

WHITE BOX DEMIHUMANS

Variant Racial Classes

for

Use With Swords & Wizardry White Box

Spahn



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WHITE BOX DEMIHUMANS

Player & Referee Options for use with *Swords & Wizardry WhiteBox*

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Introduction

Swords & Wizardry WhiteBox is a game of fantasy. It is a world of elves and dragons, vampires and giants. But why should fantastic races be limited to dwarves, elves and halflings? *White Box Demihumans* offers eight new races for both referees and players to use in their campaigns. All of these races are optional and players should make sure they have the referee's permission before selecting any of them.

All are designed to fit easily into an existing campaign and each can be used individually without the necessity of the others being present for them to be applicable to particular campaign. Whether players select a treacherous Black Widow Elf, a regal Sidhe or a merry Sprite, each will offer new assets to an adventuring party with the same elegant simplicity found in the original classes and races of *Swords & Wizardry WhiteBox*.

Black Widow Elves

It is said that long ago there was a group of elves who turned away from the light of the sun and the beauty of the forest to worship death and darkness. They fled all that was good upon the earth and lived instead in the deepest places of the earth where they built great and terrible cities. Worshiping foul gods and goddesses, they gained dark power and sought to use these terrible gifts against their ancient kin. They are the Black Widow Elves and they combine martial prowess with unholy magic with deadly efficiency.

Black Widow Elves may progress to up to 8th level.

Table I: Black Widow Elf Class & Spell Advancement

Level	XP	HD	BHB	ST	1 st Level Spells	2 nd Level Spells	3 rd Level Spells
1	0	1	+0	12	–	–	–
2	3,000	1+1	+1	11	1	–	–
3	6,000	2	+2	10	2	–	–
4	12,000	2+1	+3	9	2	1	–
5	24,000	3	+3	8	2	2	–
6	48,000	3+1	+4	7	2	2	1
7	96,000	4	+4	6	2	2	2
8	192,000	4+1	+5	5	3	2	2

Weapon/Armor Restrictions: Black Widow Elves relish in warfare and slaughter. They are not prohibited in their choice of weapons or armor. They can wield any melee weapon or ranged weapon. They can also wear any armor or use any shield without inhibiting their spell casting abilities.

Spell Casting (2nd): Beginning at 2nd level Black Widow Elves cast divine spells from a specific spell list per the Table I: Black Widow Elf Class & Spell Advancement table. Each night, the Black Widow Elf prays for a certain set of spells from the standard Cleric list. Black Widow Elves of specific gods may have entirely different sets of spells as designated by the Referee, but the standard Black Widow Elf uses the standard Cleric spell list.

Hereditary Foes: Black Widow Elves gain an extra +1 (“to-hit” or to damage) when fighting against elves who are native to the surface world.

Keen Detection: Black Widow Elves are good at spotting hidden and concealed doors (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Saving Throw: Black Widow Elves suffer a -2 penalty to all saving throws when exposed to natural sunlight.

Languages: For campaigns that give each race its own dialect, Black Widow Elves should be able to speak with dwarves, giants, goblins, and orcs.

Dagonite

It is said there is a great and terrible empire beneath the sea. One where a nameless god is worshiped in a court of madness. Deep beneath the waves, these aquatic abominations engage in secret rites and rituals, believing they shall one day rise from the waters and reclaim whole of the world. Some men are said to be carry the taint of these creatures in their blood. Their eyes bulge slightly. Their skin has a sickly pallor to it and glistens with a thin wetness. They feel unnatural and their presence sends a shudder up the spine of goodly folk. They are the dagonites, reviled and forced to wander for the legacy of their blood.

Dagonites may progress to up to 7th level.

Table II: Dagonite Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+3	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+5	8

Weapon/Armor Restrictions: Dagonites can wield any weapon and wear any armor, as well as make use of shields.

Aquatic Vision: Dagonites can see as clearly underwater a normal human can see on the surface.

Breathe Water: Dagonites can breathe water as easily as air.

Keen Detection: Dagonites are good at spotting hidden and concealed doors (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Saving Throw: Dagonites are naturally resilient and receive a +2 bonus on saving throws vs. disease and poison.

Languages: For campaigns that give each race its own dialect, Dagonites should be able to speak with lizard men and water elementals.

Deepstone Dwaves

This obscure sub-race of dwarves dwell in mines deep and dark. Most Deepstone Dwarves never see the surface world and in their culture it is regarded by some as a mere myth. They are smaller and slighter in size than normal dwarves, though still doughty. Unlike Black Widow Elves, Deepstone Dwarves are not malicious, but they are very xenophobic and rarely interact with other races – even other dwarves. Living in their winding subterranean cities, they seek to commune with earth and stone. Unlike other dwarves they are not combative by nature, but instead use stealth and innate magic as they dig deeper and deeper into bowels of the earth in search of precious jewels and veins of ore.

Deepstone Dwarves may progress to up to 5th level.

Table III: Deepstone Dwarf Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8.000	4	+3	11
5	16,000	5	+3	10

Weapon/Armor Restrictions: Like other dwarves, Deepstone Dwarves have no restriction on what weapons or armor they may use.

Dark Vision: Deepstone Dwarves can see in total darkness at a range of 40 feet.

Keen Detection: Deepstone Dwarves are good at spotting traps, slanting passages, and construction while underground.

Saving Throw: Deepstone Dwarves do not use magic, are are some what resistant to it. They receive a +2 bonus on saving throws vs. magic.

Underground Invisibility: When Deepstone Dwarves are underground and not engaged in combat they can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Languages: For campaigns that give each race its own dialect, Deepstone Dwarves should be able to speak with gnomes, goblins, orcs and kobolds.

Goblin

Goblins are small creatures who stand between three and three and a half feet tall. They have beady eyes of red and yellow that allow them to peer deep into the darkness and wicked snaggle-toothed grins. Their skin ranges in color from yellow, brown, or even deep red. They of wear dark clothing or poorly tanned animal hides that are drab and stained with blood. Their weapons are equally poor in quality and they favor wielding curved, notched swords of dubious craftsmanship.

Goblins may progress to up to 4th level.

Table IV: Goblin Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1	+0	15
2	1,250	2	+1	14
3	2,500	3	+2	13
4	5,000	3+1	+2	12

Weapon/Armor Restrictions: Goblins have a love of warfare and carnage and do not limit themselves in their choice of weapons or armor.

Coward's Advantage: Goblins inflict double damage when attacking a surprised foe, a target who is unaware of the attack, or a victim who is unable to defend themselves (such as being bound or restrained).

Play Dead: Any time a goblin is suffers damage in battle they can choose to fall over and pretend to be slain. Anyone observing the must make a saving throw or they will believe the goblin is dead until he moves or takes action.

Sharp-Eyed: Goblins see easily in low light and can even see to a distance of 40 feet in total darkness. However, when exposed to sunlight they suffer a -1 penalty to all “to-hit” rolls.

Saving Throw: Goblins receive a +2 bonus to all saving throws made to avoid traps.

Languages: For campaigns that give each race its own dialect, Goblins should be able to speak with giants, goblins, orcs and hobgoblins.

Greenleaf Elves

Greenleaf Elves are a type of elf who lives in the deepest parts of the forest. They build no cities, but instead live in harmony with nature. Ever-wandering tribes of them move with the seasons, live by the land, and are masters of woodland stealth and archery. They are less magical than other elves, instead focused on hunting and maintaining a deep connection with the forests they love so deeply.

Greenleaf Elves may progress to up to 8th level.

Table V: Greenleaf Elf Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1+1	+0	14
2	2,500	2	+1	13
3	5,000	3	+2	12
4	10,000	4	+2	11
5	20,000	5	+3	10
6	40,000	6	+4	9
7	80,000	7	+4	8
8	160,000	8	+5	7

Weapon/Armor Restrictions: Greenleaf Elves are capable of wielding any weapon in combat, though they favor short and long bows. Because they travel lightly they only wear leather armor, though are able to use shields.

Animal Harmony: Natural animals are not hostile towards a Greenleaf Elf and will not act aggressive towards them or attack unless provoked.

Camouflage: As long as Greenleaf Elves are not engaged in combat they are very difficult to spot and almost impossible to hear while in an above ground wilderness environment.

Forage: Greenleaf Elves are always able to find food, water and shelter in any above ground wilderness area.

Master Archer: Greenleaf Elves receive a +2 “to hit” when firing missile weapons in combat.

Keen Detection: Greenleaf Elves are good at spotting hidden and concealed doors (1-4 on 1d6 when searching, 1-2 on 1d6 when just passing by).

Languages: For campaigns that give each race its own dialect, Greenleaf Elves should be able to speak with gnolls, goblins, orcs and hobgoblins.

River Halfling

While most halflings live in small communities nestled in rolling fields and little streams, there are a small number of the small folk who leave beneath deep woodland canopies and along the banks of roaring rivers. Living as fishermen who build their in both the great roots and bows of the forest, they are shy of outsiders – even other halflings. As such they are rarely encountered, though some take up the life of adventure if they are particularly bold or curious.

River Halflings may progress to up to 4th level.

Table VI: River Halfling Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1+1	+0	13
2	2,000	2	+1	12
3	4,000	3	+2	11
4	8,000	4	+3	10

Weapon/Armor Restrictions: River Halflings are able to wield any weapon they choose, as well as use any armor or shield.

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

Deadly Accuracy with Spears: River Halflings are skilled at spear fishing and have spent years training with the weapon. They receive a +2 “to-hit” (whether attacking in melee or at range) and +2 to damage when attacking with a spear.

Near Invisibility: When not engaged in combat, River Halflings can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Skilled Swimmer: River Halflings live on the river and are excellent swimmers. They only run risk of drowning in the absolutely worst conditions and are able to swim 50% faster than other halflings. They can also hold their breath for twice as long as other halflings.

Saving Throw: River Halflings are resistant to magic and receive a +2 bonus to saving throws vs. magic.

Languages: For campaigns that give each race its own dialect, River Halflings should speak with creatures that fit with the style of the referee's campaign

Sidhe

Sidhe, also known as True Fey, are creatures of immortal beauty and inhuman grace. They range between six and six-and-a-half feet tall with fair skin, hair and eyes. They have pointed ears and almond eyes, similar to an elf – but their features are even more refined and chiseled. They are proud, cold, and detached from the affairs of the world – which they consider to be beneath them. It is said they come from a land beyond the horizon called Avalon where they are kings and queens, lords and ladies, knights and nobles – and that this realm is one of eternal beauty. The Sidhe never reveal the location of their beloved Avalon and most who take up the call to adventure claim that they do so in an effort to understand what they call “the imperfect world,” where other creatures live.

Sidhe may progress up to 8th level.

Table VII: Sidhe Advancement

Level	XP	HD	Base Hit Bonus	Saving Throw
1	0	1+1	+0	14
2	3,000	2	+1	13
3	6,000	3	+2	12
4	12,000	4	+2	11
5	24,000	5	+3	10
6	48,000	6	+4	9
7	96,000	7	+4	8
8	192,000	8	+5	7

Weapon/Armor Restrictions: Sidhe have are able to wield any weapon (ranged or melee) in combat, and may make use of any armor or shields.

Detect Magic: Because of their natural connection to the arcane, all Sidhe are able to cast *Detect Magic* at will.

Glamour (2nd): Beginning at 2nd level, the Sidhe are able to weave some minor enchantments and illusions. They may cast each of the following spells once per day: *Charm Person*, *Invisibility* and *Phantasmal Force*.

Inspiring Presence: Witnessing a Sidhe in battle is a like watching a legend unfold before one's eyes. Allies are heartened and rallied by their majesty, while enemies cower in fear. While a Sidhe is in combat all his allies receive a +1 bonus to all "to-hit" rolls and all enemies suffer a -1 penalty to their saving throws.

Keen Detection: Sidhe are good at spotting hidden and concealed doors (1-4 on 1d6 when searching, 1-2 on 1d6 when just passing by).

Saving Throw: The Sidhe receive a +2 bonus to all saving throws made to resist magic.

Languages: For campaigns that give each race its own dialect, Sidhe should be able to speak with elves.

Sprite

These tiny fairies stand between twelve and eighteen inches tall, with glittering gossamer wings and elfin features. In most cases, they go about their own business deep in the wild places of the world and are content to ignore the outside world. They wear clothing crafted from leaves and spider-silk. Sprites are merry pranksters, often seeking adventure for its own sake and using their plethora of tricks and fey magic for acts of jest and mockery.

Sprites may progress to up to 4th level.

Table IIX: River Halfling Advancement

Level	XP	HD	BHB	ST	1 st Level Spells	2 nd Level Spells
1	0	1	+0	12	1	
2	3,000	1+1	+1	11	2	
3	6,000	2	+2	10	2	1
4	12.000	2+1	+2	9	2	2

Weapon/Armor Restrictions: Sprites are not martial by nature and their tiny size prohibits them from using any weapon, except for daggers and their own unique bows – known as elf-shot bows. They may not wear armor or use shields.

Elf-Shot Bow: Sprites who spend a day foraging in a forest can gather the necessary materials to craft a tiny bow suited to their size and 20 arrows.

Weapon	Damage	Rate of Fire	Range	Weight	Cost
Elf-Shot Bow	1d6-2	2	30 ft.	1	15 gp

Flight: Sprites can both fly and walk at a base speed of 9. They cannot, however, carry more than 10 lbs of equipment and fly.

Near Invisibility: When not engaged in combat, sprites can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Spell Casting: Sprites own a tiny book of spells of woven leaves and threads of twig – which does not necessarily include all of the spells on the Magic-User Spell List. Reading from this book, the Sprite presses a select spell

formula into their mind, effectively “preparing” it to be cast. Once a spell is cast, the spell formula disappears from the Sprite's mind, and it must be prepared again before another attempt can be made to cast it. However, it is possible to prepare multiple a spell multiple times using the available “slots” in the Sprite's memory. If the Sprite finds spell scrolls during an adventure, they can copy them into their tiny spell book.

Languages: For campaigns that give each race its own dialect, Sidhe should be able to speak with elves.

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