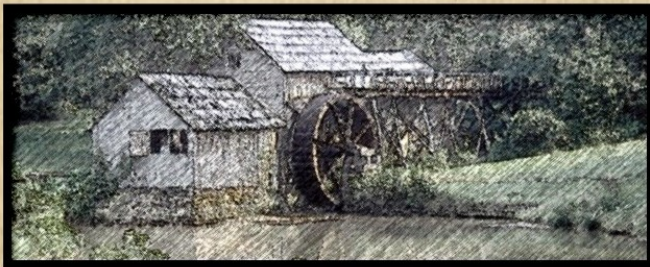


Halfpings

tales from the fireside



Written by: James M. Spahn
Published by: Barrel Rider Games

even the smallest person

Halflings are often regarded as by the rest of the world as lazy, boring homebodies. But inside their tiny bodies is a heart of fire. In *Halflings: Tales from the Fireside*, you'll get an inside look at halfling history and culture as well as learning new options for your halfling character. While this supplement is designed specifically for the *Labyrinth Lord* role-playing game, it can easily be adapted to any old-school fantasy game with minimal effort!

Inside you'll find:

- **New Magic Items:** From Fancy Waistcoats to Lucky Sling-Stones, your halfling will always have a trick up their sleeve!
- **New Class Alternatives:** Now at 8th level you don't have to become a Sheriff! Whether a Treasure-Seeker, Stout-Heart, or Lucky Fool, you'll always be ready for adventure!
- **New Monster:** Learn about the Boogan, a twisted race of creatures that plagues on the small-folk!

can become a big hero

Written by: James M. Spahn

Published by:



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Presents

Halflings

Tales from the Fireside

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Introduction

The Bravest of Heroes



It is hard to argue the importance of halflings in modern fantasy. But halflings are far more than skilled burglars and back-stabbing rogues. By the end of the 20th century, the image of halfling had evolved from its fantasy roots in J.R.R. Tolkien's *The Hobbit* and *Lord of the Rings* to something a bit more unique and adventurous. Halflings had become, by and large, quick-witted, fearless thieves who seemed eager for adventure.

In the tradition of retro-gaming and returning to the roots of fantasy gaming, *Halflings: Tales from the Fireside* attempts to return to the origins of these small heroes. It approaches halflings from the point of view of a simple, hard working folk who are more at home in a garden than an ancient tomb. Halflings who take up the call of adventure are the exception, not the rule. Indeed, it is this rare choice that makes them heroes. The few who choose to walk down that winding and dangerous road may do so in the name of fortune and glory, but deep down all halflings share a love of the simple, honest life. Therein lies the true heroism of these people, the willingness to place all that they love in danger so that the rest of their kin may dwell in aware peace of the dangerous world.

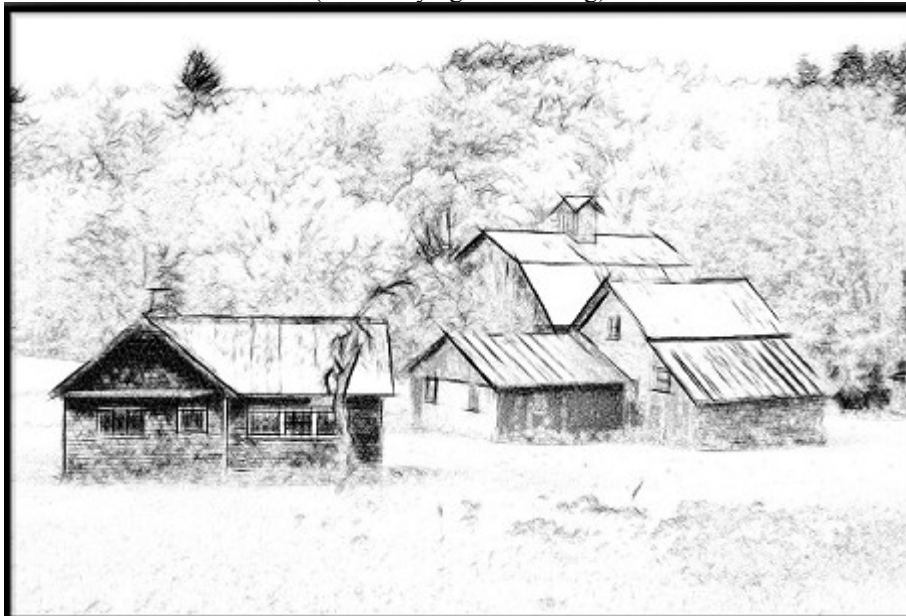
And in the end, isn't that kind of sacrifice what truly makes one a hero? It's not the number of spells a character can cast, nor their proficiency with a blade. It's the choices they make – and that is what *Halflings: Tales from the Fireside* is about.



Chapter One

A Simple Life Celebrated

(Role-Playing the Halfling)



The Origins and History of Halflings

Halflings have existed for as long as anyone can remember, though not always as they are today. Elves and the old races of the world recall nomadic fishermen who traveled up and down the banks of the great rivers of the world and lived a rustic life. The small folk themselves have little recollection of these days, though they do not deny that this may be the truth. Halflings themselves are simply not concerned with the great ages of the past. Instead they focus on what their lives are like now.

Many legends and stories are told around the hearths of halfling communities regarding how they came to be as they are today. They speak of a great and verdant valley of peace and plenty where all the halflings of the world dwelt as once large community. Then, a terrible tragedy befell

the small folk. Some legends say there was a winter of endless blizzards and crops ran short. Others say a terrible army of goblins and other fell creatures descended on their paradise. Another story claims that great kings of men and dwarves drove them from their lands and to the edge of the wilderness. A rare few say that in-fighting and bickering degenerated into an bloodshed between kinsfolk and cousins. But all halflings know that at some time in history the great community collapsed and different clans and tribes were scattered to the wind and settled in the lost and peaceful glens of the world.

But these stories of history and origins thought of as myth by even the most educated halflings. They do not concern themselves with matters of ancient history, instead focusing on the past through family and legacy to be left to

their community.

Halfling Culture

Halflings are often regarded as simple almost backwards people. They typically live simple rural lives as farmers, woodworkers, miners and other unsophisticated professions. They live simple lives of peace in realms distant from the war and conflict that regularly troubles the world of Labyrinth Lord. They are happy to go about, day by day, season by season, year by year, undisturbed by the events of the world around them. Few other races bother them, save the rare citadel of dwarves or outlying town of humans that occasionally trade with them for food or tobacco.

Because of this separated, idyllic life halflings rarely become adventurers or delve into the lost and dangerous dungeons of the world. A halfling that chooses to spend their days in life or death battle and their nights sleeping on cold dungeon floors is rare indeed. But some halflings are driven to leave their peaceful homelands. Whether it is because of heroic stories heard as a child that have put thoughts of romance and high adventure in their head, a sense of duty to protect their homeland from distant threats that draw nearer to their borders every year, or simple wanderlust, a halfling is a valued companion to any company of adventures to whom they accompany.

Halflings Society

Halflings typically live in small communities known as clans. A normal halfling clan contains anywhere from

thirty to one-hundred halflings, though larger clans of up to five-hundred are not known. These clans are typically composed of several different bloodlines that are often intermarried. Because of the value halflings place on community and family, they typically have extensive knowledge of their convoluted family trees that often go several generations into the past. This also leads to a great respect among the elder members of halfling clans, particularly sheriffs both past and present.

This tendency of tight knit community and respect for one's elder mean that halflings very rarely have great conflicts in their communities. Indeed, most halfling clans would be hard pressed to recall any crime greater than the theft of a pie over several generations. Because of this lack of crime, halflings have developed a love of talk among themselves and will exaggerate any eccentricity among their fellows to produce gossip. Indeed, discussing gossip and hearsay is a favorite past time of all halflings over a large evening meal.

The vast majority of halfling clans are self-sustaining and draw from the land any resources they need to survive, whether it be wood, stone or food. They have a great love of the land and often tend large gardens that grow some of the most beautiful flowers found anywhere in the world. They take particular pride in growing vibrant gardens and exotic strains of smoke-Leaf (see Halfling Magical Items for more details.) To protect themselves from the rare threats that find their way into the peaceful lives of a

halfling clan, they maintain a nominal force of trained guards who patrol the roads and borders of halfling settlements - though they rarely venture beyond these borders. A typical halfling clan will have 2d6 1st level Halflings to serve this purpose for every 100 halflings who lives within a community, lead by one sheriff (8th level Halfling). In times of dire need, such as when learning of a band of wandering monsters or marauding wild life this number may double (or even triple) at the Labyrinth Lord's discretion.

Traditions of Halfling Society

While halfling society is tied strongly to community and family, most clans operate independently from one another and as such, traditions vary from clan to clan. However, Seasonal Festivals, Riddle-Games, and the keeping of a Gathering House are universal to almost all halfling clans.

Seasonal Festivals: Halflings are a social people who love fine food shared amongst jovial company. As such most halfling communities hold four (at least) festivals each year, corresponding to the height of each season of the year. They are traditionally called Sprouting (Spring), High Sun (Summer), Harvest (Fall), and Yule (Winter). Each festival is typically a week long

celebration that begins on the seasonal equinox and is overseen by the clan sheriff. They always contain an almost endless series of feasts as well as seasonally themed games. For Sprouting there are often contests for who has grown the most vibrant flowers. During High Sun, there is typically a competition to see who can catch the most fireflies on a single evening. Harvest often features contests pitting competing farmers against one another for who can grow the largest pumpkin, while Yule tradition holds that a beer tasting contest be held, with the best brew judged by the clan sheriff.

The Riddle-Game: Time honored tradition and appreciation for a puzzling mystery has made the riddles a popular past time among the small folk. Halflings both young and old will regularly trade puzzlers and word plays with one another long into the night. While the rules regarding what qualifies as a riddle and what does not are loose, it is generally accepted that once someone agrees to answer a question posed and accepted that it must be answered. Player Characters may participate in the Riddle-Game if they choose. When a PC is given a riddle and they accept it they may make a

single guess. Characters with a particularly high Intelligence receive a number of extra guesses equal to their Bonus Languages modifier. These guesses are not literal, but



merely guesses that the player may make to the Labyrinth Lord as a representation of their character's deductive reasoning with the Labyrinth Lord informing the player if one of their bonus guesses is correct and there by allowing the character to make a single "correct" guess.

The Gathering House: Second only to the sheriff's home, the Gathering House is typically a large building near the center of a halfling settlement and is used to house to store and display artifacts of historic importance to the clan and its prominent families. While these items are not typically arcane in nature, it is not unheard of for a magical item or two to be found in any given Gathering House. There is a 20% chance that any given Gathering House contains 1d4 magical items, typically determined randomly by the Labyrinth Lord.

Halflings and Warfare

The small folk are not a people for war. With the exception of the guards or the sheriff, most halflings are not proficient with many weapons. This is not to say they are unwilling to fight when pressed, only that violence is typically the absolute last resort for the typical halfling. This combined with their settlements often being tucked into the quiet corners of the world means that few of the small folk ever find themselves drawn into battle.

However, when cornered or driven to defend home and family, a halfling will often become a tenacious foe who surprises an unwary enemies with their tenacity and bravery. Indeed some halflings become known as Stouthearts,

brave and true protectors of companions and kin. These brave defenders are particularly resilient to the evils of the world and hold fast to the ideals and simple joy of their homeland in even the darkest places of the world.

The Luck of the Halfling

Other races of the world often regard Halflings, particularly those halflings who choose to go off on adventures to be be blessed with a kind of fool's luck. They somehow seem to survive even the most dangerous situations and often come out of impossible ordeals through sheer dumb luck. When asked about this, a typical halfling will shake their head at such nonsensical notions while adventuring halflings will offer a wink and a chuckle and little more.

These Lucky Fools are almost always adventuring halflings and gravitate towards a Chaotic alignment more than most other short folk. This is not because of any sense of malice or evil in their hearts, they simply act on a whim and are typically driven by whatever impulse has struck them at the moment.

Halflings and Alignment

Lawful Halflings: By and large, the majority of halflings are Lawful in alignment. They are honest, hard working folk who value truth, sincerity and a strong back. A Lawful halfling will always act in the best interest of their clan and family and rarely act in a deceptive manner - even to non-halflings. However, outsiders are almost always regarded with distrust by halflings of Lawful alignment and if

encountered these halflings will almost always report their whereabouts and actions to the nearest guard or even the sheriff.

Neutral Halflings: Some of the small folk are a bit more self-serving, but not malevolent. They seek to better their own crops, their own food pantries and their own immediate families. These halflings act in a manner that will best benefit their immediate family and themselves. While they will rarely lie to other halflings, they will sometimes omit truths when it is advantageous. They typically have few qualms about being dismissive or even rude to outsiders, often acting a discourteous manner to non-halflings who come to their lands uninvited. If they do choose to inform a guard or sheriff about outsiders, they will often punctuate this with wild conjecture and theory about the presumed nefarious actions of these strangers.

Chaotic Halflings: A Chaotic halfling is a rare thing indeed. While most halflings of chaotic alignment are selfish and singularly self-serving, these folk rarely find a home in the community minded society of their clan. They often take to a life of adventure because they find they are unable to fit into the confines of their clan. Not all halflings of Chaotic alignment are so devious though, and some are simply fearless free-spirits who take up a life of adventure to fulfill an insatiable wanderlust.

Halflings and the Rest of the World

Because halflings rarely travel beyond their own borders and have a

natural ability to remain silent and unseen when they wish, they are often regarded as mystical creatures by other demi-human races. This could not be further from the truth. Halflings have a natural distrust of all things outside their own culture. Humans are typically regarded as large, clumsy creatures who are far too ambitious for their own good that get themselves involved in great wars that are far too troublesome and dangerous for the common halfling to even think about. Fighters are often regarded as brutal war mongers looking for the first opportunity to shed blood with their great swords and spears. Clerics are seen as worshiping strange gods that drive them to take up bizarre quests that are better off avoided in favor of appreciation for the creature comforts of this world over the rewards often preached of in the next life. Thieves are immediately distrusted for their skill at deception and legerdemain as well as their panache for acts of self-serving treachery. Magic-users are distrusted more than any other type of human, for arcane magic is strange beyond all comprehension to halflings, who regularly believe these powerful spellcasters to be responsible for enchanting otherwise sensible young folk into running off into the wild lands of the world in search of fortune and glory told of in ages long past.

Dwarves are a bit of a mixed bag when it comes to their relationship with the small folk. While they are recognized as respectable traders who will keep their word in matters of business as well as respecting the values of family and tradition, the dwarven proficiency for

craftsmanship of arms, armor and metal is regarded as an ill that will only lead to trouble. Dwarven love of gold and jewels is also a source of mistrust for many halflings, who believe a particularly dour dwarf will go to unscrupulous lengths to gain even a single coin of their gold.

Among all the races of the world of Labyrinth Lord, only Elves hold a place of true regard in the heart of the common halfling. Elves are still kept at a distance, for they typically live in deep woodlands far from the serene valleys of most halfling settlements and their affinity for magic is seen as fey and exotic by most.

Halflings and Adventure

Halflings who choose to take up the life of an adventurer are rare indeed. In a typical halfling community only about one in every fifty people ever choose to take up such the life of an adventurer. These people are regarded by their friends and family as being exceedingly odd and perhaps even a bit mad. They will find themselves often regarded with a weary eye by their own people when (or if) they return home - though they are not unwelcome. The same

cannot often be said of their adventuring companions, who will often find themselves forbidden entry to particularly conservative communities.

This is not always the case, however. Adventurers who do a great service to a halfling community will find that the clan regards them with a kind of grudging respect and though that community may treat the adventurers with appreciation in the aftermath, they are rarely accepted as a true member of the community. Instead they are often given a hearty thank you along with a grand celebration where they are given a few gifts of sincere appreciation before being soundly sent down the road and back into the wild lands from which they came.

In spite of these prejudices many halflings who go off on adventures strange and rare become folk heroes to younger halflings and stories (whether true or exaggerated) are often told of these Treasure Seekers who supposedly out-riddle dragons and discover enchanted gold. They are revered, often in secret, and always at a distance, by most of their less adventurous kindred.



Chapter Two

Precious Trinkets

(Halfling Magical Items)

The Halfling's Pipe

Halflings are known far and wide for their love of smoking tobacco, which they call smoke-leaf. The crafting of wooden pipes used to smoke this leaf is considered an art amongst them and many halflings have spent long hours of free time carving beautiful wooden pipes with ornate designs and detailed carvings.

Pipes carved by famous and skilled halflings are often of particular value amongst the small folk. A halfling of at least 8th level may craft one Halfling's Pipe every three months. It costs the Halfling 1000gp in fine wood and precise tools to create the pipe. At the end of this three month period the halfling has a 15% chance of failing to craft the item and wasting the resources.

Once completed, the pipe may be used by anyone who enjoys fine smoke-leaf. However, halflings and magic-users may use a Halfling's Pipe in combination with Enchanted Smoke-Leaf to mimic the effects listed below. Elves do not partake of smoke-leaf and therefore may not use Enchanted smoke-Leaf.

Enchanted Smoke-Leaf

Halflings (and often magic-users) grow many exotic fields of tobacco and

smoke-leaf, weaving enchantments into the soil to produce magical effects from these plants when they are dried and smoked. A halfling or magic-user who has established a stronghold may dedicate a part of their lands to growing enchanted smoke-leaf, if this land is suitable for farming. Only one crop of enchanted smoke-leaf may be grown in a single year, yielding one of the following effects below. Each crop of enchanted smoke-leaf



must be tended to carefully and only yields 25 doses of enchanted smoke-leaf. The cost of planting, harvesting and curing the smoke-leaf is 5000gp and there is a 15% chance the crop will fail and the

resources are lost without any results. (These results may be modified by the Labyrinth Lord, based on weather conditions or other circumstances).

In order for enchanted smoke-leaf to be effective, it must be smoked from a Halfling's Pipe by a halfling or magic-user, though the level of the halfling or magic user does not matter. It takes one turn (10 rounds) of uninterrupted smoking to generate enough smoke to gain the effects listed below. If this time is disturbed by combat, the effect is lost and the dose of smoke-leaf is wasted.

Enchanted Smoke-Leaf: Charm Person

Often called “Sweet Hills”, this fragrant pipe tobacco makes a single target more amiable to the smoker. They are affected by a Charm Person spell as if it were cast by the pipe-smoker and must make a saving throw to resist the effects.

Enchanted Smoke-Leaf: Levitate

Known as “Valley Fog”, this pipe tobacco generates a large, dense cloud of smoke that pools at the pipe-smoker's feet and can lift him into the air as a Levitate spell.

Enchanted Smoke-Leaf: Phantasmal Force

Called “Enchanter's Mist” by most halflings, this smoke-leaf generates a large multicolored smoke that can be willed into very detailed shapes and forms by the smoker just as if the smoker were casting a Phantasmal Force spell.

Enchanted Smoke-Leaf: Protection from Evil 10'

Known as “Halfling's Luck”, this smoke-leaf creates a large cloud of thin, airy smoke centered around the smoker. This cloud of smoke acts as a Protection from Evil 10' cast by the pipe-smoker.

Enchanted Smoke-Leaf: Sleep

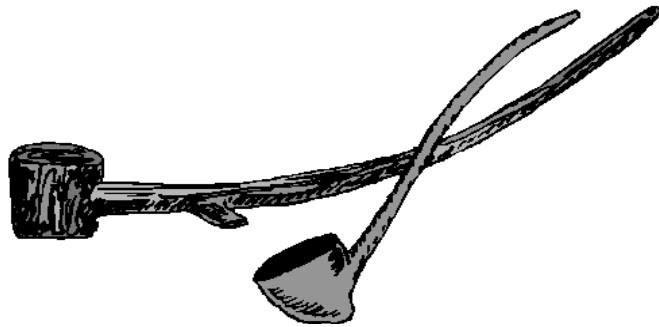
This blend is simply called by most “After Dinner.” The smoker blows the heady, heavy smoke into the air towards their targets just as if they were casting a Sleep spell.

The Wizard's Pipe

Halflings are not the only people of the world to appreciate the fine art of smoking a pipe. Magic-users also have taken up the past time of smoking because they find it clears their mind and makes their studies more fruitful. Some wizards have even taken to crafting their own pipes and placing enchantments upon them to improve their studies.

A magic-user who smokes a Wizard's Pipe while memorizing their spells each day may, depending on the enchantment on the pipe, memorize one additional spell each day. Each individual Wizard's Pipe is designed to benefit with a specific spell level and may not be used to memorize any other spell level than that listed below. A Wizard's Pipe of any level may be used by a magic-user to partake of enchanted smoke-leaf, however a magic-user may not use more than one Wizard's Pipe per day.

Magic-users of at least 9th level may craft a Wizard's Pipe. Crafting takes 1 month per level of bonus spell granted by the Wizard's Pipe and a magic-user may not craft a Wizard's Pipe to gain a bonus spell level that he is not already able to cast. So, for example, a 9th level magic-user cannot craft a Wizard's Pipe that would grant them a bonus 6th level spell because they have not yet learned to cast that level spell. Due to the complex nature of the crafting and enchantment there is an increased chance of the crafting attempt resulting in a failure, thus wasting the components and time.



Level of Bonus Spell Granted	Crafting Cost	Chance of Crafting Failure
1 st	1000gp	15%
2 nd	2500gp	20%
3 rd	5000gp	25%
4 th	10,000gp	30%
5 th	20,000gp	35%
6 th	40,000gp	40%
7 th	80,000gp	45%
8 th	160,000gp	50%
9 th	320,000gp	55%

Sheriff's Club

A stout cudgel of briarwood, with a handle wrapped in deerskin, these weapons are traditionally carried by Sheriffs and other leaders in halfling communities. In functions as a Club +1 in the hands of any class other than a halfling. When wielded by a halfling, it becomes a Club +3. Some of these weapons are Senior Sheriff's Club and function as a Club +5 in the hands of a halfling.

Blade of the Bounds

These short swords are often carried by guards and militia in a halfling community. They are short and broad-bladed. Because halflings are regularly called upon to defend themselves against larger foes, these blades are often enchanted with magical protections that improve their agility against such opponents. A Blade of the Bounders functions as a Short Sword +2, and also

increases a halfling's Armor Class bonus against larger than man-sized opponents from -2 to a -4.

Spider-Stinging Blade

Even though halflings regularly choose to dwell in fertile fields and lush forests they often draw the ire of spiders who skitter from the shadows. These weapons normally function as a Short Sword +3, but when wielded against spiders, they function as +6 weapons.

Ring of the Leaf-Walker

These rare and coveted rings appear as a golden band of tiny leaves that can be slid over a finger. While wearing a Ring of the Leaf-Walker a halfling who is attempting hide in shadows or behind cover while underground is successful on a 1-4 on 1d6 (instead of the standard 1-2 on 1d6) as long as they remain motionless.

Fancy Waistcoat

These fine vests are often dyed yellow, green, red or other bright colors and adorned with all manner of fancy trim as well as detailed stitching, typically for Sheriffs or other important people in a halfling community. They are rarely sewn to in sizes that fit races other than halflings (1-2% Human, 3-4% Elf, 5% Dwarf 6-100% Halfling).

When a Fancy Waistcoat is worn by a person they receive -1 bonus to their reaction adjustment when interacting with halflings.

Boot Cuffs

Simple metal bands are a boon to adventuring halflings who want to remain true to their roots. When slid over the top of any footwear Boot Cuffs cling snugly the wearer and then cause both the Boot Cuff and the footwear to witch they are attached to become both invisible and insubstantial, thus allowing any halfling wearing them to retain all the benefits of any magical footwear while still enjoy the comforts of traveling in bare feet. Because of the unique nature of these objects, they do not function when used for any other purpose.

Lucky Sling-Stone

Appearing as a river stone polished

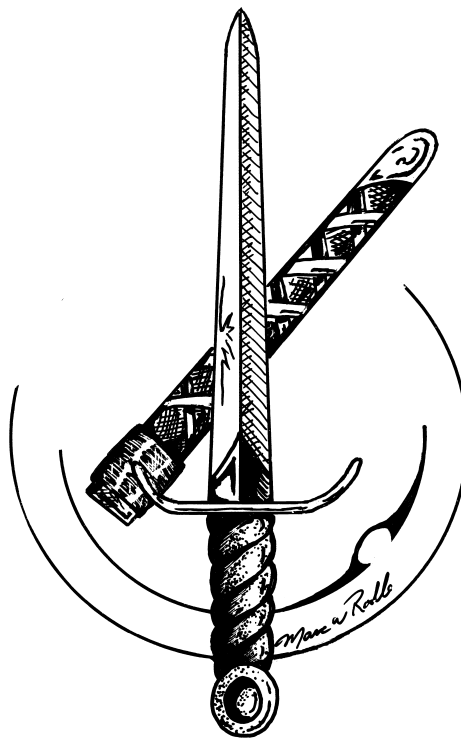
by endless years of lapping water, these sling-stones are often regarded as lucky by superstitious halflings. Indeed, some often are. They function as sling bullet +1, and always reappear in their owner's pouch 1d4 rounds after they are fired. When found, Lucky Sling-Stones are usually discovered in hand sewn leather pouches in groups of 1d4.

Hearth-side Songbook

Halflings value family and community more than most people in the world. Because of this they keep large, hand written tomes of songs and stories passed down from parent to child over the years. These stories often help to halflings and their adventuring companions strength their will against particularly terrifying foes. If given an hour of free time, a halfling may read the Hearth-side Songbook to his companions. After an hour of uninterrupted reading the halfling and up to five others who are within 60' of the halfling during the hour receive a +4 bonus to saving throws provided by a Remove

Fear spell and to resist a Symbol of Fear or Symbol of Despair (and other similar fear-based effects and spell-like abilities, at the Labyrinth Lord's discretion) for the next twenty-four hours.

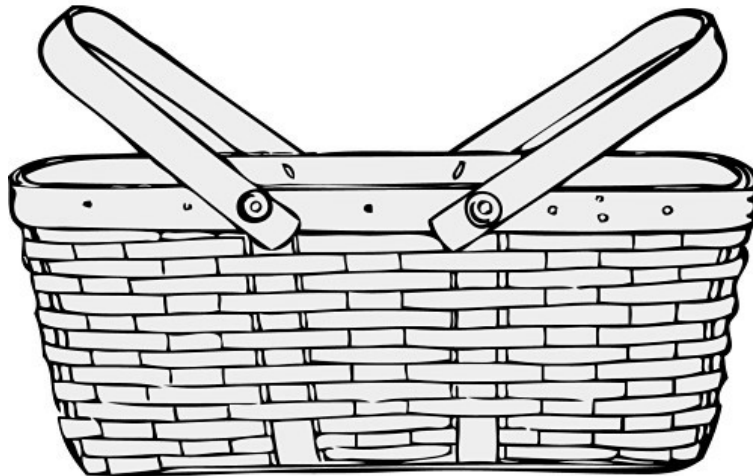
The benefits of the Hearth-side Songbook can only be applied once a week.



Perfect Meals

Halflings are known far and wide as being masterful cooks. Every once in a while a very skilled halfling who has dedicated their life to the culinary arts (not typically adventuring halflings) are able to craft Perfect Meals, often composed of mushrooms, apple pies and home-brewed ale. These amazing meals are resilient to both age and exposure. They will not spoil

for up to one year and are immune to any magical or mundane affects that would spoil or poison them. As such, this food is highly valued by adventuring companies because of this property. However, halflings are only able to craft it once in a great while and only offer it as rewards to those who have done a great service to their community.



Chapter Three

Foolish Behavior

(Halfling Adventurers)

Heroes of the Small Folk

Even with their lack of concern for old lore, halflings have great pride in a few heroes who have risen to prominence. In a matter of odd coincidence, almost all halfling villages share the same ancient heroes and almost every family of small folk claims to be related in some distant fashion to one of these great heroes. While it lends some strength to the belief that all halflings may have dwelt in one great village, it is more likely that stories have passed from village to village, clan to clan, with the stories quickly being adapted to fit any given community. Listed below are a few heroes remembered by almost all halfling cultures.

Bandoras Fortunefoot

Famous among young and adventurous hobbits as one who went out into the world in search of great adventure and returned home some years later rich beyond compare, Bandoras Fortunefoot is most famous for his slaying of the dragon known as Sculbus and saving his clan from total destruction. Upon retiring, Bandoras supposedly buried the remains of his vast fortune in some far off land and more than once an adventurous halfling has gone off in search of these lost riches.

He is remembered for his free-spirited nature and the generosity he showed with his riches.

Yucca Bracerbelt

A simple dairy farmer with a deep love of fine food, Yucca was rare among her fellow halflings for two reasons. Very few halfling girls ever leave their community in search of adventure and in an even greater rarity, Yucca always returned home - especially for festivals. She never forgot the simple joy of halfling life and legends say she died at a ripe old age and surrounded by a large, loving family.

She is remembered for her love of the earthy pleasures of halfling life and endless optimism.

Siltho Banks

A simple guardsman, Siltho Banks never became a sheriff in his own right. Indeed, he was never an adventurer. Instead he is recalled as being slow and methodical. He is often depicted as a curmudgeonly old halfling who is a stout defender of traditional halfling values. Legends say he fell defending the Gathering House of his community against a massive pack of dire wolves. Most Gathering Houses hold him in a place of great honor and each claims to have the 'real' spear of Siltho Banks.

Siltho is remembered for his reverence of tradition and his steadfast determination in the face of overwhelming odds.

Stergo Single-Eye

Unlike other halflings of legend on this list, Stergo is recalled more as a cautionary tale. In his youth, Stergo was the greatest archer and slinger in his community. Legends say he could strike a starling from fifty yards and fell a deer from twice that distance with only one arrow. But when he took his pride and his bow out into the world, he was overwhelmed by the dangers beyond his community. Different stories say that he suffered a terrible blindness in a fire, or he had his eye plucked out by an evil spirit. Some even say he was partner of Bandoras Fortunefoot and lost his eye when he attempted to betray Bandoras and seize the treasure of the dragon Sculbus.

Whatever the truth is behind the legend of Stergo Single-Eye, the tales of his pride, recklessness and greed are often told to young halflings to caution them against leaving their communities to go on adventures.

Relics of Renown

The items listed below are unique in the world. They are quite magical in nature, but more because of the legends and bearers who once carried them than any direct enchantment on the part of a magic user. Only one of each relic exists in the world and they are never part of a random treasure horde. They are always placed into the campaign by the Labyrinth Lord.

Fortunefoot's Lucky Coin:

Fortunefoot was aptly named for he had uncanny luck. He was often known for handing out coins to small halflings some time after his retirement. It was said that

he carried one particular coin that granted him particular luck when searching for riches. When carried by a halfling who has chosen to become a Treasure-Seeker, that character may double the range of their daily use of Locate Object as well as receive a +10% bonus to all Thief skills.

Bracerbelt's Flower Seeds: Yucca Bracerbelt was known for her love of flowers and hearty food and the fine seeds come from her gardens. It is said that the absent-minded Yucca let several of these seeds spill out of her bag as she traveled and they remain scattered and hidden across the world. When a hand-full are kept in a backpack or pouch that contains any food or beverage of a non-magical nature then those things will never spoil, nor can they be poisoned either by mundane or magical means.

The Spear of Banks: While almost every Gathering House claims to house the Spear of Banks, there is only one such spear and no one knows where it is. Normally it functions as a Spear +2 but in the hands of a Stoutheart, it becomes a Spear +4. When wielded by a Stoutheart who is fighting a wolf, dire wolf, or werewolf it becomes a Spear +8.

Stergo's Eye-Patch: While Stergo was arrogant, it was not always without merit. He was quick witted and always seemed to have the right tool or trick up his sleeve. Stergo's famous eye-patch has a unique magical property. Any small object (such as dagger or large gem) can be touched to the eye patch when it is worn and the object will disappear into an extra-dimensional pocket where it can be stored indefinitely.. It will then reappear when the

wearer of Stergo's Eye-Patch touches it the eye-patch again. It cannot store more than one item, though it can store magical items.

Alternate Rules Available at 8th Level:

Listed below are several alternatives for halflings who reach 8th level. Instead of building a stronghold, gathering followers and becoming a sheriff, a halfling may elect one of the options below at the Labyrinth Lord's discretion. Once this choice is made, it cannot be changed.

Treasure Seekers:

Instead of establishing a stronghold an 8th level halfling of Neutral or Chaotic alignment may instead choose to become known as a Treasure Seeker. These halflings find themselves drawn to a life of adventure and develop a keen interest in wealth and magical treasure, as commonly out of curiosity as greed. They develop several unique abilities that facilitate further adventures.

A Treasure Seeker may cast Detect Magic once per turn as a magic-user, but may only use this ability on objects they touch and examine in detail, thus potentially exposing them to any curses that can plague the lost treasures of the world.

A Treasure Seeker may cast Locate Object once per day with a range of 120'.

A Treasure Seeker may Find &

Remove Traps as a 5th level Thief (33%).

A Treasure Seeker may Pick Locks as a 5th level Thief (35%).

Stout-Heart:

At 8th level a Lawful halfling may, instead of establishing a settlement and choosing to become a Sheriff, declare himself to be a Stoutheart. These brave protectors of both halfling communities and their fellow adventuring companions have several unique abilities that make them far more tenacious than resilient than even the hardest of adventurers. Yet it is not a physical gift that drives them to lengths, merely a strength of spirit and resolve.

Any time a Stoutheart is affected by a Cause Fear or Energy Drain spell or spell-like ability, whether it be from a magic-user spell or monster ability, they receive a saving throw vs. Spells and Spell-like Abilities even though these effects do not regularly grant such saving throws. If the source of these effects is a monster or trap and a saving throw is offered to resist the effect in the

description, then a Stoutheart receives a +4 bonus to this saving throw. They also receive a +4 bonus to their saving throw to resist the effects of the Death Spell.

Stouthearts may attempt to rally their allies as if casting Bless as the Cleric spell on their allies up to 3 times a day.



Stouthearts do not die automatically if reduced to 0 hit points. Instead they may make a saving throw vs. Death. If successful, they are rendered unconscious and remain at 0 hit points for 2d4 rounds before truly dying. During this time they may be healed by a magical potion, Cure spell, or other restorative means that can be administered by their allies. This ability may only be used once per month.

Lucky Fools:

At 8th level a Neutral or Chaotic halfling may, instead of establishing a settlement and choosing to become a Sheriff, take the road of the Lucky Fool. While they share some similarities with the Treasure Seeker, they do not adventure for love of gold and treasure - they travel the wilds of the world for the simple thrill of adventure and to experience whatever excitement the road brings them. Their free-spirited nature and uncanny luck

grants them a few unique abilities.

When the Lucky Fool fails a saving throw of any type, they may re-roll that saving throw and take the second result instead. This ability may be used once per day.

When the Lucky Fool fails an attack roll, they may re-roll that attack roll and take the second result instead. They may use this ability once per day.

When the Labyrinth Lord makes the roll for a Lucky Fool's attempts to hide in wilderness or underground environment and that roll fails, the Labyrinth Lord may re-roll that ability check and take the second result instead. This ability may be used once per day.

When using any of these abilities the Lucky Fool must accept the results of the re-roll, even if they are worse than the original die roll. Good luck isn't the only kind of luck, after all.



Chapter Four

Friends and Fiends

(Monsters and NPCs)



Boogan

No Enc.:	2d4 (6d10)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	6
Hit Dice:	1 - 1
Attacks:	1d6 or by weapon
Save:	H1
Morale:	7
Hoard Class:	III (XX)
XP:	10

Not all stories that halflings tell are merry and bright. Legends speak of a creature known only as a Boogan. No one knows where they came from. Some of the

elder halflings claim that they are some terrible crossbreed of goblin and halfling, while others claim them to be ancestors of present halflings who made some kind of deal with the dark powers of the world in return for foul gifts. No halfling will deny that there is some ancestral link between halflings and boogans.

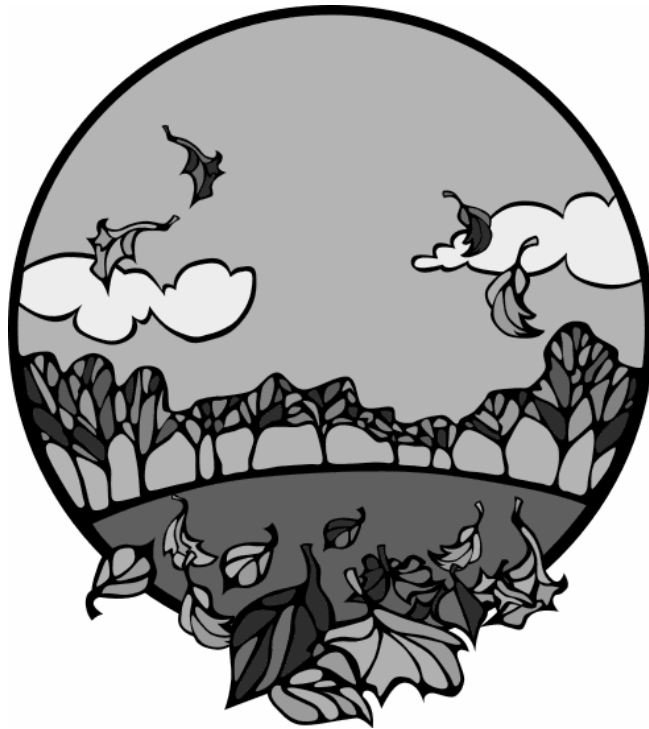
From a distance they appear to be halflings, if they are even seen. However, when they draw close to their foes it is clear from their razor sharp teeth and fiery, heartless gaze that they are no longer creatures who care for the world. They often hide in wilderness areas, possessing all the abilities of halflings and all the ferocity of goblins. They typically ambush their foes by singling out a single target and swarming him. Like halflings they can hide with 90% ability in wilderness or outdoor environments.. They can also hide in shadows or behind other forms of cover when underground in labyrinths or caverns on a roll of 1-2 on 1d6, but they must be silent and motionless. Boogans also gain a +1 bonus to initiative. Their sharp eyes and keen aim that grants them +1 on any missile attacks. Because they are of similar size to halflings they have a lower armor class (-2) when attacked by creatures greater than human sized. All boogans have a particular hatred of halflings and receive a +1 to both attack and damage when fighting a halfling.

Most Boogans are lead by a Shaman who attacks as a 3 HD monster and may

cast spells as a 3rd level Cleric. The Shaman is typically protected by 2d4 bodyguards, who may attack as 2HD monsters and receive a +3 bonus to their hit points.

Legends speak of entire halfling communities slaughtered by boogans. These empty villages are often taken over by these terrible marauders, with the Shaman taking up residence in the Gathering House. When these villages are found in day light, the boogans are typically hidden in the homes and trees. There is a 90% that any non-halflings

passing through the village will believe it to be abandoned, unless they enter a building. Because of their knowledge of old stories and their keen senses, halflings have only a 20% chance of falling for these deceptions and even then, only if they have never encountered a boogan previously in their adventuring career. At this point, the boogans typically spring clever traps that they have often built to disable their foes so that they can then swarm and devour them.



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