

## Dwarven Sapper

**Prime Req.:** WIS

**Required:** CON 9

**Hit Dice:** d4

**Max Level:** 11

Dwarven sappers have a difficult mission with a simple motto: "Protect, comfort, and fortify, and prevent the enemy from doing the same." For their allies, they manage the food, tents, and transportation, and in battle fortify ally positions. They also destroy the enemy's fortifications and mine their paths with traps and other

dangers. Sappers may use any **flails, hammers, maces** or **axes**. They can use **any armor** or **shield**. They are allowed **1 fighting style** of their choice. Sappers advance in **fighting** and **saving throws** as a **cleric** of their level. All sappers may choose an **extra general proficiency** at level 1. They can use **mage and cleric items** as a mage or cleric of their level, create potions at level 3, scribe scrolls at level 7, and create **magic items** and **constructs** at level 9.

All dwarves are comfortable underground, but sappers live for it, spending days, weeks, even months burrowing through dirt and stone to breach enemy strongholds or bring down a fortified wall. They can also function above ground, building walls, fortifications, roads, and bridges. Sappers can **burrow** underground at a movement rate of 10' through normal earth. The sapper scoops material from in front and deposits it directly behind, which does not create a tunnel. Speed is *doubled* in soft material (sand, silt), *halved* through rocky ground, and *impossible* through solid stone. As a dwarf, the sapper gains a **+1 bonus to surprise** rolls when underground, and can speak **Dwarf, Gnome, Goblin, and Kobold**. They also have a **+3** bonus towards Blast and Breath saving throws, and a **+4** bonus for all other saving throws. They also gain a **+4 on all proficiency throws**, except those mentioned here.

Their knowledge of **caving** allows them to automatically know a route taken, if conscious at the time, on a proficiency throw of 7+. Their extended time underground has allowed them to develop a limited **Infravision**, to 30'. Sappers can **detect traps**, false walls, hidden construction, and notice if passages are sloped with a proficiency throw of 14+. They start with a level in **Craft**, allowing them to mend or make basic weapons and armor. With proficiency in **Engineering** and Siege Engineering, they can evaluate constructions the party is passing through to assess what shape they are in, when and by whom they were built, etc., with a proficiency throw of 7+, oversee or assist in the construction and placement of temporary defensive works such as ditches, pits, fields of stakes, and simple wooden and earthen barricades, and operate heavy war machines and siege engines such as ballistae, catapults, rams, bores, and siege towers. Though sappers can be loud and boisterous, they know **quiet magic**; to hear them cast requires a successful proficiency throw, and they can cast in anything short of a full gag.

Sappers have a variety of spells provided to them by their deity, **Thor**, god of earth and oak and iron, which allows them to tunnel and reinforce by divine means. As such, male and female alike must keep their beard, eat and drink heartily, carouse at least once when entering a city, and keep an ax, pick, and/or shovel on them at all times.

A sapper may re-gain the ability to cast a spell of a level he had previously expended through a **complex ritual meal** which requires one beer, one ration of food, and 30 minutes of uninterrupted lunchtime; the sapper must whistle at any female passing by during the ritual. The character may perform the ritual as often as desired, but may not regain the same level of spell more than once per day.

Lvl	XP	Title	1	2	3	4	5
1	0	Shoveler	2				
2	2600	Trencher	3				
3	5200	Tunneler	3	1			
4	10400	Demo-dwarf	3	2			
5	20800	Engineer	3	2	1		
6	41600	Combat Engineer	3	3	2		
7	85000	Saboteur	4	3	2	1	
8	170000	Siege Expert	4	3	3	2	
9	270000	Sapper Commando	4	4	3	2	1
10	370000	Master Engineer	4	4	3	3	2

## Class proficiency list:

Acrobatics, Alertness, Ambushing, Apostasy, Battle Magic, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery, Command, Contortionism, Craft, Divine Blessing, Dungeon Bashing, Dwarven Brewing, Eavesdropping, Elementalism, Engineering, Familiar, Goblin-Slaying, Land Surveying, Lay On Hands, Mapping, Martial Training, Mountaineering, Naturalism, Profession, Skirmishing, Survival, Trap Finding, Wakefulness, Weapon Focus

## Spell list

Level 1	Level 2	Level 3	Level 4	Level 5
Cave Echo	Bless*	Boulder Bash	Create Water	Animate Stone
Command Word	Detect Treasure	Continual light*	Disintegration Trap	Create Food
Cure Light Wounds*	Divine Grace	Detect invisible	Dispel Magic	Earth-Gnash
Detect Magic	Hidden Wall	Earthquake	Earthdrop	Earthgrip
Earthspike	Iron Banding	Earthwall	Instatunnel	Earthmorph
Faerie fire	Major Trap	Feign death	Ironwall	Floating Iron Platform
Light*	Produce Fire	Hacking Trap	Magic Cart	Lower Water
Minor Trap	Silence (15')	Hasten Hands	Neutralize Poison	Magic Carpet
Purify food and water	Unseen servant	Remove curse*	Nondetection	Mechanical Deathtrap
Summon Planks	Wooden Structure	Water breathing	Stonewall	Quest*

## Level 1 Spells

### Cave Echo (lvl 1, range 240', concentration) (ill)

The caster causes a cave noise (a pebble falling, water dripping, feet on gravel, etc.) to occur anywhere within 240 feet. The noise repeats on a 10 second loop. The caster can move its location. The sounds continues as long as the caster concentrates.

### Command Word (lvl 1, range 10', 1 round)

The caster gives the (living) target a one word command, which it obeys to the best of its ability. The single word must make sense as a single command (approach, drop, fall, flee, halt, surrender, sleep). Although a target could be instructed to "die," this will only make the target faint for a single round. The caster must be able to speak the language of the target. Any intended target with more than 5 HD or an INT of over 12 is entitled to a saving throw versus Spells.

### Cure Light Wounds\* (lvl 1, touch, instant)

Heals 1d6+1 points of damage, OR cures paralysis.

### Detect Magic (lvl 1, range 60', 2 turns)

The caster of this spell is able to detect enchanted/enspelled objects or creatures within the given range by sight, seeing them surrounded by a pale glowing yellow light. Invisible creatures or objects are not detected by this spell, but the emanations of the invisibility magic will be seen as an amorphous glowing fog, possibly allowing the caster to attack the invisible creature at an attack penalty of only -2.

### Earthspike (lvl 1, range 60', instant)

Causes any creatures within a 10' sphere up to 60' away to take 2d6+1 damage. Does earth damage.

### Faerie fire (lvl 1, range 60', 1 round/lvl)

The caster outlines one creature per 5 levels experience, rounded up, in pale, flickering, greenish, damageless fire. The objects or creatures need only be detected in some way (such as by detect magic). All attacks against the outlined object gain +2 to attack throws.

### Light\* (lvl 1, range 120', 6 turns + 1/lvl)

This spell creates a light equal to torchlight which illuminates a 30' radius area (and provides dim light for an additional 20') around the target location or object. The effect is immobile if cast into an area, but it can be cast on a movable object. Light taken into an area of magical darkness does not function. Reversed, light becomes darkness, creating an area of darkness just as described above. This darkness blocks out infravision and negates mundane light sources.

### Minor Trap (level 1, range 0', permanent)

The caster creates a simple magical trap that does 1d6 per round to any creatures who pass through it. The trap is 10' tall, 10' wide, and 1' thick. It must be supported by the ground, bonded on all sides, and shaped as a flat vertical plane. The only way to disarm the trap is to disintegrate it, though the caster and anyone he assists can avoid damage from it.

### Purify food & water (lvl 1, range 10', instant)

Makes one ration of food, 6 skins of water, or enough normal food to feed a dozen people that is spoiled, rotten, poisonous, or otherwise contaminated, pure and suitable for consumption. Unholy water, food, and drink is spoiled. No effect on creatures or magic potions.

**Summon Planks** (level 1, range 0', permanent)

The caster summons a wall of planks, 1" thick with an area of 750 sq ft, roughly shaped as the caster desires. The wall must be summoned in contact with the ground, and not in

contact with any creature, but afterward can be taken apart and used as normal wood. The wood is normal wood, though it can be dispelled with Dispel Magic.

## Level 2 spells

**Bless** (lvl 2, range 50', 6 turns)

When cast before battle, bless gives the caster and allies within range +1 to attack throws, damage rolls, morale rolls, and saves vs fear. It may not be cast on creatures who are already engaged in melee. 7th lvl or higher can bless 1 pint of water into holy water (with sacrifice of 10 gp). The reverse of bless is called bane. It gives enemies in range a -1 penalty on attack throws, damage rolls, morale rolls, and saves vs fear.

**Detect Treasure** (level 2, range 240', Concentration)

This spell takes one full turn to cast. It enables the caster to see any and all treasure within 240' for as long as he concentrates.

**Divine Grace** (lvl 2, range touch, 6 turns)

Causes the creature touched to gain a +2 to saving throws.

**Hidden Wall** (illusion, level 2, range 0', permanent)

The caster creates a static, motionless illusion of a solid wall (cave wall, building wall, etc.) within a 10' cube to mask a tunnel, himself, and so on. The illusion is permanent until directly attacked.

**Iron Banding** (level 2, range 0', permanent)

The caster summons a thick iron plate, 1 inch thick, to reinforce up to 750 sq ft of wall. The bands must be bonded with the wall, and cannot be summoned in contact with other creatures. Otherwise, the iron is normal iron, though it can be dispelled with Dispel Magic.

**Major Trap** (level 2, range 0', permanent)

The caster creates a complex magical trap that does 3d6 per round to any creatures who pass through it. The trap is 10' tall, 10' wide, and 1' thick. It must be supported by the ground, bonded on all sides, and shaped as a flat vertical plane. The only way to disarm the trap is to disintegrate it; the caster and anyone he assists can avoid damage from it.

**Produce Fire** (lvl 2, range 0', 2 turns/lvl)

The caster produces a small flame in the palm of his hand, harmless to the caster, that sheds light as a normal touch. It can light combustible materials. Dropping or throwing the flame (up to 30') causes the flame to go out at the end of the next round. The flame can disappear or reappear by concentration once per round.

**Silence** (lvl 2, range 180', 12 turns)

Complete silence prevails within a 15' radius around the target. All sound is stopped: Conversation, spells, etc. No noise whatsoever issues from, enters, or passes through the area. Can be cast on a point in space, making the effect stationary, or on a mobile object or creature. Targeting an unwilling creature or an object in their belongings lets them make a save versus Spells to negate the spell.

**Unseen servant** (lvl 2, range 30', 6 turns +1/lvl)

An invisible, mindless, shapeless force; it can fetch items, open doors, hold chairs, clean, and perform other simple tasks, one activity at a time unceasingly until ordered otherwise or the spell expires. Combat movement rate of 20' per round, carry limit 2 stone or pull 4 stone across a smooth surface. Can be used to trigger traps except pressure plates over 20 pounds. Cannot fight or be harmed. Can be dispelled, or dissipated by receiving 6 points area damage or moving outside 30' range.

**Wooden Structure** (level 2, range 0', permanent)

The caster summons a large wooden structure, made of heavy oaken logs. It is 10' thick and has an area of 750 sq ft. It can be roughly shaped to the caster's desires, including hollowed out as rooms, though must be solidly supported and bonded to the surface it is summoned on; it can be used to create a bridge as long as it is supported on each end. The wood is normal wood, though it can be dispelled with Dispel Magic.

## Level 3 spells

**Boulder Bash** (lvl 3, range 90', instant)

Causes 1d6 earth damage per caster level to a creature within 60'; save vs. blast takes only half damage.

**Continual light\*** (lvl 3, range 360', special)

Creates a spherical light as bright as daylight up to 30' radius, and with lesser intensity to a radius of 60'. Can be cast as with the light spell, up to 360' from the caster. Can be used to blind a creature if cast on its visual organs. Targeted

creatures are allowed a save vs Death, whereby the spell is cast into the air just behind the target creature. The reversed spell, continual darkness, works the same only as darkness. Continual light/darkness are indefinitely sustained by the caster without need for concentration, one per level of experience.

**Detect invisible** (lvl 3, 60', 6 turns)

By means of this spell the caster is able to see invisible

characters, creatures or objects within the given range, seeing them as translucent shapes.

**Earthquake** (lvl 3, range special, 1 round/lvl)

A line 60' long and 5' wide directly in front of the caster suddenly begins to quake. The earthquake lasts 1 round per caster level. Anyone caught in that area will take 1d6 damage per caster level, up to 5, every round. A saving throw vs Blast will avoid all damage that round.

**Earthwall** (lvl 3, range 0', permanent)

The caster summons a 10' thick, 750 sq ft earthen wall. It is made of rocks, clay, and dirt. It can be roughly shaped by removing area. It must be solidly supported and in contact with the ground, and cannot be summoned in contact with other creatures. Otherwise, it is normal earth, though it can be dispelled with Dispel Magic.

**Feign death** (lvl 3, touch, 6 rounds plus 1/lvl)

Causes a state of death-like paralytic arrest in himself or another willing creature, completely mimicking death to any observer. Affect an unwilling creature through physical contact and the target must have equal or fewer levels/HD than the caster. No save. Target is conscious and can hear and smell, but cannot move and is completely numb. If damaged or otherwise molested, there is no discomfort or no physical reaction. Damage is reduced by 50%, and poison,

paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

**Hacking Trap** (lvl 3, range 0', permanent)

The caster creates a complex magical trap that does 1d6 damage per round to any creatures who pass through it. Additionally, every creature that passes through the trap suffers a mortal wound; roll on the Mortal Wound table to determine the effect. The trap is 10' tall, 10' wide, and 1' thick. It must be supported by the ground, bonded on all sides, and shaped as a flat vertical plane. The only way to disarm the trap is to disintegrate it, though the caster and anyone he assists can avoid damage from it.

**Hastened Hands** (lvl 3, range 0', 1 turn/concentration)

The caster causes up to his level of creatures to gain double attacks while the caster concentrates, up to 1 turn.

**Remove curse\***

**Water breathing** (lvl 3, 30', 1 day)

Allows the affected creature to breathe underwater for a full day.

## Level 4 spells

**Create Water** (lvl 4, 0', permanent)

Summons an enchanted spring from the ground or wall to provide enough water for 12 men and their mounts for one day (50 gallons), plus 12 additional for each level above 8. Vessels to contain the water must be available at the time of casting.

**Disintegration Trap** (lvl 4, range 0', permanent)

The caster creates a magical trap that instantly disintegrates any creature that passes through it. The trap is 10' tall, 10' wide, and 1 inch thick. It must be supported by the ground, bonded on all sides, and shaped as a flat vertical plane. The only way to disarm the trap is to disintegrate or dispel it, though the caster can temporarily disable the trap to allow himself any anyone he is assisting to pass through.

**Dispel Magic** (lvl 4, range 120', instant)

Choose creature/object or area up to 20' cubed. If creature/object, all spells and spell-like effects (including ongoing potion effects) may be canceled. If area, all such effects within the area may be canceled. Spell/effects cast by a character of equal or lower level than the dispel magic caster's level is ended automatically. Those created by higher level casters have a 5% chance per level higher that the dispel magic will fail. Some spells cannot be ended by dispel magic; specifically any magical disease, geas, quest, petrification from a flesh to stone spell, and any curse.

**Earthdrop** (lvl 4, range self, 6 turns +1 per caster level)

The caster causes a chunk of earth to fall up to 60' away; it does 1d6+1 damage per level of caster to all within 25'. A saving throw vs. blast will avoid half the damage.

**Instatunnel** (lvl 4, range 0', permanent)

The caster creates a tunnel of up to 300 connected 10'x10'x10' cubes through unworked stone, in any layout (including vertically), at a touch. The rock turns to a cloud of dust, which can be blown out of the tunnel. If the dust remains in the tunnel and Dispel Magic is cast, it will return to solid form, instantly crushing anyone inside.

**Ironwall** (lvl 4, range 0', permanent)

The caster summons a 1 foot thick, 750 sq ft wall of solid iron. It can be finely shaped to the caster's wishes by removing area. As the wall is enormous, it must be supported by the ground beneath it. It cannot be summoned in contact with other creatures. Otherwise, it is normal iron, though it can be dispelled with Dispel Magic.

**Magic Cart** (lvl 4, range 0', 1 turn per caster level)

The caster causes one object of any size to move up to 20' per round for 1 turn per caster level, as long as he is touching it. The object can carry items as it usually can (ie, a sack, wagon, bucket, mine cart, etc.).

**Neutralize Poison** (lvl 4, touch, instant)

Detoxifies any sort of venom in the creature or object touched; a creature slain by poison in the last 10 rounds is revived with 1 hit point. De-poisons poisonous objects.

**Nondetection** (lvl 4, touch, 6 turns/lvl)

Protects the creature touched and its belongings from being spied on by crystal balls or any type of ESP. A character attempting to spy upon the recipient will only learn he is being magically protected.

**Stonewall** (lvl 4, range 0', permanent)

The caster summons a 10' thick, 750 sq ft wall of solid stone. It can be roughly shaped to the caster's wishes by removing area, including being hollowed out as rooms. It must be in contact with the ground, and bonded to the earth beneath it. It cannot be summoned in contact with other creatures. Otherwise, it is normal stone, and can be taken apart as need be, though it can be dispelled with Dispel Magic.

## Level 5 Spells

**Animate Stone** (lvl 5, touch, permanent)

With a touch, the caster permanently transforms 3,000 sq ft of loose, unworked stone into an animated stone statue (see ACKS pg 196) under his control.

**Create Food** (lvl 5, range 10', permanent)

The food that this spell creates is simple fare of the caster's choice, nourishing but bland. Up to 12 men and their mounts can be fed for one day. Every level above 8, 12 more can be fed. Food created decays within 24 hours, but can be freshened for another 24 hours once with Purify Food and Water.

**Earth-Gnash** (lvl 5, range 60', instant)

Causes one creature within 60' to take 1d6 damage. Each caster level adds 1d6 damage; every second caster level targets an additional creature.

**Earthgrip** (lvl 5, range 60', permanent until save)

The caster causes 24HD worth of creatures within 60', starting with the lowest HD creatures, to be held permanently until they can make a save vs Paralyze.

**Earthmorph** (lvl 5, range 0', 6 turns+1/lvl)

The caster causes one living, corporeal creature at touch distance to transform into an earth elemental, gaining its form, characteristics, and special abilities. The new form's HD are limited to the caster's level or twice the target's level, whichever is less.

**Floating Iron Platform** (lvl 5, range 0', permanent)

The caster summons a 1 foot thick, 750 sq ft wall of solid iron. It can be finely shaped to the caster's wishes by removing area. It may be summoned wherever the caster is, including high in the air; the wall will float rather than falling. It cannot be summoned in contact with other creatures. If any of the wall is removed, it will become normal iron. It can be dispelled with Dispel Magic.

**Lower Water** (lvl 5, range 240', 10 turns)

Causes water or similar liquid to reduce its depth by up to 2'/lvl, min. 1 inch, in a square depression 10'/lvl cubed. In large bodies of water, creates a whirlpool. Cast on water elementals and other water-based creatures, acts as a slow spell; a save versus Spells is allowed, with success negating the effect. No effect on other creatures.

**Magic Carpet** (lvl 4, touch, 1 turn/lvl)

Transforms a 4'x6' to 10'x15' carpet, rug, or tapestry into a flying vehicle, flying at the caster's command, requiring as much concentration as riding a horse. With 1 passenger, 300'/turn; each additional passenger reduces by 60'/turn. Max 3 passengers or 60 stone.

**Mechanical Deathtrap** (lvl 5, range 0', permanent)

The caster creates a complex magical trap that attacks anyone who gets within 5' as an 8 HD monster. Anyone who comes within sight of the trap must make a save vs Fear or flee in terror. The trap is 10' tall, 10' wide, and 1' thick. It must be supported by the ground, bonded on all sides, and shaped as a flat vertical plane (it can be bonded directly to a wall). The only way to disarm the trap is to disintegrate it or dispel it, though the caster can calm it and to keep himself and anyone he is assisting from being attacked by it.

**Quest\*** (lvl 5, range touch, special)

See ACKS pg 84.