

AX&X: MORE CLASSES

Druid, Paladin, Monk, and Bard, built on the three tracks.

NEW CLASSES

These four extend the core six. Each is built on one of the three progression tracks, so read them exactly as the core classes: the **track** sets attack bonus and XP, the class adds a Hit Die, a save boon, a kit, and a signature. Nothing here changes a track. A character is one class, as ever.

- **Druid:** Priest, d6. Neutral by calling. Wooden and stone weapons, leather armor and a wooden shield, no metal. +2 Body. Prepares nature spells through mistletoe, below. Speaks with beasts, moves through brush unhindered, and is immune to the charm of woodland folk. Kit: sickle, sling, leather, wooden shield, a sprig of mistletoe.
- **Paladin:** Warrior, d8. Lawful only, sworn to an oath; a broken oath strips these boons until atonement. Any weapon and armor. +2 Will. **Lay on Hands** heals twice your Level in HP a day by touch, or cures one disease. Senses Chaos at will and is never sick. Allies within Near gain +1 on saves against Chaotic magic. Kit: weapon, shield, medium armor, holy symbol.
- **Monk:** Specialist, d6. No armor, simple weapons, fights unarmed. Unarmored and unburdened, your AC is **10 + half Level** plus any DEX edge, and bare hands strike for 1d6. Once a fight a hit can stun: the foe makes a Body save or is dazed a round. You fall safely any height beside a wall, and move 10 ft faster. Kit: staff, simple weapon, traveling clothes, a begging bowl.
- **Bard:** Specialist, d6. Light and medium weapons, light armor. +2 Will. **Loremaster:** a Class Check recalls a useful truth about a monster, relic, or place, and on a good roll names its weakness. **Song:** while you play and do nothing else, allies within Near gain +1 to attacks and saves and shrug off fear; it ends if you stop or take a wound. A performance can sway a crowd, +2 to its reaction. Kit: an instrument, a light weapon, light armor, a book of tales.

DRUID SPELLS

A Druid prepares spells as a Cleric does, up to the slots the Priest track grants, choosing from the list below. The focus is a sprig of mistletoe: cut fresh by moonlight it gives full effect; dried or bought, it still works, at -2. A Druid may also prepare Cure Light Wounds from the Cleric list. The same list is printed in the Spellbook.

LEVEL 1

- **Animal Friendship.** Over a day of feeding and care, win a wild beast as a loyal companion. Keep one such beast per two Levels.
- **Detect Snares and Pits.** Sense deadfalls, pits, and crude or natural traps, and unsafe footing, within 40 ft for 6 turns.
- **Entangle.** Grass and root seize everyone in a Near patch. A Dodge save or held fast, with a new save each round to tear free. One fight.
- **Faerie Fire.** Ring a target in pale light for one fight. Attacks against it gain +1 and it cannot hide.
- **Goodberry.** 1d6 berries, each heals 1 HP and feeds a traveler for a day. They spoil at next dawn.
- **Invisibility to Animals.** Natural beasts cannot see, hear, or smell the warder creature for 6 turns, unless it attacks.
- **Locate Animals or Plants.** Sense the nearest of a named beast or plant within a mile, and its direction, for 6 turns.
- **Pass Without Trace.** You and your band leave no track or scent for 6 turns, +4 to shake pursuit in the wild.
- **Predict Weather.** Know the coming day's weather for a few miles around, as sure as the season allows.
- **Purify Water.** Make a barrel of foul water or a day's spoiled rations clean and safe, or foul them.
- **Shillelagh.** A staff or club becomes a magic weapon, +1 to hit and 1d8 damage, for one fight.
- **Speak with Animals.** Talk with natural beasts for 6 turns. They answer as their nature allows and may grant a small favor on a good reaction.

LEVEL 2

- **Barkskin.** A target's skin turns to bark: +2 AC for 6 turns.
- **Charm Mammal.** A warm-blooded beast takes you for a friend. Will save resists; a failed one lasts until you harm it or a day passes.

- **Create Water.** Call clean water from the air, enough for a party and its mounts for a day.
- **Feign Death.** A willing creature falls into a deathlike trance for 6 turns, stiff and cold, taking half from blows and immune to drain while under.
- **Fire Trap.** Ward a box, door, or body. The next to open it unbidden takes 1d4 + Level fire, Dodge for half. Holds until sprung.
- **Heat Metal.** Metal a target wears turns scalding for 1d4 rounds: 1d4 a round until dropped. Great mass or cold iron resists.
- **Hold Animal.** Freeze up to 1d4 natural beasts. Each rolls a Will save; the held are Helpless for 1d4 rounds.
- **Obscuring Mist.** A damp fog fills a Near space for 6 turns. Past 5 ft, sight and missiles fail.
- **Produce Flame.** A flame sits in your palm for 6 turns. Hurl it to Near as an attack for 1d6 fire, and it sets tinder alight.
- **Speak with Plants.** For 6 turns, question the local growth. It answers simply and may part a path or tangle a foe.
- **Trip.** A vine, root, or your staff whips out: a moving target in reach saves Dodge or falls prone.
- **Warp Wood.** Bend and split wooden items within Near, one per two Levels: a spear shaft, a bow, a plank, a door.

LEVEL 3

- **Call Lightning.** Under a storm sky, call a bolt once a round for 6 turns: Near, 1d6 per two Levels, Dodge for half. Needs a storm overhead.
- **Cure Disease.** A touch ends one disease or rot. Reverses to Cause, a wasting sickness on a failed Body save.
- **Hold Plant.** Shamblers, vine horrors, and like growth within Near stop still. Each rolls a Will save; the held are Helpless for 1d4 rounds.
- **Neutralize Poison.** Draw the venom from one creature or dose: ends Poisoned, or renders a poison inert. Can instead foul good food.
- **Plant Growth.** Brush and briar burst across a wide space, near impassable. Lasts until cut back.
- **Protection from Fire.** A target ignores ordinary fire and halves magical fire for 6 turns, until it soaks 12 damage.
- **Pyrotechnics.** Spend a nearby fire as blinding fireworks (watchers Dodge or blind a round) or a choking smoke cloud.
- **Snare.** Weave a cord, vine, or root into a near-invisible trap. The first to tread it is bound or yanked up, Dodge negates. Holds until sprung.
- **Stone Shape.** Mold a block of stone no larger than you like clay: a rough door, a niche, a crude span. One shaping.
- **Summon Swarm.** A swarm of biting insects fills a Near space for one fight. Those within take 1 a round and act at -2.
- **Tree.** Take the seeming of a tree for up to a Day, aware and unharmed by ordinary notice. End it at will.
- **Water Breathing.** Up to two creatures breathe water for 6 turns, or you breathe air underwater the same span.