

WHITE BOX CLASSICS

Reluctant Heroes

for

Use With Swords & Wizardry White Box

Spahn



Published by
Barrel Rider Games

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Reluctant Heroes

for *Swords & Wizardry WhiteBox*

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New Classes

The new classes included in *White Box Classics: Reluctant Heroes* are meant to be reminiscent of the fantasy films of the 1980s, providing variants and options for players and referees who are looking to add a dash of that flavor to their *Swords & Wizardry WhiteBox* campaigns.

Feyweave Apprentice

To most races of the world, halflings are considered a diminutive curiosity, devoid of any magic. While it is true they possess a remarkable gift in matters of stealth that many uninformed humans and other big folk consider to be magical, this art of disappearance is simply a combination of their light step and small size. Unbeknownst to all but the most learned scholar, there is a small village buried deep in a far away woodland where several halflings have learned a unique form of the arcane arts.

There they live in quiet harmony with the land. The village itself is centered around a great and ancient oak tree that has been hollowed, yet still flourishes as if in the prime of its flowering. In these hollows the tiny halflings commune with the natural spirits and fey that surround them in order to perfect a unique form of spellcasting. They call this unique magical art *feyweave*. Small farms surround the Great Hollow Oak, though they are unseen to all but the sharpest eyes. They are designed to blend perfectly with the forest that surrounds them and the residents who tend these fertile fields are quick to vanish when strangers draw near.

The village is lead by the eldest practitioner of the feyweave, who is called the High Weaver. High Weavers are known for their simple wisdom, love of nature and mischievous sense of humor. Their benevolent guidance and natural magic both protects the village from outside intrusion and helps ensure that crops flourish through the seasons. In the spring of each year the High Weaver selects a single apprentice at the Planting Festival. Prospects are tested by the High Weaver in a ritual which tests their cunning and willpower. This test is done in view of the entire village and the results are announced immediately after all prospects have been tested. Most years the High Weaver does not select an apprentice.

In the rare event that an apprentice is selected, they are given the title of "Apprentice" and take up residence in the Great Oak Hollow with the High Weaver and other important officials of the village. If the newly minted apprentice has family they are permitted to join him in his new residence,

though many choose to remain in their homesteads under the shade of the Great Oak Hollow so that crops and livestock can be maintained.

Apprentices spend years in secret study with the High Weaver. They study the great oral tradition of the feyweave, learning to recite the stories and legends of the fey spirits who dwell in the heart of the halflings' beloved forest. No words are written and the apprentice is expected to commit these stories to memory with absolute perfection. The High Weaver also takes his apprentice into these dense woodlands, often on the seasonal solstices, on secret errands. It is said that both teacher and student community with the fey spirits who remain hidden to other eyes and it is from these spirits that these halflings learn their magic.

Most apprentices spend the rest of their lives tending to their beloved village. They take the place of the High Weaver when he or she dies and become a leader in the community. On rare occasion an errand of great importance forces an apprentice to leave the safety of their village. These great errands are seen as opportunities to experience the "big world," and see firsthand just how dangerous it is. In many cases the apprentices do not return and it commonly held that those who do not come back were slain by some great terror in from beyond the borders of their homeland. Those that do return are often hailed as heroes by the community. They bring with them new stories, new legends, and in rare cases, new magic.

Feyweave Apprentices may advance to 4th level.

Chart I: Feyweave Apprentice Advancement

Level	XP	HD	BHB	ST	Spells Known	1st Level Spells	2nd Level Spells
1	0	1	+0	15	2	1	-
2	2500	1+1	+0	14	4	2	-
3	5000	2	+0	13	6	3	1
4	10,000	2+1	+1	12	8	4	2

Weapon/Armor Restrictions: Feyweave Apprentices are able to wield clubs, daggers, quarter staves, slings and short swords in combat. They do not wear armor and cannot use shields.

Spellcasting: A Feyweave Apprentice is able to cast spells in a manner similar to a Magic-User, though they do not keep a book of spells. Instead,

they recall ancient stories and legends which are spoken in the language of the fey to create magical effects. These magical effects function exactly like Magic-User spells, having the same names, limits, and effects of these spells. A Feyweave Apprentice can cast any spell they know, but are limited to number of spells they can cast each day and the level of the spells they can cast, as shown on the chart above. At 1st level the Feyweave Apprentice knows two 1st-level spells at character creation. When the character reaches 2nd level they may select two additional 1st-level spells. Upon reaching 3rd level, the Feyweave Apprentice can select two spells of either 1st or 2nd level and at 4th level they may select another pair of 1st or 2nd level spells. Unlike magic users, Feyweave Apprentices do not need to prepare their spells. They may cast any spell they know without having to “memorize” them. They simply recall the songs and secrets they learned from the High Weaver and the fey to create their magical effects. However, they cannot use a spell they have not learned and may only cast a number of spells based upon their level, as shown on the Feyweave Apprentice Advancement chart.

Deadly Accuracy with Missiles: Halflings, including Feyweave Apprentices, receive +2 when firing missile weapons in combat.

Hard to Hit: Feyweave Apprentices, like other halflings, typically are awarded some defensive bonus in combat because they are hard to hit. (Perhaps -2 against men-folk and -4 against giants.)

High Weaver (4th Level): Once a Feyweave Apprentice reaches 4th level they gain the title of *High Weaver*. In addition to gaining a position of respect in their community they may also craft minor magical items. Once per week they may craft any one of the following magical trinkets:

- *Herbal Brew:* This concoction is brewed from a secret mixture of herbs, roots and leaves. It tastes horrible, but functions exactly as a *Potion of Healing*.
- *Brightwater:* By going to fountains and natural springs and asking for blessings from the fey, the High Weaver is able to distill an essence of blessed water that can be poured up twelve meals and drinks. Any consumables touched by Brightwater function as if they had a *Purify Food & Drink* spell cast upon them.
- *Stone Acorn:* These tiny acorns are gathered from the Great Hollow Oak and blessed with secret magics. They may be thrown at a range of up to 30 feet. If the missile attack is successful the target must make a saving throw or become the victim of a *Hold Person* spell, as a thin layer of rigid stone covers their body and prohibits movement.

Up to 1d6-3 *Stone Acorns* may be gathered in a week, to a minimum of a single acorn.

Near Invisibility: When in forested environments, Feyweave Apprentices are hard to see and move with almost total silence.

Saving Throw: Even though Feyweave Apprentices practice a form of magic they still retain the standard +4 bonus on saving throws vs. magic of other halflings. Since they are as hardy as other halflings they also also get +1 on saving throws against death and poisons.

Languages: For campaigns that give each race its own dialect, Feyweave Apprentices can speak common, the halfling tongue and the language of the fey if this fits the style of the Referee's campaign.

Swordsman

While fighters and fighting-men are trained to use a variety of weapons they specialize in none and instead rely on diversity to see them through a battle. The swordsman has elected to forgo the use of almost every other weapon in favor of mastering the art of the sword. Whether it is the long sword, short sword or two-handed sword, the swordsman has chosen a single blade and focused all their efforts in mastering it. Swordsmen are notoriously brash and are quick to brag about their own remarkable proficiency. This sense of ego is quick to land them in trouble, which they are quick to solve with a stroke of their sword.

Swordsmen are quick to take up the call to adventure. Whether they are drawn by the romance of a noble quest, fleeing from a checkered past, or simply looking for a place to test their skill with a blade, they have no qualms about setting to the road and letting their sword lead the way.

Swordsmen may advance to 10th level.

Table III: Swordsman Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	2,500	2	+1	13
3	5,000	3	+2	12
4	10,000	4	+2	11
5	20,000	5	+3	10
6	40,000	6	+4	9
7	80,000	7	+4	8
8	160,000	8	+5	7
9	320,000	9	+6	6
10	640,000	10	+6	5

Weapon/Armor Restrictions: Because of their highly focused training the swordsman is only proficient in the dagger, long sword, short sword and two-handed sword. They can use any armor as well as shields.

Combat Machine: Against foes of one hit die (HD) or less the swordsman gets one attack per per level each combat round.

Focused Training: A swordsman selects one type of sword with which they are proficient. They receive +1 to all “to-hit” and damage rolls when wielding that weapon. This bonus increases to +2 at 5th level and finally to +3 at 10th level.

Display of Skill (2nd): At 2nd level a swordsman can attempt to intimidate their foes with an impress flourish of their whirling blades instead of attacking. Any enemies within 60 feet who witness such a display must make a saving throw or become intimidated and suffer a -2 penalty to all attacks against the swordsman.

Two-Weapon Fighting (4th): Beginning at 4th level the swordsman may wield a dagger in their off hand as a secondary weapon. They receive an extra attack each combat round while fighting in this manner.

Deadly Strikes (6th): Beginning at 6th level the character inflicts double damage with the weapon of their Focused Training when they roll an unmodified (natural) 19 or 20 on a “to-hit” roll.

Saving Throws: Swordsmen receive a +2 bonus to all saving throws made to resist death effects and poisons.

Experience Bonus for Strength: Strength is the Prime Attribute for Swordsmen, which means that a Strength score of 15+ grants them an additional +5% on all experience points earned.

Puck

Deep in the woods, in the untouched parts of the forest realm there dwells a tiny race of magical fey creatures known as Pucks. At less than a foot tall, they vanish quickly and are unnoticed by all but the most observant traveler. Unlike common fairies they do not have wings and must make their way on foot. They are mischievous and regard larger races, whether they be halfling, human or dwarf, as oafish and stupid. They do have some small respect for elves. Their keen magic, knowledge of wild places and natural stealth make them valuable adventuring companions - though they constantly mock and tease their adventuring companions.

They rarely take up with the “big folk,” and instead prefer to remain hidden in the wild places of the world. It is only when their mysterious Queen bids them to take up an errand that they venture into the world at large.

Pucks may advance to 4th level.

Chart III: Puck Advancement

Level	XP	HD	BHB	ST
1	0	1-1	+0	13
2	2,500	1	+0	12
3	5,000	1+1	+1	11
4	10,000	2	+1	10

Weapon/Armor Restrictions: Their tiny size prohibits pucks from using traditional weapons. Even daggers are too large for them. They wield personally crafted weapons - spears, swords and bows. These weapons all

do a single point of damage and their bows have a range of 30 feet. They do not wear armor or use shields.

Tiny Size: Because of their remarkably small size, pucks are extraordinarily difficult to strike in combat. They receive a -6 bonus to their armor class when fighting all but the tiniest of foes.

Natural Invisibility: Unless a puck wishes to be seen, they are considered to be invisible and silent to natural senses. Once they have revealed themselves through speaking, attacking or other obvious actions they are visible.

Animal Affinity: Because of their strong connection to nature animals and other beasts will not attack pucks unless attacked first. In addition, pucks are under the constant benefit of a *Speak with Animals* spell.

Mischievous Enchanter: Pucks have a kind of natural magic about them. They may cast each of the following spells once per day: *Charm Person*, *Detect Magic*, *Sleep* and *Phantasmal Force*.

Animal Companion (4th): At 4th level the puck draws the service of a small woodland creature to act as their loyal companion. This natural beast often acts as both ally and mount and is most commonly a ferret, hawk, hare, or squirrel.

Languages: For campaigns that give each race its own dialect, pucks can speak common and the language of the fey if this fits the style of the Referee's campaign.

New Monsters

A pair of new monsters are detailed below. They can be used by the referee to add a touch of surprise and flavor to their campaigns.

Devil Dog

Armor Class: 6 [13]

Hit Dice: 3+3

Attacks: Bite (1d6+1)

Special: Grip, leap

Movement: 18

HDE/XP: 3/75

Devil Dogs are massive canines bred for hunting in pits and cages. They are capable of tracking their prey vast distances and moving at great speeds. They can leap the full distance of their movement rate and make an attack in the same round, doing so with a +2 bonus to their "to-hit" rolls when making such an attack. When a devil dog bites, it holds its grip until either it or its prey is slain. This grip automatically inflicts 1d6+1 points of damage each round.

Two-Headed Dragon

Armor Class: 3 [16]

Hit Dice: 7

Attacks: Bite

Special: Explosive death, fire breath

HDE/XP: 7/800

Though not true dragons, these large serpentine beasts are called dragons due to their fiery breath. A pair of long necks rise from their large bodies and are set upon long necks. They are not intelligent, attacking any prey foolish enough to draw near. They typically attack with a bite which inflicts 1d6 points of damage. Because they have two heads, the two-headed dragon can make two bite attacks each round. When threatened by particularly dangerous or deadly foes they lash out with with fiery breath. This breath inflicts 3d6 points of damage in a cone 60 feet long and 30 feet wide at its full length. Characters caught in this fiery breath may make a saving throw in order to suffer only half damage. Perhaps most dangerous of all is that when a two-headed dragon is slain, they explode in a fiery inferno. This explosion inflicts 5d6 points of damage to all targets within 40' of the two-headed dragon, but like its breath targets caught in this blast may make a saving throw in order to only suffer half damage.

New Magic Items

These magic items are included and designed to benefit some of the new character classes included in this book.

Shining Armor

This ancient armor is polished and gleaming, obviously from a bygone era though it shows no signs of rust or age. When worn by a swordsman who successfully uses their Display of Skill ability opponents who witness the swordsman suffer a -3 penalty to their attacks against that foe instead of the normal -2. Usable by: Swordsman only.

Wand of the Feyweave

This wand appears to be little more than a winding, gnarled tree branch. It hides a secret power when put into the hands of a Feyweave Apprentice. A Feyweave Apprentice using this wand may cast one additional 1st level spell each day. Rumors persist of an even more powerful version of this wand which allows the wielder to cast an additional 2nd level spell instead. Usable by: Feyweave Apprentice.

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