

## Labyrinth Lord Junior

This small printer friendly file is for experienced Labyrinth Lords who have "small people" and new players to bring in to the world's greatest hobby! What you'll find here is a set of streamlined rules for young and unexperienced folks! You as a LL will need to refer to the core book a little bit, but all the rules here are self contained and easy to learn. There are "junior" versions of the classes and progression for 3 levels. Your funny and screaming newbies won't find any particular customization option, just what they need to sit down, roll some dice and relax!

Let's get into this!

## No Attributes

We'll use no attributes. I'll include built in bonus or penalties to reflect differences, but that's not something they should know ahead of time. When they fall or something, just explain why the fighter lasted more or the mage went down (if that's the case).

## CLASSES

As you already know, the classes presented here have no experience point in thousands or complicated features. Just a bunch of things to add for the first few levels in order to let your guys and girls spend a good sunday afternoon.

There are some basic variations:

- classes don't get hit dices: they get an equal amount of HP per level;
- spellcasters have the same spells every day. Added spells stack and the character can cast each of 'em once per day.
- there are no armor names. You have light (AC8), medium (AC5) or heavy armor (A3). You can have Shield (-1 AC).

## CLERIC

*The Cleric is a good man who cares about the health of their comrades and fights with courage.*

**HP per level:** 4

**Weapon:** Mace (1d6 + 1 damage)

**Protection:** Medium Armor + Shield (AC4)

**Special Power:** You deal double damage against Undead.

**Spells at 1st level:**

- Cure Light Wounds (heal 1d6 + 1 damage)

**Spell at 2nd level:**

- Cure Light Wounds (as above)

**Spell at 3rd level:**

- Bless (+1 attacks and saving throws of you and your allies).

## DWARF

Yeah. You're Gimli.

**HP per level:** 5

**Weapon:** Warhammer (1d6 damage)

**Protection:** Heavy Armor + Shield (AC2)

**Special Power:** You can see in the darkness and you can see secret doors... if you roll a d6 and get a 1, a 2 or a 3! Good luck!

**At 3rd:** you get +1 attack rolls in melee!

## ELF

*The Elf is a fighter-mage, who can cast little spells while fighting! Ya know... Legolas? Ya know... Gandalf?*

**HP per level:** 4

**Weapon:** Longsword (1d8 damage)

**Protection:** Medium Armor + Shield (AC4)

**Special Power:** you can protect you from enemies once per day. When you do, your AC becomes 2.

**At 3rd Level:** you can block an enemy (but only once per day!)

## FIGHTER

*The Fihter is a man at arms who specialize in weapons and nothing else. He defends the group from the frontline and he gets the Cleric healing for first if needed.*

**HP per level:** 6

**Weapon:** Greatsword (2d4 +1 damage)

**Protection:** Heavy Armor + Shield (AC2)

**At 2nd level:** You get +1 to attack rolls!

**At 3rd level:** You get +1 to attack rolls!

## HALFLING

*You're Frodo!*

**HP per level:** 3

**Weapon:** Crossbow (you shoot at distance!) (1d6 damage)

**Protection:** Medium Armor + Shield (AC4)

**Special Power:** your AC is 2 when a creature bigger than you attacks!

**At 3rd level:** you get +1 to attack rolls at distance!

## MAGE

*The Mage is Harry Potter. He studies spells and uses them to help the others and slay monsters.*

**HP per level:** 3

**Weapon:** Darts (1d4 damage)

**Protection:** None

**Spells at 1st level:**

- Magic Missile (1d4 + 1 damage)

**Spell at 2nd level:**

- Sleep (an enemy is put to sleep)

**Spell at 3rd level:**

- Mirror Image (you create 3 other copies of you and if an enemy strike you, a copy disappears and you are unharmed)

## THIEF

**HP per level:** 3

**Weapon:** Dagger (1d4 damage)

**Protection:** Light Armor (AC8)

**Special Power:** you can open locked doors, but you have to roll 1d6 and get 1, 2 or 3!

In addition, you can move in the shadows without being seen... but yeah, you have to roll as above!

**At 3rd level:** if you attack an enemy that doesn't know you are there, you deal double damage... if you hit!

## EQUIPMENT

Let your young heroes choose equipment in this funny and creative way. You'll find a list of useful adventure tools: everyone should understand which is better, based on their class. If the choice is not obvious, just push so that everyone gets something different and tries to help the group in a different way (you can say, in example, that since the Mage won't use any weapon, he can hold the torch and the Thief get the Lockpicks).

This phase is not meant to calculate burden or something: it's just meant to teach the Hobbits co-operation.

- *Bedrolls: for everyone! You need someone strong to bring them on the back!*

- *Flint and Steel: who lights the fire at night?*

- *Hammer: to destroy things, but not enemies!*

- *Lockpicks: to open doors and crates!*

- *Rations: who gets the food for everyone?*

- *Rope: and if you need to climb from a pit?*

- *Torches: at least two or three or...*

- *Waterskin: who gets the water?*

## COMBAT

As for the basic rules, roll 1d6 for each side (each turn, change the young adventurer who rolls, so that everyone feels involved). Higher goes first. Let them declare actions: they'll learn a little bit of timing, not a bad thing. Choices matter.

When they attack, let them add the number rolled with the bonus they may have: just tell them if they hit or not following the simple table below (you may even let them take note of the numbers if they're ok). Same goes for Saves.

The numbers are based on the classes.

Class	Number to Hit	Save with
Cleric	15	13
Dwarf	13	11
Elf	14	14
Fighter	12	12
Halfling	15	13
Mage	16	14
Thief	15	13