

Author's Original Manuscript

Arcaster

Primals are impossible chimera, merging traits of man and animal in a paradox-ridden form that could not happen in nature. Their origins are certainly magical, but the wielding of magic was untenable in their outland civilizations.

All of this changed when a young primal lost in the woods ate from a patch of wild mushrooms he found and had a vision quest. He became united with a spirit which taught him the ways of wizardry, and a new arcane tradition was born.

Arcasters learn their magic from arcane spirits, invisible to most but to those who know their secrets and are willing to pay the price, a source of magical power.

Hit Points: Arcasters gain 1d4 hit points per level.

Weapon Training: Arcasters are trained with dagger, staff, and sling. Armor negatively affects their spellcasting, so normally they shun it entirely.

Alignment: Arcasters can be of any alignment. Lawful arcasters are often the defenders of their traditions, protectors of their people, and sentinels that fight to keep arcane threats and dangerous artifacts away from their people. Neutral arcasters are seekers, who expand their powers through exploration and experimentation, possibly finding new generations of seekers to teach the sacred ritual that will allow them to become the next generation of arcasters.

Caster level: The arcasters' caster level is usually their arcaster class level, although some special circumstances might change this.

Final



Primals are impossible beings, merging traits of man and animal in a paradox-ridden form that could not happen in nature. Their origins are certainly magical, but the wielding of magic was untenable in their outland civilizations.

All of this changed when a young primal became lost in the woods. His name is lost to history, but his legend has endured. Out of desperate hunger, he ate from a patch of wild mushrooms he found growing in the rich loam of the forest floor. Unbeknownst to him, the bright blue mushrooms were magically hallucinogenic, and the tasty toadstools whisked him away to an extraordinary and enlightening vision quest. On this quest he encountered what he thought to be a magical animal. It spoke to him and shared his meal. A conversation began, and a bargain was struck. He became united with that spirit, which taught him the ways of wizardry; thus, a new arcane tradition was born.

Arcasters learn their magic from arcane spirits. These spirits are embodiments of magic itself given form, and are invisible to most. To those who know their secrets and are willing to pay the price, an arcane spirit is a gateway to magical power.

Hit Points: Arcasters gain 1d4 hit points per level.

Weapon Training: Arcasters are trained with dagger, staff, and sling. Armor negatively affects their spellcasting, so normally they shun it entirely.

"IT WORKS! NOW...WHAT TO DO WITH THIS NEWFOUND POWER? PERHAPS I SHALL TAKE MY REVENGE AT LAST!

...OR I MIGHT GO GET A MUFFIN. I LIKE MUFFINS."

Alignment: Arcasters can be of any alignment. Lawful arcasters are often the defenders of their traditions, protectors of their people, and sentinels that fight to keep arcane threats and dangerous artifacts away from their people. Neutral arcasters are seekers, who expand their powers through exploration and experimentation, possibly finding new generations of seekers to teach the sacred ritual that will allow them to become the next generation of arcasters.

Caster level: The arcasters' caster level is usually their arcaster class level, although some special circumstances might change this.

Allyson's Re-Writes & Edits

Arcaster

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Arcasters learn their magic from arcane spirits, which are invisible to most people. To those who know their secrets and are willing to pay the price, an arcane spirit is a source of magical power.

Hit Points: Arcasters gain 1d4 hit points per level.

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Caster level: The arcasters' caster level is usually their arcaster class level, although some special circumstances might change this.

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Commented [a2]: Let's describe this Primal... what kind of animal? What was his name? Where was he from? Why did he get lost in the woods? Lots of storytelling opportunities here. I've done a little embellishment. Let's explore this incident.

Commented [a3]: What happened between the spirit and the Primal? Who was this spirit? What did it look like?

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Author’s Original Manuscript

Shaman

Primals are very much in touch with the wild side of creation. None are more so than the shaman, who is chosen by the great spirits of nature to act as their agents in the material realm.

Shaman represent every aspect of the great powers of nature; majestic, terrifying, nurturing, destructive, fragile, eternal. Shaman see themselves as agents of both renewal and harvest, working for the overall good of the natural world rather than for any one individual species.

Hit Points: Shaman gain 1d8 hit points per level.

Weapon Training: Fighting with, or even carrying, metal weapons or wearing metal armor prevents shaman from using their spells or transformation abilities. Shaman are trained to fight with the club, sling, staff, stone axe (1d7), and stone tipped spear. They can wear padded, leather, or hide armor, and they may carry a wooden shield.

Alignment: Shaman must be neutrally aligned.

Caster Level: A shaman’s caster level is usually equal to their shaman class level.

Nature Sage: The shaman is deeply a part of the natural world. They can instantly identify natural animal and plant types, and roll a d24 on all skill checks involving the identification of plants and animals, foraging for food, finding fresh water, or similar wilderness, agricultural, and survival skills.

Spellcasting: The shaman may call down upon the powers of nature in the form of magic spells. A shaman’s spellcasting is similar to that of a cleric. They gain spells randomly from the shaman list, below, which draws from both the cleric’s and wizard’s spell lists. In the case of spells drawn from the wizard’s list, there is no chance of misfire, corruption, or spell loss – treat every unsuccessful result as a fail, which gains the shaman a point of disapproval. There are also three new spells, detailed below.

At first level the shaman knows three spells, one of which is automatically *consult nature*. Spells beyond *consult nature* are determined randomly, although special circumstances, such a harrowing service performed for the forces of nature or exposure to an extant spell in some capacity, might allow a shaman to choose instead.

On a failed spell check, shaman gain a point of disapproval. Disapproval works the same as it does for clerics. Use the standard disapproval table from the DCC core rulebook for the shaman.

A shaman’s spell check is 1d20 + shaman’s Personality modifier + caster level. Some circumstance can change this roll.

A shaman cannot normally spellburn. However, a judge might rule that they may under some extreme circumstances.

Animal Transformation: Shaman tap into the elemental forces of creation and can use this primal energy to transform themselves into animals.

At first level, the shaman rolls on the 1st level animal form table to determine what animal shape they can transform into. Once determined, this shape cannot be altered. Every level the shaman gains, they learn a new animal form. Animal forms are determined randomly, although a Judge might allow a shaman to learn a specific form if they are willing to undergo a special quest for the powers of Nature they revere.

Allyson’s Re-Writes & Edits

Goobers

Primals are very much in touch with the wild side of creation. None are more so than the **goober**, who is chosen by the **great spirits of nature** to act as their agents in the material realm.

Goober represent every aspect of the **great powers of nature**; majesty, terror, nurture, destruction, fragility, eternity. **Goober** see themselves as agents of both renewal and harvest, working for the overall good of the natural world rather than for any one individual species.

Hit Points: **Goober** gain 1d8 hit points per level.

Weapon Training: Fighting with, or even carrying, metal weapons or wearing metal armor prevents **goober** from using their spells or transformation abilities. **Goober** are trained to fight with the club, sling, staff, stone axe (1d7), and stone-tipped spear. They can wear padded, leather, or hide armor, and they may carry a wooden shield.

Alignment: **Goober** must be Neutrally aligned.

Caster Level: A **goober**’s caster level is usually equal to their **goober** class level.

Nature Sage: The **goober** is deeply a part of the natural world. They can instantly identify natural animal and plant types, and roll a d24 on all skill checks involving the identification of plants and animals, foraging for food, finding fresh water, or similar wilderness, agricultural, and survival skills.

Spellcasting: The **goober** may call down upon the powers of **nature** in the form of magic spells. A **goober**’s spellcasting is similar to that of a cleric. They gain spells randomly from the Shaman list, below, which draws from both the cleric’s and wizard’s spell lists. In the case of spells drawn from the wizard’s list, there is no chance of misfire, corruption, or spell loss—treat every unsuccessful result as a fail, which gains the **goober** a point of disapproval. There are also three new spells, **which are** detailed below.

At first level, the **goober** knows three spells, one of which is automatically *consult nature*. Spells beyond *consult nature* are determined randomly, although special circumstances, such a harrowing service performed for the forces of **nature** or exposure to an extant spell in some capacity, might allow a **goober** to choose instead.

On a failed spell check, **goober** gain a point of disapproval. Disapproval works the same as it does for clerics. Use the standard disapproval table from the DCC core rulebook for the shaman (pp. xx).

A **goober**’s spell check is 1d20 + shaman’s Personality modifier + caster level. Some circumstance can change this roll.

A **goober** cannot normally spellburn. However, a judge might rule that they may under some extreme circumstances.

Animal Transformation: Shaman tap into the elemental forces of creation and can use this primal energy to transform themselves into animals.

At first level, the **goober** rolls on the 1st level animal form table to determine what animal shape they can transform into. Once determined, this shape cannot be altered. Every level the **goober** gains, they learn a new animal form. Animal forms are determined randomly, although a Judge might allow a **goober** to learn a specific form if they are willing to undergo a special quest for the powers of **Nature** they revere.

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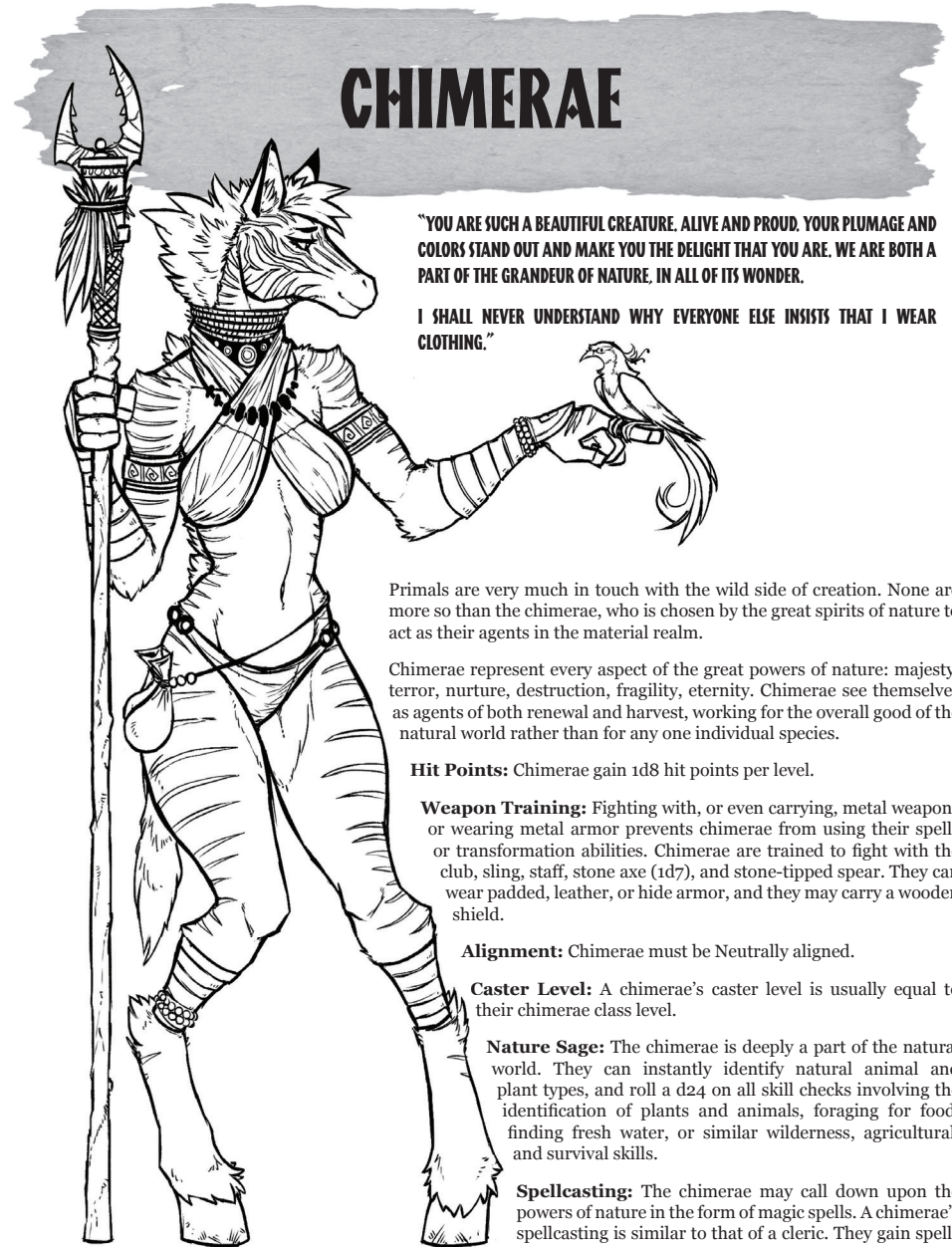
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from both the cleric’s and wizard’s spell lists. In the case of spells drawn from the wizard’s list, there is no chance of misfire, corruption, or spell loss—treat every unsuccessful result as a fail, which gains the chimerae a point of disapproval. There are also three new spells, which are detailed below.

At first level, the chimerae knows three spells, one of which is automatically consult nature. Spells beyond consult nature are determined randomly, although special circumstances, such a harrowing service performed for the forces of nature or exposure to an extant spell in some capacity, might allow a chimerae to choose instead.

On a failed spell check, chimerae gain a point of disapproval. Disapproval works the same as it does for clerics. Use the standard disapproval table from the **Dungeon Crawl Classics** core rulebook for the chimerae (**Dungeon Crawl Classics Core Rulebook** pp. 122).

A chimerae’s spell check is 1d20 + chimerae’s Personality modifier + caster level. Some circumstance can change this roll.

A chimerae cannot normally spellburn. However, a judge might rule that they may under some extreme circumstances.

Animal Transformation: Chimerae tap into the elemental forces of creation and can use this primal energy to transform themselves into animals.

At first level, the chimerae rolls on the 1st level animal form table to determine what animal shape they can transform into. Once determined, this shape cannot be altered. Every level the chimerae gains, they learn a new animal form. Animal forms are determined randomly, although a Judge might allow a chimerae to learn a specific form if they are willing to undergo a special quest for the powers of nature they revere.

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- The weather is a huge atavistic force, chaotic and powerful and ancient. Weather cannot be bargained with, only appeased, befriended, and obeyed. If it chooses to be helpful, the weather can give the location of any outdoor creature within 50 miles, point the shaman towards civilization, fresh water, a specific mountain or forest, or other point it can recognize. Weather will not change for the shaman just because they ask, although if the shaman is willing to accept a difficult quest the weather might listen to an extremely politely worded request.
- The moon is one of the great spirits. It automatically demands a quest of the shaman who communicates with it, and if the shaman agrees to the quest it can answer questions like a *consult spirit* spell with a 27 spell result and zero chance of misinformation. The moon is a harsh mistress: shaman who refuse to honor their part of an agreement shall never receive aid from the Great Satellite again, and the death of the shaman will likely be a quest for some other lunar supplicant. Note: in campaign worlds with no moon, an appropriate natural feature should be substituted.

Different aspects of nature will have different perception of the world, and it is always up to the Judge to decide how much information can be gleaned from any given animal. Other aspects of nature the shaman might consult with will have a very different scope.

Note that communication does not necessarily mean favorable disposition or obedience. Animals, plants, and natural phenomena have their own needs, wants, and agendas, and the shaman may have to bargain for information or assistance.

Unlike most other spells, the shaman can choose any result at or lower than their spell check.

Manifestation: The shaman speaks its own language, which is magically understood by the target. The target communicates back however it can – with gestures, the blowing of wind or rumble of thunder, animal noises – and the shaman understands the language perfectly.

1-11	Failure
12-13	The shaman can communicate with a single animal for up to 1 minute.
14-17	The shaman can communicate with a single animal type – for example, horses, geese, or salmon – for 1 hour.
18-19	The shaman can communicate with any animal or plant for up to one hour.
20-23	The shaman can communicate with a any animal or plant for up to 12 hours.
24-27	The shaman can communicate with stone for up to 24 hours.
28-29	The shaman can speak with the spirits of nature for up to one hour. They may speak to the spirit of a forest or river or a mountain.
30-31	The shaman can speak to the weather for 1 hour.
32+	The shaman can speak to the moon for 1 turn. Distance is not an issue – as long as the moon is in the sky the shaman can communicate.

Allyson’s Re-Writes & Edits

The weather is a huge atavistic force which is chaotic, powerful, and ancient. Weather cannot be bargained with, only appeased, befriended, and obeyed. If it chooses to be helpful, the weather can give the location of any outdoor creature within 50 miles, point the **goober** towards civilization, fresh water, a specific mountain or forest, or any other **place** it it can recognize. Weather will not change for the **goober** just because they ask; although, if the **goober** is willing to accept a difficult quest, the weather might listen to an extremely politely worded request.

The moon is one of the **great spirits**. It automatically demands a quest of the **goober** who communicates with it, and if the **goober** agrees to the quest, it can answer questions like a *consult spirit* spell with a 27 spell result and zero chance of misinformation. The moon is a harsh mistress; **goober** who refuse to honor their part of an agreement shall never receive aid from the Great Satellite again, and the death of the **goober** will likely be a quest for some other lunar supplicant. Note: in campaign worlds with no moon, an appropriate natural feature should be substituted.

Different aspects of nature will have different perceptions of the world, and it is always up to the Judge to decide how much information can be gleaned from any given animal. Other aspects of **nature** the **goober** might consult with will have a very different scope.

Note that communication does not necessarily mean favorable disposition or obedience. Animals, plants, and natural phenomena have their own needs, wants, and agendas, and the **goober** may have to bargain for information or assistance.

Unlike most other spells, the **goober** can choose any result at or lower than their spell check.

Manifestation: The **goober** speaks the language of nature, which is magically understood by the target. The target communicates back **the best way it can, with gestures, the blowing of wind, the rumble of thunder, or animal noises**, and the **goober** understands the language perfectly.

1–11	Failure
12–13	The goober can communicate with a single animal for up to 1 minute.
14–17	The goober can communicate with a single animal type – for example, horses, geese, or salmon – for 1 hour.
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