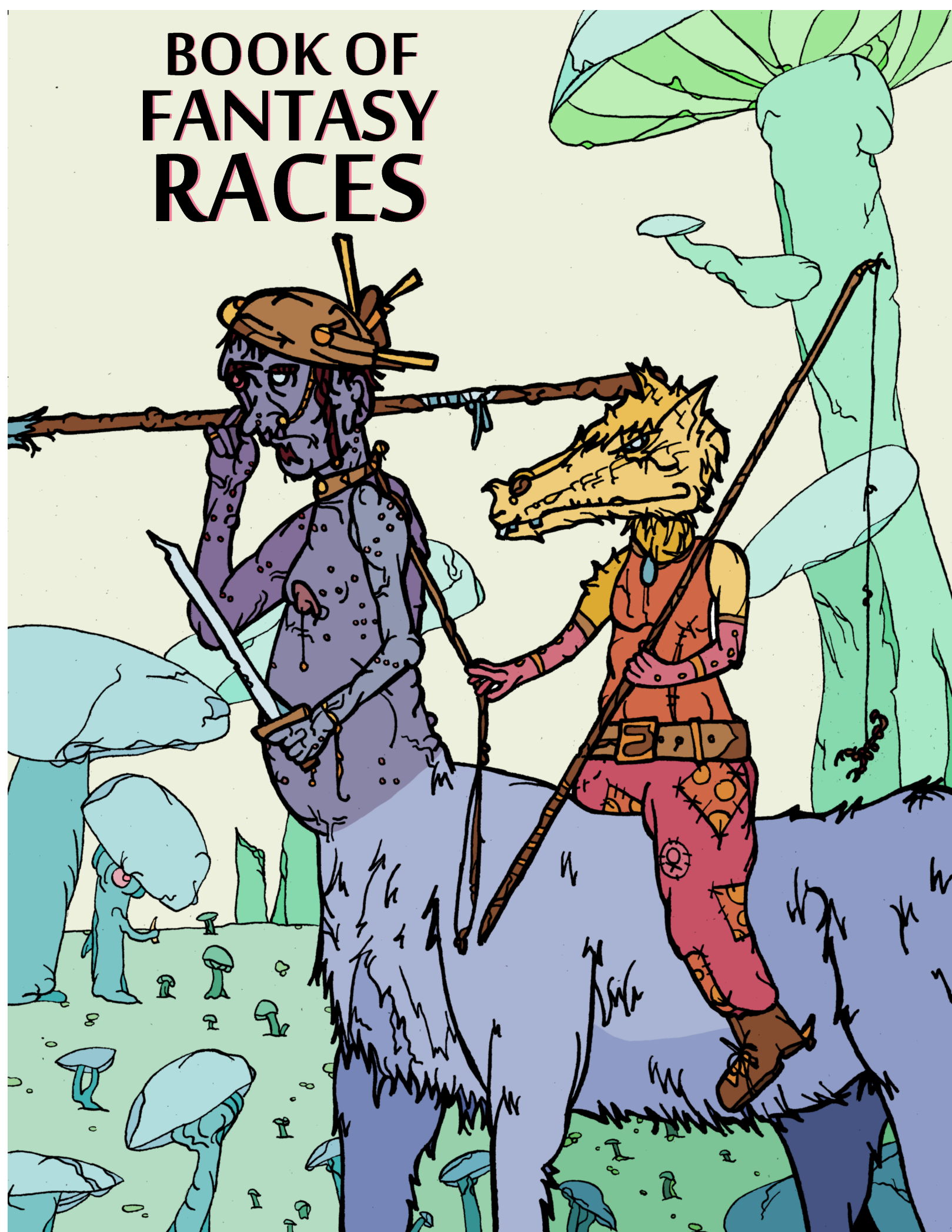


BOOK OF FANTASY RACES



Book of Fantasy Races



Introduction

This supplement introduces 31 new character races for *Advanced Labyrinth Lord*. These rules are compatible with the *Labyrinth Lord Advanced Edition Companion*, as well as the advanced edition of the world's most popular fantasy role-playing game.

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This is version 2 of *The Book of Fantasy Races*. It was released in July 2017.

Beastmen

The following 9 beastmen archetypes represent a huge variety of anthropomorphic animals and bestial humanoids. All beastmen are presumed to be humanoid, approximately human-sized, and have opposable thumbs. Certain iconic beastmen (i.e. harpies and minotaurs) have their own entries in this supplement.

Beastman, Amphibian

Ability Modifiers: DEX +1, CON +1, CHA -2

Ability Min/Max: STR 3/18, DEX 8/19, CON 8/19, INT 3/18, WIS 3/18, CHA 3/16

Amphibian beastmen represent various species of humanoid amphibians (i.e. frogs, turtles, salamanders). They average 5.5' tall and 150 lbs.

Amphibian beastmen can breathe underwater and on land. They swim at a relaxed speed of 40' per round (120' per turn), or a sprinting speed of 120' per round. They receive a +3 bonus to save versus poison, but suffer 1d6 additional damage from cold-based attacks.

Amphibian beastmen can speak to and comprehend ordinary or giant animals of their species. They also speak common and their alignment language.

Amphibian Beastman Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	8
Cleric	6
Fighter	10
Thief	12

Amphibian Beastman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Pockets	+10%
Climb Walls	+10%

Beastman, Avian

Ability Modifiers: DEX +2, STR -1, CHA -1

Ability Min/Max: STR 3/16, DEX 8/19, CON 3/16, INT 3/18, WIS 3/18, CHA 3/16

Avian beastmen represent various species of humanoid birds (i.e. owls, eagles, hummingbirds). They average 5' tall and 100' lbs.

In spacious outdoor areas, avian beastmen can fly at relaxed speed of 60' per round (180' per turn), or a sprinting speed of 180' per round. They have keen eyesight. When actively searching, they can detect hidden doors with a roll of 1-2 on 1d6.

Avian beastmen can speak to and comprehend ordinary or giant animals of their species. They also speak common and their alignment language.

Avian Beastman Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	8
Cleric	6
Fighter	8
Magic-User	10
Thief	12

Avian Beastman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	+5%
Find and Remove Traps	+5%
Pick Pockets	-5%
Climb Walls	+5%
Hide in Shadows	-10%

Beastman, Burrowing (Mammal)

Ability Modifiers: STR +1, CON +1, CHA -2

Ability Min/Max: STR 8/19, DEX 8/18, CON 8/19, INT 3/18, WIS 3/18, CHA 3/16

Burrowing beastmen represent various species of burrowing humanoid mammals (i.e. moles, rats, armadillos). They average 5' tall and 100 lbs.

Burrowing beastmen can dig through 10' of dirt per round. They dig sturdy tunnels the size of their body, but larger tunnels can be dug at slower speeds.

Burrowing beastmen have infravision of 60'. They can eat spoiled or diseased food without suffering illness and receive a +3 bonus to save versus poison, but only if the poison is ingested. They also receive a +3 bonus to save versus disease.

Burrowing beastmen can speak to and comprehend ordinary or giant animals of their species. They also speak common and their alignment language.

Burrowing Beastman Classes Available		Burrowing Beastman Thief Skill Adjustments	
<i>Class</i>	<i>Level Limit</i>	<i>Skill</i>	<i>Adjustment</i>
Assassin	8	Pick Locks	+5%
Cleric	6	Find and Remove Traps	+5%
Fighter	10	Pick Pockets	-5%
Thief	12	Move Silently	-5%
		Climb Walls	+10%

Beastman, Climbing (Mammal)

Ability Modifiers: STR +1, DEX +1, CHA -2

Ability Min/Max: STR 8/19, DEX 8/19, CON 8/18, INT 3/18, WIS 3/18, CHA 3/16

Climbing beastmen represent various species of climbing humanoid mammals (i.e. monkeys, squirrels, opossums). They average 5.5' tall and 150 lbs.

Climbing beastmen can climb natural surfaces (i.e. trees and cliffs) with 90% ability. They can leap 10' vertically and 20' horizontally (40' with a running start). They have prehensile tails that can manipulate simple objects (i.e. opening a door or pouring a drink). Complex actions such as wielding weapons or picking locks are impossible.

Climbing beastmen can speak to and comprehend ordinary or giant animals of their species. They also speak common and their alignment language.

Climbing Beastman Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	8
Cleric	6
Fighter	10
Thief	12

Climbing Beastman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Pockets	+5%
Climb Walls	+15%

Beastman, Draft (Mammal)

Ability Modifiers: STR +1, CON +1, INT -1, CHA -1

Ability Min/Max: STR 8/19, DEX 3/18, CON 8/19, INT 3/16, WIS 3/18, CHA 3/16

Draft beastmen represent various species of humanoid draft mammals (i.e. horses, oxen, elephants). They average 6.5' tall and 300 lbs.

Due to their thick hides, draft beastmen have an armor class of 7 when unarmored. Their maximum carrying capacity is 320 lbs. (instead of the normal 160 lbs.). While carrying that amount, they can walk or run without a movement penalty from encumbrance. Draft beastmen can walk 60' per round (180' per turn), or run 180' per round.

Draft beastmen can speak to and comprehend ordinary or giant animals of their species. They also speak common and their alignment language.

Draft Beastman Classes Available

<i>Class</i>	<i>Level Limit</i>
Cleric	8
Fighter	10
Thief	12

Draft Beastman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Pockets	-5%
Move Silently	-5%
Climb Walls	-5%
Hide in Shadows	-5%

Beastman, Mongrel

Ability Modifiers: CON +1, WIS +1, CHA -2

Ability Min/Max: STR 3/18, DEX 3/18, CON 8/19, INT 3/18, WIS 8/19, CHA 3/14

Each mongrel beastman is a unique mixture of various animals. One might have a lizard-like head, hooves, and wings. Another might have horns, bird-like talons, and a tail. However, mongrel beastmen never benefit from their bestial features. If one has wings, they are too small to carry him. If one has a tail, it drags limply behind him. If one has horns, they are short and brittle.

Mongrel beastmen are excellent mimics and can reproduce any sound or voice they have heard. They can speak to and comprehend any ordinary or giant animal. This ability functions as the spell *speak with animals*, but it is non-magical and permanent. Mongrel beastmen also speak common and their alignment language.

Mongrel Beastman Classes Available

<i>Class</i>	<i>Level Limit</i>
Cleric	10
Fighter	8
Magic-User	6
Thief	12

Mongrel Beastman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	+10%
Find and Remove Traps	+10%
Pick Pockets	-5%
Move Silently	-5%
Climb Walls	-5%
Hide in Shadows	-5%

Beastman, Predatory (Mammal)

Ability Modifiers: STR +1, CON +1, CHA -2

Ability Min/Max: STR 8/19, DEX 8/18, CON 8/19, INT 3/18, WIS 3/18, CHA 3/16

Predatory beastmen represent various species of predatory humanoid mammals (i.e. wolves, lions, bears). They average 6' tall and 200 lbs.

Predatory beastmen can attack with their claws or teeth (1d6 damage). In their native environment (i.e. forest, desert, cavern), they can hide in natural cover with 90% ability or move silently with 60% ability. They have a keen sense of smell. When actively searching, they can sense hidden creatures within 90' by rolling 1-2 on 1d6.

Predatory beastmen can speak to and comprehend ordinary or giant animals of their species. They also speak common and their alignment language.

Predatory Beastman Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	10
Fighter	10
Thief	12

Predatory Beastman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	-5%
Find and Remove Traps	-5%
Pick Pockets	-10%
Move Silently	+15%
Hide in Shadows	+15%

Beastman, Reptilian

Ability Modifiers: STR +1, DEX +1, CHA -2

Ability Min/Max: STR 8/19, DEX 8/19, CON 8/18, INT 3/18, WIS 3/18, CHA 3/14

Reptilian beastmen represent various species of humanoid reptiles (i.e. snakes, iguanas, crocodiles). They average 6' tall and 200 lbs.

Reptilian beastmen can attack with their claws or teeth (1d6 damage). Due to their scales, they have an armor class of 7 when unarmored. They receive a +3 bonus to save versus poison, but suffer 1d6 additional damage from cold-based attacks.

Reptilian beastmen have infravision of 60' and can speak to and comprehend ordinary or giant animals of their species. They also speak common and their alignment language.

Reptilian Beastman Classes Available		Reptilian Beastman Thief Skill Adjustments	
<i>Class</i>	<i>Level Limit</i>	<i>Skill</i>	<i>Adjustment</i>
Assassin	8	Pick Pockets	-10%
Cleric	4	Move Silently	+10%
Magic-User	6	Climb Walls	+10%
Fighter	10		
Thief	12		

Beastman, Sprinting (Mammal)

Ability Modifiers: DEX +2, CON -1, CHA -1

Ability Min/Max: STR 3/18, DEX 8/19, CON 8/16, INT 3/18, WIS 3/18, CHA 3/16

Sprinting beastmen represent various species of fast-moving humanoid mammals (i.e. cheetahs, gazelles, rabbits). They average 5' tall and 100 lbs.

Sprinting beastmen can walk 80' per round (240' per turn), or run 240' per round. They can leap 10' vertically and 20' horizontally (40' with a running start). In their native environment (i.e. forest, desert, cavern), they can hide in natural cover with 90% ability.

Sprinting beastmen can speak to and comprehend ordinary or giant animals of their species.

Sprinting Beastman Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	8
Fighter	10
Cleric	6
Thief	12

Sprinting Beastman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	-5%
Find and Remove Traps	-5%
Move Silently	+5%
Hide in Shadows	+5%

Brownie

Ability Modifiers: DEX +2, INT +1, CHA +1, STR -2, CON -2

Ability Min/Max: STR 3/14, DEX 8/19, CON 3/14, INT 8/18, WIS 3/18, CHA 8/18

Brownies are fey creatures who dwell in pastoral environments. They resemble small elves with earth-colored skin and hair. They average 2.5' tall and 50 lbs.

Brownies are magical beings. Once per day, a brownie can cast two of the following spells: *confusion*, *continual light*, *dancing lights*, *dimension door*, *mirror image*, *protection from evil*, and *ventriloquism*. These two spells are chosen at character creation and cannot be changed.

Brownies are good with their hands and make skilled tinkerers. They can *pick locks* with 20% ability and *find and remove traps* with 15% ability. Brownie thieves perform these skills as a normal thief of their level but gain an adjustment (see the chart below).

Due to their small size and non-combative nature, brownies can only wield daggers and darts (regardless of the brownie's class). Brownies speak common, elvish, halfling, pixie, sprite, and their alignment language.

Brownie Classes Available

<i>Class</i>	<i>Level Limit</i>
Fighter	6
Illusionist	10
Magic User	8
Thief	12

Brownie Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	+15%
Find and Remove Traps	+15%
Move Silently	+5%
Climb Walls	-10%
Hide in Shadows	+5%

Bugbear

Ability Modifiers: STR +1, DEX +1, CHA -2

Ability Min/Max: STR 8/19, DEX 8/19, CON 8/18, INT 3/18, WIS 3/18, CHA 3/16

Bugbears are a fur-covered variety of goblins. They are short and stocky, averaging 5' tall and 150 lbs.

In forests or caverns, bugbears can hide in natural cover with 60% ability or move silently with 40% ability. They have infravision of 60' and can speak common, goblin, kobold, and their alignment language.

Bugbears are also skilled poison makers. With common natural ingredients and 4 hours of time, they can mix 1 dose of poison. A weapon coated with this poison inflicts 1d6 additional damage +1 for each level of the bugbear. For instance, a 5th level bugbear with a poisoned spear would cause 1d6 damage with the spear and 1d6+5 damage with poison. If the victim successfully saves versus poison, the poison damage is halved. Once the bugbear has made a successful attack with the poisoned weapon, the poison is expended.

Bugbear Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	15 (unlimited)
Fighter	10
Thief	12

Bugbear Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Move Silently	+10%
Hide in Shadows	+10%

Centaur

Ability Modifiers: DEX +1, CHA -1

Ability Min/Max: STR 8/18, DEX 8/19, CON 8/18, INT 3/18, WIS 3/18, CHA 3/16

Centaur's have the body and legs of a horse with the torso of a human. They average 6.5' tall and 400 lbs.

Galloping like horses, centaurs can walk 60' per round (180' per turn), or run 180' per round. If wielding a lance, they can make a charging attack at an opponent who is at least 60' away. This attack inflicts double the normal damage. Moving and attacking takes the whole round, and the centaur cannot make more than 1 attack per round even if he would normally be able to.

Centaur's are also gifted bowmen. When a centaur wields a bow, the bow's maximum range is doubled and the centaur does not suffer a penalty to hit at long range.

When actively searching, centaurs have a 2 in 6 (1-2 on 1d6) chance of detecting hidden and secret doors. Centaur's speak common, centaur, elvish and their alignment language.

Centaur Classes Available

<i>Class</i>	<i>Level Limit</i>
Cleric	6
Druid	8
Fighter	10
Thief	12

Centaur Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Pockets	+5%
Find and Remove Traps	+5%
Pick Pockets	-5%
Move Silently	-5%
Climb Walls	-15%*
Hide in Shadows	-5%

*It is impossible for centaurs to *climb walls* without a full kit of climbing gear including rope, a harness, and spikes. This minimal *climb walls* penalty assumes the centaur has this equipment.

Dragonman

Ability Modifiers: CON +1, INT +1, DEX -1, CHA -1

Ability Min/Max: STR 8/18, DEX 3/16, CON 8/19, INT 8/19, WIS 3/18, CHA 3/16

Dragonmen are large reptilian humanoids. They have talon-like hands and feet and shiny scales in a variety of vibrant colors. Unlike actual dragons, they do not have wings. They average 6.5' tall and 250 lbs.

Dragonmen possess a dragon-like breath attack. A dragonman's breath attack can be used once per day and inflicts 1d6 damage for each level of the dragonman (up to 5d6). With a successful attack roll, it can strike a single opponent up to 30' away. A successful save versus breath attack reduces the damage by half. Depending on the dragonman's scale color, the breath attack assumes a different form (i.e. red dragonmen breathe fire, blue breathe lightning, black breathe acid). The dragonman's color does not affect the capabilities of the breathe attack, but creatures with elemental affinities might suffer more or less damage from the attack.

Dragonmen gain +3 to saving throws versus magical attacks or breath attacks of their element (fire, lightning, acid, etc.). In addition, 1 point is subtracted from each die of damage dealt by these attacks, although each die still inflicts a minimum of 1 damage.

Due to their scales, dragonmen have an armor class of 7 when unarmored. They speak common, draconic, and their alignment language.

Dragonman Classes Available		Dragonman Thief Skill Adjustments	
<i>Class</i>	<i>Level Limit</i>	<i>Skill</i>	<i>Adjustment</i>
Fighter	10	Pick Pockets	-5%
Magic-User	8	Move Silently	-5%
Thief	12	Hide in Shadows	-10%*

Drow

Ability Modifiers: DEX +1, INT +1, CON +1, CHA -1

Ability Min/Max: STR 3/18, DEX 8/19, CON 3/16, INT 8/18, WIS 3/18, CHA 3/16

Drow are a race of elves who live deep underground. They have ebony skin, white hair, and red eyes. They average 5' tall and 100 lbs.

Drow have infravision of 120' and have a 2 in 6 (1-2 on 1d6) chance of detecting hidden or secret doors. When underground, they can hide with 90% ability or move silently with 60% ability. In daylight, they are partially blind and suffer a -2 penalty to attack. If abruptly exposed to light, they are blinded completely for 1 round.

Once per day, a drow can cast one of the following spells: *dancing lights*, *darkness*, or *faerie fire*. This spell is chosen at character creation and cannot be changed. Drow have a +2 bonus to save versus spells and spell-like abilities.

Drow speak common, drow, and their alignment language. They also know a secret code of hand signals that is unique to their race.

Drow Classes Available

<i>Class</i>	<i>Level Limit</i>	<i>Skill</i>	<i>Adjustment</i>
Assassin	15 (unlimited)	Pick Locks	-5%
Cleric	6	Find and Remove Traps	-5%
Fighter	8	Move Silently	+10%
Magic-User	10	Hide in Shadows	+10%
Thief	12	Hear Noise	+1*

Drow Thief Skill Adjustments

*Drow receive a better dice range for hearing noises. For instance, 1st level drow thieves *hear noises* on a 1-3, and at 9th level it is 1-5. *Hear noises* may never be better than 1-5.

Duergar

Ability Modifiers: DEX +1, CON +1, CHA -2

Ability Min/Max: STR 8/18, DEX 8/19, CON 8/19, INT 3/18, WIS 3/18, CHA 3/14

Duergar are a race of dwarves who live deep underground. They have gray skin and are completely hairless (even the females). They average 4' tall and 150 lbs.

Duergar have infravision of 120' and have a 2 in 6 (1-2 on 1d6) chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped. Due to their short stature, they cannot use two-handed weapons or longbows.

When underground, they can hide with 60% ability or move silently with 40% ability. However, in daylight, they are partially blind and suffer a -2 penalty to attack. If abruptly exposed to light, they are blinded completely for 1 round.

Duergar are also great hoarders of treasure. 1st level duergar characters begin with double the normal amount of gold pieces and a +1 magical weapon. Duergar speak common, duergar, and their alignment language.

Duergar are hearty beings, resistant to magic and poison. In addition, their small size grants them a bonus to finding cover and avoiding breath attacks. They have the following saving throw bonuses:

- +2 save versus breath attacks
- +3 save versus poison
- +3 save versus petrify or paralyze
- +2 save versus wands
- +2 save versus spells or spell-like devices

Duergar Classes Available

<i>Class</i>	<i>Level Limit</i>	Duergar Thief Skill Adjustments	<i>Skill</i>	<i>Adjustment</i>
Assassin	8	Pick Locks		+5%
Fighter	10	Find and Remove Traps		+5%
Thief	12	Move Silently		+5%
		Climb Walls		-10%
		Hide in Shadows		+5%

Fungiman

Ability Modifiers: DEX +1, INT +1, STR -1, CON -1

Ability Min/Max: STR 3/16, DEX 8/19, CON 3/16, INT 8/19, WIS 3/18, CHA 3/18

Fungimen resemble humanoid mushrooms. They live in caves and are peaceful, contemplative folk. They average 5.5' tall and 150 lbs.

Fungimen have bioluminescent skin that glows with the brightness of a lit torch. This makes hiding very difficult. From their experience underground, fungimen have a 2 in 6 (1-2 on 1d6) chance of detecting secret doors, false walls, hidden construction, or noticing if passages are sloped.

Once per day, fungimen can release magical spores. The release of these spores imitates one of the following spells: *auditory illusion*, *dancing lights*, or *sleep*. The spell is chosen at character creation and cannot be changed.

Fungimen can speak common, fungiman, and their alignment language. They can also communicate with plants. This skill functions as the spell *speak with plants*, but it is non-magical and permanent.

Fungiman Classes Available

<i>Class</i>	<i>Level Limit</i>
Cleric	8
Fighter	6
Magic-User	10
Thief	12

Fungiman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	+10%
Find and Remove Traps	+10%
Move Silently	+5%
Hide in Shadows	-15%*

*Since fungimen have glowing skin, it is impossible for them to *hide in shadows* unless they are fully clothed. This minimal *hide in shadows* penalty assumes the fungiman is clothed head-to-toe.

Gnoll

Ability Modifiers: STR +1, CON +1, INT -1, CHA -1

Ability Min/Max: STR 8/19, DEX 8/18, CON 8/19, INT 3/16, WIS 3/18, CHA 3/14

Gnolls are hyena-headed humanoids with yellow or reddish-brown fur. They live in nomadic tribes and are nocturnal carnivores. They average 6.5' tall and 250 lbs.

Gnolls are chaotic race who hate all humans and demi-humans. When attacking, humans, dwarves, elves, half-elves, halflings, or gnomes, they gain +1 to hit and damage. Gnolls often keep slaves for labor or food. They herd these slaves with whips and spears and are especially adept with those weapons. When attacking with a whip or spear, gnolls gain +1 to hit and damage.

When confronted with danger, gnolls can *feign death* for a number of turns equal to their level. For instance, a 3rd level gnoll can *feign death* for up to 3 turns (30 minutes). This ability may be used once per day.

Gnolls speak common, gnoll, and their alignment language. Due to their hatred of most demi-humans, they refuse to learn elvish, dwarvish, halfling, or gnomish.

Gnoll Classes Available

<i>Class</i>	<i>Level Limit</i>
Fighter	10
Thief	12

Gnoll Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	+5%
Find and Remove Traps	+5%
Pick Pockets	-10%

Half-Giant

Ability Modifiers: STR +3, DEX -1, INT -1, CHA -1

Ability Min/Max: STR 8/19, DEX 3/16, CON 8/18, INT 3/16, WIS 3/18, CHA 3/16

Half-giants are the offspring of ogres and hill giants. They resemble hulking humans with rusty red or brown skin. They average 9' tall and 600 lbs.

Half-giants are burly warriors who enjoy wielding massive weapons. Their giant-sized weapons deal an increased die size in damage. For instance, a giant long sword inflicts 1d10 damage (instead of the typical 1d8) and a giant sling inflicts

1d6 (instead of 1d4). These weapons must be custom made and cost 3 times the normal amount of gold.

Due to their thick skin, half-giants have an armor class of 7 when unarmored. Their unarmed attacks inflict 1d6 damage. They speak common, giant, ogre, and their alignment language.

Half-Giant Classes Available		Half-Giant Thief Skill Adjustments	
<i>Class</i>	<i>Level Limit</i>	<i>Skill</i>	<i>Adjustment</i>
Fighter	10	Pick Pockets	-15%
Thief	12	Move Silently	-15%
		Climb Walls	+15%
		Hide in Shadows	-15%

Half-Ogre

Ability Modifiers: STR +2, INT -1, CHA -1

Ability Min/Max: STR 8/19, DEX 3/18, CON 8/18, INT 3/16, WIS 3/18, CHA 3/16

Half-ogres are the offspring of humans and ogres. They resemble big brutish humans and average 7.5' tall and 400 lbs. They have a strong musky odor.

Half-ogres are outcasts from human and ogre society. They often live alone in the wilderness and are good outdoorsmen. When actively searching, they can find and follow tracks with a roll of 1-2 on 1d6. If a half-ogre spends 1 turn (10 minutes) foraging, he can find one meal's worth of food with a roll of 1-4 on 1d6. Half-ogres' tracking and foraging skills can only be used in the wilderness (not cities, caverns, or dungeons).

Half-ogres are tough and resilient. They have an armor class of 7 when unarmored and gain +3 to save versus poison and +3 save versus petrify and

paralyze. They speak common, ogre, giant, gnoll, hobgoblin, orc, and their alignment language.

Half-Ogre Classes Available

<i>Class</i>	<i>Level Limit</i>
Cleric	4
Fighter	10
Thief	12

Half-Ogre Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Find and Remove Traps	+10%
Pick Pockets	-10%
Move Silently	-10%
Climb Walls	+10%
Hide in Shadows	-10%

Half-Troll

Ability Modifiers: STR +1, CON +1, INT -1, CHA -1

Ability Min/Max: STR 8/19, DEX 8/18, CON 8/19, INT 3/16, WIS 3/18, CHA 3/16

Half-trolls are the offspring of trolls and orcs. They are thin and wiry, averaging 6.5' tall and 250 lbs. Their rough skin is mottled green or gray and their eyes are jet black.

Half-trolls regenerate like trolls, but to a lesser degree. After 3 rounds have passed since they have received damage, they regenerate 1 hit point per round. They can reattach severed limbs with 8 hours of rest. Half-trolls die when reduced to 0 hit points and cease regenerating. Damage caused by fire or acid cannot be naturally regenerated and must be healed by magic. Half-trolls suffer 1d6 additional damage from fire and acid-based attacks.

Half-trolls can attack with their teeth and claws for 1d6 damage. They have infravision of 60' and can speak common, troll, orc, and their alignment language.

Half-Troll Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	8
Fighter	10
Thief	12

Half-Troll Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Pockets	-10%
Climb Walls	+10%

Harpy

Ability Modifiers: DEX +1, INT +1, CHA -2

Ability Min/Max: STR 3/18, DEX 8/19, CON 3/18, INT 8/18, WIS 3/18, CHA 3/14

Harpies appear to be unsightly women with the legs and wings of giant eagles. They average 5.5' tall and 150 lbs.

Harpies like to entrance their opponents and victims with magical songs. Once per day, they can cast the *charm person* spell by singing. Due to their innate magic resistance and toughness, harpies gain a +2 saving throw bonus on all save rolls.

In spacious outdoor areas, harpies can fly at a relaxed speed of 40' per round (120' per turn), or a sprinting speed of 120' per round. They speak common, harpy, and their alignment language.

Harpy Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	10
Fighter	8
Illusionist	6
Thief	12

Harpy Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Pockets	-10%
Climb Walls	+10%
Hide in Shadows	-10%
Hear Noises	+1*

*Harpies receive a better dice range for hearing noises. For instance, 1st level harpy thieves *hear noises* on a 1-3, and at 9th level it is 1-5. *Hear noises* may never be better than 1-5.

Kobold

Ability Modifiers: DEX +2, STR -1, CON -1

Ability Min/Max: STR 3/16, DEX 8/19, CON 3/16, INT 8/18, WIS 3/18, CHA 3/16

Kobolds are dog-like humanoids with scaly brown or black skin and glowing eyes. They average 2.5' tall and weigh 50 lbs.

Kobolds live in subterranean warrens. They have infravision of 60' and a 2 in 6 (1-2 on 1d6) chance of detecting secret doors, false walls, hidden construction, or noticing if passages are sloped. Due to their diminutive stature, they can more easily find cover. As a result, they gain a +2 bonus to save versus breath attacks. They cannot use two-handed weapons or longbows.

Kobolds are communal creatures and tend to work as a group. Kobold characters begin with a retinue of kobold retainers. The number of retainers is equal to the maximum allowed by the character's CHA. These retainers have the abilities of normal kobolds and do not gain experience. If the retainers are killed, they may be replaced if more kobolds are encountered.

Since they often live in squalor, kobolds are immune to disease and ingested poison. They gain a +3 bonus to save versus poison of other types (gas, injected, contact, etc.). Kobolds can eat and gain sustenance from nearly anything including spoiled food, wood, dirt, and cloth.

Kobolds speak common, kobold, goblin, hobgoblin, orc, and their alignment language.

Kobold Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	10
Fighter	8
Thief	12

Kobold Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	+5%
Find and Remove Traps	+5%
Pick Pockets	+5%
Move Silently	+10%
Climb Walls	-15%
Hide in Shadows	+10%

Minotaur

Ability Modifiers: STR +1, CON +1, CHA -2

Ability Min/Max: STR 8/19, DEX 3/18, CON 8/19, INT 3/18, WIS 8/18, CHA 3/16

Minotaurs are hulking humanoids with the bodies of humans and the heads of bulls. They average 6.5' tall and 300 lbs.

Minotaurs typically live in labyrinthine dungeons. They have an infallible sense of direction and can always detect true north. They have infravision of 60'. From their experience in labyrinths, minotaurs have a 2 in 6 (1-2 on 1d6) chance of detecting secret doors, false walls, hidden construction, or noticing if passages are sloped.

Minotaurs are highly logical and tend to think literally. As a result, they gain +4 to save versus illusion spells.

Minotaurs can speak to and comprehend ordinary or giant bovines. They also speak common and their alignment language.

Minotaur Classes Available

<i>Class</i>	<i>Level Limit</i>
Fighter	10
Thief	12

Minotaur Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	+5%
Find and Remove Traps	+5%
Pick Pockets	-10%
Move Silently	-10%
Hide in Shadows	-10%

Morlock

Ability Modifiers: CON +1, WIS +1, CHA -2

Ability Min/Max: STR 8/18, DEX 3/18, CON 8/19, INT 3/18, WIS 8/19, CHA 3/14

Morlocks are a degenerate race of subterranean humans. They are albinos and have developed a carnivorous diet that favors the flesh of other humanoids. They average 5.5' tall and weigh 150 lbs.

Morlocks are almost completely blind, but they compensate with other acute senses. They are immune to being blinded, and can move, attack, or perform actions in complete darkness without penalty. Morlocks can also *hear noise* (like the thief skill) on a roll of 1-3 on 1d6.

Morlocks live closely with albino apes, training them for combat or labor. 1st level morlocks begin with a trained albino ape who understands commands in the morlock language.

Morlocks speak common, morlock, and their alignment language.

Ape, Albino AC: 6 – HD: 4 – Attacks: 2 (claws 1d4) – Save: F2 – Morale: 7

Albino apes have infravision of 60'. Each round, they can attack twice with their claws (1d4 damage each), or throw a rock up to 30' for 1d6 damage.

Morlock Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	8
Cleric	6
Fighter	10
Thief	12

Morlock Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	+5%
Find and Remove Traps	-10%
Pick Pockets	-5%
Move Silently	+10%
Climb Walls	+5%
Hide in Shadows	-15%
Hear Noise	+1*

*Morlocks receive a better dice range for hearing noises. For example, 1st level morlock thieves *hear noises* on a 1-3, and at 9th level it is 1-5. *Hear noises* may never be better than 1-5.

Mudman

Ability Modifiers: DEX +1, CON +1, INT -1, CHA -1

Ability Min/Max: STR 3/18, DEX 8/19, CON 8/19, INT 3/14, WIS 3/18, CHA 3/14

Mudmen are man-sized humanoids made of magical viscous mud. Their featureless bodies are constantly wet and oozing, and they leave muddy footprints wherever they walk. They average 5.5' tall and weigh 150 lbs.

Mudmen are semi-liquid and do not have bones or muscles. Armor and clothing restricts their flowing movement and they cannot wear it. They can wield weapons and carry objects, but their maximum carrying capacity is only 80 lbs. (instead of the normal 160 lbs.). Due to their amorphous form, mudmen take less damage from physical blows. Attacks from non-magical weapons inflict half the normal damage.

Once per day, mudmen can transform their bodies into liquid mud. In this state, a mudman cannot make attacks, cast spells, grip objects, or carry possessions.

However, he may escape bonds or flow through openings small enough to permit a trickle of water. He can resume his solid form at will.

Mudmen are magical creatures and gain a +2 saving throw bonus on all save rolls. If a mudman is subject to a *transmute mud to rock* spell, he must succeed on save versus petrify or paralyze or be turned to stone. *Only a transmute rock to mud spell* can undo the effect.

Mudmen speak common and their alignment language. They have no language of their own.

Mudman Classes Available

<i>Class</i>	<i>Level Limit</i>
Fighter	10
Thief	12

Mudman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	-10%
Pick Pockets	-10%
Move Silently	+10%
Climb Walls	-10%
Hide in Shadows	+10%

Satyr

Ability Modifiers: DEX +1, CHA +1, WIS -2

Ability Min/Max: STR 3/18, DEX 8/19, CON 8/18, INT 8/18, WIS 3/14, CHA 8/18

Satyrs are hairy humanoids with goat-like legs, hooves, and horns. They average 5' tall and weigh 125 lbs.

Satyrs live in isolated sylvan settings. In forest environments, they are only surprised on a 1 on 1d6. They can hide in forest cover with 90% ability.

Satyrs enjoy carousing and seducing beautiful humans and demi-humans. They also love good wine. Although they are often inebriated, Satyrs can still attack

and perform other actions competently, and they never suffer penalties while drunk. Satyrs receive a +3 bonus to save versus poison, but only if the poison is ingested.

1st level satyr characters begin with one of the following magical treasures: a +1 magical weapon, a musical instrument that can cast *sleep* once per day, an instrument that can cast *charm person* once per day, or an instrument that can cast *fear* once per day.

Satyrs speak common, satyr, elvish, and their alignment language.

Satyr Classes Available		Satyr Thief Skill Adjustments	
<i>Class</i>	<i>Level Limit</i>	<i>Skill</i>	<i>Adjustment</i>
Cleric	6	Pick Locks	-5%
Fighter	8	Pick Pockets	+5%
Illusionist	10	Move Silently	+5%
Thief	12	Climb Walls	-10%
		Hide in Shadows	+5%

Sprite

Ability Modifiers: DEX +2, INT +1, STR -2, CON -1

Ability Min/Max: STR 3/12, DEX 8/19, CON 3/12, INT 8/19, WIS 3/18, CHA 3/18

Sprites are reclusive fey creatures. They have wings, pointed ears and enjoy playing tricks. They average 1' tall and weigh 15 lbs.

Due to their small size, sprites walk 20' per round (60' per turn), or sprint 60' per round. They can fly at a relaxed speed of 60' per round (180' per turn), or a sprinting speed of 180' per round.

Sprites cannot wield normal-sized weapons. Sprite-sized weapons only inflict 1 hit point of damage. Their ranged weapons have a short range of 10', medium range of 20', and long range 30'. They cannot wear armor or use shields, but their size and agility offsets this. A sprite's DEX adjustment to his armor class is doubled. For instance, a sprite with 16 DEX would have -4 to his armor class (instead of the normal -2).

Sprites have smaller hit dice than normal. Magic users and illusionists gain 1d2 hit points per level, fighters gain 1d6, and thieves gain 1d4.

Sprites know many mischievous magical spells to amuse themselves at the expense of others. Sprites can cast the spells *amnesia*, *blindness*, *charm person*, *deafness*, *hypnotism*, *scare*, and *sleep* once per day. They speak common, sprite, elvish, pixie and their alignment language.

Sprite Classes Available		Sprite Thief Skill Adjustments	
<i>Class</i>	<i>Level Limit</i>	<i>Skill</i>	<i>Adjustment</i>
Illusionist	8	Pick Pockets	+15%
Fighter	4	Move Silently	+15%
Magic User	6	Climb Walls	-15%
Thief	10	Hide in Shadows	+15%

Svirfneblin

Ability Modifiers: DEX +2, WIS -1, CHA -1

Ability Min/Max: STR 3/18, DEX 8/19, CON 8/18, INT 3/18, WIS 3/16, CHA 3/16

Svirfneblin are a race of gnomes who live deep underground. They have pallid skin and are mostly hairless. They average 4' tall and 75 lbs.

Svirfneblin have infravision of 120' and have a 2 in 6 (1-2 on 1d6) chance of detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction underground, or noticing if passages are sloped. Due to their short stature, they cannot use two-handed weapons or longbows.

When underground, Svirfneblin can hide with 60% ability or move silently with 40% ability. However, in daylight, they are partially blind and suffer a -2 penalty to attack. If abruptly exposed to light, they are blinded for 1 round.

Svirfneblin are agile warriors. If a svirfneblin is unarmored and without a shield, his DEX adjustment to his armor class is doubled. For instance, a svirfneblin with 16 DEX would have -4 to his armor class (instead of the normal -2).

Once per day, a svirfneblin can cast one of the following spells: *blindness*, *deafness*, or *blur*. This spell is chosen at character creation and cannot be changed.

Svirfneblin speak common, svirfneblin, and their alignment language.

Svirfneblin are hearty beings, resistant to magic and poison. In addition, their small size grants them a bonus to finding cover and avoiding breath attacks. They have the following saving throw bonuses:

- +2 save versus breath attacks
- +2 save versus poison
- +2 save versus petrify or paralyze
- +1 save versus wands
- +1 save versus spells or spell-like devices

Svirfneblin Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	10
Cleric	6
Fighter	8
Illusionist	8
Thief	12

Svirfneblin Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Locks	+5%
Find and Remove Traps	+5%
Move Silently	+10%
Climb Walls	-15%
Hide in Shadows	+15%

Treeman

Ability Modifiers: DEX -2, INT +1, WIS +1

Ability Min/Max: STR 3/18, DEX 3/14, CON 8/18, INT 8/18, WIS 8/19, CHA 3/18

Treemen are mobile, intelligent trees. They are humanoid in shape and use their roots like legs and their branches like arms. They average 9' tall and 600 lbs.

When standing still, treemen are nearly indistinguishable from normal trees. In a natural environment where other trees are present, they can hide with 90% ability. Due to their thick bark, treemen have an armor class of 7 when unarmored, but they cannot wear armor unless it has been custom made for them. Custom armor costs 3 times the normal amount of gold.

Once per day, a treeman can cast the spell *shillelagh* to turn one of his arms into a magical weapon. He can also cast the spell *barkskin* once per day, but only on himself.

Treemen are vulnerable to fire and suffer 1d6 additional damage from fire-based attacks. If targeted by the spell *warp wood*, treemen take 1d6 damage per level of the caster.

Treemen live for hundreds of years, and tend to do everything slowly. They can only walk 20' per round (60' per turn), or run 60' per round. They speak common,

treeman, and their alignment language. They can also communicate with plants. This ability functions as the spell *Speak with Plants*, but it is non-magical and permanent.

Treeman Classes Available

<i>Class</i>	<i>Level Limit</i>
Cleric	8
Druid	10
Fighter	8
Magic-User	6
Thief	12

Treeman Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Find and Remove Traps	+5%
Pick Pockets	-15%
Move Silently	-15%
Climb Walls	+10%
Hide in Shadows	-15%

Troglodyte

Ability Modifiers: DEX +1, CON +1, INT -1, CHA -1

Ability Min/Max: STR 8/18, DEX 8/19, CON 8/19, INT 3/16, WIS 3/18, CHA 3/14

Troglodytes are humanoid reptiles who live deep underground. Their green skin is covered in slimy scales. They average 6' tall and 200' lbs.

Troglodytes are accustomed to darkness and have infravision of 120'. In cave environments, they blend in like chameleons and can hide motionless with 90% ability. Troglodytes dislike the surface world and will only venture out at night. In daylight, they are partially blind and suffer a -2 penalty to attack. If abruptly exposed to light, they are blinded completely for 1 round.

Troglodytes have small glands beneath their skin that produce a pungent slime. Once per day, they may vent those glands to emit a nauseating odor. For 1 turn (10 minutes), any humans or demi-humans within 10' of the troglodyte must make a save versus poison or suffer -2 to attack rolls due to the horrid stench.

Due to their scales, troglodytes have an armor class of 7 when unarmored. They speak common, troglodyte, and their alignment language.

Troglodyte Classes Available

<i>Class</i>	<i>Level Limit</i>
Assassin	8
Fighter	10
Thief	12

Troglodyte Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Pockets	-5%
Move Silently	+5%
Climb Walls	+5%
Hide in Shadows	+15%

Undead

Ability Modifiers: CHA -2

Ability Min/Max: STR 3/18, DEX 3/18, CON 3/18, INT 3/18, WIS 3/18, CHA 3/14

This generic race represents a variety of undead humans or demi-humans including zombies, skeletons, ghouls, and others. Undead beings were alive at one point, but through foul magic or tragic circumstance, they have risen again. Undead vary in size and appearance based on whatever race they once were.

Not being alive, undead are immune to the effects of poison and disease. They do not need to eat, drink, breathe, or sleep, but they still must rest 8 hours before memorizing or praying for new spells. They are unaffected by the spells *charm person*, *sleep*, *hold person*, or *bless*. They cannot be level drained (for instance, by the touch of a wraith). Undead player characters can be turned.

Since they are not composed of living flesh, undead cannot recover hit points from spells (i.e. *cure light wounds*, *regenerate*) or magic items (i.e. *potion of healing*, *ring of regeneration*). However, they regenerate 3d6 hit points per complete day of rest (instead of the normal 1d3). If not resting, they recover 1d6

hit points per day. Once an undead is destroyed, his death is final. He cannot be revived via the *raise dead* or *resurrection* spells.

By lying still, undead can *feign death* indefinitely. They speak common, their alignment language, and another language that they knew in life. For instance, an undead dwarf would speak dwarvern.

Undead Classes Available		Undead Thief Skill Adjustments	
<i>Class</i>	<i>Level Limit</i>	<i>Skill</i>	<i>Adjustment</i>
Assassin	10	Pick Locks	-5%
Illusionist	10	Find and Remove Traps	-5%
Fighter	10	Move Silently	+5%
Magic User	10	Hide in Shadows	+5%
Thief	12		

Yeti

Ability Modifiers: STR +1, CON +1, INT -1, CHA -1

Ability Min/Max: STR 8/19, DEX 6/18, CON 8/19, INT 3/14, WIS 3/18, CHA 3/14

Yeti are bestial humanoids covered in shaggy, white fur. They average 9' tall and 600 lbs.

Yeti live in mountainous or tundra regions. They gain +3 to all saving throws versus cold-based attacks. In addition, 1 point is subtracted from each die of damage dealt by these attacks, although each die still inflicts a minimum of 1 damage. Yeti are unharmed by non-magical cold. They suffer 1d6 additional damage from fire-based attacks.

Due to their fur, yeti have an armor class of 7 when unarmored. They can attack with their fangs or claws for 1d6 damage. In snowy environments, yeti can hide

with 60% ability. They are adept climbers and can scale natural surfaces (i.e. trees, cliffs) with 60% ability.

Yetis speak common, yeti, and their alignment language.

Yeti Classes Available

<i>Class</i>	<i>Level Limit</i>
Fighter	10
Thief	12

Yeti Thief Skill Adjustments

<i>Skill</i>	<i>Adjustment</i>
Pick Pockets	-15%
Move Silently	-10%
Climb Walls	+15%
Hide in Shadows	-10%

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