

# Booblitts



**Labyrinth Lord**  
Compatible Product



# Gooblitts

## Credits

**Written By** Matthew Evans  
**Artwork** Matthew Evans  
**Maps** Matthew Evans  
**Production** Mithgarthr Entertainment  
**Special Thanks** Michelle Evans, Colin Evans,  
Pete Spahn, Brad Hand,  
Raymond Weaver, James  
Brand, Glen Hallstrom, Eric  
Miller, Jason Steiner, Devon  
Bebber, Jeff Hines, and of  
course thank you to Gary,  
Dave, and Frank.



The use of any other company's trademark or copyright in this work is not intended as a challenge to the ownership of those trademarks or copyrights. Product Identity belonging to Goblinoid Games ([www.goblinoidgames.com](http://www.goblinoidgames.com)) are used here with permission.

Labyrinth Lord™ is copyright 2007-2011, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2 available at [www.goblinoidgames.com](http://www.goblinoidgames.com).



# Gooblitts

## Introduction

Gooblitts are a wee race of creatures native to Mithgarthr. Though related to the other goblinoid races they are Lawful creatures, and often used by dwarves, halflings, and gnomes as retainers because of their loyalty and their ability to carry much more weight than their little frames would indicate.

On occasion, gooblitts will have human masters, but they are less loyal to humans than they are the demihumans. Any time a human-owned gooblitt gains enough XP to level, they have a 25% chance of losing their loyalty to their master and leaving permanently. Once a human-owned gooblitt reaches fifth level, they will stay loyal to their human master until their death.

Gooblitts stand 1½'-2' tall and weigh about 30 pounds. They have skin that runs the same gambit as goblins (all manner of greens, yellows, browns, and even some with reddish and blackish coloring), are hairless, and tend to wear simple brown robes that almost completely cover themselves. When they're carrying their masters' things, some say they look like small balls of leather and burlap and less like a creature.

Gooblitts speak the racial language of their masters; in the case of dwarves and gnomes this is dwarvish, for halflings and humans it is common.

## Levels and XP

Gooblitts start at level zero, with six hit points, a THAC0 of 20, an AC of 8, and are capable of delivering 1d4-1 points of damage with their spears (see below). They gain XP from both kills and treasure, but only a half share. At 1,000 XP, they reach level one, roll 1d6 for their Hit Die, and start using the following chart for their stats:

Level	XP	AC	HD	THAC0	DMG
1	1,000	7	1d6	19	1d4
2	2,000	6	2d6	18	1d4+1
3	4,000	5	3d6	17	1d6
4	8,000	4	4d6	16	1d6+1
5	16,000	3	5d6	15	1d8

Once a gooblitt reaches fifth level, they stop gaining XP for leveling, but start taking ¼ of their master's share every time XP is awarded. This represents the personal bond between the two being nurtured. If a PC decides to not grant his gooblitt this XP, there is a cumulative 15% chance that each time XP is awarded the gooblitt will leave the PC for good.

## Combat

Gooblitts are surprisingly capable of melee combat, and fight fiercely to protect their masters. They have a naturally high armor class (they're so small that they're very hard to hit), and are very proficient with

their preferred weapon which is a type of poleaxe no bigger than three feet in length. Gooblitts wield these weapons with one hand, but are incapable of using a shield. They are also capable of using daggers and slings in combat, but when doing so only do 1d2 damage. Gooblitts save as a fighter of equal level.

## Quirks

Once a gooblitt has gained 5<sup>th</sup> level, they have a chance of gaining an extra power as their bond with their master increases. Each time their master gains a level, there is a cumulative 10% chance of gaining a quirk. A gooblitt can only learn one quirk, which is determined randomly:

1d12	Quirk
1	Hits As Magic
2	Clairvoyance
3	Detect Magic
4	Direction Sense
5	ESP
6	Foe
7	Healing
8	Magic Resistance
9	Revenant
10	Sense Deception
11	Vicious
12	Weapon Resistance

*Hits As Magic:* The gooblitt can hit creatures that require magic weapons to hit them.

*Clairvoyance:* The gooblitt has bonded so strong with its master that when its master concentrates (performing no other actions) they can see through the gooblitt's eyes. If attacked while concentrating, the PC is surprised, loses initiative in the first round of combat, and loses their DEX bonus to AC. If this quirk is gained, there

is a 5% chance that the gooblitt also has clairaudience.

*Detect Magic:* Twice per day, the gooblitt can alert its master if an item is magical, per the spell.

*Direction Sense:* The gooblitt has developed a perfect sense of direction and can never become lost.

*ESP:* The gooblitt's bond with its master is so strong that it can hear and understand basic commands conveyed by thought alone, with a range of 100'.

*Foe:* The gooblitt has developed a hatred for a particular kind of creature and gets two attacks per round against them. The Labyrinth Lord should choose this foe based on the PCs past role-playing.

*Healing:* 1d3 times a day (rolled when the quirk is first gained and staying the same from then on) the gooblitt's hands can turn a glowing green, and bestow 1d8+5 points of healing to whoever he touches.

*Magic Resistance:* An innate magic resistance of 25% has been gained by the gooblitt.

*Revenant:* The gooblitt can fight until reduced to -10hp. If its master is still in danger, it rises as a zombie one round later to fight until any enemies are destroyed.

*Sense Deception:* The gooblitt will always know if his master is being lied to.

*Vicious:* The gooblitt deals double damage.

*Weapon Resistance:* The gooblitt can only be hit by magic weapons.

# Legal Stuff

## Designation of Open Content

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL). This entire work is designated as Open Game Content under the OGL, with the exception of: The names "Mithgarth" and the names of all locations. These items and the Trade Dress of this work (font, layout, style of artwork, etc.) are all reserved as Product Identity.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are

Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying

or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors: Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Mithgarthr Copyright 2013, Matthew Evans