cleric Subclass)

The cleric, as presented in the Player's Handbook, is modeled after medieval warrior-priests, such as the Knights Templar or Hospitallers. Most priests, however, lived quiet, monastic lives spent in devotion to, and reflection upon, the mysteries of their faith. Priests were expected to study and teach the precepts of their faith through missionary work and through the creation of sacred texts, spreading their teachings through words and letters, rather than at sword point.

Cloistered clerics typically live in a monastic temple, or as hermits who rarely interact with the outside world. They are bookish and well learned in the lore of their faith, paying less attention to its martial aspects. Cloistered clerics are unskilled in the use of weapons and refrain from melee in all but the direst circumstances.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Cleric Spells, Domain, Lore, Turn Undead
2	2	±0	
3	3	+1	
4	4	+1	
5	5	+1	
6	6	+2	Silent Reflection
7	7	+2	
8	8	+2	
9	9	+3	
10	10	+3	
11	+1	+3	
12	+1	+4	
13	+1	+4	
14	+1	+4	
15	+1	+5	
16	+1	+5	
17	+1	+5	
18	+1	+6	
19	+1	+6	
20	+1	+6	

- Ability Requirements:** Intelligence 13, Wisdom 13
- Hit Die Type:** d6 (4)
- Alignment:** Any
- Weapon Proficiencies:** Club, dagger, dart, light crossbow, and quarterstaff
- Armor Proficiencies:** None. You may not cast divine spells in armor.
- Saving Throw Proficiencies:** Intelligence and Wisdom
- Skill Proficiencies:** Ciphers, History, Profession (Scribe), Religion, and any 2 of the following: Arcana, Craft (any), Insight, Investigation, Language (any), Medicine, Nature, Performance (any), Persuasion, or Profession (any), or Survival
- Starting Funds:** 2d4 x 10 gold pieces
- Prohibited Ancestries:** Elf (wild), half-ogre

Cleric Spells

A cloistered cleric casts divine spells. The spells available are listed on the cleric spell list (PHB 80). A cloistered cleric is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Cloistered clerics prepare spells each day through prayer to their deity or deities. This process is covered in greater detail in the Magic section, beginning on page 73 of the Player's Handbook.

Wisdom is a cloistered cleric's spellcasting ability for casting spells. The power of a cloistered cleric's spells comes from his devotion to a patron deity. Cloistered clerics use their Wisdom modifier when setting the Saving Throw DC for a cleric spell they cast. A cloistered cleric's caster level is equal to his cloistered cleric level.

Spell save DC = 10 + the spell level + the cloistered cleric's Wisdom modifier

Cantrips: Cloistered clerics know all of the 0-level spells, also known as cantrips, listed for the cleric class but can only prepare a limited number of them each day, as noted on the table below.

Spell Slots

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



Domain

Choose one of the following clerical domains that is associated with the cloistered cleric's deity. See pages 17 and 18 of the Player's Handbook for more information on each clerical domain:

Agriculture, Air, Animals, The Arts, Chaos, Cold, Crafting, Darkness, Death, Deceit, Decay, Dreams, Earth, Fire, Home, Knowledge, Law, Life, Light, Love, Luck, Magic, Mischief, Moon, Peace, Plague, Plants, Protection, Revelry, Time, Travel, Water, Weather, or Wilderness.

Note that cloistered clerics who choose the Knowledge domain, gain a +2 bonus to all History checks that they make, including those made in conjunction with the Lore ability (see below). This bonus increases by 1 at cloistered cleric levels 8 and 15.

Lore

Cloistered clerics are learned scholars, who have studied and scribed numerous historical, philosophical, and ecclesiastical works as part of their training. With a successful History skill check, a cloistered cleric recalls some information about a notable person, group, legendary item, noteworthy place, or some other bit of information relevant to his current exploits. Gaining the information may entail speaking to local inhabitants or doing research within the library of sage or church. The information might prove useful in persuading, entertaining, deceiving, or otherwise influencing others.



The ability also might impart insight into (and limited understanding of) local or secret languages, including Thieves' Cant, druidic, or ranger signs.

Cloistered clerics have a chance to identify the general purpose and function of any magical item by making a Lore check. The cloistered cleric need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

Turn Undead

As an action, the cloistered cleric presents his holy symbol and recites a prayer censuring the undead. Each undead within 30' that can see or hear the cloistered cleric must make a Wisdom Saving Throw. The DC of this Saving Throw is equal to 10 + ½ the cloistered cleric's level (minimum of 1) + the cloistered cleric's Wisdom modifier. Those that fail their save are turned for 10 rounds. Turned undead flee from the cloistered cleric by the best and fastest means available to them. If they cannot flee, they cower, unable to attack but able to defend themselves. The turning cloistered cleric cannot attack turned creatures without breaking the turning effect. Other characters can attack them without breaking the turning effect.

Undead with Hit Dice equal to or less than half the cloistered cleric's level may be destroyed rather than turned (rounding all fractions down).

Evil cloistered clerics may, instead of destroying undead, control them. Evil cloistered clerics may control undead with Hit Dice equal to ½ of their cloistered cleric level. They may control a number of undead creatures equal to 1 plus their highest available cleric spell level (2 at cleric level 1, 3 at cleric level 3, 4 at cleric level 5, and so on). Evil cloistered clerics can also turn, but not destroy or control, paladins.

This ability may be used twice per day. At levels 6, 11, and 16 the cloistered cleric gains an additional use of this ability.

Silent Reflection

Upon reaching 6th level as a cloistered cleric, you have learned to regain some of your prepared spells by engaging in silent prayer and reflection upon the mysteries of your faith.

Once per day (24 hours), when able to safely rest and pray, uninterrupted, for an hour, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your cloistered cleric level (rounded up), and none of the slots may be 6th level or higher. All cantrips are replenished when expended spell slots are replenished through the use of this ability.

Example: Brother Caedwyll of the Cudgel, a 6th level cloistered cleric, can recover up to three levels worth of prepared spell slots. He can recover either a 3rd level spell slot, a 2nd level and 1st level spell slot, or three 1st level spell slots. All of his expended cantrip slots are also restored.

Cloistered Cleric Followers

Cloistered clerics have the option of constructing a church-sanctioned place of worship at 9th level. This must contain a large temple, cathedral, or church of not less than 2,500 square feet. It can be a castle, a monastery, an abbey, or the like. Obviously, the site must contain all the trappings of a place of worship and must be dedicated to the service of the cleric's cause. However, the construction cost of the stronghold is half the normal price, since the work has official sanction and much of the labor is donated.

The cloistered cleric can build a place of worship prior to 9th level but does not attract believers until reaching 9th level. Furthermore, a cloistered cleric erecting a place of worship before reaching 9th level does so without his church's sanction and, as such, does not receive the financial benefits described above.

Upon reaching 9th level, the cloistered cleric automatically attracts a loyal group of believers, provided the character has established a place of worship of sufficient size.

These faithful commoners are fanatically loyal and serve without pay so long as the cloistered cleric does not change deities and/or alignment. These followers number between 20 and 200 (2d10 x 10).

In addition to these faithful commoners, the cloistered cleric will attract the services of men-at-arms (soldiers). To determine the composition of the troops, roll the quantities for each troop type, as shown on the following table. All are 0-level soldiers.

#	Soldier Type
2d4	Heavy cavalry*, platemail & shield, lance, broadsword, & horseman's mace
3d4	Medium cavalry*, chainmail & shield, lance, flail & short sword
5d6	Light cavalry*, studded leather & shield, light crossbow & pick
5d4	Heavy infantry, splintmail, battle axe & long sword
5d6	Heavy infantry, chainmail, pole arm** & hand axe
5d6	Heavy infantry, ringmail, heavy crossbow & short sword
10d6	Light infantry, padded armor & shield, spear & club

* Dwarven, gnomish, and halfling cavalry may be replaced with infantry or may ride on suitable mounts, such as ponies, mountain goats, riding dogs, etc.

** Select type or types randomly or assign whichever you desire

In addition to these faithful troops, the cleric will attract the services of a chaplain, a retainer of 3rd through 6th level. Roll on the table below to determine the level and equipment of the chaplain:

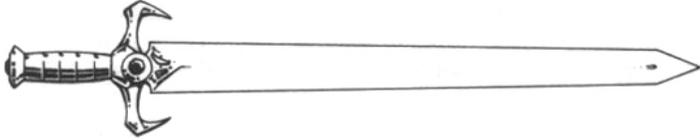
D% Roll	Retainer
01-40	3 rd level cloistered cleric, <i>bracers of armor</i> (AC 14)
41-75	4 th level cloistered cleric, <i>pearl of power</i> (2 nd level spell), +1 <i>quarterstaff</i>
76-95	5 th level cloistered cleric, <i>ring of protection</i> +2, <i>periapt of wound closure</i> ; +2 <i>quarterstaff</i>
96-00	6 th level cloistered cleric, <i>bracers of armor</i> (AC 18), <i>chime of interruption</i> , <i>incense of meditation</i> , <i>pearl of wisdom</i>

After the initial followers assemble, no new followers trickle in to fill the ranks of those who have fallen in service. The character can hire other troops as needed, but these are not as loyal as his followers.

Eldritch Knight (Fighter Subclass)

An eldritch knight is a fighter subclass that merges martial prowess with the study of arcane magic, focusing upon spells that will serve him on the field of battle.

While they lack the resilience and versatility of fighters, an eldritch knight's use of offensive and defensive spells often gives him an edge in combat.



Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Mage Spells, Spellbook, Weapon Focus
2	2	+1	
3	3	+2	Summon Weapon
4	4	+3	
5	5	+3	Extra Attacks
6	6	+4	
7	7	+5	
8	8	+6	
9	9	+7	
10	10	+8	
11	+2	+9	
12	+2	+9	
13	+2	+10	
14	+2	+11	
15	+2	+12	
16	+2	+12	
17	+2	+13	
18	+2	+14	
19	+2	+15	
20	+2	+15	

- Ability Requirements:** Strength 13, Intelligence (13)
- Hit Die Type:** d8 (5)
- Alignment:** Any
- Weapon Proficiencies:** All
- Armor Proficiencies:** Light armor, medium armor, and shields
- Saving Throw Proficiencies:** Strength and Intelligence
- Skill Proficiencies:** Arcana plus any 3 of the following: Acrobatics, Animal Handling, Athletics, Ciphers, Craft (any), History, Insight, Intimidation, Language (any), Medicine, Nature, Perception, Profession (any), or Stealth
- Starting Funds:** 3d6x10 gold pieces
- Prohibited Ancestries:** Dwarf, elf (wild), halfling, half-ogre

Mage Spells

An eldritch knight casts arcane spells from the mage spell list (PHB 82-84). Due to their limited arcane training and focus upon skill at arms may only learn and cast spells from the following schools of magic: Abjuration, Alteration, Invocation/Evocation, and Universal. See pages 228-229 of the Player's Handbook to see which spells belong to each of these schools of magic.

Eldritch knights may prepare a limited number of spells from each spell level per day. The table below lists the number of spells per day an eldritch knight may prepare from each spell level.

An eldritch knight must prepare spells before casting them by studying from a spellbook. While studying, the eldritch knight decides which spells to prepare. Spell preparation and descriptions are covered in greater detail in the Magic section beginning on page 73 of the Player's Handbook. Unlike other mages, eldritch knights may cast mage spells while wearing armor and employing a shield.

Intelligence is the spellcasting ability for casting mage spells, since eldritch knights learn their spells through dedicated study and memorization. Eldritch knights use Intelligence whenever a spell refers to their spellcasting ability. In addition, eldritch knights use their Intelligence modifier when setting the Saving Throw DC for a mage spell they cast. An eldritch knight's caster level is equal to his eldritch knight level.

Spell save DC = 10 + the spell level + the eldritch knight's Intelligence modifier

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

Cantrips: Eldritch knights know all of the 0-level spells, also known as cantrips, listed for the mage class but can only prepare a limited number of them each day, as noted on the table above.

Spellbook

At 1st level, your spellbook contains all of the mage cantrips and four 1st level mage spells from the Abjuration, Alteration, Invocation/Evocation, and Universal schools of magic.

Weapon Focus

At 1st level, an eldritch knight chooses a melee or ranged weapon to serve as a weapon focus for his mage spells, just as a mage may choose an orb, rod, staff, or wand as his spellcasting focus (PHB 24). When wielding this weapon, the eldritch knight gains some additional benefits:

At 1st level, the eldritch knight gains a +2 bonus to attack and damage rolls when using their weapon focus. The damage bonus increases by 1 point at eldritch knight levels 6, 11, and 16.

The weapon focus can effectively strike and damage creatures with resistance to mundane weapons in melee combat. The eldritch knight's weapon focus strikes such creatures as if it were a magic weapon with an enchantment bonus equal to the eldritch knight's damage bonus with that weapon (+2 at 1st level, +3 at 6th level, and so on). Should the eldritch knight choose a projectile weapon as his weapon focus, that weapon's projectiles will not be able to bypass the creature's resistance to non-magical weapons.

If this weapon is lost or destroyed the eldritch knight may choose another weapon as his weapon focus. Similarly, an eldritch knight may wish to change his weapon focus upon acquiring a magical weapon. A magic weapon chosen as a weapon focus retains its normal enchantment bonus, but adds the weapon focus's bonus to attack and damage rolls. The process of training with a new weapon focus takes 1 day (24 hours) of uninterrupted practice and ritual bonding.

Summon Weapon

At 3rd level, the eldritch knight is able to instantly summon his weapon focus to his hand as a free action. The weapon must be within 100' of the eldritch knight but need not be within his line of sight. This distance increases to 1,000 feet at level 6, 1 mile at level 9, 1,000 miles at level 12, and any distance on the same plane of existence at level 15.

Extra Attacks

Eldritch knights gain the ability to make more than one attack each round. At level 5, eldritch knights may make 1 extra attack per round. At levels 10 and beyond eldritch knights may make two extra attacks per round.

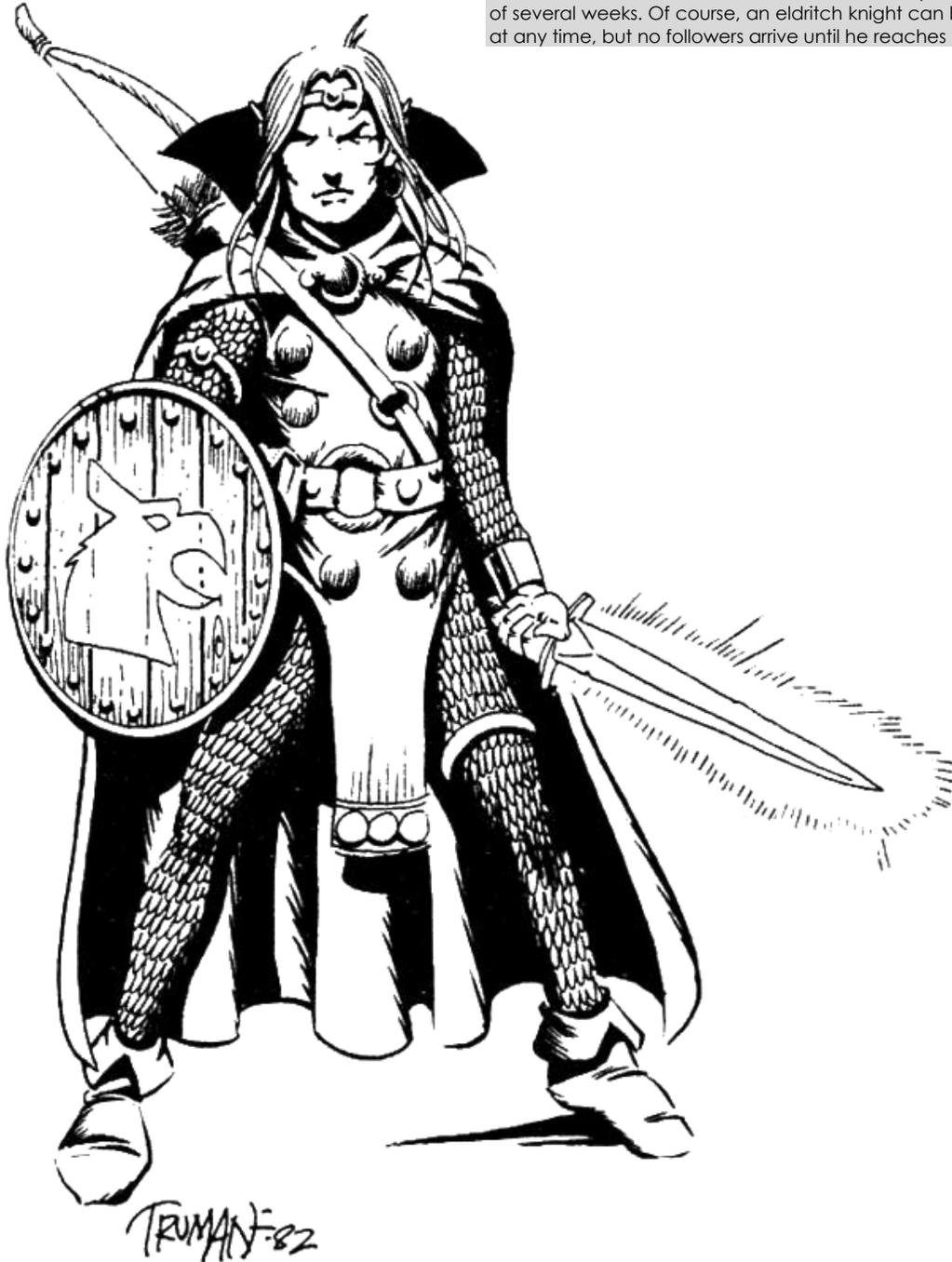
Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Eldritch Knight Followers

At 9th level, an eldritch knight gains the services of 1d4 1st level pupils, who gain experience independently of their master. At 15th level, the eldritch knight will attract 1d4 additional students. In the likely event that a student sets off on their own, another student will eventually take their place.

Eldritch knights will sometimes attract fighters and mages who seek their tutelage. These NPCs will often advance as multiclassed or split-classed fighter-mages.

Should the eldritch knight establish a stronghold, he also attracts warriors as followers upon reaching 9th level. The eldritch knight attracts 10d6 0-level soldiers into his service. They arrive over a period of several weeks. Of course, an eldritch knight can build a stronghold at any time, but no followers arrive until he reaches 9th level.



Paragon (Fighter Subclass)

Paragons are holy warriors, imbued with divine gifts and charged with protecting the innocent, smiting servants of evil, and bringing hope to those who suffer at the hands of tyrants.

Some paragons serve noble lords or knightly orders, while others act of their own accord; with all possessing an unflagging devotion to the ideals of chivalry, justice, and righteousness.

The paragon is a non-magical variant of the paladin class. Should you, as Gamemaster, allow this class in your Heroes & Hexes campaign, it is designed to fill the same niche as the paladin class and may be used in place of that class.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Detect Evil, Lay on Hands, Smite Evil
2	2	+2	Fighting Style, Immunity to Disease
3	3	+3	Divine Grace, Turn Undead
4	4	+4	Trusty Steed
5	5	+5	Extra Attacks
6	6	+6	
7	7	+7	
8	8	+8	
9	9	+9	
10	10	+10	
11	+3	+11	
12	+3	+12	
13	+3	+13	
14	+3	+14	
15	+3	+15	
16	+3	+16	
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	



Ability Requirements:	Strength 13, Wisdom 13, and Charisma 13
Hit Die Type:	d10 (6)
Alignment:	Lawful good
Weapon Proficiencies:	Any
Armor Proficiencies:	All armor types and shields
Saving Throw Proficiencies:	Wisdom and Charisma
Skill Proficiencies:	Animal Handling and Religion, plus any 2 of the following: Athletics, Craft (any), History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Persuasion, Profession (any), or Survival
Starting Funds:	5d4 x 10 gold pieces
Prohibited Ancestries:	Elf (wild), half-ogre

Detect Evil

Paragons may cast the Detect Evil spell at will but must use an action to do so and must concentrate (see page 76) to maintain the spell. The caster level of this ability equals half of the paragon's level (1 minimum).

Lay on Hands

A paragon's blessed touch can heal wounds. Paragons have a pool of healing power that replenishes each day. With that pool, paragons can restore a total number of Hit Points equal to their paragon level times 3.

As an action, a paragon may touch a living creature and restore Hit Points to that creature. He may restore as many Hit Points as there are Hit Points remaining in his healing pool.

Starting at 3rd level, a paragon can expend 5 Hit Points from their pool of healing in order to cast Cure Blindness/Deafness, Cure Disease, Lesser Restoration, or Slow Poison on a living creature.

Starting at 7th level, a paragon can expend 10 Hit Points from their pool of healing in order to cast either Neutralize Poison or Restoration on a living creature.

Starting at 9th level, a paragon can expend 15 Hit Points from their pool of healing in order to cast Break Enchantment on a living creature. The paragon makes the required Concentration Check for the Break Enchantment spell as a Charisma Saving Throw.

All uses of the Lay on Hands ability require the use of the paragon's action for the round.

Smite Evil

A paragon's melee attacks deal additional damage to undead creatures and those that native of the Lower Planes (Acheron, The Nine Hells, Gehenna, Hades, Tartarus, the Abyss, and Pandemonium).

When striking such a creature in melee combat, the paragon deals 2 Hit Points of radiant damage. At paragon levels 6, 11, and 16, the amount of radiant damage dealt increases by 1 point. This radiant damage bypasses any Damage Resistance against non-magical weapons that those creatures may have.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options:

- **Defense:** When using a shield, you gain an additional, +1 bonus, to your Armor Class.
- **Dueling:** When wielding a finesse weapon (PHB 46 and 49), you may add your Dexterity modifier, rather than Strength modifier, to damage rolls.
- **Great-Weapon:** When wielding a Medium- or Large-sized melee weapon with two hands, the paragon deals an additional point of damage with each successful attack.
- **Mounted Combat:** Mounting or dismounted only uses 5 feet of your Movement Rate, rather than half of your movement. When mounted, you can redirect attacks made against your mount to yourself. You gain a +1 attack bonus against all unmounted opponents while mounted.

- *Single-Weapon*: When wielding a one-handed melee weapon and holding nothing in his off-hand, the warden gets a +1 bonus to his Armor Class.
- *Skirmisher*: You get a +3 bonus to Armor Class when drawing Opportunity Attacks (see page 66).
- *Two-Weapon Fighting*: When you engage in two-weapon fighting, you offset two-weapon fighting penalties (see page 66) by 2.

At paragon levels 7, 12, and 17, the paragon chooses another fighting style.

Immunity to Disease

Starting at 2nd level, paragons are immune to all diseases, whatever their origin.

Divine Grace

Starting at 3rd level, the favor of the paragon's god grants them a +2 bonus to all Saving Throws. This bonus increases by 1 at paragon levels 8 and 15.

Paragons grant all allies within 30' their Divine Grace bonus to all Saving Throws versus charm and fear spells and effects. If the paragon is knocked unconscious or killed their allies lose this bonus.

Turn Undead

At 3rd level, the paragon gains the ability to drive back or destroy undead creatures. As an action, the paragon presents his holy symbol and recites a prayer censuring the undead. Each undead within 30' that can see or hear the paragon must make a Wisdom Saving Throw. The DC of this Saving Throw is equal to 10 + ½ the paragon's level (minimum of 1) + the paragon's Wisdom modifier. Those that fail their save are turned for 10 rounds. Undead with Hit Dice equal to or less than half the paragon's level may be destroyed rather than turned (rounding all fractions down).

Turned undead flee from the paragon by the best and fastest means available to them. If they cannot flee, they cower, unable to attack but able to defend themselves. The turning paragon cannot attack turned creatures without breaking the turning effect. Other characters can attack them without breaking the turning effect.

This ability may be used 2 times per day. At levels 9 and 15 the paragon gains an additional use of this ability.

Trusty Steed

Upon reaching 4th level, the paragon gains the service of an unusually intelligent, tough, and loyal steed to serve him in his crusade against evil.

This mount is usually a heavy warhorse (for a Medium-sized paragon) or a war pony (for a Small-sized paragon). This mount has an Intelligence score of 6, 5+5 Hit Dice, and a Movement Rate of 45'.

War ponies are similar to heavy warhorses, but are of Medium size, have a Movement Rate of 40', 5+10 Hit Dice, and deal 1d6 points of bludgeoning damage with their hoof attacks.

If this mount dies, the paragon may not summon another mount for a year and a day.

Extra Attacks

Paragons gain the ability to make more than one attack each round. At level 5, paragons may make 1 extra attack per round. At levels 10 and beyond paragons may make two extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Paragon Followers

When a paragon attains 9th level, he can automatically attract chivalrous men-at-arms. These men seek to gain glory; aiding the paragon in quest for righteous justice. As such, nearly all will be of lawful good, neutral good, or lawful neutral alignment.

To attract the men, the paragon must have a castle or stronghold and sizeable manor lands around it. As he claims and rules this land, soldiers journey to his domain, thereby increasing his power. Furthermore, the paragon can tax and develop these lands, gaining a steady income from them. Your GM has information about gaining and running a barony or similar holding.

Roll for the retainer, or troop leader, on the following table. The retainer may (30%) be a paragon rather than a fighter.

D% Roll	Retainer
01-40	5 th level fighter, platemail & shield; +2 longsword, lance
41-75	6 th level fighter, platemail & +1 shield; +1 lance and +1 dagger
76-95	6 th level fighter, +1 platemail & shield; arms as above. 3 rd level fighter lieutenant, splintmail & shield; +1 longsword
96-99	7 th level fighter, +1 platemail & +1 shield; +2 sword; rides a heavy warhorse with horseshoes of speed
00	GM's Option

In addition to this loyal retainer, the paragon will attract the services of men-at-arms (soldiers). To determine the composition of the troops, roll the quantities for each troop type, as shown on the following table. All are 0-level soldiers.

#	Soldier Type
2d4	Heavy cavalry*, platemail & shield, lance, broadsword, & horseman's mace
3d4	Medium cavalry*, chainmail & shield, lance, flail & short sword
5d6	Light cavalry*, studded leather & shield, light crossbow & pick
5d4	Heavy infantry, splintmail, battle axe & long sword
5d6	Heavy infantry, chainmail, pole arm** & hand axe
5d6	Heavy infantry, ringmail, heavy crossbow & short sword
10d6	Light infantry, padded armor & shield, spear & club

* Dwarven, gnomish, and halfling cavalry may be replaced with infantry or may ride on suitable mounts, such as ponies, mountain goats, riding dogs, etc.

** Select type or types randomly or assign whichever you desire

In addition to regular men-at-arms, the 9th level paragon also attracts an elite bodyguard (his "household guards"). These soldiers have greater loyalty to their lord than do common soldiers.

In return, they expect better treatment and more pay than the common soldier receives. Although the elite unit can be chosen randomly, it is better to ask your GM what unit your paragon attracts. This allows him to choose a troop consistent with the campaign.

D% Roll	Elite Units
01-10	10 mounted knights (1 st level fighters) with platemail, large shield, lance, broadsword, morning star, and heavy war horse with full barding
11-20	10 knight-templars (1 st level fighter/clerics) with chainmail, morning star, and medium war horse with full barding
21-30	15 wardens (1 st level rangers or wardens) with chain shirt, shield, long sword, spear, long bow
31-40	10 clerics (1 st level clerics) with chainmail, shield, footman's mace; 10 infantry (1 st level fighters) with platemail, shield, longsword, heavy crossbow
41-65	20 expert archers (1 st level fighters) with studded leather armor, long bows or crossbows
66-99	30 infantry (1 st level fighters) with plate mail, shield, spear, short sword
00	GM's option (pegasi cavalry, eagle riders, demi-human scouts, dwarven sappers, etc.)

The GM may design other tables that are more appropriate to his campaign. Check with your GM upon reaching 9th level. A paragon can hold property, including a castle or stronghold, long before he reaches 9th level. However, it is only when he reaches this level that his name is so widely known that he attracts the loyalty of other warriors.

Skald (Fighter Subclass)

Skalds are warriors, orators, poets, musicians, and loremasters who inspire their allies and demoralize their foes through their songs, oration, and the sheer force of their presence.

They are keepers of their people's oral traditions and folklore, who record and exalt deeds of heroism as they seek glory in battle and great renown among nobles and commoners alike.

The skald is a non-magical variant of the bard class. Should you, as Gamemaster, allow this class in your Heroes & Hexes campaign, it is designed to fill the same niche as the bard class and may be used in place of that class.



Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Bardic Music, Lore
2	2	+2	Warrior-Poet
3	3	+3	
4	4	+4	
5	5	+5	Extra Attacks
6	6	+6	Epic Verse
7	7	+7	
8	8	+8	Use Written Magic Items
9	9	+9	
10	10	+10	A Thousand Faces
11	+3	+11	
12	+3	+12	
13	+3	+13	
14	+3	+14	
15	+3	+15	
16	+3	+16	
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	

- Ability Requirements:** Strength 13, Charisma 13
- Hit Die Type:** d10 (6)
- Alignment:** Any neutral
- Weapon Proficiencies:** Any
- Armor Proficiencies:** Light and medium armors
- Saving Throw Proficiencies:** Strength and Charisma
- Skill Proficiencies:** History, Performance (any 2), Persuasion, and any 3 of the following: Animal Handling, Arcana, Ciphers, Craft (any), Deception, Insight, Intimidation, Investigation, Language (any), Medicine, Nature, Performance (any), Profession (any), Religion, or Sleight of Hand

- Starting Funds:** 3d6 x 10 gold pieces
- Prohibited Ancestries:** Half-ogre

Bardic Music

Skalds can use their songs or poetics to produce magical effects. Each of the three Bardic Music abilities detailed below requires concentration upon the musical performance or recitation as if the skald were concentrating upon a spell (PHB 76) and requires that the skald's words or music be heard (the area of a Silence 15' Radius spell negates all Bardic Music effects).

While concentrating on Bardic Music, the skald make take other actions each round but may not cast spells with verbal components or engage in conversation, as the Bardic Music ability requires the skald to recite or sing for its duration. Each use of the Bardic Music feature lasts for up to 10 rounds (1 minute), provided that the skald maintains concentration upon this spell-like ability.

Bardic Music may be used twice per day. At skald levels 6, 11, and 16 skalds gain one additional use of this ability per day. The Bardic Music options are:

- **Countersong:** The skald's singing and playing can negate the song effects of harpies and sirines, and counter attacks which rely upon song or sounds. Skaldic countersong has no effect against spells that simply have verbal components.

During each round of the countersong, the skald and two or more allies within 30' gain a +2 bonus on Saving Throws made against all sound or language-dependent magical attacks. At 1st level the skald may grant this bonus to 2 allies. At skald levels 6, 11, and 16, the skald may protect 1 additional ally. This bonus improves by 1 point at skald levels 8 and 15.

If a creature within range of the countersong is already under the effect of such a magical effect, it gains a new Saving Throw (with the bonus) each round it hears the countersong. Countersongs only affect spells and effects that allow Saving Throws.

- **Fascinate:** Skalds have the ability to fascinate two or more creatures within 30' through their musical or oratory performance. To be fascinated, the targets must be able to see and hear the skald, and the skald must also see the targets. At 1st level the skald may attempt to fascinate 2 creatures. At skald levels 6, 11, and 16 skalds may attempt to fascinate 1 additional creature.

The targets must succeed on a Charisma Saving Throw or be fascinated. The DC of this Saving Throw is equal to 10 plus ½ the skald's level (minimum of 1) + the skald's Charisma modifier. Fascinated creatures suffer a -4 penalty to their Armor Class and to Dexterity Saving Throws, and are treated as surprised if attacked. A fascinated creature's Movement Rate drops to 0, and the creature is visibly dazed.

Any threat that is obvious to a fascinated creature, such as the casting of a spell or the drawing or aiming of a weapon, automatically breaks the effect on that creature.

The effect ends if the skald moves more than 30 feet away from the creature, if the creature can no longer see or hear the skald, or if any target of the fascinate effect takes damage.

Once the effect ends, or if the creature succeeds on its initial Saving Throw against this effect, the skald can't use this feature on that creature again until the next day.

- **Inspire:** This ability allows the skald to inspire himself, as well as two or more allies within 30'. Inspired allies gain a +2 bonus on all attack rolls and Saving Throws against fear (including allied NPCs' morale checks). At 1st level the skald may inspire 2 allies. At skald levels 6, 11, and 16 skalds may inspire 1 additional ally. This bonus improves by 1 point at skald levels 8 and 15.
- **Lampoon:** The skald may use this ability to fluster one or more creatures within 60' through ridicule, irony, and sarcasm. To be lampooned, the targets must be able to see and hear the skald, and the skald must also see the targets. At 1st level the skald may

attempt to lampoon 2 creatures. At skald levels 6, 11, and 16 skalds may attempt to lampoon 1 additional creature.

The targets must succeed on a Charisma Saving Throw or suffer a -2 penalty to their attack rolls and any Charisma skill checks that they attempt. The DC of this Saving Throw is equal to 10 plus $\frac{1}{2}$ the skald's level (minimum of 1) + the skald's Charisma modifier. This attack roll and skill check penalty increases by 1 point at skald levels 8 and 15. The effect ends if the skald moves more than 60 feet away from the creature or if the creature can no longer hear the skald.

Once the effect ends, or if the creature succeeds on its initial Saving Throw against this effect, the skald can

Lore

Skalds are masters of myth and memory. With a successful History skill check, a skald recalls some information about a notable person, group, legendary item, noteworthy place, or some other bit of information relevant to the skald's current exploits. Gaining information may entail speaking to local inhabitants or doing research within the library of a sage or wizard. The information might prove useful in persuading, entertaining, deceiving, or otherwise influencing others.

The ability also might impart insight into (and limited understanding of) local or secret languages, including Thieves' Cant, druidic, or ranger signs.

Skalds have a chance to identify the general purpose and function of any magical item by making a Lore check. The skald need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

At 3rd level, the skald may use this ability to cast the Identify spell once per day. At 9th level, the skald may use this ability to cast the Legend Lore spell once per day. At 15th level, the skald may use this ability to cast the Vision spell once per day. The skald makes the required Concentration Check for the Vision spell as a Charisma Saving Throw.

Warrior-Poet

At 2nd level the skald gains a +2 bonus to all weapon damage rolls while concentrating on their Bardic Music ability. This bonus improves by 1 point at skald levels 6, 11, and 16.

Extra Attacks

Skalds gain the ability to make more than one attack each round. At level 5, skalds may make 1 extra attack per round. At levels 10 and beyond skalds may make two extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Epic Verse

At 6th level, the skald is able to cast the Emotion spell through their oration. This ability requires the spell's targets to be able to hear the skald's song. This use of Epic Verse uses the skald's action for the round.

At 10th level, the skald may use this ability to cast the Geas spell upon one living creature within 60 feet who can hear and see the skald, and who can understand his words. This use of Epic Verse requires the skald to perform, uninterrupted, for 10 rounds (1 minute).

Finally, at 14th level, the bard's performance acts as a Heroes' Feast. This use of Epic Verse requires the skald to perform, uninterrupted, for 10 minutes.

Each Epic Verse may only be used once per day (24 hours). The caster level for each type of Epic Verse is equal to the skald's level. The DC for both the Emotion and Geas effects is equal to 10 plus $\frac{1}{2}$ the skald's level (minimum of 1) + the skald's Charisma modifier.

Use Written Magic Items

Upon reaching 8th level, a skald can attempt to use magical devices of written nature (scrolls, books, etc.) that are not normally useable by skalds.

To use such an item the skald must make a Concentration Check with a DC of 12 + the creator's Proficiency Bonus (DC 17 for single-use items, DC 18 for charged items, and DC 20 for permanent magic items if the creator's level is not known). For spell scrolls, the DC is 10 + the spell level of the scribed spell. The skald gets a +4 bonus to this check if he has successfully identified the item's general purpose and function through use of the Lore class feature (see above).

This understanding of magic is imperfect, so that a failed check indicates that the written item is read incorrectly and fails to work. For spell scrolls, failure indicates that the spell fails and that the scribed spell disappears. If the Concentration Check roll was a "natural 1", the item's effect is reversed or targets the caster (as determined by the GM).

The GM will tell you what happens to your character, based on the situation and particular magical item. The result may be unpleasant, deadly, or embarrassing.



A Thousand Faces

At 10th level the skald is able to alter his appearance at will as per the Change Self spell, except that the skald may only change his appearance and not that of his possessions.

Furthermore, the use of this ability is not a magical effect, so it cannot be detected through the use of True Seeing or the like, and actually changes the facial features and body of the skald.

Skald Followers

At 9th level a skald gains the services of 1d4 1st level pupils. These students gain experience independently of their master. At 15th level the skald will attract 1d4 additional 1st level students who will also gain levels independently. In the likely event that a student sets off on their own, another student will eventually take their place.

Skalds will sometimes attract bards, fighters, rogues, and druids who seek their tutelage. These NPCs will sometimes advance as split-classed skalds.

Skalds are sometimes sponsored by a noble patron or druidic enclave as a sign or appreciation, beneficence, or amity.

Should the skald establish a stronghold, he also attracts warriors as followers upon reaching 9th level. The skald attracts 10d6 0-level warriors into his service. They arrive over a period of several weeks. Of course, a skald can build a stronghold any time, but no followers arrive until he reaches 9th level.

Sorcerer (Mage Subclass)

Sorcerers are spellcasters who have the ability to harness and unleash arcane magic by virtue of an extraplanar or monstrous bloodline.

Through their ancestral blood ties to and, at times, the intercession of such creatures, arcane secrets are gradually revealed to the sorcerer in the form of both spells and sorcerous abilities that are linked to their bloodline.



Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Mage Spells, Sorcerous Bloodline, Sorcerous Focus
2	2	±0	
3	3	+1	
4	4	+1	
5	5	+1	
6	6	+2	
7	7	+2	
8	8	+2	
9	9	+3	
10	10	+3	
11	+1	+3	
12	+1	+4	
13	+1	+4	
14	+1	+4	
15	+1	+5	
16	+1	+5	
17	+1	+5	
18	+1	+6	
19	+1	+6	
20	+1	+6	

Ability Requirements:

Constitution 13, Charisma 13

Hit Die Type:

d6 (4)

Alignment:

Any

Weapon Proficiencies:

Club, dagger, dart, hand axe, horseman's flail, horseman's mace, horseman's pick, light crossbow, javelin, quarterstaff, short bow, short composite bow, short sword, sickle, sling, spear, and throwing hammer

Armor Proficiencies:

None. You may not cast arcane spells in armor.

Saving Throw Proficiencies:

Constitution and Charisma

Skill Proficiencies:

Any 4 of the following: Arcana, Ciphers, Craft (any), Handle Animal, History, Insight, Investigation, Language (any), Medicine, Nature, Perception, Performance (any), Poison, Profession (any), Religion, Sleight of Hand, Stealth, or Survival

Starting Funds:

2d4 x 10 gold pieces

Prohibited Ancestries:

Dwarf, halfling

Mage Spells

A sorcerer is an arcane spellcaster with spells drawn from the mage spell list (PHB 82-84). These spells come naturally to the sorcerer and are ingrained in his lifeblood. As such, sorcerers never need a spellbook.

Unlike other spellcasters, a sorcerer never needs to prepare spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his daily allotment of spell slots for that spell level. He does not have to decide ahead of time which spells he'll cast. The following table shows the number of spell slots that a sorcerer has for each spell level. Sorcerers may always use a higher-level spell slot to cast a known spell with a lower spell level.

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

The rules for casting a spell, which are unchanged for sorcerers, are covered in greater detail in the Magic section beginning on page 75 of the Player's Handbook.

Charisma is the spellcasting ability for casting sorcerer spells, since a sorcerer's spells are innate and an extension of the sorcerer. Sorcerers use Charisma whenever a spell refers to their spellcasting ability. In addition, a sorcerer uses his Charisma modifier when setting the Saving Throw DC for a mage spell that he casts. A sorcerer's caster level is equal to his sorcerer level.

Spell save DC = 10 + the spell level + the sorcerer's Charisma modifier

A sorcerer's selection of spells is limited. A sorcerer begins play knowing four mage cantrips (0-level spells) and two 1st level mage spells of his choice. At each new sorcerer level, he learns one or more new spells, as indicated on the table below. Unlike a mage, a sorcerer may not learn additional spells through the study of captured spellbooks, acquired spell scrolls, or magical research. The only way for him to learn new mage spells is through level advancement as a sorcerer.

Cantrips: Sorcerers know four 0-level mage spells, also known as cantrips, at 1st level.

Ritual Spells: Unlike mages, sorcerers may not cast a spell with the (Ritual) tag beside it at will. Sorcerers must use a spell slot when casting a spell, even if it has the (Ritual) tag beside it.

Mage Spells Known

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

Sorcerous Bloodline

At 1st level, the sorcerer must choose to be imbued with one of the following extraplanar bloodlines. Each bloodline detailed below shows which boons are gained at the listed sorcerer levels. Any spells that are granted by that bloodline are added to the sorcerer's list of known spells and may be cast with spell slots. When cast with spell slots, these spells function exactly as detailed in the spell's description:

Aberrant: The blood of an bizarre, otherworldly species runs in your veins:

- At 1st level, you gain a +2 bonus to all Saving Throws versus confusion, insanity, or thought-reading spells and effects. This Saving Throw bonus increases by 1 at sorcerer levels 8 and 15.
- At 3rd level you may cast ESP once per day, in addition to your usual spell allotment. This ability uses your usual spell DC and functions as the 2nd level spell.
- At 5th level, you may cast the Message cantrip at will, as an action. This requires no components, is inaudible, and, unlike the cantrip, transcends language barriers so long as the subject has an Intelligence score of 3 or greater.
- At 7th level, you may cast Confusion once per day in addition to your usual spell allotment. This ability uses your usual spell DC and functions as the 4th level spell.
- At 9th level, you may cast Mind Fog once per day in addition to your usual spell allotment. This ability uses your usual spell DC and functions as the 5th level spell.

Celestial: The blood of an angelic being runs in your veins:

- At 1st level, you gain a +2 bonus to all Saving Throws versus acid, cold, lightning, and poison attacks. This Saving Throw bonus increases by 1 at sorcerer levels 8 and 15.
- At 3rd level you may cast Protection from Evil, 10' Radius once per day, in addition to your usual spell allotment. This ability functions as the 2nd level spell.
- At 5th level, you may summon a celestial familiar to serve as a familiar, whether or not you know the Find Familiar spell. A celestial familiar takes the form of a cat, crow, hawk, or owl and grants the usual powers of that familiar. In addition, the familiar may communicate telepathically with its master and grants its master a Magic Resistance rating equal to half of the master's sorcerer level (rounded down). The familiar shares this Magic Resistance. You may only have 1 familiar. You gain proficiency in Language (Celestial) if you do not already have it.
- At 7th level, you may cast Tongues on yourself at will. This ability functions as the 3rd level spell.

- At 9th level, you may cast Commune once per day in addition to your usual spell allotment. This ability functions as the 5th level spell.

Deific: A godling's blood runs in your veins:

- At 1st level, you gain a +2 bonus to all Saving Throws versus any sort of magical charm, fear, emotion, or domination effects. This bonus increases by 1 at sorcerer levels 8 and 15.
- At 3rd level you may cast Forget once per day, in addition to your usual spell allotment. This ability uses your usual spell DC and functions as the 2nd level spell.
- At 5th level, you gain an innate Magic Resistance rating equal to half of your sorcerer level (rounded down). You gain proficiency in Language (Celestial) if you do not already have it.
- At 7th level, you may cast Fear once per day, in addition to your usual slot allotment. This ability uses your usual spell DC and functions as the 4th level spell.
- At 9th level, you may cast Dominate Person once per day in addition to your usual spell allotment. This ability uses your usual spell DC and functions as the 5th level spell.

Demonic: Demonic blood flows through your veins:

- At 1st level, you gain a +2 bonus to all Saving Throws versus cold, fire, lightning, and poison attacks. This bonus increases by 1 at sorcerer levels 8 and 15.
- At 3rd level you may cast Suggestion once per day, in addition to your usual spell allotment. This ability uses your usual spell DC and functions as the 2nd level spell.
- At 5th level, you may summon a quasit to serve as your familiar, whether or not you know the Find Familiar spell. You may only have 1 familiar. You gain proficiency in Language (Abyssal) if you do not already have it.
- At 7th level, you gain resistance to fire, lightning, and poison damage.
- At 9th level, you may cast Polymorph on yourself once per day, in addition to your usual spell allotment. The only forms you may take are those of a bat, giant centipede, frog, wolf, or that of another person. This ability functions as the 5th level spell except for the restricted forms.

Diabolic: The blood of a devil runs in your veins:

- At 1st level, you gain a +2 bonus to all Saving Throws versus cold, fire, and poison attacks. This bonus increases by 1 at sorcerer levels 8 and 15.
- At 3rd level you may cast Misdirection once per day, in addition to your usual spell allotment. This ability uses your usual spell DC and functions as the 2nd level spell.
- At 5th level, you may summon an imp to serve as your familiar, whether or not you know the Find Familiar spell. You may only have 1 familiar. You gain proficiency in Language (Infernal) if you do not already have it.
- At 7th level, you gain resistance to cold, and fire damage. You also gain immunity to poison.
- At 9th level, you may cast Polymorph on yourself once per day, in addition to your usual spell allotment. The only forms you may take are those of a large spider, raven, giant rat, goat, or that of another person. This ability functions as the 5th level spell except for the restricted forms.

Draconic: The blood of a polymorphed dragon runs in your veins:

- At 1st level, you gain Darkvision 60' and your eyes resemble those of a serpent. Characters with Darkvision increase its range by 60 feet. In addition, you choose one of the following damage types: acid, cold, fire, lightning, or poison. You gain a +2 bonus to all Saving Throws versus this damage type. This bonus increases by 1 at sorcerer levels 8 and 15.
- At 3rd level you may cast Cause Fear once per day, in addition to your usual spell allotment. This ability uses your usual spell DC and functions as the 2nd level spell.
- At 5th level, you grow vestigial dragon wings that may be used to glide up to 5 feet forward for every foot of height that they glide from. While gliding, your character has a Movement Rate of 40' and a Maneuverability Class of D. You may not glide if Moderately or Heavily

encumbered. You gain proficiency in Language (Draconic) if you do not already have it.

- At 7th level, you gain resistance to damage type that you chose as a 1st level sorcerer. In addition, you may cast Elemental Bolt at will. This bolt takes the form of a breath weapon and deals damage of the type that you chose at 1st level. Use of this ability requires an action but requires no spell components.
- At 9th level, your draconic wings enable you to fly for up to 2 hours per day. While flying, your character has a Movement Rate of 45' and a Maneuverability Class of C. You may not fly if Moderately or Heavily encumbered.

Elemental: The blood of an elemental lord runs in your veins:

- At 1st level, you choose one of the following elemental types: air, earth, fire, or water.

Those who choose air gain a +2 bonus to all Saving Throws versus all air and wind-based spells, and versus poisonous gases. In addition, they need not breathe and cannot suffocate.

Those who choose earth gain a +2 bonus to all Saving Throws versus earth-based magic spells, as well as acid attacks. Those who choose earth ignore difficult terrain caused by mud, rocks, sand, or uneven, natural surfaces. They ignore the effects of quicksand.

Those who choose fire gain a +2 bonus versus fire attacks and have damage resistance against all non-magical heat and fire damage.

Those who choose water gain a +2 bonus to all Saving Throws versus water-based attacks. They have a Swimming Movement Rate equal to their walking Movement Rate and gain a +5 bonus to all Athletics checks made to swim.

The Saving Throw bonus for all elemental types increases by 1 at sorcerer levels 8 and 15.

- At 3rd level you may cast one of the following spells once per day, in addition to your usual spell allotment. This spell is based on the elemental type chosen at 1st level: Gust of Wind (air), Heat Metal (earth), Pyrotechnics (fire), or Water Breathing (water). Each uses your usual spell DC and functions as a 2nd level spell for the sorcerer.
- At 5th level, you may cast Protection from Energy once per day in addition to your usual spell allotment. This ability functions as the 3rd level spell. You gain proficiency in Language (Primordial) if you do not already have it.
- At 7th level, elementals of your chosen type will not attack you so long as you do not attack them or use offensive spells against them. In addition, you may cast one of the following spells once per day in addition to your usual spell allotment. The spell is based on the elemental type chosen at 1st level: Air Walk (air), Fire Shield (fire), Solid Fog (water), or Stoneskin (earth). Each ability uses your usual spell DC and functions as a 4th level spell for the sorcerer.
- At 9th level, you may cast Conjure Elemental to conjure a 12 Hit Die elemental of your chosen elemental type once per day in addition to your usual spell allotment. This ability functions as the 5th level spell for the sorcerer.

Fey: The blood of faerie-kind flows through your veins:

- At 1st level, you gain a +2 bonus to all Saving Throws versus all spell-like abilities of the faerie folk (brownies, elven cats, centaurs, cooshie, dragonets (faerie), dryads, spriggans, gremlins, leprechauns, nymphs, pixies, quicklings, satyrs, selkies, sprites, swanmays, sylphs, and unicorns). You also add this bonus to all Charisma skill checks made to interact with these creatures. This bonus increases by 1 at sorcerer levels 8 and 15.
- At 3rd level you gain the Woodland Stride ability of druids (PHB 20), which improves at sorcerer level 7, just as it does for druids.
- At 5th level, you may summon a brownie or pseudo-dragon familiar to serve as a familiar, whether or not you know the Find Familiar spell. An evil sorcerer summons an evil brownie, known as a redcap, to serve him. You gain proficiency in Language (Sylvan) if you do not already have it. You may only have 1 familiar.

Redcaps use the same game statistics as brownies but are chaotic evil, carnivorous, and cursed with an insatiable bloodlust (giving them a +2 to all attack and damage rolls, but a -2 penalty to their Armor Class).

- At 7th level, you may cast Call Woodland Beings once per day in addition to your usual spell allotment. This ability functions as the 4th level spell for the sorcerer.
- At 9th level, you may cast Commune with Nature once per day in addition to your usual spell allotment. This ability functions as the 5th level spell for the sorcerer.

Fungi: Somewhere in your lineage, the spores of myconids or some other fungus creature altered your bloodline:

- At 1st level, you gain a +2 bonus to all Saving Throws versus poison, and versus all illusions and hypnotic effects. This bonus increases by 1 at sorcerer levels 8 and 15.
- At 3rd level you gain the ability to cast Barkskin once per day in addition to your usual spell allotment. This ability functions as the 2nd level spell for the sorcerer.
- At 5th level, you gain the ability to Speak with Plants at will, but may only speak with plants and fungi with an Intelligence score of 3 or greater. You gain a +2 bonus to Charisma skill checks when interacting with all fungi and plant creatures. This bonus increases by 1 at sorcerer levels 8 and 15. This ability functions as the 3rd level spell for the sorcerer.
- At 7th level, you may release spores that act as an Emotion spell once per day. This ability uses your action for the round but requires no verbal or somatic components. These spores emanate from you in a 20' radius circle; though you are immune to your own spores. This ability uses your usual spell DC and functions as a 4th level spell for the sorcerer.
- At 9th level, you may cast Plant Door once per day in addition to your usual allotment of spells. This ability functions as the 5th level spell for the sorcerer.

Hag-kind: An ancestor was born from the union of a hag and one of your forebears. The blood of this hag still flows in your veins:

- At 1st level, your formidable claws deal 1d4 points of damage. In addition, you may cast the Hex cantrip with your gaze three times per day in addition to your usual allotment of spells. This requires no spell components but uses your action for the round. This ability uses your usual spell DC and functions as the cantrip for the sorcerer.
- At 3rd level you may cast Tasha's Hideous Laughter once per day in addition to your usual allotment of spells. This ability functions as the 2nd level spell for the sorcerer.
- At 5th level, you gain the ability to cast Bestow Curse (the reverse of Remove Curse) once per day in addition to your usual allotment of spells. This ability uses your usual spell DC and functions as a 3rd level spell for the sorcerer.
- At 7th level, you may cast the Strength spell once per day on yourself in addition to your usual allotment of spells. When doing so, your Strength increases to 18 (19 if it is already an 18) for the spell's duration. This ability functions as the 2nd level spell for the sorcerer.
- At 9th level, you may cast Polymorph once per day, in addition to your usual spell allotment. This ability uses your usual spell DC and functions as a 5th level spell.

Sorcerous Focus

Your spellcasting ability is innate and, as such, you may cast spells with material components costing 1 gp or less without those components. If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell.

Sorcerer Followers

At 9th level, a sorcerer's renown has grown to the point that he begins to attract followers. If the sorcerer establishes a residence where he can readily be found, 1d4 1st level apprentices arrive to study with the sorcerer. Another 1d4 pupil arrive every time the master advances in level, with the maximum number of pupils being equal to the master sorcerer's Charisma score. These pupil advance in level independently.

A master's followers want to learn. They serve in any capacity the master chooses as long as the master spends at least 20 hours per week instructing them. If the master doesn't live up to this schedule, the followers leave to find someone else.

Warden (Fighter Subclass)



Wardens often act as stalwart protectors of their people and homelands. They seek to defend the natural world from those who would corrupt or destroy it, using subterfuge, skill at arms, and their knowledge of nature to track down, monitor and, if need be, attack those threats.

The warden is a non-magical variant of the ranger class. Should you, as Gamemaster, allow this class in your Heroes & Hexes campaign, it is designed to fill the same niche as the ranger class and may be used in place of that class.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Animal Empathy, Favored Enemies, Foe Hunter
2	2	+2	Fighting Style
3	3	+3	Healing Lore, Pathfinder
4	4	+4	
5	5	+5	Extra Attacks
6	6	+6	
7	7	+7	
8	8	+8	Use Scrying Devices
9	9	+9	
10	10	+10	
11	+3	+11	
12	+3	+12	
13	+3	+13	
14	+3	+14	
15	+3	+15	
16	+3	+16	
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	

- Ability Requirements:** Strength 13, Wisdom 13, and Constitution 13
- Hit Die Type:** d10 (6)
- Alignment:** Any non-evil neutral or good: lawful good, neutral good, chaotic good, lawful neutral, neutral, or chaotic neutral
- Weapon Proficiencies:** Any
- Armor Proficiencies:** Light and medium armors, and shields
- Saving Throw Proficiencies:** Wisdom and Constitution
- Skill Proficiencies:** Animal Handling, Nature, Stealth, and Survival plus any 2 of the following: Acrobatics, Athletics, Craft (any), Insight, Intimidation, Investigation, Medicine, Perception, Profession (any), or Religion
- Starting Funds:** 5d4 x 10 gold pieces

Animal Empathy

Starting at 1st level, wardens may attempt to alter the reaction of wild and domesticated beasts, in the same manner that others may influence the initial reactions of more intelligent creatures through parleying. Starting at 1st level, wardens gain a +2 bonus to all Animal Handling checks. This bonus increases by 1 at warden levels 8 and 15.

In addition, you are able to gain the services of one or more loyal animal companions with a Hit Dice total equal to your warden level.

Favored Enemies

At 1st level, a warden may select two group of creatures as Favored Enemies. The creatures in each group are listed in Appendix F of the Player's Handbook (page 232). The 17 Favored Enemy groups are:

Aberations	Giants
Animals	Elementals
Aquatic creatures	Humanoids
Beast-folk	Humans
Beasts	Magical creatures
Fey	Outsiders
Fungi, plants, & oozes	Subterranean humanoids
Demihumans	Undead
Dragons	

When fighting these foes, wardens deal an additional 2 points of damage with both melee and ranged weapons. At warden levels 6, 11, and 16 this bonus increases by 1.

Wardens make all Survival checks to track Favored Enemies with a +2 bonus. This bonus increases by 1 point at levels warden levels 8 and 15.

At warden levels 6, 11, and 16 the character may choose another favored enemy group. The chosen enemies should reflect those that the character has repeatedly faced in battle.

Each time a group is chosen, the warden may learn an additional Language from any Favored Enemy group that he has chosen. As such, he gets 2 additional Language skills at 1st level.

Foe Hunter

A warden's training grants them a +2 bonus to all Perception and Stealth checks at 1st level. This bonus increases by 1 point at levels warden levels 8 and 15. Wardens also reduces foes' Armor Class bonuses due to cover and concealment by 2.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options:

- **Archery:** You reduce all range penalties made with ranged weapons by 2 (PHB 44) and may make ranged attacks in close combat without penalty (see page 67).
- **Defense:** When using a shield, you gain an additional, +1 bonus, to your Armor Class.

- *Dueling*: When wielding a finesse weapon (PHB 46 and 49), you may add your Dexterity modifier, rather than Strength modifier, to damage rolls.
- *Great-Weapon*: When wielding a Medium- or Large-sized melee weapon with two hands, the warden deals an additional point of damage with each successful attack.
- *Mounted Combat*: Mounting or dismounted only uses 5 feet of your Movement Rate, rather than half of your movement. When mounted, you can redirect attacks made against your mount to yourself. You gain a +1 attack bonus against all unmounted opponents while mounted.
- *Single-Weapon*: When wielding a one-handed melee weapon and holding nothing in his off-hand, the warden gets a +1 bonus to his Armor Class.
- *Skirmisher*: You get a +3 bonus to Armor Class when drawing Opportunity Attacks (see page 66).
- *Two-Weapon Fighting*: When you engage in two-weapon fighting, you offset two-weapon fighting penalties (see page 66) by 2.

At warden levels 7, 12, and 17, the warden chooses another fighting style.



Healing Lore

At 3rd level, the warden gains proficiency in the Profession (Herbalist) skill, if he is not already proficient. Additionally, he has a +2 bonus to all checks made with that skill. This bonus increases by 1 at warden levels 8 and 15.

The warden may use the Profession (Herbalist) skill to create curative salves and poultices. He may use the Profession (Herbalist) skill to create these, with no skill check needed in lands familiar to him. If in unfamiliar lands or if blight has stricken his lands, a DC 15 (or greater) skill check is required.

After spending an hour foraging and concocting these curatives, the warden gains a healing pool of 3 Hit Points for every warden level attained. This may be done once per day (24 hours).

As an action, the warden can tend to the wounds of a living creature and restore Hit Points to that creature. He may restore as many Hit Points as there are Hit Points remaining in his healing pool.

Starting at 4th level, the warden may expend 6 Hit Points from his healing pool to replicate one the following spells as: Lesser Restoration, Remove Paralysis, or Slow Poison. This uses his action for the round.

At 7th level and beyond, the warden may expend 9 Hit Points from his healing pool to replicate one the following spells: Cure Blindness/Deafness, Cure Disease, or Neutralize Poison. This uses his action for the round.

Pathfinder

Starting at 3rd level, wardens may move at their normal Movement Rate when making Stealth checks to move silently or Survival checks to track.

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make a Nature or Survival skill check related to your favored terrain, you add +2 to your die roll. This bonus increases by 1 point at warden levels 8 and 15.

While traveling for an hour or more in your favored terrain you find twice as much food as you normally would by foraging and hunting (PHB 41). While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

At 7th level and beyond you may render your tracks and those of your allies untraceable while traveling at a normal pace in your favored terrains. You and a number of allies equal to ½ of your warden level (rounded down) plus your Wisdom modifier cannot be tracked by non-magical means, unless you choose to leave a trail.

Extra Attacks

Wardens gain the ability to make more than one attack each round. At level 5, wardens may make 1 extra attack per round. At levels 10 and beyond wardens may make two extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Use Scrying Devices

At 8th level, wardens are able to employ all non-written magic items which pertain to clairaudience, clairvoyance, ESP, scrying, and telepathy.



Witch (Mage Subclass)

Witches, also known as hedge mages, are arcane spellcasters who supplement their use of spellcraft with a mastery of herbalism and natural lore. Unlike other arcane spellcasters, witches hone their skills through the study of nature and by delving into ancient rituals carried down through folklore, rather than through formalized study of the arcane formulae and the principals of magic.

Witches devote themselves to the care of others and often restrict their practices to the healing arts. They commonly take the place of clerics in rural communities and may wander the countryside serving the needs of several small communities. Male witches are sometimes called warlocks.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Animal Empathy, Spellbook, Spellcasting Focus, Witch Spells
2	2	±0	Greater Hex
3	3	+1	Green Craft
4	4	+1	
5	5	+1	Natural Lore
6	6	+2	
7	7	+2	
8	8	+2	
9	9	+3	
10	10	+3	
11	+1	+3	
12	+1	+4	
13	+1	+4	
14	+1	+4	
15	+1	+5	
16	+1	+5	
17	+1	+5	
18	+1	+6	
19	+1	+6	
20	+1	+6	



Ability Requirements: Intelligence 13, Wisdom 13
Hit Die Type: d6 (4)
Alignment: Any

Weapon Proficiencies: Club, dagger, dart, quarterstaff, sickle, and sling

Armor Proficiencies: None. You may not cast arcane spells in armor.

Saving Throw Proficiencies: Intelligence and Wisdom

Skill Proficiencies: Arcana, Nature, Profession (Herbalist), and any 2 of the following: Ciphers, Craft (any), Handle Animal, History, Insight, Investigation, Language (any), Medicine, Perception, Performance (any), Poison, Profession (any), Religion, Sleight of Hand, Stealth, or Survival

Starting Funds: 2d4 x 10 gold pieces

Animal Empathy

Witches may attempt to alter the reaction of wild and domesticated beasts, in the same manner that others may influence the initial reactions of more intelligent creatures through parleying (PHB 61).

Starting at 2nd level, witches gain a +2 bonus to all Handle Animal checks. This bonus increases by 1 at witch levels 8 and 15. The DC of any Animal Friendship spell they cast is increased by as well, with the Animal Empathy bonus added to the DC. It is also added to the d20 roll made when summoning a familiar with the Find Familiar Spell.

Witch Spells

A witch is an arcane spellcaster with spells drawn from both the mage and druid spell lists. The druidic spells that appear on the witch's spell list are considered arcane spells when learned and cast by witches.

Each witch can prepare a limited number of spells from each spell level per day. The table below lists the number of spells per day a witch may prepare from each spell level.

Spell preparation and descriptions are covered in greater detail in the Magic section beginning on page 73 of the Player's Handbook.

Spell Slots

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

Intelligence is the spellcasting ability for casting witch spells, since witches learn their spells through dedicated study and memorization. Witches use Intelligence whenever a spell refers to their spellcasting ability. In addition, witches use their Intelligence modifier when setting the Saving Throw DC for a witch spell they cast. A witch's caster level is equal to his witch level.

Spell save DC = 10 + the spell level + the witch's Intelligence modifier

Cantrips: Witches know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table above.

Ritual Spells: Witches may cast spells with the (Ritual) tag beside them at will. Ritual spellcasting adds 10 minutes to the spell's

casting time, and requires the witch to have learned the spell, scribed it into his spellbook, and have his spellbook on hand.



Spellbook

At 1st level, a witch has a collection of notes, placards, diagrams, and treatises on the workings of the natural world. These collectively function exactly as a spellbook and contains all of the witch cantrips and four 1st level spells of your choice.

A witch may add 2 spells to his spellbook when advancing in level. The spell chosen must be of a level the character can cast. See page 74 for the Player's Handbook for more details on adding spells to your spellbook and learning more spells.

Spellcasting Focus

You can use a spellcasting focus for your witch spells. A spellcasting focus is a special item - an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item - designed to channel the power of arcane spells.

Casting some spells requires a material component, as specified in each spell's description. A character can use a spellcasting focus in place of the components specified for a spell. If a cost is indicated for a material component, a character must have that specific component before he can cast the spell.

If this item is lost or destroyed, the witch may create another one with suitable raw materials, a day's work, and an applicable Craft skill check. Otherwise, the witch may purchase a spellcasting focus for twice the listed raw material cost given below.

- **Crystal:** A crystal may be cut and polished with a Craft (Jeweler) skill check. Raw materials cost 5 gold pieces.
- **Orb:** An orb of glass may be created with a Craft (Glassblower) skill check. Raw materials cost 5 gold pieces.

- **Rod:** A rod of iron or other hard metal may be forged or otherwise constructed with a Craft (Smith) skill check. Raw materials cost 5 gold pieces.
- **Staff:** A suitable staff may be created with a Craft (Carpenter) skill check. Raw materials are readily available for no cost, though a purchased staff would cost 5 gold pieces.
- **Wand:** Wands may be made from wood, glass, or metal, and be created through an applicable Craft skill check. Raw materials cost 5 gold pieces.

Greater Hex

Once the witch reaches 2nd level, he increases the duration of any Hex cantrip that he casts. He may concentrate on the cantrip for up to 1 minute per witch level.

The Saving Throw DC to resist this cantrip increases by 2 at 2nd level, increasing by one at witch levels 8 and 15.

Green Craft

Witches revere nature, are adept at extracting medicinal and baleful substances from herbs, fungi, and other natural sources.

Starting at 3rd level, the witch may use the Profession (Herbalist) skill to create curative salves, poultices, and brews. He may use the Profession (Herbalist) skill to create these, with no skill check needed in lands familiar to him. If in unfamiliar lands or if blight has stricken his lands, a DC 15 (or greater) skill check is required.

After spending an hour foraging and concocting these curatives, the witch gains a healing pool of 3 Hit Points for every witch level attained. This may be done once per day (24 hours).

As an action, the witch can tend to the wounds of a living creature and restore Hit Points to that creature. He may restore as many Hit Points as there are Hit Points remaining in his healing pool.

Starting at 3rd level, the witch may expend 6 Hit Points from his healing pool to brew an elixir that acts one of the following spells when imbibed: Charm Person, Sleep, or Slow Poison.

At 5th level, the following spell-elixirs may be created by expending 9 Hit Points from his healing pool: Cause Blindness/Deafness, Cause Disease, Cure Blindness/Deafness, Cure Disease, Deep Slumber, Lesser Restoration, Neutralize Poison, or Poison.

At 7th level, the witch may create elixirs that mimic the following spells by expending 12 Hit Points from his healing pool: Hold Person, Restoration, or Suggestion.

These elixirs must be used within 24 hours of their creation or they lose their efficacy. Applying or drinking an elixir requires the use of an action. The Saving Throw DC to resist an elixir is 10 + ½ of the witch's level (minimum of 1) + the witch's Intelligence modifier.

Natural Lore

At 5th level, the witch gains a +2 bonus to all Profession (Herbalist) and Nature skill checks. This bonus increases by +1 at levels 11 and 16.

This bonus also applies to all Charisma skill checks made when interacting with fey creatures, such as sprites and dryads, as well as with hags, due to their grudging respect for witches.

Followers

At 9th level, the witch establishes a coven and attracts the services of two 1st level pupils, who gain experience independently of their master. At 11th level and every 2 witch levels thereafter, the witch will attract 2 additional students, to a maximum of 12 students at level 19. In the likely event that a student sets off on their own, another student will eventually take their place.

Witches will sometimes attract mages or, rarely, druids or bards, who seek their tutelage.

Witch Spells

	0-Level	1 st Level	2 nd Level	3 rd Level
1	Affect Normal Fires	Alarm	Alter Self	Arcane Sight
2	Audible Glamer	Animal Friendship	Animal Messenger	Call Lightning
3	<i>Bind Wounds</i>	Animate Rope	Animal Trance	Clairaudience / Clairvoyance
4	<i>Create Water</i>	Calm Animals	Blur	<i>Continual Light</i>
5	Dancing Lights	Cause Fear	Darkness 15' Radius	<i>Cure Blindness/Deafness</i>
6	Hex	Change Self	Darkvision	<i>Cure Disease</i>
7	Know Direction	Charm Person	Detect Invisibility	Deep Slumber
8	Light	Chill Touch	ESP	<i>Detect Lie</i>
9	Mending	Combine	Feign Death	Dispel Magic (<i>Ritual</i>)
10	Message	Detect Animals or Plants	Fog Cloud	Dominate Animal
11	Prestidigitation	<i>Detect Evil</i>	Forget	Fly
12	<i>Purify Food and Drink</i>	Detect Magic (<i>Ritual</i>)	Glitterdust	Fumble
13	<i>Read Magic (Ritual)</i>	Detect Poison	Gust of Wind	Gaseous Form
14		Detect Secret Doors	Hold Animal	Hold Person
15		Detect Snares and Pits	Hold Undead	Improved Phantasmal Force
16		Detect Undead	Irritation	Invisibility
17		Endure Elements	<i>Know Alignment</i>	Meld into Stone
18		Entangle	Lesser Restoration	Monster Summoning I
19		Faerie Fire	Levitate	<i>Neutralize Poison</i>
20		Feather Fall	Locate Object	Nondetection
21		Find Familiar (<i>Ritual</i>)	Misdirection	Phantom Steed
22		Friends	Obscure Object	<i>Plant Growth</i>
23		Grease	Phantasmal Force	<i>Protection from Evil</i> 10' Radius
24		Hold Portal	Protection from Normal Missiles	Shape Wood
25		Hypnotic Pattern	Pyrotechnics	Sleet Storm
26		Identify (<i>Ritual</i>)	Ray of Enfeeblement	Snare
27		Invisibility to Animals	Scare	Speak with Plants
28		Magic Fang	Shatter	Spike Growth
29		Magic Stone	Slow Poison	Sticks to Snakes
30		Obscurement	Soften Earth and Stone	Stinking Cloud
31		Pass without Trace	Spectral Hand	Stone Shape
32		Penetrate Disguise	Spider Climb	Suggestion
33		Portent	Summon Insects	Wall of Wind
34		<i>Protection from Evil</i>	Tasha's Hideous Laughter	<i>Water Breathing</i>
35		Shillelagh	Tree	Wraithform
36		Silent Image	<i>Warp Wood</i>	
37		Sleep	Web	
38		Speak with Animals	Whispering Wind	
39		Taunt		
40		Ventriloquism		
	4 th Level	5 th Level	6 th Level	
1	Air Walk	<i>Animal Growth</i>	Antilife Shell	
2	Antiplant Shell 10' Radius	<i>Avoidance</i>	Contingency	
3	Charm Monster	Break Enchantment	Control Water	
4	Command Plants	Chaos	Eyebite	
5	Confusion	Commune with Nature	<i>Find the Path</i>	
6	Detect Scrying	Control Winds	<i>Flesh to Stone</i>	
7	Dimension Door	Death Ward	Geas	
8	Emotion	Dismissal	Globe of Invulnerability	
9	Fear	Dominate Person	Guards and Wards	
10	Freedom of Movement	Dream	Improved Dispel Magic	
11	Hallucinatory Terrain	Fabricate	Invisible Stalker	
12	Hold Plant	False Vision	Legend Lore	
13	Illusory Wall	Feeblemind	Liveoak	
14	Improved Invisibility	Hold Monster	Mass Suggestion	
15	Leomund's Secure Shelter	Insect Plague	Mislead	
16	Locate Creature	Major Creation	Monster Summoning IV	
17	Massmorph	Mind Fog	Permanent Image	
18	Minor Creation	Mirage Arcana	Programmed Illusion	
19	Minor Globe of Invulnerability	Monster Summoning III	Reincarnation	
20	Monster Summoning II	Negative Plane Protection	Repulsion	
21	<i>Plant Growth</i>	Nightmare	Shades	
22	Polymorph	Persistent Image	Shadow Walk	
23	<i>Produce Fire</i>	Prying Eyes	Stone Tell	
24	<i>Remove Curse</i>	Restoration	Summon Shadow	
25	Repel Vermin	Seeming	<i>Transmute Water to Dust</i>	
26	Scrying	Sending	<i>True Seeing</i>	
27	Sleet Storm	<i>Transmute Rock to Mud</i>	Turn Wood	
28	Solid Fog	Wall of Stone	Veil	
29	Spike Stones	Wall of Thorns		

Spells listed in italics are reversible. *Blindness/Deafness is the reverse of Cure Blindness/Deafness).

Witch Spells

	7 th Level	8 th Level	9 th Level
1	Animate Plants	Animate Rock	Astral Spell
2	Banishment	Control Plants	Dominate Monster
3	Changestaff	Demand	Etherealness
4	Control Weather	Discern Location	Foresight
5	Creeping Doom	Earthquake	Freedom
6	Ethereal Jaunt	Improved Prying Eyes	Imprisonment
7	Finger of Death	Mass Charm	Monster Summoning VII
8	Improved Scrying	Maze	Shambler
9	Insanity	Mind Blank	Shapechange
10	Monster Summoning V	Monster Summoning VI	Soul Bind
11	Project Image	Otto's Irresistible Dance	Storm of Vengeance
12	Reverse Gravity	Polymorph Any Object	Succor
13	Sequester	Regenerate	Temporal Stasis
14	Vision	Screen	
15	Wind Walk	Whirlwind	

Spells listed in italics are reversible

