

# OLD SCHOOL MONSTER CLASSES



**WRITTEN BY RAY CHAPEL**

**Labyrinth Lord**  
**Compatible Product**

**Written by:** Ray Chapel

**Artwork by:** Ryan Rhodes, Susan Knowles, Brian Brinlee, Matt Morrow, Gary Dupuis, Jacob E. Blackmon, Luigi Castellani, & Michael Scotta

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# INTRODUCTION

The worlds of fantasy gaming are full of intelligent beings, humanoid and otherwise. Your average campaign world is populated with dragons, elves, genies, pixies, and all manner of undead. Yet for the longest time the majority of products (both official and retro-clones) were confined to a narrow choice of humans and Tolkien-ish dwarves, elves, and halflings. Even the more modern games dip into the possibility of drow and orcs, but for the most part the more classic monsters were ignored.

Around 1-2 years ago I worked with a fellow named Oslecamo in helping him design homebrewed monster classes for the 3rd iteration of the world's oldest table-top role-playing game. It was a difficult endeavor, in that the system mechanics were very peculiar and rules-heavy. As such, a properly-balanced class needed to take into consideration all manner of minor possibilities and interactions with the rules.

Working on those classes taught me that in spite of the many problems and pitfalls of playable monsters, it could be done and done well. When I looked towards the rules-lite system of Labyrinth Lord and other OSR restroclones, I knew that I could do the same in these systems. When examining the racial options of such games, I noticed something quite peculiar: in the vast majority of cases, each one had about 3 unique features, sometimes 4 or even 5. For example, dwarves had infravision, were resistant to magic, and could detect abnormalities in underground environments. The signature features of many popular monsters were also limited in such a manner. Think of the harpy: what comes to your mind? Winged women who are vicious fighters with mesmerizing singing voices, not having 3 hit dice.

Using a series of reverse-engineering, I could look at a monster, extract a few of their core abilities, and scale them down if necessary to make them playable from 1st level!

However, there was one other problem. The majority of monsters do not really have a culture. Dwarves, elves, halflings, and even drow have decades of detailed lore regarding their fictional societies to the point that we as players have a good constructed image in our heads of how they live and what they value. The same cannot be said of giants, naga, and the like, who are at the whims of individual homebrewers for a fleshed-out culture if it was provided at all.

The purpose of this book is two-fold: first, to provide playable versions of monsters for OSR games both in the "race-as-class" format. Second, to provide details on said monsters' cultures for the purposes of role-playing and providing inspiration for your favorite campaign settings.

## **THE FORMAT**

A monster class is a lot like the more traditional classes. They have Hit Dice, Saving Throws, Weapon/Armor proficiencies, et cetera. Where they differ is that they are not 100% copies of existing monsters. Some abilities just don't translate that well for standard adventuring parties, such as infinite-use spells and other game-breaking abilities. What these classes set out to do is replicate the monster's iconic traits so that they're suitable for PC use.

## **CONCERNING THIEVES AND THIEF-LIKE MONSTERS**

It is this writer's opinion that the standard Thief in Labyrinth Lord is a weak class. The percentile-based abilities are low enough at starting levels that the character comes off as inexperienced and incompetent at their chosen occupation. To rectify this situation, monster classes who get certain thief skills will have at the bare minimum a 50% chance of success and increase this percentage chance with levels.

If your party has a fair chance at containing monster classes and a thief, I recommend these alternatives: Thief hit die is 1d6. Pick Locks, Find & Remove Traps, Move Silently, and Hide in Shadows start at 50% at 1st level. The percentile increases by 4% at 2nd level and every level after that to a maximum of 99% at 14th level. Other thief skills remain as normal.

## **CONCERNING PRIME REQUISITES**

For classes with 2 prime requisites, the character must have at least a 13 in both ability scores in order to qualify for a +5% experience bonus. If they have at least a 16 in one and 13 in the other, then they get a +10% experience bonus instead.

## **HUMAN, DEMIHUMAN, OR HUMANOID?**

In many OSR games, there is a distinction between demihumans and humanoids. The former is comprised of fantasy races that have humanlike qualities, are "good," and likely to be allied with humanity, such as dwarves, elves, and halflings. The latter is comprised of monsters, especially ones who are "evil" and likely to be opposed to demihumans. In some settings this separation might have a distinct reason in the world's creation, but in the case of this books there are several monsters capable of existing on tolerable terms with humanity. In a region where serpents are venerated as holy, medusa and naga might be regarded as demihumans and not "monsters." Who is and is not considered a demihuman might be entirely a social designation based upon cultural relations rather than one grounded in

hard science. It can be an interesting surprise for player groups used to the standard fantasy designations to venture upon a kingdom where gnolls are respected for their trade and piousness, but elves are feared and hated for their role in a devastating war long ago.

## **HAVEN'T I READ THIS SOMEWHERE BEFORE?**

If you're one of those gamers who enjoys playing both Pathfinder and OSR games, you might notice that a lot of cultural detail is borrowed from **Playable Monsters, Volume 1: Fantasy Iconics & Mythology**. This is intentional: given that there are many players who prefer one game over the other, I figured that the system-neutral aspects from the previous book could be seamlessly transferred to this one. You might notice that some entries from Playable Monsters are missing, or that the goblinoid wasn't an option in the last book. The truth of the matter is that goblins in Pathfinder are perfectly playable within the rules, and I decided to try my hand at making a goblinoid class for Labyrinth Lord. I also felt that 14 classes was plenty for one book, and wanted to focus on improving the entries I already wrote. Perhaps when I create a new volume I will add the boggard, choker, and sahuagin as their own monster classes.



## Centaur

Requirements: Str 9, Dex 9  
Prime Requisite: Str and Dex  
Hit Dice: 1d8  
Maximum Level: 9

## Culture

Centaurs are quadrupeds with the lower half of a horse and the upper half of a human. Preferring to live in the wild areas of the world over crowded cities, the centaurs are a far-ranging people. From the forests of the southern archipelagoes to the wind-swept plains of the east, almost every significant empire has come into contact with centaurs.

Centaurs live in close-knit family clans who observe a philosophy known as the Cha'al. The Cha'al teaches that all societies are an exchange of goods and services performed for mutual assistance and not personal gain. From individual friendships to extended families, people are as reliant upon social bonds as physical needs. Violating trust risks breaking this interconnected web of society, and centaurs are taught to treat each other fairly and honestly for the benefit of both the individual and the group.

## Game Mechanics

### Weapon and Armor Proficiency:

Centaurs can wield any weapons or shield, and gain a +1 bonus on attack rolls when wielding all manner of bows due to cultural training. Due to their physiology, centaurs are only capable of wearing barding as armor.

**Attack and Saving Throws:** Centaurs make attacks and saving throws as fighters. They gain a +4 on saving throws versus poison due to their incredible health.

**Gallop:** Centaurs are very fast and have an unencumbered movement rate of 150' (or 1.25 times as fast as a human, rounded to nearest increment, in other retro-clones).

**Hooves:** Centaurs can attack with their hooves as weapons which deal 1d6 points of damage plus any modifiers due to Strength. At 3rd level they can make two attacks with their hooves in one round; the to-hit and damage results

are rolled separately.

**Outdoorsman:** Centaurs are also well-traveled in outdoor environments, able to notice natural disturbances (tainted water, territory of dangerous animals, etc) and other creature's tracks on a 1-2 result of a 1d6 roll. At 3rd, 6th, and 9th level the result required for success increases by 1 (so 1-3, 1-4, and 1-5).

**Languages:** Centaurs speak common, centaur, their alignment language, elvish, gnoll, and goblin.

**Reaching 9th level:** A centaur can organize a new clan of his kind from various families to his side in a natural setting. Such centaurs can take the role of hirelings and retainers, although all of them will be ready and willing to take up arms to defend the PC and their community.

### Centaur Level Progression

| Experience | Level | Hit Dice (1d8) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 2,035      | 2     | 2              |
| 4,065      | 3     | 3              |
| 8,125      | 4     | 4              |
| 16,251     | 5     | 5              |
| 32,501     | 6     | 6              |
| 65,001     | 7     | 7              |
| 130,001    | 8     | 8              |
| 200,001    | 9     | 9              |





## Dark Folk

Requirements: Dex 9 Int 9

Prime Requisite: Int

Hit Dice: 1d6

Maximum Level: 9

### Culture

Dark folk (who call themselves the vraysh) live below the great civilizations of the world, emerging at night under layers of cloth to ply their trade with the surface dwellers. They are loathe to reveal much about their people, instead offering their shadowy services to stay in the good graces of outsiders.

Dark folk live in crooked, haphazard underground towns and cities. Their buildings are made from whatever material they can scrounge up and often piled right on top of each other. Due to this factor, dark folk neighborhoods are often divided into vertical “layers” of adjoining towers.

Dark folk society is a caste system, where one’s bloodline determines one’s lot in life. Dark creepers (Tolvraysh) are the peasants of their people; dark dancers (Nalvraysh) are the traveling storytellers and lorekeepers; dark slayers (Belvraysh) are the warriors and often the ruling castes in the absence of the dark stalkers; dark callers (Sidvraysh) are the clergy and priesthood; the dark stalkers (Kahvraysh), tallest of them all, are the nobility and leaders of the dark folk.

## Game Mechanics

**Weapon and Armor Proficiency:** Dark folk are proficient with all weapons and shields, although they cannot wear armor. Instead they wear multiple layers of robes which cover their entire body. Specialized dark folk robes have the same effects and price as leather armor, although it weighs half a pound. With the exception of the dark stalkers, all dark folk are short and cannot wield large weapons. In exchange, they gain -2 Armor Class against opponents greater than human-size.

**Attack and Saving Throws:** Dark folk attack and save as thieves.

**Shadowsight:** Dark folk vision is supernaturally effective, granting infravision up to 90 feet. Dark folk’s infravision is also capable of discerning color, and can see through effects of magical darkness.

**Walk the Void:** Dark folk have the Find and Remove Traps, Move Silently, and Hide in Shadows thief skills at 50% each at 1st level, and this percentage increases by 4% each level to a maximum of 82% at 9th level. Dark folk can also cast the reversible light spell *darkness* and *detect magic* once per day each. They gain an additional daily use for both spells at 3rd level, 6th level, and 9th level.

**Caste:** Dark folk are taught special skills depending upon their social station. Dark folk spells are learned abilities, but once they're learned they require no spellbook or prayer to regain them; the dark folk needs merely to meditate for 10 minutes around the start of each day to replenish their daily supply.

**Dark Creeper:** The laborers of the vraysh, dark creepers climb the tower-cities, maintaining the bridges and foundations suspended hundreds of feet above the yawning void of the caves. Dark creepers gain Climb Walls as a thief of equal level.

**Dark Dancer:** The traveling bards of the vraysh are no strangers to the horrors of the lightless realms. As a result, the dark dancers developed a potent curse they can lay upon their enemies once per day. Any target touched by the dark dancer must save versus spells or become clumsy, suffering a -2 penalty on to-hit rolls and are treated as being heavily encumbered for 24 hours. The dark dancer gains an additional daily use of this ability at 3rd, 6th, and 9th level.

**Dark Slayer:** The soldiers of the vraysh are taught a secret spell which allows them to deliver the pain of a blade from a distance. Once per day the dark folk may emit a phantom duplicate of a wielded melee weapon. This phantom weapon is treated as a missile attack with a short, medium, and long range of 30/60/90 feet which uses the damage dice of the base weapon. The dark slayer may use this ability an additional time per day at 3rd, 6th, and 9th level.

**Dark Caller:** The priests of the vraysh have an invaluable place in society, for their rituals are responsible for the magically enhanced visions of the dark folk which they imbue upon every newborn child. Once per day the dark caller can enact a minute-long religious ceremony which bestows either the benefits of *infravision* or *protection from evil*. The dark caller gains an additional daily use of this ability at 3rd, 6th, and 9th level.

**Dark Stalker:** The leaders of the vraysh are the tallest among them, about the equivalent height of a human at adulthood. They treat their charisma score as 3 points higher (to a maximum equivalent of 18) for determining the morale of retainers. Their size does not limit the kinds of weapons that they can use. Finally, dark stalkers are masters of a two-weapon fighting style utilizing short swords: when fighting with a short sword in each hand, they gain the benefits of wielding a shield and can add roll for damage for both weapons on a result of 20 on an attack roll.

**Languages:** Dark folk speak common, their own alignment language, darkling (their racial tongue), dwarven, elven, and goblin.

**Reaching 9th level:** A dark folk may ingratiate himself into a community's literal underworld, setting up their base of operations in an underground complex beneath a suitably-sized surface world settlement. The dark folk will attract others of his kind over time and be a respected member of their caste: dark creepers will be community elders of the working class, dark callers will be spiritual leaders, dark dancers esteemed performers and scholars, dark slayers militia leaders, and dark stalkers overseeing them all.

### Dark Folk Level Progression

| Experience | Level | Hit Dice (1d6) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 2,035      | 2     | 2              |
| 4,065      | 3     | 3              |
| 8,125      | 4     | 4              |
| 16,251     | 5     | 5              |
| 32,501     | 6     | 6              |
| 65,001     | 7     | 7              |
| 130,001    | 8     | 8              |
| 200,001    | 9     | 9              |



## Derro

Requirements: Con 9

Prime Requisite: Con and Cha

Hit Dice: 1d6

Maximum Level: 10

## Culture

A long time ago, the brave and valiant Dwarol clan of dwarves fought an existential battle against an ancient underground entity who sought to plunge all life under its rule. Battling for decades against the pseudo-god's enslaved hordes, the Dwarol were finally turning the tide in their favor. But the sacrifice was too great, for generations upon generations of Dwarol were afflicted by the monsters' fell magic and ruinous effects upon their cities. Even after the

great evil was sealed away to another plane, its lasting curse subtly spread among the dwarves, manifesting in the creation of the derro (the word itself a modern evolution of Dwarol).

Derro are cursed with hallucinations throughout their lives, and have a reputation for madness which causes them to be alternatively pitied and shunned by other dwarves. To be a derro is a source of shame, for they're associated with the aberrant monsters of long ago that brought the Dwarol clan to ruin. Many dwarven holds take pains to help derro assimilate into society, but just as many along with the other underdark races force them to live in cramped neighborhoods derisively referred to as "warrens," "derro dens," "asylums," and other less polite names.

Many derro are not aware of their condition, believing that the hallucinations they see to be real. It is very hard for even self-aware and strong-willed members of their race to separate what is real and what is the product of their own imagination. When their madness does not strike, derro are more or less capable of functioning normally.

## Game Mechanics

### Weapon and Armor Proficiency:

Derro overall do not have the same cultural affinity for heavy arms and armor, and as such can wear armor no heavier than leather. Like dwarves, they cannot wield large weapons such as longbows, but can otherwise use any other kind of weapon.

**Attack and Saving Throws:**

Derro attack as magic-users and save as dwarves.

**Infravision:** Derro have infravision up to 60 feet.

**Visions:** a life of random, horrifying hallucinations gives them reserves of steel and immunity to fear-based and insanity-inducing effects and spells.

**Stonesense:** Derro have a 2 in 6 chance of detecting underground abnormalities such as poison gas, hidden passages, traps, or noticing if a passageway is sloped.

**Arcane Remembrance:** Derro have a knack for flashes of sudden insight, and with ten minutes of meditation have a cumulative 10% chance per level of regaining a spell already cast that day. A derro may only benefit from this effect once per day, and the spell regained is randomly determined by the Labyrinth Lord.

**Languages:** Derro speak common, dwarven, their alignment language, goblin, gnome, and kobold.

**Reaching 9th level:** A Derro has the option of setting up an underground town meant as a haven for his kind. Derro settlements are haphazard affairs, maze-like and confusing to outsiders but easily navigated by residents.

**Derro Spell Progression**

Derro follow the same spell progression as magic-users up to 10th level. Refer to the chart provided under the magic-user class description.

**Derro Level Progression**

| Experience | Level | Hit Dice (1d4) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 4,065      | 2     | 2              |
| 8,125      | 3     | 3              |
| 16,251     | 4     | 4              |
| 32,501     | 5     | 5              |
| 65,001     | 6     | 6              |
| 130,001    | 7     | 7              |
| 200,001    | 8     | 8              |
| 400,001    | 9     | 9              |



**Art by Jacob E. Blackmon**

## **Doppelganger**

Prerequisites: Dex 9, Int 9, Cha 9

Prime Requisite: Cha

Hit Dice: 1d6

Maximum Level: 8

## **Culture**

A long time ago, there lived a vain man. He was a noble, and like so many others of his station he was concerned about his legacy. Not just an heir, but how others would remember him in the history books. Unfortunately he was arrogant and never forgot a grudge. He became convinced that his enemies, real and imagined, would ruin him unless he

struck first. Executions, imprisonment, and other violent acts grew steadily worse over time until even the gods could not afford to ignore the pleas of those under his rule. In turn they punished the vain and cruel man with the worst curse of all: everyone would forget him and all his positive accomplishments, instead attributed to his brother.

Of course, none of this is written in any tome, for the vain man can only wear the face of others. This is the story the doppelgangers tell to those who discover their nature. "We are all sons and daughters of this man. Our lives are but a facsimile, patterned after your own civilizations. Our brutality is your violence, our love your mercy. We are doppelgangers, the living masks of all."

Doppelgangers live among humanoids, occasionally coming into contact with others of their kind. Doppelgangers are not technically "born;" instead members of other races become doppelgangers after undergoing a secret ritual taught by elder members known as the Silent Stars. The doppelgangers do not truly know where their kind began, but each master teaches their initiates that they are inheritors of the outcasts, the keepers of secrets, of long-dead cultures lost to the annals of time.

The Silent Stars' purpose is to act as chroniclers, committing their experiences to memory and preserving it via telepathic transfer to senior members for scribing and safekeeping. Not all doppelgangers choose to remain part of this organization or live up to their obligations, instead turning their talents

to more selfish pursuits. The Silent Stars view such traitors with hatred and contempt, making light of the duties of their gift.

Doppelgangers come from all walks of life, usually people deemed worthy by the Silent Stars and wanting to cast off their old lives. Ideally the Silent Stars seek candidates who can keep a healthy detachment from selfish desires and local politics, so more than a few doppelgangers are of neutral alignment. Doppelgangers part of the Silent Stars quest for knowledge, especially the kind most at risk of being forgotten. They often adopt personas most suited to their skill set, from merchants to scholars to diviners. Even doppelgangers who weren't the stealthy types in their own life find it easy to take up such vocations with their shapeshifting talent.

## **Game Mechanics**

### **Weapon and Armor Proficiency:**

Doppelgangers are proficient only with clubs, crossbows, daggers, darts, quarterstaves, and short swords. They cannot wear any form of armor. Doppelgangers demonstrate a knack for adopting the mannerisms of other creatures and vocations, allowing them to potentially gain more proficiencies at the cost of forgetting other abilities.

### **Attack & Saving Throws:**

Doppelgangers attack and save as thieves.

**New Face:** A doppelganger's signature ability is to reshape his flesh into the forms of others. In his natural state a doppelganger has grey, veiny skin and yellow eyes with no irises or any visible orifices (the doppelganger is still capable of speech). By concentrating for one round a doppelganger may alter his own physical characteristics within the confines of a humanoid being: he can grow as short as a halfling (gaining -2 armor class vs. opponents larger than human size) or as tall as a giant (gaining the ability to treat all attacks as being spears for the purposes of fighting in the back row). He can choose from all manner of features natural in humans and adopt the traits common to dwarves, elves, and halflings.

Despite this versatile ability, a doppelganger's physical ability scores remain the same, and he can only gain one non-magical racial trait common to the member of the disguised species unrelated to size. For example, a doppelganger masquerading as an elf may either choose to gain infravision or immunity to the paralysis of a ghoul, but not both.

A doppelganger may only change shape once per day, and an additional time per day at 2nd level and every 2 levels thereafter.

**Mimicry:** Doppelgangers are quick learners, capable of picking up the skill of a trained warrior or canny thief solely through observation. With one minute of uninterrupted study a doppelganger can adopt the speech pattern, mannerisms, and voice of a single individual.

Additionally, a doppelganger may adopt a limited value of traits of a certain class once per day. Once he makes this choice, he's locked into the role for 24 hours. A doppelganger must be in either his natural or human form in order to use these class-related abilities.

*Cleric:* The doppelganger becomes proficient in all armor and non-edged weapons, and may turn undead as a cleric of equal level.

*Fighter:* The doppelganger is proficient with all weapons and armor.

*Magic-User:* The doppelganger can read and prepare one 1st-level spell from a spellbook. At 3rd level he can read and prepare one 2nd-level spell or two 1st-level spells; at 5th level one 3rd or two 2nd level or lower spells; and at 7th level one 4th or two 3rd-level or lower spells.

*Thief:* The doppelganger becomes proficient with all weapons and leather armor, and can gain any two thief abilities as a thief of equivalent level.

**Telepathy:** At 5th level a doppelganger is capable of replicating the effects of the *ESP* spell three times per day with an effective magic-user level equal to his class level.

**Reaching 8th Level:** A doppelganger part of the Silent Stars gains the title of Chronicler and full unrestricted access to his organization's archives. As long as the doppelganger is in any decent-sized community with regular trade or a well-stocked library, he can get in contact with his organization and learn relevant information for his current quest with a 75% success rate and one day of research. It is up to the Labyrinth Lord what information can be discovered this way, but it should reflect the power and resources of an international group of scholars with near-unrivaled access to forgotten lore.

**Languages:** Doppelgangers speak common, their own alignment tongue, and can potentially learn any language they come into contact with in a week of cultural immersion or study.

### Doppelganger Level Progression

| Experience | Level | Hit Dice (1d6) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 2,501      | 2     | 2              |
| 5,001      | 3     | 3              |
| 10,001     | 4     | 4              |
| 20,001     | 5     | 5              |
| 40,001     | 6     | 6              |
| 80,001     | 7     | 7              |
| 160,001    | 8     | 8              |





## Dryad

Requirements: Wis 9, Cha 9

Prime Requisite: Wis

Hit Dice: 1d6

Maximum Level: 10

### Culture

Dryads are elven women who receive a call from nature spirits upon reaching adulthood. Those who heed the call find themselves transformed over time to be more like plants, their skin taking on the qualities of bark and growing leaves and moss upon their forms. Most dryads live in groves, near waterfalls, and other scenes of primordial beauty to safeguard from unnatural and evil forces. Druidism and worship of elemental and nature deities are the most common religions.

Dryads don't veer far from their forest homes, so the majority of adventurers go on quests on behalf of their patron spirits. There are traveling dryads who look to instill natural growth and cleanse other lands of fell magic. In the distant past a few of them were known to carry magical seeds to the more desolate regions of the world so that new life might grow in these barren places.

### Game Mechanics

#### Weapon and Armor Proficiency:

Dryads are not known to be warriors, but they possess potent magic thanks to their bond with the land. They can wear no armor heavier than leather, but can use any form of weapon or shield.

**Attack and Saving Throws:** Dryads attack and save as elves.

**Infravision:** Dryads have infravision of 60 feet.

**Tree Bond:** Dryads possess the uncanny ability to meld with trees which are taller than 6 feet. The dryad is aware of her immediate environment, and can hide from observers with a 50% success rate.

**One with Nature:** Dryads can also survive in virtually any natural environment, no matter how desolate. Once per day a dryad can locate food, water, and shelter for a group of up to eight on a 1-3 result of a 1d6 roll. The result for success increases by 1 at 3rd, 6th, and 9th level (so 1-4, 1-5, and 1-6).

**Languages:** Dryads can speak common, elvish, their own alignment language, faerie, gnome, goblin, and halfling.

**Reaching 9th level:** Dryads can dedicate a natural site as sacred ground. The area is awash with the power of nature and undead, evil outsiders, and other fell beings cannot be created or summoned within a 5 mile radius. Weather conditions will not negatively impact the dryad or her allies as long as they stay within 5 miles of the site, and in time she can recruit elves, druids, and other guardians of nature to her stead.

### **Dryad Spell Progression**

Dryads follow the same spell progression as clerics up to 10th level. Refer to the chart provided under the cleric class description.

### **Dryad Level Progression**

| Experience | Level | Hit Dice (1d6) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 2,220      | 2     | 2              |
| 4,375      | 3     | 3              |
| 8,125      | 4     | 4              |
| 16,251     | 5     | 5              |
| 32,501     | 6     | 6              |
| 65,001     | 7     | 7              |
| 130,001    | 8     | 8              |
| 200,001    | 9     | 9              |
| 400,001    | 10    | +2 hp only     |



## Giant

Prerequisites: Str 13

Prime Requisite: Str

Hit Dice: 1d8

Maximum Level: 9

### Culture

Known to others as giants but as eshtar to themselves, giants once ruled a vast empire of knowledge, culture, and magical and military might. Their reaches spread from the cold mountains of the north to the volcanic island archipelagos of the sea, but a great catastrophe brought them low and forced the survivors into isolated clans spread across the realms. Whether they live in isolated wilderness holdings, as part of a ruling family of noble giants over the shorter races, or those few lucky enough

enough to live in the hidden glorious city-states which survived the cataclysm, the eshtar are still respected and feared to this day for their power.

The cloud, hill, fire, frost, and storm eshtar are the five clans which maintained the most direct knowledge of their old empire. They are all different and distinct, but they share many cultural traits in common.

Eshtar decorate their bodies with calligraphic tattoos which both tell their accomplishments in the giant language and form beautiful artwork. These tattoos are added throughout an eshtar's life since they were children, each addition signifying a significant event in their lives. Some of the most common include the status of marriage, passing a coming of age ritual, the becoming of a parent, and similar things.

Eshtar are overall irreligious. They acknowledge the power of deities, and even have their own gods and goddesses (mostly as a historical footnote). But after the collapse of their empire they came to have greater respect for the mortal exemplars who carried them through their worst times. Such eshtar are known as paragons, and their spirits are consulted and venerated in household shrines alongside the ancestors of local families.

## Game Mechanics

**Weapon and Armor Proficiency:** Giants can wield any weapon, armor, or shield, although appropriately-sized gear costs twice as much the normal amount to buy and craft.

**Attack and Saving Throws:** Giants attack and save as dwarves.

**Infravision:** Giants have infravision up to 60 feet.

**Long Reach:** Due to their size all weapons wielded by a giant are treated as spears for the purposes of attacking from the back row.

**Rock Throwing:** Giants are capable of throwing rocks and objects the size of a Halfling or small child (50 lbs. or less) as thrown missile weapons. Such objects deal 1d8 points of damage and have a short, medium, and long range of 10, 20, and 30 feet respectively.

**Languages:** Giants speak the common tongue, their own alignment language, giant, dragon, dwarven, and goblin.

**Reaching 9th level:** A giant may lay claim to a plot of land to manage. Humans, demi-humans, and short humanoids seeking protection will come to live there and pay taxes and tribute to the giant. Much like a fighter, a giant can build a castle and rule over a series of nearby villages, provided that he has the resources and treats his subjects with fairness and protects them from threats.

## Giant Level Progression

| Experience | Level | Hit Dice (1d8) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 4,065      | 2     | 2              |
| 8,125      | 3     | 3              |
| 16,251     | 4     | 4              |
| 32,501     | 5     | 5              |
| 65,001     | 6     | 6              |
| 130,001    | 7     | 7              |
| 200,001    | 8     | 8              |
| 400,001    | 9     | 9              |
| 600,001    | 10    | +2 hp only     |

## **Giant Spell Progression**

At 5th level, giants with a Wisdom of 13 or higher can become shamans, gaining the spellcasting ability and progression of a cleric 3 levels lower. If the giant does not meet the minimum Wisdom requirement, or by the player's choice, the giant instead can gain the iconic powers of his clan.

Lightning bolts are treated the same as throwing rocks, except with a short, medium, and long range of 30, 60, and 90 feet respectively and deal electricity damage.

**Cloud Giant:** Can walk upon clouds, fog, mist, and other gases as though they were solid ground capable of holding the giant's weight. Keen sense of smell and sharp eyesight allow them to detect hidden opponents on a 1-2 on a d6 roll.

**Fire Giant:** Immunity to fire damage and the negative effects of non-magical warm weather.

**Frost Giant:** Immunity to frost damage and the negative effects of non-magical cold weather.

**Hill Giant:** Can throw rocks or objects the size of an adult human (200 lbs.) as a thrown missile attack, increasing the damage from 1d8 to 2d6 for objects of such size. The short, medium, and long ranges of all thrown objects increases to 20, 40, and 60 feet.

**Stone Giant:** Gains Infravision out to 120 feet, and can sense underground anomalies as a dwarf on a result of 1 on a 1d6 roll.

**Storm Giant:** Is immune to electricity damage. When outdoors, the giant can conjure storm clouds and throw lightning bolts once every 5 rounds.



Gnoll society is matriarchal, with leadership positions filled by a council of the eldest women; gnoll culture teaches that anybody can take a life, but only women can create life, making them superior at a variety of roles. Men can still learn to fight and own property, but they tend to find themselves restricted in regards to positions of influence and spiritual teachings.

Gnoll religion is a syncretic combination of ancestral worship, elemental and nature spirits, and gods from other races and cultures whose ideals match up with the gnolls' own. Gnolls passing through foreign lands have been known to make stops at local shrines and churches, paying respect to the culture's favored deities for granting them safe passage.

## Gnoll

Prerequisites: Str 9

Prime Requisite: Str and Con

Hit Dice: 1d8

Maximum Level: 12

### Culture

Gnolls belong to nomadic clans of hyena-like humanoids who roam the roadways between settlements. Craftsmen, merchants, pilgrims, raiders, gnoll clans adopt these roles as befits the situation at hand. They have an ambivalent relationship with humans and demi-humans, who prize the exotic goods they bring into marketplaces and the respect they afford to local deities. Yet some gnoll clans in lean times resort to theft and cattle rustling, giving the rest of them a poor reputation in areas suffering from their latest depredations.

## Game Mechanics

**Weapon and Armor Proficiency:** Gnolls are proficient with all weapons and armor.

**Attack and Saving Throws:** Gnolls attack as fighters and save as clerics.

**Bite Attack:** Gnolls have much in common with their hyena counterparts, and can deliver a bite attack in melee which deals 1d4 points of damage plus any modifiers due to Strength.

**Infravision:** Gnolls possess infravision out to 60 feet.



**Scavenger Ancestry:** Gnolls can subsist on spoiled and rotted food up to a week old without suffering consequences to their health. Additionally gnolls are skilled at finishing off weakened opponents, and deal double damage on an attack when targeting a poisoned, surprised, unconscious, paralyzed, charmed, or otherwise debilitated opponent.

**Scent:** Gnolls have a keen sense of smell and can detect hidden creatures within 30 feet on a 1-2 result on a d6 roll.

**Languages:** Due to their life on the road, gnolls speak the common tongue, gnoll, their own alignment language, plus any four other racial languages of the player's choice.

**Reaching 9th level:** A gnoll can attract fellow kindred to accompany him on his travels as part of a caravan. Most members will have experience in various duties as befits a nomadic lifestyle (such as animal husbandry, bargaining, and hunting) and do not mind traveling far and wide, although venturing through exceptionally dangerous regions might test their loyalty.

### Gnoll Level Progression

| Experience | Level | Hit Dice (1d8) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 2,187      | 2     | 2              |
| 4,375      | 3     | 3              |
| 8,751      | 4     | 4              |
| 17,501     | 5     | 5              |
| 35,001     | 6     | 6              |
| 70,001     | 7     | 7              |
| 140,001    | 8     | 8              |
| 200,001    | 9     | 9              |
| 400,001    | 10    | +3 hp only     |
| 600,001    | 11    | +6 hp only     |
| 800,001    | 12    | +9 hp only     |



## Goblinoid

Prerequisites: Str 9 Dex 9

Prime Requisite: Dex

Hit Dice: 1d6

Maximum Level: 12

### Culture

Goblins, hobgoblins, and bugbears, the goblinoid people are a numerous race notable for their ability to survive in extreme conditions. Traditionally they live underground and in mountains, putting them into conflict with dwarves and orcs for precious resources. But in modern times they can be found at the edges of cities and in the deep forests.

The goblinoid creation mythology teaches that a long-dead deity of earth, harvest, and death made the world, whose moods are expressed in the changing of ages and seasons. The Time of Spring is known as the dawn of the world when the goblins lived in a golden age and a mighty kingdom. Over time they stopped appreciating the bounty of the gods and squabbled over who should lay claim to their gifts. At this point their creation mythology flows into actual history and folklore, telling an over-arching story of how their kind descended into war which culminated in the Age of Winter, the current era. Shrines, cities, and holy sites were burned and buried, leaving today's goblins unknowing of what they had lost and a deep sense of regret.

Many goblinoids today live in a self-imposed diaspora, believing themselves punished by the gods for their insolence and vowing to never repeat the mistakes of the past. Many are obsessed with finding the old cities and shrines they believe buried in the deep roads of the earth, leading many to live underground or become adventurers. The three main groups interpret the Age of Winter and their role in the world differently: goblins believe that the time for war has ended, and thus return to the shadows to avoid the dangers of the world; hobgoblins believe that a new Age of Spring shall begin anew, and thus gear up for the inevitable battle with darkness which is sure to come; bugbears believe that their original deity shall never return, and dedicate themselves to other powers who they hope will bring about a new golden age.



## Game Mechanics

### Weapon and Armor Proficiency:

Goblinoids can wield any weapon or shield but can wear armor no heavier than leather.

**Attack and Saving Throws:** Goblinoids attack as fighters and save as thieves.

**Infravision:** Goblinoids have infravision up to 60 feet.

**Stealth:** Goblinoids can Hear Noise as a thief of equivalent level. They Climb Walls, Hide in Shadows, and Move Silently as thief skills with a 50% success rate at 1st level. This rate increases by 4% every level afterwards to a maximum of 94% at 12th level.

**Distracting Tactics:** Goblinoids are skilled at guarding each other's backs in close-quarters melee combat, moving about the battlefield to minimize the maneuverability of opponents. Goblinoids grant a +1 bonus on to-hit rolls in melee for allies adjacent to them. This bonus increases to +2 at 4th level, +3 at 7th level, and +4 at 10th level. Goblinoids who are adjacent to an opponent with a spear or missile weapon can negate the benefits of attacking in the back row, and reduce the range of missile weapons by 10 feet (to a minimum of 0 feet).

**Subrace:** Additionally, goblinoids gain additional benefits dependent upon their subrace.

**Bugbear:** Hit dice is d8 instead of d6. They gain a +1 bonus on damage rolls

with melee weapons thanks to their martial training.

**Goblin:** Like dwarves, they may not use any large or two-handed weapons, but since they're so small they have a lower armor class (-2) when attacked by creatures greater than human-sized. They can also Find & Remove Traps and Pick Pockets at 50% at 1st level and +4% for every level after that.

**Hobgoblin:** Disciplined and militaristic, hobgoblins treat their Charisma score as 3 higher for the purposes of determining retainer morale (to a maximum effective Charisma of 18). They can wear any form of armor, but cannot use thief abilities while wearing armor heavier than leather.

**Languages:** A goblinoid speaks common, goblin, their alignment tongue, dwarven, elvish, gnome, and kobold.

**Reaching 9th Level:** A goblinoid may set up headquarters in a cave, dungeon, or other expansive system adequately sheltered from sunlight. Fellow goblinoids of his subrace will come to live there and follow orders of their new leader. Goblinoids are used to living meagerly, so morale does not have to be checked for poor equipment and supplies barring extreme circumstances.

## Goblinoid Level Progression

| Experience | Level | Hit Dice (1d6, 1d8 for bug-bear) |
|------------|-------|----------------------------------|
| 0          | 1     | 1                                |
| 2,187      | 2     | 2                                |
| 4,375      | 3     | 3                                |
| 8,751      | 4     | 4                                |
| 17,501     | 5     | 5                                |
| 35,001     | 6     | 6                                |
| 70,001     | 7     | 7                                |
| 140,001    | 8     | 8                                |
| 200,001    | 9     | 9                                |
| 400,001    | 10    | +1 hp only                       |
| 600,001    | 11    | +2 hp only                       |
| 800,001    | 12    | +3 hp only                       |



role of priest or priestess in communities, who value them for their religious guidance.

Gorgon cults teach that long ago there was a huntress in the mountains. A rockslide on an alpine trail forced her to find a longer route home. During her travels she grew hungry and therefore tired, unable to efficiently sneak up on the herds of mountain goats so prized for their meat and wool.

At the point of starvation, she asked for help from any deity who would listen, and her prayers were answered with a winged snake also lost in the mountains. The snake was weak due to the cool air, and its venom could no longer kill animals, only make them weaker.

The snake offered to creep up on a goat and poison it, making it weak so that the huntress can easily fell it with an arrow shot. The huntress protested, saying that she'd be unable to eat poisoned meat. The snake taught her how to suck the poison out from a wound. In time they both survived the oncoming nights, the snake's stealth and the huntress' killing shots making them stronger and cleverer than they would be individually. In time the snake revealed that he too prayed to a deity, and was answered with her arrival. Ever since the two became the best of friends, the snake travelling in her hair and remaining by each other's side until the end of days.

## Gorgon

Prerequisites: Wis 9

Prime Requisite: Wis

Hit Dice: d6

Maximum Level: 9

### Culture

Gorgons aren't a true race, per se. Rather they are humans, demi-humans, and humanoids who completed a magical ritual in service to a serpent cult. Their heads are melded with that of living snakes, and their eyes infused with the power of insight and death.

Among civilizations which regard serpents as blessed, gorgons are respected by the populace for their divine favor yet feared for their ability to petrify those who earn their wrath. It is not uncommon for gorgons to take up the

Even though gorgons are not solely female, the creation story uses a woman hunter as the central figure. This ends up in an unconscious, self-reinforcing bias where serpent cults prize women initiates for the transformation over men. This, combined with the prevalent art and literature, is the primary reason that so many people incorrectly assume that gorgons are a single-sex race.

## Game Mechanics

### Weapon and Armor Proficiency:

Gorgons can wear any form of armor and wield any weapon.

**Attack and Saving Throws:** Gorgons attack and save as clerics, except they gain a +4 bonus on rolls versus petrification.

**Infravision:** Gorgons have infravision of 60 feet.

**Hair of Snakes:** The snakes upon a gorgon's head can be used as a weapon dealing 1d4 points of damage plus any modifier due to Strength, and allow her to see in all directions meaning that she's only surprised by hidden enemies on a 1-3 result on a 1d6 roll.

### Gorgon Level Progression

| Experience | Level | Hit Dice (1d6) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 1,565      | 2     | 2              |
| 3,125      | 3     | 3              |
| 6,251      | 4     | 4              |
| 12,501     | 5     | 5              |
| 25,001     | 6     | 6              |
| 50,001     | 7     | 7              |
| 100,001    | 8     | 8              |
| 200,001    | 9     | 9              |

**Gaze of Stone:** Up to three times per day, a gorgon may look upon an opponent within 30 feet, causing a target's flesh to be slowly covered in stone. This deals 1d6 points of damage, plus an additional 1d6 points at 3rd, 6th, and 9th level. An opponent must roll a saving throw vs. petrification or have their limb turn to stone, imposing either a 20' reduction in movement speed (if a leg) or a -2 penalty on to-hit and damage rolls with weapons (if an arm). An opponent reduced to 0 hit points as a result of the gorgon's gaze attack must roll a saving throw vs. petrification or have their entire body turn to stone. Gorgons are not immune to their own gaze nor that of other gorgons.

**Gaze of Insight:** Once per day at 2nd level a gorgon may peer into her own reflection or another's eyes, granting them the benefits of a spell. At 2nd level the gorgon may impart the benefits of *Detect Magic* to herself or another target; at 4th level she may impart *ESP*; at 6th level she may impart *Clairvoyance*; at 8th level she may impart *Arcane Eye*. The gorgon is treated as a magic-user of equal level for the purposes of level-based effects when using the Gaze of Insight.

**Languages:** A gorgon retains the learnt languages of her original race.

**Reaching 9th level:** A gorgon learns the ritual of how to turn humans, demi-humans, and humanoids into a gorgon, and may build a temple or other center of worship to conduct her rites. As long as the gorgon is looked favorably upon by her patron god(s), maintenance of the temple is half price. The gorgon may initiate up to six applicants to become gorgons, who all start at 1st level in the gorgon class.



## Harpy

Prerequisites: Dex 9, Cha 9

Prime Requisite: Cha

Hit Dice: d6

Maximum Level: 9

## Culture

Harpies are winged humanoids born as the result of a pregnant woman eating food grown in a witch's garden. The ambient magic affects the baby, causing the child to grow feathery wings and hollow bones over time. The vast majority of harpies born are women for unknown reasons, although male harpies are not unknown.

Although many people are afraid of harpies and view them as monsters, harpies have a knack for finding communities where their talents would be accepted. Their aerial mobility make them a natural fit for jobs where flying is a plus.

Many harpies also have a knack for the arts, especially singing, and as such they're most likely to be spotted in cultured human, elven, and even gnome communities.

Harpies find the adventuring life easy due to their ability of limited flight. Many harpy-run companies make an earnest living transporting goods over inhospitable mountain ranges and impenetrable jungles which can take ground bound travelers weeks to pass. Some of history's most famous explorers and navigators were harpies.

## Game Mechanics

### Weapon and Armor Proficiency:

Harpies can wield any form of weapon, although they can wear armor no heavier than leather due to their hollow bones and need for flight.

**Attack and Saving Throws:** Harpies attack as fighters and save as thieves.

**Limited Flight:** Harpies who are unencumbered or lightly encumbered are capable of flying for up to a turn, with a speed equal to that of a human. After one turn passes, a harpy glides down to the ground and must wait three turns before being able to fly again.

**Talon Attack:** A harpy's talons can be used in combat, dealing 1d3 points of damage plus any modifier due to Strength, and can grasp and manipulate objects as proficiently as a pair of human hands.

**Sing:** Harpies are well-spoken and have mesmerizing voices: at 1st level the harpy treats her Charisma as 3 points higher (to a maximum effective score of 18) for the purposes of reaction roll modifiers.

At 3rd level a harpy's voice gains supernatural qualities. If a harpy sings, creatures within earshot must roll a saving throw vs. spell or be compelled to travel to within 30 feet of the harpy if doing so is physically possible. They will not cross through obviously dangerous terrain, nor will they stop defending themselves against attackers (including the harpy). In combat and other stressful situations, a harpy can remain singing for up to 10 rounds, while outside of combat she can remain singing for up to a turn.

**Languages:** Harpies speak common, their own alignment language, elvish, and gnome.

**Reaching 9th level:** A harpy can recruit 1d6 others of her kind of levels 1-3 to join her as part of a larger flight. A harpy must make her lair in the reaches of a cliff cave, or within the boundaries of a city which are tolerant towards her kind.

### Harpy Level Progression

| Experience | Level | Hit Dice (1d6) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 4,065      | 2     | 2              |
| 8,125      | 3     | 3              |
| 16,251     | 4     | 4              |
| 32,501     | 5     | 5              |
| 65,001     | 6     | 6              |
| 130,001    | 7     | 7              |
| 200,001    | 8     | 8              |
| 400,001    | 9     | 9              |





## Lizardfolk

Prerequisites: Str 9, Con 9  
Prime Requisite: Str  
Hit Dice: d8  
Maximum Level: 12

### Culture

Believed by many to be the result of dragons trapped in humanoid form, the lizardfolk (or sasgrar as they call themselves) of the marshes are a relatively simple people who are actually fierce warriors. Many have underestimated their primitive villages, thinking them easy targets, only to find themselves overwhelmed and killed by people who have little need for armor or weapons in battle.

Sasgrar are a clan-based society of extended families. Those who live in swamps and bogs dwell in houses on raised platforms, with networks

of underwater coves and tunnels to store valuable items away from prying eyes. Those who dwell on more solid ground make use of whatever salvageable materials there are for buildings.

Sasgrar are very close to their parents, and often live under the same roof well into their adult lives. Only when space is running out or an individual becomes outcast (or an adventurer) do they bother to move out to a new home. Most trades and occupations are family-based, with fathers and mothers teaching their children the skills and lore passed down through generations. As a result, sasgrar value marriage of individuals who possess different or complementary professions to better expand their family's craft.

Sasgrar mythology teaches that they were once little better than the beasts of the marshes, but the divine spark of the oldest magic granted them intelligence and free will. Their loremasters claim that they once had a mighty civilization much like the dragons of old, but in their wickedness they abused their magic to harm others. Their society collapsed, and so the survivors rebuilt civilization and swore off the power and decadence of their kin. This is why sasgrar live the way they do; they do not believe that technologically and magically advanced civilizations are inherently evil, only that the potential for abuse will result in more bad than good.

Their own pantheon is effectively one large family of reptilian races governing various aspects of reality. Even the deities of dragons and kobolds are respected, although colored through

more sasgrar-centric cultural viewpoints. The swamplands do not have the necessary resources for large permanent structures, so religious veneration and rituals are based more upon personal knowledge and handheld objects than the construction of shrines and altars.

## Game Mechanics

### Weapon and Armor Proficiency:

Lizardfolk can use any weapon and wield shields, although they cannot wear any form of armor.

**Attack and Saving Throws:** Lizardfolk attack and save as fighters.

**Infravision:** Lizardfolk have infravision of up to 60 feet.

**Natural Armor:** Lizardfolk have thick hides which grant them the benefit of an Armor Class of 7. This value is reduced by 1 at 3rd level and every odd-numbered level thereafter, to a value of 2 at 11th level.

### Lizardfolk Level Progression

| Experience | Level | Hit Dice (1d8) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 2,187      | 2     | 2              |
| 4,375      | 3     | 3              |
| 8,751      | 4     | 4              |
| 17,501     | 5     | 5              |
| 35,001     | 6     | 6              |
| 70,001     | 7     | 7              |
| 140,001    | 8     | 8              |
| 280,001    | 9     | 9              |
| 400,001    | 10    | +3 hp only     |
| 540,001    | 11    | +6 hp only     |
| 660,001    | 12    | +9 hp only     |

**Claw and Bite Attacks:** Lizardfolk have two claws and a bite attack as natural weapons, each of which can deal 1d4 points of damage plus any modifiers due to Strength. At 4th level they can attack with two of these weapons in a single attack, but must roll separate to-hit and damage rolls for each of them. At 6th level the damage increased to 1d6. At 9th level they can attack with all three at once.

**Languages:** Lizardfolk speak common, their own alignment language, and dragon.

**Reaching 9th level:** A lizardfolk can establish a home base in a forest, marshland, or lakeside area. By using a combination of wood, stone, and mud the stronghold can be outfitted with underwater passages and rooms, and fellow lizardfolk can be recruited to the area as followers.



## Naga

Prerequisites: Con 9, Wis 9  
Prime Requisite: Str and Wis  
Hit Dice: d6  
Maximum Level: 8

### Culture

Naga are serpentine folk who traditionally live around temples, natural sites, ley lines, prisons of fell spirit tyrants and monsters, and other locations prized and coveted by the gods. They guard such locations from intruders and others of ill intent, and will fight to the death to prevent outsiders from desecrating sacred spots or unleashing a great evil upon the world.

As a result, naga society is highly militarized, and all of them are competent in martial abilities.

Naga do not reproduce sexually or grow from childhood to adulthood; they are spirits formed from concepts of the planes and greater deities for a desired purpose. Naga are beloved by the faithful of protected temples, and local mortal communities are grateful to provide any assistance the naga demand if their goals align with their gods. However, their wrath can be legendary upon wrongdoers and those who blaspheme against their creators, and so many folk also fear them in equal measure.

### Game Mechanics

**Weapon and Armor Proficiency:** Naga can use any weapon or shield, although they can wear armor no heavier than chainmail.

**Attack and Saving Throws:** Naga attack and save as clerics.

**Sacred Guardian:** Thanks to their understanding of sacred locations, extraplanar prisons, and other places presided over by the gods, they can intuitively ascertain the features and purposes of these places on a 1-3 result of a 1d6 roll. What information can be gleaned is up to the Labyrinth Lord, and this insight comes in the form of a magical premonition.

**Serpentine Anatomy:** The snake-like lower half of a naga grants them the limited ability to climb up poles, trees, and similar structures in a coiling motion. Under such circumstances a naga gains the Climb Walls ability as a thief of equivalent level.

Additionally, a naga's fangs are capable of producing venom which can be coated on sharp weapons or delivered via a bite attack which deals 1d4 points of damage plus the naga's Strength modifier. On a successful to-hit roll the target must save versus poison or be overcome with weakness, suffering a -2 penalty on attack and damage rolls for 24 hours. The naga's natural reserves can only create 3 doses worth of venom per day. Bottled and preserved venom has a shelf life of 24 hours before it becomes useless.

**Bind the Unnatural:** Once per day at 3rd level a naga may incant a warding gesture as part of an attack against an undead, infernal creature, or some kind of otherworldly abomination (Labyrinth Lord's discretion). If the naga successfully hits the target, it must save versus spell or be affected by a *hold person* spell cast by a cleric except that it can affect the aforementioned creature types.

### Naga Level Progression

| Experience | Level | Hit Dice (1d6) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 4,065      | 2     | 2              |
| 8,125      | 3     | 3              |
| 16,251     | 4     | 4              |
| 32,501     | 5     | 5              |
| 65,001     | 6     | 6              |
| 130,001    | 7     | 7              |
| 200,001    | 8     | 8              |

**Reaching 8th Level:** A naga can build a temple at the junction of a place brimming with supernatural power. Typically such a place is revealed to the naga by their creator deity. Once established, the naga can recruit others of her kind, as well as human and demi-humans sharing the same faith, as guardians and hirelings.

### Naga Spell Progression

Naga follow the same progression as clerics up to 8th level. Refer to the chart provided under the cleric spell description.





## Pixie

Prerequisites: Int 9, Cha 9

Prime Requisite: Cha

Hit Dice: d4

Maximum Level: 8

## Culture

Pixies are tiny winged fey full of energy and magic. Living deep in forests they do not have much contact with outside civilizations due to geography, although their curiosity and wanderlust more than make up for it.

Pixies spontaneously spring from the land itself, forming from the essence of earth and sky into a single soul. When they die their corpses do not linger long and disincorporate into the world after several hours. Pixies have a carefree attitude towards life and as such do not form complex societal units.

They live simple lives of survival and pleasure, often traveling far from their homes just to see what's out there in the world.

Pixies do not have any long-standing bonds or animosity with any of the major races, in part due to their lack of historical records and short lifespans. The exception comes from entities created for the purpose of destroying nature and good. Pixies seem to have an almost physical aversion to constructs and evil outsiders. It's said that pixies who become evil turn into redcaps, vicious fey who gain power by bathing in the blood of others.

## Game Mechanics

### Weapon and Armor Proficiency:

Pixies are incredibly small (about 1 to 2 feet in height), and as such can only wield clubs, daggers, darts, shortbows, and slings. They cannot wear armor or wield shields of any kind.

**Attack and Saving Throws:** Pixies attack and save as magic-users.

**Pixie Dust:** Once per day a pixie may sprinkle some skin flakes off of her wings onto a person within arm's reach, a weapon or a piece of ammunition. Upon sprinkling a pixie may choose whether the flakes mimic the effects of a single-target *sleep* or *charm person* spell, which the target must save vs. spell or fall under its effects. Weapons and ammunition enchanted with pixie dust will not deal damage. Preserved pixie dust has a shelf life of 24 hours before it becomes useless.

**Limited Flight:** Pixies who are unencumbered or lightly encumbered are capable of flying for up to a turn, with a speed equal to that of a human. After one turn passes, a pixie glides down to the ground and must wait three turns before being able to fly again.

**Small Size:** Pixies stand around 1 to 2 feet tall. In addition to weapon limitations, a pixie's carrying capacity is half that of a human with an equivalent Strength score. They gain a -2 to Armor Class from attacks made by human-sized and larger targets.

**Irresistible Dance:** At 3rd level, when not engaged in combat or hostile activity, a pixie may begin an oddly compelling dance. People within 30 feet of the pixie who can see her must save versus spell or begin dancing along, putting all other priorities on hold. The effects of the irresistible dance last for one turn or until the pixie stops dancing.

**Weaknesses:** As a fairy, pixies cannot bear the touch of iron and take 1 point of damage per round of physical contact with objects made of the material. Weapons made of iron deal 1 additional point of damage per successful hit

### Pixie Level Progression

| Experience | Level | Hit Dice (1d4) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 4,065      | 2     | 2              |
| 8,125      | 3     | 3              |
| 16,251     | 4     | 4              |
| 32,501     | 5     | 5              |
| 65,001     | 6     | 6              |
| 130,001    | 7     | 7              |
| 200,001    | 8     | 8              |

against the pixie.

**Reaching 8th Level:** A pixie hears the whispers of nature spirits, granting the knowledge to grow a magic tree of life. By consecrating the ground in an arboreal setting, a giant 200 foot tall tree will grow rapidly over the course of the year. The tree of life has many hollow passages and tunnels to serve as living space, and its internal sap can served as useful ingredient for spell research. The pixie will attract elves, fellow fey, and other guardians of nature to the site over time.

**Languages:** Pixies speak common, faerie, their own alignment language, centaur, elvish, and gnome.

### Pixie Spell Progression

Pixies follow the same progression as magic-users up to 8th level. Refer to the chart provided under the magic-user spell description. Due to their size, pixie spellbooks weigh half as much as ones designed for other races.



## Vampire

Prerequisites: Str 9, Dex 9, Int 9

Prime Requisite: Int

Hit Dice: d6

Maximum Level: 10

### Culture

A vampire is a formerly mortal undead being who must feed on blood to survive. Although cursed with many limitations beyond the typical weaknesses of the unliving, vampires are capable of extraordinary powers.

It is believed that the original vampire was a wicked sorcerer descended from a mighty red dragon.

Through his research he became convinced that he could stay death and achieve true power only through consumption of the flesh of fellow spellcasters. He viewed traditional undeath as laudable, but it did not allow for the creation of progeny, a trait he refused to give up for any price. It turns out that his studies were only half-right: he was able to attain a state of being for immortality, but became cursed by the gods for his terrible crimes. The sorcerer would never age, but he would hunger. He could pass on his lineage, but only through death. He could change shape, but not bear the touch of water or sunlight. All the power the sorcerer gained was offset by the crippling prison of vampiredom.

Depending upon the circumstances of their origin, vampires tend to enjoy the benefits afforded by their new form or view it as a curse which forever bars them from their old lives. It's not uncommon for vampires who underwent a forced conversion to be filled with a burning hatred for others of their kind and undead in general. It's very hard for a vampire to stick around in most communities for long until their true nature is revealed, compelling many of them to continually travel. Many vampires quest for a way back to mortality, going to great lengths to research all manner of rituals and cures that may or may not work.

## Game Mechanics

### Weapon and Armor Proficiency:

Vampires are proficient with all weapons, armor, and shields.

**Attack and Saving Throws:** Vampires attack and save as thieves.

**Infravision:** Vampires have infravision up to 60 feet.

**Predator:** A vampire may Climb Walls, Hide in Shadows, Move Silently, and Hear Noise as a thief of equivalent level.

**Bite Attack:** Vampires have a bite attack which deals 1d4 points of damage plus any modifiers due to Strength.

**Undead Immunities:** Vampires are immune to *charm*, *hold*, and *sleep* spells.

**Children of the Night:** Mundane bats, rats, and wolves will not be hostile to a vampire unless the vampire takes violent action against them. At 5th level a vampire may summon a swarm of 3d6 bats, 2d6 rats, or 1d6 wolves to his service, who arrive in 2d6 rounds.

The animals will obey non-suicidal orders from the vampire and defend him from hostile opponents for one turn before they return to normal and leave the area.

**Bat Form:** At 3rd level once per hour a vampire may transform into a bat for up to a turn. He cannot handle objects requiring the use of hands, nor can he use his equipment, but he can still use his other class features.

**Weaknesses:** Vampires must drink blood (delivered via bite attack; 1 pint equals an equivalent to 3 full meals) or suffer the effects of starvation and thirst. They must sleep in a coffin every 8 hours and take one-third of their maximum hit points in damage for every round they remain exposed to sunlight or running water. Physical contact with garlic burns them as though it was holy water. They are also subject to turn undead attempts by clerics.

**Reaching 9th level:** A vampire may form a coterie of fellow vampires by drinking the blood of willing mortals and turning them undead. The size of the coterie is 1d6, and the initiates will range from levels 1-3.

### Vampire Level Progression

| Experience | Level | Hit Dice (1d6) |
|------------|-------|----------------|
| 0          | 1     | 1              |
| 4,065      | 2     | 2              |
| 8,125      | 3     | 3              |
| 16,251     | 4     | 4              |
| 32,501     | 5     | 5              |
| 65,001     | 6     | 6              |
| 130,001    | 7     | 7              |
| 200,001    | 8     | 8              |
| 400,001    | 9     | 9              |
| 600,001    | 10    | +1 hp only     |



# ARTIST CONTACTS

**Jacob E. Blackmon:**

[commissionprodigyduck@gmail.com](mailto:commissionprodigyduck@gmail.com)

**Brian Brinlee:**

[brian\\_brinlee@yahoo.com](mailto:brian_brinlee@yahoo.com)

<http://taman88.deviantart.com/>

**Luigi Castellani:**

<http://www.artikid.deviantart.com>

[artikid@gmail.com](mailto:artikid@gmail.com)

**Gary Dupuis:**

[gary@gdupuis.com](mailto:gary@gdupuis.com)

<http://www.gdupuis.com/>

**Susan Knowles:**

<http://soozarts.tumblr.com/post/25935010883/hey-guys-guess-what-commissions>

**Matt Morrow:**

[mz9000@tconl.com](mailto:mz9000@tconl.com)

[mz9000.carbonmade.com](http://mz9000.carbonmade.com)

**Ryan Rhodes:**

[3721.ryan@gmail.com](mailto:3721.ryan@gmail.com)

<http://asokyeesrim.designbinder.com/>

**Michael Scotta:**

[MichaelAScotta@hotmail.com](mailto:MichaelAScotta@hotmail.com)

[www.kronos-mal.com](http://www.kronos-mal.com)

## **WRITER CONTACTS**

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