

# Races

## Forest Gnome

Requirements: DEX 9

Ability Modifiers: None

Languages: Common, Gnomish, the secret language of burrowing mammals

Gnomes are a wee race of cunning, woodland burrowers. They are sometimes mistakenly regarded as relatives of halflings – an assertion at which they take offence. In stature, gnomes reach about 3½ feet, and 60 pounds. The pride and joy of every gnome is his or her hat. They sport felt hats of a variety of shapes, colours and sizes – a tall red cone being the traditional choice.

*Burrow Lore:* Due to your life in burrows and warren complexes, you can detect unsafe construction when below ground. You must spend one turn searching to use this ability, which has a 2 in 6 chance of success. You can also always tell how deep underground you are, accurate to within 20', and never lose your orientation underground.

*Wee Fellow:* Due to your small stature, you gain a +2 bonus to Armour Class when fighting larger than man-size creatures.

## Halfling – Feral

Requirements: CON 9, DEX 9

Ability Modifiers: +1 DEX, -1 STR

Languages: Common, Halfling

Gibbering semi-sentients which stalk the wastes in search of living prey to sacrifice to their idols.

*Stalker:* You have the natural ability to hide in any environment where there is some kind of cover, becoming effectively invisible on a roll of 1-4 on 1d6 in the wilderness and 1-2 on 1d6 underground. You must remain completely silent and immobile whilst hiding.

*Spear and Sling:* A practised hunter, you gain a +1 bonus to hit with all missile weapons.

*Dodgy:* Due to your small stature, you gain a +2 bonus to Armour Class when fighting larger than man-size creatures.

## Halfling – Civilised

Requirements: DEX 9

Ability Modifiers: +1 DEX, -1 STR, -1 CON

Languages: Common

Among nobles of the City, it is the height of fashion to rear a captive halfling as a pet, teaching it to mimic civilised, human behaviours. The creatures show surprising aptitude at aping their betters.

*Sneaky:* You have the natural ability to hide in any environment where there is some kind of cover, becoming effectively invisible on a roll of 1-2 on 1d6 in the wilderness and 1-3 on 1d6 indoors. You must remain completely silent and immobile whilst hiding.

*Dodgy:* Due to your small stature, you gain a +2 bonus to Armour Class when fighting larger than man-size creatures.

*Flexibility:* You have learned a trick from your human owners. After choosing your class, select one of the abilities listed under Human – Earthling, below.

## Human – Earthling

Requirements: None

Ability Modifiers: +1 to an ability of your choice

Languages: Common

People native to the Wizardlands, from elevated nobles to scum of the earth.

*Flexibility:* Humans tend to pick up the odd skill from areas other than their main focus. After choosing a class, select one of the following boons:

- Proficiency with one weapon usually not allowed to your class.
- Proficiency with shields.
- One rogue talent (suggested: *hide, climb rock faces, move quietly, or pick locks*).
- Knowledge of one magic-user spell, selected from a random spell book. You may memorize this spell and cast it once per day.
- Lucky: once a day, re-roll one saving throw.
- Turn undead once per day.

## Human – Man of the Iron Planet

Requirements: STR 9, CON 9

Ability Modifiers: +1 STR, +1 CON, -1 DEX, -1 CHA

Languages: Common, Ignan (the language of fiery and metallic creatures)

Natives of the mine-cities of the sluggish red orb which drifts in the void above the Wizardlands. Their skin is coloured like rust, their flesh is hard and stodgy, and their limbs are short and thick, adapted to existence on their high-gravity world. They sometimes descend to Earth in order to trade metals.

*Subterranean Cunning:* 2 in 6 chance of detecting unusual architectural features (large traps, false walls, secret doors, hidden slopes, etc).

*Iron-Like Resistance:* +4 bonus to saves versus poison, petrify / paralysis, and spells.

## Human – Shadow Plagued

Requirements: None

Ability Modifiers: None

Languages: Common

Victims of the shadow plague, their appearance becomes more inhuman as the disease progresses. Eventually disappear into shadow and smoke.

*Fire Resistance:* You are unharmed by short exposure to normal fire and only take half damage from seriously harmful flames.

*Magic of Fire and Shadow:* You can cast *burning hands* once per day. From 3rd level, you can also cast *infravision* once per day, and from 5th level, *darkness globe*.

*Diseased:* At each level (including 1<sup>st</sup>), roll on the following table to see how the disease develops:

1. A weirdly coloured horn grows from your skull.
2. Your eyes turn midnight black.
3. Your skin takes on the colour of ash.
4. In your sleep, you cry out and whimper in an unsettling tongue.
5. Your toes fuse into a warped, talon-like hooks.
6. The use of personal names (your own and others') fills you with loathing.
7. Your fingers double in length.
8. A slimy tentacle grows out of your spine.
9. Hooks of bone grow from your joints.

10. You hoard items of a specific kind – something macabre or absurd.
11. Fine, silver fur covers your body.
12. You cannot sleep unless touching earth.
13. Your teeth grow pointed and sharp. Plant matter no longer provides sustenance.
14. Your tongue forks, like that of a snake.
15. The scent of humans repulses you.
16. All the hair on your head falls out.
17. Patches of reptilian scales develop on your skin.
18. You develop an urge to consume human flesh.
19. The touch of iron and silver are repugnant to you.
20. Your blood runs thick and green.

## Ratling

Requirements: DEX 9

Ability Modifiers: +1 DEX, -1 WIS

Languages: Common, Ratling

Humanoid rats standing at around 4' tall, ratlings' great natural cunning and dexterity make them excellent adventurers. Ratlings are covered in fur, ranging from silky to wiry, short to shaggy, and deep black to pure white. They have an excellent sense of smell, sensitive whiskers on their twitchy noses, and a long hairless tail. Ratlings trace their heritage to the moon.

*Hiding:* You have the natural ability to hide in any environment where there is some kind of cover, becoming effectively invisible on a roll of 1-3 on 1d6. You must remain silent and immobile whilst hiding.

*Nimbleness:* In combat, due to your size, you gain a +2 bonus to Armour Class when attacked by larger than human-sized opponents.



## Reptiloid

Requirements: STR 9, DEX 9

Ability Modifiers: +1 STR, -1 INT

Languages: Common, Reptilian

A race of scaly lizard-like humanoids. They are of average human height and build, with scaly skin of varying hue. As strict carnivores, reptiloids have a taste for flesh of all types – including that of other sentient races.

*Bite Attack:* You have a natural bite attack which causes 1d8 damage.

*Enhanced Olfaction:* You have a very powerful sense of smell, which means that you are only surprised on a roll of 1.

*Natural Armour:* Due to your scales, you have a natural armour class of 7.

## Space Gnome

Requirements: INT 9

Ability Modifiers: None

Languages: Common, Gnomish

Distant relatives of forest gnomes, space gnomes typically make a living as pirates in the asteroid belt., harrying mining vessels and crystal spheres. They sometimes fall to Earth in meteor storms, otherwise they are rarely seen in the Wizardlands.

*Warp Magic:* Exposure to the weird energies of space have given you magical power. You know how to cast a single 1<sup>st</sup> level spell once per day, chosen each day at random from the following table. This spell is innate, and does not require study or a spell book – it springs unbidden into your mind upon awakening.

1. Phantasmal force
2. Light
3. Knock
4. Invisibility
5. Mirror image
6. Ventriloquism
7. Detect magic
8. Floating disk

*Magic Resistance:* +4 bonus to saves versus magic.

*Wee Fellow:* Due to your small stature, you gain a +2 bonus to Armour Class when fighting larger than man-size creatures.



## Vatspawn

Requirements: INT 9

Ability Modifiers: +1 DEX, +1 INT, -1 CON, -1 WIS

Languages: Common

The sorcerers of old created artificial life in great variety. Vatspawn are one of the most commonly encountered creatures from this era as they were often preserved in pods and awakened many centuries later. Spawned in the axolotl tanks of the great sorcerers of old, these beings are humanoid, but usually exhibit amphibian-like qualities such as bulging eyes and rubbery, hairless, translucent flesh.

*Regeneration:* You regain hit points at twice the normal rate from resting: 2hp per restful night and 1d6hp per day of recuperation.

*Noxious Breath:* Once per day, you can make a breath attack. Choose either: acid (30' long stream), poison (15' diameter cloud), or fire (20' long cone). The attack deals 1d10 damage (save for half).

*Breath Resistance:* You are resistant to damage from the same source as your breath weapon (i.e. acid, poison, or fire), gaining a +4 bonus to saves and suffering only half damage.

# Classes

## Cleric

### Clerics Without Morals

The traditional cleric class – right down to its biblically themed spells – is clearly inspired by the historical crusaders and knights templar: moralistic followers of a monotheistic religion. For campaigns in quasi-historical settings or in imaginary worlds where Christian-like religions are prevalent, the class can be an excellent fit. Even in such settings, however, the cleric's implicit moral imperative can conflict with the more roguish aims and means of other character classes, leading to discord within the party. One option, then, in campaigns without a strong historical or moral bent, is to simply drop the cleric class entirely. This comes with its own problems, though: the cleric's abilities – particularly the ability to heal and to turn undead – are essential parts of the game, so an alternative solution is desirable. The solution presented here is an alternative cleric class with many of the classic abilities, but without the moral undertone.

### Gods of Adventurers

As discussed above, the standard cleric class implies the worship of a moralistic, monotheistic, Judeo-Christian inspired deity. In a polytheistic world, however, there exist vastly many more gods, patronising every conceivable aspect of life. Gods of adventurers are deities whose domain of influence is in direct concordance with the goals and activities of typical D&D adventurers. Some example domains of patronage of such gods are: tomb robbers, delvers into darkness, insane danger, scavengers, treasure hunters, gold and precious metals, infiltration.

### Adventurer Cleric Class

*Hit Dice:* 1d6

*Prime Requisite:* WIS

The reimagined cleric is a worshipper of a god of adventurers. While characters of other classes devote their training to skills of combat, magic, or stealth, clerics put their energy into courting the favour of their deity.

Typically, the gods which adventurer clerics worship are obscure enough that they do not have an organised priesthood or network of temples (though the occasional

shrine may certainly be found). Clerics are thus specifically conceived of as *devotees* of a deity, *not* as ordained priests. (The use of the name “cleric” is purely out of convenience and convention.)

*Advancement:* The standard cleric XP, save, and attack charts are used.

*Combat:* Adventurer clerics are capable combatants, being able to use light and medium armour (up to chainmail), shields, and all normal weapons (excluding two-handed melee weapons, longbows, and heavy crossbows).

*Turning undead:* As per the standard cleric.

*Spell casting:* At 1st level, an adventurer cleric must prove himself to his deity. Upon achieving 2nd level, the deity grants the cleric the ability to cast spells by praying. Unlike standard clerics, adventurer clerics do not have to “memorise” spells each morning. Instead, they may simply invoke their deity's aid on the spur of the moment, choosing a spell from the lists below. The number of spells of each level which may be granted in this way is limited by the cleric's level, also shown below.

### Adventurer Cleric Spell Advancement

Level	Spells Castable Per Day By Level				
	1	2	3	4	5
1	–	–	–	–	–
2	1	–	–	–	–
3	2	–	–	–	–
4	2	1	–	–	–
5	2	2	–	–	–
6	3	2	1	–	–
7	3	2	2	–	–
8	4	2	2	–	–
9	4	3	2	1	–
10	5	3	2	2	–
11	5	4	3	2	–
12	5	5	3	2	1
13	5	5	4	2	2
14	6	5	5	2	2
15	6	6	5	3	2
16	6	6	5	4	2
17	6	6	5	5	3
18	6	6	6	5	3
19	6	6	6	6	4
20	6	6	6	6	5

## Adventurer Cleric Spells

### 1st level

1. Cure light wounds
2. Detect magic
3. Light
4. Protection from evil
5. Remove fear
6. Resist cold

### 2nd level

1. Augury
2. Detect charm
3. Find traps
4. Resist fire
5. Silence 15' radius
6. Slow poison

### 3rd level

1. Create food and water
2. Cure blindness
3. Cure disease
4. Dispel magic
5. Locate object
6. Remove curse

### 4th level

1. Cure serious wounds
2. Divination
3. Neutralise poison
4. Protection from evil 10' radius
5. Tongues

### 5th level

1. Commune
2. Cure critical wounds

Note: No *raise dead*. This is the domain of necromancers.

## Fighter

The standard fighter class is used. See *Labyrinth Lord*.

## Magic-User

The standard magic-user class from *Labyrinth Lord* is used, with the following house rules.

*Detecting magic*: By spending one turn (10 minutes) concentrating on an area or a single object, a wizard has a 2 in 6 chance of detecting magic.

*Spell acquisition*: Works as follows:

- At 1st level, each wizard begins play with a spell book containing four spells. The character can memorise and cast these spells.

- A wizard can know (i.e. have mastered) at most a number of spells equal to his INT plus twice his level.
- As new spells are discovered in game, they may be copied into the wizard's spell books. This takes two hours per level of the spell.
- In order to memorise and cast a spell, however, it must be mastered, requiring a period of study of one day per level of the spell.
- If a new spell is related to a spell the character already knows, the study is automatically successful. Otherwise, a successful INT check is required. If the check fails, the wizard can never learn this spell.

## Spell Books

Magic-users start play with a spell book containing *read magic* plus one of the tomes listed below. Choose or roll.

1. **The Codex of Ice and Fire**: *burning hands, firelight, resist cold.*
2. **The Crystalline Libram**: *crystal resonance, feather fall, ray of fire / ice.*
3. **Spirits of the Elements**: *domination of lesser elementines, lasting breath, sound the deeps.*
4. **The Book of the Yellow Sigil**: *auditory illusion, doppelganger, phantasmal force.*
5. **The Prismatic Theorem**: *color spray, hypnotism, refraction.*
6. **The Tome of Shadows**: *darkness, detect invisibility, wall of vapor.*
7. **The Book of Lesser Spirits**: *command dead, haunting, unseen servant.*
8. **On the Language of Death**: *command undead, dying words, scare.*
9. **The Black Book of Llaregubb**: *locate remains, shadow touch, summon necromantic familiar.*
10. **The Lesser Keys of the Mind**: *allure, comprehend languages, sleep.*
11. **Fundamentals of Practical Sorcery**: *floating disk, light, magic missile.*
12. **The Silver Folio**: *charm person, detect magic, message.*
13. **The Primer on Biological Binding**: *bind familiar, creeping homunculus, natural weaponry.*
14. **Flesh Mercurial**: *blood rupture, elasticity, muscle control.*
15. **The Violet Principia**: *hormone control, pheromone surge, spore cloud.*

## Rogue

The class presented in the *B/X Rogue* is used in place of the standard thief class. We'll use the reduced weapons list for rogues.

# Equipment

## Basic Packs

Choose one of the following equipment packs:

### Dungeoneer's Pack

Backpack, Crowbar, Hammer, 10 pitons, 10 torches, Tinderbox, 5 days rations, Waterskin, 50' hempen rope, 1d10 gold pieces

### Explorer's Pack

Backpack, Bedroll, Mess kit, Tinderbox, 10 torches, 10 days rations, Waterskin, 50' hempen rope, 1d10 gold pieces

### Scholar's Pack

Backpack, Book of lore, Bottle of ink, Pen, 10 sheets of parchment, Small bag of sand, Small knife, 1d10 gold pieces

## Class

And the following, based on your class:

### Cleric

As per fighter, plus a holy symbol of your deity.

### Fighter

Choose one of:

#### Option A

Leather armour, Helmet, Shield, Shortbow, Quiver with 20 arrows, Dagger, One of: [Shortsword, Mace, Spear]

#### Option B

Chainmail, Sling, Pouch of 20 stones, Dagger, One of: [Longsword, Battleaxe]

### Magic-User

Dagger, Spellbooks (see above), Scroll of a random 1<sup>st</sup> level spell (1: elementalist, 2: illusionist, 3: standard, 4: necromancer, 5: vivimancer)

### Rogue

Leather armour, Dagger, One of: [Shortsword, Shortbow + quiver with 20 arrows, 4 daggers], One of: [Thieves' tools, Disguise kit, Forgery kit]

## Background

Choose a simple (one or two word) background for your character. Write it on your sheet, along with an item of equipment associated with your past (you decide).

(Some example backgrounds: Acolyte, Acrobat, Actor, Anatomist, Astronomer, Charlatan, Engineer, Farmer, Fisherman, Hedge witch/wizard, Hermit, Hunter, Jester, Mercenary, Merchant, Miner, Musician, Navigator, Pirate, Rake, Sailor, Scholar, Scribe, Soldier, Trapper.)

## Extra House Rules

*Encumbrance:* We're not going to bother with tracking the weight of every little item you're carrying. Instead, characters with light or no armour (up to leather) move at 120, those with medium armour (up to chainmail) move at 90, and those with heavy armour move at 60.

*Experience:* We'll use a slight variant on the standard "XP for gold" system. When bringing salvaged loot back to safety, you'll gain one XP per gold piece value. Half of this is added to your XP total, the other half is "banked". Banked XP can be removed from the bank and added to your current XP total when you spend gold, at a 1:1 rate (1 XP / 1gp spent). You can spend money on whatever you think your character would desire (equipment, finery, research, bribes, property, carousing, donations, etc).

Additionally, you'll sometimes earn experience points for things like: exploration, uncovering secrets, completing missions, surviving encounters.

*Helmets:* Grant +1 AC. Can only be used by classes which can wear medium armour (i.e. clerics and fighters).

*Initiative:* We'll use a diceless initiative system where actions are resolved in the following order:

1. Melee attacks (opponents who are already standing next to each other).
2. Missile attacks.
3. Movement (including movement + attacking).
4. Magic (no spell can be cast if the character has been damaged this round).