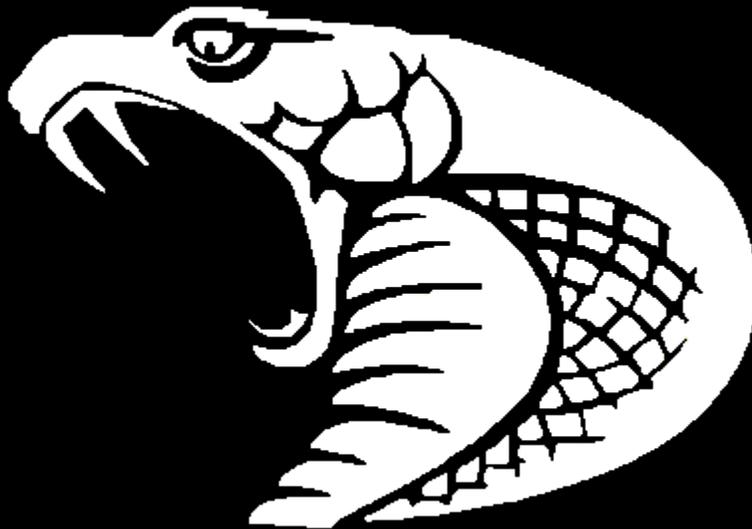


BLACK BOX BOOKS

TOME ONE: ASTRONAUTS AND ANCIENTS

Compatible with Swords and Wizardry WhiteBox



Written By Kirt A. Dankmyer

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Greys

Greys are hairless, gray-skinned, diminutive humanoids. Greys feature unusually large heads in proportion to their bodies; their large, opaque black eyes sport no discernible iris or pupil. Greys have no noticeable outer ears or noses, only small openings or orifices for ears and nostrils, as well as a very small mouth. Their bodies are elongated, with a small chest and lacking in muscular definition or visible skeletal structure. Their humerus and thighs are the same lengths as their forearms and shins, respectively. They have a skittering, spider-like gait because their legs are jointed differently than what one might expect. A naked Grey has no visible genitalia or secondary sexual characteristics familiar to most humanoids. Most Greys claim to be descendants of a people that came "from the stars in a ship that ran aground on the mountains," but no one has been able to verify that claim. Culturally, they are cold and manipulative, seeking always to increase their knowledge, no matter the cost. They are infamous for vivisectioning anyone they can get their digits on, including their own criminals. Said criminals sometimes escape to become adventurers.

Grey Abilities

Character Advancement: The only character class available to Greys is that of the Magic-User, but are typically allowed to advance only as high as 4th level.

Weapon and Armor Restrictions: Like human Magic-Users, Greys have little time to train with weapons though they have more time than humans do. Greys may only wield daggers, staves, or crossbows, and can't wear armor.

Brainbook: One cannot take a Grey's spellbook, because in essence the book is burned into a special part of their brain. The Grey consults the "book" by going into a trance.

Racial Knowledge: In addition to their standard starting spells, a Grey always has *Read Languages* and *Detect Thoughts (ESP)* in their brainbook, though of course they cannot cast the latter at first.

Hard to Hit: Being small, Greys are typically awarded some defensive bonus in combat—perhaps a +2 bonus against men-folk and +4 against giants.

Saving Throw: Grey minds are very inhuman, so in addition to the save bonus from their class, Greys get a +2 to any save against anything mind-affecting, such as *Charm Person*.

Languages: For campaigns which give each race their own dialect, Greys know the common human tongue and their own.

Level	Experience	Hit Dice (d6)	Saving Throw	Spells		
				1	2	3
1	0	1	15	1	--	--
2	2,500	1+1	14	2	--	--
3	5,000	2	13	3	1	--
4	10,000	2+1	12	4	2	--



House Rule: Terrible Secret of Space. If Greys are actually from another planet, the referee may allow them to use weapons and even armor from that sphere. In addition, the referee may want to rule that Grey spells are non-magical in nature (psionic, perhaps).

Serpent Folk (Reptoids)

The cruel and eldritch Serpent Folk, also called Reptoids or the Second Race, are humanoid in shape, covered in scales and with the head of a giant snake. It is said they ruled an empire long before even the elves, but disaster drove them underground. Adventuring Reptoids are usually exiles who mused aloud that other races might be good for something other than slave labor or food.

Serpent Folk Abilities

Character Advancement: The only character class available to Reptoids is that of the Magic-User, but are typically allowed to advance only as high as 4th level.

Weapon and Armor Restrictions: Members of the Second Race have little time to train with weapons or learn how to properly engage in physical combat, though their nature means they have to study magic less than humans do. They may only wield daggers, staves, and crossbows, and can't wear armor.

Spell-Casting and Hit Dice: For the purposes of Hit Dice, Serpent Folk count as a Magic-User one level *lower* than their actual level. For the purpose of spell casting, one of

the Second Race counts as a Magic-User one level *higher* than actual level. At first level, they have half a hit die; roll a d6 and divide the result in half, rounding up. (See modified advancement chart below.)

If the referee allows high Constitution to increase hit points, Serpent Folk do not benefit from such bonuses, nor do they benefit from Intelligence bonuses to spells.

Blood Is Life: Serpent Folk are carnivorous, and, if necessary, can live on just the blood of a warm-blooded creature.

Brainbook: One cannot take a Reptoid's spellbook, because in essence the book is burned into a special part of their brain. The Reptoid consults the "book" by going into a trance.

Racial Knowledge: In addition to their standard starting spells, a Serpent Person always has *Charm Person* and *Hold Person* in their brainbook, though of course they cannot cast the latter at first. In order to cast either spell, the Reptoid must first make sure the victim can see the Reptoid's slitted eyes.

Sheep's Clothing: Late in their time as a hatchling, a given member of the Serpent Folk chooses the form of a human or demi-human, usually the former, in a grand ritual to a forgotten god. After, the Reptoid may cover itself with the form of that being at will, though it is but an illusion, and only a visual one. The particular form chosen is the only one they can take; if one of the Serpent Folk chooses the appearance of a one-eyed red-haired woman, they can only mask themselves as that particular one-eyed redhead. Their mask of illusion can never resemble an existing person.

Curved Fangs: Serpent Folk were once venomous, but they traded their poison sacs to a nameless deity for power. Their bite still hurts, however, and counts as a dagger in every way, excepting that no hands are required to attack and it is a lot more difficult to completely disarm one of the Second Race.

Forgot the Sun: A Reptoid in direct sunlight or under any sort of bright light (*not* torchlight) cannot cast any spell that requires it to see the target, and at the discretion of the referee, may incur other penalties as well.

Saving Throw: The minds of the Serpent Folk are very inhuman, so in addition to their class save bonus, they get a +2 to any save against anything mind-affecting. Being cold-blooded, they have -2 to any save related to heat or cold.

Languages: For campaigns which give each race their own dialect, Serpent Folk should be able to speak only with each other, humans, and Greys (if being used).

Level	Experience	Hit Dice (d6)	Saving Throw	Spells		
				1	2	3
1	0	1/2	15	2	--	--
2	2,500	1	14	3	1	--
3	5,000	1+1	13	4	2	--
4	10,000	2	12	4	2	1

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