

Lindwyrn Lockbox



some small additions

Character Options

Kith & Kind: Non-human characters can be handed several ways. If the difference is just cosmetic, make the PC normally. If the PC gets special abilities, apply just like class modifiers (x0.15 xp / level per mod). You can even use 'class' mods, renamed.

Some possibilities:

- **Beastfolk:** Turn into a specific animal at will (no larger than a horse). Gain movement and general abilities but no magic; your hp, etc are still yours.
- **Mech:** +3 AC; can install up to 6 items into self, making them always available; they don't fill carrying capacity. -2 Save vs. magic, healing magic ½ as effective.
- **Esper:** One innate spell, using hp to cast; can swap spell when leveling. +2 Save vs. magic.
- **Elf:** See in the dark; 2-in-6 to sense secret doors and other hidden things; +1/level to tests involving nature or arcana (choose).

- **Orc:** +2 to melee damage, +2 to feats of strength, 2-in-3 identify metalwork, +1/lvl for tests involving tech
- **Dwarf:** See in the dark; +4 Save vs poison, disease; 2-in-6 to identify stone- or metalwork;
- **Dhampir:** +2 Save vs. undead abilities, +1 AC against undead attacks, life drain: ½ weapon damage, melee only, gain half damage as healing or acts as rations.
- **Ratfolk:** Squeeze through spaces no smaller than head; chew through organic materials, +4 Save vs poison, disease; eat anything organic as rations
- **Damned:** Fire and ice resist, +2 on reaction tests, evil eye: give -4 to a roll, 1 / 2 lvls daily

* xp tax on non-human abilities can be avoided if a common weakness (“allergy”) – sunlight, wool, iron, etc – is chosen; -2 to rolls when in contact or close/touch range, any possible damage taken is doubled

Spellcasting Devout: If you're really hankering for more divine punch, give the devout the Arcana option for free.

Wizard Starting Spells: There's no harm in allowing a wizard to start with two spells, say; starting with at least one is kind of assumed –

More Class Modifiers

- **Psychic:** Speak telepathically within 100'; lift objects 1 lb/lvl and move them up to 100'; +1 initiative
- **Pugilist:** Unarmed damage = weapon damage; +2 AC if unarmoured; inflict Stunned or Confused status by strike, 2 daily / lvl
- **Weaponmaster:** +1/lvl to attack rolls with chosen weapon; counterattack against an attacking melee opponent, once per initiative round
- **Face:** 2-in-6 chance to puzzle out written language; +1 / 2 lvls to reaction rolls and hireling ML checks

* **Combo Classes:** This is getting a bit into the weeds, but if you want (part of) a class mod but not the xp tax, take the part you want and swap a standard class ability for it (fighter's chain attack for Tactician, for example).

Equipment Packs

Pilgrim: Sturdy staff, satchel, lantern, oiled cloak, pilgrimage badges

Acolyte: Consecrated garment, censer, knife, holy icon, prayer focus

Squire: Light armour, 1 weapon, letter of recommendation, knight-lord's badge

Hedge Witch: Sickle, wicker basket, fox or crow, herb packets, poultices

(ex?-) Cultist: Dagger, dose of sleep, purloined idol, cultic texts, mask

Merchant: Goat- or dog-cart, abacus, ledger, lantern, 3x trade good

Vampire Hunter: Wooden stakes, holy icon, 1 weapon, light armour, ciphered notes

Tinker: Leather apron, toolbag, bundle of scrap, whitesmith's anvil, coil of wire

Lifestyles, per month:

Squalid 5 sp

Average 10 gp

Luxurious 500 gp

Poor 1 gp

Fancy 50 gp

Noble 1500 gp+

Rules Bits

More Magic (optional): Anyone can cast from a spell scroll, but they need to spend 2 hp/lvl of effect to do it.

Status Effects: codifying these a bit –

- *Paralyzed:* cannot move or speak
- *Stunned:* cannot act
- *Blind, Deafened, etc:* self-explanatory
- *Bleed:* lose listed hp/action until treated
- *Confused:* addled, 2-6 to act randomly
- *Charmed:* friendly towards source
- *Poisoned:* variable
- *Fear:* -2(+) to all rolls; may cause fleeing

Conflict:

- *Unarmed Damage:* Normally, $\frac{1}{2}$ weapon class weapon damage. Some things may modify this.
- *2-Handed Weapons:* Double damage, but no shield (or anything else) can be carried.
- *Dual-Wielding:* Roll for each attack, no shield.
- *Called Shots:* Just give a difficulty to roll, just like a Save or other attempt at a feat.

Monsters And NPCs

Aeolian Hare: Dog-sized rabbit, flying with feathery ear-wings. Curious but nervous. 1 HD, AC 12, +1 windslash (1d6 ranged), ML 7

Eagle: Or other raptor, swift and fierce. 1 HD, AC 12, +1 claws (1d4/1d4), ML 7, flying

Weaponspirit: Manifested soul? Possessed blade? Strange steel enchantment? 1 HD, AC 16, +1 strike (1d6+bleed), ML 12, flying, telepathic, bleed: 1d4, chill: 1d3, ranged

Whisper: A translucent scarab larger than any scarab should be. 1 HD, AC 12, +1 bite (1d4), ML 8, swift silence: always wins initiative

Brigand: Leather, sharp blades and a disdain for the life and liberty – or is it lordship – of others. 2 HD, AC 14, +2 sword or crossbow (1d8+1), ML 9, call minions: 1d4+1 0-lvl, arrive in 1-4 actions

Horse: Is a horse, of course, of course. 2 HD, AC 10, +2 kick (1d8, 1d10+1 if warhorse), ML 8 (10 if warhorse), carrying capacity 15 + rider

Steelknight: Not always a knight, this automaton of metal and porcelain. 2 HD, AC 14, +2 strike or weapon (1d6), ML 11, resist physical damage, vuln. lightning

Cursed Lordling: Tattered finery and wild eyes. 3 HD, AC 12, +3 rod or sword (1d6), ML 9, mad command: Save or follow instruction, or Fear for 10 minutes; returns after death, -2 to own and killer's rolls until curse dealt with

Goldmaw: Yellow-gold orb that gapes to devour anything – but especially precious things. 3 HD, AC 10, +3 bite (1d6 + devour), ML 6, devour: 2-in-6 bitten target engulfed

Panther: Sleek great cat, purring wisdom. 3 HD, AC 12, +3 bite (1d4) or claw (1d6/1d6), ML 8, slash: if both claws hit, kick for 2d4; sleep breath, calming breath

Ogre: A mortal falling to damnation, or a demon leading the way. Rarely evil in service of good. Vengeful, cunning. Muscled, horned; burning eyes and fangs. 4 HD, AC 14, +4 claw (1d6+ bleed 2) or burning weapon (1d8, flame),

ML 9, 2d3 spells, cause Fear, cause Berserk, immune to mundane weapons, vuln. holy.

Primal: Elemental manifestation, fey and alien. Appears in many forms, with many varied desires. 4 HD, AC 16, +4 various (1d6+1 or more, elemental damage), ML 10, 1d6 spells, resists mundane weapon damage

Nightmare: Sometimes a night-black steed, sometimes burning darkness. Always diabolic. 5 HD, AC 14, +5 kick (1d8) or bite (1d4+bleed 1d3) or hellfire (1d6 ranged), ML 10, flying, ride into hell, ride into dream

Warwalker: Hulking bipedal metal monstrosity. 6 HD, AC 16, +6 trample (1d8) or beam (2d6, elemental, ranged), ML 12, trample: lose action, lightning vuln.

Vampire: Fanged (sometimes), elegant (sometimes) undead warlords, scholars and stranger things. 8 HD, AC 14, +8 bite or weapon (1d8+drain), ML 10, drain: heals damage inflicted, or lowers victims' STR and CON by 4 (24 hrs), 3d4 spells, undead, fire and holy vuln.

Dragon: Scales like armour. Wings blot out the sky. Ancient, wrathful, wise, avaricious. 10 HD, AC 18, +10 bite (1d12) or claws (1d8/1d8) or primal breath (5d8, ranged, 2d4 targets), ML 11, 2d6 spells, flies, elemental resist

Hopeful Hirelings: Are 0-level (1d6 hp, no bonuses except from stats) – but if they earn 50 xp, can gain a class!

01. **Xixy.** Strong, timid; shoulder yoke
02. **Tam.** Curious, alert; trained fox
03. **Rana.** Sleepy, sturdy; luck charm
04. **Peny.** Cheerful, quick; cauldron and kit
05. **Zev.** Quiet, breathy; map collection
06. **Alys.** Brooding, sharp; sealstone
07. **Vine.** Brash, forgetful; marbles
08. **Kur.** Methodical, watchful; sickle
09. **Jek.** Precise, mercurial; snares
10. **Bri.** Patient, riddling; ward-chalk
11. **Ran.** Bitter, haunted; lorebook
12. **Seri.** Insightful, spooky; poultices

Who are you, mysterious quest-giver?

01. A bored/eccentric/vengeful lordling
02. A calculating young dragon
03. Twin to a dungeon's big villain
04. Older adventurer down on their luck
05. Actually a god in mortal guise
06. A patient, erudite tiger
07. The shade of a former adventurer
08. A merchant looking for assets
09. A sorcerer wanting new subjects
10. Would-be revolutionaries

Well, someone is behind all this ...

01. Mad angel "forging heroes" in a "crucible"
02. Lost trapper turned skystone cultist
03. Would-be new god gathering relics
04. Garden variety naughty sorcerer
05. Fae noble competing with rival
06. Those would-be revolutionaries again
07. Animate statue inhabited by spirit
08. A vampire knight reclaiming dominion
09. A dead star possessing several hosts
10. Venal noble in a pact with hell

Spells and Magic

- * *Just Like Home*: Target acclimates to local environmental extreme for 4 hrs. And ignores the first 10 hp of related damage (fire/heat in a desert, etc).
- * *Restriction*: Spirals of chill force enclose 1d4 targets, paralyzing for 2d8 minutes.
- * *Pearltouch*: Purge a poison, disease or mental influence from target by touch.
- * *Warpwalk*: Instantly transport self and up to 5 others to a known place within 100'/level. Burning half of total hp changes this to miles.*
- * *Taste Of Blood*: Cast on weapon or spellcaster; next strike or injurious spell inflicts bleed, 1d4+1/lvl.
- * *Spirit Gaze*: Conjure intangible flying orb that ranges out to 50'/lvl; see whatever it “sees”.
- * *Minlings*: Conjure one 1 HD minling – a brass-skinned flying beastie – per level. The minlings remain for 1d4x10 minutes.

Themes and Schools: Spells of a “type” might be formally associated; or maybe a wizard just has a theme.

Mashin

* *Steelsheath*: Target's flesh hardens to metal; +3 AC and 1d8 unarmed for 10 actions.

* *Encode*: Copy 10 pages/lvl into line-and-node tracings on a palm-sized metal or glass billet. You can always read your own encode.

* *Tinkerstitch*: Repair an inorganic object. Tiny brass and silvery tracings mark the repair.

The Curse

* *Deadsense*: Detect undead or their works, 20' radius + 10' rad./lvl.

* *Lifebite*: Infuse a weapon or object with baleful power; +1d6/2 lvls for next attack or when touched, double against undead. Lasts until sunrise or -set.

* *Grey Aegis*: +4 to Save vs. undead magic or abilities, 1d4+1 actions.

Natura

* *Transmute*: Change 1 cu. foot/level from one element to another (fire to earth, ice to air, etc). Does 1d6/lvl to elemental creatures.

* *Shaper's Art*: Work any natural material with bare hands as if clay, 20 min/lvl.

* *Verdance*: Encourage up to a year's growth in plants, 20' rad./lvl.

Lumina

* *Suntouch*: 40' area is filled with gentle sunlight. Living beings heal 1d4; undead etc. take 1d4 damage.

* *Kaleidoscope*: Fills up to 40' area with shifting, colourful light-shapes. Targets inside are confused for 2d6 minutes.

* *Ray*: Casts a lance of light at a target (up to 50'), 2d8 damage and Save or blinded.

The Grave

* *Dead Whispers*: Speak with remains. 10 min./lvl. (you might get haunted.)

* *Bonedance*: Target's skeleton begins to act independently. 2-in-6 of attacking allies, otherwise just dances. 1d4+1 actions.

* *Skeleton Key*: Reshape a bone to fit a lock, expending the bone in the process.

Warding

* *Guardrune*: Trace symbol on door or other portal; any who cross uninvited take 2d4 damage. 12 hrs.

* *Soul Barrier*: Within 10' rad./lvl centred on caster, designated target type (demon, undead, butterflies) must Save to cross inside, and -1/lvl to rolls while inside. 10 min./lvl.

* *Seventh Sealing*: Close a door, book, window, box, etc; it is now sealed closed until required time or trigger occurs. Up to 7 months/lvl.

Magic Items

- *Mystic Arms*: This weapon is translucent; its wielder uses their INT bonus instead of STR in melee, WIS instead of DEX for ranged, aside from any other enchantment.

- *Godsunder*: A legendary weapon, a serrated two-handed sword that deals 2d8 damage to divine creatures, bypassing all protections.

- *Night-apple*: This concerningly violet-black fruit allows any who eat a quarter to enter the underworld alive.

- *Salamander Parchment*: Once written on, this ruddy parchment ignites into ashes after it is read once.

- *Scarabeus*: A scarab construct the size of an open hand, capable of flight (like a crow). Its abdomen hinges open to carry small items.

The Other Zeroth Rule:

If someone isn't having fun,
no one is having fun.
Check in with your friends.



FANGED MOON GAMES

2024 E. A. Bisson
CC BY-SA 4.0