

# **CAMPAIGN HANDBOOK**

**for Bill Pomares' Greyhawk Campaign**

**(D&D version 3.5)**

**Updated 7/2008**

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This handbook has been written to serve as a guide to the Greyhawk Campaign that I DM. Some standard D&D rules have been altered or added as necessary to create a certain flavor for the campaign. The following text will guide players through character creation for this campaign.

### WHAT YOU NEED TO PLAY:

- the Player's Handbook (Core Rulebook I, v.3.5), abbreviated PH;
- a Character Sheet (see Appendix if you need one);
- a pencil and scratch paper;
- dice (4-sided, a 6-sided, an 8-sided, a 12-sided, a 20-sided, and two 10-sided dice).

## 1. CHOOSE A CLASS

Below is a brief description of the core classes that are available to players for this Campaign. **Please note that the Barbarian and Monk classes are NOT used in this campaign.** If you are interested in playing a barbarian-type character, consider playing a fighter (or even better, a ranger!) placing high scores in Strength and Constitution. Read through them and decide which class you would like to play. It is helpful to have a group of players with a variety of classes, as the strengths of each class will likely contribute to the party's success. A party composed of only sorcerers rarely fares well and neither does a party of just fighters!

Class	Characteristics	Hit Die
Bard	Wandering minstrel, jack of all trades, arcane spellcaster, has song-related powers.	d6
Cleric	Priest with patron god, divine spellcaster, turns undead (skeletons, for example).	d8
Druid	Priest of the woodlands and nature, divine spellcaster.	d8
Fighter	Classic warriors. They fight well, are hard to kill, and have many feats.	d10
Paladin	Knights of justice, destroyers of evil, have special divine powers.	d10
Ranger	Fighters with woodland and wilderness skills, tracking, etc.	d10
Rogue	Thief, spy and scout – masters of stealth and disguise.	d6
Sorcerer	Arcane spellcaster. Can cast many spells per day, but has few choices.	d4
Wizard	Arcane spellcaster. Can cast fewer spells per day, but has many choices.	d4

Here are some details that may help you to decide which class to choose. Skills listed in *italics* are some of the more important skills for the class, even though the class may have many class skills.

### **Bards:**

- Abilities: Charisma (affects spell casting), Dexterity and Intelligence (important for bard skills)
- Alignment: Any nonlawful
- Hit Die: d6
- Weapons: all simple weapons and one of the following: longbow, shortbow, composite longbow and shortbow, longsword, shortsword, rapier, sap, or whip.
- Armor: light armor, medium armor and shields
- 1<sup>st</sup> level Skill Points: (4 + INT modifier) x 4      Additional Levels: 4 + INT modifier

Class Skills: Alchemy, Appraise, Balance, Bluff, Climb, *Concentration*, Craft, *Decipher Script*, *Diplomacy*, Escape Artist, *Gather Information*, Hide, Intuit Direction, Jump, *Knowledge*, Listen, Move Silently, *Perform*, *Pick Pocket*, Profession, *Runecraft*, Scry, Sense Motive, Speak Language, *Spellcraft*, Swim, Tumble, Use Magic Device

- Special Features:

Spells: bards can choose spells from the bard spell list.

Bardic Music: Using the Perform skill, bards can use song or poetics to produce magical effects on those around him. He can Inspire Courage in his allies (which grants combat bonuses), sing a Countersong, which can negate language or sound-based magical effects, and can Fascinate a creature, forcing the creature to become docile and listen to his bardic music.

Check Appendix IV: Revised Spell Rules to understand how spells are treated in this campaign.

### **Clerics:**

- Abilities: Wisdom (affects spell casting), Charisma (helps for turning undead), Constitution (improves HP)
  - Alignment: Must be the same or within one step of your patron deity
  - Hit Die: d8
  - Weapons: all simple weapons plus the favored weapon of their chosen deity.
  - Armor: light armor, medium armor, heavy armor and shields
  - 1<sup>st</sup> level Skill Points: (2 + INT modifier) x 4      Additional Levels: 2 + INT modifier  
Class Skills: *Concentration, Craft, Diplomacy, Heal, Knowledge (arcana & religion), Profession, Runecraft, Scry, Spellcraft*
  - Special Features:
    - Spells: clerics can choose spells from the cleric spell list
    - Turn Undead: clerics can cause undead creatures (skeletons, zombies, wraiths) to flee in fear
- This campaign uses the Greyhawk pantheon detailed in the Player's Handbook and Deities and Demigods. Check Appendix IV: Revised Spell Rules to understand how spells are treated in this campaign.

### **Druids:**

- Abilities: Wisdom (affects spell casting), Dexterity (improves AC)
  - Alignment: any neutral
  - Hit Die: d8
  - Weapons: club, dagger, dart, longspear, quarterstaff, scimitar, sickle, shortspear, sling
  - Armor: non-metal light and medium armor, wooden shields
  - 1<sup>st</sup> level Skill Points: (4 + INT modifier) x 4      Additional Levels: 4 + INT modifier  
Class Skills: *Animal Empathy, Concentration, Craft, Diplomacy, Handle Animal, Heal, Intuit Direction, Knowledge (nature), Profession, Runecraft, Scry, Spellcraft, Swim, Wilderness Lore*
  - Special Features:
    - Spells: druids can choose spells from the druid spell list
    - Nature Sense: druids can identify plants and animals with perfect accuracy and can tell whether water is safe to drink.
    - Animal Companion: druids begin play with an animal that she has befriended with the spell animal friendship so long as the animal has no more than 2 Hit Dice.
- Check Appendix IV: Revised Spell Rules to understand how spells are treated in this campaign.

### **Fighters:**

- Abilities: Strength (for combat and skills), Constitution (improves HP), Dexterity (improves AC)
- Alignment: any
- Hit Die: d10
- Weapons: all simple and martial weapons
- Armor: light armor, medium armor, heavy armor and shields
- 1<sup>st</sup> level Skill Points: (2 + INT modifier) x 4      Additional Levels: 2 + INT modifier  
Class Skills: *Climb, Craft, Handle Animal, Jump, Listen, Ride, Swim*
- Special Features:
  - Bonus Feats: fighters gain 1 bonus feat at 1<sup>st</sup> level and additional bonus feats at all even-numbered levels. Most players use these feats to enhance combat performance.

### **Paladins:**

- Abilities: Strength (for combat and skills), Charisma (helps for turning undead), Wisdom (affects spell casting), Constitution (improves HP),
- Alignment: Lawful Good
- Hit Die: d10
- Weapons: all simple and martial weapons
- Armor: light armor, medium armor, heavy armor and shields

- 1<sup>st</sup> level Skill Points: (2 + INT modifier) x 4      Additional Levels: 2 + INT modifier  
Class Skills: *Concentration*, Craft, Diplomacy, Handle Animal, *Heal*, *Knowledge (religion)*, Profession, Ride
- Special Features:
  - Detect Evil: at will, paladins can detect evil as a spell-like ability
  - Divine Grace: a paladin applies her Charisma modifier as a bonus to all saving throws
  - Lay On Hands: a paladin can heal wounds by touch. Each day a paladin can cure a total number of hit points equal to her Charisma bonus times her level.
  - Divine Health: a paladin is immune to all diseases, both mundane and magical.

*This campaign uses the Revised Paladin Class found in Appendix I of this Handbook instead of the one listed in the PH.*

### **Rangers:**

- Abilities: Dexterity (improves AC), Strength (for combat and skills), Wisdom (affects spell casting)
- Alignment: any
- Hit Die: d10
- Weapons: all simple and martial weapons
- Armor: light armor, medium armor and shields
- 1<sup>st</sup> level Skill Points: (4 + INT modifier) x 4      Additional Levels: 4 + INT modifier  
Class Skills: *Animal Empathy*, Climb, *Concentration*, Craft, *Handle Animal*, *Heal*, *Hide*, *Intuit Direction*, Jump, *Knowledge (nature)*, Listen, Move Silently, Profession, *Ride*, Search, Spot, Swim, Use Rope, *Wilderness Lore*
- Special Features:
  - Track: rangers gain Track as a bonus feat to follow the trail of creatures across most terrain types.
  - Favored Enemy: at 1<sup>st</sup> level and at every 5<sup>th</sup> level thereafter, the ranger may choose a creature type as a favored enemy. He gains bonuses to skill checks and damage versus this creature type.

*This campaign uses the Revised Ranger Class found in Appendix I of this Handbook instead of the one listed in the PH.*

### **Rogues:**

- Abilities: Dexterity (improves AC), Intelligence (improves skill checks), Wisdom (improves skill checks)
- Alignment: any
- Hit Die: d6
- Weapons: Small and Medium size rogues - hand or light crossbow, dagger, dart, light mace, sap, shortbow, and short sword. Medium size rogues only - club, heavy crossbow, heavy mace, morningstar, quarterstaff and rapier.
- Armor: light armor
- 1<sup>st</sup> level Skill Points: (8 + INT modifier) x 4      Additional Levels: 8 + INT modifier  
Class Skills: Alchemy, Appraise, *Balance*, *Bluff*, Climb, *Concentration*, Craft, *Decipher Script*, Diplomacy, *Escape Artist*, *Gather Information*, *Hide*, Intuit Direction, Jump, Knowledge, Listen, *Move Silently*, Perform, *Pick Pocket*, Profession, *Runecraft*, Scry, *Sense Motive*, Speak Language, *Spellcraft*, Swim, *Tumble*, *Use Magic Device*
- Special Features:
  - Sneak Attack: rogues can inflict an extra 1d6 damage when opponents are caught off-guard. This ability improves by an additional 1d6 at every odd-numbered level thereafter.

### **Sorcerers:**

- Abilities: Charisma (affects spellcasting), Dexterity (improves AC), Constitution (improves HP)
- Alignment: any

- Hit Die: d4
  - Weapons: all simple weapons
  - Armor: none
  - 1<sup>st</sup> level Skill Points: (2 + INT modifier) x 4      Additional Levels: 2 + INT modifier  
Class Skills: *Alchemy, Concentration, Craft, Knowledge (all), Profession, Scry, Spellcraft*
  - Special Features:
    - Spells: sorcerers can choose spells from the sorcerer/wizard spell list
    - Summon Familiar: sorcerers can summon and magically link to a magical, unusually tough and intelligent small animal of his choosing. The animal has extraordinary abilities and is empathically linked to its master. The familiar also gains abilities as the sorcerer advances in levels.
- Check Appendix IV: Revised Spell Rules to understand how spells are treated in this campaign.  
Also check Appendix I: Classes, for house rules for sorcerers.*

### **Wizards:**

- Abilities: Intelligence (affects spellcasting), Dexterity (improves AC), Constitution (improves HP)
  - Alignment: any
  - Hit Die: d4
  - Weapons: club, dagger, heavy crossbow, light crossbow, quarterstaff
  - Armor: none
  - 1<sup>st</sup> level Skill Points: (2 + INT modifier) x 4      Additional Levels: 2 + INT modifier  
Class Skills: *Alchemy, Concentration, Craft, Knowledge (all), Profession, Runecraft, Scry, Spellcraft*
  - Special Features:
    - Spells: wizards can choose spells from the sorcerer/wizard spell list
    - Summon Familiar: wizards can summon and magically link to a magical, unusually tough and intelligent small animal of his choosing. The animal has extraordinary abilities and is empathically linked to its master. The familiar also gains abilities as the wizard advances in levels.
    - Scribe Scroll: wizards can create magic scrolls of any spells they know.
    - School Specialization: at 1<sup>st</sup> level the wizard can opt to specialize in one school of magic, gaining an additional spell that he can cast per day in each level. Depending on the school of magic chosen, the specialist must give up other schools of magic and are unable to cast spells from those schools.
- Check Appendix IV: Revised Spell Rules to understand how spells are treated in this campaign.*

## **2. CHOOSE A RACE**

Below is a brief description of the races that are available to players in the Campaign. Read through them and decide which race you would like to play. It is helpful to have a group of players with a variety of races, as the strengths of each race will likely contribute to the party's success, although this is not as critical as having diversity of classes in a group. Generally speaking, a party composed of diverse races tends to fare a bit better than a party of same-race characters.

<b>Race</b>	<b>Characteristic Summary</b>
Human	Gains 1 extra feat and 4 extra skill points at 1 <sup>st</sup> level
Dwarf	4' tall, +2 Constitution, -2 Charisma, Darkvision 60', Stonecunning, resistant to spells/poison
Elf	5' tall, +2 Dexterity, -2 Constitution, Low-light Vision, +2 to Listen, Search and Spot, proficient w/bows & swords, resistant to enchantments
Gnome	3 1/2' tall, -2 Strength, +2 Constitution, keen senses, Low-light Vision, resistant to illusions
Half-Elf	5 1/2' tall, +1 Dexterity, -1 Constitution, Low-light Vision, +1 to Listen, Search and Spot, resistant to enchantments, gains 2 extra skill points at 1 <sup>st</sup> level (RACIAL HOUSE RULE)
Half-Orc	6' tall and stocky, +2 Strength, -2 Intelligence, -2 Charisma, Darkvision 60'
Halfling	3' tall, +2 Dexterity, -2 Strength, +1 to all saves, +2 bonus to Climb, Jump and Move Silently

### **3. ASSIGN AND ADJUST ABILITY SCORES**

In order to be fair to all players and to generate characters with a significant chance of survival, a stock set of ability scores will be used to create all characters in the campaign. This will also eliminate “hopeless” characters (they’re supposed to be the heroes anyway, right?). OR, if you prefer, use a 36 point buy to generate your character’s ability scores.

- A. Stock ability scores are as follows: 16, 15, 14, 13, 12, 11. Put high scores in abilities that work for your character’s class as listed above in the descriptions. Also assign abilities according to your concept of what sort of person the character is and his or her strengths and weaknesses. Record the scores in the left-hand margin of the character sheet next to where the ability scores are listed
- B. Adjust these scores with the racial ability score adjustments as listed in the table above.
- C. The player may, at his/her discretion, subtract 1 point from any attribute, and add that point to any other attribute up to a score of 18. This can only be done once.
- D. Record the ability modifiers next to each score on the sheet. These tell you generally how far above or below average your character is in each ability.

<b>Score</b>	<b>Modifier</b>
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5

### **4. RECORD RACIAL AND CLASS FEATURES**

Your character’s race and class grant him or her special features. Most features are automatic, but some will require you to make choices. Look ahead in the PH to find out the information to help you make these choices. Race descriptions may be found on p.11 and full class descriptions may be found on p. 21 of the PH. (Reminder – NO barbarians or monks in this campaign!)

### **5. REVIEW THE STARTING PACKAGE FOR YOUR CHARACTER CLASS**

Look at the class’s starting package at the end of each class description in Chapter 3: Classes on p.21 of the PH. It offers a fast way to complete the next several steps of character design. If you like the feats, skills, and equipment listed there for a character class you’ve chosen, then you can record this information on your character sheet. You can also use it as a guideline for making your own decisions from scratch.

### **6. SELECT A FEAT (or FEATS)**

Each 1<sup>st</sup> level character begins with 1 feat (Exceptions: humans get 2 and fighters get a bonus feat at 1<sup>st</sup> level. Therefore, a human 1<sup>st</sup> level fighter begins play with a total of 3 feats!). Some feats refer to equipment or skills, so you may need to look ahead to other chapters to decide whether you want one of those for your character.

### **7. SELECT SKILLS**

Each new character gets a certain amount of skill points to spend on skills. Class and intelligence determine the number of skill points you have to spend (and if you’re human, you get 4 bonus skill points to spend at 1<sup>st</sup> level and if you’re half-elven, you get 2 bonus skill points to spend at 1<sup>st</sup> level). Skills are measured in ranks. Each rank adds +1 to checks (dice rolls) you make to successfully use that skill. At 1<sup>st</sup> level, you can buy up to 4 ranks in a class skill (a skill from your class’s list of skills) and 2 cross-class skills (a skill from some other class’s list of class skills).

## **8. REVIEW DESCRIPTION**

- A. Choose an alignment from the descriptions on p. 104-105 in the PH. Characters for this campaign must be good or neutral but not evil.
- B. Choose a religion that agrees with your class, race and alignment and the descriptions found on p. 106-108 in the PH.
- C. Choose a name and a gender, and determine your age, height and weight using the tables on p. 109 in the PH.

## **9. SELECT EQUIPMENT**

- A. Determine your starting gold using the table below.

**Table 7-1: Random Starting Gold, from p. 95 of the PH**

<b>Class</b>	<b>Amount (gold pieces - gp)</b>		<b>Class</b>	<b>Amount (gold pieces - gp)</b>
Bard	4d4 x 10		Ranger	6d4 x 10
Cleric	5d4 x 10		Rogue	5d4 x 10
Druid	2d4 x 10		Sorcerer	3d4 x 10
Fighter	6d4 x 10		Wizard	3d4 x 10
Paladin	6d4 x 10			

B. Select equipment from the PH, using the starting package for your character class as a guide. Keep a running total of your gold by subtracting the cost of your equipment as you select it. Weapons are found on p.98-99 of the PH, armor is found on p.104, other adventuring gear is located on p.108, and special/superior items and grenade-like weapons are found on p.114. Make sure your selections do not conflict with your class limitations for weapons and armor.

C. It is usually a good idea to have both melee and ranged weapons in order to cope with different combat situations. Likewise, it is also a good idea to have a variety of weapon types, i.e., slashing, piercing, and bludgeoning, in order to best combat different types of monsters in different situations.

## **10. RECORD COMBAT AND SKILL STATISTICS**

Based on your race, class, ability modifiers, feat(s), weapons, armor, and other equipment, fill in the blanks for your Saving Throws, Armor Class, Hit Points, Initiative Modifier, Melee and Ranged Attack Bonuses, Weapon statistics, and total Skill bonuses.

## **11. COMPLETE THE CHARACTER SHEET**

Complete the character sheet with whatever details are necessary to fill all the relevant statistic blocks and then transfer your information to the DM Stats sheet and give it to your DM. Congratulations! You have created your own D&D character! Now the fun really starts – roleplaying your character in an adventure!

### **\*\* HOUSE RULE FOR HIT POINTS \*\***

Characters gain maximum hit points for their class at 1<sup>st</sup> level. The character's Constitution modifier modifies his/her Hit Points. Players may opt to roll the hit points for each level gained, OR they may choose to apply a static number based on hit die type as per the chart listed below.

<u>Hit Die</u>	<u>Hit Points gained at 1<sup>st</sup> level</u>	<u>Hit Points gained each level after 1<sup>st</sup></u>
d4	4	3
d6	6	4
d8	8	6
d10	10	8

## APPENDIX I: Classes

The available character classes have been limited in order to attain a certain flavor to the campaign; barbarians and monks are not used. Multi-classed characters are permitted, but a maximum of 3 different classes may be pursued (I'd prefer you limit it to 2 character classes, thanks!). Multi-classing at 1<sup>st</sup> Level is allowable; refer to the rules in the DMG (version 3.0, not 3.5) on page 40-41.

The paladin and ranger classes have also been altered for use in this campaign. Please use the descriptions below for creating these character classes.

### Paladin (Revised Version)

**Hit Die:** d10

**Alignment:** Lawful Good

**Class Skills:** *Concentration*, Craft, Diplomacy, *Handle Animal*, Heal, *Knowledge (Nobility & Royalty)*, *Knowledge (Religion)*, Profession, *Ride*, Sense Motive.

Skill Points at 1<sup>st</sup> level: (2 + INT modifier) x 4

Skill Points at Additional Levels: 2 + INT modifier

**Weapon and Armor Proficiencies:** The paladin is proficient with all simple and martial weapons, with all types of armor (heavy, light, and medium armor), and with shields (except tower shields).

Level	Attack Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Aura of Good, Detect Evil, Smite Evil 1/day
2	+2	+3	+0	+0	Divine Grace, Lay on Hands
3	+3	+3	+1	+1	Aura of Courage, Divine Health
4	+4	+4	+1	+1	Turn Undead
5	+5	+4	+1	+1	Bonus Feat*
6	+6/+1	+5	+2	+2	Remove Disease 1/week
7	+7/+2	+5	+2	+2	Smite Evil 2/day
8	+8/+3	+6	+2	+2	Bonus Feat*
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	Bonus Feat*
12	+12/+7/+2	+8	+4	+4	Remove Disease 2/week
13	+13/+8/+3	+8	+4	+4	Smite Evil 3/day
14	+14/+9/+4	+9	+4	+4	Bonus Feat*
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	Bonus Feat*
18	+18/+13/+8/+3	+11	+6	+6	Remove Disease 3/week
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	

#### Class Abilities:

**Aura of Good (Ex):** The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level, just like the aura of a cleric of a good deity.

**Detect Evil (Sp):** At will, a paladin can use detect evil, as the spell.

**Smite Evil (Su):** Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. At 6<sup>th</sup>, 12<sup>th</sup>, and 18<sup>th</sup> levels, the paladin may smite evil one additional time per day.

**Divine Grace (Su):** At 2<sup>nd</sup> level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

**Lay on Hands (Su):** Beginning at 2<sup>nd</sup> level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level X her Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead



creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

**Aura of Courage (Su):** Beginning at 3<sup>rd</sup> level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

**Divine Health (Ex):** At 3<sup>rd</sup> level, a paladin gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot or lycanthropy).

**Turn Undead (Su):** When a paladin reaches 4<sup>th</sup> level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of three levels lower would. (See Turn or Rebuke Undead, page 159 of the PHB.)

**Bonus Feat\*:** The paladin gains an additional bonus feat at 5<sup>th</sup> level and at 9<sup>th</sup>, 13<sup>th</sup>, 16<sup>th</sup> and 20<sup>th</sup> levels, provided he meets the feat's prerequisites.

These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Endurance, Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Favored Enemy Critical Strike, Favored Enemy Strike, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Run, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse\*, and Weapon Focus\*.

Feats dependent on other feats are listed parenthetically under the prerequisite feat. A character can select feats marked with an asterisk (\*) more than once, but it must be for a different

weapon each time. Characters must still meet all prerequisites for these feats, including ability score and base attack minimums. (See Chapter 5 in the Player's Handbook for descriptions of feats and their prerequisites).

*Important:* These feats are in addition to the feat that a character of any class gets every three levels (per Player's Handbook Table 4-2: Experience and Level-Dependent Benefits). The paladin is not limited to the list given here when choosing those feats.

**Remove Disease (Sp):** At 7<sup>th</sup> level, a paladin can produce a remove disease effect, as the spell, once per week. She can use this ability one additional time per week for every 6 levels after 6<sup>th</sup> (twice per week at 9<sup>th</sup>, three times per week at 18<sup>th</sup>).

**Spells:** Paladins progress in spell ability as per page 44 in the PHB. The spell progression is copied below as a reference.

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

## Ranger (Revised Version)

**Hit Die:** d10

**Alignment:** Any

**Skill Points:** 4 per level

**Class Skills:** *Animal Empathy*, Climb, *Concentration*, Craft, *Handle Animal*, Heal, *Hide*, *Intuit Direction*, Jump, *Knowledge (nature)*, Listen, Move Silently, Profession, *Ride*, Search, Spot, Swim, Use Rope, *Wilderness Lore*

Skill Points at 1<sup>st</sup> level: (4 + INT modifier) x 4

Skill Points at Additional Levels: 4 + INT modifier

**Weapon and Armor Proficiencies:** The ranger is proficient with all simple and martial weapons, light armor, medium armor, and all shields. Note that wearing armor heavier than leather imposes a penalty, to the ranger skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a -1 penalty for every 5 lbs. of armor or equipment carried.

Level	Attack Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	1 <sup>st</sup> Favored Enemy, Nature Sense, Track
2	+2	+3	+0	+0	Bonus Feat*, Wild Empathy
3	+3	+3	+1	+1	Endurance, Uncanny Dodge (Dex to AC)
4	+4	+4	+1	+1	Animal Companion
5	+5	+4	+1	+1	Woodland Stride
6	+6/+1	+5	+2	+2	Improved Uncanny Dodge (Can't be flanked), Trap Sense +1
7	+7/+2	+5	+2	+2	Bonus Feat*
8	+8/+3	+6	+2	+2	2 <sup>nd</sup> Favored Enemy, Swift Tracker
9	+9/+4	+6	+3	+3	Evasion
10	+10/+5	+7	+3	+3	Bonus Feat*
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Camouflage, Trap Sense +2
13	+13/+8/+3	+8	+4	+4	3 <sup>rd</sup> Favored Enemy
14	+14/+9/+4	+9	+4	+4	Bonus Feat*
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	Bonus Feat*
18	+18/+13/+8/+3	+11	+6	+6	Trap Sense +3
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	

### Class Abilities:

**Favored Enemy:** At 1st level, a ranger may select a type of creature (dragons, giants, goblinoids, undead etc.) as a favored enemy. (Only evil rangers can select their own race as a favored enemy.) Due to their extensive study of their foes and training in the proper techniques for combating them, rangers gain a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness checks when using these skills against this type of creature.

Likewise, rangers get the same bonus to weapon damage rolls against creatures of this type. A ranger also gets this damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The strike with bonus doesn't apply to damage against creatures that are immune to critical hits.

At 8th and 13th levels, the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1. For example, a 14th-level ranger will have three favored enemies, with bonuses of +3, +2, and +1.

Rangers may not select "humanoid" or "outsider" as a favored enemy but they may select a more narrowly defined type of humanoid (such as goblinoids, humans, or reptilian humanoids) or outsider (such as devils, efreet, or slaadi). See the Monster Manual for more information on types of creatures. A ranger can only select his own race as a favored enemy if the character is evil.

The Ranger Favored Enemies table that follows lists possible categories for a ranger's favored enemy.

## Ranger Favored Enemies List

Type	Example
Aberrations	Beholders
Animals	Bears
Beasts	Owlbears
Constructs	Golems
Dragons	Black dragons
Elementals	Xorns
Fey	Dryads
Giants	Ogres
Humanoid type	
Magical beasts	Displacer beasts
Oozes	Gelatinous Cubes
Outsider type	
Plants	Shambling mounds
Shapechangers	Werewolves
Undead	Zombies
Vermin	Giant spiders

**Nature Sense:** A ranger can identify plants and animals (their species and special traits) with perfect accuracy. She can tell whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

**Track:** The Ranger gains the Track feat at 1st level.

**Bonus Feat\*:** The ranger gains an additional bonus feat at 2nd level and at 7<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup>, and 17<sup>th</sup> levels, provided he meets the feat's prerequisites.

These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Endurance, Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Favored Enemy Critical Strike, Favored Enemy Strike, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Run, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse\*, and Weapon Focus\*.

Feats dependent on other feats are listed parenthetically under the prerequisite feat. A character can select feats marked with an asterisk (\*) more than once, but it must be for a different weapon each time. Characters must still meet all prerequisites for these feats, including ability score and base attack minimums. (See Chapter 5 in the Player's Handbook for descriptions of feats and their prerequisites).

**Important:** These feats are in addition to the feat that a character of any class gets every three levels (per Player's Handbook Table 4-2:

Experience and Level-Dependent Benefits). The ranger is not limited to the list given here when choosing those feats.

**Wild Empathy:** A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or monitor lizard). This ability functions just like a diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an intelligence score of 1 or 2 (such as a basilisk or a girallon), but he takes a -4 penalty on the check.

**Endurance:** The Ranger gains the Endurance feat at 2nd level.

**Uncanny Dodge (Ex):** The Ranger gains Uncanny Dodge as per the rogue special ability at 3<sup>rd</sup> level.

**Animal Companion:** The Ranger gains an animal companion at 4th level.

**Woodland Stride(Ex):** Starting at 4<sup>th</sup> level, a ranger may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without suffering damage or other impairment. However, thorns, briars and overgrown areas that are magically enchanted to impede motion still affect the ranger. The ranger must be in light or no armor and not heavily encumbered for this special ability to function.

**Improved Uncanny Dodge (Ex):** The Ranger gains Uncanny Dodge as per the rogue special ability at 3<sup>rd</sup> level.

**Trap Sense (Ex):** At 6<sup>th</sup> level, a ranger gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the ranger reaches 12<sup>th</sup> level and +3 when he reaches 18<sup>th</sup> level. Trap sense bonuses gained from multiple classes stack.

**Swift Tracker (Ex):** Beginning at 8<sup>th</sup> level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of

the normal -20 penalty) when moving up to twice normal speed while tracking.

**Evasion (Ex):** At 9<sup>th</sup> level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

**Camouflage (Ex):** A ranger of 13<sup>th</sup> level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

**Spells:** Rangers progress in spell ability as per page 46 in the PH. The spell progression is copied below as a reference.

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

## Sorcerer (Revised Version)

**Bonus Feats:** Sorcerers in this campaign gain a bonus Metamagic Feat at level 5, 10, 15 and 20. This feat may ONLY be used for metamagic feats.

## APPENDIX II: Prestige Classes

### PRESTIGE CLASSES

It will take a little while before characters have access to these classes, but players may wish to plan ahead, using the following prestige classes as goals. Players may only take a maximum of 2 prestige classes (and I'd prefer you only took one, thanks!).

The prestige classes allowed in this campaign for Player Characters are:

<b>Dungeon Master's Guide:</b> Assassin, Arcane Archer, Archmage, Dwarven Defender, Loremaster, Mystic Theurge, Shadowdancer, Thaumaturgist
<b>Heroes of Battle:</b> Combat Medic, Dread Commando
<b>Champions of Valor:</b> Knight of the Weave, Moonsea Sentinel
<b>Champions of Ruin:</b> Justice of Weald and Woe
<b>Libris Mortis:</b> Master of Radiance, Sacred Purifier
<b>Races of Stone:</b> Deepwarden, Divine Prankster, Earth Dreamer
<b>Races of the Wild:</b> Champion of Corellon, Luckstealer, Whisperknife
<b>Sword and Fist:</b> Duelist, Ghostwalker, Knight Protector, Lasher, Master of Chains, Order of the Bow Initiate
<b>Defenders of the Faith:</b> Holy Liberator, Hunter of the Dead, Knight of the Chalice, Knight of the Middle Circle, Sacred Exorcist, Templar, Warpriest
<b>Tome and Blood:</b> Arcane Trickster, Bladesinger, Dragon Disciple, Elemental Savant, Mindbender, True Necromancer, Wayfarer Guide
<b>Masters of the Wild:</b> Animal Lord, Deepwood Sniper, Foe Hunter, King/Queen of the Wild, Shifter, Tamer of Beasts, Verdant Lord, Windrider
<b>Song and Silence:</b> Dread Pirate, Dungeon Delver, Thief-Acrobat, Virtuoso
<b>Forgotten Realms Campaign:</b> Divine Champion, Divine Disciple, Divine Seeker, Guild Thief, Hierophant, Purple Dragon Knight
<b>Magic of Faerun:</b> Gnome Artificer, Master Alchemist
<b>Manual of the Planes:</b> Divine Agent, Gatecrasher, Planar Champion, Planeshifter
<b>Miniatures Handbook:</b> Havoc Mage, Skullclan Hunter
<b>Complete Arcane:</b> Argent Savant, Elemental Savant, Initiate of the Sevenfold Veil, Seeker of the Song, Sublime Chord, Suel Arcanamach, Wayfarer Guide
<b>Complete Adventurer:</b> Animal Lord, Beastmaster, Bloodhound, Daggerspell Mage, Dungeon Delver, Exemplar, Fochlucan Lyryst, Highland Stalker, Master of Many Forms, Shadowbane Inquisitor, Shadowbane Stalker, Tempest, Virtuoso,
<b>Complete Champion:</b> Forest Reeve, Holt Warden, Ordained Champion, Shadowstriker,
<b>Complete Divine:</b> Contemplative, Divine Crusader, Divine Oracle, Holy Liberator, Pious Templar, Radiant Servant of Pelor, Shining Blade of Heironeous, Stormlord, Temple Raider of Olidammara, Warpriest
<b>Complete Mage:</b> Abjurant Champion, Holy Scourge, Lyric Thaumaturge, Master Specialist, Nightmare Spinner, Ultimate Magus, Unseen Seer
<b>Complete Scoundrel:</b> Combat Trapsmith, Gray Guard, Spellwarp Sniper
<b>Complete Warrior:</b> Dark Hunter, Darkwood Stalker, Hunter of the Dead, Knight of the Chalice, Knight Protector, Master Thrower, Master/Unseen Hand, Nature's Warrior, Order/Bow Initiate, Stonelord,
<b>Campaign Handbook Appendix:</b> Arcane Warrior (detailed below)
<b>Book of Exalted Deeds:</b> Celestial Mystic, Defender of Sealtiel, Exalted Arcanist, Fist of Raziel, Lion of Talisid, Slayer of Domiel, Stalker of Kharash, Sword of Righteousness, Troubadour of Stars

Other prestige classes such as those found on the internet or in magazine articles, will be listed here when and if they are approved.

## Arcane Warrior (Aw) Prestige Class

The Arcane Warrior grew from the elven fighting tradition. Elven sorcerers and warriors developed methods of combining magic and weaponry in order to defend their lands against various invading forces of evil. Elite troops were trained in imbuing their weapons quickly and temporarily with magic in order to deal with foes with varying vulnerabilities. This became a way of using powerful magic weapons with numerous abilities instead of carrying many permanent magic weapons that slowed down travel speed. These elven secrets eventually spread, although generally to races friendly to the elves.

**Hit Die:** d8

### Requirements

To qualify to become an Arcane Warrior a character must fulfill all of the following criteria.

**Race:** Any

**Base Attack:** +7 or better

**Feats:** Weapon Focus (any melee weapon), Power Attack, Combat Casting

**Weapon and Armor Proficiency:** All melee simple and martial weapons and light and medium armor.

**Spells:** Able to cast 1<sup>st</sup>-level arcane spells

### Class Skills

The Arcane Warrior's class skills are Concentration, Craft, Jump, Knowledge (arcana), Listen, Profession, Ride, Runecraft, Search, Spellcraft, Spot.

Skill Points at Each Level: 2 + Int modifier

Level	Attack Bonus	Fort	Ref	Will	Special	Spells Per Day
1	+0	+2	+0	+2	Enchanted Weapon +1	
2	+1	+3	+0	+3	Imbued Weapon	+1 of existing class
3	+2	+3	+1	+3	Ignore Spell Failure 10%	
4	+3	+4	+1	+4	Enchanted Weapon +2	+1 of existing class
5	+3	+4	+1	+4	Dancing Weapon	
6	+4	+5	+2	+5	Ignore Spell Failure 15%	+1 of existing class
7	+5	+5	+2	+5	Enchanted Weapon +3	
8	+6	+6	+2	+6	Ghost Touch Weapon	+1 of existing class
9	+6	+6	+3	+6	Ignore Spell Failure 20%	
10	+7	+7	+3	+7	Death Blow	+1 of existing class

### Class Features

All of these abilities count as a standard action and the standard action includes the attack. The spells are cast through the weapon as the PC attacks.

**Spells per Day:** At every second level gained in the Arcane Warrior class, the character gains new spells per day as if she gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, hit points beyond those she already receives from the prestige class, and so on), except for an increased effective level of casting. If a character had more than one spellcasting class before becoming an Arcane Warrior, she must decide to which class she adds the new level for purposes of determining spells per day.

**Enchanted Weapon:** Any non-magical melee weapon that the PC is proficient with is automatically a +1 weapon in his hands. Unlike weapons enchanted by normal means, the Arcane Warrior need not spend experience points or money to accomplish this task. However, the enchanted weapon only functions for him. This ability improves to +2 at 4<sup>th</sup> level and +3 at 7<sup>th</sup> level. It stacks with other enhancement bonuses up to a total of +5.

**Imbued Weapon (SA)** (touch spells only): Any spell the Arcane Warrior can cast with a range of "Touch" or "Close" can be cast through any melee weapon the character uses as part of an attack. For example, an Arcane Warrior casts *shocking grasp* as she attacks her longsword. The sword deals its standard 1d8 damage plus 1d8+1/caster level of electrical damage from the *shocking grasp*.

**Ignore Spell Failure (Ex):** Beginning at 3<sup>rd</sup> level, the Arcane Warrior's hard work and practice at merging spellplay and weaponplay starts to pay off. As an extraordinary ability, he ignores a portion of the arcane spell failure chance associated with using armor. This reduction starts at 10% at 3rd level and increases to 15% at 6th level and 20% percent at 9th level. The Arcane Warrior subtracts the listed percentage value from his total spell failure chance, if any. Use of this ability requires proficiency with armor (whatever type is worn).

**Dancing Weapon:** Any weapon wielded by the Arcane Warrior can be loosed as a standard action to attack on its own 3 times per day. It fights for 4 rounds using the base attack bonus of the Arcane Warrior and then drops. It never leaves the side of the Arcane Warrior (never straying more than 5 feet) and fights on even if he falls. The Arcane Warrior who loosed it can grasp it while it is attacking on its own as a free action, but when so retrieved it can't dance again (attack on its own) for 4 rounds.

**Ghost Touch Weapon:** Once per day the Arcane Warrior can enchant a weapon she is using as a ghost touch weapon which deals damage normally against incorporeal creatures, regardless of the weapon's bonus. This enchantment lasts for as many rounds as the Arcane Warrior's class level.

**Death Blow:** Once per day the Arcane Warrior can enchant a weapon he is using that forces the next creature it strikes, if damaged by the weapon, to make a Fortitude save (DC 20) or be slain immediately. This enchantment only works for the Arcane Warrior; he cannot enchant another person's weapon with this ability, nor can he hand his own recently enchanted weapon to another and have this ability work.

#### Suggested Arcane Spells for the Imbued Weapon Ability

Spell Level	Touch Spells	Close Range Spells
0	Light	Disrupt Undead, Flare, Ray of Frost
1	Chill Touch Shocking Grasp	Cause Fear, Color Spray, Hypnotism, Lesser Acid/Cold/Electric/Fire/Sonic Orb*, Negative Energy Ray*, Ray of Enfeeblement, Reduce
2	Continual Flame Ghoul Touch	Choke*, Shatter, Summon Swarm, Tasha's Hideous Laughter
3	Vampiric Touch	Negative Energy Burst*, Slow, Suggestion
4	Bestow Curse Contagion	Acid/Cold/Electric/Fire/Sonic Orb*, Fear, Lesser Geas, Otiluke's Resilient Sphere
5	Teleport	Cone Of Cold
6		Eyebite, Geas/Quest, Planar Binding
7	Plane Shift	Banishment, Finger of Death, Forcecage, Power Word, Stun, Prismatic Spray
8	Otto's Irresistible Dance Symbol	Binding, Greater Planar Binding, Maze Otiluke's Telekinetic Sphere, Polymorph Any Object Power Word, Blind, Trap the Soul
9	Imprisonment Temporal Stasis	Energy Drain, Mordenkainen's Disjunction Power Word, Kill, Soul Bind

\*spells from Tome & Blood

## APPENDIX III: Skills and Feats

Generally speaking, any skills or feats and the rules that govern them included in the core rulebooks or the supplements listed at the beginning of this appendix are fair game for use in this campaign. A new skill and several new feats are included below which can be incorporated into the game.

### **NEW SKILL**

#### **RUNECRAFT (Int; Trained Only; Spellcasters Only)**

Using Runecraft, casters may create spellbooks that use much less space than traditional ones or variant spellbooks made of different materials. Casters that have this skill also have an easier time of identifying and deciphering magical and non-magical runes. By gaining ranks in this skill, the caster also gains access to 3 very useful item creation feats that require Runecraft as a prerequisite. The drawback to gaining ranks in this skill is the character will have less skill points to put into the Spellcraft skill.

Although this skill is most beneficial to wizards, other spellcasting classes may gain ranks in this skill to gain access to the related Runecraft feats. They also gain the benefits of being able to identify *glyphs of warding*, *symbols* and determine the school of magic involved and the general effect of a rune without read magic. Sorcerers may additionally benefit from this skill by being able to learn new spells from a rune or borrowed rune items.

**Check:** A successful check allows you to identify runes and transcribe spells to runic notation.

DC	Task
5 + spell level	Inscribe a known rune (of a spell you know) into a spellbook or onto alternate materials. One try per day.
10 + spell level	Transcribe a known spell into representative runes for writing in a spellbook or for creating an alternate spellbook out of other materials. One try per day.
13	Identify a <i>glyph of warding</i> (without <i>read magic</i> ). No retry.
15 + spell level	Determine the school of magic involved and the general effect of a rune. No retry.
15 + spell level	Identify a <i>symbol</i> (without <i>read magic</i> ). No retry.
19 + spell level	Learn a spell from a rune or a borrowed rune item. No retry until you gain at least 1 rank in Runecraft, even if you find another source from which to learn the spell.

**Retry:** See above.

**Special:** A specialist wizard gets a +2 bonus when dealing with a spell/rune from his specialized school. He suffers a -5 penalty with a spell/rune from a prohibited school (and some tasks, such as learning a spell/rune from a prohibited school of magic, are just impossible). If you have 5 or more ranks of Use Magic Device, you get a +2 synergy bonus to Runecraft checks to decipher runes on scrolls or other magic items.

**Alternate Spellbooks:** A spellcaster with the Runecraft Skill may scribe runes in her spellbook instead of long-form draconic that details the process of casting a particular spell. This is an exacting process that requires a Runecraft skill check each time it is done, and it requires 1 day plus 1 additional day per spell level to create. The successful result creates a rune that only takes up the space of 1 page in the caster's spellbook regardless of the spell's level. Some spellcasters keep multiple spellbooks; one notated in runic form for travel and adventuring, and many at their home residence written in the draconic language.

Transcribing spellbooks into runic form is time-consuming and expensive. Materials for creating a runic spellbook cost 100 gp per page (or medium for alternate material) like the normal spellbooks. The end result creates a runic spellbook that takes up much less space and it costs much less to create considering the space saved in pages. Furthermore, if alternate materials are used, the caster's spell library can be much more permanent.

In order to transcribe a known spell into representative runes for writing in a spellbook, the caster must succeed at a Runecraft check with a DC of 10 + the spell's level. One try per day may be made to accomplish this. After this is accomplished, a Runecraft check of with a DC of only 5 + the spell's level must be made in order to duplicate this inscription.



Runecraft can be used to create an alternate spellbook out of other materials. The caster must have an appropriate Craft skill for working with his chosen alternate material. Painting or Calligraphy would be appropriate for creating a spellbook of leather or other material that can be inked. Woodworking would be appropriate for creating a spellbook of small blocks or plaques of wood. Blacksmithing would be appropriate for creating a spellbook of small bars or thin slates of metal, or perhaps an iron staff wrought with runes. Stone Masonry or Gem Cutting would be appropriate for creating a spellbook of small rocks or gems with runes cut into them. A single Medium-size or smaller object can hold 1 rune per 5 points of material hardness. Therefore, a sheaf of leather pages, a collection of blocks of ash wood, an assortment of small metal plates, or a pile of small rocks or cut gems could be the wizard's new spellbook. In most cases, the spellcaster creates a more durable version than the traditional spellbook.

## **NEW FEATS**

### **INSCRIBE RUNE OBJECT [ITEM CREATION]**

You can inscribe inanimate objects with runes for use as limited-use magic items.

**Prerequisite:** Runecraft skill, Int 13+, Spellcaster level 4<sup>th</sup>+, appropriate Craft skill (Painting, Calligraphy, Woodworking, Stone Masonry, Blacksmithing, Gem Cutting, etc.)

**Benefit:** You can inscribe any spell known, granted, or memorized as a limited-use rune. The caster must have prepared the spell to be scribed and must provide any material components or foci the spell requires. A Runecraft check with a DC of 5 + the spell's level must be made in order to successfully inscribe the rune. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the cost of inscribing the rune itself. Likewise, material components are consumed when he begins writing, but foci are not. A single Medium-size or smaller object can hold 1 rune per 5 points of material hardness. Larger objects can hold one rune per 5 points of hardness per 25 square feet (an area 5 feet square) of surface area.

When you create a rune object, you make any decisions that you would normally make when casting the spell. You can set the caster level at anywhere from the minimum caster level required to cast the spell in question and no higher than your own level. Activating the rune requires the creature to touch the rune with either hand (the hand does not need to be empty). Activating a rune is a standard action that does not draw an attack of opportunity. If the activation check fails, the rune does not function and its uses are not expended. The effect of the rune may be dispelled by normal means (*erase*, *dispel magic*) or inhibited via an *anti-magic shell*. A rune written or painted on a surface fades away when expended, erased or dispelled. A rune carved into a surface remains behind as a bit of non-magical writing after its magic has been expended.

**Maximum Spell Level:** None.

**Number of Runes per Object:** Medium-size or smaller object - 1 rune per 5 points of material hardness. Larger objects - one rune per 5 points of hardness per 25 square feet (an area 5 feet square) of surface area.

**Number of Uses per Object:** Caster Level ÷ (2 x spell level), all fractions rounded down.

**Runecraft Check to Inscribe DC:** 5 + the spell's level

**Activation DC:** Wisdom Check (DC 5 + Level of Spell Effect).

**Duration:** per Caster Level.

**GP Cost to Create:** Spell Level x Caster Level x 50 GP (0-Level spells count as 1/2 level).

**XP Cost to Create:** 1/25 of GP Cost + any costly materials or XP Component Costs.

**Time to Create:** 1 Day per 1000 GP Cost (all fractions rounded up), 1 Day Minimum

**Example:** Tallis is a 5<sup>th</sup> Level Wizard with a 15 Wisdom. He can inscribe any spell as a rune that he knows. Tallis has ranks in Craft (Woodworking) so he decides to inscribe *magic missile* into his club for use in his next adventure. Wood has a hardness of 5, so he can only inscribe 1 rune on his club, but he may use the *magic missile* rune 2 times (Caster Level 5 ÷ (2 x 1<sup>st</sup> level spell)) before the rune is completely expended and becomes non-magical. When using the *magic missile* rune, the activation DC is 6 (+2 to the check for a 15 Wisdom). Each activation unleashes 3 missiles (5<sup>th</sup> level), dealing 1d4+1 points of damage each.

The GP cost to create the *magic missile* rune is Spell Level x Caster Level x 100 GP, or 1 x 5 (Tallis's level) x 100 GP = 500 GP -- with an XP cost of 20 XP (500 GP x .04). It takes him 1 day to inscribe his club with this rune.

## INSCRIBE MAGIC TATTOO [ITEM CREATION]

You can permanently inscribe living beings with runes for use as limited-use magic items.

**Prerequisite:** Runecraft skill, Int 15+, Spellcaster level 6<sup>th</sup>+, appropriate Craft skill (Painting or Calligraphy)

**Benefit:** You can permanently inscribe certain known, granted, or memorized spells as a limited-use rune on a living person or creature. The caster must have prepared the spell to be scribed and must provide any material components or foci the spell requires. A Runecraft check of with a DC of 5 + the spell's level must be made in order successfully inscribe the rune. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the cost of inscribing the rune itself. Likewise, material components are consumed when he begins writing, but foci are not.

When you create a magic tattoo, you make any decisions that you would normally make when casting the spell. The bearer of the tattoo is the only one who can activate it and is always the target of the spell. Activating the tattoo requires the creature to touch the tattoo with either hand (the hand does not need to be empty). Activating a tattoo is a standard action that does not draw an attack of opportunity. If the activation check fails, the tattoo does not function and its daily uses are not expended.

Normally a magic tattoo uses a magic item space on the creature's body. For example, a creature with a tattoo on one of its hands could not gain the benefits from a magic glove on that hand. Likewise, a creature with a magic tattoo on its back does not receive the benefits of a magic cloak, cape or mantle. In effect, the magic tattoo is always the first item "worn" on that part of the body, negating the effects of all other items. A magic tattoo can be created that does not use a magic item space, but the base price of such a tattoo is double the normal value.

The effect of the magic tattoo spell may be temporarily dispelled by normal means (*dispel magic*) or inhibited via an *anti-magic shell*. Removing tattoos once in place requires high magic, as the process is similar to disenchanting any other magical item. Spells such as *Mordenkainen's Disjunction* spell (or a *wish* or *miracle*) may remove the magic from a tattoo (but not the tattoo itself) and thereby eliminate the disenchanted tattoo from the limits on the number of magical tattoos a character can possess. Non-magical tattoos can be removed from a subject's skin with a *regenerate* spell cast upon the inked area and restore the original skin tone.

**Maximum Spell Level:** 6<sup>th</sup>.

**Maximum Number of Tattoos per Creature:** Constitution Modifier of Creature (including Magic Item Tattoos). Total number of spell levels on a creature may not exceed the creature's CON Modifier x 2.

**Number of Tattoo Uses per Day:** Constitution Modifier of Creature.

**Runecraft Check to Inscribe DC:** 5 + the spell's level

**Activation DC:** Wisdom Check (DC 5 + Level of Spell Effect).

**Duration:** per Caster/Scribe Level of Tattoo or dismissal by creature (DC = Activation DC).

**What spells can be tattooed?** The RANGE of the spell must be PERSONAL or the RANGE AND TARGET/AREA OF EFFECT must both contain the words "TOUCH" or "YOU" in the description. Spell effects only apply to the Tattooed Creature – spell effects are not transferable to other creatures.

**GP Cost to Create:** Spell Level x Caster Level x 100 GP (0-Level spells count as 1/2 level).

**XP Cost to Create:** The caster AND the tattooed creature must both pay 1/25 of GP Cost + XP Component Costs when the tattoo is inscribed. Tattoo effects that have an XP cost per use affect the tattooed creature each time the tattoo is used.

**Time to Create:** 1 Day per 1000 GP Cost (all fractions rounded up), 1 Day Minimum

**Example:** Tallis is a 5<sup>th</sup> Level Wizard with a 15 Wisdom and a 14 Constitution. He can wear 2 tattoos whose total spell levels do not exceed 4 (Constitution modifier of +2 x 2) and use each tattoo 2 times per day. Tallis may choose to have: two 1<sup>st</sup> level spells; one 1<sup>st</sup> and one 2<sup>nd</sup> level spell; two 2<sup>nd</sup> level spells; one 1<sup>st</sup> and one 3<sup>rd</sup> level spell; or one 4<sup>th</sup> level spell magically tattooed on his body. Tallis persuades Valdis, a friendly 6<sup>th</sup> Level Wizard to inscribe 2 magical tattoos on his body, one 1<sup>st</sup> and one 3<sup>rd</sup> level spell. He has Valdis inscribe *shocking grasp* and *fly* since they both have "touch" included in the Range and Target descriptors. When using the *shocking grasp* tattoo, the activation DC is 6 and Tallis may wound a creature with it for 1d8 + 6 points of damage. When using the *fly* tattoo, the activation DC is 9 and Tallis may fly for a maximum of 60 minutes (10 minutes per Valdis's caster level), or until he wishes to dismiss the effect which will require another Wisdom check, DC 9.

The GP cost to create the *shocking grasp* tattoo is Spell Level x Caster Level x 100 GP, or 1 x 6 (Valdis's level) x 100 GP – 600 GP -- with an XP cost of 24 XP to both Tallis and Valdis. The GP cost to

create the *fly* tattoo is Spell Level x Caster Level x 100 GP, or 3 x 6 (Valdis's level) x 100 GP – 1800 GP -- with an XP cost of 72 XP to both Tallis and Valdis. The final cost of inscribing both tattoos is 2400GP (paid by Tallis, unless Valdis owes him a huge favor!) and 96 XP to both Tallis and Valdis. The inscription process takes a total of 3 days (2400 GP ÷ 1000 GP = 2.4 days, rounded up to 3 days).

### **INSCRIBE MAGIC ITEM TATTOO [ITEM CREATION]**

You can permanently inscribe living beings with a magic tattoo that is linked to a magic item.

**Prerequisite:** Runecraft skill, Int 17+, Spellcaster level 8<sup>th</sup>+, appropriate Craft skill (Painting or Calligraphy)

**Benefit:** You can permanently inscribe a tattoo that represents a magic item on a living person or creature. A Runecraft check of with a DC of 5 + the spell's level must be made in order successfully inscribe the rune. The item must weigh no more than the tattooed character can carry. Once the tattoo is inscribed, the wearer can magically store the item in the image and summon it as a free action. The bearer of the tattoo is the only one who can summon the magic item. The caster must have the magic item in his possession at the time of inscription.

Activating the tattoo requires the creature to touch the tattoo with either hand (the hand does not need to be empty). The magic item will appear wherever the caster wishes it to appear. Magic weapons usually appear in a hand, magic armor on his or her body, cloaks on his or her back, etc. Activating the tattoo is a free action that does not draw an attack of opportunity. There is no limit to the number of times the wearer can summon or restore the magic item.

A magic item tattoo must be inscribed on a part of the body near to where it is normally used. For example, magic weapons must be tattooed on a hand or forearm, magic armor must be tattooed on the chest or back, magic boots must be tattooed on the foot or shin, etc. A magic item tattoo uses a magic item space on the creature's body. For example, a creature with a tattoo on one of its hands could not gain the benefits from a magic glove on that hand. Likewise, a creature with a magic tattoo on its back does not receive the benefits of a magic cloak, cape or mantle. In effect, the magic tattoo is always the first item "worn" on that part of the body, negating the effects of all other items. A magic tattoo can be created that does not use a magic item space, but the base price of such a tattoo is double the normal value.

The effect of the magic tattoo spell may be temporarily dispelled by normal means (*dispel magic*) or inhibited via an *anti-magic shell*. Removing tattoos once in place requires high magic, as the process is similar to disenchanting any other magical item. Spells such as *Mordenkainen's Disjunction* spell (or a *wish* or *miracle*) may remove the magic from a tattoo (but not the tattoo itself) and thereby eliminate the disenchanted tattoo from the limits on the number of magical tattoos a character can possess. In such a case, the tattoo becomes disenchanted and the magic item magically appears next to the wearer. Non-magical tattoos can be removed from a subject's skin with a *regenerate* spell cast upon the inked area and restore the original skin tone.

**Maximum Number of Tattoos per Creature:** Constitution Modifier of Creature (including other Magic Tattoos). Weapon and armor bonuses may not exceed the creature's Constitution Modifier.

**Number of Tattoo Uses per Day:** Unlimited.

**Runecraft Check to Inscribe DC:** 5 + the spell's level

**Duration:** Until restored by creature.

**What magic items can be tattooed?** Any magic item that weighs no more than the tattooed character can carry.

**GP Cost to Create:** 1/10 market value of magic item in gold pieces (all fractions rounded up)

**XP Cost to Create:** The tattooed creature must both pay 1/25 of GP in XP.

**Time to Create:** 1 Day per 2000 GP Cost (all fractions rounded up), 1 Day Minimum

**Example:** Tallis is a 5<sup>th</sup> Level Wizard with a 14 Constitution so he can wear 2 tattoos. He already wears a *fly* tattoo, so he can wear one other tattoo without exceeding his limit. He chooses to store a *+1 returning dagger* that he acquired while adventuring. Since the dagger's bonus and the returning special ability do not exceed his Constitution modifier (+2 for a 14 Constitution), he can successfully wear this tattoo. Tallis persuades Valdis, a friendly 8<sup>th</sup> Level Wizard to inscribe the magic item tattoo on his body.

The GP cost to create the magic dagger tattoo is 1/10 market value of magic item in gold pieces – 831 GP (1/10 of 8302 GP, rounded up) and 333 XP (1/25 of 8302). The inscription process takes a total of 5 days (8302 GP ÷ 2000 GP = 4.151 days, rounded up to 5 days).

## APPENDIX IV: Revised Spell Rules

### ALLOWABLE SPELLS

All the spells in the PH are allowable in this campaign. Please check with the DM if you are interested in using spells from other sourcebooks. Chances are, they're fine, but just double-check!

### Acquisition of New Spells

A character must acquire those spells in order to learn them. Any of the following is a valid means of acquisition.

For Wizards - New spells must be found in another's spellbook or on a scroll, studied and transcribed into one's own spellbook. They may be also learned from a friendly wizard, mentor, or teacher, and then transcribed into one's own spellbook. Wizards must use the rules for creating spellbooks on page 155 of the PH or they may use the Runecraft skill to create alternate spellbooks. Refer to Appendix III: Runecraft for details about creating alternate spellbooks.

For Sorcerers & Bards - These casters learn new spells by simply harnessing the raw power of magic through their innate ability. Additionally, new spells can be found in a wizard's spellbook or on a scroll and studied to be added to the caster's repertoire. This uses the scroll. New spells may also be learned from a friendly sorcerer or bard, mentor, or teacher. Sorcerers & bards start the game with access to all spells from their list.

For Divine Spellcasters - Divine casters start the game with access to all spells from the appropriate list.

For Druids - Druids start the game with access to all Druid spells from the Druid Spell list.

### Counterspelling

Spells and spell-like abilities etc. *cannot* be counterspelled in this campaign.

## Campaign Rules for Spellcasting - Spellpoints

Bards and Sorcerers innately know how to shape magical forces to suit their needs. Clerics, Druids, Paladins, and Rangers are granted knowledge of how to channel the divine power of their god or the power of nature into specific forms. Wizards memorize arcane symbols for creating magical effects. All of these spellcasting classes have a certain number of spells of each level that are known, granted or memorized per day. They can wield magic of each spell level a certain number of times each day before this ability is exhausted. A spellpoint is a measure of how much magical power the caster is able to wield of that level each day. When a caster has used all of her spellpoints of a certain level, her ability to wield that level of magical power has been spent for the day. Used spellpoints regenerate on a daily basis provided the spellcaster prepares for the appropriate amount of time (resting, meditating, praying, or memorizing) as per the Player's Handbook rules.

The number of spells known, granted, or memorized each day is determined by the charts listed below and modified by Table 1-1: Ability Modifiers and Bonus Spells on page 8 in the Player's Handbook with regard to the caster's primary ability modifier (Charisma for Bards and Sorcerers, Intelligence for Wizards, and Wisdom for Clerics, Druids, Paladins, and Rangers). Use the ability modifier (not the "Bonus Spells" number) to determine this. This rule change does not apply to sorcerers and bards, who will use the "Bonus Spells" number to determine extra spells known (this is a change from the official 3.5 rules). Wizard school specialization and the Extra Spell feat can further modify this number.

### Base # of Spells Known/Granted/Memorized per Day

Bards- Table 3-5, page 28, Player's Handbook  
Rangers- Table 3-13, page 46, Player's Handbook  
Clerics- Table 3-6, page 31, Player's Handbook  
Sorcerers- Table 3-17, page 54, Player's Handbook  
Druids- Table 3-8, page 35, Player's Handbook  
Wizards- Table 3-20, page 55, Player's Handbook  
Paladins- Table 3-12, page 43, Player's Handbook

Spellcasters have a certain number of "Spellpoints" that determine how many spells of each level they may cast per day. This number is determined by the spell chart in the Player's Handbook for each spellcasting class as listed below and modified by the caster's primary ability modifier (Charisma for Bards and Sorcerers, Intelligence for Wizards, and Wisdom for Clerics, Druids, Paladins, and Rangers).

### **Base # of Spellpoints per Day**

Bards- Table 3-4, page 27, Player's Handbook Rangers- Table 3-13, page 46, Player's Handbook Clerics- Table 3-6, page 31, Player's Handbook Sorcerers- Table 3-16, page 52, Player's Handbook Druids- Table 3-8, page 35, Player's Handbook Wizards- Table 3-20, page 55, Player's Handbook Paladins- Table 3-12, page 43, Player's Handbook

**Bonus Spellpoints** The number of spellpoints a character has can be further modified by Feats (ex., Extra Slot, from Tome and Blood), School Specialization (ex. Abjuration School specialists gain one extra abjuration spell per level), Magic Items (certain magic items can increase the number of Spellpoints a caster has) and Other modifiers (all other possibilities not mentioned here). These further modifications are referred to as Bonus Spellpoints. This does not affect the number of spells known, granted, or memorized.

**Total Spell Points = # of spells from Spell table + Ability Modifier + Bonus Spell Points (if any)**

### **SPELLCASTING EXAMPLES**

**WIZARD BASE EXAMPLE:** Tallis the 5th level wizard has a 16 intelligence. Table 3-20 shows he knows 4 0-level spells, 3 1st-level spells, 2 2nd-level spells, and 1 3rd-level spell. His 16 intelligence gives him a +3 modifier to the number of spells he can memorize and cast each day, so Tallis can memorize 7 0-level spells, 6 1st-level spells, 5 2nd-level spells, and 4 3rd-level spells each day. He also has the same number of spellpoints for each level.

Tallis has memorized Sleep, Shocking Grasp, Shield, Chill Touch, Silent Image, and Spider Climb from his spellbook. Since he has 6 1st level spellpoints, he can cast one of these first level spells 6 times per day or a combination of these memorized spells totaling 6 (6 Sleep spells, 1 of each spell he has memorized, or 2 Sleep spells, 2 Shocking Grasp and 1 Shield and 1 Spider Climb, for instance).

**FEAT EXAMPLE:** If Tallis took the Extra Slot Feat, he would gain one Spellpoint in whatever level spell he took that feat. If he took the Extra Spell Feat, he would be able to memorize one extra spell for that level.

**SCHOOL SPECIALIZATION EXAMPLE:** If Tallis was a Transmuter (Transmutation School specialist), he adds 1 memorized Transmutation spell per level and 1 Spellpoint per level that may only be used for a transmutation spell.

**MAGIC ITEM EXAMPLE:** During the course of adventuring, Tallis finds a +1 Amulet of Spellpower which adds +1 to his Spellpoints of each spell level he can cast.

**OTHER EXAMPLES:** During the course of adventuring, he is cursed and loses 2 Spellpoints per level. Tallis is a gnome, so he gets 3 bonus 0-Level Spellpoints, but they may only be used for his racial cantrips (Dancing Lights, Ghost Sound, and Prestidigitation).

**SORCERER BASE EXAMPLE:** Eldon the 5th level sorcerer has a 16 charisma. Table 3-17 shows he knows 6 0-level spells, 4 1st-level spells, and 2 2nd-level spells. His 16 charisma gives him 1 bonus spell known for 1st and 2nd level spells, so he knows 6 0-level spells, 5 1st-level spells, and 3 2nd-level spells.

Table 3-16 shows he can cast 6 0-level spells, 6 1st-level spells, and 4 2nd-level spells each day. Eldon's 16 charisma gives him a +3 modifier to the number of spells he can cast each day, so Eldon has 9 0-level spellpoints, 9 1st-level spellpoints, 7 2nd-level spellpoints each day.

Eldon knows Sleep, Shocking Grasp, Shield, Chill Touch, and Spider Climb for 1st level spells. Since he has 9 1st level spellpoints, he can cast one of these first level spells 9 times per day or a combination of these memorized spells totaling 9 (9 Sleep spells or 3 Sleep spells, 3 Shocking Grasp and 2 Shield and 1 Spider Climb, for instance).

## Spellpoints and Feats

Once a spellcaster gains a metamagic feat, he may use that feat with any spell he knows or has memorized. When the feat is used, subtract the appropriate number of spellpoints from the spellcaster's total according to the following chart. This replaces having to use a spell slot of another level to power the spell. At the time of the casting, casters may also choose which and how many metamagic feats will be applied to the spell. No casting time penalty is associated with the use of metamagic feats. Spellcasters may not "drop" a higher-level spell slot to cast a lower-level spell, however a similar effect can be created through the use of metamagic feats (Heighten Spell).

<u>METAMAGIC FEAT</u>	<u>SPELLPOINT COST</u>	<u>PREREQUISITE</u>
Empower Spell	2	-
Enlarge Spell	1	-
Extend Spell	1	-
Heighten Spell	0 (1 point of spell's heightened level)	-
Maximize Spell	3	-
Quicken Spell	4	-
Silent Spell	1	-
Still Spell	1	-
Reach Spell	1	-
Sacred Spell	2	-
Chain Spell	3	one other metamagic feat
Cooperative Spell	0	one other metamagic feat
Delay Spell	3	one other metamagic feat
Energy Admixture	4	one other metamagic feat, Energy Substitution, 5 ranks in
Energy Substitution	0	one other metamagic feat, 5 ranks in Knowledge (Arcana)
Eschew Materials	0	one other metamagic feat
Persistent Spell	4	one other metamagic feat
Repeat Spell	3	one other metamagic feat, Extend Spell
Sanctum Spell	0 (or 1 point of the next higher level if the spell is cast in your sanctum)	one other metamagic feat
Sculp Spell	1	one other metamagic feat
Split Ray	0	one other metamagic feat
Subdual Substitution	0	one other metamagic feat, 5 ranks in Knowledge (Arcana)
Twin Spell	4	one other metamagic feat
Widen Spell	3	one other metamagic feat

## OVERCASTING OF SPELLS

Spellcasters sometimes run into situations where they desperately need to cast a spell of a certain level but they have already expended their allotment of spellpoints for that level. DM's may allow "overcasting" of spells, but not without consequences. The DC to successfully overcast a spell = DC 18 + Spell Level. The only modifier that the character may add to this roll is his/her Primary Spellcasting Ability Score Modifier (Charisma for Bards and Sorcerers, Intelligence for Wizards, and Wisdom for Clerics, Druids, Paladins, and Rangers). Each time a caster tries to overcast the same level spell, the DC for overcasting a spell of that level increases by 1, even if the casting was successful. Overcasting is a dangerous choice, as failure results in a temporary loss of Constitution points equal to the level of the spell being overcast and is *dazed* for a number of rounds equal to the spell being overcast (no save, not curable by magical or other means).

**Example 1:** A 1st level wizard with a 16 INT wishes to overcast a *magic missile* spell. The DC to accomplish this is 19 and the character gets a +3 to her roll. Failure results in a temporary loss of 1 point of Constitution (healed normally) and is *dazed* for 1 round.

**Example 2:** A 20th level wizard with a 21 INT wishes to overcast a *magic missile* spell. The DC to accomplish this is 19 and the character gets a +5 to her roll. Failure results in a temporary loss of 1 point of Constitution (healed normally) and is *dazed* for 1 round.

**Example 3:** A 12th level wizard with a 19 INT wishes to overcast a *teleport* spell. The DC to accomplish this is 23 and the character gets a +4 to her roll. Failure results in a temporary loss of 5 points of Constitution (healed normally) and is *dazed* for a 5 rounds.

**Example 4:** A 20th level wizard with a 21 INT wishes to overcast a *wish* spell. The DC to accomplish this is 27 and the character gets a +5 to her roll. Failure results in a temporary loss of 9 points of Constitution (healed normally) and is *dazed* for 9 rounds. Impossible for most characters, but a great gold wyrm or a deity might do it!

### **[AUTHOR'S NOTE - SPELLPOINTS]**

Many players of D&D including myself have long felt that arcane spellcasters are under-powered, especially at the lower levels. This system of spellpoints is my endeavor to level the playing field. I also encourage players of Wizard and Sorcerer characters to take extra time and careful thought to prepare for adventuring. I encourage running solo or small-group sessions prior to large-group play time to allow them to create scrolls, create other magic items, and equip themselves (either by shopping or through alchemy checks) with items which will enable them to contribute when it comes time for combat.

This system may seem unbalancing at first, considering that a 20<sup>th</sup> level Wizard with a 21 Intelligence, +3 Amulet of Spellpower and a +3 Spellring of Protection has the ability to cast *fireball* upwards of 10 times before exhausting his 3<sup>rd</sup> level spellpoints. But when you take into account that his foes may have spell resistance, damage resistance, magical protections, and a whopping number of hit points, it's really not so bad. And the creature may still save for half damage! Add to this the idea that the same wizard will likely use metamagic feats against his toughest foes, and these spellpoints get chewed up rather quickly! Against a particularly tough foe the wizard may employ Maximize Spell and Energy Admixture to beat that creature's fire resistance - an additional 7 spellpoints - for a total of 8, are quickly used up.

CHARACTER NAME \_\_\_\_\_

SPELLCASTER SPELL POINTS

CLASS \_\_\_\_\_

PLAYER NAME \_\_\_\_\_

PRIMARY SPELLCASTING ABILITY / SCORE / MODIFIER \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

SPELLPOINT SOURCE(S) / DESCRIPTION \_\_\_\_\_

Feat(s)/ \_\_\_\_\_

School Specialization/ \_\_\_\_\_

Magic Item(s) – see below

Other/ \_\_\_\_\_

SPELL SAVE MODIFIER = \_\_\_\_\_

SPELL LEVEL	SPELL SAVE DC
0	_____
1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____

METAMAGIC FEATS KNOWN [SPELLPOINT COST]

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### CLERIC DOMAIN SPECIAL POWERS

Domain 1: \_\_\_\_\_ Power Granted: \_\_\_\_\_

Domain 2: \_\_\_\_\_ Power Granted: \_\_\_\_\_

(Write Domain spells in the last line of the following tables for each level you can cast.)

**0- Level/** \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
 TOTAL SPELL POINTS = TABLE + MOD. + BONUS

TOTAL SPELLS \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

KNOWN/GRANTED/MEMORIZED = #SP. KNOWN + #BONUS SP.

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**1<sup>st</sup> Level/** \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
 TOTAL SPELL POINTS = TABLE + MOD. + BONUS

TOTAL SPELLS \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

KNOWN/GRANTED/MEMORIZED = #SP. KNOWN + #BONUS SP.

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## **APPENDIX V: General House Rules**

### **GUIDELINES FOR ETHICAL PLAY**

Please conduct yourself in a manner suitable to group cooperation and group enjoyment.

Specifically:

#### **Players**

- Contribute to the fun of the whole group when playing.
- Don't play in a style that detracts from the fun of the game.
- Play fairly and honestly.
- Be considerate of others, and their right to enjoy the game as much as you do.
- Follow the spirit of the rules, as well as the letter of the rules.
- Respect the rulings of the DM

#### **Dungeon Masters**

You can expect the following from your Dungeon Master:

- The top priority of the Dungeon Master is the Player's FUN! The Dungeon Master is not playing against the players; it is just his job to run the game.
- The DM will treat all players equally and equitably.
- The DM will run games in a professional manner. The DM represents the campaign to the players.
- The DM will abide by the expectations that apply to the players.
- The DM will allow players to briefly state their case before making any decision regarding an obscure rule or situation.

### **GENERAL HOUSE RULES IN EFFECT**

All normal WOTC Dungeons and Dragons rules are in play with the following exceptions:

- \* All changes noted elsewhere in this document.
- \* All rule changes in official WOTC documents including errata, the D&D FAQ, and publications.
- \* As confirmed by WOTC, the Leadership feat may be chosen multiple times to acquire multiple cohorts and additional followers.
- \* Massive Damage Rules (p145 PHB) are NOT in effect.
- \* Instant Kill rules (p28 DMG) are NOT in effect.
- \* Critical Misses (Fumbles) (p28 DMG) are NOT in effect.
- \* Critical Success or Failure rules (p34 DMG) are NOT in effect.
- \* Psionics are NOT used in this campaign.

#### **Other House Rules**

It is the DM's intention to implement all Official D&D v3.5 Rules published by WoTC, plus other high quality D20 expansion products, at his discretion. For clarification, this includes: *Player's Handbook I & II*, *Dungeon Master's Guide I & II*, *The Monster Manuals (vols. 1-5)* and *Fiend Folio*, *Tome of Horrors (vols. 1-3)*, *Creature Collections I & II*, *Hero Builders Guidebook*, *Sword and Fist*, *Defenders of the Faith*, *Tome and Blood*, *Song and Silence*, *Masters of the Wild*, *Relics & Rituals & Relics & Rituals II*, *Forgotten Realms Campaign Setting*, *Magic of Faerun*, *Manual of the Planes*, *Complete Arcane*, *Complete Adventurer*, *Complete Champion*, *Complete Divine*, *Complete Mage*, *Complete Scoundrel*, *Complete Warrior*, *Miniatures Handbook*, *Heroes of Battle*, *Heroes of Horror*, *Races of Stone*, *Races of the Wild*, *Races of the Dragon*, *Races of Destiny*

### **BETWEEN SESSIONS:**

Under normal circumstances, experience will be awarded between each session with regularly earned Experience Points. However, at the request of a player close to advancing a level, experience may be awarded in the middle of a session at an appropriate break, thus allowing the Character to advance to the next level mid-adventure. This is solely at the discretion of the Dungeon Master.

### **Advancing A Level:**

- The campaign does not require that players train their characters before they may advance in levels unless changing or adding a new character class or prestige class.
- However, characters may not learn a new feat or skill that they have not been exposed to. For example, a character in the desert can't learn swimming upon advancing to a new level unless he has spent some time at an oasis. Likewise, a character may not raise a skill upon advancing a new level unless he has utilized that skill at his current level at least once.
- Wizards do not need to spend any 'downtime' upon advancement in level in order to learn their two new spells. It is assumed that a certain amount of time is spent every day/night while studying from their spellbooks in the research of new spells. The addition of a new wizard level signifies the completion of this research into learning the two new spells.
- Wizards who want to learn spells found in the form of scrolls and other spellbooks will still need to follow the rules outlined on page 179 of the *Player's Handbook*.
- All other spell-casters do not need to spend any 'downtime' to learn their new spells upon level advancement.

### **Solo Sessions**

Players may request to play a solo session between adventures. The request must be specific and the player must notify the DM of this intent with ample notice so the DM has time to prepare for the session. Sample solo session requests may include, but are not limited to:

- Spell Research
- Creating magic items
- Consulting a sage about a specific topic

- \* On occasion the DM will invite other characters to join a Solo Session. There may be good reason to run a smaller group adventure from time to time.
- \* There is no quorum for a Solo Session. As few as two people can play.
- \* There is no voting for Hero Points during a Solo Session, and Characters are not eligible for Hero Points in this format.
- \* Player Characters involved in Solo Sessions will earn experience in the same fashion using standard XP guidelines.

### **Hero Points**

Hero Points are given to reward players who put extra effort into the game. They are offered as an incentive to encourage role-play, teamwork, and player cooperation. At the end of each game session, each player will have the opportunity to nominate 2 characters to receive hero points via secret ballot. Nominations should be based on excellence in role-play, teamwork, player cooperation, and heroic deeds accomplished during the course of play. A player cannot nominate himself for Hero Points. The DM will collect the ballots, take these recommendations under advisement, and award the Hero Points at the beginning of the next gaming session. Hero Points, if not used during a game session, will accumulate from session to session.

Hero Points will be awarded by the DM in the form of a marker which must be given back to the DM when the Player uses it. It is the Player's responsibility to hold onto his/her Hero Point markers between sessions and to give them to the DM when they are used.

Each NEW character starts the game with one Hero Point. A player may spend his hero points to accomplish any of the following, but he must declare his intent to use the points before any actions are taken. Once a point is spent, it is gone and may never be used for another purpose.

Hero Point(s)	May be used to:
1	Add +2 to any skill check, ability check, attack roll, saving throw, or initiative roll. Up to 5 Hero Points (for a maximum total of +10 to the roll) may be used on a single die roll.
1	Automatically succeed in a stabilizing roll to stop bleeding when between -1 and -10 hit points.
2	Automatically score maximum damage on a single damage roll. Each die when rolling for damage is considered a single roll, thus, a 6d6 fireball would require spending twelve Hero Points to maximize.
2	Add +4 to a damage roll. Up to 3 Hero Points (for a maximum total of +12 to the roll) may be used on a single die roll.
3	Reroll a missed saving throw.
3	Increase your Spell Save DC for a spell you just cast by 5 points.
4	Gain 2 additional skill points. These points are spent normally, and may not increase a skill above a character's normal limit.
5	Reroll any roll. Use of this option must be declared before any secondary effects (such as damage) are described.
5	Gain an additional partial action for one round.
5	Make a critical threat automatically become a critical hit. This option must be chosen after a threat is scored, but before the critical is rolled.
6	Automatically succeed on a saving throw.
10	Force another player or NPC to reroll any roll.
20	Gain a new general feat.
30	Increase an ability score by one. This increase adjusts the base ability score, and is not an enhancement bonus.

CHARACTER NAME: \_\_\_\_\_ Player Name: \_\_\_\_\_  
 Race / Gender: \_\_\_\_\_ Class(es) / Level(s): \_\_\_\_\_ TOTAL LEVELS  
 Alignment: \_\_\_\_\_ Deity: \_\_\_\_\_ Campaign: \_\_\_\_\_ Current XP: \_\_\_\_\_  
 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Eyes: \_\_\_\_\_ Hair: \_\_\_\_\_ XP Modifier(s): \_\_\_\_\_ XP for next Level: \_\_\_\_\_

Dice Roll	ABILITY	SCORE	MODIFIER	TEMP. SCORE	TEMP. MOD.
_____	[ ] STR	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )
_____	[ ] DEX	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )
_____	[ ] CON	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )
_____	[ ] INT	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )
_____	[ ] WIS	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )
_____	[ ] CHA	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )	{ } ( ) ( )

**HIT POINTS** [ ]  
 DAMAGE REDUCTION: \_\_\_\_\_  
 REGENERATION: \_\_\_\_\_  
**SAVING THROW**  
 CONDITIONAL MODIFIERS

WOUNDS	NON-LETHAL DAMAGE

**SAVING THROWS**

	TOTAL	BASE	ABILITY MOD.	MAGIC MOD.	MISC. MOD.	TEMP. MOD.
FORTITUDE [CON]	[ ] =	_____	+ _____	+ _____	+ _____	+ _____
REFLEX [DEX]	[ ] =	_____	+ _____	+ _____	+ _____	+ _____
WILL [WIS]	[ ] =	_____	+ _____	+ _____	+ _____	+ _____

ARMOR CLASS	ARMOR	SHIELD	DEX.	SIZE	NATURAL	DEFLECTION	MISC.
<b>AC:</b> [ ] =	10	+	_____	+	_____	+	_____
[ ] AC for TOUCH ATTACK (-Armor & Shield)	[ ] AC w/o MAGIC						
[ ] AC for FLAT-FOOTED (-DEX)	[ ] AC vs.						
«	TYPE	AC BONUS	MAX DEX BNS	CHECK PEN.	SPELL FAIL.		
«	SPEED	WEIGHT	SPECIAL ABILITIES				
«	TYPE	AC BONUS	MAX DEX BNS	CHECK PEN.	SPELL FAIL.		
«	SPEED	WEIGHT	SPECIAL ABILITIES				
«	AC BONUS	BONUS TYPE	SPECIAL ABILITIES				
«	AC BONUS	BONUS TYPE	SPECIAL ABILITIES				
• TOTAL ARMOR CHECK PENALTY: [ ]		• TOTAL ARCANE SPELL FAILURE: [ ]					
<b>SPEED:</b> [ ]	<b>DAMAGE RED.:</b> [ ]	<b>SPELL RESIST.:</b> [ ]					

BASE ATTACK BONUS:	INITIATIVE MOD.:	TOTAL	DEX.	MISC.			
[ ]	[ ] =	_____	+ _____	+ _____			
ATTACK BONUS	TOTAL	BASE	ABIL. MOD.	SIZE MOD.	MISC. MOD.	TEMP. MOD.	
<b>MELEE (STR.)</b> [ ] =	_____	+	_____	+	_____	+	_____
<b>RANGED (DEX.)</b> [ ] =	_____	+	_____	+	_____	+	_____
<b>CONDITIONAL MODIFIERS TO ATTACK ROLLS (due to race, feats, other)</b>							
O	_____	O	_____				
O	_____						
O	_____						
O	_____						
«	TOTAL ATTACK BONUS	DAMAGE	CRITICAL				
«	RANGE	WEIGHT	TYPE	SIZE	SPECIAL ABILITIES		
«	TOTAL ATTACK BONUS	DAMAGE	CRITICAL				
«	RANGE	WEIGHT	TYPE	SIZE	SPECIAL ABILITIES		
«	TOTAL ATTACK BONUS	DAMAGE	CRITICAL				
«	RANGE	WEIGHT	TYPE	SIZE	SPECIAL ABILITIES		
«	TOTAL ATTACK BONUS	DAMAGE	CRITICAL				
«	RANGE	WEIGHT	TYPE	SIZE	SPECIAL ABILITIES		

SKILLS	TOTAL # of Skill Points =	Max Ranks /
CLASS SKILL - SKILL NAME	KEY ABILITY	MOD. ABIL. MOD. RANKS MISC.
O APPRAISE @	INT	[ ] = _____ + _____ + _____
O BALANCE @	DEX*	[ ] = _____ + _____ + _____
O BLUFF @	CHA	[ ] = _____ + _____ + _____
O CLIMB @	STR*	[ ] = _____ + _____ + _____
O CONCENTRATION @	CON	[ ] = _____ + _____ + _____
O CRAFT @ (_____)	INT	[ ] = _____ + _____ + _____
O CRAFT @ (_____)	INT	[ ] = _____ + _____ + _____
O DECIPHER SCRIPT	INT	[ ] = _____ + _____ + _____
O DIPLOMACY @	CHA	[ ] = _____ + _____ + _____
O DISABLE DEVICE	INT	[ ] = _____ + _____ + _____
O DISGUISE @	CHA	[ ] = _____ + _____ + _____
O ESCAPE ARTIST @	DEX*	[ ] = _____ + _____ + _____
O FORGERY @	INT	[ ] = _____ + _____ + _____
O GATHER INFORMATION @	CHA	[ ] = _____ + _____ + _____
O HANDLE ANIMAL	CHA	[ ] = _____ + _____ + _____
O HEAL @	WIS	[ ] = _____ + _____ + _____
O HIDE @	DEX*	[ ] = _____ + _____ + _____
O INTIMIDATE @	CHA	[ ] = _____ + _____ + _____
O JUMP @	STR*	[ ] = _____ + _____ + _____
O KNOWLEDGE (_____)	INT	[ ] = _____ + _____ + _____
O KNOWLEDGE (_____)	INT	[ ] = _____ + _____ + _____
O KNOWLEDGE (_____)	INT	[ ] = _____ + _____ + _____
O KNOWLEDGE (_____)	INT	[ ] = _____ + _____ + _____
O KNOWLEDGE (_____)	INT	[ ] = _____ + _____ + _____
O LISTEN @	WIS	[ ] = _____ + _____ + _____
O MOVE SILENTLY @	DEX*	[ ] = _____ + _____ + _____
O OPEN LOCK	DEX	[ ] = _____ + _____ + _____
O PERFORM (_____)	CHA	[ ] = _____ + _____ + _____
O PERFORM (_____)	CHA	[ ] = _____ + _____ + _____
O PROFESSION (_____)	WIS	[ ] = _____ + _____ + _____
O PROFESSION (_____)	WIS	[ ] = _____ + _____ + _____
O RIDE @	DEX	[ ] = _____ + _____ + _____
O RUNCRAFT	INT	[ ] = _____ + _____ + _____
O SEARCH @	INT	[ ] = _____ + _____ + _____
O SENSE MOTIVE @	WIS	[ ] = _____ + _____ + _____
O SLEIGHT OF HAND	DEX*	[ ] = _____ + _____ + _____
O SPELLCRAFT	INT	[ ] = _____ + _____ + _____
O SPOT @	WIS	[ ] = _____ + _____ + _____
O SURVIVAL @	WIS	[ ] = _____ + _____ + _____
O SWIM @	STR**	[ ] = _____ + _____ + _____
O TUMBLE	DEX*	[ ] = _____ + _____ + _____
O USE MAGIC DEVICE	CHA	[ ] = _____ + _____ + _____
O USE ROPE @	DEX	[ ] = _____ + _____ + _____
O _____		[ ] = _____ + _____ + _____
O _____		[ ] = _____ + _____ + _____
O Mark this box with an X if the skill is a class skill for the character.		
@ - can be used normally even with zero (0) skill ranks.		
* - Armor Check Penalty (if any) applies. Double penalty for SWIM.		
** -1 per 5 lbs. of gear.		

AMMUNITION TYPE	COUNT
_____	○○○○○○○○○○
_____	○○○○○○○○○○
_____	○○○○○○○○○○
_____	○○○○○○○○○○

