

# CHROMATIC DUNGEONS

## SPECIES PREVIEW





# ORIGIN SPECIES

Your species is the originating culture and racial makeup of your character. Core included species you can choose for your characters are: human, elf, dwarf, halfling, and gnome, with many of those having distinct cultures within that species, such as high elves and wood elves. Rules for additional alternative species will follow at the end of this section. Each selection of species will grant you some key features of that species that are inherent to their cultural background. Traditionally to offset the benefits that demi-humans received, humans were able to be any class up to an unlimited level (see note below). However, because that is an optional rule, some additional benefits are added to the human species to help balance that with other species choices.

**Note:** In original early TSR era editions of D&D, this was referred to a race, and classes were restricted to certain races only. If this were a true OSR emulation of TSR era D&D, these rules would also be detailed herein as default. However, with the goal of inclusivity, racial limitations for classes is not a requirement, but is an optional rule only, and the term “species” is used as it is a more accurate description. If you prefer to have class restrictions and level limits, feel free to use those rules.

*Note: Characters with a prime requisite score of 16 or higher can achieve an additional two levels of progression beyond what the table dictates.*

## Dwarf

Dwarves are generally short and stout species, solidly built and down to earth. There are several different cultures of dwarves, including mountain, hill, and dark dwarves. Every dwarf has the following characteristics:

- +1 bonus to Constitution
- Speaks the dwarven and common languages
- Stands between 4’ and 5’ in height and weighs 150-300 lbs
- Live up to 300 years of age
- Base 30ft movement speed

## Hill Dwarves

These dwarves make their homes on the surface, typically in towns and villages in the foothills and forests of the land (hence the name). They are excellent craftsmen, treating their relevant ability score during the respective ability check as 5 points higher than it is when trying to craft

## Character Species by Class Table Level Limitations (OPTIONAL RULE)

Class	Dwarf	Elf	Gnome	Halfling	Human
Cleric	8	7	7	no	U
Druid	no	9	7	no	U
Fighter	11	9	7	8	U
Ranger	no	11	7	6	U
Paladin	no	no	no	no	U
Barbarian	9	no	no	no	U
Thief	U	U	U	U	U
Bard	no	9	7	9	U
Wizard	no	11	11	no	U
Sorcerer	no	9	11	no	U
Assassin	7	7	7	9	U
Monk	9	7	no	7	U



a mundane item (brewing, smithing, carpentry, etc). For example, the GM might call for the PC to make a wisdom ability check to craft a fine weapon (a typical check). The PC has a wisdom score of 9, but when the player rolls this check, they need to roll a 14 or less in order to count as a success.

Hill dwarves, due to their frequent run-ins with various monstrous humanoids, gain a bonus +1 to attack rolls against goblins, hobgoblins, orcs, kobolds, gnolls, and giants. Additionally, they have exceptional fortitude and receive a +5 bonus to all saving throws against poison.

### **Mountain Dwarves**

Living deep within the mountains, these dwarves are excellent stone workers and smiths. They have darkvision with a 60ft range, and can detect slopes, secret doors, and hidden passages with extra skill, treating their wisdom as 5 points higher in regards to perception checks for these types of features. For example, a mountain dwarf with a wisdom score of 11 will notice a typical secret door or hidden passage on any wisdom ability check roll of 16 or less. Similar to their hill dwarf cousins, mountain dwarves also enjoy a +5 bonus to all saving throws against poison.

### **Dark Dwarves**

Dark dwarves live in the deepest depths of the underground, most never seeing daylight their

entire lives. They have larger eyes (granting darkvision up to 120ft), but are sensitive to bright light (suffering a -2 penalty to all attack rolls and saving throws in daylight or bright light). Gifted with natural arcane magic, once per day they can cast the darkness spell as per the spell description, and are able to see through this darkness as normal. Their wisdom score is considered 5 higher than it is when making perception checks to detect secret doors and passages.

## **Elf**

Elves are generally graceful and lithe, with a haughty beauty and love for the natural world. Elven subspecies include high elves, wood elves, and dark elves. Regardless of subspecies, all elves have the following features:

- Speak elven and common languages
- Stand 5'-5'5" tall and weigh 125-175lbs
- Live up to 500 years old
- Base movement of 40ft
- Have darkvision 60ft

### **High Elves**

High elves are the most culturally advanced and magical of all the elves, utilizing magic in all aspects of their culture. These are the most common type of elf that is typically encountered as they are the most likely to establish contact with other species. All high elves gain a +1 bonus to intelligence or charisma, and are immune to magical *sleep* and *charm* effects, as well as the paralyzing effects of undead attacks.

### **Wood Elves**

Making their homes deep within the forests and woodlands far away from civilized areas, wood elves have a natural affinity for nature, going so far as to craft their homes to appear as natural extensions of trees and natural rock formations. It is for these reasons they are rarer to encounter among the various peoples, but it is not unknown for them to become adventurers, especially if their forest is threatened. If you are playing with level limits, wood elves have no limit for the druid class. Additionally, they gain a +15% bonus to both *Hide in Shadows* and *Move Silently* rogue

skills. If the character's class is not a rogue class, then the character will have a base 30% skill in *Hide in Shadows* and *Move Silently*.

Wood elves also enjoy a +1 bonus to dexterity, and suffer no penalty to attack with long or short-bows, regardless of class. Ethos restrictions (such as the cleric) still apply.

### Dark Elves

Dark elves are traditionally a vile culture of elves that live deep underground in caverns so vast that many of them never see the surface. They were originally evil elves that long ago were driven down into the underground into hiding. That said, it is possible to have a dark elf adventurer who is not evil. However racial stereotypes and hatreds do generally exist from all surface creatures, and thus dark elves may encounter other challenges while on the surface.

Based on their nature, dark elves do have some inherent abilities. First is that they gain a +1 bonus to their dexterity score. Additionally, they can cast the *levitate*, *darkness*, and the *fairie fire* spell each once per day, as the spells describe. However, they are sensitive to sunlight, and suffer -4 penalties to attack rolls while in sunlight or bright light.

### Gnome

Gnomes are diminutive in nature, and inquisitive of mind. There are two subspecies of gnomes: researcher and forest. All gnomes have the following features:

- Speaks gnomish and common
- Stands between 3'-4' in height and weigh 40-60lbs
- Live to be almost 200 years old
- Have a base movement of 25ft

### Researcher Gnomes

Researcher gnomes prefer to live in cities (of any species) or if of their own cities, often carved out of mountains and hills similar to dwarves. They are inquisitive and keen of mind, gaining a bonus +1 to their intelligence score. They are also inherently resistant to magic, gaining a magic resistance of 10%, which includes all forms of

magical spells or spell effects that targets them, both harmful and helpful. This includes area of effect spells as well as those that target the gnome directly, and spells that are cast from objects such as scrolls or wands. It does not include magic from other items, such as armor, weapons, rings, or potions.

### Forest Gnomes

Contrary to researcher gnomes, forest gnomes avoid cities or populated areas as much as possible, preferring to live in small villages deep within the forest that are near impossible to find from other species. They have a high reverence for nature and respect for natural wildlife. If playing a druid character, a forest gnome does not suffer a level limit restriction. They receive a bonus +1 to wisdom scores, and can cast the *speak with animals* spell at will as described in the spell. They also can cast the *animal friendship* spell once per day as per the spell description, and have darkvision 60ft.

### Halfling

Halflings are small plump humanoids, roughly half the size of humans, who prefer to live in small villages, building their homes in the sides of hills. They enjoy the pleasantries of life: good food, good stories, good friends, and the comforts of home. It is not unusual, however, for a halfling to take on the role of an adventurer. All halflings will have the following features:





- +1 to either dexterity or constitution
- Speaks halfling and common
- Stands between 3'-4' in height, and weighing between 50-75lbs
- Live to be over 100 years old
- Have a base movement of 25ft
- Darkvision 30ft
- Enjoy a +4 AC bonus when being attacked by ogres or giants
- +10% bonus to *hide in shadows* and *move silently* skills.



## Human

Humans are the most common and most versatile species, being the most prolific and the most common all over the world. They can be found in the hottest deserts to the coldest mountains, scratching out a survival where no other special would reside. All humans get the following features:

- +1 bonus to any ability score of your choice
- Speaks common and one additional language of your choice
- Stands between 5'-7' in height, and weight between 125-300lbs
- Lives to be around 80 years or longer
- Have a base movement of 30ft

In addition, you may select any two of the following features when you choose to play a human, which are representative of the specific culture that you have in mind for your character:

- -3 bonus to all ability checks
- Learn an additional 3 languages of your choice
- +1 bonus to all saving throws
- +5ft bonus to movement rate
- +1 bonus to HP per level
- Once per day, when reduced to 0 HP from an attack, instead go to 1 HP.

## Alternative Species

If you're familiar with TSR era fantasy games, you may have notices that "half" species are not included here as core, like the half elf or half orc. To be frank, there is no justifiable reason why there would be those two mixed species but no other mixed species. The only reason is tradition, and that's not a strong enough argument compared to the baggage and inferred issues that each brings to the game. As a general rule, if you want to have a species of mixed parentage, than choose features from one or the other parent as the dominate species and run with it.

Additionally, because this is a fantasy game, you should feel free to choose nearly any humanoid species you want to play, as long as everyone at your table and the GM are OK with it. In the words of the late Gary Gygax, "You can play a dragon if you really want, just start at level 1."

Below you will find a list of common humanoid species for you, along with typical features of those species. Just be forewarned, in most heroic campaigns, these are considered evil species, so your character might not have a pleasant reception travelling the lands. Unless noted, each species speaks its native tongue and any additional languages in accordance with their intelligence score.

## Alternative Species Table

Species	Standard Featurers
Bugbear	+1 constitution, base move 30ft, +2 bonus to all saving throws
Bullywug	+1 dexterity, base move 30ft, swim 20ft, jump 30ft, +5 bonus to saving throws against poison
Centaur	+1 constitution, base move 45ft, hoof melee attack (1d6 base damage, can be made as an extra attack per round on the character's turn)
Gnoll	+1 dexterity, +1 constitution, base move 30ft
Goblin	+1 dexterity, base move 25ft, darkvision 60ft, +1 to attack rolls against elves, dwarves, gnomes, and halflings
Hobgoblin	+1 constitution, base move 30ft, +1 to all attack rolls with weapons
Kobold	+1 dexterity, base move 25ft, darkvision 60ft, +10% bonus to <i>hide in shadows</i> and <i>move silently</i>
Lizardman	+1 constitution, base move 30ft, swim 20ft, bite or tail melee attack (1d6 base damage, can be made as an extra attack per round on the character's turn)
Minotaur	+1 strength, base move 35ft, gore melee attack (1d8 base damage, if moving 10ft before attack, double damage)
Orc	+1 strength, base move 30ft, +1 HP per level

## Alternative Species Level Limit Table (OPTIONAL RULE)

Species	Clc	Drd	Ftr	Rgr	Brbn	Pal	Thf	Brd	Wiz	Sor	Asn	Mnk
Bugbear	5	no	11	no	13	no	U	no	no	5	9	no
Bullywug	no	5	8	no	10	no	U	no	no	5	7	no
Centaur	7	7	9	11	10	no	U	no	no	5	no	no
Gnoll	7	5	9	5	11	no	U	no	no	5	7	7
Goblin	no	5	7	no	9	no	U	no	no	5	11	no
Hobgoblin	7	no	10	no	10	no	U	no	7	no	9	7
Kobold	no	no	7	no	9	no	U	no	no	6	11	no
Lizardman	no	9	9	9	9	no	U	no	no	5	7	no
Minotaur	7	no	11	no	11	no	U	no	5	no	7	no
Orc	7	no	11	no	11	no	U	no	7	5	9	7