



The Lilperson Character Class

Consider replacing halflings or forest gnomes with lilfolk. We don't need that many tiny, shy, nature attuned people in our worlds, do we?

- **Requirements:** Minimum DEX 11
- **Prime requisite:** DEX (A lilperson with at least 13 in Dexterity gains a 5% bonus to experience.)
- **Hit dice:** 1d6
- **Maximum level:** 6
- **Armour:** Chainmail and shields, appropriate to size
- **Weapons:** Any, appropriate to size
- **Languages:** Alignment, Common. Animal speech (see below)

• **Combat:** A lilperson's armour must be tailored to their size, and the weapons they use are limited by their stature.

• **Masked goblin companion:** A lilperson starts with a masked goblin retainer. At the referee's option, they can earn experience and progress as a (d6): 1. fighter, 2-3. thief, 4-5. ranger, 6. druid.

• **Sneaky:** 75% chance to avoid being noticed in woods or undergrowth. Drops to 50% if wearing chainmail.

• **Animal speech:** At every level including 1st level, the character learns the language of a woodland animal.

• **Magie mask:** With a weeklong ritual, a 3rd-level lilperson can enchant their mask to cast a 1st-level druidic (or divine) spell once per day.

• **Return to the woods:** When reaching 8th level, the lilperson leaves their adventuring life, establishing a new community in the deep woods. Inspired by their stories, 2d6 1st to 3rd level lilfolk show up as followers to their former party.

The Lilfolk Level Progression									
Level	XP	HD	THACo	D	W	P	B	S	
1	0	1d6	19 [0]	8	9	10	13	12	
2	2,000	2d6	19 [0]	8	9	10	13	12	
3	4,000	3d6	19 [0]	8	9	10	13	12	
4	8,000	4d6	17 [+2]	6	7	8	10	10	
5	16,000	5d6	17 [+2]	6	7	8	10	10	
6	32,000	6d6	17 [+2]	6	7	8	10	10	
7	64,000	7d6	14 [+5]	4	5	6	7	8	
8	120,000	8d6	14 [+5]	4	5	6	7	8	

“None can use black magic without straining the soul to the uttermost—and staining it into the bargain. None can inflict suffering without enduring the same.”
Fritz Leiber, Swords and Deviltry



An Old School Gaming Bric-à-Brac

#5

Lilfolk



By Eric Nieudan - Art: Evlyn Moreau

The Lilfolk of the Deep Woods

Sometimes, wandering through the deep woods, you will encounter a diminutive, masked figure. If your heart is true and your weapons sheathed, they may stay a while and talk. For all their shyness and distrust of strangers, they know those who wander the woods are often on a quest. And as the Queen of Icicles and Thistles proclaimed long ago, seekers must help one another.



LILFOK are helpful, but they have been known to take some compensation when tasked with large or risky favours: a cake taken from the windowsill, a beloved steed set free, a finger inexplicably missing... They are about the size of human children, quick on their feet and never at a loss for a witty remark. Lilfolk love games, cute animals, and sweet foods. Maybe they are just children in masks, actually.

HD 1 (5 hp), **AC** 12 (small, or by armour), **Att** 1 x weapon (+1, 1d6), **MV** 90' (30'), **SV** D8 W9 P10 B13 S12 (Hf1), **ML** 5, **AL** N, **NA** 1d3 x 3, **Disposition:** shy but curious

► **Sneaky:** 75% chance of being unnoticed if immobile while in the woods.

► **Surprise:** 3-in-6 due to stealth. ► **Forestwise:** Any lilperson has a chance (1- to 5-in-6, referee's call) to know about anything currently happening in their woods.

► **Animal friends:** A group of six or more lilfolk is assisted by 1d6 woodland creatures (squirrels, badgers, magpies, etc.) who understand orders. At least one of these friends can speak Common.

► **Unmasking:** In combat, roll to hit hit AC 16 and deal no damage but strip the lilperson of their mask. They flee in shame and terror. Be warned though, the revenge of an unmasked lilperson is of epic proportions.

d6 Lilfolk on a Quest



1. SWEET THE ARCHER

They like hunting all kinds of game. Most of which they cook and eat on the spot.

► **Magic bow:** 2 x arrow (1d6+1)

► **Trick arrows:** Smoke, acid, rope-cutters, armour piercing, etc. 1d6 of any type in Sweet's quiver.

2. MYRTILLE THE KNIGHT

Moved by an obscure sense of honour, they are willing to die



for the most unexpected reasons.

► **Scale armour and shield:** AC 16

► **Death heroics:** Performs an amazing feat (no roll) after reaching 0 hp, then dies.

3. BREYND THE WIZARD

They will burn you to cinders, in style.

Take part in their performance piece and be remembered forever!

► **Fireworks:** 12d6 damage per day, 3d6 max per round, distributed however they like.

► **Flower-crowned mask:** So stylish it lets them reroll reaction with sentient creatures.

4. HAPPLESLICE THE DUELLIST

Master of all bladed weapons, they challenge any fighter to a duel. Very bitter if they lose.



► **Skyscimitar:** Cuts from a distance, 2x slice (1d8+1), or parry (AG 18, attacker's weapon breaks on modified results of 1-7 on the attack roll).

► **Tiny pouch of wonders:** As half-size bag of holding.



5. AYCORN AND FURR THE STALKERS

The best scouts in Lilfolklom. Will recon for free if the challenge is up to their skills.

► **Super sneaky:** 90% chance of being unnoticed while moving half speed.

► **Distraction:** Furr can assist in attacks and other stunts, +1-in-6 to rolls (+3 on d20s).

6. STIECK AND BEHK THE WIND MAGES

Sibling spirits rather than mage and familiar. They work amazingly together and are useless if too far apart.

► **Gust to storm:** No damage, but can unhorse, trip, or blow away any foe smaller than a giant. Affects 12 targets per day.

► **Owl's senses:** Always aware of what is happening within 100 ft.



What is Their Quest (3d6)?

1	To track...	sludgefish...	who just want to feed their young
2	To kill...	mosslings...	trespassing on lilfolk territory
3	To capture	blinkers...	rampaging after eating some bad mushrooms
4	To befriend a pack of...	grumblers...	possessed by the ghost of a murdered princess
5	To harvest...	honeycombs...	looking for a new home
6	To drive away several...	halfings...	who are being blamed by an evil wizard, the real culprit

What do They Need Right Now (d6)?

1. **Information.** Their loved ones are in danger.

2. **Succor.** They were in a fight and are wounded.

3. **Protection.** Enemies are close behind.

4. **Supplies.** Tools, weapons, foods that aren't found in the woods.

5. **Assistance.** They lack the lilpower to do something urgent.

6. **A laugh.** Expect practical jokes. If caught, they blame invisible faeries.

Do They Have a Masked Goblin Companion (d6)?

1. No, their faithful goblin died a long time ago. Help them bond with another one.

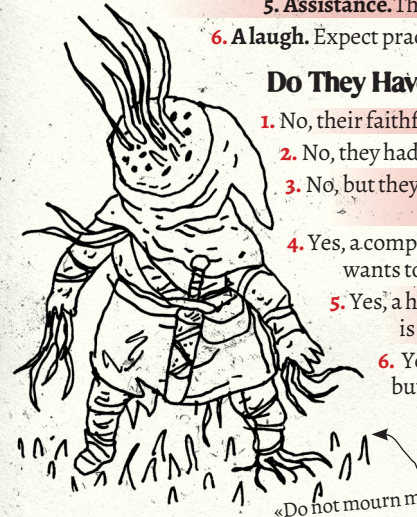
2. No, they had a fight and their companion stayed home. -2 to reaction rolls.

3. No, but they were there moments ago! 2-in-6 chance this is because they are seeding (see below).

4. Yes, a complaining goblin: They disagree with something the lilperson wants to do. They may ask for help changing their mind.

5. Yes, a helpful goblin: +3 to any roll. If it is a failure, the goblin is in trouble, or even wounded (1d4 damage).

6. Yes, a wounded goblin: The lilperson wants revenge but the goblin is worried they won't be up to the task.



Towery the Helpful spotted 1d6...

«Do not mourn me but care for my seeds...»

Masked Goblins and Their Care

Masked goblins are vegetal humanoids living in symbiosis with the lilfolk who grow them. Lilfolk begin play with a potted masked goblin. It takes 2d3 months of constant care for them to step out of the pot they grew in. At which point their carer gifts them a hand carved mask, forming a deep bond between them. If the carer isn't a lilperson, they must roll 4d6 under Charisma for the masked goblin to bond with them (otherwise they act if unmasked—see below).

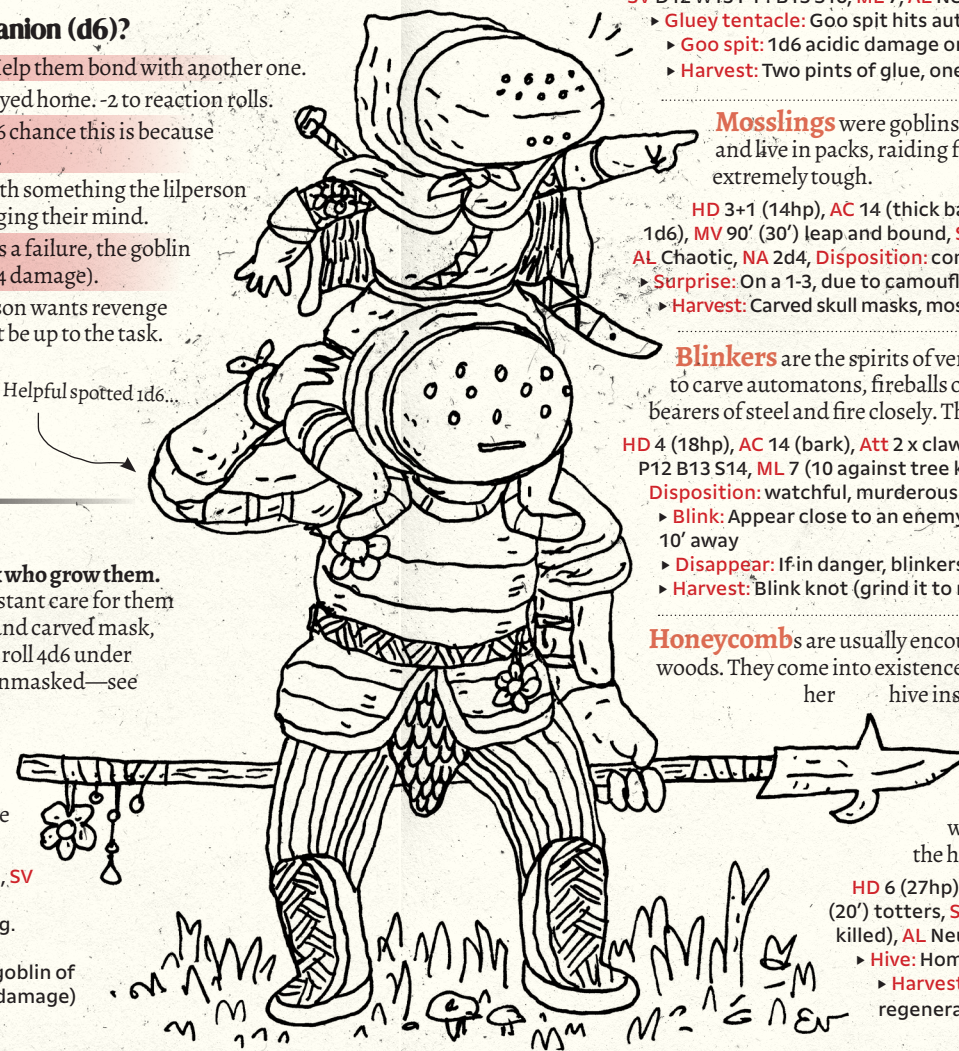
Whenever a masked goblin is wounded, there is a 1-in-12 chance spores or seeds from the woods enter their system, irremediably spelling their end. Within 1d20 days, they sprout and become a flower, fern, tree, or mushroom. If the new plant is tended weekly for a year, 1d6 gobseeds can be gathered. A gobseed grows into a masked goblin if properly cared for.

HD 1-1 (3hp), AC 14 (small and tough), Att 1 x weapon (+0, 1d4), MV 120' (40'), SV D13 W14 P15 B16 S17, ML 9, AL Neutral, NA 1, Disposition: obedient

► **Helpful:** A masked goblin and their bonded lilfolk are adept at coordinating.

+1 to every die rolled when together.

► **Unmasking:** In combat, roll to hit AC 16 and deal no damage but strip the goblin of their mask. In combat, hit AC 16 for no damage. They bite savagely (+3, 2d4 damage) before running away.



Monsters of the Deep Woods

Grumblers manifest when the spirits of the woods have reasons to complain about the activities of sentient beings. They are frequently encountered at the turn of the season, when nature's magic is stronger. A pack of grumblers emerges from the mossy ground and seeks people they can complain at.

HD 1-1 (3hp), AC 13 (deflecting limbs), Att 1 x slap (+0, 1 damage) or grumbling (-1 WIS), MV 60' (20') amble, SV D14 W15 P16 B17 S18, ML 9, AL Neutral, NA 2d4, Disposition: angry until satisfied.

► **Grumble:** Anyone within 10' of the grumbler loses 1 Wisdom point each turn. At 0 Wisdom a character acts like an enraged beast, clawing and biting at anyone and anything. Characters so affected regain 1 Wisdom point each dawn.

► **Harvest:** Angerbark (brew to make frothing tea: +1 to attack, damage, and morale for 1d6 turns)

Sludgefish live in the wettest part of the deep woods, where water doesn't flow and slimy goo thrives.

HD 2' (9hp), AC 13 (sticky), Att 1 x gluey tentacle (+1, glue) or goo spit (+1, 1d6 acid), MV 30' (10') float, SV D12 W13 P14 B15 S16, ML 7, AL Neutral, NA 2d6, Disposition: hungry

► **Gluey tentacle:** Goo spit hits automatically next round, STR check to escape.

► **Goo spit:** 1d6 acidic damage on the second round unless washed.

► **Harvest:** Two pints of glue, one pint of acid (1d6 damage for two rounds).

Mosslings were goblins who weren't cared for as seedlings. They wear found skulls for masks and live in packs, raiding farms and hamlets for cattle feed. Their many hardships make them extremely tough.

HD 3+1 (14hp), AC 14 (thick bark skin, shield), Att 1 x weapon (+3, 1d6), MV 90' (30') leap and bound, SV D12 W13 P14 B15 S16, ML 9, AL Chaotic, NA 2d4, Disposition: confusedly violent

► **Surprise:** On a 1-3, due to camouflage

► **Harvest:** Carved skull masks, mossy leather (2-in-6 chance of camouflage)

Blinkers are the spirits of venerable trees destroyed by evil: dark druidic rituals, felled to carve automatons, fireballs or other battle magic, etc. They guard the woods and watch bearers of steel and fire closely. They can travel great distances by merging with the forest soil.

HD 4 (18hp), AC 14 (bark), Att 2 x claws (+4, 1d4), MV 90' (30') scuttle, SV D10 W11 P12 B13 S14, ML 7 (10 against tree killers), AL Neutral, NA 1d3,

Disposition: watchful, murderous against tree killers

► **Blink:** Appear close to an enemy, attack, then burst from the ground 1d4 x 10' away

► **Disappear:** If in danger, blinkers flee by disappearing

► **Harvest:** Blink knot (grind it to make 1d4 pinches of teleport powder)

Honeycombs are usually encountered in the wildest recesses of the woods. They come into existence when a killer bee queen establishes her

hive inside a treant stump. The remains of the tree-spirit become part of the growing hive, slowly ambling through the forest to find the best seasonal flowers. Some honeycombs wander outside of the woods, bringing the hive close to cultivated land.

HD 6 (27hp), AC 15 (bark), Att 4 x root fists (+5, 1d4), MV 60' (20') totters, SV D10 W11 P12 B13 S14, ML 6 (9 if bees have been killed), AL Neutral, NA 1, Disposition: ponderous

► **Hive:** Home to 2d6+10 killer bees.

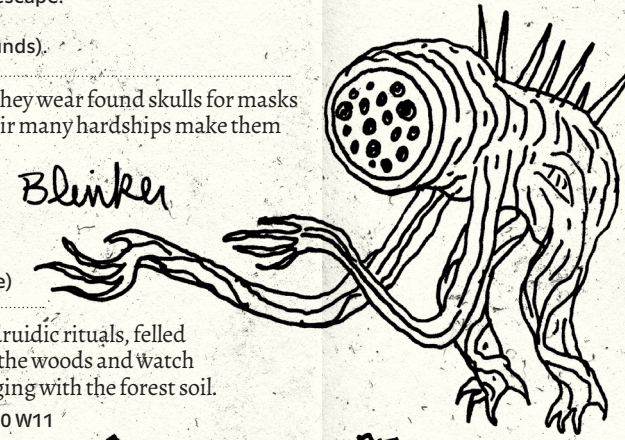
► **Harvest:** Magical royal jelly (1d4 doses; heals 1d6 hp or regenerates a limb or organ)



Grumbler



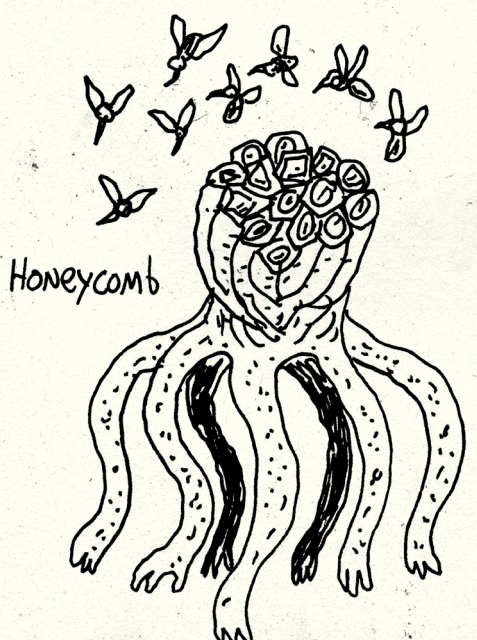
Sludgefish



Blinker



Mossling



Honeycomb