

# The Augur

An OSR class by Ahimsa Kerp

*"I took pains to determine the flight of crook-taloned birds, marking which were of the right by nature, and which were of the left, and what were their ways of living, each after his kind"* Aeschylus



An Augur is a scholar that can read the natural world by observing the flights of birds. They have no magic and are not well-versed in martial skills but with their powers of foretelling they aim to avoid most fights. They cheat their way to riches.

‡ **HD** - The Augur rolls a d6 for hit points. However before they roll they guess what the result will be. If they get it right, add 1 to their maximum HP.

‡ **Saves** as Dwarf.

‡ **New Skill** - *Ornithomancy* Start at 1/6 at level one and gain one new pip every 2 levels. The Augur faces north, and keeps the birds on their right - the east, the direction of sunrise.

‡ **Auspicate** - Upon examining a dead bird for at least 12 minutes, an Augur can re-roll a die of their choice that day.

## ‡ Feathers, Flight & Song

1.	ravens
2.	woodpeckers
3.	owls
4.	bearded vultures
5.	eagles
6.	magpies

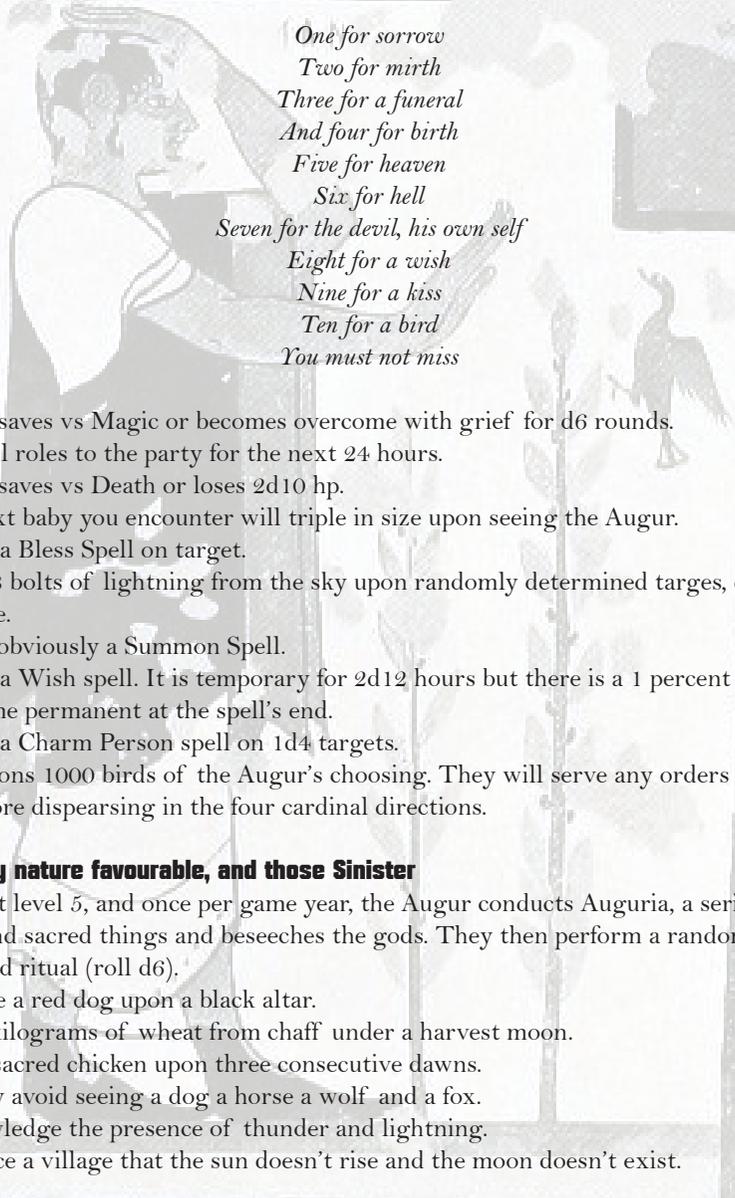
Are Augurs more powerful or more lucky as they increase in level? An Augur can read the flights of wild birds but also the ability at 10% per level to summon or encounter a flock or birds. It's a complicated assessment of the region of the sky, height and type of flight, behavior of the bird and place where it would come to rest. They can attempt this

1 time per day. If successful, roll d6 to see what kind of bird. Birds that are not one of these six do not foretell the future.

Whether the birds are seen naturally or via this skill, the Augur makes an Ornithomancy check. If they are successful, they have seen into the future. The Augur can look at and randomly read a full paragraph on one of the next d4 pages in the GM's notebook or module. There is no context for this insight into the future but when it comes up they will have a perfect (if limited) knowledge of events to come.

### † **Dulcet Warble**

Starting at level 3, once per day the Augur can chant their traditional song. This invokes powerful natural forces—life and death, growth and energy, chaos and order. Roll a d10.



*One for sorrow  
Two for mirth  
Three for a funeral  
And four for birth  
Five for heaven  
Six for hell  
Seven for the devil, his own self  
Eight for a wish  
Nine for a kiss  
Ten for a bird  
You must not miss*

1. Target saves vs Magic or becomes overcome with grief for d6 rounds.
2. +1 to all roles to the party for the next 24 hours.
3. Target saves vs Death or loses 2d10 hp.
4. The next baby you encounter will triple in size upon seeing the Augur.
5. Acts as a Bless Spell on target.
6. Calls d8 bolts of lightning from the sky upon randomly determined targets, each do d8 damage.
7. This is obviously a Summon Spell.
8. Acts as a Wish spell. It is temporary for 2d12 hours but there is a 1 percent chance it will become permanent at the spell's end.
9. Acts as a Charm Person spell on 1d4 targets.
10. Summons 1000 birds of the Augur's choosing. They will serve any orders for d4 hours before disappearing in the four cardinal directions.

### † **Those by nature favourable, and those Sinister**

Starting at level 5, and once per game year, the Augur conducts Auguria, a series of rites and sacred things and beseeches the gods. They then perform a randomly determined ritual (roll d6).

1. Sacrifice a red dog upon a black altar.
2. Sort 3 kilograms of wheat from chaff under a harvest moon.
3. Feed a sacred chicken upon three consecutive dawns.
4. Actively avoid seeing a dog a horse a wolf and a fox.
5. Acknowledge the presence of thunder and lightning.
6. Convince a village that the sun doesn't rise and the moon doesn't exist.

After a successful Auguria, the Augur is at their most powerful. They can retroactively change the future. They can perform each of the four following actions once.

1. 60 seconds to look over the GM's notes or books .
2. In game insight into any hidden treasures and magical items.
3. Can choose the results of any three consecutive dice rolls by any person.
4. Can study the map of the location, if there is a map, for 60 seconds.