

THE STREET MAGE

Street Mages (or Dromomancers) live of their wits in big cities like Karan. They have developed magical arts based around hustling, street theatre and aggression. Many of their 'spells' are gadgets, illusions or feats of sleight-of-hand and trickery. They are limited to 8th level, must be Chaotic or Neutral and are entitled to learn Thieves Cant as a language. Like other Magic-Users, they are entitled to familiars and tend to summon rats, dogs, lizards or cats.

WEAPON AND ARMOUR RESTRICTIONS

Street Mages wear no armour but are slightly more aggressive than normal Magic-Users: they can wield clubs and short swords.

SPELL CASTING

Street Mages cast the same spells as Magic-Users but require more props: the **highest level of spell** known to a Street Mage requires two full turns to cast (but lower level spells are cast normally).

LEGERDEMAIN

Street Mages have a skill similar to Thievery, which they can use to open locks, make objects appear or disappear and pick pockets as well as simple hypnosis. The skill starts at 1-2 (on a d6) and improves to 1-3 at 4th level and 1-4 at 7th level.

PRESTIGE

Prestige is a skill similar to Thievery (2 in 6 at level 1, rising to 3 in 6 at level 4, 4 in 6 at level 7) to produce useful props such as:

1. Spring-propelled knife, playing card or key from sleeve
2. Smoke bomb (fills 5' radius for 1 round)
3. Firecracker (loud noise and open flame up to 15' away)
4. Hidden pocket or compartment in equipment
5. Fake hand (comes away if pulled)
6. Mask (basic disguise)
7. Shiny mirror (for hypnotism)
8. Fake coins

SAVING THROWS

Street Mages gain a +2 bonus against spells (including wands) but **only** in an urban environment.

THE DANAAN DRUID

Danaan Druids are Neutral Clerics of Celtic pagan faith. They worship Nature and Neutrality, as represented by the gods known as the Tuatha De Danaan (Tribe of Dana), notably Nuada Silverhand, Lug Longhand, Ogmos, Morrigan and Dian Cecht. They oppose the priests of both Law and Chaos. They preserve a secret language and alphabet known as 'Ogham' and hold trees to be divine.

Weapon and Armour Restrictions

Danaan Druids can wear any armour and in addition to blunt weapons they can wield spears and scimitars (1d6 damage).

Spell Casting

Danaan Druids cast the same spells as Clerics and can use good or evil versions of spells. However, they can only recover Clerical spells by praying outdoors in a wild setting.

Turning Undead

Danaan Druids can turn mindless undead (only) but also faerie creatures. They have no power over self-willed undead (wights or stronger).

HD	Examples	1 ST	2 ND	3 RD	4 TH	5 TH	6 TH	7 TH	8 TH	9 TH	10 TH
<1	Skeleton	10	7	4	D	D	D	D	D	D	D
1	Zombie	13	10	7	4	D	D	D	D	D	D
2	Faerie Dragon	15	13	10	7	4	D	D	D	D	D
3	Nymph	17	15	13	10	7	4	D	D	D	D
4	Unicorn		17	15	13	10	7	4	D	D	D
5	Sidhe			17	15	13	10	7	4	D	D
6	Nightsteed				17	15	13	10	7	4	D
7	Banshee					17	15	13	10	7	4
8	Lernan-Sidhe						17	15	13	10	7
9	Firbolg Giant							17	15	13	10
10+	Treant								17	15	13

Heart-Companion

A Danaan Druid has a heart-companion which is a wild animal with whom they can communicate and which serves them loyally. The companion has Hit Dice equal to the druid's Hit Dice +1, is AC 6 [13] and attacks with a bite, gore, trample, etc for 1d6 damage. If the heart-companion dies, the druid loses 1HP per Hit Dice possessed but may summon another companion in 1d6 days.

Herbalism

With access to fresh herbs, a druid heals 1d8 rather than 1d6 when binding wounds and can attempt to cure poison on a roll of 1-2 on a d6.

Saving Throws

Danaan Druids gain a +2 bonus against poison or paralysis.

HALF-GHOUL

The half-ghoul can be a human devolving into a Ghoul (through a curse or family lineage) or a Ghoul attaining a degree of humanity. Half-Ghouls must be Neutral or Chaotic but even Neutral Half-Ghouls can be Turned by Clerics and are affected by spells like *Protection from Chaos* or *Undead*.

CHARACTER ADVANCEMENT

Half-ghouls can be Fighters or Clerics (or alternatively Monks if using *Expanded Lore* character classes) but can only advance to 6th level.

PARTIALLY-UNDEAD

Half-ghouls are partially-undead and are immune to Sleep, Charm, ESP and non-magical poison. The paralyzing abilities of other ghouls do not affect them. They repel the living: ordinary humanoid experience -2 on Reaction Checks to half-ghouls.

HEALING AND FEEDING

Half-ghouls do not heal normally and cannot receive healing magic or benefit from Healing Potions or binding wounds. In order to heal they must eat the warm flesh of a sentient humanoid (died within 1d6 hours) or the sanctified flesh of a humanoid buried in holy ground. Each such meal heals 1d6 HP (recently dead) or 2d6 HP (sanctified). Older humanoid corpses can be eaten to heal 1 HP.

CLAWS, ARMOUR AND WEAPONS

Half-Ghouls can wield weapons but they can also attack with their claws for 1d6 damage and choose to paralyse a humanoid victim they hit (although this causes the half-ghoul to gain 1 Trauma and the victim may Save vs Paralysis). Half-ghouls naturally enjoy Armour Class 6 [13] but can wear armour too: they enjoy the better of the two protections, not both.

UNDEAD TRAUMA

Half-Ghouls start with 1d6 and gain 1d6 Trauma whenever all their Trauma is removed (see Arnold Kemp's *Death, Dismemberment & Insanity* rules). Half-Ghouls do not gain Trauma from ordinary horrific events: they gain Trauma from being Turned by a Cleric (1d6 for a normal turning, 2d6 for a D), from using their Paralysis power and 1 Trauma for each week they go without flesh. They can recover from Madness by spending 1d6 weeks in a deathlike state.

SWAMP ELVES

The Myhraku are a branch of Wood Elves who live in the fens of Myhrak and surrounding regions. They are famous for training Watch Lizards (HD 1+1, AC 13) as guards and hunting beasts. The Myhraku have a stern culture and employ coloured muds and oils to decorate their bodies. Their magic involves the burning of herbs, chanting and dance. They keep their Elfin Names a secret except to family and trusted companions.

Many Myhraku are inducted into the Warden Rangers as scouts, guides and marshals in these remote regions. Joining this force is considered an honourable initiation into adulthood and a way of engaging with the world beyond the fens.

A clan lives in the swamps near Stonehell but only arrived here relatively recently, after the fall of the Sterling Potentate and the liberation of Stonehell. They are currently feuding with the Ghost Beggars, a large company of bandits who have a secret base in the vicinity of Stonehell.

SWAMP ELF ABILITIES

Swamp Elves can be Fighters, Thieves or Magic-Users or advance as combined Fighter/Magic-Users. If using *Expanded* Lore, they can be Bards or Druids too. They can reach 8th level.

SWAMP CRAFT

Swamp Elves have an ability similar to Thievery which allows them to sneak, hide, set traps and detect/remove traps in a swamp setting. The skill starts at 1-2 (on a d6) and improves to 1-3 at 4th level and 1-4 at 7th level. This skill can also be used in swamps to create poison for knives and arrows: if a poisoned attack hits and the roll is successful, the target must Save vs Poison or be paralysed for 1-6 turns. Blade poison remains effective for 24 hours after being applied in a swamp.

SWAMP RESILIENCE

Swamp Elves gain an additional +2 on saving throws vs Poison or Disease.

SWAMP MAGIC

Swamp Elves record their spells on body paints and tattoos. Their magic involves chanting and dance and can be slow to cast: the *highest level of spell* known to a Swamp Elf Magic-User requires two full turns to cast (but lower level spells are cast normally).

HEREDITARY FOES

Swamp Elves gain +1 ("to hit" and damage) when fighting goblins, orcs, lizard men, intelligent undead and lycanthropes. They are not paralysed by Ghouls or petrified by Cockatrices.

KEEN DETECTION

Swamp Elves spot secret doors on a roll of 1-4 when searching or 1-2 when passing by.

LANGUAGES

Swamp Elves speak their own dialect of Elvish as well as Goblin, Orc and Gnoll.