

DARKFAST

CLASSIC FANTASY

CLASS COMPENDIUM

A COLLECTION OF
MONSTROUS AND
MYTHIC CLASSES FOR
SWORDS & WIZARDRY
WHITEBOX



OKUM
ARTS
GAMES

compatible with
Swords & Wizardry
Whitebox

DARKFAST **CLASSIC FANTASY** **CLASS COMPENDIUM**

for use with
Swords & Wizardry Whitebox

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David Okum

Thank you to
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In Memory of...
“Sir” James Koti
A fellow old school gamer who was taken from us far too soon.

Published by



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INTRODUCTION

Playing monsters? Isn't that a recipe for disaster? The truth is that playing monsters can be great fun and add flavour and character to any campaign. Sure mayhem and chaos can ensue, uh, what was the problem again?

For players, this book provides the tools to play a variety of character races as class for traditional fantasy campaigns. For GMs this book provides a chance to make encounters with monsters more challenging and memorable.

The decision to go with race as class was an attempt to emulate the old school feel of the original edition role playing game. If your personal campaign uses race and class, simply remove the class elements of the race and use the race elements of the class. Use an average of the numbers on class and race Advancement Tables.

Players should ensure that the GM is comfortable allowing more exotic or whimsical classes in thier cam-

paign. The purpose of adding these classes is to enhance the enjoyment of the game, not make life difficult for anyone.

The default setting of Darkfast can be easily substituted for your setting of choice. Darkfast is a fairly standard fantasy setting with magic, knights, goblins, elves and dwarves much like other fantasy settings you have played. If the details do not conform to your setting of choice feel free to modify them as you see fit. It's your game, after all.

David Okum
August 2017



THE WORLD OF DARKFAST

The fall of the Great Elven Empire over 2,000 years ago has long been the subject of legend. The High Elves ruled the known world for over 1,000 years, but their hubris and recklessness opened a gateway for ancient demons and spirits to spill into our reality and attempt to claim that which they thought was truly theirs. This fall of the elves is also known as the beginning of “The Demon Wars”, when the combined forces of human, elf, dwarf, and dragon defeated the demons and sealed the breach between our world and the chaos hell dimension.



THE DEMON WARS

The Elven Empire became isolated and surrounded by enemies. A devastating 200 year war with the orcs divided the elven leadership into magical and warrior camps. The council of mages assumed command of the empire and set out to destroy their enemies once and for all by unleashing an army of demons upon the orcs. Instead of summoning an army, the elves inadvertently tore apart the fabric of space and time and opened a gateway

to the demonic hell dimension. The resulting battle against the demon horde destroyed the elven capital and brought 1,000 years of High Elf rule to an end. A combined army of humans, orcs, dwarves and dragons battled the demons, but it soon seemed a hopeless cause as cities fell, castles burned and oceans boiled.

THE AGE OF AVATARS

As evil spread across the land a council of clerics made a series of pilgrimages to various holy sites in a desperate attempt to turn the tide of battle. Their faith and tenacity paid off at the Battle of Hellshank Harbour when the defenders of the land were saved by a celestial host of Avatars: manifestations of each faith's most powerful deities that descended from the heavens and rained death and destruction upon the fiends driving the remaining demons back to the ruins of the Elven Empire. Once there, the combined faiths sealed the hellgate and have kept the demons locked away ever since.



BLOODSWORD MASTER

Three thousand years ago all life was threatened by a war with another plane of existence. “The Demon Wars” was a battle for control of the earth between the forces of a hell dimension and humans, elves, dwarves and dragons. Eventually avatars representing the humans, elves, dwarves and dragons manifested and sacrificed themselves in battle to shut the doors between realities. The relics left behind after the destruction of the demons: bone, blood, and flesh were collected by the survivors of the battle. The Bloodsword is a rare item, forged by dwarven smiths, enchanted by elven mages and placed in the hands of the finest human warriors. Few know of the origins of the blades, most consider them to be objects of myth or legend and question their existence. The Radaran Church has actively set out to collect and conceal these relics of a forgotten faith. The bloodswords are powerful enchanted weapons requiring a sacrifice of drawing blood each day or they lose their power.

BLOODSWORDS

Bloodswords are masterfully constructed swords with a relic of “the Demon Wars” avatars embedded in the handle. When used they drip enchanted blood, charging them with mystic energy. If they do not draw blood in a 24 hour period they lose their special abilities and operate as a regular sword. It takes 24 hours to recharge the sword. Bloodswords do 1d6 damage including an additional 1d3 enchanted damage and roll 1d3 for a “to-hit” bonus. Characters who are not Bloodsword Masters may

use the sword with the bonuses, but will will lose 1 HP permanently from their total for every day they wield the blade. This HP loss does not heal back. Bloodsword Masters are able to use the blade without sacrificing their own life force.

Weapon Restrictions:

Trained in combat Bloodsword Masters have no restrictions on what weapons or armour they may use. Bloodsword Masters start their careers with two Bloodswords, passed down from generation to generation.

Saving Throw:

Bloodsword Masters receive a +2 bonus on saving throws vs spells including those cast from wands and staves.

Reaching 9th Level:

At ninth level, a Bloodsword Master has reached the rank of “Mystic” and sets out to train and organize the next generation of Bloodsword Masters.

Experience Bonus for Strength:

Strength is the Prime Attribute for Bloodsword Masters, which means that a Strength score of 15+ grants an additional 5% experience.



BLOODSWORD MASTER ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw
0	1	1	+1	15
2,000	2	2	+2	14
4,000	3	3	+3	13
8,000	4	4	+3	11
16,000	5	5	+4	10
32,000	6	6	+5	9
64,000	7	7	+5	8
128,000	8	8	+6	7
256,000	9	9	+7	6
512,000	10	10	+7	5

CORVIAN

Corvian are decrepid, crow-like creatures that live in the craggy mountains to the east. The majority of these mysterious creatures have lost the ability to fly due to a powerful self inflicted curse. Like their flying cousins crows and ravens, Corvian delight in collecting shiny objects and will often risk



life and wing to get them. As mystical beings, Corvian have a natural sense of life and death and seem to have a connection to the undead. They are able to slow their heart and stop breathing for up to an hour, mimicking death and effectively being ignored by the undead.

Weapon Restrictions:

Corvians may only use light weapons such as knives or staves and are not able to wear armour. They start their careers with enchanted staves called Ravensticks that channel the spirits of their ancestors. Ravensticks add 1d3 damage in necromatic magic with a +1 to hit in melee combat.

Mimic:

Corvian can uncannily sound like almost anything or anyone as long as they have heard them before. Listeners must make a Saving Throw to not be fooled by a Corvian.

Nightvision:

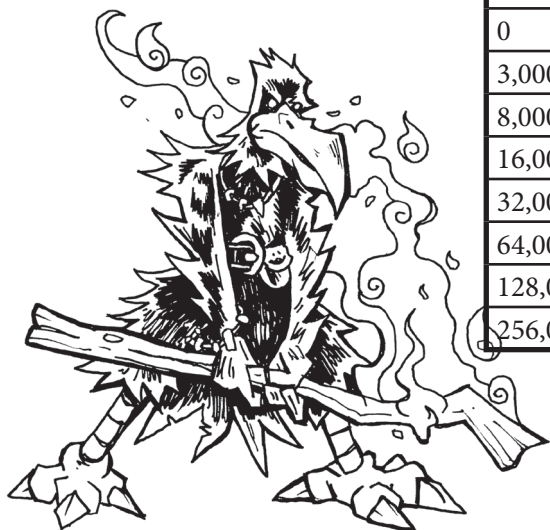
See in darkness up to 30 feet.

Hide Life:

Undead will ignore a Corvian with a successful Hide Life roll. The Corvian slows their heart and effectively stops breathing during this time, appearing dead.

Saving Throw:

Corvian receive a +2 bonus on saving throws vs death and poison.



Experience	Level	Hit Dice	To Hit	Saving Throw	Hide Life
0	1	1	+0	14	2
3,000	2	1+1	+0	13	2
8,000	3	2	+1	12	2
16,000	4	2+1	+1	11	3
32,000	5	3	+2	10	3
64,000	6	3+1	+2	9	3
128,000	7	4	+3	8	4
256,000	8	4+1	+3	7	4

Experience Bonus for Wisdom:

Wisdom is the Prime Attribute for Corvians which means that a Wisdom score of 15+ grants an additional 5% experience.

CORVIANS & THE UNDEAD

In elf legend the first corvian was a trickster figure that tricked the creator into crafting the land and populating it with all manner of creatures. Corvus, the trickster god also once fooled death into thinking she was as powerful as the creator. As she breathed "life" into a corpse she created the first of the undead; a twisted imitation of the living. Necromancers since then have mimicked the words and actions of Corvus, while invoking the name of the trickster god. With their ability to mimic death, they may move and act as usual, but their movements are awkward with sudden jerks and twists. During this time they do not register

as living beings to undead. Mindless undead such as zombies or skeletons will simply ignore Corvians and move on. If the Corvian attacks, the undead will register them as a threat and fight back, but the Corvian always attacks first and the attack is considered a surprise (+2 bonus to the first attack). Intelligent undead will not consider the Corvian an immediate threat, but will treat them like any other individual that crosses their path.



DEMONSPAWN

When the elves opened the barriers between dimensions and summoned an army of demons they were not the first to have done so. Summoner wizards have plucked creatures out of the hell dimension for thousands of years before the elves organized their own empire. Demonspawn are the offspring of extra dimensional demonic beings and creatures of our reality such as humans or elves. Despite their diabolical origins, demonspawn are not naturally predisposed to chaos or evil and can choose to live as model citizens, upholding law and order. Their demonic origins mean they are shunned by most dietics and sometimes even actively punished by well-meaning clerics or paladins who seek to rid the land of evil.

Demonspawn are rare. Of their offspring, only 10% will be demonic in nature and appearance. Because of their connection to the alternate realities of the hell dimension, demonspawn are able to live for centuries in our world. This alien nature also upsets people and unnerves animals making it difficult for Demonspawn to use beasts of burden such as horses, donkeys, and oxen.

Since they are so very rare, Demonspawn rarely attack each other and are horrified by the possibility of the death of one of their kindred. This concern for the preservation of their fellow Demonspawn can make them unreliable allies and teammates. They also try to avoid attacking demonic creatures, but will do so if their own lives are threatened by their plans and actions.



DEMONSPAWN

The multi-dimensional composition of the Demonspawn make them skilled warriors who may also conjure blasts of magical hellfire and ignore some non-magical damage. Shunned and persecuted by most cultures in the land, their demonic extra-dimensional nature unnerves common folk and attracts the ire of religious orders.

Weapon Restrictions:

Demonspawn may use any form of weapon or armour, provided it has been modified to suit their unique physiology.

Fire and Brimstone:

Once a day per level, a Demonspawn may project a small blast of magical hellfire at a target up to 60' away doing $1d6 + \text{Level}$ damage. There is no Saving Throw for this attack.

Diabolical Aura:

The Demonspawn's diabolical appearance unnerves most people and animals, making it difficult to ride horses and make friends.

Nightvision:

See in darkness up to 30 feet.

Damage Reduction:

Demonspawn may reduce the amount of damage from non-magical attacks by their current level. For example, a level 3 Demonspawn ignores 3 points of regular damage.

Saving Throw:

Demonspawn receive a +2 bo-

nus on Dexterity-based saving throws.

Experience Bonus for Dexterity:

Dexterity is the Prime Attribute for Demonspawn which means that a Dexterity score of 15+ grants an additional 5% experience.

DEMONSPAWN ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw
0	1	1	+0	13
3,500	2	2	+1	12
7,000	3	3	+1	11
14,000	4	4	+2	10
28,000	5	5	+2	9
56,000	6	6	+3	8
112,000	7	7	+3	7
224,000	8	8	+4	6



DUCKS

Legends and Lore

The grumpy nature of ducks is legendary. They always appear to be bothered by some irritant in the environment and are easily offended. Ducks feel hard-done-by and it's understandable considering how they have been treated for thousands of years. Ducks hold a grudge like no other race. Physically weaker, they often bide their time and exact their revenge long after the initial incident, usually taking the offending party by surprise.

Ducks are particularly nasty towards other bird-based races such as harpies. This rage could be linked to their ancient curse or some kind of threat response; either way a duck will instinctually attack or drive off a harpy.

Ducks particularly fear hobgoblins as ducks are commonly accepted as slaves in even the most civilized cultures. Despite the unlucky reputation of ducks hobgoblin slavers go out of their way to hunt them down and will often charge double the price for a sturdy duck over a halfling or human.

Ducks always seem to be looking for something. They feel a strong desire to venture out and have adventures at least once in their lives. They never appear satisfied, but are constantly pacing, preening or plotting vengeance. They get bored far too easily for their own good. Duck folk tales always deal with travellers and tricksters who wander the land in search of conflict and a chance to break the arch mage's curse on their people.

Appearance

The product of an ancient curse by a long-dead arch mage, ducks are small, grumpy beings standing 3-4 feet tall. Hollow-boned and agile, they weigh in at about 50 pounds. Ducks are unable to fly and are covered in a soft layer of oily white to brown feathers and down. They have flat beaks and webbed feet and they are excellent swimmers.

Duck arms and hands are still rather humanoid, but are heavily feathered and end in two rough fingers and an opposable thumb. Ducks seem to have no problem using their hands and fingers for fine motor skills despite their cumbersome appearance.

Ducks have a hard time moving around on land. Their over-sized webbed feet always seem to get in the way and they have adopted a wide-stanced "waddle" to move around. This makes it harder for Ducks to disguise themselves as other creatures and creates a distinct trail that any ranger worth his salt can easily track.

Ducks are very sensitive to magic and may detect and identify magical items if they are allowed to inspect them. They are also easy to detect with a basic detect magic spell, wrapped in the complex magic of the arch mage's curse.

Duck Society and Culture

Ducks are hatched in elaborate hatcheries and are cared for by elders who are often retired clerics. Ducks worship the Great Egg, the place from whence all ducks come. Great Egg worship includes spending time in the nurseries caring for hatchlings. This onerous practice may help explain their grumpy nature and their desire to leave their communities in search of adventure.

Ducks flock together in small towns and farming communities. Communities are led by a council of elders staffed by retired warriors, clerics and magic-users. Strangers are not welcome and are carefully monitored by the militia. Ducks are disliked by most other races and considered bad luck. They are attracted to magic, but are also rather susceptible to its effects. It's really not

clear if ducks are truly unlucky or if their grumpy demeanours and magical auras attract the wrong kind of attention from the universe.

Rumours and Lies

The real reason that the arch mage chose to turn an entire village of people into ducks has been lost in time. Most scholars claim it was an act of revenge or punishment of some kind for a rude or malicious act. The details of this act are unknown, but one just has to observe Duck attitude and shenanigans for a few minutes to realize that it's fairly easy for even the most patient person to lose their temper.

Duck Language

Ducks speak a quacking language that is the language of actual ducks.

When upset, not even other ducks can understand the complete and utter filth that is pouring from thier mouths and that's probably a good thing.



DUCK CLERIC

Duck clerics serve the duck deity commonly known as the Great Egg. The basic tenet of the Great Egg is the Right of Vengeance. Scores must be settled and the punishment should fit the crime. Nobody is above the law and corruption is not to be tolerated.

Weapon and Armour Restrictions:

Duck Clerics may only use blunt weapons (club, flail, mace, etc.) and may only use rocks, slings, or oil for ranged attacks. They may wear no armour heavier than chainmail.

Spell Casting:

Duck Clerics cast divine spells from a specific spell list, as per the Cleric Advancement table. Each day, they pray for a certain set of spells, choosing any spells from the standard list.

Turn Undead:

Clerics can use their holiness to "Turn" the undead, causing them to flee.

Movement:

Ducks move 6/12 (when swimming)

Magically Cursed

Due to their cursed nature, ducks are more susceptible to magical effects receiving a -2 penalty on saving throws vs magic and magic items.

Small Target:

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as ducks, and only inflict half the normal damage against them.

Hollow Boned:

Ducks also receive an additional +1 added to individual initiative rolls and Dexterity-based Saving Throws and Tasks.

Magically Adept:

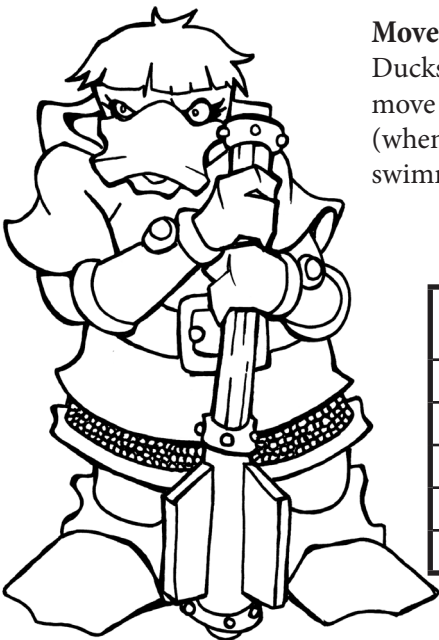
Ducks naturally read magic at 100% accuracy allowing ducks to use all spell scrolls and identify the nature and abilities of cursed or magic items.

Saving Throw:

Duck Clerics receive a +2 bonus on Wisdom-based Saving Throws.

Experience Bonus for Wisdom:

Wisdom is their Prime Attribute for which means that a Wisdom score of 15+ grants an additional 5% experience.



DUCK CLERIC ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw	Spells		
					1	2	3
0	1	1	+0	14	-	-	-
2,500	2	2	+0	13	1	-	-
5,000	3	3	+0	12	2	-	-
10,000	4	3+1	+1	11	2	1	-
20,000	5	4	+1	10	2	2	1

Reaching 5th Level:

At 5th level a duck cleric may join a council of elder ducks who defend and rule duck strongholds and settlements. A fortified temple built in a classic oval shape may be constructed at half the regular cost. Duck warriors and acolytes will fanatically defend the cleric and maintain the temple. These followers never need to check morale and will give their lives readily.

DUCK FIGHTER

The Duck Fighter is a fierce opponent who is often underestimated in combat.

Weapon and Armour Restrictions:

Duck fighters may not use large weapons and do not wear armour beyond chain mail.

Combat Fury:

Duck fighters gain one attack per level per combat round against foes of one HD or less.

Movement:

Ducks move 6/12 (when swimming)

Magically Cursed:

Due to their cursed nature, ducks are more susceptible to magical effects receiving a -2 penalty on saving throws vs magic and magic items.

Small Target:

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as ducks, and only inflict half the normal damage against them.

**Hollow Boned:**

Ducks also receive an additional +1 added to individual initiative rolls and Dexterity-based Saving Throws and Tasks.

Magically Adept:

Ducks naturally read magic at 100% accuracy allowing ducks to use all spell scrolls and identify the nature and abilities of cursed or magic items.

Saving Throw:

Duck Fighters receive a +2 bonus vs death and poison Saving Throws.

Experience Bonus for Strength:

Strength is their Prime Attribute for which means that a Strength score of 15+ grants an additional 5% experience.

Reaching 5th Level:

At fifth level a duck fighter may establish a keep to help defend and rule duck strongholds and settlements. Ducks are usually shunned by other races as unlucky so they tend to 'flock together'. At this level a duck fighter may hire soldiers or mercenaries including magic users, clerics and other professionals as retainers.

DUCK FIGHTER ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw
0	1	1	+0	13
3,000	2	2	+1	12
6,000	3	3	+2	11
12,000	4	4	+2	10
24,000	5	5	+3	9

DUCK MAGIC-USER

Duck magic-users operate exactly as regular magic-users, but use the duck saving throws and other information on the duck magic-user level advancement tables. No weapons other than a dagger or a staff may be used and they may not wear armour or use shields. A +2 Saving Throw to reduce or avoid effects of magical or mundane traps evens out the duck's natural vulnerability to magic. The experience bonus for duck magic-users is the same as a regular magic-user (+5% for INT of 15+).

Weapon and Armour Restrictions:

Duck Magic-Users may only use light weapons such as daggers and staves and wear no armour.

Spell Casting:

Duck magic-users use spellbooks: powerful tomes of forbidden magic. The magic-user memorizes the spell formula, preparing the spell for casting. Once it is cast, the spell vanishes from the memory of the caster and must be memorized again. However, it is possible to prepare a spell multiple times using the available "slots" in the magic-user's memory.

Movement:

Ducks move 6/12 (when swimming)

Magically Cursed

Due to their cursed nature, ducks are more susceptible to magical effects receiving a -2 penalty on saving throws vs magic and magic items.

Small Target:

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as ducks, and only inflict half the normal damage against them.



Hollow Boned:

Ducks also receive an additional +1 added to individual initiative rolls and Dexterity-based Saving Throws and Tasks.

Magically Adept:

Ducks naturally read magic at 100% accuracy allowing ducks to use all spell scrolls and identify the nature and abilities of cursed or magic items.

Saving Throw:

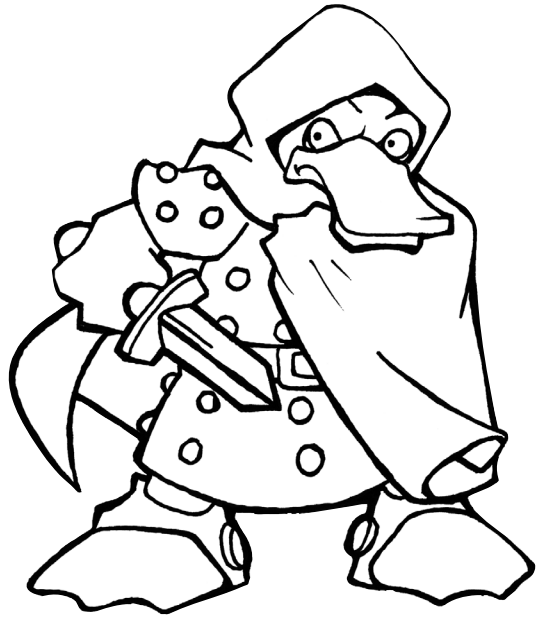
Duck magic-users receive a +2 bonus on Saving Throws vs spells or magic items.

Experience Bonus for Intelligence:

Intelligence is their Prime Attribute for which means that a Intelligence score of 15+ grants an additional 5% experience.

Reaching 5th Level:

Upon reaching 5th level a duck magic-user may establish a tower to house their library and laboratory, attracting servants, guards and even a few thugs and monsters to boss around.



DUCK THIEF

Duck thieves have all special abilities as outlined in the classic thief class such as Thievery (Charlie Mason's White-box), Back Stab and +2 Saving Throw to reduce or avoid effects of magical or mundane traps. The experience bonus for duck thieves is the same as a regular thief (+5% for DEX of 15+).

Weapon and Armour Restrictions:

Duck Thieves may not use large weapons and do not wear armour beyond leather.

DUCK MAGIC-USER ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw	Spells		
					1	2	3
0	1	1	+0	14	1	-	-
3,500	2	1+1	+0	13	2	-	-
7,000	3	2	+0	12	3	1	-
14,000	4	2+1	+0	11	4	2	-
28,000	5	3	+1	10	4	2	1

Backstab:

When a Goblin Thief attacks a target who is unaware of their presence, the Goblin Thief gains a +2 Base Hit Bonus. Successful attacks allow them to roll weapon damage twice.

Movement:

Ducks move 6/12 (when swimming)

Magically Cursed:

Due to their cursed nature, ducks are more susceptible to magical effects receiving a -2 penalty on saving throws vs magic and magic items.

Small Target:

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as ducks, and only inflict half the normal damage against them.

Hollow Boned:

Ducks also receive an additional +1 added to individual initiative rolls and Dexterity-based Saving Throws and Tasks.

Magically Adept:

Ducks naturally read magic at 100% accuracy allowing ducks to use all spell scrolls and identify the nature and abilities of cursed or magic items.

Thievery:

This ability is used for many different stealthy actions such as picking pockets and locks, finding and deactivating traps, moving silently and hiding and even climbing sheer surfaces without equipment.

Saving Throw:

Duck Thieves receive a +2 bonus to any saving throw made to reduce or avoid effects of traps, both magical or mundane.

Experience Bonus for Dexterity:

Dexterity is their Prime Attribute for which means that a Dexterity score of 15+ grants an additional 5% experience.

Reaching 5th Level:

Upon reaching 5th level a duck thief may create a thieves guild, attracting 1d6 first level duck thief apprentices who will assist the character in illegal activities. Due to the fowl nature of the organisation only ducks will join with the player and they will attract a fair amount of animosity from other thieves guilds.

DUCK THIEF ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw	Thievery
0	1	1	+0	13	2
2,500	2	1+1	+0	12	2
5,000	3	2	+0	11	2
10,000	4	2+1	+1	10	3
20,000	5	3	+1	9	3



GOBLINS

Legends and Lore

The story is told that when the Old Gods died they fell to earth forming the mountains and geography of the ancient land. Out of the rotting matter of the dead gods emerged the goblin horde. These first Goblins were considered to have been spawned by the flies and maggots that crawled over the bodies of the Old Gods. The Goblins fled into the night and established underground kingdoms far from the harsh light of day.

Appearance

Goblins are short (4-5 foot) demihumans with skin that ranges from reddish orange to a dull yellow or taupe. They are closely related to hobgoblins and ogres. With their small stature they move as Halflings or Dwarves.

Goblin Society and Culture

Goblins organize themselves in relation to their connection to royalty. This has given rise to three distinct Goblin castes: Royals, Mid-folk, and Pests. Royals are the ruling class that are born into privilege and wealth and make up the smallest percentage of Goblin culture. Mid-Folk are social-climbing go-getters who clamour for glory and acceptance from the Royal caste. At the very least they can get rewarded for their loyalty and success in battle. The Pests make up the majority of Goblin society, often mistreated and abused, but too demoralized, poorly organized and uneducated to rise up against their abusers.

Goblins are tireless miners, searching the depths of the earth for precious stones and minerals. They often run afoul of the Dwarves deep underground and have waged countless wars with their bearded adversaries.

Rumours and Lies

There is a story dating back to before the Demon Wars that the Goblins were once ruled by a High Elf lord named Rathje who used the Goblin horde to kidnap children from humans. The truth of this legend has been lost in time, but Goblins still whisper about how one day Rathje will return and lead them to glory once again.

Goblinoid Languages

The Goblinoid language (Gobbo) is shared by Goblins, Hobgoblins, Orcs, Bugbears, Ogres and some Giants. Each race has a unique dialect. Goblins, for example have no word or concept for the colour blue and tend to speak in whispers and hushed tones as opposed to the barking grunts of the Hobgoblins or the snorting grumbles of the Orcs.



GOBLIN MAGE

Goblin Mages are clever little gobbos. They have adopted all the trappings and airs of fancy human and elven wizards, sweeping their arms dramatically as they cast spells and act important. Goblin Mages are also woefully educated in the arcane arts and are prone to miscasting thier spells.

Weapon Restrictions:

Goblin Mages may only use light weapons such as knives or staves and are not able to wear armour.

Magic Spells:

Goblin Mages may learn and cast standard Magic-User spells, but they must make a Saving Throw each time they cast a spell. If they fail the spell sputters out and does not count as a cast spell. If they roll a one they should roll on the miscast table below:

Miscast Table

1d6	Result
1	Drain: Caster loses 1d6 HP
2	Caster's nose grows 1d6"
3	Painful Sores: Lose 1 HP
4	Spell effect backfires on Caster
5	Smelly, sparkling clouds of smoke
6	Blast does 1d6 damage to everything and everyone in 30 ft radius.

Light Aversion:

Goblins operate at a -1 penalty to all attacks and Saving Throws when they are in full sunlight.

Nightvision:

See in darkness up to 60 feet.

Small Target

Giants, ogres, and similar giant-type creatures such as trolls are not good at

fighting small creatures and only inflict half the normal damage against them.

Hatred:

Goblins hate Dwarves and Elves, having been mistreated by both in the past.

Saving Throw:

Goblin Mages receive a +2 bonus on saving throws vs spells and magic items.

Experience Bonus for Wisdom:

Wisdom is the Prime Attribute for Goblin Mages which means that a Wisdom score of 15+ grants an additional 5% experience.

GOBLIN MAGE ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw	Spells		
					1	2	3
0	1	1	+0	14	1	-	-
3,500	2	1+1	+0	13	2	-	-
7,000	3	2	+0	12	3	1	-
14,000	4	2+1	+0	11	4	2	-
28,000	5	3	+1	10	4	2	1



GOBLIN FIGHTER

Goblin fighters are the backbone of any Goblin community. Fierce and fearless, the Goblin fighter will confront any challenge with bravery and heart. Goblins don't do anything half-way. They love with all their hearts and battle with the ferocity of warriors many times their size. Goblins crave community and if they are not able to be with Goblins, they will happily bond with their fellow adventures.

Weapon Restrictions:

Goblin Fighters are trained in the use of all weapons and armour and have no restrictions on what weapon they may wield, despite their small size.

Fierce Warrior:

Goblin Fighters can tap into an inner strength greater than their physical bodies. Once every day per level, a Goblin Fighter may double the damage they inflict in melee combat as they launch an all-out attack.

Light Aversion:

Goblins operate at a -1 penalty to all attacks and Saving Throws when they are in full sunlight.

Nightvision:

See in darkness up to 60 feet.

Small Target

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures and only inflict half the normal damage against them.

Hatred:

Goblins hate Dwarves and Elves, having been mistreated by both in the past.

Saving Throw:

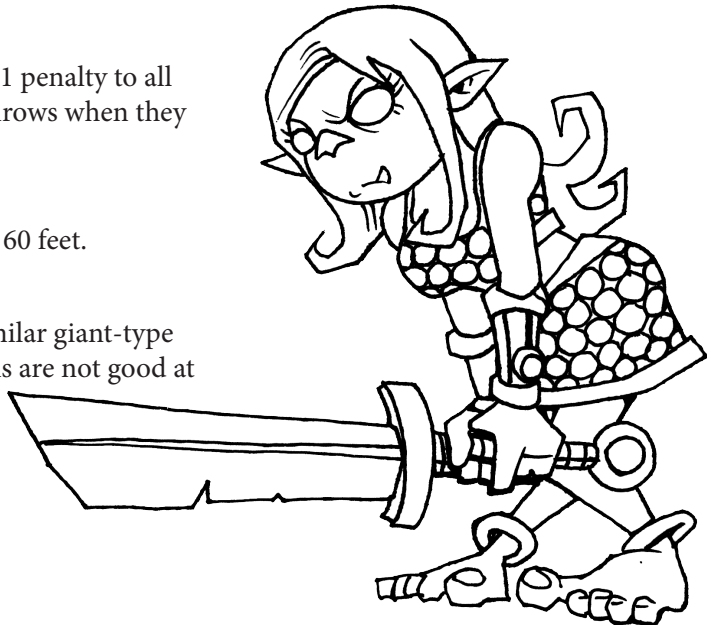
Goblin Fighters receive a +2 bonus on saving throws vs death and poison.

Experience Bonus for Strength:

Strength is the Prime Attribute for Goblin Fighters which means that a Strength score of 15+ grants an additional 5% experience.

GOBLIN FIGHTER ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw
0	1	1	+0	13
3,000	2	2	+1	12
6,000	3	3	+2	11
12,000	4	4	+2	10
24,000	5	5	+3	9



GOBLIN THIEF

Goblins are especially well-suited to become thieves. Their more feral natures, however can distract them from the task at hand and make them abandon a mission for a meal of rats or the promise of fun and games. Goblins seem to really enjoy chaos and celebrate it any chance they get.

Weapon Restrictions:

Agile and skilled in combat, they may use any weapon, but only wear up to leather armour.

Backstab:

When a Goblin Thief attacks a target who is unaware of their presence, the Goblin Thief gains a +2 Base Hit Bonus. Successful attacks allow them to roll weapon damage twice.

Light Aversion:

Goblins operate at a -1 penalty to all attacks and Saving Throws when they are in full sunlight.

Nightvision:

See in darkness up to 60 feet.

Small Target

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures and only inflict half the normal damage against them.

Hatred:

Goblins hate Dwarves and Elves, having been mistreated by both in the past.

Thievery:

This ability is used for many different stealthy actions such as picking pockets and locks, finding and deactivating

traps, moving silently and hiding and even climbing sheer surfaces without equipment.

Saving Throw:

Goblin Thieves receive a +2 bonus to any saving throw made to reduce or avoid effects of traps, both magical or mundane.

Experience Bonus for Dexterity:

Dexterity is the Prime Attribute for Goblin Thieves which means that a Dexterity score of 15+ grants an additional 5% experience.

GOBLIN THIEF ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw	Thievery
0	1	1	+0	13	2
2,500	2	1+1	+0	12	2
5,000	3	2	+0	11	3
10,000	4	2+1	+1	10	3
20,000	5	3	+1	9	4





HARPY

Harpies are, by their very nature wicked, cruel and selfish creatures that reek of carrion and ammonia. Twisted monsters, they sometimes join parties in adventures if it suits their interest or the interests of their sisters. All Harpies are female and their existence and means of reproduction are a closely guarded mystery. Elf legend claims they were a failed experiment of the Old Gods. Harpies generally think of themselves first when working with a group of adventurers.

Weapon Restrictions/No Hands:

Harpies have no hands and do not use weapons, relying on their talons. Harpies may wear armour, but can't fly if they wear anything heavier than leather. Fine manipulation such as lock-picking or writing is difficult and suffers a -2 penalty.

Wings:

Harpies move awkwardly on the ground up to 6 feet a turn, but fly 18 feet per turn. They may carry up to

two targets, one for each talon, and still get off the ground. The encumbrance however, at that point only lets them move three feet per turn. A wing buffet attack may make a target fall if they fail a Dexterity-based Saving Throw and all actions are at -2 for the target next round.

Keen Vision:

Harpies add a +2 bonus on any Task Roll or Saving Throw required to notice things with their eyes.

Talons:

Harpy Talons are powerful weapons and strike with incredible speed and accuracy. Talons do 1d6 damage.

Siren Song:

Harpies may sing to lure victims to approach them (Saving Throw applies), and their touch is the equivalent of a Charm Person spell (Saving Throw applies).

Saving Throw:

Harpies receive a +2 bonus on saving throws vs spells and magic items.

Experience Bonus for Dexterity:

Dexterity is their Prime Attribute which means that a Dexterity score of 15+ grants an additional 5% experience.

HARPY ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw
0	1	1	+0	13
3,000	2	2	+1	12
6,000	3	3	+2	11
12,000	4	4	+2	10
24,000	5	5	+3	9

KOBOLDS

Legends and Lore

In the distant past of Darkfast a global cataclysm destroyed the ancient elf kingdoms and drove the kobolds into deep subterranean warrens from which they rarely emerge. Once creatures of the rocky hills and forests, they have become subterranean creatures of the darkness.

Kobold Biology

Kobolds are scaly dog-like humanoids related to goblins and other goblinoid races that were driven underground during the great ancient cataclysm. Unlike other goblinoid races, however, Kobolds have tails.

Reproduction

Unlike other goblinoids, kobolds hatch from eggs that fertilized females lay once a year. These eggs are soft and leathery and must be kept safe and warm by the mother or a nursemaid.

Kobolds are mostly hairless except for sparse, coarse hair that grows on their

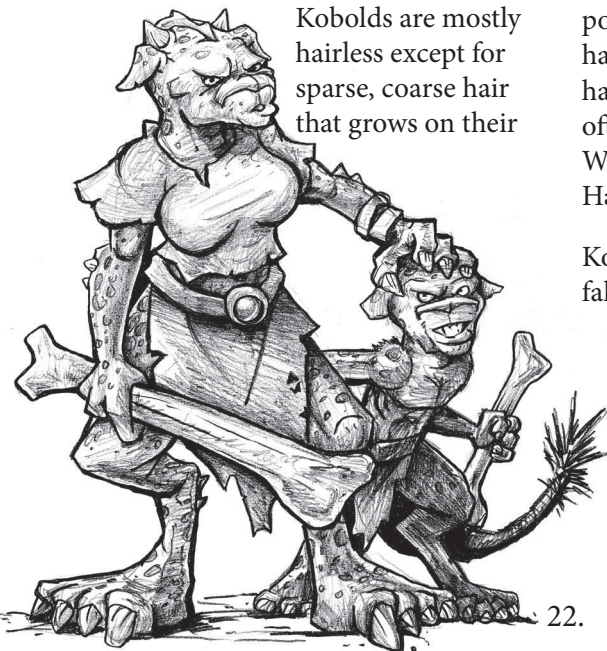
tails. A kobold is considered mature after their seventh birthday and female kobolds will begin laying eggs sometime before their eighth birthday. Kobold 'litters' range in number from two to five eggs, often only one or two survives the hatching experience. Kobolds mature and age twice as fast as humans. It is quite rare for a kobold to live past the age of 20. Some ancient kobolds have been known to live past the age of 50, often with magical assistance.

Appearance

Kobolds average 50-60 pounds and rarely grow larger than 3.5 feet. They have digitigrade legs, large feet, small horn arrays known as crests on their heads and elbows and pointed animal-like ears. The crests indicate the individual's connection to the ancient royal bloodline. A large, overdeveloped crest demands respect from all kobolds. Ear varieties denote the career or class the kobold is best suited for. Warriors and labourers tend to have short pointed ears. Dream-Weaver mages have long floppy ears. Rare kobolds have freakishly long ears and these are often fabled and powerful magic-users. With their small stature they move as Halflings or Dwarves.

Kobolds hatch with bushy tails, but this falls out as the kobold matures and by the time they are eight they have lost most or all of the fur, often only tufts or wiry hairs remain.

Kobolds call their youth 'furltails'. Referring to a mature kobold as a furtail is considered one of the greatest insults.



Kobold scales are orange and coppery with some green or blue flecks. Local variations and tribal consistencies can vary scale tones towards blue/black or even yellow/orange patterns. The scales are small in some areas (face, chest and stomach) and large in other areas (neck, arms and legs).

Kobold Society and Culture

Kobolds do not have particularly close ties to parents or siblings. They consider their chief and tribe first and do not identify with clans or family relationships. The chief is their father and the other members of the tribe are their siblings. This is not to say that kobolds do not make great parents, they just consider child rearing as a collective task.

Kobolds rely on other races for supplies of metal or cloth they often dress in furs or skins and wield stone or bone weapons. Wood is not common in subterranean warrens. Armour is usually crafted from animal skins, wood or bone.

Rumours and Lies

There are some sages who claim kobolds are an offshoot draconic race. This rumour is greeted with great mirth among kobolds. The origins of the story are based upon the erroneous connection between kobolds and dragons both laying eggs and having scales.

In traditional “mixed” campaigns the kobold character has to tread carefully so as not to incite bigoted wrath from elves or dwarves. Kobolds have a

deep and primal hatred of gnomes and halflings and this is often difficult to overcome. The motivation for adventuring must be great enough to overcome these primal urges.

Kobold Language

The kobold language (kobo) is often described as sounding like a series of growly yips and barks. Words are short and choppy, rarely exceeding two syllables.

It is often difficult to follow Kobold logic because the order of words (syntax) changes to denote emphasis. For example, a kobold excited about discovering treasure might scream, “Treasure find I!”. The personal pronoun is almost always last, perhaps an indication of a deep-seated cultural inferiority complex. There is no past or future tense in Kobold language. They truly live “in the moment.”

Verbs are always two consonant sounds followed by a vowel sound. The word for run, for example is fte (pronounced ffut-ee). Attack is tka (pronounced tu-ka).

Adding to the confusion, there is no sense of singular or plural in Kobold language. The word for tree can mean one tree or all trees or a forest. The slight intonations of the kobold language indicate the specifics to other kobolds, but kobolds get mighty frustrated when other races can't figure out which tree they are talking about when it seems so obvious to them. There are many regional dialects of kobo including the secret ‘magic’ language used by Dream-Weavers.

There is no written language, but the shamans and mages invented a series of mnemonic glyphs and emblems that are used to record information and denote ownership or affiliation.

KOBOLD FIGHTER

Kobold Fighters are the foot soldiers of the underground kingdoms of this subterranean race. Most fantasy adventurers have met up with a Kobold Fighter or two skulking around in the dungeon. Kobold Fighters are small, but mighty.

Weapon Restrictions:

Kobold Fighters are trained in the use of all weapons and armour and have no restrictions on what weapon they may wield, despite their small size.

Trap Savvy:

Kobolds have a knack for inventing and implementing traps. They may spot and disarm traps, just as a thief, but may also set traps and create mechanical devices out of a variety of handy items. Roll the number or lower on 1d6 for Trap Savvy as indicated by the Advancement Table.

Light Aversion:

Kobolds operate at a -1 penalty to all attacks and Saving Throws when they are in full sunlight.

Nightvision:

See in darkness up to 60 feet.

Small Target

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures and only inflict half the normal damage against them.

Hatred:

Kobolds hate Gnomes and Halflings, and are hated by Elves and Dwarves.

Saving Throw:

Kobold Fighters receive a +2 bonus on saving throws vs death and poison.

Experience Bonus for Strength:

Strength is thier Prime Attribute which means that a Strength score of 15+ grants an additional 5% experience.

KOBOLD FIGHTER ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw	Trap Savvy
0	1	1	+0	13	2
2,500	2	2	+1	12	2
5,000	3	3	+2	11	2
10,000	4	4	+2	10	3
20,000	5	5	+3	9	3



KOBOLD DREAM-WEAVER

The Kobold Diety is considered to be asleep in the heart of the world. To serve the “One Who Dreams” is to serve the heart of the world. Much weight is given to the interpretation of dreams as kobolds believe that the creator communicates through dreams. Dream-Weavers are magic-users who use thier connection to the alternate reality of dreams to shape reality to their whims. Magically adept Kobolds have large, floppy ears.

Weapon Restrictions:

Dream-Weavers may wear no armour and are limited to light weapons like daggers and staves.

Magic Spells:

Kobold Dream-Weavers may learn and cast standard Magic-User spells, but are, in reality altering the shape of reality to mimic the dreams of their sleeping god. Standard Magic-User rules apply for spell lists and casting.

Light Aversion:

Kobolds operate at a -1 penalty to all attacks and Saving Throws when they are in full sunlight.

Nightvision:

See in darkness up to 60 feet.

Small Target

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures and only inflict half the normal damage against them.

Hatred:

Kobolds hate Gnomes and Halflings, and are hated by Elves and Dwarves.

Saving Throw:

Kobold Dream-Weavers receive a +2 bonus on saving throws vs spells and magic items.

Experience Bonus for Intelligence:

Intelligence is their Prime Attribute which means that an Intelligence score of 15+ grants an additional 5% experience.

KOBOLD DREAM-WEAVER ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw	Spells		
					1	2	3
0	1	1	+0	14	1	-	-
3,500	2	1+1	+0	13	2	-	-
7,000	3	2	+0	12	3	1	-
14,000	4	2+1	+0	11	4	2	-
28,000	5	3	+1	10	4	2	1



KOBOLD THIEF

Kobold Thieves are trap experts. They not only do what human thieves are able to do with Thievery, but they do it so much better. A Kobold Thief brings an almost fanatical drive to their activities. The Kobold god, slumbering at the centre of the earth was said to have stolen the earth from the creator god in order to have a play-thing. As a punishment, the thief god was cursed with eternal slumber, trapped within the very object they had tried to steal. It is a warning to all Kobold Thieves to remain honourable and not get too greedy. Kobold Thieves have a reputation of trustworthiness and professionalism.

Weapon Restrictions:

Kobold Thieves may wear up to leather armour and are limited to light weapons like daggers and staves.

Backstab:

When a Kobold Thief attacks a target who is unaware of their presence, the Kobold Thief gains a +2 Base Hit Bonus. Successful attacks allow them to roll weapon damage twice.

Thievery:

This ability is used for many different stealthy actions such as picking pockets and locks, finding and deactivating traps, moving silently and hiding and even climbing sheer surfaces without equipment. Kobold Thieves are particularly adept at these tasks.

Light Aversion:

Kobolds operate at a -1 penalty to all attacks and Saving Throws when they are in full sunlight.

Nightvision:

See in darkness up to 60 feet.

Small Target

Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures and only inflict half the normal damage against them.

Hatred:

Kobolds hate Gnomes and Halflings, and are hated by Elves and Dwarves.

Experience Bonus for Dexterity:

Dexterity is their Prime Attribute which means that a Dexterity score of 15+ grants an additional 5% experience.

KOBOLD THIEF ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw	Thievery
0	1	1	+0	13	2
2,500	2	1+1	+0	12	3
5,000	3	2	+0	11	3
10,000	4	2+1	+1	10	4
20,000	5	3	+1	9	4



MUDDFLOGS

Legends and Lore

Muddleflogs were once simple frogs plucked from the ooze and magically altered to be servants for the Elven Empire over 3,000 years ago. They are not treated as equals by most other races, especially High Elves. Wood Elves have done much to assist them and bridge the differences between their races.

Appearance

Muddleflogs are bumbling amphibian humanoids. They average 300 pounds and grow as large as than 8 feet. They have unwebbed hands and feet, but are still powerful swimmers. They also have strong legs and are able to jump twice as far as humans.

Muddleflog Society and Culture

Muddleflogs are organized by clans and have a strict class system, ruled by a Great King or Queen. Most Muddleflogs

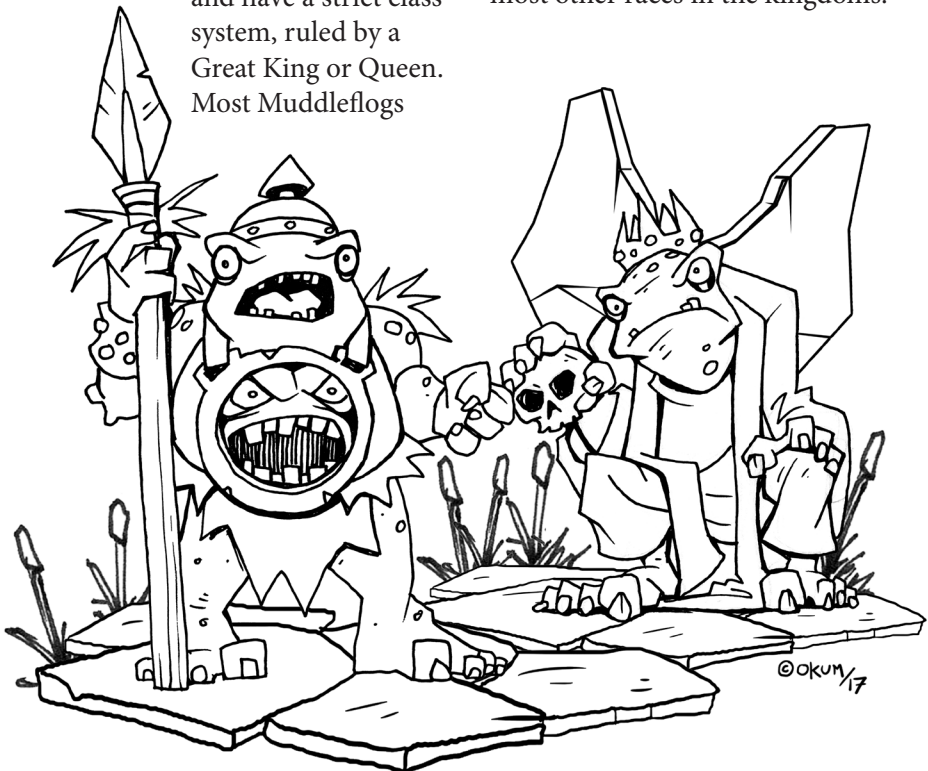
are found in the swamps of Riesk to the east, but over the years since the fall of the Elven Empire, they have moved into every kingdom of the land. Muddleflogs are very superstitious and obsess over the strangest things. Muddleflogs also have a strong and unfounded hatred of Lizardmen.

Rumours and Lies

People avoid touching Muddleflogs to avoid catching warts. This fear is entirely baseless, but it never hurts to wash your hands after touching a Muddleflog, just in case.

Muddleflog Language

Muddleflogs speak in croaks and grunts. Their language is simple and they lack the cultural and mental capacity to process complex concepts such as metaphors or irony. They think they are taking everything seriously, but they come across as hysterical to most other races in the kingdoms.



MIDDLEFLOG FIGHTER

Muddleflogs were created to be simple grunts used to carry supplies, build structures and act as an expendable army. A Muddleflog Fighter are fabled for their powerful strikes and epic bravery in battle.

Weapon Restrictions:

Trained in battle, Muddleflog fighters are trained to use any combination of weapons and armour.

Powerful Strikes:

Muddleflog Fighters add +2 to all damage rolls made in melee combat.

Powerful Hop:

Muddleflogs can leap twice as far as humanoids of comparable size. They move 9 on land and in water and hop 18.

Hide:

Despite their large size, Muddleflogs are very good at hiding. They can remain unseen on a 3 or lower on 1d6.

Amphibian:

Muddleflogs can survive and move in water just as well as they can on land. They prefer living on land because they lack webbed hands and feet.

Hatred:

Muddleflogs have an unfounded hatred of Lizardmen.

Saving Throw:

Muddleflog Fighters receive a +2 bonus on saving throws vs death and poison.

Experience Bonus for Strength:

Strength is their Prime Attribute which means that a Strength score of 15+

grants an additional 5% experience.

MIDDLEFLOG FIGHTER ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw
0	1	1+2	+0	13
3,000	2	2+2	+1	12
6,000	3	3+2	+2	11
12,000	4	4	+2	10
24,000	5	5	+3	9



MIDDLEFLOG MAGE

Muddleflogs were never thought to be bright enough to read, let alone read magic and cast spells. The lasting influence of the Elven transformation magic has imbued the Muddleflogs with a powerful knack for magic. Muddleflog Mages are even more idiosyncratic and eccentric than standard Muddleflogs. They speak to multiple invisible companions and claim to tap their power

when casting spells. Muddlefog Mages have one invisible companion for every spell they know. It is not very clear if the companions are real or imagined, but everyone, even the Muddlefog seems to agree that they don't exist.

Weapon Restrictions:

Muddlefog Mages may only use light weapons such as knives or staves and are not able to wear armour.

Magic Spells:

Muddlefog Mages may learn and cast standard Magic-User spells as per standard White Box rules.

Powerful Hop:

Muddleflogs can leap twice as far as humanoids of the same size. They move 9 on land and in water and hop 18.

Hide:

Despite their large size, Muddleflogs are very good at hiding. They can remain unseen on a 3 or lower on 1d6.

Amphibian:

Muddleflogs can survive and

move in water just as well as they can on land. They prefer living on land because they lack webbed hands and feet.

Hatred:

Muddleflogs have an unfounded hatred of Lizardmen.

Saving Throw:

They receive a +2 bonus on saving throws vs spells and magic items.

Experience Bonus for Wisdom:

Wisdom is their Prime Attribute which means that a Wisdom score of 15+ grants an additional 5% experience.

**MUDDLEFLOG MAGE
ADVANCEMENT**

Experience	Level	Hit Dice	To Hit	Saving Throw	Spells		
					1	2	3
0	1	1	+0	14	1	-	-
3,500	2	1+1	+0	13	2	-	-
7,000	3	2	+0	12	3	1	-
14,000	4	2+1	+0	11	4	2	-
28,000	5	3	+1	10	4	2	1

MUDDLEFLOG THIEF

Muddleflogs seem to lack a sense of personal property, investing their attention to one or two "fetish" objects that they carry with them everywhere. Despite this lack of avarice, Muddleflogs are really good at stealing things.

Weapon Restrictions:

Muddlefog Thieves may wear up to leather armour and are limited to light weapons like daggers and staves.

Backstab:

When a Muddlefog Thief attacks a target who is unaware of their presence,



the Muddlefog Thief gains a +2 Base Hit Bonus. Successful attacks allow them to roll weapon damage twice.

Thievery:

This ability is used for many different stealthy actions such as picking pockets and locks, finding and deactivating traps, moving silently and hiding and even climbing sheer surfaces without equipment. Muddlefog Thieves are particularly adept at these tasks and are much better at hiding than regular thieves.

Powerful Hop:

Muddleflogs can leap twice as far as humanoids of the same size. They move 9 on land and in water and hop 18.

Hide:

Despite their large size, Muddleflogs are very good at hiding. They can remain unseen on a 4 or lower on

1d6. This is above and beyond their Thievery ability.

Amphibian:

Muddleflogs can survive and move in water just as well as they can on land. They prefer living on land because they lack webbed hands and feet.

Experience Bonus for Dexterity:

Dexterity is their Prime Attribute which means that a Dexterity score of 15+ grants an additional 5% experience.

**MUDDEFLOG THIEF
ADVANCEMENT**

Experience	Level	Hit Dice	To Hit	Saving Throw	Thievery
0	1	1	+0	13	2
3,500	2	1+1	+0	12	2
7,000	3	2	+0	11	2
14,000	4	2+1	+1	10	3
28,000	5	3	+1	9	3



REVENANT

Revenants are undead, brought back by necromancers to take revenge on a specific target. They are terrifying, tireless opponents who are more than just reanimated corpses, they retain their personalities, skills and memories. As a Revenant, they possess a revenge power, gaining temporary benefits attacking one chosen target per day. Unlike living characters, Revenant do not heal damage, they must feed on the life force of the targets of their revenge. They may only do this every 24 hours, righting some specific wrong, preferably for the benefit of another person.

Weapon Restrictions:

There are no weapon or armour restrictions for Revenants.

Vengeance:

Revenants can focus on one target every 24 hours. Usually they choose a target at the request of another person as this heals their damage. All attacks on that target are +2 Bonus for the rest of the day.

Nightvision:

See in darkness up to 60 feet.

Sunlight Allergy:

Revenants take 1d6 damage for every turn they are exposed to direct sunlight. If they cover themselves totally in heavy cloth they may travel in sunlight, but it takes total concentration to keep themselves covered. Revenants in indirect sunlight operate at -1 to all attacks and Saving Throws. This is due to the pain they experience from even indirect sunlight.

Undead Body

Revenants cannot heal as living creatures heal. Their organs, including their heart, are dessicated husks in their lifeless bodies. They are animated by necromantic magic. They may heal using magic potions or healing spells, but usually rely on enacting vengeance on a living being. They gain 1d6+1 Hit Points from taking the lives of their target of vengeance. If the target is killed for real revenge, the number of Hit Points healed is doubled.

Immunities:

Revenants are immune to sleep spells, toxins, and disease.

Saving Throw:

Revenants receive a +2 bonus on saving throws vs death and poison.

Experience Bonus for Constitution:

Constitution is the Prime Attribute for Revenants which means that a Constitution score of 15+ grants an additional 5% experience.

REVENANT ADVANCEMENT

Experience	Level	Hit Dice	To Hit	Saving Throw
0	1	1	+0	13
3,000	2	1+1	+1	12
6,000	3	2	+2	11
12,000	4	2+1	+2	10
24,000	5	3	+3	9



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