**Hey, Wanna Be a Kobold**

**Humanoids as player characters in AD&D games**

Exceptional humanoids are rare and distinct from the other members of their respective races. Such special beings could conceivably enjoy limited level advance­ment, and a person playing a humanoid character would have a unique role-playing challenge. Some people would like the chance to be a rustic and downright disgusting orc after role-playing one too many noble elves. Other maverick role-players may similarly want to play a diminutive yet lethal kobold, breaking out of the mold of the average, easily slain humanoid. It is for these people that the following guidelines for humanoid PCs were created.

**The pecking order**

To get the proper feel for role-playing humanoids, one must first understand their motivations. Humanoid society is usually formed into tribal hierarchies with the strongest members in control. This type of organization is also found in wild animal populations and is often referred to as the “pecking order!’ In groups of preda­tory animals like wolves or lions, the rivalry of the pecking order establishes the most physically powerful male as the master of all he surveys. This mastery allows the strongest male to have his first choice of a mate, food, and all else he desires. The leading male also has great responsibilities in the hunt and in the protection of his group. In humanoid societies, the pecking order works in much the same way; in both cases, the group is there for the protection of its individual members over all other outside influences. Humanoids take this reasoning a step further so that all other outside influences must be eliminated, controlled, or used for group or individual benefit. Most humanoids fervently believe that the only way to get something in life is to take it by force.

Humanoids of all races will not be adverse to joining forces in order to attack common enemies; however, each race is aware that when the battle is done, there should only be one race to claim the spoils. Most of the time, different humanoid races war against each other for food and slaves. This intertribal and interracial warfare is imbedded in their religions and in their minds. The warring weeds out the weak and gives the survivors power and glory, thus establishing the pecking order on a large scale. Exceptional humanoids that become adventurers are a result of this weeding process, and are nearly always driven by the same competitive­ness their tribes possess.

**Notes on the tables**

This article provides several tables to help DMs and players determine the vari­ous aspects of humanoid PCs. Tables 1-3 provide minimum and maximum attrib­utes, the number of dice used to deter­mine these attributes, and any applicable modifications made to the rolls. These figures are determined by race, which is reflected in the focus of each table. These tables are based on Character Race Table Ill: Ability Score Minimums & Maximums, on page 15 of the Players Handbook.

Tables 4-6 provide character-class level limitations. These limits are determined by race, as illustrated in the focus of each table. Tables 4-6 are similar to Character Race Table II: Class Level Limitations, on page 14 of the Players Handbook.

Tables 7 and 8 provide racial adjust­ments for humanoid thief and thief-acrobat abilities, respectively. These tables are derived from the Racial Adjustments sections of the Thief Function Thale on page 28 of the Players Handbook, and the Thief-Acrobat Function Table on page 24 of Unearthed Arcana.

Table 9 is a new table; it lists a number of physical abnormalities for humanoid PCs which are described in the following section. Table 10 lists starting ages for each of the humanoid races (as in the Non­Human Characters Table on page 12 of the Dungeon Masters Guide). Table 11 shows the various age categories for each humanoid race (as in the Age Categories table on page 13 of the DMG).

Table 12 is the Shaman Experience table; it provides the experience points, levels, titles, and numbers of hit dice for this spell-casting class. Spells for this class are listed in Table 13. Table 14 (like Table 12) lists experience information for the witch doctor character class. Spells available to this class appear in Table 15. These tables are similar to those provided in the Play­ers Handbook for the other character classes.

**Physical abnormalities**

In some humanoid societies, physical abnormalities are a fact of life. Abnormali­ties run from unfortunate deformities to useful new abilities. Exceptional human­oids are distinct from regular humanoids because they are so often remarkably abnormal, even for humanoids. Physical abnormalities are determined randomly by rolling twice on Table 9. These abnormali­ties are detailed as follows:

*Abnormally tall*: Height is increased by 1-2’, weight by 2040 lbs., and strength by 1 point. If height is increased past 7’ tall, the humanoid is considered to be in the larger-than-man-size category for weapon damage.

*Color blind*: Certain colors cannot be distinguished and will appear uniformly gray, at the DM’s discretion.

*Disgusting habit*: This causes a penalty of -2 to charisma and comeliness. Possi­ble bad habits could include great unclean­liness, slobbering, belching, or worse (player’s choice).

*Disproportionate arms*: Increase strength by 1 point, but only with respect to the use of hands, arms, and shoulders. This extra point of strength may be used for wielding hand weapons, pummeling, and grappling. In addition, increase the chance of successful climbing by 5%.

*Dumb*: The humanoid may be dumb, but not stupid. Reroll intelligence and wisdom scores using 1d4 +4.

*Furry/hairy*: The humanoid is covered in heavy growths of fur. Improve natural armor class by 1 point and give +1 to saving throws vs. cold damage. Heightened smell: The sense of smell is highly acute, allowing the humanoids to distinguish hundreds of different people by scent alone. Surprise rolls are granted +1 in favor of an individual with this ability. macking by scent can be done on a 20% chance.

*Homing instinct*: With this ability, a lost umanoid can always make a straight-line path to his home ground (if he is on the same world as his home).

*Insanity*: Roll for the type of insanity on page 83 of the DMG. It is suggested that insanity should be a type that might improve role-playing rather than one of the more serious, uncontrollable, disrup­tive forms (like suicidal mania, etc.).

*Iron stomach*: An iron stomach allows the owner to eat bad food, carrion, rats, rot grubs, or anything that might be remotely edible with no ill effects. Saving throws vs. ingested poison are at +4; if no saving throw is normally possible, the humanoidgains a saving throw of 16, adjusted by other applicable bonuses from magical items.

*Keen hearing*: The humanoid has an 80% chance to hear noise, with a 20% chance in the worst conditions. Oversized claws: The humanoid can make regular claw attacks, doing 1-4 hp per clawed hand (two such attacks per round) plus bonuses for strength. Oversized teeth: The humanoid can bite for 14 hp damage (normally, humanoid ~ ites only do 1 hp damage).

*Psionics*: This rare humanoid is psioni­cally endowed and must roll for psionic ability, powers, and disciplines, as per the Players Handbook, pages 110-117.

*Stupid*: Reroll intelligence and wisdom scores using 1d4 + 1. Although not particu­larly bright, the humanoid with this afflic­tion can be single-mindedly tenacious. The humanoid can continue to fight for 1-4 melee rounds after reaching zero through -6 hp before being killed. At -7hp or more, death is immediate.

*Sensitive skin*: In direct sunlight, the humanoid with this affliction suffers 2 hp damage per hour from burns.

*Thick cranium*: The humanoid with this enlarged forehead can use it as a large, hard object when pummeling (Unearthed Arcana, page 107). Subtract 1 point of intelligence.

*Tougher hide*: Subtract 2 from the natu­ral armor class of the humanoid.

*Ugly*: Reroll comeliness using 1d6 +2, and subtract 1 point from charisma (maxi­mum score of 10 allowed).

*Ugly (very):* Reroll charisma using 1d10 - 8, and subtract 3 points from cha­risma (maximum score of 8 allowed).

*Ugly (extremely)*: Reroll comeliness using 2d6 - 20, and subtract 5 points from cha­risma (maximum score of 6 allowed, with no minimum score). If two “Ugly” results are rolled, the charisma effects are cumu­lative and the lowest possible comeliness score using either result is adopted. Any­one who sees a humanoid with charisma and comeliness scores of negative values must make a saving throw vs. spells or be affected as if by a scare spell. It is obvious that such a humanoid must keep his face covered when he is not in private.

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| **Table 1** | | | | |
| **Orc Attributes** | | | | |
| *Attribute* | *Min.* | *Max.* | *Dice* | *Mod.* |
| Strength | 8 | 18/00 | 3d6 | +1 |
| Intelligence | 2 | 16 | 2d8 | - |
| Wisdom | 2 | 16 | 2d8 | - |
| Dexterity | 2 | 17 | 3d6 | -1 |
| Constitution | 10 | 19 | 3d6 | +1 |
| Charisma\* | 2 | 16 | 2d8 | - |
| Comeliness\* | 2 | 12 | 2d6 | - |
| \* Add +2 to the given charisma when dealing with orcs from the PC’s own tribe. | | | | |

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| **Table 2** | | | | |
| **Goblin Attributes** | | | | |
| *Attribute* | *Min.* | *Max.* | *Dice* | *Mod.* |
| Strength | 3 | 18/75 | 3d6 | - |
| Intelligence | 3 | 17 | 3d6 | - |
| Wisdom | 2 | 16 | 2d8 | - |
| Dexterity | 3 | 18 | 3d6 | - |
| Constitution | 8 | 17 | 3d6 | -1 |
| Charisma\* | 2 | 16 | 2d8 | - |
| Comeliness\* | 2 | 8 | 2d4 | - |
| Add + 2 to the given charisma when dealing with goblins from the PC’s own tribe. | | | | |

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| **Table 3** | | | | |
| **Kobold and Xvart Attributes** | | | | |
| *Attribute* | *Min.* | *Max.* | *Dice* | *Mod.* |
| Strength | 3 | 15 | 3d6 | -1 |
| Intelligence | 2 | 16 | 2d8 | - |
| Wisdom | 2 | 16 | 2d8 | - |
| Dexterity | 3 | 18 | 3d6 | - |
| Constitution | 2 | 16 | 2d8 | - |
| Charisma\* | 2 | 16 | 2d8 | - |
| Comeliness\* | 2 | 8 | 2d4 | - |
| Add double the PC’s experience level to charisma when dealing with humanoids from his own tribe. | | | | |

**Starting money**

For the sake of simplicity, all humanoids can be given the starting money normally allowed to their prospective classes. But if a DM wishes to create a more challenging dilemma for starting humanoids, he may equip each of them with any three of the following useful groups of things instead (player’s choice): any one weapon; one suit of ring mail, studded leather, or leather armor; a shield (any size); one week’s food and water; a pouch with 2-8 random coins (with thieves picks and tools if the human­oid has thieving abilities); a completely loyal, immature pet (must be a nonmagical mammal having 5 HD or less when full grown); a wooden holy symbol (for sha­mans and witch doctors); a crudely made spell book (written on thin wooden sheets or old paper) for witch doctors, with spell components for 2d10 castings; one set of very warm furs, a hat, boots, and gloves; 1-4 one-gallon jugs of highly volatile drink­ing grog; 1-2 flasks of oil; one flask of a randomly determined poison (DM’s deci­sion as to potency, effects, and use). Moth-eaten or dirty old garments are free for starting humanoids. The DM must remind the humanoid that he comes from a tech­nologically backwards, if not impoverished, tribal situation; even shoes or boots are rarely available.

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| **Table 4** | | | | | |
| **Class Level Limitations (Orc)** | | | | | |
| *Ability score* | *Shaman* | *Fighter* | *Magic-user* | *Thief* | *Assassin* |
| 15 | 5 | 2 | 4 | 7 | 12 |
| 16 | 6 | 3 | 4 | 8 | 12 |
| 17 | 7 | 3 | 4 | 9 | 12 |
| 18 | 8 | 4 | 4 | 9 | 12 |
| 18/99 | - | 5 | - | - | - |
| 18/00 | - | 5 | - | - | - |
| 19 | 10 | 6 | 5 | 10 | 13 |
| 20 | 11 | 8 | 6 | 10 | 14 |
| 21 | 11 | 12 | 6 | 10 | 14 |

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| **Table 5** | | | | | |
| **Class Level Limitations (Goblin)** | | | | | |
| *Ability score* | *Shaman* | *Fighter* | *Magic-user* | *Thief* | *Assassin* |
| 15 | 7 | 2 | 4 | 9 | 11 |
| 16 | 8 | 2 | 4 | 10 | 12 |
| 17 | 9 | 3 | 4 | 11 | 12 |
| 18 | 10 | 4 | 5 | 11 | 13 |
| 18/99 | - | 4 | - | - | - |
| 18/00 | - | 5 | - | - | - |
| 19 | 11 | 6 | 6 | 11 | 14 |
| 20 | 11 | 8 | 7 | 12 | 14 |
| 21 | 11 | 9 | 8 | 12 | 14 |

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| **Table 6** | | | | | |
| **Class Level Limitations (Kobolds/Xvarts)** | | | | | |
| *Ability score* | *Shaman* | *Fighter* | *Magic-user* | *Thief* | *Assassin* |
| 15 | 5 | 2 | 2 | 10 | 10 |
| 16 | 6 | 2 | 2 | 11 | 10 |
| 17 | 7 | 2 | 3 | 12 | 11 |
| 18 | 8 | 2 | 4 | 12 | 11 |
| 18/75 | - | 3 | - | - | - |
| 18/99 | - | 4 | - | - | - |
| 18/00 | - | 5 | - | - | - |
| 19 | 10 | 6 | 5 | 12 | 12 |
| 20 | 10 | 6 | 6 | 12 | 12 |
| 21 | 10 | 7 | 8 | 12 | 12 |

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| **Table 7** | | | | | | | | |
| **Racial Adjustments for Thieves** | | | | | | | | |
| *Race of the thief* | *Pick pockets* | *Open locks* | *Find/remove traps* | *Move silently* | *Hide in shadows* | *Hear noise* | *Climb walls* | *Read languages* |
| Orc | -5% | +5% | +15% | - | - | +5% | +10% | -20% |
| Goblin | +5% | +5% | +5% | - | +5% | +5% | - | -10% |
| Kobold | +5% | +5% | +5% | +10% | +15% | +5% | -15% | -10% |
| Xvart | - | +5% | +5% | +10% | +15% | +5% | -15% | -5% |

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| **Table 8** | | | | | | | | |
| **Racial Adjustments for Thief-Acrobats** | | | | | | | | |
|  |  |  |  | *Broad jumping:* | | *Tumbling maneuvers:* | | |
| *Race of acrobat* | *Tightrope walking* | *Pole vaulting* | *High jumping* | *standing* | *running* | *attack* | *evasion* | *falling* |
| Goblin | - | -2’ | -1’ | -1 ½’ | -2’ | -5% | +10% | - |
| Kobold | - | -2’ | -1’ | -2’ | -2’ | - | +10% | +5% |
| Xvart | - | -2’ | -1’ | -2’ | -2’ | - | +10% | +5% |

**Character race descriptions**

*Orcs*

Exceptional orcs may be fighters, sha­mans, magic-users, thieves, or assassins. Orcs may be multiclassed as witch doc­tors, fighter/assassins, or shaman/thieves.

Oros have a natural armor class of 10, modified by dexterity and armor. In addi­tion to their own language, arcs speak Goblin, Hobgoblin, Ogrish, and a crude form of Common. They also speak their alignment language but can learn no addi­tional languages. Orcs pick up most obscene and slang words and phrases if exposed to a given language for more than one week’s time.

Orcs have infravision to a 6” range; in bright light, they take a penalty of -1 on “to hit” rolls and saving throws. Orcs have a base movement rate of 12”, an average weight of 170 +2d12 lbs., and an average height of 66 +4d4” (about 6’). All orcs have excellent mining skills, and excep­tional orcs have a 35% chance to detect grade, slope, new construction, sliding walls, traps, and depth underground. Many orcs have the ability to construct large engines of destruction, such as cata­pults, battering rams, etc.; some orcs have extra proficiency in the use of one specific siege-engine type, receiving a + 1 bonus on to hit” rolls. A few know how to train elephantine creatures as War mounts. Orcs can handle any hand-held weapons that humans can handle.

Orcs hate elves and their ilk, and will generally attack them before attacking any other creature. Exceptional orcs will tolerate elves as long as there is no imperti­nence. This balanced tolerance rarely prevents an orc from using harmless but vulgar puns which the orc regards as high sarcasm. All orcs are rude, crude, and have bad manners, especially when fight­ing and eating. Attempts at teaching an orc complex tasks sometimes result in vaguely acceptable behavior, although this is usually perverted into unintentional parodies of the desired goal.

*Goblins*

Goblins may be fighters, shamans, magic-users, thieves, assassins, or thief-acrobats. They may be multiclassed as witch doctors, fighter/shamans, fighter/thieves, fighter/witch doctors, and shaman/thieves.

Goblins have a natural armor class of 10, modified by dexterity and armor type. In addition to their own language, goblins also speak Hobgoblin, Kobold, Orcish, and a stilted form of Common. They also speak their alignment language and a maximum of one other language, regardless of intelli­gence. A goblin can call off attacks from wolves, worgs, and most dogs if he rolls his charisma or less on 1d20, with a + 2 bonus.

Goblins have infravision to a 6” range. In bright light, goblins take a penalty of -1 on “to hit” rolls and on saving throws. Goblins have a base movement rate of 6”, an average weight of 70 +2db lbs., and an average height of 43 +2d4”. Goblins have fair mining skills, with a 25% chance to detect grade, slope, new construction, sliding wails, traps, and depth under­ground. When attacked by larger-than-man-size creatures, goblin characters subtract 1 from their opponents “to hit” rolls because of the relative speed and small size of goblins.

Goblins hate gnomes and dwarves, and will generally attack them before attacking any other creature. Exceptional goblins might rein-in their racial hatreds in order to benefit from mutual cooperation, but this does not keep them from subterfuge, manipulation, or worse at a later date. Goblins of all alignments can have hench­men, but evil goblins will literally enslave their followers.

**Kobolds and Xvarts**

Kobolds and their blue-skinned cousins may become fighters, shamans, magic-users, thieves, assassins, or thief-acrobats. They may be multiclassed as witch doc­tors, fighter/shamans, fighter/magic-users, fighter/witch doctors, fighter/thieves, fighter/assassins, shaman/thieves, shaman! assassins, magic-user/thieves or witch doctor/thieves.

Kobolds speak their own language, Gob­lin, and Orcish; xvarts know their own tongue, Kobold, and Goblin. These two races also speak their alignment languages and a maximum of one more language. Kobolds can deal with wild boars and giant weasels as goblins do large canines, and xvarts deal with all rats and bats in a similar fashion.

Kobolds and xvarts have infravision out to a 6” range; in bright light, they take a penalty of -1 on “to hit” rolls and on saving throws. Their base movement rate is 6”, average weight is 34 +2d6 lbs., and average height is 31 +2d8”. Kobolds have a natural armor class of 8 and xvarts of 10, with modifications for armor worn and dexterity. When being attacked by larger-than-man-size creatures, these beings subtract 1 from their opponents “to hit” rolls because of the size differential. Normal kobolds and xvarts almost always live in large war bands which makes up for their individual small sizes. Exceptional kobolds and xvarts compen­sate for their smallness by the use of cun­ning tactics, common sense, and raw skill; still, they realize that safety lies in num­bers and will always retain good standing within one or more tribes. Each such humanoid therefore finds it advantageous to increase the size and might of his tribe, indirectly gaining more prestige and per­sonal power. For example, by seeking to improve tribal ironworking techniques, the exceptional kobold benefits, as his tribe can create better weapons and armor of higher protective value. These smallest beings must look after each other in order to survive annihilation by their numerous enemies. To reflect this tribal orientation, an exceptional kobold or xvart adds double his level of experience to his charisma score to get the charisma effect when dealing with humanoids of his own tribe.

Since so many assorted creatures attack them, kobolds have become clever haters, particularly despising the likes of brown­ies, pixies, sprites, and gnomes. Exception­al kobolds tolerate the more powerful gnomes only if they can ignore them. Any conversation with these races is terse and to the point. By contrast, xvarts seem to hate everyone equally.

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| **Table 9** | | | | | |
| **Physical Abnormalities** | | | | | |
| 1d100 | Abnormality | 1d100 | Abnormality | 1d100 | Abnormality |
| 01-02 | Abnormally tall | 35-36 | Keen hearing | 67-94 | No abnormalities |
| 03-06 | Color blind | 37-38 | Oversized claws | 95-99 | Roll again twice |
| 07-10 | Disgusting habit | 39-42 | Oversized teeth | 00 | Player’s choice |
| 11-12 | Disproportionate arms | 43 | Psionic |  |  |
| 13-16 | Dumb | 44-45 | Stupid |  |  |
| 17-20 | Furry/hairy | 46-49 | Sun-sensitive skin |  |  |
| 21-22 | Heightened smell | 50-51 | Thick cranium |  |  |
| 23-25 | Homing instinct | 52-53 | Tough hide |  |  |
| 26-27 | Infravision | 54-59 | Ugly |  |  |
| 28-30 | Insanity | 60-64 | Ugly (very) |  |  |
| 31-34 | Iron stomach | 65-66 | Ugly (extremely) |  |  |

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| **Table 10** | | | | | |
| **Age Categories** | | | | | |
| *Race* | *Young adult* | *Mature* | *Middle aged* | *Old* | *Venerable* |
| Goblin | 10-12 | 13-25 | 26-35 | 36-50 | 51-65 |
| Kobold/xvart | 20-30 | 31-65 | 66-100 | 101-135 | 136-180 |
| Orc | 8-10 | 11-20 | 21-30 | 31-40 | 41-55 |

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| **Table 11** | | | | |
| **Humanoid Starting Age** | | | | |
| *Race* | *Cleric* | *Fighter* | *Magic-user* | *Thief* |
| Goblin | 9+1d4 | 9+1d4 | 13+1d8 | 9+1d4 |
| Kobold/Xvart | 28+1d4 | 20+1d4 | 37+2d12 | 26+1d4 |
| Orc | 7+1d4 | 7+1d4 | 11+1d6 | 7+1d4 |

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| **Table 12** | | | |
| **Shaman Experience Table** | | | |
| *Experience points* | *Experience level* | *8-sided dice for accumulated hit points* | *Level title* |
| 0-2,000 | 1 | 2 | Minor shaman |
| 2,001-4,000 | 2 | 3 | Minor shaman |
| 4,001-8,000 | 3 | 4 | Minor shaman |
| 8,001-17,500 | 4 | 5 | Shaman |
| 17,501-35,000 | 5 | 6 | Shaman |
| 35,001-70,000 | 6 | 7 | Shaman |
| 70,001-140,000 | 7 | 8 | Shaman priest |
| 140,001-285,000 | 8 | 9 | Shaman priest |
| 285,001-570,000 | 9 | 10 | Shaman priest |
| 570,001-845,000 | 10 | 10+2 | Greater shaman |
| 845,001+ | 11 | 10+4 | Greater shaman |

**The shaman**

The shaman is a primitive subclass of the cleric. A character must have a minimum wisdom ability score of 9 to be a shaman; if wisdom is greater than 15, the character adds 10% to the experience points awarded to him by the referee. A shaman PC also gains bonus spells from high wisdom.

The shaman is dedicated to a deity and urges his tribe to worship that god. The shaman’s alignment is that of his deity, and he uses the weapon and armor types used by that deity and by his own tribe.

PC shamans are limited to the casting of certain spells; these are listed hereafter. Shamans have the same number of spells usable per level as clerics, using these spells to protect the welfare of their tribes. Shamans may additionally use clerical scrolls with spells other than those on the shamans’ spell table.

Shamans use the cleric’s fighting and saving-throw tables. All saving throws vs. disease and poison are made at + 2, due to the hardy lifestyle of the shaman.

The shaman character has some of the primary abilities of the barbarian class. These primary abilities are: hide in natural surroundings, surprise, and leadership. The shaman also has the following barbarian-class secondary abilities: surviv­al, first aid, outdoor craft, and tracking

Exceptional humanoid shamans also have sage knowledge, having two to four special categories within the major field of study. The major field of study will, of course, always be “Humanoids and Giantkind!’ Shamans can read and write any language they can speak with a 5% chance of success per intelligence point.

Humanoid shamans of 9th level can concoct poison as assassins can. Scrolls may be inscribed by shamans of 7th level only if the shamans can use the spells they inscribe.

If and when a humanoid shaman achieves 8th level, he automatically attracts humanoid followers if he estab­lishes a place of worship. These humanoid followers are fanatically loyal and serve without pay as long as the shaman does not change deities or alignment. The num­ber of humanoid followers is the same as the “Number Appearing” statistic found in the Monster Manual under the appropri­ate humanoid type. In addition, there will be subleaders of the appropriate type and 4-20 temple guards (normal humanoids with maximum hit points). For each advance in level beyond the 8th, the sha­man gains 2-20 additional humanoid fol­lowers. The shaman may also build a castle or some type of fortified temple upon reaching 9th level, as would a nor­mal cleric.

**The tribal magic-user**

The tribal magic-user is the same as a regular magic-user, except that spell lists are more limited for magicians in such rustic situations. The spells of tribal magic-users are engraved into poor-quality paper or wooden tablets because the expensive parchment required to make a proper spell book is beyond the technological capabilities of most humanoid tribes. These spell “books” are bulky, having an encumbrance value of 10 gp per spell level for wooden tablets and 3 gp per spell level for paper books.

Humanoid magic-users and witch doc­tors are initially limited in magic-user spells, but they may attempt to learn and use other magic-user spells if such are accessible. The spells must be provided by the very few human or demi-human magic-users who are willing to trade with humanoids (or are forced to do so). Since the providing magic-user runs the risk of being labeled as a traitor (or worse), he will certainly charge many times the for­mal fee for such services. Exceptional magic-users and witch doctors all begin with the spells read magic and write, with 1-3 other spells as well.

Wooden or parchment scrolls may be inscribed by 7th- or higher-level tribal spell-casters, so long as the spells involved are on their allowed spells lists.

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| **Table 13** | | | |
| **Shaman Spells** | | | |
| *Number* | *1st level* | *2nd level* | *3rd level* |
| 1 | Ceremony | Augury | Cure blindness |
| 2 | Cure light wounds | Chant | Cure disease |
| 3 | Detect evil | Detect charm | Death’s door |
| 4 | Detect magic | Detect life | Dispel magic |
| 5 | Light | Holy symbol | Flame walk |
| 6 | Portent | Resist fire | Locate object |
| 7 | Protection from evil | Snake charm | Prayer |
| 8 | Resist fear | Speak with animals | Remove curse |
|  |  |  |  |
|  | *4th level* | *5th Level* | *6th Level* |
| 1 | Abjure | Animate dead monsters | Animate object |
| 2 | Control temperature 10’ radius \* | Atonement | Conjure animals |
| 3 | Divination | Commune | Find the path |
| 4 | Exorcise | Control winds | Forbiddance |
| 5 | Neutralize poison | Cure critical wounds | Heal |
| 6 | Produce fire\* | Dispel magic | Speak with monsters |
| 7 | Spell immunity | Quest | Stone tell |
| 8 | Tongues | True seeing | Weather summoning\* |

**The witch doctor**

Witch doctors are a special form of multiclassed magic-user/shaman open only to humanoids. The witch doctor differs from other multiclasses because a six-sided die per level is used to determine hit points. Witch doctors have all the abilities and level limitations of shamans.

The ability to learn and memorize magic-user spells is restricted by the level limitations of the tribal magic-user class, even though the witch doctor can achieve higher levels.

In addition to the special abilities of shamans, witch doctors have other skills. At 3rd level, witch doctors can brew crude alcoholic beverages. At 5th level, the following spells can be brewed as potions: cure blindness, cure disease, cure light wounds, resist feai and resist fire. Neu­tralize poison and spell immunity can be brewed as potions upon attaining 7th level. Also at 7th level, a witch doctor has sufficient alchemical ability with which to construct a homonculous. Note that no aid from an alchemist is required unless the witch doctor wishes to make other potion types.

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| **Table 14** | | | |
| **Witch Doctor’s Experience Table** | | | |
| *Experience points* | *Experience level* | *6-sided dice for accumulated hit points* | *Level title* |
| 0-4,500 | 1 | 1 | Acolyte |
| 4,501-9000 | 2 | 2 | Evoker |
| 9,001-18,000 | 3 | 3 | Witch-Conjurer |
| 18,001-39,500 | 4 | 4 | Bewitcher |
| 39,501-75,000 | 5 | 5 | Witch-Brewer |
| 75,001-130,000 | 6 | 6 | Witch-Brewer |
| 130,001-230,000 | 7 | 7 | Witch-Brewer |
| 230,001-420,000 | 8 | 8 | Witch Doctor |
| 420,001-820,000 | 9 | 9 | Witch Doctor |
| 820,001-1,220,000 | 10 | 9+2 | Witch Doctor |
| 1,220,001 + | 11 | 9+4 | Witch Doctor |
| Witch doctors gain magic-user and clerical spells of the appropriate levels; when the maximum spell-use level for one class is reached, spell progression continues for the other class only. | | | |

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| **Table 15** | | | | |
| **Tribal Magic-user and Witch Doctor Spells** | | | | |
| *Number* | *1st level* | *2nd level* | *3rd level* | *4th level* |
| 1 | Affect normal fires | Audible glamer | Clairaudience | Dig |
| 2 | Dancing lights | Bind | Clairvoyance | Enchanted weapon |
| 3 | Identify | Detect invisibility | Detect illusion | Fear |
| 4 | Jump | Invisibility | Dispel magic | Plant growth |
| 5 | Mending | Levitate | Flame arrow | Polymorph other |
| 6 | Push | Magic mouth | Haste | Polymorph self |
| 7 | Run | Mirror image | Invisibility 10’ radius | Remove curse |
| 8 | Shield | Preserve | Material | Ultra vision |
| 9 | Taunt | Scare | Protection from normal missiles | Stoneskin |
| 10 | Ventriloquism | Shatter | Slow | Wizard eye |