

# d12

## Monthly

THE HOLY ISSUE

Issue 34  
April, 2024

**FREE VERSION**

**NEW CORE  
CLASS**

THE SHAMAN

**MORE  
CLASS-BASED GOALS**

GOALS FOR CLERICS, DRUIDS,  
AND PALADINS

**KITS THAT FIT**

KITS FOR ALL THREE HOLY  
CLASSES

DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

New Druid Spells

*d12 Monthly* is a helpful resource for fantasy roleplayers.

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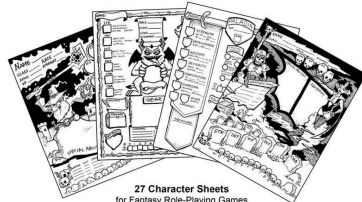
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# The OSE Holy Classes

## Issue

This was one of the most difficult issues to complete. Not due to the content, but due to health and life issues outside of the game.

But I made it.

And, in your hands, or on your screen, is the result. This issue introduces a new core class to OSE, new druid spells, holy oaths for PCs to follow, some cool multi-class combos for druids, and I even expand on an article that appeared back in *Issue 5!*

That seems like a lifetime ago.

So grab your maces and sickles, don your plate mail and pick up your Holy Avenger, it's time to dive head first into the lives of the most devout of characters.

And, as always, happy gaming!

- Russ from YUMDM

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## About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

**Other TTRPGs I like:** WEG D6 Star Wars, Feng Shui RPG, & Warhammer FRP.

## Thanks to my Patrons

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... for making this zine as good as it is.

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*(Tiers are available to receive a physical copy).*

# You Are Now Entering The Spirit Zone

## New Class: The Shaman

*This class is based on the Shaman from the second edition of the game.*

## Shaman

**Requirements:** WIS 9; CON 9

**Prime requisite:** CON

**Hit Dice:** 1d6

**Maximum level:** 14

**Armour:** Leather only

**Weapons:** Short bow, club, dagger, dart, hand axe, javelin, staff, sling, spear.

**Languages:** Alignment, Common

Shaman are priests found in tribal or nomadic societies. They can act as guides, leaders, or advisers within these societies. They are keepers of knowledge and are able to connect with, and communicate with, the spirits of the land and the animals on it.

## Turn Undead

Shaman's turn undead as clerics do.

## Spiritual Communion

From 2nd level, a Shaman can commune with spirits, allowing them to communicate with, and seek guidance from, animal and elemental spirits, drawing upon the wisdom of these benevolent entities.

This can be done once per day, and lasts 1 minute per level of the shaman. The knowledge imported by the spirits called



upon will be limited to what the spirit would likely know.

## Spiritual Healing

The Shaman possesses the ability to channel divine energy to heal wounds and cure ailments. Once per day, a shaman can heal 2 hit points per level by laying their hands on wounded characters and calling upon the spirits.

Additionally, a shaman of 5th level or higher may cure disease once per week.

## Spirit Calling

A shaman can call both animal and elemental spirits for access to various spells and abilities.

Level	XP	HD	THAC0	Saves				
				D	W	P	B	S
1	0	1D6	19 [0]	11	12	14	16	15
2	1,500	2D6	19 [0]	11	12	14	16	15
3	3,000	3D6	19 [0]	11	12	14	16	15
4	6,000	4D6	19 [0]	11	12	14	16	15
5	12,000	5D6	17 [+2]	9	10	12	14	12
6	20,000	6D6	17 [+2]	9	10	12	14	12
7	35,000	7D6	17 [+2]	9	10	12	14	12
8	60,000	8D6	17 [+2]	9	10	12	14	12
9	90,000	9D6	14 [+5]	6	7	9	11	9
10	125,000	9D6+1	14 [+5]	6	7	9	11	9
11	200,000	9d6+2*	14 [+5]	6	7	9	11	9
12	300,000	9d6+3*	14 [+5]	6	7	9	11	9
13	750,000	9d6+4*	12 [+7]	3	5	7	8	7
14	1,500,000	9d6+5*	12 [+7]	3	5	7	8	7

Before a shaman can call on a spirit, they must travel to an area where that type of spirit would reside (a forest for a land spirit, or a bear or wolf animal spirit), and commune and pray for one week.

Once the connection with that spirit is made, the shaman can call upon it no matter where they are.

The shaman has a number of spirits as shown in the Shaman Spirits table.

A shaman can call upon spirits up to their level per day.

### Calling a Spirit

The shaman must chant and pray for one full round (no movement or other action is possible) to call the spirit and then ask it for help.

The spirit will arrive (unless angered) and speak to the shaman, who is the only person who can see it. However, other individuals may sense the spirit as a cold breeze, particular odour, etc.

Each round, the shaman can ask for access to a particular spell-like ability.

Spell-like abilities, once used, are inaccessible by the shaman for 24 hours.

The number of spell-like abilities the shaman can have at any one time is dependent upon their level. As is the number of spirits (and the power of those spirits). See the *Shaman Spirits* table.

## Animal Spirits

Animals are a vital part of existence in the world mortals live in, and it is no different in the spirit world.

Animal spirits tend to embody the archetypal version. For example, the Old Wolf, the Raging Bear, and Hunting Eagle.

Animal spirits' prime reason for being is to protect the natural habitat of animals and the animals themselves from wanton destruction.

Animal spirits have knowledge of their natural terrain and of past events that took place in those. It also has knowledge of their own species and those they prey on.

### Choosing an Animal Spirit

You choose one animal spirit each time you gain a new one.

### Spell-Like Powers

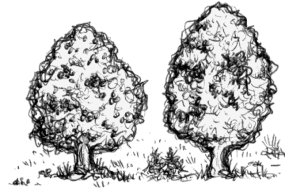
Animal spirits have a number of powers they can impart, depending on the type of spirit: minor, major, or greater.

A shaman receives access to all the spells and abilities listed below if they meet the level requirement (see the Shaman Spirits table).

**Minor:** *Animal Friendship, Speak with Animals, Summon Animal.*

**Major:** *Hold Animal*, an increase in movement (matches that of the animal spirit), and type of movement (flying, swimming, etc.)

**Greater:** *Summon Animal, Heal*, or shapechange abilities the same as the Druid's shapechange.



**Table: Shaman Spirits**

Shaman's Level	Minor	Major	Greater
1	1	-	-
2	1	-	-
3	2	-	-
4	2	-	-
5	2	1	-
6	3	1	-
7	3	2	-
8	4	2	-
9	4	2	1
10	4	3	1
11	4	3	2
12	5	3	2
13	5	4	2
14	5	4	3

## Elemental Spirits

A shaman can also call upon elemental spirits. These are broken up into three groupings: land spirits, air spirits, water spirits.

Each of these gives access to certain spells, which is based on the shaman's level.

These are still counted for determining the number of callings per day a shaman can make.



## Land Spirits

**Table: Land Spirit Spells**

Shaman's Level	Spells Available
1	Entangle, Locate Plant or Animal
3	Barkskin, Warp Wood
5	Growth of Nature, Venomous Tangle*
7	Speak with Plants, Tree Stride*
9	Protection from Plants & Animals, Transmute Rock to Mud

\* New spells (see *Nature Unleashed!* article in this issue).

## Air Spirits

**Table: Air Spirit Spells**

Shaman's Level	Spells Available
1	Faerie Fire, Predict Weather
3	Obscuring Mist, Produce Flame
5	Call Lightning, Contagion*
7	Protection from Fire & Lightning, Temperature Control
9	Control Weather, Sky Spirits*

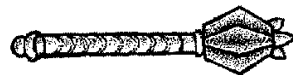
\* New spells (see *Nature Unleashed!* article in this issue).

## Water Spirits

**Table: Water Spirit Spells**

Shaman's Level	Spells Available
1	Obscuring Mist, Swiftswim*
3	Create Water, Slow Poison
5	Scaly Form*, Water Breathing
7	Ship Tracking*, Rusting Grasp*
9	Commune with Nature, Freedom of Movement*

\* New spells (see *Nature Unleashed!* article in this issue).



# Nature Unleashed!

## New Druid Spells

You can use these spells for the shaman, or allow them to be used by any druids.

### Level 1

#### Swiftswim

*Range:* Self

*Duration:* 1 hour/level

Allows the caster to swim faster.

- The caster's swim movement is increased by 10-ft.
- If the caster couldn't swim previously, this spell grants them that ability without the increase.

### Level 3

#### Contagion

*Range:* Touch

*Duration:* Permanent until cured

Infects the target with a debilitating disease.

- The target must make a saving throw or become infected with the chosen disease.
- The caster can choose from a variety of diseases, each with different effects, as determined by the GM.
- The disease strikes immediately (no incubation period) and

persists until cured by magic, natural healing, or other means.

- Each day, the infected target must make a saving throw or suffer the effects of the disease, as determined by the GM.

#### Scaly Form

*Range:* Self

*Duration:* 1 hour/level

The caster transfers themselves into a form more suited to an underwater environment.

- If the caster couldn't swim previously, this spell grants them that ability at movement of 20-ft.
- Scales develop on the caster, increasing their AC by 2.

### Level 4



#### Rusting Grasp

*Range:* Touch

The caster's touch causes metal to rapidly rust and corrode.

- Small metal objects, such as weapons or armour, are



completely rusted through and rendered useless. While large metal objects, such as doors or gates, are weakened, becoming easier to break or force open.

- If the object is being wielded, the caster must make a successful melee attack at -2 against a metal object to deliver the spell's effect.
- Magical or particularly resistant metals provide an item saving throw to resist the effects of the spell.

## Ship Tracking

*Duration:* 24 hours

With this spell, the caster can track water-born vessels across any body of water.

- You can automatically track a ship or boat as long as the vessel has passed the spot of casting within the last 24 hours.



## Tree Stride

*Range:* Touch

*Duration:* 1 hour/level

Allows the caster to step into one tree and emerge from another.

- When this spell is cast, the caster touches a tree, shrub, or similar vegetation, and instantly steps into it, disappearing from their current location.
- The caster can then step out of another tree or vegetation within 100 feet of the first tree, emerging from it as if they had always been there.
- The caster must have line of sight to the destination tree, and the destination tree must be large enough to accommodate the caster's body.
- The caster can continue this "striding" until the spell expires.

## Venomous Tangle

*Duration:* 1 turn

*Range:* 80'

All plant life, which is now covered in a toxic contact poison, within a 20' radius area within range bend and twist, entangling creatures inside the area.

- All within the area must make two saves: Vs. spell, and then Vs. poison.
- If the spell save fails, the creature is entangled and cannot move. If they succeed, then they can move at half movement rate.
- If the poison save fails, the creature suffers D6 STR loss. If they succeed, there is no poison effect.

## Level 5

### Freedom of Movement

Range: Touch

Duration: 1 hour/level

Grants the target unhindered movement.

- When this spell is cast, the caster bestows upon the target the ability to move freely and unhindered by magical or physical constraints.
- The target gains immunity to the effects of difficult terrain, magical effects that impede movement (such as web or entangle), and spells or effects that cause paralysis or restraint.
- Additionally, the target can move and attack normally while underwater, without suffering any penalties.

### Sky Spirits

Duration: 1 round/level

Range: 120-ft radius

The spell summons invisible air spirits into the sky which all in range can clearly hear.

- To your enemies this is a cacophony of hissing and buzzing and all must make a save Vs. fear or escape at the fastest possible speed.
- All allies hear beautiful, soothing sounds and gain a +2 to attacks and saves, plus a +2 morale bonus.

## More Character Goals

### Class-Based Goals



In *Issue 32 of d12 Monthly 1* I wrote a class-based goals article. This expands on that article by adding the cleric, druid, and paladin classes.

### Clerics

- Seek an expensive and high status holy symbol to demonstrate the depth of their faith.
- Seek a famed, or powerful person of the church, perhaps long-lost in a far-away and hard-to-reach location.
- Atone for straying from the doctrines of their faith, or for allowing their party members to do so, perhaps by performing a quest to show their devotion.

- Seek out a sage for deeper understanding of the nature of reality and the nature of their deity (will this truth confirm or shake their prior beliefs?).
- Search for holy items, religious relics etc. Either as tools for their own use, or to be donated to a religious institution or museum.
- Meet with representatives of other faiths to increase interfaith understanding and cooperation.

## Druids

- Find animal friends in the city, countryside, dungeon and wilderness to join the party.
- Talk to local animals about the comings and goings of figures of interest. Can the local rats or pigeons put the party on the trail of who or what they seek?
- Source non-metallic weapons of unusual quality, material, or power: an onyx war hammer or obsidian mace, for example.
- Atone for straying from the doctrines of their faith, or for allowing their party members to do so, perhaps by performing a quest to show their devotion.
- Meet with representatives of other faiths to increase interfaith understanding of Nature.

- Act as an arbiter in disputes between faiths or other groups.

## Paladins

- Seek a famed, powerful or otherwise remarkable holy symbol, perhaps long-lost in a far-away and hard-to-reach location.
- Atone for straying from the doctrines of their faith, or for allowing their party members to do so, perhaps by performing a quest to show their devotion.
- Search for holy items, religious relics etc. Either as tools for their own use, perhaps in the smiting of a legendary foe or just because it's nice to have cool stuff, or to be donated to a religious institution.
- Meet with representatives of other faiths to increase interfaith understanding and cooperation.
- Seek out “the deserving poor”, those who meet the paladin's expectations sufficiently closely for them to count as worthy of help, and help them.
- Use the paladin's immunity to disease to perform works of mercy and kindness among plague-stricken communities.





# The Oath Takers

## Oaths Taken by Clerics & Paladins



Clerics and Paladins who worship deities need to take an oath as part of their inclusion into the church.

This oath is different for each deity, but it is vital that the oath is followed.

Breaking the oath, or just not following it, can lead to loss of abilities like spells and other powers, and also a cost to their standing within the community and also, more importantly, to the church itself.

The most egregious acts can have the heathen cast out of the church.

These are designed to help with the lore of your campaign world, as well as roleplaying opportunities for you and the players.

Below you will find some of the oaths for two deities in my own campaign. Use these as is, or use them for inspiration to create your own.



### Oath of the Sacred Flame (Lucindar)

*The flame burns brightest in darkness* is one of the core beliefs for the Church of Lucindar. By embracing the concepts of positivity, rebirth, the cycle of life, and, of course, the light and heat of the sun, followers try their best to create a better life for themselves and others they meet.

#### Tenets

While particular wording may differ from region to region, all of Lucindar's tenets are as follows:

**Nurture Hope:** Embrace the duty of fostering hope in the hearts of those facing despair, guiding them towards the light of renewal and transformation.

**Spread Radiance:** Share the warmth and illumination of the Sun's light, radiating

positivity, encouragement, and vitality to uplift spirits and inspire growth in all aspects of life.

**Protect Life's Sanctity:** Safeguard the sacred cycle of life and death, honouring the inherent value of all living beings and respecting the natural order orchestrated by the goddess of Rebirth.

**Embrace Vitality:** Embody the vitality and dynamism of the summer season, infusing every action with energy, enthusiasm, and a zest for life reflective of the goddess's vibrant essence.

**Facilitate Transformation:** Act as a steward of change, aiding individuals in their journey of growth and evolution, and fostering environments conducive to personal and societal renewal.

## Oath of the Hammer Fist (Kalisvar)

The hammer fists follow the rules of battle, forging new strategies to defeat their enemies. They believe Kalisvar will favour the side who most follows his teachings, and so take his tenets and beliefs very seriously.

### Tenets

Improving your skills as a warrior goes without saying, but the following tenets are what the Hammer Fists follow.

**Valour in Combat:** Embrace courage and bravery in the face of adversity, meeting challenges on the battlefield with unwavering determination and resolve.

**Honour the Code of Warfare:** Uphold principles of honour, integrity, and fair play in all conflicts, showing respect to both allies and foes alike and adhering to the rules of engagement.

**Master the Art of Strategy:** Develop tactical acumen and strategic insight, honing one's skills in the art of warcraft to

outmanoeuvre adversaries and secure

victory through cunning and foresight.



### Safeguard the Homeland:

Defend one's homeland and people from external threats and aggression, standing as a stalwart guardian of sovereignty and territorial integrity in times of war and

conflict.

### Embrace Discipline and Training:

Dedicate oneself to rigorous training and discipline, striving for excellence in combat proficiency and physical conditioning to become a formidable force on the battlefield.





## **Kits That Fit Kits for the Holy**

In *Issue 32 of d12 Monthly*, I introduced the idea of kits for OSE. Check out that issue for more information on them.

Below are kits designed for the holy classes.

## **Priests**

### **War Priests of Kalisvar**

Warpriests epitomise fierce and grounded clerics who beseech for peace while bracing for conflict.

Their unwavering resolve, commanding personas, and devout allegiance to Kalisvar render them formidable warriors.

### **Requirements**

To become a War Priest of Kalisvar the character must be able to turn undead, and be able to wear heavy armour.

### **Role**

The essence of this prestige class lies in embodying the cleric who commands vast legions on the battlefield. Consequently, those within this class often find themselves integral to military hierarchies.

### **Secondary Skills**

War Priests of Kalisvar tend to have the following secondary skills: animal trainer, armourer, or weaponsmith.

### **Equipment**

Kalisvar priests carry a banner showing the markings of Kalisvar and their unit.

### **Special Benefit**

All troops under their command gain a +2 bonus to all morale checks.

### **Special Hindrance**

The church will make demands upon the War Priests as the GM sees fit.

## **Trickster's Hand of Arkeris**

The Trickster's Hand of Arkeris is a cunning and charismatic order of clerics chosen by Arkeris, the god of theft, trickery, and lies, to serve as his agents of mischief and manipulation.

They are adept at the art of persuasion, using honeyed words and clever ruses to charm their way into the hearts and minds of others.

With their silver tongues and quick wits, they excel at deceiving, swindling, and manipulating their enemies and allies alike to further their god's agenda.

### **Requirements**

Trickster's Hand of Arkeris needs to have a minimum CHA of 12.

### **Role**

The Trickster's Hand of Arkeris operates as master manipulators and puppeteers within the party, using their charm, guile, and wit to influence events and shape the world to their advantage.

They excel in diplomacy, negotiation, and social manipulation, using their divine blessings to win allies, sow discord, and turn enemies against each other.

While their methods may be deceitful and morally questionable, they are fiercely loyal to their god and dedicated to fulfilling his will, no matter the cost.

### **Secondary Skills**

Trickster's Hand of Arkeris tends to have the following secondary skills: Bookbinder, Charlatan, Diplomat, or Mapmaker.

### **Equipment**

Trickster's Hand of Arkeris has kits for disguise and kits for forgeries on hand.



### **Special Benefit**

The Trickster's Hand of Arkeris possesses a silver tongue: they have a gift for persuasion and manipulation, able to bend others to their will with honeyed words and clever lies.

They excel in social interactions, negotiations, and diplomacy, using their charm to sway opinions, win allies, and outmanoeuvre adversaries with ease.

In any social situation, they can create a lie or falsehood that can convince those around them if they achieve a positive Reaction Roll check with a +2 bonus.

Equally, they can also sway opinions by making a similar check.

### **Special Hindrance**

The Trickster's Hand of Arkeris is ensnared in a web of lies and deceit of their own making, where every falsehood they speak and every manipulation they orchestrate threatens to unravel their carefully constructed facade.

Their reliance on deception and trickery may lead to mistrust and suspicion from their allies, as well as retaliation from those they have wronged or betrayed.

The character starts with an NPC enemy who was once taken in by their lies and cost them dearly, and they are after revenge. This is an NPC the GM can create and use when and where they see fit.

## **Druids**

### **Guardian of the Wild**

The Guardian of the Wild is a specialised kit for druids who have dedicated themselves to protecting and preserving the natural world. They are deeply attuned to the balance of nature, serving as its steadfast guardians and defenders against those who seek to exploit or desecrate it.

However, they are as wild and unpredictable as Nature itself.

### **Requirements**

To become a Guardian of the Wild the character must be able to cast druid spells.

### **Role**

The Guardian of the Wild serves as the embodiment of nature. They are skilled in wilderness survival, animal handling, and nature magic, providing invaluable support in exploration, environmental challenges, and nature-based conflicts.

### **Secondary Skills**

Guardians of the Wild tend to have the following secondary skills: Animal Trainer, Apothecary, Bowyer / Fletcher, Furrier, Huntsman, or Tanner.

### **Equipment**

They would carry their holy symbol and whatever they need to survive in the wild.

### **Special Benefit**

Guardians of the Wild form a special bond with wild animals, gaining the ability to communicate with and command them.

A Guardian can call on any natural animal (not giant or dire varieties), allowing them to gather information, scout an area, or perform any tasks related to wilderness survival.

They can communicate with them as though a *Speak with Animals* spell has been cast. The Guardian of the Wild can only communicate or command one such animal at any one time.

### **Special Hindrance**

Due to their deep connection to nature, the Guardian of the Wild struggles with, or even actively opposes, aspects of civilization that they perceive as harmful to Nature.

They receive a -4 reaction adjustment to any urban-based individual.

## **Paladins**

### **Spell-Steward of Ferast**

The Spell-Stewards of Ferast are a specialised order of paladins who have been chosen by Ferast, the god of magic, to serve as guardians and custodians of arcane knowledge and power.

They are imbued with the essence of magic itself, wielding it to protect the balance of magical forces in the world and uphold the sanctity of spellcraft.

### **Requirements**

To become a Spell-Steward of Ferast the character must swear an oath to Ferast, and have the lay on hands ability.

### **Role**

The Spell-Stewards of Ferast serve as the defenders of magic within the party, using their formidable magical abilities and martial prowess to safeguard spellcraft and their users, ensuring that the arcane arts remain untainted by corruption or misuse.

### **Secondary Skills**

Spell-Stewards of Ferast tend to have the following secondary skills: Animal Trainer, Armourer, Diplomat, or weaponsmith.

### **Equipment**

They carry their holy symbol.

### **Special Benefit**

The Spell-Stewards of Ferast are imbued with a potent aura of magical protection, granting them resistance to arcane spells and abilities. This arcane aegis shields them and their allies from harm.

They gain a +2 to all saving throws Vs. magic. This can extend out to all allies within 60-ft of the Spell-Steward once per day for as many rounds as the Spell-Steward has levels.

### **Special Hindrance**

Spell-Stewards are often targeted first by evil spellcasters and the like, who see them as a major threat to their plans. If an opposing spellcaster knows of the Spell-Steward's mission, then they will target them with all the might they have at their disposal.



## Need More?

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## Next Month

For May, we dive into the rustic classes in Old School Essentials - the ranger and barbarian, expanding on these and introducing new survival rules.



There will also be new spells, class-based adventure hooks, and an alternative spell-less ranger class.

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**THE HOLY CLASSES**

DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

**d12**  
Monthly

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